Academy Graduate from the Aylorian Academy. 1 2 Done

\*-\*-\*-\*(Remember, you must complete 2 quests before finishing this Goal.)\*-\*-\*-\*

1. Once you enter the game, you 'run n;enlist;run 5nw;start;faster;faster;faster;faster;next;help kill;newbie Hello All!;next;next;goals

academy;next;score;next;next;train;next;tell Claire D;tell Claire C;tell Claire Exits;run 2e;start;next;skills;next;next;learned;showspell magic missile;run

du;next;affects;next;tell Vorth C;tell Vorth 45;tell Vorth Affect;run w2nw;start;next;next;speedwalk lidnesh;next;consider all;study;wimpy 30;next;

accept;run e8sd2s12e10n

2. Once in the forest, you need to locate and kill a viper.

3. Upon killing a viper, you 'recall;run u8nw;give viper Dahr;next;run 2e;start;next;drink fountain;next;next;next;keep all.potion;keep belt;run

w2nw;start;inv;eq;get all bag;wear all;restart;start;keep bag;get all bag;next;next;next;tell Filt E;tell Filt A;tell Filt E;run

2e;start;worth;next;list;appraise cloak;buy 4;buy 2 2;next;next;dep 10;next;tell Vladia D;tell Vladia Withdraw;tell Vladia A;accept;next;run w10sd2s3wn;buy

6;run 2w;buy 1;run s8en;buy 5;run 2e;buy 2;run sw4s4w5s2e;buy 2 13;quaff griffon;run 4w;buy 2;run 2e9n8e2nesw;get apple;run en2w7n7w2n;buy 5;recall;run

u10ne;say Yes!;run w2nw;start;next;question -h 10;random;next;next;subscribe;forum personal;note read;tell Aaeron Dragons;next;tell Aaeron B;tell Aaeron

C;tell Aaeron Barter;run 2e;start;next;next;brief;next;weather;time;next;next;tell Klau Donation Room;explore;tell Klau 29658;tell Klau Abend;tell Klau

Wayfind;tell Klau C;un w2uw;start;next;next;next;next;next;next;tell Glimmer Claninfo;tell Glimmer D;tell Glimmer C;run

2e;start;next;next;next;next;next;next;next;next;next;run w2sw;start;next;next;next;next;tell Lao C;tell Lao E;tell Lao D

Rewards: Academy Graduation Medal

Believer Can we really change the future? 1 1 Done

1. You 'run 3n4e' to A prophet of the way, 'listen prophet', and 'say Yes'.

2. You need to complete the following list from the prophet:

a. Type 'run 5e4n2w' and 'kill vengeful pixie' for the wings of a water pixie.

b. Type 'run 2e4s4ws' and 'kill grizzly bear' for the claw of a grizzly bear.

c. Type 'run 7n' and 'kill drow' for a medallion radiating evil.

3. You 'run 6sw' to A prophet of the way and 'say I have gathered the materials'.

4. You 'wear robes', run 'run 5e5n' to 'The Shrine of Sacrifice' and 'offer sacrifice'.

5. You 'hold orb', 'run s2e6nw' to 'The Temple of Doom' and 'expose the distortion'.

6. You 'kill evil entity' and close out the goal.

Rewards:

Birthday Win all the competitions. 1 3 Done

Task 1 : Score par or better in golf.

Visit the caddy north-west from the entrance and read the sign for the competition rules and details.

Task 2 : Save the lemmings (Completed)

Protect lemmings from attacks. Visit the Lemming King north from the entrance and read the sign for further details.

Task 3 : Navigate the dungeon (Completed)

Make your way through the dungeon to the end. Every step you take will put you up against a new puzzle. The entrance to the dungeon is far north-west from

the gates.

Task 4 : Become a King of the Hill (Completed)

Make your way to the top of the hill in the far north and stay there longest against competing players. Read the sign in front of the hill for further

details.

Task 5 : Take your team to victory in Capture the Flag (Completed)

Bring fire or ice a win in their eternal battle by sneaking as many flags as you can back to your fortress. More details on the sign in front of the

castles far north-east from the gates.

Task 6 : Ride a camel (Completed)

Take a camel ride - visit the sultan north-west from the gates and read the sign for details.

# Golf: 3 minutes and make par(3 hits)

# Lemming Part: 5 Minutes, heal, look

#Dungeon Part: run ene;scratch pole;get splinter;run wsw;get plank;w;drop plank;n;throw splinter;get pole;w;install support;get cookie;run ese;get

plank;w;drop plank;run sw;feed troll;get hammer;run 2e;open chest;get all chest;run wn2e;fill bucket;get bucket;run nw;throw bucket;get metal;run 2e;scratch

pole;get splinter;run wsw;get plank;w;drop plank;n;throw splinter;e;shield wall;get wood;run ws2esd;open chest;get all chest

Rewards:

Farm Help Kimr clear his farm of the weeds and ants. 1 1 Done

1. You 'run nwnw' to Kimr and 'listen Kimr'.

2. You 'say Yes'.

3. You kill 50 Weeds and 50 Ants.

4. You return to Kimr.

Rewards:

Jenny2 Beat the dartplayer at his own game. 1 1

1. Go to the dartplayer and say 'Challenge'.

Task 1

Reward: 5 qps for losing, 10 qps for tying, 15 qps for winning.(Note: It is a one and done.)

Amusement Have a Rip-Roaring Day at the Amusement Park! 3 1 Done

1. You 'run n', 'say Yes', 'buy 5 2', and 'buy 5 1'.

2. You 'run 2nw' to the Ferris Wheel, 'give ticket assistant', and follow the instructions in pink.

3. Next, you 'run e3ne' to the Bumper Cars, 'give ticket assistant', and 'ram <direction>' randomly until 10 bumper cars are hit.

4. Next, you 'run wsw' to the Scuba Ride, 'give ticket assistant', 'Feed <fish>' for each species in the room, and leaving the shark to the last.

5. You 'run e2ne' to the Merry-Go-Round, 'give ticket assistant', 'Ride <direction>' starting from east, and 'grab ring' when you see the golden ring.

6. You 'run wnen' to the House of Horrors, 'give ticket assistant', and follow the instructions in pink.

7. You 'run sw4se' to the Games Tent, follow the instructions in each booth, win the game (might take multiple tries), must obtain 1 prize coupon from each

of the 3 tents, and go to the prize redemption counter to 'give coupon man'.

Rewards: Type 'ride' at any of the ride operators.

Fireswamp2 Lead the wanderer out of the Fire Swamp. 5 1 Open

(No Tasks for Hidden Goal)

1. Locate a lost wanderer(wandering around) and say 'I will help you.'

2. Lead him to the south until he says its a dead end.

3. Lead him north and east until its a dead end again.

4. Listen to him if he says he is hungry take him to "Leafy Enclosure in the Swamp"(34760). You need to "get berry bush" and "give berry wanderer" while in

the room with the bush.

5. He says he is thirsty so take him to the river where you will be sucked into the river, kill the mobs, and go back up.

6. Provided all the above have been done, if you now lead him to the start of the area, the goal should complete.

Reward: 2 trains

Legend Return four apples to Johnny Appleseed. 5 1 Done

1. You need to collect an apple from each stop,

a. Maine - Room: Round Lake

'run e;buy maine;run wn;board;run e;give maine conductor;run ne2s' You have to wait till mob program moves you to another room and 'get apple tree'.

b. Mississippi - Room: An alley

'run ne;buy 3;run wn;board;run 2e;give ticket conductor;run 3enes;get apple sapling'

c. Texas - Room: Oasis

'run ne;buy 2;run wn;board;run 3e;give ticket conductor;run wnwn;get apple tree'

d. West Virginia - Room: A small clearing

'run ne;buy 1;run wn;board;run 4e;give ticket conductor;run e;get apple tree'

2. After collecting 1 of each apple, you 'run e;buy 1;run wn;board;run 6e' to the 'The Engine', wait for the Casey to toss you off the train, go south, and

'say \* Apples \*'. [Note: You just have to have apples somewhere in sentence.]

3. Johnny Appleseed exclaims 'Congratulations! You found my apple trees!' You receive an apple press from Johnny Appleseed. Johnny Appleseed shakes your

hand.

Rewards:

Melody Find Heath the Keeper's missing portrait. 5 1 Done

1. You find and kill Sophia, go to 'Second Floor' room, 'unlock south;run sd'.

2. Heath will ask you a question, which you type 'accept'.

3. You 'run unwnw;open south;run s' and 'kill guitar tablature' for keys.

4. You 'run ne2sedn;open north;run nw;get portrait' from ground in the backstage.

5. You 'run e;open south;run 2su;open south;run sd;give portrait Heath'.

Rewards:

Sennarre2 Help fulfill a rabbit's dream. 5 1 Done

1. In the area, you 'run nwn2w2n3es' to 'Grassy Clearing' with a hole in it. At the hole, you type 'enter hole', a mob program will occur, and 'say Yes'.

a. You 'run run en2wsws2es' and kill a frog for Leaping Lessons.

b. You 'run s3w' and get wildflowers.

c. You 'run 3esen;buy 1'.

2. You 'open west;run wn2wnen2es;enter hole;give lessons rabbit;give wildflowers rabbit;give bunny rabbit'.

Rewards:

Vale Help Sundered Vale's aid worker. 5 1 Done

You locate the lost aid worker, 'say Yes', and lead him to Rowen the woodsman.

Rewards:

Camps Win the tournament in Tournament Camps. 10 2 Done

1. You 'run 3n' and 'say Sign me up'.

2. You locate the champion and 'say I challenge you'.

3. You go to the blacksmith and 'say Weapon'.

4. You 'run nwn3w;open west;run w' and kill the Champion of the Fields.

5. You 'open east;run 3edne2s2w;open north;run n' and kill the Champion of the Water.

6. You 'open s;run 2e2nws2un;open up;run u' and kill the Champion of the Skies.

7. You 'open down;run dnd;open down;run d' and kill the Champion of the Shadows.

8. You 'open up;run 2u2sd2esw;open south;run s' and kill the Champion of the Forest.

9. You 'open north;run 3n2wses' and give him all the pieces of the sword.

10. You 'run nw4nu' and 'say Hilt'.

11. You 'run d3s' and kill the messenger.

12. You 'run 3nu' to Tarob and told to

a. Kill 5 mobs south of Central Square.

b. Kill 5 mobs west of Central Square.

c. Kill 5 mobs in the forest.

d. Kill 5 mobs in the water.

e. Kill 5 mobs in the air.

13. You read the map, go to the coordinates (18, 23) in Gelidus for the room named 'Secluded Valley', and 'dig'. (From Aardwolf Hotel: 'run n4w2s')

14. You return to Tournament Camps and 'give hilt blacksmith'.

15. You 'wield sword', 'run nw4nu' to Tarob, and 'say Yes'.

16. Using step 13, you go back to the room in Gelidus and 'dig' again.

Rewards:

Carnivale Have a good time at the carnivale! 10 1 Done

1. Locate John the Innkeeper in 'Fairway' to the north of the entrance, let the mobprogram finish, and say 'Yes.'

Task 1 : Carnivale goal

1. Finish Task 1 through 7.

2. Return to John the Innkeeper 'Fairway' to the north of the entrance and say 'Finished!' to close the goal.

Task 2 : Drink a bit of the ale with the locals

1. Locate 'Ye Olde Pub' and say 'Challenge.'

2. Bounce quarters till the task closes.

Task 3 : Find the fortune teller and see what your future holds

1. Locate 'Fortune Teller's Tent' and say 'I want to know the future!'

Task 4 : Arm wrestle one of our guys

1. Locate 'Arm Wrestling Tent' and say 'Let's go' until the task closes.

Task 5 : Learn to whittle a bit of wood

1. Locate 'Woodworker's Tent' and say 'Teach me!'

2. Select one of the options(a coin, a falcon, or a horse) and whittle option until the task closes.

Task 6 : Try your hand at archery

1. Locate 'Archery Range' and say 'I challenge you!'

2. Wield Archers Bow the archer gives you and release arrow until the task closes.

Task 7 : Learn to joust from the best

1. Locate 'Jousting Arena', where A jousting knight is, and say 'Get your horse.'

2. Wield A Knight's lance the knight gives you and mount your horse.

3. Tap your heals until the task closes.

Rewards: 8 quest points

Chaprenula End the madness in Chaprenula's Laboratory! 10 2 Done

1. Locate Rachia in 'The Field', say 'Help!', and accept after the mobprogram finishes.

Task 1 : Pretend to be a trainee and get a lesson in transmutation.

1. Locate and kill a lab assistant(throughout the area) to get a apprentice coat (random drop).

2. Wear an apprentice labcoat.

3. Locate Manserat in 'The Main Laboratory' and say 'Yes!'

Task 2 : Find the ingredients needed for transmutation.

1. Locate and kill a jungle snake in 'The Paddock' for entrails of a snake.

2. Locate and kill a claw-hammer hawk in 'In the Air' for an eye from a hawk.

3. Locate and kill a lab assistant(in the front section) for the silver shavings of a stolen idol.

4. Locate and kill a lizapede in 'The Cellar' for a dismembered lizard's tail.

5. Locate Chaprenula in 'Sleeping Chamber' and give him the eye, tail, and entrails to receive salted eye of a hawk, a pickled tail of a spotted lizard,

and a vial of gastric juices from a serpent.

6. Return to Manserat in 'The Main Laboratory' and be told to give the cauldroped the item.

Task 3 : Perform a transmutation correctly.

7. In order, you 'give tail cauldroped;give juices cauldroped;give shavings cauldroped;give eye cauldroped'. Otherwise, you have to start over.

Task 4 : Blow up Chaprenula's Laboratory! (The Task number changes)

1. Repeat Task 2 Steps 1, 3, 4, & 5.

2. Return to Rachia in 'The Field' and say 'Yes!'

3. Return to Manserat and cauldroped in 'The Main Laboratory'.

4. At the cauldroped, 'give tail cauldroped;give juices cauldroped;give shavings cauldroped;give vial cauldroped'.

Rewards: 20 quest points and level 11 body - (2 dr, 2 luck, 2 physical, 1 magic)

Graveyard You, too, may become a funeral director. 10 1 Done

1. At the entrance of the Graveyard, you find Henry and 'say Yes'.

2. You find and 'kill graverobber' for his shovel and return it to Henry.

3. You 'run es2es2e3s2en', 'kill banshee', and locate and 'kill raven'.

4. You go back to Henry and 'nod' at him.

5. You asked to kill the vampire, mummy and lich.

a. 'run es2e2se5sw;enter coffin' and 'kill vampire'

b. 'open east;run 3e;enter casket' and 'kill mummy'

c. 'open west;run 2wsw;enter mirror' and 'kill lich'

6. You 'open down;run de6nw2n2wnw' to Henry and 'handshake Henry'.

Rewards: Type 'rip' inside any of the graves during the day to get the mob to come out during the day.

Lidnesh End the poaching in Li'Dnesh. 10 2

Task 1 : Let the Ranger know if you're willing.

1. Locate A grizzled ranger in 'Inside a Rustic Cabin' and say 'Yes!'

Task 2 : Trap the poacher on the log.

1. Locate

2. Go to "The Bear's Den"(28043), kill bear cub for 'a bear claw'.

3. Go to "A Large Burrow"(27997), "get root" off the ground.

4. Go to "Deeper in the Forest"(28012), "get branch" off the ground.

5. Go to "On a Log over a Brook"(28030), "check" to see if this is the correct room, and "trap poacher" to complete this task.

Using a tree root, a tree branch, and a bear claw, you can set a trap for

a poacher who regularly crosses a log over the stream.

Task 3 : Trap the poacher in a tree.

6. Find and kill a brown hare (they wander) for 'a brown hare's foot'.

7. Go to "A Poacher's Camp"(28028), "kill sneering poacher" for 'a thick leather apron' and 'a long skinning knife'.

8. Go to "In a Very Large Tree"(28022), "check" to see if this is the correct room, and "trap poacher" to complete this task.

Using a leather apron, a hare's foot, and a skinning knife, you can set a

trap to catch a poacher in a tree.

Task 4 : Set a bear trap for a poacher.

9. Go to "On a Muddy Embankment"(28009), "kill crayfish" for 'a clacking crawfish claw'.

10. Go to "In a Tree Stand"(28027), "kill poacher" for 'a thick leather wristcuff'.

11. Go to "Deep in the Forest"(28031), "get wildflowers" off the ground.

12. Go to "Deep Within the Forest"(28024), "check" to see if this is the correct room, and "trap poacher" to complete this task.

With a crayfish claw, a leather wristcuff, and some wildflowers, you can

set a makeshift bear trap for a poacher.

Task 5 : Trap the burrow-diving poacher.

13. Go to "Deeper in the Forest"(28007), "open hive", and "get honeycomb hive".

14. Find and kill a bull moose (they wander) for 'a pair of moose antlers'.

15. Go to "Amidst the Treetops"(28040) and "kill sprite" for 'a long vine'.

16. Go to "A Large Burrow"(27997), "check" to see if this is the correct room, and "trap poacher" to complete this task.

With some antlers, a nice long vine, and a honeycomb, you can set a trap

in a burrow.

Task 6 : Give a poacher the royal treatment.

17. Find and kill a black bush boar (they wander) for 'a curved boar tusk'.

18. Go to "In a Tree Stand"(28027), "kill poacher" for 'a leather skullcap'.

19. Find and kill a wood elf (they wander) for 'a wood-hilted dagger'.

20. Go to "Deep Within the Forest"(28008), "check" to see if this is the correct room, and "trap poacher" to complete this task.

With a leather cap, a boar's tusk, and a dagger, you can set a trap for a

poacher who has heard the call of nature.

Task 7 : Trap all the poachers.

21. Go to "Inside a Rustic Cabin"(28017).

22. Go east, an alternate task will open where you can "trap ranger".

23. Find and kill a hook-tailed dragonfly (they wander) for 'a pair of dragonfly wings'.

24. Find and kill a chubby porcupine (they wander) for 'a thin porcupine quill'.

25. Find and kill a monarch butterfly (they wander) for 'a pair of butterfly wings'.

26. Find and kill a golden honeybee (they wander) for ' a bee's stinger'.

27. Find and kill a timber rattlesnake (they wander) for 'a pair of snake fangs'.

28. Find and kill a spiny hedgehog (they wander) 'a hedgehog spine'.

29. Go to "A Large Circular Pool"(28006) and "kill duck-billed platypus" for 'a platypus bill'.

30. Go to "Amidst the Treetops"(28040) and "kill sprite" for 'some leaf-patterned robes'.

31. Go to "A Ring of Trees"(28039), "check" to see if this is the correct room, and you have two options "trap poacher" for regular ending or "trap ranger"

alternate ending. \*You get the same reward\*

Remember to check for a good spot to set your trap.

Rewards: 15 quest points and an alignment drop for crossing the ranger at the end or alignment up for not.

Orlando Shut up that yipping dog!!! 10 3 Done

1. Once in the area, you 'run w' to find bartender in 'A Dark Saloon' and type 'ask for lantern'.

2. From here, you 'run ened2esw' and 'kill skeleton', get Blue Crystal lantern and iron miner's pick.

3. You 'run en2wu2w' and type 'grab cotton' to get the wick 'A ball of cotton'.

4. You 'run esw', 'give lantern <ghostly> bartender' to receive 'a full lantern'.

5. You 'run eneden' and kill all other sparks in the room except the tame spark.

6. You type 'light lantern' to receive 'a lit lantern'.

7. You 'run swuwse', 'give lantern <Mr.> Spade, and will be inform of the next step.

8. You 'run w' and kill the front desk clerk for 'a room key'.

9. You 'run 3nw', give pick monkey, and kill a striped monkey to get a 'shiny pick'. This is completely random.

10. You 'run e2sed2ese', type 'dredge water', and type 'search corpse' to get a 'grubby key.

11. You 'run wn2wuwse', 'give <grubby> key <Mr.> Spade', and will be inform of the next step.

12. you 'run w4n' to 'His Majesty's Suite', 'give key <ghostly> prostitute', and get 'the Baron's signet ring'.

13. You 'run 2sw' to 'Meeting Room' and get a sheet of clean vellum.

14. You 'run e2sw' to the piano player for the next task.

15. You 'run enw' to Garden, give 1 gold to the crow, and 'get <a blob of> wax' off the ground.

16. You 'run ese' and type 'clean' to see the next task.

17. You type 'stamp vellum' to get a 'stamped vellum'.

18. You 'run wn2e', 'give vellum <skinny> cook, and receive 'a pile of bread crumbs'.

19. You 'run 2w3u' to the mad birds, 'give <bread> crumbs birds', and receive 'a bundle of tin foil'.

20. You 'run 2dw' to Maxwell, 'give <tin> foil Maxwell', and receive a tasty dog biscuit.

21. You 'run es', 'give biscuit <ghostly> pug', and receive a pug collar.

22. You 'run ndse', 'give collar <Mr.> Spade for the Goal Rewards.

Rewards:

Solan Help the citizens of Solan 10 2 Done

1. From the beginning of the area, you 'run 2swn' and 'say Yes' to the Captain. After the mob program, you 'say I am ready' to the Captain.

2. You 'say I will take you to the memorial' to Jasmine Mahon in the Captain's Office. Jasmine Mahon will following after the mob program is completed.

(You need to allow followers.)

3. While Jasmine Mahon is following you, you 'open south;run s;open east;run e8ses' to the "A grass path".

4. You 'say You may pay your respects here'.

5. You 'run nw8nws' and 'say Yes' at sergeant of the townguards.

6. You 'run nen5e;open gate;run e' to "Huge piles of rubble" and 'dig through rubble' three times to receive box, bear, ring and trowel.

7. You 'open gate;run 6wsws' and 'give box sergeant'.

8. You 'run nen2es' and 'say Yes' to Murray.

9. You find the mule and 'say Come on bess' for mule to follow.

10. You 'announce deliveries' command at farmer's market.

11. You 'run es4en2en' and 'say Yes' to Anastasia. She asks you to

a. kill 6 field rats

b. kill 6 rats

c. kill 6 mice(mouse)

12. You return to Anastasia

13. You 'run s2e3n2ws' and 'say Yes' to Mallory.

14. You 'run n6w3s2ws;buy apple' from 'Frieda's fruit stand' in the marketplace.

15. You 'run n2e3n4e4n2e2seu' and 'give apple macaw'.

16. You 'open down;run d;open west;run w;open n;run n' to bring the following macaw back to Mallory.

17. You 'run n2w4s4wsw' and 'give ring Gina'.

18. You find a child and 'give bear child' (type where child).

19. You find the gardener and 'give trowel gardener' (type where gardener).

20. You go back to the Captain and 'say Done'.

Rewards: Go to Mallory and say 'macaw, falcon, hawk, or raven' for a free pet.

Wildwood Help the Glade Guardian find his lost emerald. 10 1 Done

1. From the beginning of the area, you 'run e6n3e2s' to 'Glenfall's Weaponry' and 'say Accept' to Glenfall so the goal will open.

2. You 'run wnwnw4s4e' and 'say Missing gem' to close Task 1 and open Task 2.

3. You 'run 4w6n3wu' and 'listen judge' to close Task 2 and open Task 3.

4. a. You 'run d3e4s3ws' and 'buy plate' or 'buy 2'.

b. You 'run n3e4n3wu' and 'give plate judge'.

5. You move around until you find a wand on the floor (Note: I found it on the room 'End of the village')

6. You go back to Ryorin and wait for the mob program to finish.

7. You locate and kill gnogs until you get a deep green emerald (random).

8. You give the emerald to Ryorin to close the goal.

Rewards:

Wtc Graduate from the Warrior's Training Camp. 10 1 Done

1. You goto (37895) and 'say Yes' in the Registration Tent, open backpack;get all backpack;wear badge from the backpack. (For steps 2-9 and after killing

each individual masters, you need to return to the entrance room of that particular weapon type training area to trigger task close)

2. You go to the Hand-to-Hand training tent (41809), remove all weapons, scan for daisensi, and fight the daisensei.

3. You go to Weapons & Things(37894) and buy mace, ono, guisarm, bagh nakh, roundel dagger/arming sword, knout, morning star flail from the shop.

4. You go to the Mace Training Tent(41899), wear mace, and fight the master crusher.

5. You go to the Axe Training Tent(41819), wear ono, and fight the master sohei with it.

6. You go to the Polearm Training Tent(41839), wear guisarm, and fight the polearm master with it.

7. You go to the Exotic Training Tent(41844), wear bagh nakh, and fight the exotic weapons master.

8. You go to the Sword & Dagger Training Tent(41816), wear roundel dagger/arming sword, and fight the blade master.

9. You go to the Whip Training Tent(41829), wear knout, and fight the whip master.

10. You go to the Flail Training Tent(41841), wear morning star flail, and fight the master thrasher.

11. You go to the Armor Tent(37896) and 'say uniform'.

12. You wear everything and go to the Graduation Tent(41847).

13. You 'say Practice makes perfect'.

14. You type 'toss hat'.

Rewards:

Ascent Survive the Dragon Ascent 15 1 Done

1. At the beginning of the area, you 'say Yes' to Bagger, the entrance guard to start the goal.

2. You locate a trustworthy trustee and 'say Staying alive'.

3. You go back to Bagger, the entrance guard.

4. You run around saying 'have you seen the princess'

5. You go around the area looking for mobs who are dragon collaborators: dragon scientist, dragon politician, dragon gladiator and others.

6. After all 15 collaborators have been killed, you locate A Dragon Mercenary in 'Arts and Crafts - Bludgeons'

7. You 'say <Your Name>', then 'say Dragon of Light'.

8. You locate 'A Friendly Guard'.

9. You locate Lo the Wise in the maximum security cell. (You have to kill The Captain of the Guard to gain access.)

10. You locate A Dragon Citizen to help you look for the glasses.

11. You locate a gang member, kill him, return to the dragon citizen, and go back to Lo the Wise.

12. You go all the way up the maximum security prison, south to find Lifereaper, talk to Lifereaper, recall,, go back to the area, and kill ALL seahags

13. You return to Lifereaper, get attack, and kill him.

14. You locate Dragon Keeper, near the seahags.

15. You will be teleported to the start of the area, go back to him, will be attacked, and kill Dragon Keeper to end the goal.

Rewards:

Callhero Return Mystlin Ilvathorn's items from the Call 15 2 Done

1. After entering the area, you type 'fun;run 4ese' and 'kill moruk flagbearer' for the Fiery Phoenix of Moruk.

2. You 'run w4n' and 'kill legionnaire flagbearer' for the Golden Eagles of the Legionnaires.

3. You 'run 3e;open east;run e' and kill 'barbarian manservant' for the skulls of the Horde.

4. You give the three flags to Mystlin Ilvathorn individually, leave, and come back to give certain items to Mystlin Ilvathorn. (It is random on what she

will accept and will not.)

a. 'give eagles Mystlin' for Spires True, which is a level 20 wrist item with stats of +2 dr/hr/str.

b. 'give phoenix Mystlin' for Chains of Moruk, which is a level 20 neck item with +2 dr/hr/luck.

c. 'give skulls Mystlin' for Ring of Light, which is a level 20 finger item with +2 saves/int.

5. You are asked by Mystlin Ilvathorn to collect eight swords. From 'Decide your fate',

a. Type 'fun;run 4e2s', 'kill Ah'kir firethistle', 'kill So'bu oakthorn', and 'drop all;get DenMor;get Toriavic'

b. Type 'open east;run e;run w', 'kill Nakor greenleaf', and 'drop all;get DenMor;get Toriavic;get Jubonit'

c. Type 'run 5n3e', 'kill Nifear manflay', 'kill Dominic ingtar', 'drop all;get DenMor;get Toriavic;get Jubonit;get Fordsdarl;get Touiman'

d. Type 'run 8w', 'kill Aetius mandrake', and 'drop all;get DenMor;get Toriavic;get Jubonit;get Fordsdarl;get Touiman;get Dragonsbane'

e. Type 'open south;run s' and 'get Kinslayer'

f. Type 'open north;run n;open north;run n;open north;run n', 'kill Mckenna daire', and 'drop all;get DenMor;get Toriavic;get Jubonit;get Fordsdarl;get

Touiman;get Dragonsbane;get Kinslayer;get Talon'

6. You give the swords to Mystlin Ilvathorn and receive Aura of the Sage.

7. The goal is completed.

Rewards: AREA PORTAL!

Childsplay Defeat the Troll King. 15 2 Done

1. You 'run 2n3e' to 'The Village Square' and type 'watch the execution'.

2. You 'kill executioner'.

3. You attack Vachese.

4. You type 'escape prison'.

5. You go to 'A Brookside Cranny' and 'listen mudpie boy'.

6. You 'say Jewel'.

7. You go to the outpost trader and 'say Rumors'.

8. You 'say Jewel'.

9. You go to the mines, find a senile grandmother, and type 'say Gems'.

10. You kill Vachese. (If it doesn't work, repeat from step 9.)

Rewards:

Fireswamp Help the flames reclaim the swamp. 15 2

1. You go to the will-o-the-wisp and follow it. Wait for mprog.

2. You 'listen' to the fire lizard and 'say Yes'.

3. You 'get leaves' off the ground and 'give leaves <flame> spurt'.

4. You kill flame spurt for bright flames.

5. You 'get twigs' off the ground and 'give twig (burst of) flame'.

6. You kill burst of flame for hot flames.

7. You kill bandit for a tunic and 'give tunic (large) flame'.

8. You kill large flame for dancing flames.

9. You kill the river spirit.

10. You wear the 3 flames and kill the fire dragon for Dragon's Orb.

11. You go to the essence of fire and brandish the Orb.

12. You give the Red Sphere to the fire dragon for burnt book.

Rewards:

Hoard Investigate the Great Cookie Thief. 15 2

1. Locate the room 'The Home of Nanna Dwarf' and say 'Help.'

Task 1 : Locate the thief who stole Nanna's cookies.

1. Complete Task 11 to close this task.

Task 2 : Track down Nanna's suspected thief.

1. Locate A determined human in "Within the Crater" and say 'Cookies.'

Task 3 : Help the determined villager.

1. Locate the room "A General Store" and buy a pie and shiny bottle of ale.

2. Return to a determined human and give a pie to him.

Task 4 : Locate the next suspect in the cookie theft.

1. Locate a dwarven drunkard and give shiny bottle of ale to him.

Task 5 : Figure out what the privileged little brat was up to.

1. Locate a privileged dwarven child and say 'Cookies.'

Task 6 : Locate the source of the failed exam.

1. Locate A big bully and say 'Cookies.'

Task 7 : Find someone who cares.

1. Locate A caring chief of the humans and say 'Cookies.'

Task 8 : The wax in the wind.

1. Locate a starving dog and kill him for wax paper.

Task 9 : Report to Nanna.

1. Return to Nanna Dwarf and say 'I found the wax paper.'

Task 10 : Find something to reach with.

1. Locate "A Smithy" and buy a frayed broom.

2. Return to Nanna Dwarf and give the broom to her.

Task 11 : Eradicate the thief.

1. KillNanna's irritating cat for 'The most delicious cookie ever' and 'Hide of a hairless cat'.

Reward: 'The most delicious cookie ever', 'Hide of a hairless cat' (Container - 1000 capacity, 30 heaviest, 65% usual weight.), and 10 quest points.

Nalondir Return the king's staff 15 1

1. Go to "An Overgrown Forest Trail"(32199), "listen stranger", and "say Yes".

2. Go to "Advisors' Table"(32140) and "say Staff".

3. Find Royal Advisor (He wanders) and "say Staff".

4. Find the "One Handed Orc" and "beat one".

5. Go to "Service Center"(32196) and "get staff" off the ground.

6. Return to the king in "Advisors' Table"(32140) and "give staff king".

Area Quest

Need to be low level. Costs 50 gold per try. Locate the Fisherman.

give 50 gold fisherman give fish fisherman

a Small Fish - 2% hunger - 5 gold

a Medium Sized Fish - 4% hunger - 25 gold

a Large Fish - 6% hunger - 50 gold

a Huge Fish! - 12% hunger - 200 gold

The Vianni Fish! - 48% hunger - The Fisherman's Skill - (wrist)

2 wis/dex and 1 all magic/physical

(The fisherman disappears.)

Rewards:

Petstore Quell the pet rebellion at the Pet Store. 15 1 Done

1. Locate Linda in 'Checkout Counter' and nod to her.

Task 1 : Find a way to impersonate the pet store staff.

1. Locate a babysitter and kill her for a Pet Store Employee ID Card.

2. Return to Linda in 'Checkout Counter' to close task.

Task 2 : Gain the trust (and store keys) of Bob, the Manager.

1. At the 'Checkout Counter', wear a Pet Store Employee ID Card, look plaque, and see a manager.

2. In 'Manager's Office', shakes Bob, the Manager, to get the next 7 Tasks.

Task 3 : Exterminate the green dragon.

1. Locate a green dragon in 'Underground Lair' and kill it to receive a green dragon scale.

2. Task closes once the dragon is killed.

Task 4 : Dispatch the brass dragon.

1. Locate a brass dragon in 'A Grassy Plain' and kill it to receive a brass dragon scale.

2. Task closes once the dragon is killed.

Task 5 : Kill the deep sea dragon.

1. Locate a dragon turtle in 'Murky Darkness' and kill it to receive a turquoise dragon-turtle scale.

2. Task closes once the dragon is killed.

Task 6 : Slay the deep dragon.

1. Locate a Deep Dragon in 'The Cave Of The Deep Dragon' and kill it to receive a black dragon scale.

2. Task closes once the dragon is killed.

Task 7 : Murder the mercurial dragon.

1. Locate a quicksilver dragon in 'Floating Far Above' and kill it to receive

2. Task closes once the dragon is killed.

Task 8 : Slaughter the blue dragon.

1. Locate a blue dragon in 'An Oasis' and kill it to receive a blue dragon scale.

2. Task closes once the dragon is killed.

Task 9 : Destroy the red dragon.

1. Locate a red dragon in 'Mountain Cavern' and kill it to receive a red dragon scale.

2. Task closes once the dragon is killed.

Task 10 : Return to Bob with proof of your conquest.

1. Linda in 'Checkout Counter' and see a manager.

2. In 'Manager's Office', give scale to Bob, the Manager and receive 3 a bag of SUPER CHOW(tm) Pet Kibble, 2000 gold, and Golden Pet Collar(Area Portal).

Rewards: 3 a bag of SUPER CHOW(tm) Pet Kibble(level 35 pill - sanctuary, accelerate, aid, sustenance), 2000 gold, and Golden Pet Collar(Area Portal)

Sennarre Learn more about Sen'narre Lake. 15 3 Done

1. After opening up the goal, you collect 3 worms off the ground.

2. You give a worm to a robin, sparrow, and turtledove.

3. You go to Gale with the 3 feathers in your inventory.

4. You bring the dreamcatcher to the sleeping rabbit for the real dreamcatcher.

5. You buy a pole at Gale, then 'say No, I'll return the fish'.

6. You go to the rock outcropping, 'hold pole', and 'sit rock'.

7. You wait until you catch a fish.

8. You go to the waters mob and 'drop fish'.

9. You go down and 'kill fish' mobs till you find <(fish(-(bones(-< on the ground. (Repeat steps 6-9)

10. You 'get fish' bones and 'enter (blue) portal'.

11. You 'put bones cycle' and wait for the goal to close.

Rewards:

Sirens Uncovering the kidnapping plot. 15 3 Done

1. Once in the area, you 'run 3wn' and type 'listen receptionist'.

2. After that, you go 'north', open the desk, and 'get <Secret> Documents desk'.

3. You 'run 2s2e2n;enter gate;run ne' to 'A-Row Seats 21-30' and 'kill manager' for 'Hotel Suite key'.

4. You 'run ws;enter exit;run 2s2wn2u;open west;west' to find the human contestant and get 'Defense of the Heart'.

5. You 'run e2ds;enter trishaw' to get to Golden Sands.

6. You 'kill lady <in a bikini>' until you get a secret key.

7. You make your way to 'Golden Sands' with graffiti and 'open down' to secret room.

8. You must read note pinned to the wall and 'get belt <skinned from a very poor guy> chest'.

9. You 'run u;enter trishaw;run 2e2n;enter gate;run 2ne' to get to Dwarven Judge.

10. You 'give belt Dwar<ven Judge>' for The Shiny Jewel Crown.

11. You locate Miss House of Cards and 'give crown cards' to get Goal Rewards.

\*\* High Chance of acquiring Key if level is less than 15. Chance is lesser above level 15 but with Task open. Chance is zero above level 15 without task

open.

Rewards:

Beer Help seal the fate of Brewington's Elect. 18 1 Done

1. Once entering the area, you 'run w'.

2. Crivoght will talk to you and 'say LaPorta'.

3. You 'nod Crivoght'.

4. You go to LaPorta and type 'challenge LaPorta'.

5. You go to the Brewmaster and 'say The Strong Stuff'

6. He will drop an list, you pick it up and are require to get 4 items.

7. The items are from the mobs on the Brewery Floor. Kill the mobs and then search for the items using the commands given. The list will rot away but it is

not necessary to finish the goal.

a. kill a yeast monster for 'a blob of yeast'

b. kill a hops gremlin for 'a pile of hops'

c. kill a drunken halfling for 'a bottle of blood'

8. You find all the items, go to Binky. 'say Fee', and go back to the brewery, keep killing kegs, and randomly get an unbroken keg.

9. You go back to Binky and give him 1000 gold.

10. You go back to LaPorta and type 'challenge LaPorta'.

11. 'Toss stone' everytime he passes the stone to you. If you win the game, the goal is completed. If you lose, go to the Brewmaster, 'say The Strong Stuff'

to get another bottle and repeat step 10.

Rewards: Go to Jod Daviel and say 'The Strong Stuff' for free booze.

Gnomalin Search the city for memories lost. 20 1 Done

1. After entering the area, you 'run sw' and 'say Yes' to Forgetful One.

2. You 'board airship;run wn7e;touch the altar;run u' to Kehpednehy, the Goddess of Air and Sky and 'say Past'.

3. You 'run 2d7wse;board airship' to Forgetful One and 'say I have the trinket'.

4. You 'board airship;run wnwnw' to 'Gnomalin National Bank' and 'say Promise to return it'.

5. You 'run 2endse' to The archdruid, 'say Yes', and 'say Wind'.

6. You 'run wnuseswse;board airship' to Forgetful One and 'say I hold your past'.

Rewards: Go to Calm and give 10000 gold for eyes that are fully enchantable.

Sandcastle Discover the secret of the Sand Castle. 20 2 Done

1. After entering the area, you 'escape storm;run 2s3es' to An aged wanderer and 'say Yes'.

2. You 'run n3w2nes2dene' to 'A Royal Suite' with a mirror and 'enter mirror'.

3. You 'say Yes' to Mad Mage Madigan.

4. You 'enter mirror;run wsw2unw2s3es' to An aged wanderer and 'say Mad Mage Madigan'.

5. You 'run se3d2wsesw4senenes5d2es2wse;say see the genie', wait on the mob program, 'run d5e4uwd'.

6. You 'rest' and 'say Tell me a tale'.

7. The Genie will have you kill 25 of the evil-aligned mobs.

8. Once you have killed the mobs, you return to the genie.

9. You 'kill monkey' for a wand in the same room as the Genie.

10. You leave, return to the area, 'hold wand', 'escape storm;run es2dene;enter mirror', and 'say Pach nocto unus'.

11. You 'enter mirror;run wsw2unw2s3es' to An aged wanderer and 'say Yes'.

Rewards:

Thieves Chapter 1: A Terrible Mistake. 20 2 Done

1. Locate A mysterious man in 'Dragon Road Tunnel', nod, and say 'Yes.' to receive Knife of Slow Speed(if you lose it say 'Yes' to A mysterious man).

Task 1 : Slow down Fast Freddy.

1. Locate and kill Fast Freddy(wanders around) with Knife of Slow Speed.

2. Return to A mysterious man in 'Dragon Road Tunnel' and give speed to him and receive a Huge Chunk of Ice(if you lose it say 'Ice' to A mysterious man).

Task 2 : Cool Off Hot Hands Magee.

1. Locate Hot Hands Magee(wanders around) and drop ice with Hot Hands Magee in the room to receive Heat.

2. Return to A mysterious man in 'Dragon Road Tunnel' and give him Heat to receive a Snake Fang Comb(if you lose it give A mysterious man 500 gold for a

new one).

Task 3 : Tame Stefan's wild "do".

1. Locate Stefan(wanders around) and give a Snake Fang Comb to pick up a Pocket Mirror.

2. Return to A mysterious man in 'Dragon Road Tunnel' and give him a Pocket Mirror to receive a Gold Dagger(if you lose it say 'Dagger' to A mysterious

man).

Task 4 : Find a way to deal with Dougie Doug.

1. Locate Dougie Doug(wanders around) and give a Gold Dagger to him to get Three Golden Daggers off of the ground.

2. Return to A mysterious man in 'Dragon Road Tunnel' and give him Three Golden Daggers to receive a Five Course Meal(if you lose it say 'Seconds' to A

mysterious man).

Task 5 : Have dinner while dealing with Tom Dub.

1. Locate Tom Dub(wanders around) and eat the five course meal in front of him to get a Bloody Nose.

2. Return to A mysterious man in 'Dragon Road Tunnel' to receive Some Strong Sedatives(if you lose it say 'Sedatives' to A mysterious man).

Task 6 : Go and Sedate Billy Bill.

1. Locate Billy Bill(wanders around) and 'sedate Bill' to get a Sinfully Nude Demoness Picture.

2. Return to A mysterious man in 'Dragon Road Tunnel' and give him a Sinfully Nude Demoness Picture to receive a bottle of "Gut Rot"(if you lose it say

'Seconds' to A mysterious man).

Task 7 : Rot Rudeboy's guts with this "Gut Rot".

1. Locate Rudeboy in 'The Head Thief's Office' and give a bottle of "Gut Rot" to receive an empty bottle.

2. Return to A mysterious man in 'Dragon Road Tunnel' and say 'Jumpsteady is alone!' to receive a Savings Bond(if you lose it say 'Bond' to A mysterious

man).

Task 8 : Stimulate Jumpsteady's bank account.

1. Locate Jumpsteady in 'The Head Thief's Office' and give him 10000 gold to receive The Thieves' Lantern.

2. Return to A mysterious man in 'Dragon Road Tunnel' and give him The Thieves' Lantern.

Task 9 : Go to The Mountain Peak for your reward.

1. Locate 'A Thief Hideout' and sleep on the bed.

2. Wake up and locate 'A Bloody Office' and say 'Portal.'

Task 10 : Make amends by killing as many demons as you can.

1. Locate and kill the evil mobs till you receive 'You have done all that you can, go back and see if Jumpsteady needs any more help.'

2. Return to Rudeboy and Jumpsteady in 'A Bloody Office'.

Task 11 : Destroy the juggernaut.

1. Locate The Juggernaut in 'Climbing Higher'.

2. Kill The Juggernaut.

Task 12 : Send War the general back where he came from.

1. Go up to War the General in 'The Mountain Peak'.

2. Kill Wake the General.

3. Get transported to 'A Thief Hideout'.

4. Wake up and listen to The Spirit of the Lotus' mobprogram and receive a Crystalized Lotus Blossom.

Rewards: a Crystalized Lotus Blossom - level 25 hold(4 dr & 1 luck)

Zoo Teach those whippersnappers a lesson at the zoo 20 2 Done

1. You 'run ene' to Administrator in Zoo Director's Office and 'say Yes'.

2. You walk around until a good-aligned zoo keeper triggers a mob program.

3. You need to keep killing the evil-aligned mobs like little girls, boys, young woman, and zookeepers till the task is complete.

Rewards: Gold and the mobs will not attack you any more.

Cats Help Lady Sheila take care of her cats. 25 1 Done

1. You 'run 2esen' to Sheila and 'say Yes'.

2. You 'run swn2wn' to Ellie for a mob program.

a. You 'run eunde' to 'In the cats' garden'.

b. You 'get <a dense> ball <of hair>'.

c. You 'run wunwdw' to Ellie.

d. You 'give ball Ellie'.

3. You 'run eundn' to Jonus for a mob program, 'run 3swn2dn' to Dave, and 'kill Dave' for 2 bottles of ale.

4. You 'run s2use3n' to Jonus, 'give bottle Jonus', and 'drink bottle'.

5. You 'run 3swn2dn' to Aaron for mob program.

6. You go to the adjacent rooms, remove your weapons, and 'catch mouse' in rooms with escaping mouse. You do this four(4) times and need to return to Aaron

between captures.

7. You locate, kill the cat thief, and return to Shiela.

8. Lastly, you kill the required number of different fleas listed under task list.

a. cat fleas

b. fleas (They are are in the Feeding Pits.)

Rewards:

Glimmerdim Join the Thieves' Guild, Brightsea Chapter. 25 3

(You must be EVIL ALIGNED to begin and complete this goal.)

1. After entering the area, you 'run n3e5nd', 'say Yes', 'give 200 gold character', 'say Interested', and type 'Agree'.

2. You 'run es2e2s', get attacked by the prince and kill him.

3. You need to make sure you are invis/hide/sneaked, go west, and steal boots valet.

4. You 'run e2n2wn3w2s2ed' and kill the master thief for skeleton key.

5. You 'run u2w2n2eu7s3w', open down, make sure you are invis/hide/sneaked, go down, and steal sextant navigator.

6. You 'run u3e5n3w', pick west until it opens, make sure you are invis/hide/sneaked, go west, and steal trophy honora.

7. You 'run 4e2nd' and give sextant/trophy/boots character.

8. You 'run 2wse', 'vis;buy 1;buy 2;buy 3;wear suede;wear suede;wear suede' and make sure you are invis/hide/sneaked.

9. You 'run wn3es2e2sw' and kill Valet for Bloody Uniform.

10. You need to make sure you are invis/hide/sneaked, 'run e2n2wnwu7s3wd', and kill Navigator for bloody uniform.

11. You need to make sure you are invis/hide/sneaked, 'run u3e5n4w', and kill honora for bloody uniform.

12. You 'run 4e2nd'.

\*\*Additional Notes\*\*

If You fail to steal from one of the targeted individuals they will attack and then run away and you will be forced to wait for a repop. Another reason

"Make Sure you are..." lines are there is to ensure you dont walk into the room with the target, they aggro you and you have to wait for a repop

Rewards: Locate a suspicious character and give 3466 gold for a GoT, Brightsea Chapter.

Infest Rid the realm of the infestation. 25 1 Done

\*\*(You must have the shrew Key!)\*\*

1. You 'run run w;open up;run u;run n2dw2s' to Queen Ant in 'The Queen's Lair' and 'nod queen'.

2. You 'run 2ne2ue2n2wn;open south;run s' and 'kill <the Orcin> Orc' to close Task 2.

3. You 'open north;run nenwnwn' and 'kill Peter' and 'kill Sarah' to close Task 3.

4. You 'run 6sw' to 'kill Bill' and 'run en3e' to 'kill Betty' for Task 4 to close.

5. You 'run 3wsw2dw2s' to the Queen to close the goal.

Rewards:

Kobaloi Become a Keeper of the Kobaloi 25 2 Done

1. Go to "The Thrones of the Kobaloi"(10739) and "say Yes".

2. Go to "The Mess Hall" to find Captain of the Peace Keepers.

3. Go south to "The Kobaloi Supply Depot", buy axe, go north, and "give axe captain".

4. Go south to "the Kobaloi Supply Depot", buy chest plate, go north, and "give plate captain".

5. Go to "The Headquarters of the Pond Keepers"(10762).

6. Open west;run w2s to the "Tackle Shop", buy pole, run 2n;open east;run e;give pole master

7. Open west;run w2s;buy permit;buy key

8. Go to room "Lower Ponds" and unlock n to room "Trapped Ponds"

9. There is a thief in each of the 4 "Trapped Ponds" rooms past the healer, kill them, Return to Master Fisher to complete this task

10. Go back to the "Mess Hall" to see the Captain.

11. Seek out and kill the (Invis) (Hidden) (Translucent) a dark skinned elf somewhere near the Kobaloi Residences and Loot Top Secret Documents.

12. Go to King Farch Tronesetter in room "The Thrones of the Kobaloi" and "give documents king"

Rewards: As a Kobalos, you will not need a passport or permit to wander freely about the Keep.

Terramire Enlist and save Fort Terramire from attack! 25 2 Done

1. You 'run 6w;vis;say What's up doc?;run uw' to the Recruitment Office and 'say I want to enlist'.

2. You 'run ednene' to The Kitchens and wait for a mob program.

3. You 'run wsws;vis;say Yes;run 2e3n' to Veggies 'R Us and buy

a. buy 1 (a head of lettuce)

b. buy 2 (a crisp stalk of celery)

c. buy 4 (a package of three carrots)

4. You 'run 3s2w;vis;say what's up doc?;run nene' to a stewing rabbit and give lettuce, celery, and carrots to her.

5. You 'run ws2wnw' to Hasenpfeffer and 'run esesd' to the brutal guards to get a skeleton key.

6. You 'run u;vis;say Yes.;run 2e2se' to "A Narrow Tunnel", 'open east;run e', 'kill security guard', and 'run s;open east;run e'

7. You 'open chest' and 'get parsley chest'.

8. You 'open west;run w;run n;open west;run w;run w2n2w;vis;say What's up doc?;run nwnw' to Hasenpfeffer and 'give parsley Hasenpfeffer'.

9. You 'run esesunw' to Lieutenant Rainbow.

10. You 'run esd;vis;say Yes.;run 2e3n' to a cocky merchant and 'say Are the rumors true?'

11. You 'run 3s2w;vis;say what's up doc?;run s', 'kill cavalry rabbit', 'get note', 'run nunw' to Lieutenant Rainbow, and 'give note Lieutenant Rainbow'.

12. You 'run esdnu', 'kill Sergeant Steel', and 'give proof Lieutenant Rainbow'.

\*To get to the last 18 rooms in the area\*

Rewards: Leave the room and come back in and Lieutenant Rainbow will ask you if you are interested in a new job, 'say I am interested'

Weather Help out at the Weather Observatory 25 2 Done

1. You locate the director of observatory and 'say Yes'.

2. You get barometer <a tall> tree in room 'A dewy morning'.

3. You get thermometer <a metal> pile in room 'wind storm'.

4. You get <rain> gauge from floor in room 'Rainy days' or 'Heavy rains'.

5. You go back to director of observatory and 'say I have found them'.

6. You give thermometer <enthusiastic> ranger.

7. You give barometer <curious> druid.

8. You go back to director of observatory and 'say I am done with deliveries'.

9. You will receive a box from director of observatory.

10. You listen to a fog to get a line about hanging.

11. You go to the area "Gallows Hill", go to the room "In the thick fog", "drop box" in the room "In the thick fog" where the fog is, wait for the mob

program to finish and "get box"

12. You go back to weather observatory, give box director, receive a sack, locate a dust devil, listen to a dust devil to get a line about a glove.

13. You go to the area "The Gauntlet", find the dust devil, 'say weather observatory' and wait for mobprog to finish.

14. You go back to weather observatory, give sack director, and receive a bag.

15. You listen to a wind to get a line about broken weapons.

16. You go to the area "Swordbreaker Hoard", find the cold wind, "drop bag", wait for mobprog to finish, and "get bag".

17. You go back to weather observatory, give bag director, and receive a crate.

18. You listen to a blizzard to get a line about broken weapons.

19. You go to the area "Swordbreaker Hoard", find the blizzard, "drop crate" wait for mob program to finish, and "get crate".

20. You go back to weather observatory, give crate director, receive a carrier.

21. You listen to heavy rain to get a line about creative.

22. You go to the area "Fantasy Fields", find the sparkling raindrops, "drop carrier", wait for mobprog to finish, and "get carrier".

23. You go back to weather observatory, give carrier director, and receive a trunk.

24. You listen to a dark grey cloud to get a line about invitation.

25. You go to the area "Fantasy Fields" and find a rain cloud.

26. You 'say You are invited to come to the Weather Observatory' and wait for mob program to finish.

27. You go back to weather observatory and give trunk director.

28. You go to a mad scientist to complete task: research rumors.

29. You kill 5 mad scientists to complete task: handle any problems.

30. You 'say Finished' to director of observatory

Rewards:

Spyreknow Challenge the Spyre. 29 1 Done

1. You 'run w', 'listen adventurer', and 'say Yes'.

2. You located and 'kill mine foreman' for 'a sparkling crystal'.

3. You kill the High Priest for 'a priceless rosary'.

4. You kill glowing red eyes for 'heavy purse'.

5. You kill unicorn for pearl 'unicorn horn'.

6. You kill hairy tarantula for 'tarantula fang'.

7. You kill polar bear for 'white bear's claw'.

8. You 'say Transport me' at Valkyrie.

9. You go north and kill the Spyre Guardian.

Canyon Perform your rounds at Canyon Memorial Hospital 30 1 Done

1. You go to the receptionist and 'say I am the new nurse'.

2. You go to Dr. Ulamnonon and a mob program will happen.

3. You 'buy 8' <a Little Pick-me Up> from the Pharmacy, go back to Mr. Lenastune, and give it to Mr. Lenastune.

4. You return to Dr. Ulamnonon and 'say Deathly green color'.

5. You 'buy 1' <a blue pill> and give it to Mr. Lenastune.

6. You go to Dr. Ulamnonon and 'say Swelled up like a balloon'.

7. You 'buy 2' <a clear elixir> and 'give elixir <Mr.> Lenastune'.

8. You go to Dr. Imlinano, then to Exam Room One.

9. You return to the doctor and 'say Gauze'.

10. You kill patients until you get a useable gauze.

11. You go to Jeremy and type 'apply the gauze'.

12. You go to Candy, 'say Lolli', find Jeremy, and 'give lollipop Jeremy'.

13. You go to Dr. Cameroon, then to the surgical room.

14. You kill surgeon for scalpel and kill intern for surgical gloves.

15. You give the scalpel to Doctor Cameroon, then the gloves.

16. You kill an ordinary doctor for a lab coat and give it to Doctor Cameroon.

17. You kill a specialized assistant for a stethoscope and give it to Doctor Cameroon.

18. You go to Mr. Pishu, get an ice scalpel, wield it, and 'say I am ready'.

19. You 'make the incision', kill Wendell for the medicated swab, and 'sedate the patient'.

20. You go to Dr. Omage, he'll attack you, and kill him.

Rewards:

Fayke Clean up the Realms of Fayke Day. 30 3 Done

You locate and go to Niko the monk in Earil and 'say Yes'.

Antonio and Timothy

1. You go to Antonio in Mirils and 'say Niko'.

2. You go to Timothy in Marcaril and 'say Niko'.

3. You kill Timothy for map of the realms.

4. You 'give map Antonio' in Mirils. He'll give it back.

5. You go to Barbara Jean in Sateril and 'give map Barbara'.

6. You go to Fantasy Fields and kill a talking tree for an acorn.

7. You 'drop acorn' in the Mirils rooms (due to random) to receive Jerry.

8. You return Jerry to Barbara Jean for deciphered map.

9. You 'give map Antonio' in Mirils for garbage.

10. You 'chase marble' in one of the Mirils rooms to receive marble.

11. You 'give marble Timothy' for garbage.

Professor Randym

1. You go to Professor Randym in Earil and 'say Niko'.

2. You go up from first room of Belleza and 'search flowers' to receive book of equations.

3. You 'give book Randym' for garbage.

Kevin the Cupid

1. You go to Kevin the Cupid in Belleza and 'say Niko'.

2. You 'run en' from first room of Jupalir and 'dive pool' to receive golden arrow.

3. You 'give arrow Kevin' for garbage.

Kirin

1. You go to Kirin in Sateril and 'say Niko'.

2. You go to Dozin Doug and 'say Kirin'.

3. You 'say unburned pie' in the same room with Dizzi.

4. You go to Randym in Earil and 'say oven'. You give him 5k gold to receive magic oven.

5. You return oven to Dizzi for unburned pie, and 'give pie Doug'.

6. You 'run w2n' and 'shout' to receive soul of Kirin's dead lover.

7. You 'give soul Kirin' for garbage.

Moudry Vlastus

1. You go to Moudry Vlastus in Sateril and 'say Niko'.

2. You go to Jupalir, 'jump up and down' in a random room there to trigger mob program.

3. You repeat step 2 in Earil, Marcaril then Sateril to receive crown of dominion.

4. You 'give crown Moudry' for garbage.

\*\* Give all 6 bags of garbage to Niko to complete the goal. \*\*

Rewards:

Area Quest

1. Go to Earil, get carcasses that repop on the ground every tick (2 per tick);

2. Give carcasses to Niko. Small chance that he will give you a White Prism instead of 5 gold. The White Prism is a portal to the area.

Gallows Become the hero of Gallows Hill. 30 2 Done

1. You 'say Yes' to Willy the wimp.

2. You find Kazmer, let the mob program play out, and given the following list:

a. Kill a field mouse.

b. Kill 800 spiders

c. Kill a shadow.

d. Kill the undead corpse and get its head, which is random.

3. You give the head to Kazmer and return to Willy for a mob program.

4. Once the mob program is finished, you find and attack Satan, but do not kill Satan.

5. You find and kill William for the gatekey and 'give key Satan'.

6. You go to Willy and 'give key Willy'.

7. You find and kill Satan for black heart.

8. You return to Willy and 'give heart Willy'.

Rewards:

Hatchling Rid hatchling's aerie of the elder wyrms. 30 1 Done

1. Locate Mefisto the Mage in 'Pick your battle!' and nod Mefisto.

Task 1 : Rid the aerie of the elder wyrms who prey upon the young!

1. Locate and kill Ladon the Guardian for A key to the gauntlet.

Task 2 : Slay the wyrm of Thrace.

1. Open north, go north, and kill The Wyrm of Thrace Who Makes Things Worse for a steel key.

Task 3 : Slay Julunggul.

1. Open north, go north, and kill Julunggul, the green dragon mother for a jewelled key.

Task 4 : Slay Jormungander, Scourge of the North.

1. Open north, go north, and kill The Midgar Serpent for a ruby key.

Task 5 : Slay Typhon.

1. Open north, go north, and kill The enemy of Zeus for a heavy key.

Task 6 : Slay Eingana, the dragon mother.

1. Open north, go north, and The goddess of creation and death.

Task 7 : Return to Mefisto and speak of salvation.

1. Return to Mefisto the Mage in 'Pick your battle!' and say 'Salvation'.

Rewards: 2 quest points, 20 experience points, First Gem of the Dragon(???)

Hodgepodge Tame the Magic 30 3

1. Locate Wilbur in 'A Small Cobblestone Path', 'listen Wilbur' and say 'I will help!'

Task 1 : Magic has gone wild! It's up to you to fix it.

1. Finish Task 2, 3, 4, 5, & 6 to close the task.

Task 2 : Find something to protect yourself from the magic.

1. Locate Murfee in 'The Silver Swan Saloon' and have a 'jig (with) Murfee'.

2. Give 100 gold to A pair of foxy doxies in the same room.

3. Once you are in 'Secret Hideout' with A shifty bootlegger, say 'The little pig squeals at midnight!' and receive a patched cape(nosave and must be worn

the remainder of the goal. If you lose it, go see Wilbur.).

4. Wear cape and return to Wilbur.

Task 3 : Sort out the knights.

1. Locate the Sergeant of the Knights in 'The Order of the Wanaeatawalnut', 'listen sergeant', say 'What is the princess' favor?', and let the mobprogram

run.

2. Locate Emma in 'The Sewing Room', 'open basket', get dress basket, return to the Sergeant of the Knights, and give dress Sergeant.

3. Let the mobprogram play and receive the princess's favor.

4. Locate 'A Small Hermit's Glade' and let the mobprogram for A bunch of kids play.

5. Locate 'a flying pig', kill them till you get a 'sweet truffle' and a 'savory truffle'.

6. Go to 30479, 30476, or 30507, type 'lure pig' while having the two truffle in your inventory to let the mobprogram play.

7. Locate a rather grubby servant in 'The Royal Bedchamber', give pig servant, and let the mob program play out.

8. After receiving 'a letter from the princess', return to the Sergeant of the Knights and 'read letter'.

Task 4 : Restore the king and queen

1. Locate Elijah in 'The Farmhouse', say 'You can rely on me.' because he is the former king and listen to the mob program.

2. Locate an egg in 'The Cow Coop', kill it for 'some egg salad'.

3. Locate Harold, the popular hermit, give some egg salad to him, and let the mobprogram play.

4. Locate Bernard in 'The Waiting Room', he will send you to the beginning of the area and tell you that you must have style.

5. Complete Task 5 to close task.

Task 5 : Get an audience with the peasant king and queen.

1. Locate Miss Missy Boo in 'A Small Hermit's Glade', she will tell you to go to Thimble, in 'Thimble's Kitchen', and say 'Miss Missy Boo sent me.'

2. Locate the shop 'Elle's Peasant Rags' and buy a silken cape.

3. Locate a tropical penguin and kill it for a grass hula skirt and a coconut bra.

4. Return to Thimble and say 'I am ready to bake.'

5. Return to Emma and she will put the addition touches on it and wear an extremely ugly suit.

6. Return to Bernard and be sent to the New King and Queen.

7. You will be asked if you wish to see the gardens, say 'Yes.'

8. You will be given a dented watering can to water the flowers.

9. Locate 'In The Gardens', 'water flower', and get fragrant leaves.

10. Return to the Elijah and say 'I need something' to get his 'a graying beard'.

11. Go to the North and get a tiny bit of compost.

12. Return to Harold, say 'I have everything!', give him 500 gold, and receive a strange scroll.

Task 6 : Tame the magic!

1. Locate 'Down The Well' by run nwd, recite scroll, and wait for the mob program to complete.

Rewards: a wrinkled skirt (30 legs RAW - 4 dr, 2 int, 1 str)

Minos Aid the mappers and rescue their lost member. 30 2 Done

1. Locate the room 'Calm waters' with A worried cartographer, say 'What's wrong?', let the mob program play out, and say 'I can save her.'.

Task 1 : Find the lost cartographer, alive or dead.

1. Locate 'An undisturbed coastline', say 'The guild sent me.', let the mob program play out for A wounded cartographer, and say 'I'm ready.'.

Task 2 : Get rid of your old maps of Minos.

1. You have to type 'explored resetarea' to clear your map for the area.

Task 3 : Practice the Guild of Cartographer's mapping techniques.

1. You have to explored exactly 10 and go back to her. If you do more, then she'll be unhappy. This means you have to 'explored resetarea' and do it again.

2. Let the mobprogram finish.

Task 4 : Finish mapping the lands around the keep.

1. You will be asked to explore only the rooms outside of the keep and go back to her.

2. Let the mobprogram finish.

Task 5 : Find and study Asterion's treasure chamber.

1. You will be asked to explore inside the keep and go down in the maze to the 'Treasure room'.

2. In the treasure room, you type 'write down details' and then go back out to the cartographer.

Task 6 : Finish mapping the final rooms of Minos.

1. Return to A wounded cartographer to complete this task after exploring all the rooms in the area.

Task 7 : Return to the chamber and find Asterion's treasure.

1. You will go back to the 'Treasure room' and type 'pull lever'.

2. You will get a small statuette and go back to A wounded cartographer.

3. You 'give statuette cartographer' and let the mobprogram finish.

4. Return to A worried cartographer, say 'I've found her.', the mob program will begin, and then say 'She is safe.'.

Rewards: At the entrance of the area, type enter tunnel to get to the maze and treasure room quick.

Necro Purge the evil in the Necromancers' Guild. 30 2 Done

1. You are to be visible for the whole goal.

2. Locate the village elder in 'An intersection in the village' and 'nod elder'.

Task 1 : Help a restless spirit remember the past.

1. Locate 'A stone hut' with a cabinet, you need to open cabinet and get a tarnished and broken silver locket from a dilapidated wooden cabinet.

2. Locate and kill 'a large, fat rat' for a large shovel.

3. Locate 'An old grave' in the section of 'The village graveyard', you open grave or wait for mobprogramming an ugly zombie, and kill an ugly zombie to

enter the guild part of the area.

4. Locate 'Altar' and give a tarnished and broken silver locket to a restless spirit of the victim.

Task 2 : Release the imprisoned villagers.

1. Locate 'Dungeon entrance', kill a cell keeper, unlock all three cells, and enter them to rescue the prisoners.

2. Return to a restless spirit of the victim to close out task.

Task 3 : Disrupt the vile teachings of the Necromancers.

1. Locate a teacher of necromantic arts in 'Classroom' for the key to the storage room.

2. Locate 'A storage room' and get a bubbling black elixir and magical powders from the crowded supply shelves.

3. Kill the zombie laboratory assistant in 'A storage room' for elixir of protection.

4. Type 'scatter powder' and 'taint elixir'.

5. Return to a restless spirit of the victim in 'A narrow passage' and say 'Done.' to close out task.

Task 4 : Get rid of the Necromancers' funding.

1. Locate the 'Animal pens' and find and get some wheat seed.

2. Kill the a white and black cats.

3. Locate a white chicken and drop wheat seed in the same room.

4. Walk in and out of the room repeatedly till an egg is laid.

5. Walk in and out of the room till the egg hatches.

6. Kill a newly-born chicken and get a small chicken feather.

7. Locate 'The Room of the Pentagram', give a small chicken feather to the head necromancer's assistant and get a small wooden key off of the floor.

8. The head necromancer's assistant will attack you for getting a small wooden key.

9. Locate the southern most 'Dungeon continues', use the key to unlock down to the Necromancer's Treasury, enter the room, and get all before killing the

bone dragon.

10. Return to a restless spirit of the victim in 'A narrow passage' and say 'The treasure is gone.'

Task 5 : Stop the Head Necromancer's summoning ceremony!

1. Locate and kill a cleaning servant for a scraggly mop.

2. Return to 'The Room of the Pentagram', hold mop, type 'mop floor', get kicked out, re-enter room, and type 'snuff candles'.

3. Locate Asardotlan in 'Asardotlan's Room', say 'Help me.', and receive a ceremonial candle freezer.

4. Return to 'The Room of the Pentagram', type 'snuff candles', and get a silver pentagram.

5. Return to a restless spirit of the victim in 'Altar' and a silver pentagram to a restless.

Rewards: Locate the village elder and say Crypt to be teleported to the second part.

Verume Find proof of the king to restore hope in Verum 30 1 Done

1. Locate a lizardman high priest in 'The Shrine of Ushak' and say 'Please.'

Task 1 : Rest at the feet of the Lizardman High Priest.

1. Type rest.

Task 2 : Ask The High Priest of Verume about Ushak.

1. Say 'Ushak.' and let mobprogram finish.

2. Say 'Yes.' and let mobprogram finish.

3. Say 'Yes.'

Task 3 : Bring Back (1) Tabaxi Fur.

1. Locate and kill any tabaxi(random drop) for tabaxi fur.

2. Return a lizardman high priest in 'The Shrine of Ushak' and give tabaxi fur to a lizardman high priest.

Task 4 : Kill the Creatures along the shoreline.

1. Locate the rooms named 'Shores of Verume' and kill a random mob for Message in a Bottle.

2. Return to a lizardman high priest and give Message in a Bottle to a lizardman high priest.

Rewards: Sharkskin Bracer (41 wrist RAW - 3 dr, 2 int, 1 con/wis)

Mudwog Clean up the Mudwog's Swamp. 35 1 Done

1. Locate Mudwog in 'Mudwog's Nest' and say 'Help.'

Task 1 : Clean up Mudwog's Swamp

1. Complete Task 1 through 16 to close task.

Task 2 : Kill the pollution that the Mudwog swallowed.

1. Locate and kill the pollution.

2. Return to Mudwog in 'Mudwog's Nest' and say 'Pollution.'

Task 3 : Kill the plankton that the Mudwog swallowed.

1. Locate and kill the plankton.

2. Return to Mudwog in 'Mudwog's Nest' and say 'Plankton'.

Task 4 : Kill the scaly mudlizard that the Mudwog swallowed.

1. Locate and kIll the scaly mudlizard.

2. Return to Mudwog in 'Mudwog's Nest' and say 'scaly mudlizard'.

Task 5 : Kill the patient fisherman that the Mudwog swallowed.

1. Locate and kill the fisherman.

2. Return to Mudwog in 'Mudwog's Nest' and say 'Fisherman'.

Task 6 : Kill the mudskipper that the Mudwog swallowed.

1. Locate and kill the rusalka.

2. Return to Mudwog in 'Mudwog's Nest' and say 'Rusalka'.

Task 7 : Kill the mudsprite that the Mudwog swallowed.

1. Locate and kill the mudsprite.

2. Return to Mudwog in 'Mudwog's Nest' and say 'mudsprite'.

Task 8 : Kill the decaying corpse that the Mudwog swallowed.

1. Locate and kill the A decaying corpse of blood and bones.

2. Return to Mudwog in 'Mudwog's Nest' and say 'A decaying corpse of blood and bones'.

Task 9 : Kill the mudpuppy that the Mudwog swallowed.

1. Locate and kill the mudpuppy.

2. Return to Mudwog in 'Mudwog's Nest' and say 'mudpuppy'.

Task 10 : Kill the bluejay that the Mudwog swallowed.

1. Locate and kill the bluejay.

2. Return to Mudwog in 'Mudwog's Nest' and say 'bluejay'.

Task 11 : Kill the mudslinger that the Mudwog swallowed.

1. Locate and kill the mudslinger.

2. Return to Mudwog in 'Mudwog's Nest' and say 'mudslinger'.

Task 12 : Kill the bullfrog that the Mudwog swallowed.

1. Locate and kill the bullfrog.

2. Return to Mudwog in 'Mudwog's Nest' and say 'bullfrog'.

Task 13 : Kill the muskrat that the Mudwog swallowed.

1. Locate and kill the glashtyn.

2. Return to Mudwog in 'Mudwog's Nest' and say 'Glashtyn'.

Task 14 : Kill the crayfish that the Mudwog swallowed.

1. Locate and kill the large crayfish.

2. Return to Mudwog in 'Mudwog's Nest' and say 'crayfish'.

Task 15 : Kill the lost girl that the Mudwog swallowed.

1. Locate and kill the lost girl.

2. Return to Mudwog in 'Mudwog's Nest' and say 'lost girl'.

Task 16 : Kill the Mudwog.

1. You go back and kill the Mudwog.

Rewards: 5 quest points

Dhalgora Help the elves find a cure to prevent a plague. 35 1 Done

1. Locate Ruarail in 'Apothecary', let the mobprogram finish, and say 'Yes.'

2. Turn autoloot on.

Task 1 : Return all the items requested to Ruarail.

1. Complete Task 2 through 5 and return to Ruarail in 'Apothecary'.

2. Say 'Yes.' and let the mobprogram finish.

3. Complte Task 6 and 7, then return to Ruarail in 'Apothecary' to close out the task and goal.

Task 2 : Collect the body of a leech from the swamp.

1. Locate and kill a swarm of leeches in 'A maze of muck' for the bloated body of a leech.

Task 3 : Collect the croak of a frog from the mountains.

1. Locate and kill a giant frog in 'A luminous, underground grotto' for a frog's croak.

Task 4 : Collect a death blossom from the forest.

1. Locate and kill a death blossom in 'A passionflower glade' for death blossom.

Task 5 : Collect the legs of a spider from the forest.

1. Locate and kill a green leaf spider in 'The Forest of Teeth' for green spider legs.

Task 6 : Journey to Suldassanar to search for the ancient bowl.

1. Locate Rita Dadore in 'Central Square' and say 'Bowl.'

2. Let the mobprogram finish and say 'Yes.'

Task 7 : Find a suitable gift to trade Rita for the bowl.

1. Locate a bloated vulture in 'The southern slopes of Razor Spine Ridge'.

2. Kill a bloated vulture till you get .oOPaladins MedallionOo. since it is a random drop.

3. Return to Rita Dadore and wait for the mobprogram to close the task.

Rewards: 8 quest points & return to 'Apothecary'(16712) to say 'Heal me' for some free healing.

Jotun Return Odin's Spear 35 1 Done

1. Locate Odin in 'The Room of Serenity', listen Odin, and say 'Yes.'

2. Let the mobprogram finish and handshake Odin.

Task 1 : Return Odin's Spear

1. Locate Bergelmir in 'The Throne Room of the Jotuns' and say 'Where is Odin's Spear?'

2. Finish Task 2 through 4.

3. Return to Odin in 'The Room of Serenity' and give him his spear.

Task 2 : Find out a secret for Bergelmir.

1. Locate Mimior in 'Mimior's Home' and say 'Amungandr's Secret.'

2. Locate and kill Surtr in 'Muspelheim' for Surtr's Flame.

3. Return to Mimior in 'Mimior's Home' and give her the flame.

Task 3 : Speak with Gunnlod to learn the secret.

1. Locate Gunnlod in 'Gunnlod's Home' and say 'Amungandr's Secret.'

2. Let mobprogram finish to close task.

Task 4 : Find out the other secret.

1. Locate Jarnvior in 'The Forgotten Lair' and say 'Amungandr's Secret' to receive a silver band.

2. Return to Bergelmir in 'The Throne Room of the Jotuns' and give him a silver band.

3. Receive Odin's Spear from Bergelmir and the task closes.

Rewards: 3 trains

Atlantis Calm Neptune's Wrath. 36 4

1. Locate a cleric of Neptune in 'A Small Temple' and say 'Hunas leat grije.'

Task 1 : Neptune's Wrath

1. Locate the king's concubine in 'A Private Bedroom' and say 'Neptune is Angry!'

2. Complete Task 2.

3. Locate Percival, the ancient king in 'The Throne Room' and kill him for the sword of Neptune.

4. Return to a cleric of Neptune in 'A Small Temple' and give him the sword to close out the goal.

Task 2 : Convince the king's concubine.

1. Locate a silver triton in 'The Potions Shop' and say 'Mermaids Kiss!'

2. Locate a desecrated corpse in 'In The Grave' and say 'I need a Mermaid's Kiss!'

3. Locate Koldain, the sergeant of the watch in 'A Guard House' and say 'Hunas leat grije.' between 11 pm and 1 am game time.

4. Locate a spear mermaid in 'Merfolk Sparring Grounds' and kiss mermaid for a Mermaid's Kiss.

5. Return to the king's concubine in 'A Private Bedroom' and give her the kiss.

Rewards: Neptune's Blessing (level 20 shield - 2 dr/hr and 1 str) and return to a cleric of Neptune in 'A Small Temple'(10599) for the bless spell.

Andarin End the enduring winter. 40 2 Done

1. Locate Chieftain(wanders around the tribe), listen to him, and say 'I will help you.'

Task 1 : Kill the dragon.

1. Locate and kill a massive white dragon in 'The ice dragon's lair' for a bone key(keep this for later in the goal).

2. Return to Chieftain(wanders around the tribe) and say 'I have slain the dragon' to him.

Task 2 : Find out the real cause of the eternal cold.

1. Locate Jane in 'A warm mountain cabin' and say 'Eternal Cold!'

2. Return to Chieftain(wanders around the tribe) and say 'Wizards.'

Task 3 : Search for the warring wizards.

1. Locate the amber wizard in 'The amber chamber' and kill him.

2. Get a sliver of a red gem from the floor.

3. Locate the sapphire wizard in 'The sapphire chamber' and kill him.

4. Get a small red gem from the floor.

5. Return to Chieftain(wanders around the tribe) and give him the gems.

Task 4 : Slay the Wizard controlling the red gems.

1. Locate 'An igloo' that has a large trunk.

2. Open the trunk and get a dragon's charm from the trunk.

3. Locate 'A large tunnel' and open stone with a dragon's charm.

4. Go all the way east, kill the red wizard, and type get dust for dust from the dragon gem.

5. Return to Chieftain(wanders around the tribe) and give him the dust.

Rewards: 5 quest points. (Hint: You will need to know how to get to the red wizard in the future for quests and CPs)

Conflict Become Thandeld's newest slave. 40 2

1. Locate Thandeld in 'Thandeld's room' and say 'Yes.'

Task 1 : Fulfill Thandeld's requests

1. Complete Task 1 through 6 to close task.

Task 2 : Find and return Thandeld's binoculars

1. Locate Xairu in 'Xairu's room' and say 'Binoculars.'

2. Locate the room 'The grand foyer'(27726) and look under table.

3. Locate the room 'Second floor of the library'(27837) and read red book.

4. Locate the room 'The pantry' and lift box.

5. Locate the room 'An immaculate ballroom'(27755) and check tiles.

6. Locate the room 'A private office' and Greguri for Thandeld's pair of binoculars.

7. Return to Thandeld in 'Thandeld's room' to close this task.

Task 3 : Determine the status of the collection room

1. Locate the vampiric head chef in 'A huge kitchen' rooms.

2. Kill the vampiric head chef for the basement key.

3. Locate the room 'Entrance to the basement', open to door, and go into the basement.

4. Go around the 4 areas of cells in the basement using "check locks" until you find the 4 broken locks.

5. Return to Thandeld in 'Thandeld's room' to close this task.

Task 4 : Feed the tigers on the battlefield

1. Locate the rooms 'A western refuge path'.

2. Locate a wandering guard with a small wooden key. You might have to kill all wandering guard to have it repop in (27811).

3. Locate the room 'A storage hut' and 'unlock crate;open crate;get all crate'.

4. Locate the room 'Inside a cage', which is the southern one.

Task 5 : Return to Thandeld

1. Return to Thandeld in 'Thandeld's room' to close this task.

Task 6 : Find someone who can remove your slave collar

2. Locate the room 'War preparation cabin' and say 'collar.'

Rewards: 12 quest points, level 41 neck - 2 dr/dex/luck & 1 hr, & Entering “Xairu's room” with under 600 moves will get you trans'd to “Xairu's Resting

Chambers”.

Labyrinth Quest to free Yelsem. 40 2 Done

1. Locate Princess Zanya, say 'I will help you!', and type accept to receive a heart-shaped locket.

Task 1 : Retrieve information from the Sphinx!

1. Locate a sphinx and give a heart-shaped locket to a sphinx to receive a leather-bound book.

Task 2 : Find someone recently exiled from the Queen's court.

1. Locate a former court jester and give a leather-bound book to him to receive a scribbled note.

Task 3 : Find the Queen's feeble grandmother.

1. Locate the Queen's feeble grandmother and give a scribbled note to her to receive a scribble note back.

Task 4 : Find the Keeper of the Keys

1. Locate the room 'A Flowery Corridor in the Labyrinth', which has a gigantic beehive.

2. Enter the beehive, give the note to a giant queen bee, and be attacked by her.

3. Kill a giant queen bee to receive a large, heavy iron key.

Task 5 : Free the prisoner

1. Locate Yelsem and give him the key.

\*\*Get key from Queen Bee and give key to Queen Jula for a wooden yoke portal.(level 30-60)\*\*

Rewards: The below items are randomly given goal items:

Yelsem's (:\*Denim Britches\*:) - level 41 legs - 4 dr, 1 con, 2 magic/physical, & 5 dodge.

Yelsem's (:\*Studded Belt\*:) - level 41 waist -

Yelsem's (:\*Broad Back\*:) - level 41 back -

Yelsem's (:\*Roughened Hands\*:) - level 41 hands - 4 dr, 2 luck, 1 str/wis, 2 magic/physical, & 5 hand to hand.

Yelsem's (:\*Twisted Bandana\*:) - level 41 head -

Yelsem's (:\*Powerful Frame\*:) - level 41 eyes -

Yelsem's (:\*Promise Ring\*:) - level 41 finger -

Yelsem's (:\*Freedom\*:) - level 15 Rare Area Portal

Maelstrom Destroy the Maelstrom and free the seas! 40 1 Done

1. Locate The Coral City God in 'Atop the Spire', listen to him, say 'Free the sea!'

2. Let the mobprogram finish and say 'Yes!'

Task 1 : Stop the Maelstrom!

1. Complete Tasks 2 through 9.

2. Return to The Coral City God in 'Atop the Spire' and receive the ~Hand of God~.

3. Locate The Jengu-Lich in 'The Hydrothermal Vent' and kill it to complete the goal.

Task 2 : Find the Pearl of Wisdom.

1. Locate an Overgrown Oyster and kill it for a Pearl of Wisdom(light 31 - 4 dr & 2 wis RAW).

2. Return to The Coral City God and give him the pearl.

Task 3 : Find the Pearl of Strength.

1. Locate an Overgrown Oyster and kill it for a Pearl of Strength(hold 31 - 4 dr & 2 str RAW).

2. Return to The Coral City God and give him the pearl.

Task 4 : Find the Pearl of Fortitude.

1. Locate an Overgrown Oyster and kill it for a Pearl of Fortitude(hold 1 - 2 dr & 1 con RAW).

2. Return to The Coral City God and give him the pearl.

Task 5 : Find the Pearl of Fortune.

1. Locate an Overgrown Oyster and kill it for a Pearl of Fortune(hold 31 - 4 dr & 2 luck RAW).

2. Return to The Coral City God and give him the pearl.

Task 6 : Prove yourself wise.

1. Locate a wise adventurer in 'A Nearly Intact Room' to receive ::Aura of Prudence::.

2. Wear ::Aura of Prudence::.

Task 7 : Prove yourself strong.

1. Locate The Courageous Captain in 'The Ship's Bow' and type furl the mainsail.

Task 8 : Prove yourself courageous.

1. Locate an insane spirit in 'A Bottomless Chasm?' and kill it.

Task 9 : Prove yourself lucky.

1. Kill A current of the maelstrom to receive a sand dollar.(This is random drop.)

Pearl Crumbles:

A tiny Pearl crumbles into 25 gold pieces.

A Pearl crumbles into 50 gold pieces.

A Flawless Pearl crumbles into 100 gold pieces.

A Black Pearl crumbles into 150 gold pieces.

Rewards: Coral Sea Gills(41 neck - 9 dr, 1 str/dex) & Able to pass through the Maelstrom part easier now.

Raganatittu Save the village in Raganatittu. 40 2 Done

1. Once in the area, you locate Shri Ganesha and 'say Yes'.

2. You are to locate and kill 10 Malaria mobs, go back to Shri Ganesha, and 'say I am done'.

3. You are to locate and kill 10 mosquitoes, go back to Shri Ganesha, and 'say The jungle is safe'.

4. You 'run e2se' to an ancient fakir and 'say Yes'.

5. You need to locate and 'give 500 gold <a small, shy> girl' for a hollow stick.

6. You locate, 'give stick strong man', and 'give 500 gold strong man'.

7. You go to each of the 4 different villagers and 'play flute' twice.

8. You return to the ancient fakir and 'play flute'.

9. You locate Nag and 'play flute'.

10. You return to the ancient fakir and 'say Yes'.

11. You go to Shri Ganesha, are told to 'kill bengal tiger', and return to Shri Ganesha.

Rewards: You can pass by Nag without being attacked.

Shouggoth Strengthen the curse of Shouggoth. 40 1

1. From the beginning of the area, you 'run 5n2d7s2ed2e;open south;run 3s' and 'say Curse' at the large hideous statue.

2. You 'run 2n;open north;run n2wu2w;open south;run s' and 'say Curse' at the decaying scribe.

3. You 'open north;run 8n2use' and 'say The scribe sent me' at the depressed zombie acolyte.

4. You 'run wn2d2s5w;open south;run s' and 'say Past' at the alchemist.

5. You 'run 2nw' and buy 4 or a Baggy sweatshirt.

6. You 'run e;open south;run s5e5s2ed2e;open south;run s' and give sweatshirt to mummified corpse.

7. You 'run n2wu2w7n4usws', open the large granite statue, and get marbles from the statue.

8. You 'run nen4d7s2ed2e;open south;run s' and give the marbles to the mummified corpse.

9. You 'run n2wu2w' and kill the Skeletal Warrior to get a rotting bone.

10. You 'run 2ed2es and give the rotting bone to the mummified corpse.

11. You 'run n2wu2w5n5ws' and 'say Something strong for the mummy to remember' to the alchemist.

12. You locate and kill

a. scorpions to get scorpiom venom

b. cobras to get dust of ruin

c. spiders to get hairy spider legs

d. dark shadow with blazing eyes to get a shadowy half-spirit

e. raggedy priest to get a small empty pot

13. You return to the alchemist and 'say Ingredients'.

14. You 'run n5e5s2ed2es' to the mummified corpse and 'massage corpse'.

15. You 'run ne3d' and kill Ethereal wraith.

16. You 'run 3uw3s' and 'say Unleash the Beast of Shouggoth' at the large hideous statue to complete the goal.

Rewards:

Wooble Help Grand Daddy Wooble save his Wooble-kin 40 2

1. Go to Grand-Daddy Wooble and say 'rescue', and wait in front of him until he hands you a Wooble-nut Bracelet. (If you lose the Wooble-Nut Bracelet, just

say rescue again.)

Task 1

2. Go find a gopher and kill gophers till you get a scoop-shaped rock.

3. In the same room as Grand Daddy Wooble, there is a 'raised mound' that appears. These mounds are laid down by the turtles and contain Turtle Eggs, which

the Woobles need to breathe underwater. Use the Scoop-shaped rock to unlock this mound, and a Turtle Egg will appear in your inventory. Ensure that there

are no turtles in the room at the time you unlock the mound, or they will steal the egg and you’ll have to chase them and kill them to get it back. The

mound popping in the room is random.

Task 2

4. Go to Soggy Wooble, give bracelet first, give egg second, open down(key is on a sneaky snake - 11355 - a Concealable Key), and have him follow you back

to Grand Daddy Wooble by opening every door in your path.

Task 3

5. Go to Scaredy Wooble, give bracelet first, give egg second, open down(key is on a sneaky snake - 11355 - a Concealable Key), and have him follow you back

to Grand Daddy Wooble by opening every door in your path.

Task 4

6. Go to Sniffly Wooble, give bracelet first, give egg second, open down(key is on a sneaky snake - 11355 - a Concealable Key), and have him follow you back

to Grand Daddy Wooble by opening every door in your path.

Task 5

7. Go to Jaily Wooble, give bracelet first, give egg second, open down(key is on a sneaky snake - 11355 - a Concealable Key), and have him follow you back

to Grand Daddy Wooble by opening every door in your path.

Task 6

8. Go to Scraggy Wooble, give bracelet first, give egg second, open down(key is on a sneaky snake - 11355 - a Concealable Key), and have him follow you back

to Grand Daddy Wooble by opening every door in your path.

9. After you rescue the Woobles, you should have collected the following beanies from them: a Dirty White, a Jaunty White, a Striped Black and White, a

Drooping White, and a Soggy White Beanie.

10. Re-enter the room with Grand Daddy and make sure you have all the beanies in your inventory, not a container.

11. Grand Daddy will take the Beanies from you and hand you a Pink Beanie.

Task 7

12. Take this Beanie to the Sea Snake Mage in the Throne Room and give it to him.

13. Immediately after you do so, kill him. Once you kill the mage, Wooblette will appear, hand her the Turtle Egg IMMEDIATELY or she’ll die. (Stack

commands)

12. The mage’s corpse will explode and a Sea Snake Greaves will be left behind.

13. Return Wooblette to Grand Daddy, and he’ll give you the Cracked Wooble-nut.

Rewards:

Ahner Restore the Kingdom of Ahner. 45 2 Done

1. Upon enter the area, you 'run 3n' to the Kingdom Storyteller, 'say Yes' and wait for the long mob program.

2. You 'run 2eneue2se' to Michael the Hare and type 'listen Michael'.

3. Now, 'say War Plans', 'say <your name>', 'say Yes', and type 'nod michael'

4. You 'run w2nwdws2w4nwn2w' to the Nilbog Camp, 'kill <several> nilbog', and 'kill Correa' for the Royal Sword of Ahner.

5. After killing Correa, you 'run s2ese4s2eneue2se' and 'give sword Michael'.

6. You 'run w2nwdws2w4n2en2ene' to the Gorlab Camp, 'kill <several> Gorlab', and 'kill Andres' for the Andres' Body Armor.

7. You 'run sws2ws2w4s2eneue2se' to Michael and 'give armor Michael'.

8. You 'run w2nwdws2w8ne' to the Castle Forge and 'say The hare needs a carrot'.

9. Follow the oreh spy east, you will be given the 'spy's report', 'run 2w8s2eneue2se' to Michael, and 'give report Michael'.

10. You 'run w2nwdws2w2s2wn' to the Fields of Death, wait for the mob program, and kill a certain number of Nilborg, Gorlab, Dullard, and Oreh warrios, are

attack by Matteo after the last mob on the list is killed, and kill him to get his shield.

11. You 'run s2e2n2eneue2se' to Michael the Hare and 'give shield Michael'.

12. Now, you go to the castle and kill 10 Dullurd Soldiers.

13. After killing the soldiers, you must be visible, go to the room with Cyrus, and wait for the mob program to finish.

14. You go to the Throne Room and wait for the mob program.

15. You 'run 5s2d;open down;run d' to Walk of Death, 'kill Butcher', 'open east;run e;beckon king', 'run w;open west;run w;beckon queen'.

16. You go back to the throne room to close the goal.

Rewards:

Bazaar Nora's quest. 45 1 Done

1. locate Nora and type 'accept'.

2. locate the pit overseer, give him the bribe, and 'say Briagha'.

3. go to the Head Trader's Encampment and kill Glothio for the gold chain.

4. return to the pit overseer and give him the chain.

5. go to the Boss's Personal Chamber and kill the Boss for the slave quarters pass.

6. return to Nora, 'say bribe' for another bribe.

7. locate Zighsril and give it to Zighsril in the Slave Master's Room.

8. unlock the western door, go west, and kill Gorn the torturer.

Rewards: You will pass by the guard at the beginning with being attacked.

Coral Restore the true king of the Coral Kingdom. 45 1

1. Locate a sharkonian hermit and say Yes to open the goal.

Task 1 : Find the loyal subjects.

1. Find 3 loyal subjects, but you need to make certain they are alone to get them to talk.

2. Locate Raztoth and walk into the room without others in the room and listen Raztoth.

3. Locate The commander of the Sharkatan military, listen to him, go 2 south, kill champion, go north 2, and listen to the commander.

4. Locate the Master Cleric, remove all others from the room, and listen to the cleric.

5. Complete Task 2 to close Task 1.

Task 2 : Return the Master Cleric's spellbook.

1. Locate a sharkatan citizen with a fishbone key.

2. Locate "In a Simple Sharkonian Dwelling" in the lower right corner of the city.

3. Open desk and get a soggy book desk.

4. Return to the Master Cleric and give him the book.

Task 3 : Storm the castle.

1. Locate "The Throne Room of the Sharkatan Royals" and kill The Lord of Sharkatan.

Task 4 : Restore the true king.

1. Return to a sharkonian hermit and say Restored.

Reward: 10 qps.

Cradlebrook Travel the paths of the Last Mountain River. 45 1 Done

1. You locate Yarrow and 'say Lalo'.

2. You locate Merrus' tomb and type 'rest'. (The tomb is located above the Shrine Keeper.)

3. You will be listening to a voice says and nod to each statement.

4. You locate Lalo and asked to kill bandits in the caves south of the Shring Keeper until the message "That should probably be enough, you've killed quite

a few." (Warning: PK ROOMS)

5. You return to Lalo, rewarded with a no-stat surcoat, and half of the goal is done.

Now on to the bandits part of the goal...

1. You locate the Bandit-king, 'say Bandits', and 'say I swear'.

2. You receive a shopping list.

a. 'Buy Bread' at The Bakery.

b. 'Get stew' and 'get alcohol' in Inside a Sod House.

3. You return to the Bandit-king with the three items, which the items will be upon entry appears to close the goal.

For the Alternate way through Hrothgar...

1. You 'say armor' at Hrothgar.

2. You locate the baby harp seal, kill it, and loot the harp seal's pelt.

3. You give the pelt to Hrothgar for a pair of boots.

And for the other...

1. You locate, kill the Cradlebrook scout, loot his gear, and return to Lalo wearing it.

2. You 'say The bandits are going to raid the village tomorrow night' and receive the battle plan.

3. You give the plan to the Bandit-king and receive the Ailing Edge.

You need to take note that this goal has two parts, do not need to do it in a specific order, and listed it in the order as I happened complete them in.

Rewards:

Salt A Tale of Wayward Souls 45 1 Done

1. Locate the ghost of the prospector and say 'Yes'.

2. Go to Entering the Canyon (4543), get pickaxe.

3. Go to Cave of the Dung Beetle (4552), type mine, then type listen dung.

4. Locate The Indian medicine man, type say 'Prospector'

5. Go to In the Salt Flats (4546), get peyote cactus. It is the one without spells.

6. Locate The sandman, he will transform into your worse nightmare...A giant teddy bear....kill bear.

7. Go back to The Indian medicine man, give bear medicine.

8. Locate a diamond back rattler, kill it, return to The Indian medicine man, and give rattle medicine.

9. Drop rattle, say 'Macaroons are yummy.' Say 'Could you follow me'

10. Go to the prospector and say 'I have found your wife.'

Rewards:

Landofoz Help Dorothy find her way home. 50 2 Done

1. You listen to the fortune teller and 'say Yes'.

2. You locate the storm cellar and 'say Where are you?'.

3. You locate Auntie Em and listen to her.

4. You locate the Good witch of the North and 'say Get me home'.

5. You locate the Wizard of the Oz and listen to him.

6. You buy one of each item at the wizard's assistant.

7. You locate the Cowardly Lion, listen to him, and give him the tissue.

8. You locate and kill a creature of the shadows for courage and give it to the Lion.

9. You go to the Scarecrow, listen to him, and 'cut rope'.

10. You locate and kill a funny green man for brain and give to the scarecrow.

11. You locate the Tin Man, listen to him, and 'lubricate'.

12. You locate and kill a big crow in the cornfield for heart and give it to the Tin man.

13. You have the 3 certificates in your inventory, return to the Wizard, and 'say I am finished'.

14. You locate and kill the wicked witch of the East.

15. You get a pail of water from the ground.

16. You locate the wicked witch of the West and 'throw water'.

17. You give the Wizard of Oz and give the slippers to him.

Rewards: At the entrance, type oz for Munchkin part or wizard for Emerald City.

Reme Something Fishy in the City of Reme 50 3 Open

You locate the Priest of Claire and 'say Yes'.

Emperor's New Voices

1. You locate Emperor Octavian and 'say Priest of Claire'.

2. You locate mad alchemist and 'say Emperor Octavian'.

3. You 'run 3s;enter picture' and kill the shadow demon for the apocalypse cloak.

4. You return the cloak to the alchemist.

5. You locate and kill a pigeon and get the dripping corpse of a pigeon to give to the alchemist.

6. You locate 'Corner of Charity and Dock Road's' and 'wrench wheel'.

7. You locate the cart along Astra Road and 'wrench wood' twice to get 2 sticks of wood.

8. You get the amphora from the second floor of the slum and Drop it to get half a clay amphora.

9. You return to the alchemist and 'assemble wheelbarrow'.

10. You give the wheelbarrow to the alchemist to receive a fiddle.

11. You give the fiddle to Emperor Octavian.

His gambling is Legion-naire.

1. You locate the legionnaire and 'say Priest of Claire'.

2. You 'say Gangsters' or give him gold.

3. You kill 5 gangsters.

4. You return to the legionnaire and 'say Gangster'.

Reports Getting You Down?

1. You locate the guard commander and 'say Priest of Claire'.

2. You locate the old man and give him 10,000 gold for a counterfeit spy eye.

3. You return to the guard commander and give the eye to the guard commander.

4. You locate and kill dirty young urchins until you decode the entire message the commander gave you.

5. You return to the commander and say the decoded message.

6. You go around the city and say the coded message to all the mobs, one of them will react and you complete your task.

Ever Seen a Gull Fly?

1. You locate the harbourmaster and 'say Priest of Claire'.

2. You are told to kill 20 seagulls.

3. Once completed, you return to the harbourmaster.

Is It a Breakfast Roll...Or a Dog?

1. You locate Empress Jehanine and 'say Priest of Claire'.

2. You locate a 'breakfast roll' in the city and 'swipe dog', use the where

command to help you, and repeat until you complete the task.

Broken Nails, Broken Promises

1. You locate Tanda and 'say Priest of Claire'.

2. You locate the newt priest and 'say Leprosy'.

3. You return to Tanda and 'say Pig won't fly'.

4. You return to the new priest and 'say 10,000 gold'.

5. You return to Tanda and 'say Sucker'.

6. You return to the newt priest and 'say Cure'.

7. You return to Tanda and 'say 10,000 gold'.

8. You return to the newt priest and give it 10,000 gold.

9. You give the cure to the leper.

The goal is completed once you finished all 6 main tasks.

Rewards: The centurion will not attack you anymore.

Fractured Help re-unify the Fractured Lands of Aardwolf! 55 1 Done

1. You 'say I will help unite the fractured lands' at The Sage of the Fractured La Old Forest Path.

2. You locate The Lothetu Pit Demon in "Jet", 'say Jet Artifact', and 'say Yes'.

3. You locate A Strange Misshapen Creature, give the vial to it, and 'say Drink it'.

4. You return to The Lothetu Pit Demon.

5. You locate King Ahknarr in "Pearl" and 'say I can calm the mob'.

6. You listen to An Angry Mob and 'repair the homes'.

7. You return to King Ahknarr.

8. You locate Mother Nature in "Emerald" and 'say Yes'.

9. You give the rations to A Human Refugee.

10. You return to Mother Nature.

11. You wake the Leviathan in "Sapphire" and 'say Sapphire Artifact'.

12. You give the scepter to the Lord of Sehlani.

13. You return to the Leviathan, wake him, and 'say I have returned the scepter'.

14. You locate The Dwarven Lieutenant in "Ruby", 'say Ruby Artifact', and 'say Yes'.

15. You give the glasses to a Broonah Minotaur.

16. You return to The Dwarven Lieutenant and 'say I returned the glasses'.

17. You return to The Sage of the Fractured La Old Forest Path.

18. You locate Baron Liavango in "Darkside".

19. You locate Teagan's Shade, give him the ring, and 'say It is a token of remorse'.

20. You listen to a White Knight.

21. You return to Baron Liavango and 'say Teagan accepts your remorse'.

22. You return to The Sage of the Fractured La Old Forest Path.

23. You locate The Dwarven Armorer and give all 7 items to him.

24. You return to Mother Nature, give the statue to her, and "bow golem".

Rewards:

Kingsholm Save Kingsholm from the coming armies. 55 2 Done

1. You locate King Philip and 'say I will find him'.

2. You locate the king's champion in room 'Kevin's Alehouse' and 'say Seals'

3. You locate locate the 'Books of Fantasy' room, 'squeeze through' to get to 'A Secret Documents Room', and 'say Seals' to a ancient scholar.

4. You 'squeeze through' to get out, locate a statue of Apollo, and 'say Seals'.

5. You locate and kill a temple attendant until you receive a lute.

6. You return to a statue of Apollo, give lute to a statue of Apollo, and 'say Seals'.

7. You locate a statue of Aphrodite and 'say Seals'.

8. You locate and kill citizen in room 'A Home Filled with Love' for a bit of love.

9. You return and give love a statue of Aphrodite and 'say Seals'.

10. You locate a statue of Athena and 'say Seals'.

11. You locate and kill General Junel for spark of wisdom.

12. You return and give wisdom a statue of Athena and 'say Seals'.

13. You locate a statue of Zeus and 'say Seals'.

14. You locate a room 'A Dead End' and type 'enter trash'.

15. You kill Radin, the bloodthirsty for large spark and type 'climb ladder'.

16. You return to a statue of Zeus, give spark to a statue of Zeus, and 'say Seals'.

17. You go north of a statue of Zeus, type 'open altar' in the room 'The Altar of Rejuvenation'.

18. You proceed to kill all the guardians below in order:

a. 'Run wu', kill guardian, open east, run east

b. Kill golem, open east, run east

c. Kill ozone, open east, run east

d. Kill mine, open east, run east

e. Kill guardian, open east, run east

f. Kill guardian, open east, run east

g. Kill guardian, open south, run south

h. Kill spirit, open west, run west

i. Kill guardian, open west, run west

j. Kill sand, open west, run west

k. Kill shadow, open west, run west

l. Kill nothing, open west, run west

m. Kill stone, open south, run south

n. Kill elemental, open east, run east

o. Kill spider, open east, run east

p. Kill dragon, open east, run east

q. Kill flaming, open east, run east

r. Kill scorpion, open east, run east

s. Kill prism, open south, run south

t. Kill medusa, open west, run west

u. Kill ghost, open west, run west

v. Kill dragon, open west, run west

w. Kill croc, open west, run west

x. Kill fiend, open west, run west

y. Kill guardian, open south, run south

19. If done correctly, you will hear the An adept of Kingsholm say "You have opened the Seals of Kingsholm..."

20. You return to King Philip and 'say Seals' to finish goal. At each door in the maze of mobs, you can type next to get past having to kill the mobs.

Rewards: You can type next to get past each seal in the guardians part.

Fields Chapter 2: Redemption 60 2 Done

1. After entering the area, you 'run 4s;enter 17' and 'say Help' to Jumpsteady.

2. You locate and 'say Damian's Favour' to Vaida, the Caravan Matron.

3. You locate and 'say Help' to the Flame Triton.

4. You locate and kill the Magma Wyrm for 'essence of flame'.

5. You return to the Flame Triton and give essence to him.

6. You return and give bracelet to Vaida, the Caravan Matron.

7. You wear zombie mask, locate Zayne The Magician, and 'say Key'.

8. You give the key Jumpsteady the Thief.

9. You locate and 'say Yes' to The Rude Boy.

10. You locate and 'say dark lotus' to The Wraith.

11. You locate and enter the room with the Living Armor to get task from the ghost.

12. You locate and enter the room with The Hydra getting the task of 'remove bars'.

13. You locate and enter room with The Undead Priest to get the task of destroying the traps.

14. You locate and enter the room with The Earth Golem to get the task of creating a mud golem.

15. You locate and enter the room with A Sacrificed Virgin to get the task of killing the Mischief.

16. You locate the room "Before A Huge Drop Off", 'say Secrets', and 'say Living Armor'.

17. You return to the Living Armor, give the ring to the Living Armor, and 'say Kilisanth'.

18. You locate and kill A Floor Trap to get a piece of broken trap from the floor.

19. You return to The Undead Priest and give a piece of broken trap to The Undead Priest.

20. You get a drink container, fill it with water, locate The Earth Golem, and 'pour water' in the same room as The Earth Golem.

21. You locate and pet Mischief, get attacked, and kill Mischief.

22. You return A Sacrified Virgin.

23. You return to The Wraith, 'say They are free', and given the following to kill:

a. Kill the Magma Wyrm

b. Kill the doppelganger

c. Kill The Archangel Michael

d. Kill The Pale Rider

24. You return to The Wraith and 'say I have finished'.

25. You locate and give dark lotus to The Rude Boy.

26. You return and listen to Jumpsteady the Thief for task 'destroy damian the destroyer'

27. You wear lotus and 'say Yes'.

a. Kill dragon

b. Kill mage

c. Kill The Shadow Demon Exodus

d. Kill War, Damian's General, open door, go north

e. 'Say Yes' to a little boy

28. You returm to Jumpsteady the Thief and 'say I have failed'.

29. You return and 'say I have failed' to wraith to complete the goal.

Rewards:

Goldrush Make the Gold Rush a more peaceful place. 60 1 Done

1. You locate Quanah Parker and 'say Yes'.

2. You have two options:

a. You kill Marshall James and give his head to Mad Dog Jake.

b. You kill Jake and give his head to Marshall James.

3. The goal is closed when you do either one.

Rewards: The tax collector will not tax you as you walk into the room anymore.

Nulan Become a Nulan'Boar Hunter. 60 1 Done

1. You locate and enter opening in a room near the centre of the plains.

2. You say 'I want to be a hunter' at master hunter.

3. You will locate and kill the mobs on all the lists the hunter gives you.

Rewards: The Master Hunter will gladly help you hunt your prey. You need only provide him with a specimen from the animal you seek and he will use his

expertise in locating it for you.

I need to get this list created.

Cathedral Investigate happenings in the Old Cathedral. 65 2 Done

1. You locate Aaron, prod him, and type 'Agree'.

2. You locate and kill Char the Knight for polish.

3. You locate and get Holy water from the corpse in Kyn's Tomb.

4. You return to Aaron, prod him, and give him polish and water.

5. You 'run su' the bell in "Ack! Bats in the Belfry!" and 'polish bell'.

6. You locate "Before an Old Cathedral", drop the holy water with the gargoyles, and kill them.

7. You locate the Storage Room and 'examine barrel'.

8. You return to Aaron and give him the crackers.

9. You locate and kill Michael the Vampire.

10. You return to Aaron and 'say I am finished'.

Rewards:

Songpalace The Defiant Soprano 65 1 Done

1. To get to the second part of the area, you have to type 'harmonize' at the doors.

2. You locate and 'listen grumpy nanny'.

3. After she is done ranting, you say 'I will investigate'.

4. You locate and say 'What's wrong?" to Delicata.

5. You locate and say 'Silence' to Aiyeroh.

6. You locate and say 'Smile' to Queen Randyla(47072).

7. You locate and say 'The Queen requires your glasses' to an orc mother on the brink.

8. You return to the queen, 'give glasses queen', and receive 'The Queen's Smile'.

9. You locate, 'give smile depressed patron', and receive 'Silence'.

10. You locate, 'give silence Delicata', and receive 'letter'.

11. You locate, 'give letter Malvolissio', and receive 'a Request for Leave'.

12. You return, 'give request queen'(47072), and be attacked by her.

13. You need to kill her and loot metal skeleton from her corpse.

14. You locate, 'give skeleton Pearlbotion', and receive a key.

15. You locate the real Queen Randyla to the north of the centre backstage area.

16. You 'give request queen'; she gives you a royal seal for Princes Amepsmamptra.

17. You locate and listen Princess Amepsmamptra.

18. You 'give seal Princess Amepsmamptra'; she asks for 6 tutu's.

19. You locate and kill 6 chorus girls for their tutu's, be careful they are decaying items.

20. You 'give tutu Princess' and receive a nod.

21. You go back to the real queen, 'give nod Queen', and receive permission.

22. You return to and 'give permission Delicata' for a Golden Voice Box

23. You 'wear Golden Voice Box' and sing.

Citadel Help determine who's really responsible. 70 1 Done

1. You locate a cracked statue and 'say Yes (or Accept)'.

a. You locate the Chimera, 'say Story', 'say Join the Dark', and do the following:

i. 'Run nwn'

ii. Kill a centaur guard for a trick, which is the key to the door to the north.

iii. 'Run nw'

iv. Kill the unicorn till you get A Unicorn's Horn.

v. Go to the Chimera and give the horn to it.

vi. Receive a book entitled Dark Revenge.

b. You locate the Unicorn, 'say Story', 'say Join the Dark', and do the following:

i. Go north, find a HUGE hellhound, kill that hellhound, unlock down, open down, and go down.

ii. 'Run nwn', kill werewolf for the hammer.

iii. 'Run s3en', open door, and run north.

iv. Kill the Chimera till you get Three sets of Eyes.

v. Go to the Unicorn and give the eyes to it.

vi. Receive a book entitled The Light's Fall.

2. You locate the gargoyles, kill them, and locate Malcrom by hunting him. (Hint: Baal - wu, eu, su, or nu).

3. You give both books to malcrom and receive a book entitled, 'My Citadel"

4. You enter the book, kill the orb, and receive A Majestic Orb.

Fortress Become an esteemed aide to the goblin throne. 70 2 Done

1. You locate the royal advisor and say 'Advisor'.

2. You locate the taskmaster.

3. You locate Porphor, say 'Wyrvern eggs' 3 times, and return to the taskmaster to receive the whip.

4. You 'wield whip', go to the very young wyverns, and 'beckon wyvern'.

5. You must kill larval glowworms with the whip until the hatchling becomes a 'large female wyvern'.

6. Once it is a large female wyvern, it will attack you.

7. You must kill it for large female wyvern item.

8. You need to 'remove curse' and 'give wyvern taskmaster'.

9. You locate the matron and say 'Do you need relief?'.

10. You locate the shaman, wait for mprog (he will keep running away when you enter the room; keep looking for him again until the mprog triggers).

11. You locate, 'kill spiders' for silk, locate the shaman repeatedly until mprog triggers, and he takes the silk from you and hands you slumber (Refer to

Step 10).

12. You locate and 'give slumber matron'.

11. You locate the captain of the guard and say 'Are you happy with your stay?'.

12. You locate and kill grizzled goblins until you get the holy shield.

13. You return the holy shield to the captain.

14. You return to the advisor and say 'Salary on time.'.

15. You locate and kill the drow emissary for badge.

16. You wear badge and say 'Krelagash' at royal advisor.

16. You locate the king and say 'I am your new advisor.'.

17. You locate and kill Lodi for longsword and return it to the king.

Hedge Help the wood elf gardener clean up after the h 70 1

1. Locate a female wood elf gardener and say 'Yes.'

2. Locate 10 different types of leaves and give them to the elf:

a. a yellow and brown autumn leaf (47233)

b. a crisp, reddish brown leaf (47240)

c. a crumpled autumn leaf (47238)

d. a stray autumn leaf (47109)

e. a red tipped autumn leaf (47114)

f. a yellow and red leaf (47229)

g. a falling leaf (47112)

h. a colourful autumn leaf (a sleeping hedgehog)

i. a soft leaf (a leafy hedgehog)

j. a yellow tinged autumn leaf (a grasshopper)

3. Go to a male wood elf gardener and let the mob program run.

4. Locate 10 different types of apple and give them to the male elf:

a. a yellow apple (47115) - get all pile

b. a small yellow apple (47228)

c. a large green apple (47232)

d. a shiny apple (47236)

e. a juicy green apple (47259)

f. a red apple (47234)

g. a juicy red apple (47107)

h. a small green apple (an apple pushing hedgehodge)

i. a bright green apple (an apple carrying hedgehodge)

j. a sweet red apple (an apple munching hedgehodge)

5. Go back to a female wood elf gardener.

6. Locate 10 different types of treats and give them to the elf:

a. a juicy snail (a scurrying lizard)

b. a delectable grass root (a hedge root)

c. a wriggling bug (a centipede)

d. a slug (a snail)

e. a fat spider (a rat)

f. a dormant ant (the tunnel wall)

g. hedge roots (a nocturnal beetle)

h. an earthworm (a wallowing worm)

i. a large blue ant (a befuddled wombat)

j. a shiny beetle (a mole)

Deneria Rid the Realm of Deneria of evil once and for a 80 3 Done

1. You locate Lobelia and say 'I believe in Ceol.'.

2. You go to the north and 'give vision Ceol'.

3. You kill one goblin, one kobold, and one orc to get their heads, then be visible and enter a room with a druid to get a blessed branch (key).

4. You kill the archdruid for the Blessing of the Forest(Item 1).

5. You locate and kill sinner for confession.

6. You leave the room and enter it to receive Blessing from the confessional priest.

7. You kill a young priest for a Symbol, 'hold symbol;wear blessing'.

8. You locate the High priest and 'look book', then say 'Honour, Truth, Courage and Wisdom' and receive Miad'Bir's Blessing(Item 2).

9. You locate and kill the archmage of Nuril for the Circlet of Power(Item 3).

10. You locate and kill the Amethyst Dragon for the Crystal Heart(Item 4).

11. You locate and kill the kelp for kelp.

a. You will wait for small fish to take it from you.

b. You will kill the small fish for chum.

c. You will keep doing this until you get a whale carcass from a whale.

12. You locate and kill Kraken for Tentacles of Power(Item 5).

13. You wear the 5 artifacts and kill Ceol.

14. Once killed, you will be transported.

15. You wear Ceol's vision and kill Asmodeus.

Diatz Cast a light on the shadows over the pillars. 80 3

Level locked above 80, possibly under 70 as well.

1. Go to Galvan at area start and say your name.

2. Go to Leupold, Stuvieaux, and Mishra rooms.

3. You locate and get Cake from Granny Joesphine (250 gp, 2 north of Galvan).

4. You get Case of aged wine from Local Drunkard in Glass Pillar.

5. You get Mug of Coffee from Hyam.

6. Go back to Leupold, Stuvieaux, and Mishra.

7. Go to Galvan and say "More Information".

8. You kill Jalla for the key to the chest, which is a low random drop rate.

9. You go to the Marble Pillar, on the second floor there is a hidden door south, and use the marble key to open the Oak Chest there should be a Magic

Mirror and 2500gp in there.

\*\*\*For the next part, you need 4 people all between 70-80\*\*\*

10. Give one person the Cake and go to Leupold (Stone) give Leupold the cake (VIS) and sit, DO NOT LEAVE THE ROOM, he should light the torch for you.

11. Give one person the Coffee and go to Stuvieaux (Glass) give him the coffee, vis again, sit and he should light the torch.

12. Give another person the Wine and go to Mishra (Marble) same deal, vis, give, sit, light torch.

13. Once the 3rd torch is lit, there should be a message about a burst of light about the courtyard.

14. The 4th person should give the mirror to Galvan, a rift will then appear and 1 (ONLY ONE) person can enter it, it will then disappear.

15. The final 2 rooms are through the rift.

16. Fight the bodyguard, get his key, open the door, fight Diatz to get the equipment.

Knossos Help Mino discover the fate of his son. 80 2 Done

1. You locate the spirit of Daedalus and say 'Androgeus'.

2. You locate Princess Ariadne and say 'I love you!'.

3. You locate Minotaur, 'give string Minotaur', and say 'Athenians'.

4. You locate the beggar and give him the Silver dollar.

5. You run unw, unlock and get the Gold medal from the fireplace.

6. You locate King Mino and say 'Mino! Est! Gott!'

7. You give the medal to the real king.

\*\*\*(AQ for Knossos Portal)\*\*\*

1. You locate Princess Ariadne and say 'I love you!'

2. You locate the Minotaur and 'give string minotaur'.

3. You locate the beggar and 'give silver beggar'.

4. You run unw;unlock fireplace;open fireplace;get all fireplace

5. You locate "King Mino" and say 'Mino! Est! Gott!'

6. You 'give medal king'.

Bliss Make the wedding perfect. 85 1 Done

1. You 'run 7nuswn' and say 'Yes', then wait for her progs to run at a snail's pace.

2. You locate the groom, say 'Yes', and wait for his progs to finish. (A series of Tasks will be given at the end.)

3. You locate and kill flowers until one gives you some Flower Petals (random drop).

4. You locate and give "flower petals' to one of the flower girls.

5. You locate and kill the head entertainer for a book of jokes.

6. You locate and give 'a book of jokes' to a bored noble.

5. You get the bride's diary in 'The Lord's Room' on the ground

7. You locate and give diary to a noble lady.

8. You kill the doves until one gives you the wedding ring (random drop).

9. You locate and give the ring to the ring boy.

10. You return to the groom and say 'I am done.'.

11. You return to the bride and say 'My job is done.'.

12. You locate orchestra, south of the groom, and say 'The wedding is ready.'. (You will wait some more.)

13. You return to the bride and say 'What is taking so long?', then wait for the goal to close.

Lemdagor Save The Storm Ship Tempest from Destruction! 85 1

1. After entering the area, you locate the second part(evil) by 'run e2swe'.

2. You 'listen officer' and type 'enlist'.

3. A list will be provided

a. kill Spy in "The Sick Bay"(x4)

b. kill lem-dagor pirates in "Tigi's Bar"(x6)

c. kill wave runners in "The Storm Cruiser, Tempest"(x6)

d. kill great mastiff of the witch (On the Bridge)(x10)

e. kill wolf hound of the witch sycorax (On the Bridge)(x10)

f. kill hound of the witch sycorax (On the Bridge)(x10)

g. kill sentient hound of the witch (On the Bridge)(x10)

4. From the Security Officer, you 'run we3nwue2nw' and receive F.I.L. Sailor's Knot.

To receive the portals, you are to do the following steps.

1. After entering Prosper's Island, you go to the room Island Oasis Bar, and

get the umbrella from the umbrella holder.

2. You locate the room 'Before a Waterfall', wear the umbrella, open north, and

go north.

3. You kill Arielis for a pleasure ball.

4. You leave Prosper's Island and and go to Storm Ships of Lem-Dagor.

a. To get 'a Gold Plated Silhouette brooch', you give the ball to Taelen.

b. To get 'a Storm Ship in a Bottle', you give the ball to Neleat.

Ruins Save Diamond Reach and be rewarded! 85 2 Done

1. You locate 'Among the Ruins' and 'investigate further'

Task : Discover the cause of the town's destruction.

1. You locate and listen to 'The Baron'.

2. Let the mobprogram play out.

Task 2 : Defeat the Temporal Crystal to save the town!

1. You locate and defeat the second Temporal Crystal.

Task 3 : See the Baron in the future to obtain your reward!

1. You locate the 'The Baron of Diamond Reach' in the future.

2. Let mobprogram play out and the Task changes.

Task 3 : See Mallic in the future to obtain your reward!

1. You locate Mallic in 'The Wizard's Home' in the future part.

2. This closes the goal.

3. You have to have a crystal shard in your inventory and give 10k gold to Mallic in the future.

4. You say 'Yes' to unlock Ruins3 goal.

(See Ruins2 and Ruins3)

Volcano Claim the power of TrueSilver. 85 2 Done

1. You locate the Balrog's Adept and say 'Yes' to open the goal.

2. You locate Fartho and say 'I am here to claim the Balrog's Power.'.

3. You locate and kill the soul of sein for 'an old scroll'.

4. You return and give scroll Fartho.

5. You locate the room 'Dragon Cave General Store' and buy a magic wand.

6. You kill a horse to get a horseshoe, but the item has a timer of 5:30 mins.

7. You locate, kill the ghost (run se) of the horses, and loot him for a strange potion.

8. You return to Fartho and give wand, horseshoe, and potion to him.

9. You return to "Dragon Cave General Store" and buy a dragon's potion.

10. You return and give dragon Fartho to receive a vial of TrueSilver.

11. You locate, give vial of Truesilver to Dracos, and wait for the mprog to finish and get Adept's note.

12. You return to the Balrog's Adept and give note Adept.

13. You return and kill Dracos.

14. You return to Balrog's Adept, say 'Dracos is dead.', and give vial of TrueSilver to Adept.

15. You need to be good aligned, locate soul of Hans, and say 'Sword' to receive the TrueSilver sword.

16. You return, give Truesilver sword to Balrog's Adept, receive it back with 'a chunk of silver rock', which is key to the Balrog's volcano section.

17. You locate, kill the balrog in the volcano, and loot the corpse for 'Whip of the Balrog'.

18. You return to the Balrog's Adept and give him the whip to complete the goal.

Aardington Help the Earl with odd jobs around the estate g 90 2

1. Go to The Earl of Aardington, say Yes.

Task 1

Task 2

2. Go to Berta.

3. Go to Hedgehog Paradise.

4. Go to "A grove of apple trees" and shake tree.

5. Go back to Berta and give basket to her.

Task 4

6. Go to Gate Guard(47510) and wait till you introduce yourself.

Task 5

7. Go to Ivar's Pub and buy Sundered Vale Pinot Noir.

8. Go to Ivar's Hawt Club Scene and Questor's Imperial Stout.

9. Go back to Berta.

Task 6

10. Go to Wine cellar(47555) and get Elvish Icewine from the wine rack.

11. Go back to Berta and give icewine to her.

Task 7

12. Go to an older resident and give the food to her.

Task 8

13. Go to the banshee(47602), be visible when you walk into the room, and kill her.

14. Go back to an older resident and give relic to her.(2 qps and 5000 gold.)

Task 9

15. Go back to Berta and receive a warm apple pie.

Task 10

16. Go to a distracted guard(aka Lendan) (47524) say yes.

17. Go to Aylor, locate Marna, give rose to her, and say Lendan to her to receive a piece of paper from her.

18. Go back to Lendan and give him the piece of paper.

19. Go back to Berta and say I helped Lendan.

20. Go back to Earl of Aardington(47533) and say I have finished helping Berta.

Task 11

21. Go to a horse trainer(47580) and the mob-program will fire.

Task 12

22. Go to a dark wood, kill nightmare, and go back to the horse trainer.

Task 13

23. Go to Hatchling Aerie, locate the Gnomish egg attendant, give 10000 gold attendent to receive a golden dragon egg.

24. Go back to a horse trainer and give egg to him. (8 qps and 8000 gold)

Task 14

25. Go to the housekeeper to open the task.

Task 15

26. Kill ducklings for 50 feathers and give them to the housekeeper.

Task 16

27. Go to a maid.

28. Kill lorikeet for 3 green feather(47520) and 3 yellow feather(47526).

29. Kill red and yellow rose bushes for 5 red and yellow petals(47586).

30. Go back to the maid when you have the feathers and petals.

Task 17

31. Go to a servant.

32. Kill bees for 2 'a honey drop' and give them to the servant.

Task 18

33. Go back to the housekeeper.

Task 19

34. Go back to the earl. (10 qps, 20000 gold, and 10 trains)

Hawklord Rescue the Hawklord. 90 2 Done

1. You locate Kilhil, say 'Brother', and then say 'I'll do it.'.

2. You locate the council and say 'Kilhil'.

3. You locate and kill Ckolo to get the next task.

4. You locate, kill a mine guard, loot the corpse, and wear his uniform.

5. You attack the other mine guard and keep him alive until his hp is low enough to trigger an mprog to give you the key.

6. You locate, kill a prisoner in the mines, and wear his chains.

7. You locate and attack the overseer to be transported.

8. You say 'Kilhil' then 'Yes'.

9. You get Lihret then give Lihret to Kilhil.

Illoria Unravel the mysteries at the tournament. 90 3 Done

1. You locate and 'listen Layna' on The Stands.

2. You wait for the mprog to finish, then say 'I am up for it!' to open the goal.

3. You locate and kiss a flowergirl for a flower.

4. You locate, give flower to Troll, and he opens the door west.

5. You go west, say 'Pact' to add a task, receive the Sigil of the Red Knight, kill the Red Knight for the whip (key).

6. You go down from the Troll and kill the Silver Knight for the Sigil of the Silver Knight.

7. You locate and kill Quinn for a White Gem, a timed item.

8. You locate and give gem to the alchemist for a green potion.

9. You locate and kill the Ebon Knight for the Sigil of the Ebon Knight.

10. You locate Olad in the Refreshment Tent and 'buy oni leg' and 'buy goodberry'.

11. You locate Fakir, say 'Sirnef', and be transferred.

12. Since the White Knight is aggro, you need to give him the oni and the goodberry in that order before he dies.

13. You return to the Fakir and say 'Fenris' for A stuffed wizard doll.

14. You locate and kill A hurrying Illorian for A Tournament Program.

15. You locate the Gold, Green and Cyan Knights for the respective Sigils.

16. You locate and kill the Yellow and Blue Knights for the Sigils and the Yellow Sword; remember the Sigils are timed.

17. You return to Layna.

18. You locate and give potion Huuba to be teleported.

19. You kill the Rogue for Assassination Plans, which is timed.

20. You go up, give plans to the queen, and receive them back from her.

21. You give the plans to the king for the Handkerchief.

22. You 'run w3n;open n;n;open n;n;open e;e;open e;e;open e;e;open e;e;open e;e'.

23. You give the yellow sword to the wife to be teleported.

24. You give doll princess; she'll drop marble.

25. You get the marble.

26. You go down, give the marble to statue, and then give handkerchief to statue.

27. You give Tournament Program to champion.

28. You bow champion and be attacked by him.

29. You return to Layna, and give her the Sigil to close the goal.

Jenny Help cure the sickness at Jenny's Tavern! 90 2

Go to the beginning of the area and 'say I will help you'.

Task 1 : Help Jenny cure the disease

1. Buy a Gas Mask from Jenny and wear it.

2. Say Let's do this, when you are ready.(If you leave the area, you must go back to Jenny and repeat this step.)

Task 2 : Check with the head cook

1. Locate "Lisa the Head Cook"

Task 3 : Check the pantry for a possible cause

1. Locate and kill a dartplayer, open a small sack, get a bent piece of metal.

2. Make certain you have detect invis on, make your way to the room below the pantry.

3. Open the meat container and get chicken from the container.

4. Return to Lisa and hand her the chicken.

Task 4 : Ask the Wino how the chicken got contaminated

1. Go back to a dusty Wino and say How did the chicken get contaminated.

Task 5 : Seek the advice of Yin and Yang

1. Locate Yang, brother of Yin and say Wino sent me.

Task 6 : Ask Yin about the advanced cure disease spell

1. Go south and north and say What about cure disease?

Task 7 : Find a leather parchment in the tavern

1. Locate "Secret Passage" and type get all chest for the parchment.

2. Go back to Yin and give parchment to Yin.

Task 8 : Take the scroll to Jenny

1. Go back to Jenny and a mobprogam will run.

Task 9 : Make sure the tavern has been cured

1. Go to Lisa the Head Cook to close out goal.

Reward: 20 quest points

Losttime Bring peace back to the Island of Lost Time. 90 2 Done

1. You locate and bellow to Fred.

2. You locate and kill peaceful Brontosaurus for bubbling vial of green liquid.

3. You locate and kill crab for belligerent tablet.

4. You locate and buy the crude oil from Fred.

5. You locate and kill Ratty headman for twisted root.

6. You locate and kill Doorguard for stone carving of a key.

7. You locate and kill horned lizard for bloody bucket of fish guts.

8. You unlock turtle shell by using twisted root in 'Headman's Cave' and get gold nugget from it.

9. You locate and kill Shaman for crystal figurine.

10. You locate and give the 8 items to Budd to receive a pack of mixed-up ingredients.

11. You locate and give the pack to the mumbling mage to trigger the next set of tasks.

12. You locate and kill earthworm for worm's mirror.

13. You locate and kill mongoose for sizzling meteor.

14. You locate and kill Stegosaurus for the turtle shell.

15. You return and give the 3 items to the mumbling mage.

16. You return and buy a wizardstick from Fred.

17. You return and give it to the mumbling mage for calming potion.

18. You locate and give calming potion to the T-Rex for belligerent tablet.

19. You locate and give the belligerent tablet to the shaman.

20. You go to the area 'Seven Wonders' and kill Mrs. Robinson in the Bermuda Triangle to get Red Velvet Lipstick.

21. You return to 'Island of Lost time' and give the lipstick to Mickjaeg for a can of Mountain Dew.

21. You return and give mountain dew to the Shaman for a beautifying potion.

22. You return and give the potion to Bren and she'll join your group.

23. Bren will follow you to the Kraken, making sure you open all the doors in the way.

a. In the event that you didn't and she disbands, redo from step 20 onwards.

24. You locate and give the Kraken's spellbook to the T-rex.

Ruins3 Help Mallic Create an Enhanced Portal 90 2 Done

Task 1 : Ask the man in the black hat about a tuning fork!

1. Return to the past section, hold shard, and go west of Mallic.

2. You say 'Tuning Fork' at Tuxedo Dionysus.

Task 2 : Ask Neil about his diamond mirror.

1. Finish Ruins2 before continuing.

2. Locate the town banker is the past and say 'Diamond Mirror'.

3. Locate 'The Bank's Owner' in the future and say 'Diamond Mirror'.

4. Return to the beginning of the area, the maze in the beginning and find the room that used to be the Bank by using room description to help you.

6. You type 'search' until you find a diamond mirror, which is a low-chance random and do it after every tick.

7. You return and give mirror to Tuxedo.

8. You locate Mallic in the future, have the normal crystal shard and tuning fork in your inventory, and give him 10k gold for the Heliodor Shard.

| 1. Go to Mallic. "accept". "List" shows what you can buy.

| 2. Give 10000 gold Mallic.

| 3. Go to Tuxedo in Between Time & Space. Say 'tuning fork'.

| Tuxedo can be reached via 1st Mallic, hold crystal shard and go left.

| crystal shard is obtained by killing 1st Crystal.

| 4a. Go to 1st banker and say 'diamond mirror'.

| 4b. Go to 2nd banker and say 'diamond mirror'.

| 5. Go to Ruins, and the room with "Bank" in description.

| Type "search" to get mirror. search has lag, new search after tick.

| 6. go to Tuxedo & give him diamond mirror. He gives u tuning fork.

| 7. go to 2nd Mallic. Have neutralizar shard in inventory.

| 8. give 10000 gold mallic. give tuning fork to 2nd Mallic.

| 9. You will get Heliodor Shard (Area Portal)

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.

--------------------------------------------------------------

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)(100k for toggle)

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.)

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(See Ruins and Ruins2)

Arena Become champion of the Gauntlet. 95 3 Locked

1. You pay the guard 2001 gold to get in.

2. You 'run 4en;enter quicksand' and kill the quickling for the Emperor's Diamond Ring(Item 1).

3. You 'run u2wsd;give 300 gold Trainer' for the Graduation Certificate.

4. You 'run uwuse;give 20000 gold troll' for master key, unlock east, and give the certificate to the King of Shadows for a Diamond Studded Crown(Item 2).

5. You run all east and one north and buy bread and beer from the vendor.

6. You say 'the password' to enter the secret room and buy a Potion made from Diamond Extracts(Item 3) and a Bottled Rage.

7. You 'run ws;give bread noble' for a Small Diamond(Item 4).

8. You 'give beer Lizardman Peasant' and kill him for a Tiny Diamond Chip(Item 5).

9. You go to the west vendor and buy ale.

10. You 'give ale Lizardwoman Peasant' and kill her for a Chipped Diamond(Item 6).

11. You locate a werewolf and give bottled rage to it, kill it for a Diamond Necklace(Item 7).

12. You locate the armorseller, move in and out until he returns a message about not being busy, say 'Leg', and buy the Diamond Studded Leggings(Item 8)

from him.

13. You locate, 'give 3000 gold the gauntlet guard', receive a Diamond Encrusted Sword(Item 9), and enter the gauntlet.

14. You kill the human gladiator champion and go down.

15. You kill the giant centaurs and go north.

16. You kill all the things for a Glowing Diamond(Item 10 and 100% Drop) and go down.

17. You kill all the flying wyverns and go down.

18. You kill all the ratlings and go down.

19. You kill all the sidhe gladiators and go east.

20. You kill all the lions and go east.

21. You say 'Yes'.

22. You say 'I am sure'. (Note: At this point you cannot exit the gauntlet if you proceed unless you die or complete the quest. Make sure you have all 10

diamond items in your inventory.)

23. You kill the 2 20-armed men and enter door.

24. You kill the enormous centipede and enter door.

25. You kill the inexperienced goblin gladiators, keep your HP as high as possible as new gladiators will pop when they die, often with you taking a rather

huge dose of damage, and enter hole.

26. You kill the ugly monster and the 9-headed hydra and might want to respell.

27. You use 'sense life' and wait until around 30s - 1 minute before next repop (depending on your killspeed) and 'enter space'.

28. You kill the 5 familiars. Each time a familiar dies, a master vampire will pop in its place. Try to dispel the sanc off the vampires, and blind it to

reduce damage. After killing the 10 mobs, cast 'sense life'. If there is enough time, respell (You won't want the familiars to pop on you again). Otherwise,

simply go east.

29. If you're T0, you do not need to engage combat here. Depending on your tier, you'll have to kill a 'boss' mob in this room.

a. Tier 1/2 - Tela(Mental)

b. Tier 3/4 - Vilgan(Mental)

c. Tier 5 - Filt(Mental)

d. Tier 6 - Xantcha(Mental)

e. Tier 7/8/9 - Lasher(Sonic & Energy)

The higher tier mobs (except Lasher) are generally easier to cope with since you will be able to tank better. For the lower tiers, make sure you

reduce combat spam and don't over-stack your commands. If you're T1/2, you might need to quaff a heal once every round or 2. Beware of the mprogs which

might take off quite a huge chunk of HP, and try to finish off the fight asap before the dispels take off all your spells.

30. Once the 'boss' mob is dead, go down to the Emperor with the 10 diamond items in your inventory. Alternatively if you're T3 and above and wish to

backtrack to explore, you can go east to engage the previous 'boss' mob until you reach Tela.

31. You should receive a One Day Pass to the Gladiators Arena (nosave portal) and be transferred to the main section of the area.

32. You locate the vendor who sells the beer and wear the pass.

33. You say 'The password'.

34. You say 'Fee' to receive the permanent portal.

Note: To get 100% explored, you need to be at least T7 (to access the room with Lasher), then keep going east for all the other "imm-rooms".

Ruins2 Bring back diamonds to the banker for gold! 95 1 Done

1. You locate and type 'accept' at town banker.

Task 1 : Bring diamonds back from the mines.

1. Locate rooms 'Before a glowing cavern' and 'Deeper in the Mine' and get diamond from the ground

2. Return to "The Banker", give him the diamond, let the mobprogram play out till you receive 10k gold.

Task 2 : Find an exceptional diamond in the mines.

1. Return to the two rooms in Task 1 and get diamonds till you get 100k for a diamond. (This takes a lot of tries.)

4. You will repeat step 2 or use the 3 diamonds from the pouch Mallic gives you and eventually get 100k gold for your diamond.

(See Ruins and Ruins3)

Snuckles Help Shay restore peace to the forest. 95 2 Open

\*\*\*(Can only be done between 80 and 100)\*\*\*

1. You locate and 'give 5000 gold Dan' for silver and gold locket.

2. You locate Shay and say 'Yes'.

3. You locate and kill Jinky for a crumpled piece of parchment.

4. You walk past Simon and receive red rag.

5. You locate Billy, tag him, he will run, and repeat until he is resting at Three Way Junction.

6. You tag him and receive either rabbit's foot or water lilies and if you receive foot, then repeat.

7. If you receive lilies, 'change sex' to female and go to Old Man Snuckles.

8. You give lilies Old Man Snuckles for four leaf clover.

9. You 'change sex' to male, locate Liliane, and say 'cookies' for coin purse.

10. You give the coin purse to Farmer Joe for him to follow you.

11. You go s, drop chicken scratch, and wait for a chicken to Kill chicken for two eggs.

12. You kill Jimmy for bucket, pour bucket, and give it to Lea for pail of milk.

13. You locate and buy a bag of flour from Sam.

14. You "change sex" to male, return to Liliane, and give her flour, eggs, and milk in that order.

15. You locate Grandma and say 'dragon'.

16. You kill unicorn for horn and return to Grandma.

17. You "change sex" to sexless and say 'I can slay the dragon!'.

18. You wield horn and kill dragon for its blood.

19. You kill wolf leader for crest of the wizard.

20. You locate Grandma and say 'I can slay the dragon' and run e3u.

21. You kill the wizard for the spellbook.

22. You return to Shay and give him the 3 ingredients and spellbook.

Firebird Capture the Firebird! 100 2

1. You locate and get the feather from the tree;when you 'run en' from Tzar Vislav.

2. You return to Tzar Vislav and say 'I will find the bird'.

3. You locate the firebird up from the balcony in the castle, 'capture firebird', and wait for a moment and Tzar Zakhar should "capture" you instead.

4. You say 'Yes', the next task will open, and will be released.

5. You locate Tzar Afron's castle, go west and south from his room, should find the horse Tzar Zakhar wants, try to 'steal horse', and wait again.

6. You say 'Yes', get the next task opens, and released again!

7. You locate the princess, east and south of Teodor, and 'seduce princess'.

8. You say 'I will help you', are asked to find the wolf, which is a few north of the first room of the area.

9. You don't wear that ring she gave you, just find the wolf, 'tame yuli', and should be followed by the wolf.

10. As you go back to the princess, you will be attack by just about every mob because a wolf following you.

11. You say 'I agree' when she asks if you agree.

12. You locate the mage near the start of the area, say 'Pill of Illusion', and 'give 15000 gold mage' for a purple pill.

13. You return to the princess and give her the purple pill.

14. Quickly, you make your way to Tzar Afron who will give you a bridle and let you have the horse.

15. You 'run ws' from Tzar Afron to get the horse.

16. With the horse following you, you return to the princess.

17. You return to the mage for another purple pill at a cost of 15000 gold.

18. You give the pill to the princess.

19. Quickly, you return to Tzar Zakhar with the wolf in horses clothing following.

20. You need to wear the gloves he hands you, go up to the firebird, and should be followed by the firebird.

21. You return to the princess.

22. With the princess and firebird following, you return to where you first found the wolf (Yuli).

23. After discovering the princess' ruse, you head off to Tzar Vislav with the firebird. Be warned, Dmitriy and Vasiliy will attack you.

Nenukon Gain acceptance into a tribe of the Far Country 100 3 Done

1. You locate the Hooded Exile and say 'Yes', and then 'say I accept'.

2. You locate and kill all the Clan Masters, Mistresses and Sashi Amanis.

3. You return to the Hooded Exile and say 'Another Challenger'.

4. You locate and kill 5 Greater Demons and return to the Hooded Exile.

5. You locate and kill the Eagle Champion.

6. You are teleported, go north, and kill Monuhi to get his heart.

7. You return to the Hooded Exile and give him the heart.

8. You return to the Naga Warlord and say 'Warrior-poet'.

9. You return to the Naga Champion and say 'Eternity'.

10. You return to the Naga Paladin and say 'Honor'.

11. You return to Bastion, say 'Beauty', say 'Eternity', and say 'Honor'.

12. You return to the Hooded Exile, bow to him, and will be place into the clan by him.

Pompeii Save Pompei from Vesuvius' eruption and find Pl 100 1

Upon entering Pompeii, say "Yes" to the concerned citizen.

Task 1 : Consult Pliny

1. Locate Pliny and say I am ready to brave the mountain.

Task 2 : Consult the scribes

1. Locate a scribe and say What about Pliny's Father.

Task 3 : Consult the aqueduct guard

1. Locate a city guard in "Demascus Superior" and try to walk up.

Task 4 : Seeking purification

1. Locate the vestals and say advice.

2. Do Tasks 5 and 6.

3. Go back to the vestals and close the task.

Task 5 : Ask Stephanus about bleached wool

1. Locate Stephanus and say bleached wool.

Task 6 : Find Stephanus' assistant

1. Locate Fronto and say sulfur.

2. Kill him after he attacks you.

3. Locate a weaver and give 1000 gold weaver.

4. Return to Stephanus. (If you lose your bleached wool please bring him another bolt of wool and he will replace it.)

Task 6 : Return to the aqueducts

1. Wear the amulet and return the "Demascus Superior".

2. Go up.

Task 8 : Cleansing the water

1. Run es and kill water.

Task 9 : Brave the mountain

1. Locate Pliny, wear sandals, and say I am ready to brave the mountain.

2. Kill the Lava to close the goal.

Reward: black volcanic glass(Area Portal) and the gloves of Pliny(hands - 6 int, 4 dex/dr)

Northstar2 Help the Terrorists 100 1 Done

1. You locate and say 'I want to join' to Aden Stonebrook

2. You say 'I am sure' to Aden Stonebrook

3. You locate and say 'I am here to save you!' to the political prisoner in prison.

4. The mob will follow; you bring it back to Aden Stonebrook.

5. You kill the servant in palace who is wearing a blouse and a pants. (If he isn't there, then clear all the servants and wait for repop.)

6. You wear these two items and buy bottled apple cider from Wendel.

7. You give cider to Aden to poison and wait for him to return the poisoned cider to you.

8. You give Bottled Apple Cider to Amanda Pendalton.

Tombs Assist the keepers of The Relinquished Tombs 100 2

1. In the first room "Standing before the tombs", "listen Rilnyi", and "say Help".

2. Go to "An abandoned tomb"(15406) and "get key corpse".

3. Go to "Entering the tombs", "open west;run w;buy cross" (keep the cross in inventory through the entire goal)

4. Return to "Entering the tombs"(15386) and "say I have protection" to close out this task and trigger 3 more.

5. Go to "An abandoned tomb"(15406) type "grab key corpse".

6. Go to "Before a doorway", "open east;run e;enter portal;run 3n2en", and "say help".

7. Return to portal room "run s2w3s;escape" to close this task and be returned to Rilnyi.

8. Go to "End of the hallway"(15415), "open north;run n;enter opening", find Dinysmos, "say Help".

9. Locate and kill 8 'an intangible beings' in the "Lost in the thick fog".

10. Return to Dinysmos to complete his task and this one and go to the room with a lock up, "unlock up;open up;run u;enter portal".

11. At the beginning of the area, "run ses;open east;run e;open east;run e;open east;scan", find Drydel, and "say Help".

12. Go north, type "search", kill being.

13. Run sen;search, and kill ghost.

14. Run 2s;search, kill shadow.

15. Run nws;search, kill soul.

16. Run n;give drydel drydel;give drydel drydel;give drydel drydel;give drydel drydel to complete task.

17. Return to "Entering the tombs"(15386) and "say I am done".

Yurgach Help Sylciri overtake the Yurgach Lord. 100 3

Locate Sylciri in "Altar of Light" and say Yes.

Task 1 : Help Sylciri get revenge against the Yurgach Lord

Task 2 : Completely explore Yurgach Domain

1. Say Explored

Task 3 : Find the lost Light member in the dungeons

1. Locate a lost member of the Light in Brazier (enter brazier and down for last two rooms).

Task 4 : Kill the Yurgach Lord

1. Locate Yurgach Lord in 'On the Dais' and kill him.

Task 5 : Bring the Lord's head back to Sylciri

1. Quickly take back the head to Sylciri and give head Sylcir. (It has a timer.)

Task 6 : Help Cyrgeir escape the dungeons

1. Type beckon to get a lost member of the Light to follow you.

2. Go up, say 'Call for Help', and a mobprogram will fire.

3. Make your way out of the dungeon section.

Return to Sylciri to close the goal.

Reward: 25 qps.

Insanitaria Help the Nispeung rebuild their dream. 105 2

1. You locate "Room of Sleep" and sleep.

2. You wait for mprog to finish and say 'Yes'.

3. You locate, kill, wear Seb's equipment, and get everything from locked desk.

4. You locate "Experiment Room" and say 'Prisoner'.

5. You remove Seb's equipment, locate and 'listen Salin', and say 'I will help you'.

6. You locate Ayistazinagro, say 'Salin is alive', and say 'Riddle'.

7. You locate and kill large mizga for mizga fillet.

8. You return and give it to Ayistazinagro and say 'Salin is alive'.

9. You locate the dwarf and say 'Salin is alive'.

11. You give him the greenish powder and kelp (from the ground in the caves), and say 'Salin is alive'.

12. You locate the nispeung spy and say 'Salin is alive'.

13. You locate "Food Storeroom" and get vegetable knife off ground.

14. You locate, 'give knife spy', and say 'Salin is alive.'

15. You locate and get light blue potion from "Storage Closet".

16. You return to Salin, remove Seb's equipment, and say 'I will help you'.

17. You give the light blue potion to Salin.

\*\*\* Tips Step 3 on our goal solution \*\*\*

1. If you find the wizard's attack you, despite wearing all of Seb's gear and having the authorization papers from him, try changing your alignment to

evil.

2. If you get no response at all in the Experiment Room, move around and find other experimenting wizards and say 'prisoner' to them. The wizards all tend

to wander, so they may or may not be in the Experiment Room.

3. If all else fails, kill ALL of the experimenting wizards and wait for repop in the Experimenting Room. For whatever reason, their progs like to mess up

from time to time and killing them all off should reset them.

4. Must be good-aligned to start and evil-aligned to be transported to Salin.

5. I think transport to Salin don't have to be evil-aligned, Salin also won't give you the task when you are evil align, and there are no mobs there for a

'normal' guy with no cskill to change align in Salin's room.

Elemental Create the perfect element. 110 2 Open

26 Jan 21:03:38 - Ani tells you 'It's kind of lengthy to explain. Type "list" next time you're at the Loud'ra Blacksmith.'

26 Jan 21:04:10 - Ani tells you 'they're interesting, because their stats depend on the pclass of the person making them'

Redo goal for a random drop of Perfect Element

so the slab of adamantite...short explanation: random chance from Poldra if you give it him all the other 4 armor pieces you make at the Loud'Ra blacksmith

1. You locate the Guardian of Dra'ork and say 'Mayhem'.

2. You locate Tiasi and say 'Make the perfect element'.

3. You locate Yver and say 'Lady Tiasi sent me'.

4. You locate "Storage Room" and buy 4 small tubes and/or can loot them off corpses lying around the area.

5. With the tubes in your inventory, you kill mobs in each of the 4 sections of the area to collect 1 sample of each element (low random).

6. You return to Yver and give the 4 tubes of samples to him for a destruction in a tube.

7. You repeat steps 4-6 with Poldra for mayhem in a tube.

8. you give the 2 tubes to Tiasi for Dra'ork's perfect element.

9. You locate the Guardian of Loud'ra and say 'Peace'.

10. You locate Zhein and say 'Make the perfect element'.

11. You repeat steps 4-6 with Danskel for peace in a tube.

12. You repeat steps 4-6 with Warhina for harmoney in a tube.

13. You give the 2 tubes to Zhein for Loud'ra's perfect element.

14. You 'run us' from middle room of main section to find the master elementalist.

15. You repeat steps 4-6 with Master elementalist for the master element.

16. You 'run n' and 'combine elements'.

Reward:

Hidden AQ

1) A copper helm infused with air.

a)slab of copper -

b)large jar of air -

2) An iron shield infused with water.

a)slab of iron -

b)large jar of water -

3) A bronze breastplate infused with earth.

a)slab of bronze -

b)large jar of earth -

4) A steel sword infused with fire.

a)slab of steel -

b)large jar of fire -

5) A pair of adamantite leggings infused perfectly.

a)slab of adamantite -

b)perfect element -

FT1 Reach the Seelie Courts in Faerie Tales I. 110 3

Here's your monster solution for FT1 (with all modifications from old solution in place, tried and tested)!

Faerie Tales

Go to the well and say 'okay!'.

Gingerbread House

1.Kill Gretel for gingerbread.

2.Go to wicked witch, 'cult witch' for coin of wisdom and to be transported to Hansel for bread crumbs.

3.Give the coin to the well.

Bear Prince

1.Kill bear prince for the porcelain cup.

2.Go to wicked witch, 'boast witch' for coin of strength and to be transported to Rose Red.

3.Kill Rose Red for scissors.

4.Give the coin to the well.

Rapunzel

1.Bow to Prince Charming. He will wield his sword and attack you. Kill him for it.

2.Go to wicked witch, 'cutie witch' for coin of daring and to be transported to Rapunzel.

3.Kill Rapunzel for the braid.

4.Give the coin to the well.

Wishing Fish

1.Kill the silver fish in the first room of section for first wish.

2.Go to wicked witch and kill her for coin of worth.

3.Kill the fishermen's wives in order, from the first room to the last, to receive royal scepter.

4.Give the coin to the well.

Underground Sea

1.Kill the king for swordbelt.

2.Kill the princesses in order, from the eldest to the youngest, to receive iron slippers.(E(copper), 2(silver), 3(electrum), 4(gold), 5(platinum), 6

(lead), Y(iron))

3.Go to wicked witch and 'faint' for coin of steadfastness and to be transported to the princes.

4.Kill the princes in order, from eldest to the youngest, to receive a white rose.(E(red), 2(pink), 3(purple), 4(orange), 5(green), 6(yellow), Y(white))

5.Give the coin to the well.

Snow White and 7 Dwarves

1.Kill Dopey for diamond.

2.Go to wicked witch, 'kiss witch' for coin of life and to be transported to Snow White, where she attacks you after giving you the apple.

3.Give the coin to the well.

Rumplestilskin

1.Go to Rumplestilskin and say 'joe-bob' to get infant crown.

2.Go to wicked witch, 'flirt witch' for coin of subtlety and to be transported to the peasant.

3.Kill the peasant for spindle.

4.Give the coin to the well.

Frog Prince

1.Go to the frog and 'french frog' for a crown.

2.Go to wicked witch, 'smile witch' for coin of sympathy and to be transported to the princess.

3.Kill princess for golden ball.

4.Give the coin to the well.

Goose Girl

1.Kill a goose for coin of courage and to be transported to the goose girl.

2.Kill the goose girl for horse head.

3.Give the coin to the well.

After giving the 9 coins to the well with the respective items, you'll receive a coin of modesty and will be transported to the Seelie Court. Type either

'curtsey titania' or 'bow oberon'.

Important Notes: This AQ is level locked. I'm not sure what the upper limit is but if it adheres to the recommended level in the goal, that should be

135. I did it at 110 myself, but to be safe keep your level below 130 :) Also, for the last part, 'curtsey titania' will give you rewards, but will \*not\*

complete the goal. Only 'bow oberon' completes the goal (yes, this is after my confirmation with Citron herself). If you want to reward from Titania and

complete the goal at the same time, you have to do the AQ again after tiering.

Nursing Nursing Home Sleuth Extraordinaire 110 2

1. Make your way to Chief Nurse Executive Helene and say Promise to be careful.

Task 1 : Sleuthing time!

1. Locate Paris Rosethorn and say Stolen Items.

Task 2 : Phil is missing his magnifying glass.

1. Locate and listen to Phil.

2. Locate "The Janitor's Storage Room", type get pail, and type fill pail.

3. Locate "The Conservatory" and dump water on the fire.

4. You receive a magnifying glass.

5. Return to Phil and give the magnifying glass to him.

Task 3 : Jack is missing his cane.

1. Locate and listen to Jack.

2. Locate Jimmy the Cook and say I need that cane.

3. Jimmy will have you collect "10" loose wheelchairs. (Kill the possessed wheelchairs)

4. Return to him say I am done.

5. Jimmy gives you a knotty cane.

6. Give cane Jack to complete task.

Task 4 : Abigail is missing her sheet music.

1. Locate and listen to Abigail.

2. Locate and kill a house mouse for a torn fragment of sheet music [1/4].

3. Locate "The Activity Room" and get a torn fragment of sheet music [2/4] from the table.

4. Locate "A Sanitary Hallway" just north of Abigail's Room and get a torn fragment of sheet music [3/4] from the bench.

5. Locate "The Staff Room", open cabinet, get net cabinet, wear net, and use net to get a torn fragment of sheet music [4/4].

6. Return to Abigail with all 4 torn fragments of sheet music and give them to her.

Task 5 : Robert is missing his top hat.

1. Locate and listen to Robert.

2. Locate a child in A Sanitary Hallway.

3. You have to catch the grandchild by typing pounce child to get the hat really quick.

4. Return to Robert and give hat to him.

Task 6 : Garrett is missing his golden idol.

1. Locate and listen to Garrett.

2. Go to the Public Washroom, look mirror, open cabinet, and get idol.

3. Go back to Garrett and give idol to him.

Task 7 : Harry is missing his false teeth.

1. Locate and listen to Harry.

2. Locate Susan to get a pitcher of water.

3. Locate Glaadys and give pitcher to Glaadys.

4. Return to Susan and nod Susan for another pitcher of water.

5. Locate John the Loner and give pitcher of water to him.

6. Return to Susan and nod Susan for another pitcher of water.

7. Locate Sarah, give pitcher of water to her, and receive false teeth from here.

8. Locate Harry and give false teeth to him.

Task 8 : Inform Paris once you finish returning stolen items.

1. Return to Paris and say Yes..

Reward: 20 Qps and a level 101 head equipment with 9 str, 5 dex, and 10 dr that is fully enchantable.

Prosper Free Humbert's people! 110 1

1. Be visible and go to Humbert. Type accept.

2. Find Calabus and kill him for the key.

3. Unlock the door to the west, and enter, 'beckon prisoner' and they will follow you.

4. Walk them back to the entrance of the ship.

5. You will get a prisoner chain ball(1).

6. Go enen, open west and head in.

7. Kill the engineer, an explosion will knock you out of the room.

8. Head back in and get the key from the remains.

9. Unlock the generator and get a wind energy ball(2) out of it.

10. Head to the room Energy Storage Area, and get the key out of the secondary tank.

11. Use it to unlock the other and get a pulsating energy ball(3) out of the tank.

12. Head for the The Cage of the Sea Monster to get the heavy ball of black matter.

13. Kill the sea monster over and over until it shrinks into a black ball of organic matter(4).

14. Kill the witch Sycorax and get the breast plate from the floor.

15. Return to Humbert and give him the breast plate.

16. Head to the black raven and get the egg from the nest'

17. Hand the egg back to the black raven to get the turbine capacitor.'

18. Go to the southeast part of the Sea Witch and get the carrot out of the hole and give it to the rabbit.'

19. Soon as he eats it, kill him for a storm coil.'

20. Head to The Island Trivia Shop and buy two energy cells.'

21. Open down and give one to the Stomach, he'll drop a bypass element, get it from the floor.'

22. That is not in the goals.'

23. Head to The Room of the Crystals and get a crystal majoris from the cabinet.'

24. Take all the items to Tiberius Wright and 'sit workbench.'

Upon entering the area, you 'run dwu;open nest;get all nest;give egg raven;run d2ws;get all hole;run 2nw4n;buy 2 1;open down;run d;give cell stomach;get

element;run u2sws;open cabinet;get crystal cabinet;open north;flee;flee;flee;flee;flee;run e2sws' and kill the rabbit to get the last item.

rest workbench

Scarred Help Save the Scarred Lands 110 2

1. Go to "A small camp"(34050) and "say Yes" to Pete.

2. Locate "a dragonsnake" that gives you a head when killed.

3. Return to Pete and give head Pete. (You can get the other key by going to "A path into the mountain"(34054), kill Persistent Miner, get a miner's pick,

and give pick wounded in the same room as Pete.)

4. Locate "Commander Joey", "say What can I do to help?".

5. Locate "A sorcerer", "say Help"

6. Locate "a shadow dragon" and "say Essence".

7. Locate "a gold dragon" in "Meeting hall of the dragons"(34047), kill gold dragon, return to shadow dragon, give scale shadow for 'a carved bird

figurine'.

8. Return to sorcerer and give figurine sorcerer and recieve 'a shadow stone'.

9. Return to Joey, type 'Get", and receive "Shadow Slayer".

10. Return to sorcerer, give essence sorcerer, receive portal stone, and "wear stone".

11. Go to "The portal room", walk west, kill dragon, and receive skull.

12. Return to Joey to close the task and open the next.

13. Go north and see Sven, "say boots", and "say steel".

14. Go to "A path into the mountain"(34054) for a worn-out pair of boots.

15. Go to "Bottom of a pit"(34072) and "kill deep" for 'a dragon's talon'.

16. Locate "a mist dragon" and "kill mist" for 'a shimmering gemstone'.

17. Locate "an amethyst dragon", give gemstone amethyst, and receive 'a chunk of steel ore'.

18. Go to "A rough trail"(34068), give ore steel, and receive 'a steel ingot'.

19. Return to Sven, "say Boots", "say I am ready", and receive 'numbered ticket'.

20. "Look ticket" and "say Wiener, of course" to receive 'Dragonwing Boots'.

21. "wear boots;wear skull;wear stone" and go the emerald dragon and then west.

22. Once in the room with the Mother dragon, she will ask you to help her complete a ritual. This is where your reward will differ. "Say Yes" to help her

and get 'Red leather belt with a skull buckle'. "Say No", she attacks you, kill here to receive 'Black leather belt with a skull buckle'. Red has anti-good

flag and Black has anti-evil flag.

Stone Follow your path. 110 2 Done

1. You locate Grozawin and say 'I will choose my destiny'.

2. You locate King Breolerc and say 'Yes'.

3. You locate and kill Wizard's Apprentice for jewelled key.

4. You unlock west, go west, and listen to the princess.

5. You kill the 3 sisters, Grizelda, Grectza, and Grozawin, for their charms.

6. You return to the princess.

7. You kill the mobs in the way, go to princess, and beckon the princess to follow.

8. You 'run 2e' to complete the goal.

Damned Save Darkon's village from the horrors below. 115 2

1. Go to Darkon Stills and say ' i am here about the poster' to open the goal;

2. Kill An Eight Armed Skeleton for the belt of thorns;

3. Give the belt to the Wounded Warrior for the Cat's Eye;

4. Give the Cat's Eye to the Exorcising Priest for the Blessed Cross;

5. Go back to Darkon and give him the cross;

6. Run nd2e, unlock down, go down and north until you find the High Priest. KIll him. When he dies, he throws his heart through the portal;

7. Go north and kill Alister for the secret key;

8. Go back south, enter the portal, get the heart from the floor, and give it to Nerull;

9. Nerull now is on his mortal form, and you can kill it to close the task;

10. After killing Nerull, get his head from the floor, go back to Darkon and give him the head to close the goal.

Cards Gamble away your life in the house of cards. 120 1

1. Say 'yes' at James.

2. Give 2000 gold to the Rule card for set of rules.

3. Return to James and say 'ready'.

4. Kill 2 'two' mobs for a pair of 2s, and return them to James.

5. Kill 4,5,6,7 of spades then return to James

6. Kill 3 'Jack' mobs for three of a kind - Jacks, and return them to James.

7. Kill a card shark, then return to James.

8. Kill 10,J,Q,K and Ace of diamonds then return to James.

9. Kill any of the Aces and give game token to James (reward is random).

Basically I here's how it went, it didn't win whole mess, I just kept playing.

runto cards;n;say deal me in;d;highlow;deal

then "higher" or "lower"

Play until this happens:

You receive a [House] of Cards from the dealer.

The dealer exclaims, "You're the lucky House of Cards Jackpot Winner!

Congratulations! Now give some other sucker a chance!"

Darklight Bring balance to the city of Heavenswatch. 120 2

1. Go to Sabrina and say 'yes'.

2. Buy 'book of Light and Darkness'.

3. Kill Lord Koran for seal.

4. Unlock n in the room 'The Sun Palace Gates' and go n for Orb of Light. (Note: You must be good align, otherwise the king will attack you.

5. Kill Undead General in Skullgore Plains for key.

6. Hunt Omkas, he is in 2u from a room on the maze.

7. Kill Omkas for Orb of Darkness. You'll get Orb of the World. Alternatively you may change you align to evil, so Omkas will give you the key, and

transfer you to the room 'The Gates of Heavenswatch'.

8. With the orb in your inventory, go to Orionis the blacksmith for Lght of Dawn.

9. Enter the portal in Skullgore Plains and go to the room 'The Crow'. Listen to the ghost of Berthol.

10. Say 'murder' for key.

11. Kill all the doomguards in front of the tower, then unlock n and proceed.

12. Wielding the Light of Dawn, kill Blackthorn at the top of the tower.

13. Go e and kill Lord Georfram.

Deathtrap Destroy the Overlord 120 2

1. Go to Alimnar's Soul and say 'I'm willing'.

2. Enter psi. Kill Destroyer of Minds for Inner Child.

3. Enter mage. Give Inner Child to Adept and kill him for Tome.

4. Enter warrior. Give Tome to Lord Khraken and kill him for his sword.

5. Enter cleric. Give the sword to the Bishop and kill him for Ankh.

6. Enter paladin. Give Ankh to the Holy Knight and kill him for Soul Saver.

7. Enter thief. Give Soul Saver to the Assassin and kill him for the hood.

8. Enter psi. Give the hood to the Destroyer of Minds.

9. Go to Alimnar's Soul and give him one of the 6 items to be transported.

10. Kill all 6 Masters for their respective items.

11. Return to Alimnar's Soul and enter stairs.

12. Go all north then up, wear all 6 items from the Masters.

13. Kill an alert guard to be transported.

14. Go n,d,w,u,e from the central room in that order, killing a mob in each room.

15. Finally go s, kill the elite guard for key.

16. Go s again and defeat the Overlord for his Sign.

17. Return to Alimnar's Soul and give him the Sign.

Masq Help Nassah find the culprit(s) behind the loot 120 3 Done

1. You need to go to Rusty's Bar and buy 1 vodka and 2 whiskeys.

2. a. You need to give vodka to drinking servant, then give both whiskeys to him and kill him for Letter.

b. You need to go to Royalty Row, kill 'a couple on the way to the ball' and loot mask and invitation.

c. You need to go to 'The Mansion On The Hill', wear mask, give invitation guard.

\* 8pm-3am you will be transport to 'Dancing On Air' (The Ball)

\* 4am-7pm 'The Foyer' (The Castle)

3. You need to go to the castle to the room named 'Before The Bedroom Of Lord Nassah' to find Lord Nassah.

4. You are to give letter to Lord Nassah to get mask and open goal.

5. Somewhere on Trade Blvd, you need to find and kill Julie for perfume (The item is random and better chance closer to area level you are) Julie respawns

on Trade Blvd just 1e from Aiden's Weapon Shop and wanders after.

6. Kill Marcus for paper. (somewhere on Trade Blvd)

7. Go to 'Magic Shop' find Leandra and give her the bottle for potion and paper for scroll.

8. In the castle area, kill a servant for silver key. (Ratling in desc, up the stairs)

9. Go to 'The Green Guest Room' (be Vis) wait for Suzanna and Garret argue. If Garret is not in the room, go to The Kitchen downstairs and kill him and

wait on repop. If they do not argue in 1 min of your arrival, kill both and wait for respawn.

10. When Garret storms off, (You must be MALE)( say i will take you to the ball ) , Suzanna will leave. They are only gone for about a tick or 2, be ready

for

11. Unlock chest;open chest;get chainmail chest.

12. Go to The Kitchen (run sws;descend stairs;run e2n from Green Guest Room) wait for Garret to appear and wear cap. If Garret is already there, just look

and make sure he is weaing a cap.

13. Kill Garret for the cap.

14. Kill Desiree for bar of gold (random drop and be VIS). Desiree respawns at End of Trade Blvd, then wanders.

15. Get ruby from hole on Trade Blvd, east of Aiden's weapon shop. (get ruby hole)

16. Go to 'John's Jewelry Store', give the bar of gold to John and then give ruby to John. Wait about 20-30 seconds (John will say the necklace is ready)

and give 5000 gold John for ruby necklace.

17. Go to Akiya (somewhere on Trade Blvd) and give her necklace, mprog will run, the WAIT to be transported to 'The Sand Castle'. Get dagger mound.

18. Kill Iryl for bag and get strawberries from the bag.

19. Go to 'Shop Of Many Clothes', find Zephan and ( say deliver ) You will receive a gown.

20. Disrupt fly or remove wings and go to fishing dwarf (room: The Pier) and enter until you are sent to the sharks. Kill them and go all north. type 'climb

through opening' to get out.

21. Now cast fly and go back to the fishing dwarf (room: The Pier) and wait

until he says he caught a fish that will bring a nice price and give 10000 gold dwarf for the fish.

22. Go to 'A Very Large Kitchen' and give the fish to the elven cook (careful they all look the same) the cook will give you a melon.

23. Go to 'Lavish Quarters', Elindrael is there and give her the gown, she will give you apples.

24. Go to room 'Coat Closet' and type ( push shelf ).

25. Go to 'The Gazebo' and type ( move rug ).

26. Get Statue (room: Secret Chamber) and type ( push brick ) to get out.

27. Go back to 'Before The Bedroom Of Lord Nassah' to Lord Nassah and ( say I solved the case ).

28. Do the following in order:

say weapon

say yes

give dagger nassah

say no

say travys

say equipment

say yes

give cap nassah

say yes

give chain nassah

say no

say garret

say magic

say yes

give scroll nassah

say yes

give potion nassah

say no

say marcus

say antiques

say no

give statue nassah

say margaret

say fruit

say yes

give strawb nassah

say yes

give melon nassah

say yes

give apple nassah

say no

say iryl

29. If you have done it right you will see the scene unfold and at the end you will get a new mask "a glittery mask" make sure you do not move until the

GOAL UPDATES. If you did it wrong, you have to do it all over again so make sure ya have all the items and paste what is above.

30. Go back to the guards and make sure it is between 6pm and 3am (use time command) and give invitation to the guard. You will be sent to the ball.

31. Find the middle room (run dw), wear a glittery mask that Lord Nass gave you and type ( squat down ) and you will be sent to Jason. If you have on the

mask Nassah gave you then he won't send you away. Kill him to be transferred, you will now have a locket in inventory. (This is level locked, no clue on

level yet)

32. Go south and attack Celie and give her the locket before she dies. Now finish her off for the key.

33. Unlock desk and open desk, get letter from the desk.

34. Return to Lord Nassah and give him the letter to finish goal.

Stuff The Stuff of Shadows 120 3

1. Say yes at Evelina, Umbraquaeres Triumvir.

2. Kill Umbraquaeris oculist with a specter scope of Shadows of Death.

3. Kill Marlena, Umbracaptarae Triumvir for the spider-silk net of shadows.

4. Kill Laverna, Umbrifi Triumvir for the shadow knife.

5. Wear those 3 items and kill the multiple mobs.

6. Everytime the mob goes below 5% while you're wearing the 3 items, its dies and drops a shadow of death.

7. Collect 40 shadows of death and put them in a bag. You can get a bag by walking past Marlena with shadows in your inventory, she'll take a shadow from

you in the process.

8. Go to Valeria. Take out 5 and say 'forge sleeves'. Take out another 5 and say 'forge slippers'. Take out another 5 and say 'forge sash'.

9. Go west, 'squeeze behind the bellows' then 'climb ladder'.

10. Give Minerva the head librarian the sleeves, it will transfer you. Kill the mob.

11. Unlock the door, proceed, and say 'explain'. Wait for task to close and say 'assist'.

12. Enter the gateway and kill the mob for grey orb.

13. Return to Caelia and give her the slippers. Repeat steps 11-12 for black orb.

14. Return to Astraea and give her the sash. Repeat steps 11-12 for white orb.

15. For the last orb, go to Valeria, take out the last 25 shadows and say 'forge orb. This should trigger an mprog where she asks you to show Astraea all 4

orbs.

16. Go to Astraea and say 'orb'.

Tairayden Seek revenge against the nasty Tairayden tribe! 120 1

1. Locate Ormelmi and say 'Accept.'

2. Locate 4 'a tribe lookout' and kill them.

3. Return to Ormelmi and say 'The lookouts are dead!'

4. Locate 4 'a hostage's belongings' in (47947) and 'enter sandcastle', 'dig', and kill the 4 thieves.

5. Return to Ormelmi and give belongings Ormelmi.

6. Ormelmi will tell you to get keys to release the hostages.

7. Locate and kill Aughvery, the commander for 'the hostage binding key'

8. Go to 'A hostage hut', give key hostage, and receive it back.

9. Go to 'A hostage hut', give key prisoner, and receive it back.

10. Return to Ormelmi and say 'The hostages are free!'

Wonders Help out in the Museum of Wonders. 120 1

1. Say 'i am willing' at hostess.

2. Go to Jason.

3. Push a hockey fan from Jason to Zeus (3nw).

4. Go to the Gardener of Babylon.

5. Kill 6 Marsileas and return to the Gardener.

6. Kill water boy for a wooden bucket.

7. Wait for repop, then 'tug chain'.

8. Go s and 'water the plants'

9. Go to Sostratus.

10. Kill strange creature for 'Western Civilization' and give it to Sostratus.

11. Kill Mrs. Robinson for Kama Sutra and give it to Sostratus.

12. Go to Meredith.

13. Go to Eilethyia, push her 2e and wait for mprog.

14. Go to janitor.

15. Get a broom (Kul Tiras witch mob) and 'clean up' in all 5 rooms of the section, then return to janitor.

16. Go to the security guard in the pyramids section.

17. Kill elementary student in the Zeus section for a lollipop.

18. Give the lollipop to the security guard.

19. Go to Chares of Lindos.

20. Kill 6 solders.

21. Return to the hostess.

Xylmos Hunt for the legendary envelope of egress. 120 3

1. At Lyx, 'say invitation', then 'envelope'. Type accept.

2. 'Lick sucker' and listen to the tourist. Kill Bob for South. Recall out. (Optional: rinse mouth to return to starting room)

3. Listen to the rumble tumbleweed (either in rock or rubber garden).

4. In Rock Garden (say 'gardens' at Lyx to enter), at "A cute little rock wags its tail at you." type 'pet rock'.

5. Kill Bob for North. 'pop balloon' to exit.

6. Kill rock bandit for Rock key.

7. Find a graffitied room with "A strange pink rock sits here." type 'lift rock'.

8. Go to Dhrip and 'lick dhrip' for Green key.

9. Find "A sinuous strand of ether floats before you." in the maze and 'inhale ether'.

10. Kill Bob for West. 'exhale ether' to exit.

11. Find Gas Rat in the rose ether and kill it for Ore.

12. Find Gnat King in the rose ether and say 'gnat king cole' for coal.

13. Exit to rubber garden (can hunt rubber baron).

14. Give ore to rubber baron for Rubber key.

15. In Rubber Garden, at "An elastic flower dances in the breeze." type 'pull flower'.

16. Kill Bob for East. 'bounce floor' to exit.

17. Go to the tumbleweed and give North, South, East, West to it.

18. The tumbleweed will transfer itself to the other garden. Kill it for chuckling compass.

19. Find "A rather spindly rubber tree stands here." in rubber garden and 'climb tree'.

20. Say 'handsome devil' at Rocco for devil's hand.

21. Kill the 2 spies in the mosaic and give the monocles to the tourist for incognito.

22. Return to Rocco.

23. to 37. (Paste this into your client) run wn;open w;w;say Why;give coal quentin;open south;run 4s;open west;run w;open west;run w;open west;run w;say Why;give eye oh;open west;run w;open south;run s;say Why;give word brogfast;open east;run e2d;open north;run n;say Why;give definition onna;run s2de;say Why;give secret jack;open east;run e;open north;run n;say Why;give rat samantha;open west;run 3w3u;open west;run w;say Why;give stardust jones;open west;run w3d;open east;run e;say Why;give serenity smith;run 2w2de;open west;run w;say Why;give knife pickles;open west;run w3u;open west;run w;say Why;give cucumber agatha;run eds;open west;run w;say Why;give tooth doctor;run w3d;open west;run w;say Why;give hex seven;run ed2e2w;open west;run w;say Why;give division vroth;run w;open south;run s;say Why;give hammer ova;open north;run nd;open west;run w;give nest quentin

38. You 'open south;run s;open east;run e' to get to Dhoubt and Dhogma and 'say Why?'.

\*\* At this point, I suggest you farm another set of keys before continuing, to avoid being locked out on repop

39. Give head (from Quentin) to Dhoubt for empty perimeter, then give him chuckling compass and devil's hand, for True compass.

40. Listen to Dhogma and give him the 3 keys (rubber, rock, green) for bumblebee.

41. Type 'enter vase' and give Lyx the bumblebee for pink token.

42. Go to the rose ether via Rock garden.

43. Find Think Pink! and give him the pink token.

44. Say 'prime numbers' and he attacks you. Kill him for pass (warning - pass is rotting).

45. Go to Xyl (w4su of Rocco) and say 'why'.

46. Dual remove, wear the true compass and give perimeter (from Dhoubt) to Xyl.

47. In the next room, wear incognito and give the letter to Identity.

48. Wait until Identity gives you a drop of honey.

49. Type 'kiss intimacy' for the portal - this closes the goal.

Agroth Find Baya's Book of flesh magic. 125 2

Baya, the marsh witch says, "It's so cold in here, such a draft."

1. Make a campfire from the skill camp.

2. Say accept.

3. Kill Iirskin

4. Give flesh to Baya

5. Kill Iskvriis

6. Give flesh to Baya

7. Kill Androcil

8. Give flesh to Baya

9. Kill Siskriya

10. Find Siskriya and kill her again

11. Listen to Siskriya and say accept.

12. Find and listen to 3 lizardman warriors until they give you three sayings.

13. Go back once they give you all of the spell words

14. Tell siskriya su ath na dum rakesh er a to get the book

15. Bring the book back to Baya

16. Kill Lariath

17. Give flesh to Baya

18. Find and kill Val'naria

19. Give flesh to Baya

20. Kill Siskrya

21. Bring pages to Baya

Quarry Solve the Mystery of the Quarry 125 3

1. From the beginning of the area, run 2sws, listen overseer, look square, say Maps, and say Help investigate to start the goal.

2. From here, run nes, listen soldier, listen medic, say medicine, and receive 'a ragged piece of paper'.

.-----------------------------------------------.

| Miracle Healing Salve |

| recipe |

| |

| 1. rat blood |

| 2. dwarf sweat |

| 3. white gnoll hair |

| 4. pack leader's saliva |

| |

'-----------------------------------------------'

3. Run n2e from the medic and kill resting dwarven slave till one drops a sweaty hat.

4. Run 3n from the medic and kill large rats till one drops a cloth dripping with rats blood

5. Run nwn from the medic and kill the withered old gnoll till he drops a tuft of white gnoll hair.

6. In the medic’s room, look potions. (The medic needs to be alive and in the room.) If done right, he gives you a vial labeled 'Overseer's Saliva'.

7. In the medic's room, say I have all of them, and you will be asked to leave the room.

8. Make certain you are visible and re-enter the room.

9. Say Maps after the gnoll medic begins to lick the soldier's wounds.

10. Say Disappearances.

11. Go to "Cavern of Service", say caves, and say deal.

12. Go south and say axle.

13. Locate and kill a blacksmith’s gofer for a key on a long chain. Use this to open the locker east of the tinker. Get grease from locker.

14. Locate and kill dwarven slaves to get the message that you get a wheel. Do this until you get 3 wheels.

15. Locate and kill complex looking drilling machines in the Quarry Floor to get the message that you get a cog. Do this until you get 2 cogs.

16. Work your way down to the quarry floor and you’ll see piles of tools in some of the rooms. In those rooms, type ‘salvage metal’. If you get a metal item

from doing that, take it back to the blacksmith and give it to him. I think you have to do this three times. Eventually, one will be good enough that he’ll

make it into an axle and give it to you.

17. Once you have everything, go back to the dwarven tinker and say ‘You can fix the cart’.

18. Go to the gnoll demolition expert in the PK room ‘Blast Shelter’ in the northwest corner of the lowest level of the Quarry Floor. Say ‘caves.’

19. Go back up to the Overseer and say ‘the caves have been sealed’ and receive )|Orders to Open the Cave|( from Grak'ou the quarry Overseer.

20. Go back to the gnoll demolition expert and give him the orders.

21. Kill a giant muscular gnoll for ====[] Mancrushing Sledge []==== and a few 'dwarvese holding a drill bit' for a few drill bits. With those items in

inventory, go back to the expert (be vis!), enter his room, and a mobprog will trigger.

22. Go east, wield the crusher, hold a bit, and type ‘drill the hole’.

23. Go back west to the expert and say ‘I have finished’.

24. Go back to the room and type ‘carefully pack the explosives’. Then type ‘gently place the blasting caps’.

25. Go back to the expert. A mobprog triggers.

26. Type ‘press plunger’.

27. After the explosion happens, go east and type ‘move rocks’. You’ll be put inside the caves.

28. Kill the fossil mobs in that part until a giant fossil mob appears. Kill it and you get:

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As the giant beast collapses into a heap of stone rubble, you notice a mangled

corpse of a dwarf amongst the debris. You grab it as proof for the Overseer.

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29. Go back to overseer and give corpse grak.

30. Go to Aarrssa (usually located 2n of Overseer). A mobprog should activate. (Make sure you're visible.) This should update the task “Find the root cause

of the reanimated fossils.”

31. Go to the room “Downward slope” (in the path between the Overseer and Tinker) and you’ll see a description of a mass of vines. Type ‘climb vines’ and go

north to Nutzo’s shack. (The mobs named vines have to be alive. You may also have to kill a gnoll soldiers.)

32. In Nutzo’s shack, say ‘fossils’.

33. Go back to Aarrssa and say ‘biscuits’.

34. Go back to Nutzo and say 'you will never get any biscuits'.

35. Go back to Aarrssa and say ‘are you a shaman?’ After she responds, say “I agree”.

36. Wait for repop, then go back into Aarrssa’s room. She’ll give you an item that is a bundle of 3 biscuits.

37. Go back to Nutzo and give him the biscuits.

38. Go back to the caves (type 'move rocks' in the Blocked Cave Entrance) and type ‘check room’ in a room with no mobs in it.(Exit is East/South). Do that

in the right room and you’ll be put in a hidden room with the daughter.

39. Listen daughter. After her speech, say yes.

40. Say ‘Xut eb Owine’. A fossil appears. Kill it. You will receive the spellbook from the fossil. You should also receive maps from the daughter, who will

also inform you that you can now type 'climb out' to return directly to Aarrssa's cave.

41. Return to Aarrssa and say ‘your daughter is sorry’.

42. Go 2s to the Overseer’s office. Mobprog activates and goal completes.

Thanks to Rizgoth for acquiring this. I've made a few slight additions. Note that almost all of the mobs are gateable/doorable - so if you're doing this at

SH for the ore it can be a lot quicker to “door comp drill” rather than walking.

Reward is 8 qps, knowledge/access to custom exits in the zone, and 50/50 explored. The fossils in the caves also drop some ores that blacksmiths may value,

and there are two masterpiece items that now drop from mobs and are farmable. Levels on the items vary slightly.

Stronghold Eliminate the Dark Elves. 125 3

1. Listen to the dying dwarf and say 'yes'.

2. Go to Meerek and 'give the full report'.

3. Clear the required number of dark elf warriors and guards.

4. Defeat Smaug.

5. Return to Meerek, say 'yes', 'no' then 'Smaug'.

6. Kill Tarrenguil for 2 bracers and wrath.

7. Kill normal Trivianis for leggings of war, buy a triviani vest from the store (run ws) of Tarrenguil, and 2 earrings from triviani guard which are in

the area past 'enter painting' in tarrenguil's room.

8. Wear the 7 items, be -2500 align and go to the Trivani captain.

9. Say 'reports'.

10. Go to the dark elf cleric and say 'lifestone', then 'Smaug is quite effective'.

11. Say 'the word'.

12. Give the lifestone to Meerek, then 'place the lifestone inside the sword'.

13. Wield the sword and kill Smaug.

14. Return to Meerek and give the broken piece to him.

15. Change align to positive and go to the dwarven king.

16. Say 'Meerek sent me'.

17. Go to Andrew and say 'yes', then 'Fahrhad'.

18. Kill 6 Trivani guards and return to Andrew.

19. Go 2n and 'hire a bodyguard'.

20. Give 50k gold to a bodyguard.

21. Go 2s and say 'bodyguard'.

22. Recall out.

23. Kill a dwarven sergeant for a dwarven platinum ring.

24. Return to Andrew and give the ring to the bodyguard.

25. Say 'protect Andrew'.

26. Go to the centaur queen and say 'How can i help'.

27. Kill Mag for the queen's stolen mirror.

28. Give the mirror the the queen.

29. Go to storage cave 2n of Trivani shopkeeper.

30. Unlock the chest using the key from Mag and get the sphere of power.

31. Return to the queen and give her the sphere.

32. Go to the king and 'handshake Fahrhad'.

33. Kill 5 gardeners.

34. Return to the king and say 'yes'.

35. Run ese and kill the king of the dark elves.

36. Return to the dwarven king.

37. Say 'Curse you and curse the dwarves, your efforts are in vain!'

Gilda A divided path between Gilda and Lauren. 130 2

1.Kill SubDuran for note of entreaty.

2.Give the note to Gilda and say yes.

3.Kill King's chamberlain for Queen's underwear and give it to Gilda.

4.Kill Prince Humphrey for handcuffs, uncurse it and give it to Gilda.

5.Go to Grrnch and say 'Gilda' for slave collar and give it to Gilda.

6.Go to the room 'The Midden', kill an ant for holey key.

7.Unlock the chest in the same room and get anthill from the chest.

8.Give the anthill to the Stableboy.

9.Go to King's HawkMistress and say 'Leslie'.

10.Give the Queen's underwear to Sir Lauren.

11.Give the handcuffs to the fire demon.

12.Go to Bishop Liverpool and say 'excommunicate Sir Lauren'

13.Make sure you give 20k gold to the bishop to receive the permanent portal. Giving him 10k will result in a limited-use portal.

Northstar Help the Queen 130 2

1. Go to Devlin and say 'yes'.

2. Attack the prisoner until he follows you.

3. Lead the prisoner to Captain Meen and say 'prisoner from the castle'.

4. Return to Devlin and say 'next assignment'.

5. Kill blood ring terrorist for sword, helmet and goggles.

6. Wear them and say 'plans' at Aden Stonebrook. (If it doesn't work, go evil align)

7. Kill Captain Meen.

8. Return to Aden.

9. Return to Devlin and say 'Poison the Queen'.

10. Kill Aden.

11. Return to Devlin and say 'the job is done'.

Say train at Devlin to be transported to training area with good-aligned mobs.

Talsa Become Admiral of the Polaris Star Airlines. 130 3 Open

1. Go to the travelling merchant and say yes.

2. Go to the cook and 'say Can I help you?'

3. Give uncooked eggs (assistant cook in the same room), and a vegetable (from cows, bulls, chickens, or on floor in entrance area of conadrain) to cook.

Tips: only assistant cooks in this room give uncooked eggs. There are more assistant cooks 1 level up on the deck of the airship, but they do not have the eggs. If there are no assistant cooks in the same room as the cooks, go kill the assistant cooks on upper level and wait for repop - Siko

4. Go to the Captain of the Airship and 'say Can I help you?'

5. Go to the travelling merchant and 'say Can I help you?'

6. Go to Sarah Lonestar and 'say trade agreement'.

7. Give Algainian Leather Boots (Valdar Consgrow), Silk Hat (Marian Baden), Small Plain Skirt (pretty woman), Gold Chain (mistress) to Sarah Lonester.

8. Go to Commander Scardale and 'say trade agreement.'

9. Give Staff of Striking (Klya Tarkin), a regeanian helmet (freelance knight), Jahreanian leggings (dwarven mercenary), Rebel Sword (rebel soldier) to Commander Scardale.

10. Go to Lenna Salvanna and 'say trade agreement'.

11. Give Council Ring, Ring of Alliances (Cainsden Dalio), engineers guild ring (engineer) to Lenna Salvanna.

12. Go to Bishop Dracul and 'say trade agreement'.

13. Get Careful Planning (Valdar Consgrow), Aura of Loyal Servitude (Sarah Lonester's room (open sack;get aura sack)), Planned Revenge (Torlad Stormbringer), Immortal Providence (Ragnar Aldenbar) to Bishop Dracul.

14. Go to Talsa and 'say contract'.

15. Go to Torlad and 'say contract'

16. Return to Talsa, kill him and wait for repop.

17. Wear the Aura of Loyal Servitude and the 3 items he was wearing and 'say i will save souls'.

18. Wield the Soulsaver, go back to Talsa and 'say test me'. You'll get Cosmic Calling.

19. Go to Torlad.

20. Wear Cloak of Heathen (a sacrificing priest), Bell of Calling (chest in bishop Dracul's room), Unbreakable Loyalty (Algerion Goldraider), and 'say am i worthy'.

21. Wield the Stormbringer, go back to Torlad, and 'say i have come to seek the truth'. You'll get Evil Intentions.

22. Give the Cosmic Calling portal to Torlad and the Evil Intentions portal to Talsa.

23. Go to a seasoned pilot and 'say Can I help you?'

Diner Become an employee at Tumari's Diner. 135 3

1. Find Tumari in his office, say 'New Employee', and nod.

2. Find Argao in 'The Kitchen'(36761), say 'Do you need help?'

3. Get mallet from the diner's carpenter(36730), kill the bugs, and return to Argao.

4. Find the health inspector, say 'Torch', type 'melt', kill icicles, and return to Argao.

5. Find line cook, say 'You're fired!', receive a filthy apron from a line cook, and return to Argao.

6. At Argao, give apron Argao and you are told to get it cleaned.

7. Get cleaner from sink in 'A server station'(36759)

8. Go to "A linen closet"(36784), give apron linen keeper, receive a cleaned apron, and return to Arago.

9. At Arago, give cleaned apron to Argao, and receive a note from Argao.

10. Return to Tumair, give note to Tumari, and report to Alfha, the head bartender.

11. Locate, kill bartender in training for drinks tray, hold tray, and wave at Alfha till the task completes.

12. Locate the carpenter, give him 1000 gold for wrench, and return to Alfha.

13. Hold wrench;fix sink;say The pipe is fixed!

14. Go to 'The grease pit'(36785), listen janitor, go to Roimor, and say Janitor!

15. Using cexits in dining room (sit/stand) to go to the tables and kill the 30 plates of bad food.

16. Go back to Roimor and say 'done'.

17. Locate and kill servers for 'a server's outfit', kill Aarce for a toy, wear outfit, hold toy, go to Roimor and say 'kiddie'.

18. Kill stressed out waiter for the whip of good behavior, random pop, might take a few.

19. Once you're holding the whip, say 'quiet down!' until you calm 16 children, find the room to 'scream for help', head back to Roimor, and give whip to

him.

20. Receive a note from Roimor, return to Tumari, and give note Tumari. From here, you now can just say kiddie at Roimor to get to the children's area, no

need to get the eq and you get 2 qreset tokens.

Yarr Find the booty for Captain Mad Jack. 135 3

1. Go to the smuggler and say 'aye'.

2. Kill the smoking pirate twice for 2 cigars.

3. Give a cigar to First Mate, and wait to get tobacco.

4. Kill First Mate for pistol and give it to pirate with a pistol for oranges.

5. Steal a keg filled with rum from a drunken pirate.

6. Return to the smuggler and say 'goods'.

7. Kill the poacher for his net (extremely low random, around 5%).

8. Kill monkey eating a banana for banana.

9. Give banana to monkey wielding a coconut.

10. Get monkey in net from the ground and give it to the poacher for certificate.

11. With application and certificate in inv, say 'job' to disgruntled pirate.

12. Kill Jack for rubies.

13. Give 10k gold to smuggler for a bomb (low random).

14. Kill the skeleton for skull with eyepatch.

15. Give the skull to Pete for a medallion.

16. Kill a pirate carrying a chest, and pick the chest for earring and helm.

17. Kill a pirate stealing treasure for bracelet and necklace.

18. Unlock e at dead end in underground tunnel.

19. With rubies, earring, helm, bracelet and necklace in inv, kill skeletal pirate for Idol.

20. Repeat steps 2-11 to reach Jack again.

21. Drop the idol.

22. Return to the smuggler and say 'Captain Mad Jack won the bet'.

Desertdoom Restore peace between the sons of Ajid. 140 1

1. Go to Tryk and type accept.

2. Go to the sunrise spy and 'discover spy'.

3. Go to Lwji and listen to him.

4. Go to the sunset spy and 'discover spy'.

5. Kill Yki for the sunset scroll.

6. Kill the 4 Tjac's personal guards and the 4 personal advisors.

7. Give the scroll to Tjac for an old wrinkled letter.

8. Kill the 4 Taji's personal guards and the 4 personal advisors.

9. Give the letter to Taji for an urgent scroll.

10. Give the scroll to Lwji and kill him for a plan.

11. Go to Taji and you'll be transported.

12. Go north to receive Eyes of Ajid.

Ft2 Reach the Seelie Courts in Faerie Tales II. 140 4

Some important notes before you get started:

This goal is locked above 155, so 155 is the last level you can attempt this goal. Above which, you won't even be able to access sections such as Jack and

the beanstalk and under the sea. You'll also need to have the skills dagger, sword, spear, staves (preferably at 100%), blind, envenom. Major creation will

be very helpful too.

You'll need to get the following items to complete certain tasks in the goal, a simpler alternative is to use major creation:

- Change sex potions. There are pills for sale in Solan called "rutabaga" (4th item in the shop), buy 50 of these.

- Any 'dagger' type weapon. You can buy an Aylorian dirk at Xena in Aylor.

- Any 'sword' type weapon. You can buy this at Xena too.

- A Griffon's Blood. You can get this at Alchemy Supplies in Aylor.

- Any item with the keyword 'wish'.

silver fish (Faerie Tales 1) - your first wish

- Any item with the keyword 'head'.

Goblin (Realm of Deneria) - goblin head

a group of kobolds (Realm of Deneria) - kobold head

an orc (Realm of Deneria) - orc head

- Any item with the keyword 'heart'.

Amethyst Dragon(Realm of Deneria) - Crystal Heart

- Any item with the keyword 'lute'.

a musician (The Eighteenth Dynasty) - a lute

- Any item with the keyword 'chocolate'.

Josephine (The Three Pillars of Diatz) - a slice of German chocolate cake

Alignment issues: There are various points in the goal where you have to wear eq that have anti-neutral or anti-good flags. The last task also require

you to be sufficiently good-aligned. My advice is to let your alignment hover around 800-950 so it's easy to kill a good/evil mob to switch between neutral

and good when necessary.

Other notes: A lot of bugs have been rectified since the initial addition of the goal. However, some persist. A general tip is to make sure no other

mobs or players are in the room when you require a mprog to be fired or while giving key items to the mob. Also, if mobs don't react, try moving in and out

of the room and hope for the best. In the situation where the weasel does not give you the next task when you give it the required item, you'll have to redo

from Task 1.

Full Goal Solution

Task 1: Bring your stepmother's head back to the weasel.

1. Run en(26674) and kill Ella's father for amulet.

2. Give amulet to Ella for lyrics and to be pushed north.

3. Say 'and the sweeping and the dusting' for ribbon.

4. Go 2n and kill mouse for mouse item.

5. Sit on the pumpkin to be pushed north and get invitation.

6. Stand, attack Cinderella and blind yourself while fighting (I believe she has to be <30% HP and make sure mprog fires. Useful tip is to remove all when

she's around 40% and blind yourself before wearing all again.). Kill her for dress, slippers (anti-neutral) and wig. (No wig if you are Female)

7. Go ws, wear dress, slippers, and wig, sit on bench at 11pm for rose.

8. Go 3s and give rose to prince, you will get stepmother's head.

9. Return to weasel and give head weasel to complete task.(If redoing, keep the a stepmother's head and move on to the next task to open it.)

Task 2: Bring the Beast's wedding ring back to the weasel.

1. Run esw(26685) and get the book of philosophy from the carpenter by walking in and out of the room. (Female has to have 150+ int to get the book).

2. Now go s and Beauty will take the book and drop the cube of sugar and the book.

3. Get book and cube and go south. Give book to beauty and get cloak, rose and bridle.

4. Go s, wear cloak (anti-good) and give cube to Greatheart to be pushed s and given lantern.

5. Still wearing cloak, wear rose and with lantern in inventory, go ns, you will get the wedding ring.

6. Return to weasel and give wedding weasel to complete task.(If redoing, keep the ring and move on to the next task to open it.)

Task 3: Bring the faerie's emerald back to the weasel.

1. Run e4s(26693) and kill Gloria for watering can (random drop).

2. Go s, ensure all flower pots are in the room, 'fill can' to get a daisy.

3. Go e and 'get all brook' to get drink.

4. Quaff drink to be transported in to the room Trapped in a Rabbit's Body. Note that if you take too long on the next step you'll get booted and have to

redo.

5. Ask another player of opposite sex to kiss the rabbit east of first room of area, you will get a lily and transported to first room.

7. Run e5sen and give lily to faerie for emerald.

8. Return to weasel and give emerald weasel to complete task.(If redoing, keep the emerald and move on to the next task to open it.)

Task 4: Bring a firebird's feather back to the weasel.

1. Go e3s2e2s(26705) and give guard 10000 gold for a cherry.

2. Go n and eat the cherry at Ivan to get jester's cap.

3. Wear cap, go sen and do the social 'breakdance' to get servant's outfit and jester's cap from cook.

4. Wear outfit and cap and go es and kill Kaschei to get the sorceror's ring.

5. Go nws and give ring to Ivan for a ripe cherry.

6. Go nesen and drop cherry to receive firebird's feather from Firebird.

7. Return to weasel and give feather weasel to complete task.(If redoing, keep the feather and move on to the next task to open it.)

Task 5: Bring a royal crest back to the weasel.

1. Run e3s2e3n(26699) from FT2 entrance and give Griffon's Blood to Brunhilda for swan feather.

2. Go w and kill Baron for black swan cloak and swan feather.

3. Go s and drop feather for a Princess Tatania to give you royal signet ring.

4. Go nes and give ring to Prince Siegfried for a swan mask.

5. Wear mask and cloak and run nw2s and say 'siegfried and tatania' (Female) or 'siegfried and brunhilde' (Male) to get royal crest.

6. Return to weasel and give crest weasel to complete task.(If redoing, keep the crest and move on to the next task to open it.)

Task 6: Bring a royal favor back to the weasel.

1. Make sure your HP is <40% and you are same sex as when you did step 6 of the last task. Go e3s3e2n(26714) and sleep bed for a pea.

2. Go s and give pea to King for crown.

3. Go 2n and give crown to Boy for royal favor.

4. Return to weasel and give favor weasel to complete task.(If redoing, keep the royal favor and move on to the next task to open it.)

Task 7: Bring the princess's hand back to the weasel.

1. Go e3s5e2n(26719) and kill all 3 couriers to get a letter. Make sure there are no other mobs/players in the room when you kill the last courier. If you

still don't get the letter, kill King Eric and Puss n Boots, then wait for repop before killing the couriers again.

2. Go n and give letter to Puss to get letter and feathered hat.

3. Go w and wear hat (anti-good), now give letter to King Eric for silver dagger.

4. Go s, single wield the silver dagger (anti-good) and kill baron for key.

5. Go s and give key to Eric for princess's hand.

6. Return to weasel and give hand weasel to complete task.(If redoing, keep the princess's hand and move on to the next task to open it.)

Task 8: Bring a golden curl back to the weasel.

1. Go e3s7es(26726) and kill Papa Bear for the bowl.

2. Eat bowl to get lecture from Mother Bear. Make sure you are not too bloated (disrupt sustenance) or you'll have to redo.

3. Wait for Papa Bear to repop and sit chair to get eye. Stand.

4. Go sw and sleep bed to get whine. Stand.

5. Go n to get a golden curl from Goldilocks. Go sn if she doesn't react.

6. Return to weasel and give curl weasel to complete task.(If redoing, keep a golden curl and move on to the next task to open it.)

Task 9: Bring the wolf's teeth back to the weasel.

1. Go e3s8e2sene(26762) and kill Riding Hood for her hood (random drop).

2. Wear hood, be female, and go wswn to get map and basket from Mother. Go sn if she doesn't react.

3. Go se and kill all but one Wolf and wear hood, give map to Wolf, he will drop boots.

4. Get boots, wear boots and wear hood and go n and say 'my, what big eyes' for eyes and nose.

5. Go es and wear eyes and nose, then say 'my, what big teeth' and kill wolf for the teeth.

6. Return to weasel and give teeth weasel to complete the task.(If redoing, keep wolf teeth and move on to the next task to open it.)

Task 10: Bring the troll's charm back to the weasel.

1. Go e3s9en(26818) and kill Billy Goat Gruff.

2. Go n and the troll will give you a chunk of goat meat. Go sn if he doesn't.

3. Go n and kill Billy Goat Gruff.

4. Go n and the troll will give you a goat skin. Go sn if he doesn't.

5. Go n and kill Billy Goat Gruff.

6. Go n and the troll will give you a gold charm. Go sn if he doesn't.

7. Return to weasel and give charm weasel to complete the task.(If redoing, keep a gold charm and move on to the next task to open it.)

Task 11: Bring the golden egg back to the weasel.

1. Go e3s10en2e(26765) and stack the commands \*pat cow; s; say yes to get beans from salesman.

2. Go wue and get harp to be teleported.

3. Go w, Giant will give goose and attack, kill him.

4. Go w and give goose to Jack for egg and be teleported.

5. Return to weasel and give egg weasel to complete the task.(If redoing, keep a golden egg and move on to the next task to open it.)

Task 12: Bring Sleeping Beauty's kiss back to the weasel.

1. Go e3s10e5ne(26772) and kill evil faerie to get a thorn.

2. Envenom thorn, go esw and give to evil faerie for an evil curse.

3. Single wield evil curse.

4. Go se and kill all the thorns and be given Prince Charming's eyes by the last thorn.

5. Go sw and give eyes to Prince and he will drop lip balm. Get balm from the floor.

6. Go enw and quaff balm for kiss from Sleeping Beauty.

7. Return to weasel and give kiss weasel to complete the task.

Task 13: Bring the emperor's not so invisible scepter back to the weasel.

1. Find an item with keyword chocolate.

2. Go e3s10e7nwne and give chocolate to pudgy tailor for cloak of nothing.

3. Give 50000 gold to thin tailor for a suit of nothing.

4. Go 2e, wear cloak and suit and do the social staunt at emperor and kill for royal scepter.

5. Return to weasel and give scepter weasel to complete the task.

Task 14: Bring the golden apple back to the weasel.

1. Go e3s10e7n5w2s and say 'one-eye, are you sleeping?' to get a basket from One-Eye.

2. Go s and say 'three-eye, are you sleeping?' to get tablecloth from Three-Eye.

3. Go e and say 'little goat bleat, give me something good to eat' kill the goat for heart.

4. Go 2n and put heart hole and close hole.

5. Wait until you get a golden apple from Prince Charming.

6. Return to weasel and give apple weasel to complete the task.

Task 15: Bring Tom Thumb's tiny hat back to the weasel.

1. Go e3s10e7n6w2s and give an item with keyword wish to wife for thumb.

2. Go s and give thumb to midwife and she will drop certificate, get certificate.

3. Kill midwife for thumb back or steal thumb and go w2n and wear certificate and thumb.

4. Now give any dagger to Tom for a tiny hat.

5. Return to weasel and give hat weasel to complete the task.

Task 16: Bring a bowl of savory pork stew back to the weasel.

1. Run e3s8e3n and give 10000 gold to straw seller. Get straw.

2. Go w and give straw to the pig to get a map.

3. Kill pig and get ham hock (random drop).

4. Obtain an item with keyword lute.

5. Give lute to Wood Seller give back ham hock and drop sticks. Get sticks.

6. Go s and give sticks to pig to drop map. Get map.

7. Kill pig and get pork chop (random drop).

8. Go w and kill Brick Seller with a sword to be given back pork chops and get bricks.

9. Go n and give bricks to pig for map and to be sent to a bunch of white swans.

10. Go s6e3nw2swn and kill pig to get baby back ribs (random drop).

11. Go n and put ham, chop, and ribs in the stew. Close stew.

12. Wait until the big bad wolf gives you a bowl of pork stew.

13. Return to weasel and give stew weasel to complete the task.

Task 17: Bring a pair of swan wings back to the weasel.

1. Go e3s10e7n7w3s and kill 5.swan followed by 4.swan and so on until there is only 1 swan left. (If 3 swans are there, start from 3.swan)

2. Follow swan and wait for swan to give a peacock fan. If it doesn't react, move ns and wait.

3. Go w and now and say 'speak to me'. Kill the princess for tunic.

4. Go 4n and with fan in inventory, give tunic to evil mother for swan wings.

5. Return to weasel and give wings weasel to complete the task.

Task 18: Bring your royal pardon back to the weasel.

1. Go e3s10e7n7wne and do the social spropose at princess to receive a golden crown.

2. Go 2e, wear crown (anti-good) and give 10000 gold princess for a golden ring and a golden crown.

3. Wear ring and with crown in inventory, kill horse to get a bundle of flax and a golden crown.

4. Go e and give flax to princess for a ruby necklace.

5. Go 2e and wear crown, then give ruby to princess for a royal pardon.

6. Return to weasel and give pardon weasel to complete the task.

Task 19: Bring the Golden Carrot Award back to the weasel.

1. Go e3s10e7n2e and kill gardener to be transported.

2. Say look and directions to navigate the gardens and find a room with a magic bean.

3. Say pick veggie and kill the mobs until you engage the magic bean. Kill it for a magic bean item.

4. Say exit to be transported to rabbit's home.

5. Give 50000 gold to mother rabbit for a carrot.

6. Go 2ses and give carrot to Susie, she will drop heart.

7. Get heart and give it to Peter for Golden Carrot Award.

8. Return to weasel and give award weasel to complete the task.

Task 20: Bring the royal bracers back to the weasel.

1. Go e3s10e7nese and do social fstar to be transported.

2. Go 3s2e2ne and give an item with keyword head to old hag for a mermaid's tongue.

3. Go 3sen and give an item with keyword heart to foam and kill for merfolk's royal ring.

4. Go sw3n and give ring to hag for wishing star.

5. Go 3se and give star to Sea King for royal bracers.

6. Return to weasel and give bracers weasel to complete the task.

Task 21: Bring a phoenix feather back to the weasel.

1. Go e3s10e7n2ws and give 10000 gold to mother for a night pass.

2. Go 2s and kill all mobs but one pimp and give pass pimp for a bridle.

3. Go w and kill matchgirl and get a box of matches.

4. (Align >1000. If it doesn't work, try align >1250) Go 2n, single wield box of matches and kill phoenix, get feather off ground.

Note: Do NOT do the next step until you're ready to be transported to the Unseelie Court.

5. Return to weasel and give feather weasel to complete the task and get transported to Unseelie Court.

Task 22: Get the Sea King's Portal.

1. Do social \*nod at banshee to get a question.

2. Answer the question correctly in 10 seconds to get staff of enlightenment and get transported to the next room.

3. Now wear staff and brandish it (note: if you fail brandish, redo from Task 1) to get next question.

4. Answer the question correctly in 10 seconds to get to the last room.

5. Look lord and look lady to see who is holding the SKD portal.

6. Change sex to male if lord is holding and female if lady is. Be careful here, sometimes the mobs pass the portal to each other after you enter the room.

7. Say 'riddle' to get the last question.

8. Answer the question correctly in 10 seconds to get one of the random 15 (including SKD portal) end items.

Questions with proven Answers.

How many brothers did the swan-queen have?

twelve brothers

How many eyes did Two-Eye's mother have?

five

What animal formed Beauty's cloak clasp?

gryphon

What color dress does the giant's wife wear?

blue

What color hair does Tzar Ivan have?

bald

What color were the emperor's suede boots?

emerald green

What country does queen lativia rule?

Tisenbore

What did alice do?

Tripped in a rabbit hole and broke her foot

What did tom thumb do when he was five years old?

grew like a weed

What did you do to a child in kerofk when you were 16?

hunted him down and chopped off his arm

What do the runes on the first side of the silver sword say?

Guido wuz hear

What does jack call his mother?

hag or shortsighted, overbearing, overdressed, manipulating witch!

What does the sea hag wear around her neck?

ears threaded into a necklace

What does the sea hag wear around her neck?

severed ears

What does the tattoo on the third little pig say?

bad to the bone

What does the Tzar order his guards to do?

tar and feather

What in the hell is flax?

it sounds like something to help when you're constipated, or a fantastic new weight loss solution

What is the evil faerie's occupation?

tooth faerie

What is the first thing the miller's wife wished for?

a self cleaning oven

What is the name of Sleeping Beauty's father?

king cecil

What is the name of the farmer?

Cletus

What is the name of the mermaid's prince's boyfriend?

daniel

What is the name of the princess in Two-Eye?

princess gertrude

What is the name of Two-Eyes?

princess

What is your niece's name?

courtney

What kind of seeds does the golden apple have?

emerald

What line of work did the giant want to go into?

the green grocer's business

What line of work did the giant want to go into?

a grocer

What metal were the rings and bit of Greatheart's bridle made from?

silver

What size is the swan's brain?

rivals the size of the pea

What song does the harp play?

summon the hangman

What was the name of the king's daughter in Puss'N'Boots?

Priscilla

What would you call a raging forest inferno?

campfire gone wrong

Where was the golden charm made?

Kerofk Elf Sweat Shop #215

Which country is Queen Lativia the ruler of?

Tisenbore

Who are the Kaschei's cook's favorite performers?

Little Billy and the Bootleg Bowlers

Who does Little Red Riding Hood's mother remind you of?

a particularly dyslexic chicken

Who is the Dowager Duchess of Clairbourne?

janet

Who is Toto?

your little guinea pig

Who is Westron?

high butler of clairbourne

Who sold the Emperor's diamond?

King Tharibold the IV

Who wrote the seven oaths?

torrath the brave

What is the first ingredient of lip balm?

(Needs an answer)

What group does Sleeping Beauty join?

the League of Women Boaters

Livingmine Join the resistance and find the real treasure. 140 2

1. Say 'Fol'dak' at chieftain.

2. Go to Fallur and say 'I swear allegiance to Fol'dak'.

3. Kill mad messenger for coded missive.

4. Return to rebel leader for letter.

5. Go to Master Grothnar.

6. Kill a fleeing miner or Dvergar miner for pickaxe.

7. Go to dutiful lizardman and say 'yea'.

8. Go to rooms with gems in their descriptions and 'mine (gem)'.

9. Kill the mob that spawns for gems (random drop).

10. Collect the 5 different gems, kill foreman then return to dutiful lizardman.

11. Navigate through the next part, killing the ancient at the end.

12. Return to Master Grothnar.

Reward: Kill the Ancient for ]>adamantite shard<[. Go to Master Grothnar and say bracer(3 in inventory), ring(3 in inventory), or figurine(1 in inventory).

Sanguine Discover the Secrets of the Sanguine Tavern 140 2

1. Locate and kill Regular Patrons/Drow Cleric until you loot “the Sigil of Solus”.

2. Go to Otin in “The Watering Hole” and say 'Sigil' to open the goal.

3. Run ne;push stones;run u3s to close the task.

4. Say Gold to open the next task.

5. Run 3ndsw3se2s to 'A Simple Corner of the Tavern [> PK <]

6. Listen Lana.

7. Run 2nw3ne;push stones;run us to 'Upstairs Hallway'

8. Listen Bob

9. Say Lana Larity is here to kill you!

10. Run ndsw3se2s back to Lana, kill lana, and loot her head.

11. Return to bob and give lana's head for his mark.

12. Run 2s and 'give mark Dena' to complete this task and trigger a new task.

13. Run 3ndsw2s2w to 'A Dark, Secluded Corner of the Tavern' to the Count and walking into the room will trigger another task.

14. Run 2e2ne;push stones;run usw 'A Lavish Corner of the Tavern', buy winterland, and run endsw2s2w to return to the Count.

15. Give winterland count for A glowing figurine of a man and complete the task. (Note: A glowing figurine of a man has rot timer of 3 minutes, can buy

another from count for 5k)

16. Run 2e2ne;push stones;run dws;open down;run 2de to the High Priest ('Altar Room') to close this task and open the next.

17. Say I am ready! to be trans'd and open next task.

18. Kill Lars (immune to pierce) to close task and open the next. Enter portal to next target.

19. Kill Derik (immune to magic) to close task and open the next. Enter portal to next target.

20. Kill Donna to close task. Enter portal, go east to Solus (will close earlier task) to open new task.

21. Say 'join solus' to complete remaining tasks and the goal.

Slaughter Help Nox gain sole ownership of the dark power. 141 1

1. You locate Nox, "listen Nox", and "say Yes".

2. Go east and "say Give me a new weapon"

4. Locate and kill vampires till you see 'The weaponsmith's voice echoes in your head: Return to me for a new weapon.'

5. Go back to blacksmith, "say give me a new weapon" again.

6. Repeat steps 4-5 with vampires, zombies, killers, crusaders/soldiers of light, demons.

7. Go back to Nox and "say Done".

8. Locate and kill Enisia, Titanus, Sepulchrumalum, Asmodeus, Nosferatu for their respective items.

9. Return to and give all the items to Nox and goal is done.

Horath The Order of the K'estest needs your help! 150 2

1. Go to Buroil'l and say 'Helpless'.

2. Go to Shaman Hatenkin and listen to him. Say 'Yes'.

3. Give him 5000 gold for antidote.

4. Give the antidote to Buroil'l, say 'I will help you'.

5. Go to Fane in the dwarven mines and say 'orb'.

6. Kill kobolds in dwarven mines until you get bracelet, return it to Fane.

7. Find another bracelet and give it to Fane.

8. Say 'trick horath'.

9. Go to Umli and say 'Fane's treasure has been returned'.

10. Say 'trick horath'.

11. Give 10000 gold to Shaman Swoworund for cloak of illusion.

12. Kill Blowdar for sword.

13. Kill Fane, Umli and Wysoda for the 3 demon keys.

14. Kill Wysoda for chain, beckon slave and bring him to Umli.

15. Kill Aiwiss for last key (rotting).

16. Go to room south of Horath, opening doors in the way.

17. Remove all, wearing only cloak of illusion.

18. 'Feed slave Horath', then say 'trade for orb'.

19. Return to Buroil'l and give her the orb.

Rosewood Destroy the Papists, both in town and at their 150 2

1. Go to the old man and say 'I will help'.

2. Go to 'A Papist Conspiracy', kill Claude and Pope's agent.

3. Kill Lord Inquisitory in the jail.

4. Go to 'Secretary's Office' on the second floor and kill Sir Francois de'Angelais.

5. Return to old man and 'bow man'.

6. Go to the room 'South end of Lord Jaques' Office' and 'enter rosewood'. Kill Amaury.

7. Run 2n and kill Hugues.

8. Recall and return to 'Gates of the Bishop's Palace' by entering rosewood and kill Michel.

9. Run ne and kill Etienne.

10. Recall and return to Gates, kill Gaston.

11. Run 2n and kill Henri.

12. Run swuw and kill Maurice.

13. Run ed and kill Aurelie.

14. Kill Emmanuel.

15. Run uw and kill Jerome.

16. Run eden and kill Genevieve.

17. Run se and kill Gregoire.

18. Run 2wu and kill Roland.

19. Go w and kill Olivier.

20. Run ede and kill Alexandre.

21. Kill Antoine, Laurent and Theophile.

22. Kill Zacharie.

23. Kill Frankish Bishop to receive rod of dominion.

24. Return to the old man and 'smash rod'

Village Visit the Giants' Village and aid the ent. 150 1

1.Go to the ent, listen ent, then type accept.

2.Kill Marca for Marca's axe.

3.Kill a giant for giant axe.

4.Kill a youngster for a training axe.

5.Kill the angel in 'Inside the temple' for Divine Power.

6.Kill Vopil for a battered giant axe.

7.Return the 5 axes to the ent.

Winter Learn the story of the Direwolves of Winterland 150 2

1. Go to Chadwick Sebright and say 'direwolf' then 'yes'.

2. Go to Star, then to Jeremy and say 'Star' for a piece of bison meat.

3. Give the meat to Star for moonstone.

4. Go to Misty for wooden stick, then 'throw stick' repeatedly.

5. Say 'yes' for agate.

6. Go to Soot and attack him until you get hematite.

7. Go to Pearl and say 'fang' for pearl.

8. Go to Ash, then kill the assassin and return to him for apache tear.

9. Go to Midnight, then stroke him repeatedly until you get onyx.

10. Go to Heather Kilgour with all 6 fangs.

11. Go out of the room and re-enter until the goal closes.

Xmas Save Christmas! 150 1 Locked

1. Go to Mrs. Claus and say 'I will'.

2. Go to the ghost of Christmas past and say 'save christmas'.

3. Kill the male elf for the engagement ring and return it to the Ghost.

4. Go to the ghost of Christmas present and say 'save christmas'.

5. Kill the female elf for the earring and return it to the Ghost.

6. Go to the ghost of Christmas future and say 'save christmas'.

7. Kill the insane elf in the south cell for the cloak of guilt, uncurse and return it to the Ghost.

8. Kill Scrooge.

9. Go to Mrs. Claus and say 'rabies'.

10. Kill the reindeers.

11. Wear the nose from Rudolph, wield the sword from Bluedevil and kill Grinch.

Drageran Thwart an assassination attempt. 155 3 Locked

1. Kill the Sorceress of emerald isle after the mprog is triggered, for a burned piece of paper.

2. Give the paper to Lady Charity.

3. Go to Aliza and give the paper to him.

4. Buy a bag of magical herbs from Mary-Jane and an angry gambler from Bud the barkeep.

5. Go to Jesiphe minstrel and give him the angry gambler, then the magical herbs, to receive a backstage pass.

6. Give the backstage pass to Anitan the Drummer.

7. Go to Harbor the Master Assassin and say "morrowe is in trouble".

8. Go to the imperial dungeons, kill the keeper for the key. Go north and say 'ingredients'.

9. Go to the Drunk Dog Inn and 'trapdoor'.

10. Say 'Katheran is in jail'. You receive a leaflet, and type 'trapdoor' to get out.

11. Give the leaflet to Katheran for the herbs. (25928)

12. Enter the portal at the Watcher and kill a tormented spirit to get rusted key randomly.

13. Unlock the door east of Antechamber and open cage. Kill Shalandra the Younger.

14. Use the Glyph of Passing to unlock the door north of Antechamber. Go to Shalandra the Elder and say "morrowe is in trouble." to receive the living

dagger.

15. Give the dagger to Harbor to receive the living blade of ancient power.

16. Give the herbs to Harbor to receive a path to the goddess.

17. Enter the portal and say 'morrowe'. You'll be transported to Shadow.

18. Defeat Shadow. Note that you need holy damage to defeat him, use the blade against him if you do not have a suitable weapon.

19. Give Shadow's Stiletto to Lady Charity.

Arisian Free Allora from her White Tower. 160 2

1.Buy finger and pole from the shop sw of entrance.

2.Give the 2 items to the waiter, you'll receive the Guild key.

3.Unlock the chest in the Fishermen's Guild and get Goblin Killers from it.

4.Give the Goblin Killers to Silver Gloves and say 'bradamin' and 'kings chamber'.

5.Unlock the room up from King Elbryan and say 'we are under attack'

6.Go up to receive pale dolphin figurine.

7.Go to the Storyteller and say 'Allora'.

8.Go to Silver Gloves and say 'Bramador'.

9.Go back to the magic dolphin and 'touch key to sphere'.

10.Say 'Bramador'.

11.Go to the Herbalist's shop and buy a gull feather.

12.Kill Beth the Queen for a white dress.

13.Give the pale dolphine figurine, gull feather and white dress to Allora.

14.Give the potion to King Elbryan and flee from Allora the Black.

15.Go to the Healer and say 'Allora the black'.

16.Go back to the magic dolphin and say 'Allora Tempora Majora Denali'.

17.When Allora appears, say 'Allora synari mystara mortalis'.

Bonds Solve the case of the missing necklace. 160 2

1. You locate the smiling receptionist and say 'I'll help'.

2. You locate Ivrel and say 'Thievery' and say 'Someone stole a necklace'.

3. You 'give 10000 gold pawnbroker' for a necklace.

4. You locate the yellow dragon near Julani and give the necklace to it.

5. You give the complaint to Leela to receive an arrest warrant.

6. You give the warrant to a stealthy thief, which will be the one of them will trigger a mprog and attack you.

7. You give the head to Leela and will receive Haxor's bloody head.

8. You give the head to Ivrel.

Cougarian Help Queen Cowlina understand the value of Magi 160 3

To be able to do this goal you must have the portal to the area (Cowlina's Trust) which will work as a key, if you don't have it do the AQ first.

1 - From the room A Medic Tent, with the portal on the inventory:

< run w3nd3ne;move rock;run dse;open dust;d >;

2 - Say 'Accept the mission';

\*\*\* Task 1

3 - Go to the battlefield and kill the bengaleens, however kill Faye last, to

close Task 1 and open 3 other;

\*\*\* Task 2

4 - Go to the room The Library, get book from shelf, hold book and with the

librarian on the room 'say Agaj Yb', to summon An Ancient Cougarian Magic,

kill it to complete Task 2;

\*\*\* Task 3

5 - Go to the room A Quiet Study, and sit rug. You're going to be transferred

to 'Alone with Your Thoughts';

6 - On that room, get crystal, then wear it, so Your Thought appears. Kill it.

It is immune, however in a few moments it will summon your past, which is

not immune. Kill it. After killing it, Your calm center will appear on the

room (you won't see it). Now 'point center' to close the task.

\*\*\* Task 4

7 - Go around the city looking for the wounded soldiers (they have a HURT

flag before the name), heal them; every time you heal one of them you get

a Cougarian Drachma. You must give these coins to the Treasurer to close

Task 4

Note: I started giving 1 by one, but never worked so I waited many repops

healing, got 20 coins and them it worked. Not sure if there's an X number of

coins to give, there's no indication anywhere.

\*\*\* Task 5

8 - Go to Keenian and buy a rusty blade.

9 - On rooms 'An Unused Path', kill mobs until you get 2 items: imbuing

solution and vial of quicksilver.

10 - Go to Cougarian enchantress and give it to her. You will receive an

Enchanted Blade

11 - Wield the blade then say 'i am ready'

12 - You're going to be transferred, now kill the traitor to close Task 5

\*\*\* Task 6

13 - After closing the goal you're transferred. Go 2n then 'say magic is the

key to success' to close the task and the goal.

\*\* Goal Completed: Help Queen Cowlina understand the value of Magic and

defeat the Bengaleen Empire.

Nanjiki Uncover the ruin's secrets 160 2

1. Go to the room 'In the Heart of the Rainforest' and say 'banana' to open the goal .(Note: He is hidden);

2. Now, still on the monkey say 'guardian' to open another task;

3. Copy and paste the following line, to make it faster for you: run sdsw;open chest;get stone chest;run 2e;open chest;get stone chest;run ws;open

chest;get stone chest;run nu;open chest;get stone chest;run dnun (Easy huh?!)

4. Now, give all 4 stones to the monkey to receive A Multicolored Stone, which the key to open the door to Moon.

5. Next Step: run sdsun;open u;run u3n;open u;u and kill Moon to get A Moon Rock (the key to An enormous whale)

6. Next Step: open down;d;enter statue;run u2w;open west;run 2wdwu;open west;w;open west;w and kill the whale to get A Whale Tooth (key)

7. Next Step: open east;run en;enter statue; run ueu;open north;run neueueu;open up;u and kill A huge griffin to get A Griffin's Beak (key)

8. Next Step: open down;run de;enter statue;run u2s;open down;run 2dedw2d;open down;d and kill An enormous turtle to get A Turtle Shell and a shrunken-head

key

9. Next Step: open up;run uw;enter statue;open down;d and kill the Nanjiki Shaman

10. Now, open and go south to receive a Magic Banana from a Banana Tree and be transported to the beginning of the area (the room with the monkey)

11. Now give the magic banana to the monkey to close the goal and receive the following item: a ruined cloak.

Sahuagin Free the elvish king from the Sahuagin. 160 2 Locked

1. Go to the liberated aquatic elf and say Sahuagin.

2. Be vis, and say yes to be transported.

3. Return to the elf to complete the task.

4. Say 'raiding party', 'attack' then yes to be transported.

5. Go to each of the 4 towers and kill the princes for their respective items.

6. Wear the 4 items and go into the room s of the locked door in the prison section.

7. You will be transported to Teran Owquin, Sahuagin King. Defeat him.

8. Enter the portal, and use the bone key to unlock iron maiden.

9. Open maiden to free the elf king, and say yes.

10. Heal the elf king immediately until he is fully healed. Any delay will result in him dying and you have to redo.

Uprising A Dark Elf Dilemma 160 3

1. Locate The dark elf high priestess and say Yes to open the goal.(Main Beginning Part)

Task 1 : Help the High Priestess

1. Type 'sign yes'.

2. Go to Task 2.

3. After completing Task 4, return to the elves city, strangle/slit your way to the pulpit, plant bomb, and be transported out of the city.

4. Return to the dark elf high priestess, nod elf, and get transported.

5. Go north to receive 25qp.

Task 2 : Rescue the Dark Elves from the Cyclopses

1. Locate "A Sharp Corner" and type walk through wall.

a. When you see 'A cyclops hunter stops and carefully scans the upper half of this cavern. Maybe you should get down low!', you either rest or kill

cyclops

to get 'The cyclops does not see you, it's safe to continue!'.

b. Otherwise, you get tossed back to "A Sharp Corner" and start over again.

2. Make your way to the "A Sleeping Dormitory", beckon A dark elf priestess, and a mobprogram will play to tell you what to do next.

3. Locate a troll slave and kill it for a heavy cotton robe and a funky orange wig.

4. Wear the robe and wig, locate 'A Lip over the Hole', and 'jump in'.

5. The task will update and tell you that you need to work on your disguise.

6. Locate "An Enchanter's Room" and look instructions.

Shape-changing Potion

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First gather together your inactive shape-changing potion

mixture (identify the potion, to make sure you have the

correct one), a lock of hair from the creature you wish to

shape-change into, your stirring bar, and your straw.

Next, proceed with the following instructions:

Step 1 - Fill flask.

Step 2 - Add hair.

Step 3 - Hold the stirring bar provided and mix potion.

Step 4 - Do not move the potion at this point, it is highly

volatile. Instead, insert straw.

Step 5 - Slurp potion.

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7. Identify potion till you get one with a long detail at the end and type fill flask with that potion.

8. Once this is completed, you can get 'a lock of troll hair' from a troll slave to the west.

9. Go back east, add hair, hold bar, mix potion.

10. Insert straw, slurp potion, and wear robe.

11. Go west, 2 north, west, north, and jump in. Be careful to not get caught.

12. Kill Cyclops Elder for a warped key.

13. Make your way back to the locked door, try to open the door "Before a Large Room", and will see too warped to fit into the lock.

14. Exit the side area you are in, go to the far south wall and look for a door.

15. Open the door, make you way to "A Burned-Out Forge", move slowly, and slit/strangle/blind and kill the guards as you go.

16. Once in "A Burned-Out Forge", look/read sign, open drawer, open drawer;get all drawer;wield tongs;hold key;heat it up;remove key;give key anvil;get

hammer;wear hammer;hammer anvil, and get a perfect key. (Might need to kill the Blacksmith to get the hammer.)

17. Go back to the locked door with a perfect key.

Task 3 : Rescue the Dark Elves from the Cerejellums

1. Locate the room "A Slippery Ledge", 'squeeze through', be ready for aggros to attack you, and make your way to "The Birthing Chambers".

2. Wait in the room till the mobprogram finishes with 'The chief dark gnome slave bows before you.'

3. Return to Aylor, make your way to 'Tinkers' Guild: The Grand Exposition!!!', and kill an exhibiting gnome for x-89q kakorrhaphiophobic super blazebomb

plans.

4. Now, look plans;read list;look bat;look elemental;look cobweb;look gas.

5. While in Aylor, make your way to "Aeleron's Alchemy Supplies"(32476), and buy an empty vial.

6. Return to "The Uprising", make your way to "A Swift Underground River", and type investigate.

7. While in 'The Uprising', locate a colossal spider, listen to it, and locate and kill 8 'A big, juicy bug crawls out from the shadows.' for a juicy bug.

Hint: Once you find a room that has that, leave and re-enter, and kill over and over till you have 8.

8. Return to a colossal spider, bow spider, and receive the cobweb of a colossal spider.

9. Return to the elven city, strangle/blind and kill a dark elf patrol guard for 'a quiver of deadly arrows' and a dark elf archer for 'a bolt and

crossbow'.

10. While in here, make your way to "A Burned-Out Forge", look hearth to get a cheerful fire elemental.

11. Locate A giant dynamite bat, wear 'a quiver of deadly arrows' and a bolt and crossbow, and go kill the bat for a giant dynamite bat(1 minute timer).

12. Return quickly to "The Birthing Chambers" with a giant dynamite bat in your inventory to close the task.

Task 4 : Gather Twelve Dark Elf Weapons for the Priestesses

1. Return to the elven city, strangle/kill 12 dark elves.

2. Return to "The Birthing Chambers", you receive a blazebomb(2 minute timer).

3. Go back to Task 1.

Reward: 25 qps, able to move able area without issues except for "A Cyclops Pit" (other than maybe aggros), and farmable level 131 light(different

stats/dr).

Farmable: Go back to the dark elven city, kill dark elf blacksmiths, mercenaries, soldiers, guards, archers, bullriders, infantry, and child till you

collect 5 'the Dark Lady's amulet'. Return to the dark elf high priestess, nod elf, and go north. This can be done over and over again. However, the drop

rate is really low for the 'the Dark Lady's amulet'.

Note: To get to the last room, locate a gigantic dragon skull in "A Deep Gorge", get a pickaxe from the skull, locate a dark dwarf miner, give him a pickaxe

for a bottle of dark dwarf fire whiskey, locate A relaxing dark elf soldier in "A Military Tent", give him the bottle for some red worm stew, locate a

kobald slave for a little red dress, and wear it, be female, enter the tents at midnight, go east, give 1000 gold bouncer, and you are in "The Dark Elf

Nightclub".

Annwn Discover the secrets of the afterlife. 170 2 Open

Enter the room 'Gates of Annwn', let the mobprogram play, and give 1 gold ferryman.

Task 1 : Enlist on a ship.

1. Go to the Inn, say Fool the Harbormaster, and give 6000 gold innkeeper.

2. Go west, a mobprogram happens, and you reach a room with portals.

3. Say Pwyll.

Task 2 : The slaying of Hafgan.

1. Say hunting

2. Say Hafgan

3. Locate the child witch near "Bright Spot" and say Hafgan for a mobprogram, which tell you about a sword to kill Hafgan.

4. Go to "Darkest Pwyll" rooms and type unearth to get Pwyll's Sword.

5. Make you way to King Hafgan and kill him. (Must not be Neutral)

Task 3 : Hafgan is dead! Notify Aranw.

1. Say Hafgan is dead.

Task 4 : Fight the battle of the trees.

1. Make your way to Cad Goddeu portal, enter it, and go east.

2. Listen Gwidon in "Entrance to the caves".

3. Locate Amaethon in "A small niche in the caves".

4. Say Upcoming Battle and wait till the mobprogram is completed.

5. Upon finishing Task 5-7, you will recieve a tarnished medal and open Task 8. (Note: If you lose it, it will cost you 1 million gold to get a new one.)

6. Upon finishing Task 9, this task closes.

Task 5 : Bring Amaethon a dog.

1. Locate the correct a dog and beckon it to follow you, which means you might be be attacked.

2. Return to Amaethon and say I have a dog.

Task 6 : Bring Amaethon a lapwing.

1. Locate the correct a lapwing and beckon it to follow you, which means you might be attacked.

2. Return to Amaethon and say I have a lapwing.

Task 7 : Bring Amaethon a roebuck.

1. Make certain you are not flying, run swswuwnenw, and beckon roebuck.

2. Go east two times and make your way back to Amaethon.

3. Say I have a roebuck.

Task 8 : Get the flower maiden to translate the inscription for you.

1. Locate the flower maiden(Blodwedd), look inscription, and say Buant hwyr yr vydin.

2. Blodwedd decodes it as "We are late to the fray".

Task 9 : Free Gwidon from the enchantment.

1. Return to Gwidon and say We are late to the fray.

2. He will transfer you to the next island.

Task 10 : Help Talisin find the Grail.

1. Locate Talisin in "Clearing in the bush" and let the mobprogram run to find out where the Grail is located.

2. Locate Maltholwg's wife in "Preiddeu bush", say Grail, and wait till the mobprogram is done.

3. Finish Task 11-14 to get Aura Of The Grail.

4. Give grail Talisin, wait for mobprogram to finish, and get transferred to the last island.

Task 11 : Speak with Ahrtr about a dagger.

1. Locate Ahrtr, say Dagger, and let the mobprogram run.

Task 12 : Successfully create the lion's bone dagger.

1. Locate and kill a lithe lion till you get a thigh bone.

2. Locate a cistern in the lake portion of this section, open it, put the thigh in it, close it, open cistern, get dagger cistern.

Task 13 : Kill Maltholwg with the lion's bone dagger.

1. Locate, wear dagger, and kill Maltholwg.

Task 14 : Tell Maltholwg's wife the good news!

1. Return to Maltholwg's wife and say Maltholwg is dead.

Task 15 : Discover the final secret on the island of Harlech.

1. Locate Bendigeifran in "Cliffside" and let the mobprogram finish.

Task 16 : Not everyone enjoys weddings...

1. Locate Efnisien.

2. Say You are invited to Branqwen and Matholwch's wedding.

Task 17 : Slay the horses.

1. Locate and slay 6 horses(stallions and mare).

Task 18 : See how Matholwch reacts to the slaughtering of horses.

1. Locate Matholwch, walk into the room, and let the mobprogram close the task.

Task 19 : Let Bendigeidfran know that Matholwch is furious.

1. Go back to the boulder, but the son is there and say Matholwch is furious.

2. Let the mobprogram play out to close the task.

Task 20 : Find 3 animal spirits in the dense foliage.

1. Use the mirror and "raise the mirror" to catch "3" animals in "Dense Foliage" rooms. (If you lose the mirror, say I lost my mirror to Bendigeidfran's

son.)

Task 21 : Feed the animal spirits to the cauldron.

1. Locate a room with a description of a sphinx, open door, and go west.

2. Open case, get key case, open chest, get cauldron chest, and put mirror cauldron.

Task 22 : Give the cauldron to Matholwch.

1. Return to Matholwch and give cauldron matholwch.

Task 23 : Listen to Branqwen in order to find out how to help her.

1. Listen to Branqwen.(If you lose the letter, then go back to Branqwen and listen to get another.)

Task 24 : Tame a myna.

1. Locate the bandit, be hidden/invis/sneaky, try to steal the eggs once(you will not get the eggs the first time), and pilfer eggs afterwards. (The

success of getting the eggs is less than 30%.)

2. Make your way to the baby myna and feed myna.

3. Repeat Step 1 & 2 a couple more times till you have fed the baby myna 3 times.

4. Give letter myna.

5. Return to Branqwen and give letter Branqwen.

Task 25 : A house as a gift.

1. Make your way north.

2. Open sack.

Task 26 : Rid the house of the sly lords.

1. Kill 8 sly lords.

2. Listen Efnisien.

Task 27 : Push a willing human sacrifice into the cauldron.

1. Push Efnisien

Task 28 : Bendigeidfran is in trouble, hurry and help him!

1. Locate Bendigeidfran in Lighter Forest and listen to him.

2. Kill the minions in the room.

3. Listen to Bendigeidfran.

4. Chop Bendigeidfran.

5. Locate room named "Densest Forest" and dig hole.

6. Drop head.

Task 29 : Brag to the Harbormaster.

1. Locate the Harbormaster and say Yes.

Reward: 15 qps and easy access through the area by saying docks at the ferryman.

AQs

1. Locate the child warlock in "Even darker Pwyll" and listen to him.

2. Type find kitten.

3. Go to "Twilight Pwyll".

4. Type find kitten and then beckon kitten for (@)}-^-a-delicate-rose- (It is a Key.)

5. Go to "Brighter Spot", unlock hill, open hill, go down, receive a ghost acorn.

6. Locate a violet squirrel looking for a ghost acorns and give ghost acorn to receive a\_comfry\_plant.

7. Locate the witch and say help.

8. Locate the wizard and give comfry wizard.

9. Locate Queen and give salve queen.

Reward - You get to choose hippogriff, pegasus, or unicorn to adopt.

Deer to leave

1. Go to Twilight Pwyll

2. Get apple tree and uncurse it.

3. Locate a deer on this island.

4. Give apple deer.

Reward - Nothing

Gathering Aid Achemartla with the Horde outside Dak'Tai. 170 3

1. Kill a guard for black tabard.

2. Wearing the tabard go to Achemartla and say 'i will help'.

3. Go to the handler and say 'do you need help?'

4. Give 20k gold to the air elemental.

5. Go to the ice room, 'look ice' then 'hug ice'.

6. Kill the ice elemental.

7. Go south and 'drop chunk river'. Kill the water elemental.

8. Go 2en and 'throw orb fire'. Kill the fire elemental.

9. Go sw and 'drop brand tree'. Kill the wood elemental.

10. Go enw and 'plant seed earth'. Kill the earth elemental.

11. Go es and 'place earth bolt'. Kill the lightning elemental.

12. Go nw and open n.

13. Go n and 'throw bolt dark'. Kill the dark elemental.

14. Return to the air elemental.

15. Go to the navigator, say 'get to hell'.

16. Wear the aura of ice from the ice elemental and go north. Kill the master.

17. Give the demon whistle to the handler, receive a hellhound collar, and wear collar. Remove |Black tabarD|.

18. Say 'pillage' to enter the gnoll camp, go to the gnoll captain.

19. Kill 8 hellhounds and 12 guards.

20. Return to the gnoll captain and nod at him.

Note: If you lose the seal, you have to say Seal, go to the succubus, listen succubus, find a handsome soldier, beck soldier, lead him back to her,

receive the boots, and say Seal at the captain.

21. Go to Ushko and kill all the ettin berserkers.

22. Go to the navigator and say 'take me to Tragh'.

23. Go to the Bloody Temple and 'bow master'.

24. Kill the different forms of the boss mob.

25. Kill the tentacles, dispelling haste off each of them.

26. When there is only 1 tentacle left, remove weapons and 'climb up' when the mprog triggers (<25%)

27. Return to Ushko.

28. Go to the disgruntled gnome, look at him then 'wink gnome'.

29. Go to the navigator and say 'take me to Crizal'.

30. Try going w, answer the riddle correctly to proceed.

1. What rushes past all of us the same but leaves no one unchanged?

A: Time

2. These come from every direction, but they all have the same voice.

A: Winds

3. What is the greatest sustainer of life, though it has none of its own?

A: Water

4. What member of the forest starts with one finger and ends with many?

A: The Branch

5. What touches the earth every day but never leaves its perch?

A: The Sun

6. What digs and strangles, drinks and divides, but in life never sees the light of day?

A: The Root

7. What exists that can give both shade and sustenance, darkness and fury?

A: A Cloud

8. What are the two most powerful things all mortals share?

A: Life and Death

9. What is the single source of all fear?

A: Ignorance

10. What creeps and pools, spills and covers, but can never be bottled or drank?

A: Darkness

31. Kill enough mobs in area for the items in tasklist.

32. Reach Crizal at the end and kill him for the blueprints.

33. Give all the items to the disgruntled gnome.

34. Return to Achemartla.

Raukora Return the Blood Opal of Banderios from Rauko'r 170 2 Done

1. Say 'I will' to the elf.

2. Go to Luthien and say 'your father has forgiven you'.

3. Go to Beren and say 'The Silmaril is inside Morgoth's crown'.

4. Go back to Luthien, kill her, and get heart from the corpse in the room.

5. Give the heart to the retired Balrog.

6. Go to the sleepy dragon and give him Thuringwethil.

7. Wear the helm, wield ringil and kill Dark Lord.

8. Get everything from the room and portal out.

9. Use the key to unlock Crown and take Silmaril out of the Crown.

10. Give the Silmaril to the elf at the entrance.

Sagewood Ease relations in Sagewood Grove. 170 2

1. Go to "Captain's Wood Cabin"(28759), listen assistant, and say Dryads.

2. Locate Silveroak in "Silveroak Abode"(28768) and say 'Get results soon'.

3. Find Hasalia the Wise "Serene Clearing"(28782) and task completes upon entering.

4. Go to the devastated wood and dead wood section (4 rooms total), kill all mobs in the 4 rooms, 'look dark' for next task, and be autoattacked.

5. Return to Hasalia the Wise, give malingering presense to him, sit, listen hasalia, enter pool, and follow the cexits till you find and kill Warmage

Alestine and get .encircling flames. from the perforated corpse of Warmage Alestine.

6. You give .encircling flames. to Hasalia the Wise, be told to take it to Silveroak, and get a leather canvas from Silveroak.(Give a leather canvas to the

a tired assistant cook west of here for a Bell Tent portal)

7. Locate Silveroak in "Silveroak Abode"(28768) and say 'I have helped the dryads!'

8. Locate Captain Randolph in "Captain's Wood Cabin"(28759) and walk in to autocomplete task and have another added.

9. Say Gift and receive a welcome basket from Captain Randolph.

10. Return to Hasalia the wise and give basket to him.

Desolation Vanquish the evil in the mountains of desolatio 175 2

1. Go to Captain Gathric "Four Winds Outpost", say Yes, and 'kneel' to trigger the goal and 3 tasks.

2. Find the crystal spider mother and kill her to complete this task.

3. Find and kill A Yeti "The Lair of the Yeti Alpha"(19609) to complete this task.

4. After completing the previous two tasks, return to Captain Gathric who will give more instructions.

5. Be vis and go to Lerysilian Alterius to trigger the next task. (This task will carry through till the goal is completed at the end.)

6. Go to Y'tora (“Inside the Hut”) who will trigger a new task. (This will auto-complete when later task is completed.)

7. Go to northeast room of "Inside the Cave"(47270) and type 'get all nest' for a roc's egg.

8. Return to Y'tora and type 'cook' to make a cooked roc's egg.

9. Give egg Y'tora to complete 2 tasks.

10. Return to Lerysilian Alterius (be vis) to trigger next task.

11. Be vis and go to Eldar Krysten "The Throne of the Stone Giants"(19596) to complete this task and open next.

12. Go to the Stone Giant General "The General's Office"(19583) to trigger 2 new tasks. (This task will complete later in task chain.)

13. Kill 4 Stone Giant Warriors in the Barracks and return to the Stone Giant General to close this task and open 2 others.

14. Kill 4 gladiators in “The Training Hall” section, kill 2 earth elementals in “The Training Hall” section, and return to the Stone Giant General to close

this task and open 2 others.

15. Go to the "Remorhaz Pit"(19590) area, kill all the remorhaz and slime (gelatinous cubes) in this length of hall, and return to the Stone Giant General

to close this task and open another.

16. Go to the Stone giant's champion "The Challenge of Champions"(19603) and kill him to complete the task and return to the Stone Giant General to complete

this line of tasks started earlier.

17. Go to the Stone giant grand magus "The Magical Nexus of the Stone Giants"(19601) to trigger the next task.

18. Kill Stone giant magus apprentices in the surrounding rooms until you loot the grand magus's wand.

19. Return to the Grand Magus who will mobprog some instructions.

20. Hold the wand you looted from the apprentice and type 'zap dummy' to complete the task.

21. Be vis and go to the Stone giant Chef de Cuisine "The Giant Kitchen"(19572) to trigger the next task.

22. Go to "The Meat Locker"(19573) or east, type 'butcher carcass' (carcass must be present, if not, wait for repop) to get a prime steak.

23. Return to Chef de Cuisine for some more instructions.

24. Go to Eldress Krysten (key on Eldar Krysten to unlock the door).

25. Give her the steak (she aggro'd me, but I was able to give it to her before I killed her) to complete the task.

26. Return to Eldar Krysten to open the next task.

27. Go to "The Viewpoint of the Heavens"(19565) and kill Skylight and loot a stone giant relic.

28. Return to Eldar Krysten, give relic eldar to complete 2 tasks and open 4 others.

29. Kill King Mendan in "Hall of K'empet"(19627).

30. Kill Tadrich in "Hall of K'empet"(19626).

31. Kill Dormick in "Hall of K'empet"(19625).

32. Kill all the Dwarven Wraiths.

33. Return to Captain Gathric to complete the goal.

Desolation Vanquish the evil in the mountains of desolatio 175 2

1. Go to Captain Gathric "Four Winds Outpost", say Yes, and 'kneel' to trigger the

goal and 3 tasks.

Task 1 : Eliminate the crystal spider mother.

2. Find the crystal spider mother (An Inky Black Crevice) and kill her to complete

this task.

\*\* Task Done : Eliminate the crystal spider mother.

Task 2 : Slay the ferocious yeti.

3. Find and kill A Yeti "The Lair of the Yeti Alpha"(19609) to complete this task.

\*\* Task Done : Slay the ferocious yeti.

4. After completing the previous two tasks, return to Captain Gathric who will give

more instructions.Captain Gathric says, "Well done recruit! So the rumours were true

after all? Good, good. For your next task, I shall have you seek out Lerysilian

Alterius, our forward scout. Find him and assist him in cleansing the

middle slopes."

5. Be vis and go to Lerysilian Alterius to trigger the next task. (This task will

carry through till the goal is completed at the end.)

Task 3 : Gain the trust of Y'tora the hermit.

6. Go to Y'tora (“Inside the Hut”) who will trigger a new task. (This will auto-

complete when later task is completed.)

Task 4 : Cook breakfast for Y'tora

7. Go to northeast room of "Inside the Cave"(47270) and type 'get all nest' for a

roc's egg.

8. Return to Y'tora and type 'cook' to make a cooked roc's egg.

9. Give egg Y'tora to complete 2 tasks.

\*\* Task Done : Cook breakfast for Y'tora

\*\* Task Done : Gain the trust of Y'tora the hermit.

Task 5 : Meet with Eldar Krysten.

10. Return to Lerysilian Alterius (be vis) to trigger next task.

11. Be vis and go to Eldar Krysten "The Throne of the Stone Giants"(19596) to complete

this task and open next.

\*\* Task Done : Meet with Eldar Krysten.

Task 6 : Complete the tasks given by the Stone giant leaders.

12. Go to the Stone Giant General "The General's Office"(19583) to trigger 2 new

tasks. (This task will complete later in task chain.)

Task 7 : Prove your mettle to the Stone giant general.

Task 8 : Defeat Stone giant warriors in combat.

13. Kill 4 Stone Giant Warriors in the Barracks and return to the Stone Giant General

to close this task and open 2 others.

\*\* Task Done : Defeat Stone giant warriors in combat.

Task 9 : Defeat Stone giant gladiators in combat.

Task 10 : Defeat earth elementals.

14. Kill 4 gladiators in “The Training Hall” section, kill 2 earth elementals in “The

Training Hall” section, and return to the Stone Giant General to close this task and

open 2 others.

\*\* Task Done : Defeat earth elementals.

\*\* Task Done : Defeat Stone giant gladiators in combat.

Task 11 : Clean out the Remorhaz Pit.

15. Go to the "Remorhaz Pit"(19590) area, kill all the remorhaz and slime (gelatinous

cubes) in this length of hall, and return to the Stone Giant General to close this

task and open another.

\*\* Task Done : Clean out the Remorhaz Pit.

Task 12 : Defeat the Stone giant champion.

16. Go to the Stone giant's champion "The Challenge of Champions"(19603) and kill him

to complete the task and return to the Stone Giant General to complete this line of

tasks started earlier.

\*\* Task Done : Defeat the Stone giant champion.

\*\* Task Done : Prove your mettle to the Stone giant general.

Task 13 : Recover the Grand Magus's wand.

17. Go to the Stone giant grand magus "The Magical Nexus of the Stone Giants"(19601)

to trigger the next task.

18. Kill Stone giant magus apprentices in the surrounding rooms until you loot the

grand magus's wand. (A Stone giant magus apprentice exclaims, "Please return this to

the Grand

Magus!")

19. Return to the Grand Magus who will mobprog some instructions.

Task 14 : Demonstrate your magic skills to the Grand Magus.

20. Hold the wand you looted from the apprentice and type 'zap dummy' to complete the

task.

\*\* Task Done : Recover the Grand Magus's wand.

\*\* Task Done : Demonstrate your magic skills to the Grand Magus.

21. Be vis and go to the Stone giant Chef de Cuisine "The Giant Kitchen"(19572) to

trigger the next task.

Task 7 : Prepare dinner for the Eldress.

22. Go to "The Meat Locker"(19573) or east, type 'butcher carcass' (carcass must be

present, if not, wait for repop) to get a prime steak.

23. Return to Chef de Cuisine for some more instructions.

24. Go to Eldress Krysten (key on Eldar Krysten to unlock the door).

25. Give her the steak (she aggro'd me, but I was able to give it to her before I

killed her) to complete the task.

\*\* Task Done : Prepare dinner for the Eldress.

26. Return to Eldar Krysten to open the next task.

Task 16 : Recover the Stone giant relic.

27. Go to "The Viewpoint of the Heavens"(19565) and kill Skylight and loot a stone

giant relic.

28. Return to Eldar Krysten, give relic eldar to complete 2 tasks and open 4 others.'

\*\* Task Done : Recover the Stone giant relic.

\*\* Task Done : Complete the tasks given by the Stone giant leaders.

Task 17 : Defeat King Mendan.

29. Kill King Mendan in "Hall of K'empet"(19627).

\*\* Task Done : Defeat King Mendan.

Task 18 : Defeat Tadrich.

30. Kill Tadrich in "Hall of K'empet"(19626).

\*\* Task Done : Defeat Tadrich.

Task 19 : Defeat Dormick.

31. Kill Dormick in "Hall of K'empet"(19625).

\*\* Task Done : Defeat Dormick.

Task 20 : Defeat the dwarvish wraiths.

32. Kill all the Dwarves Wraiths.

\*\* Task Done : Defeat the dwarvish wraiths.

33. Return to Captain Gathric to complete the goal.

\*\* Goal Completed: Vanquish the evil in the mountains of desolation.

Origins Seek Bemethreln's Tairayden tribe wisdom. 175 1

As you enter the area, say I would like to learn the truth.

Task 1 : Obtain Bemethreln's information

1. Say Ready to begin

Task 2 : Complete the "swirling portal" task

1. Enter Swirling portal

2. Collect 10 'a tribal artifact', which are the mobs in the top section. (It will take a while.)

3. Go to "Northwest lower cave" to complete the task.

Task 3 : Meet Bemethreln in the cabin

1. Enter portal.

2. Say Jails, when you are ready.

Task 4 : Complete the "vibrating portal" task

1. Enter Vibrating Portal.

2. Get "Mark of the Tairayden Tribe" from a random drop rate.

3. Return to the exit for this section, give mark wise, and close the task.

Task 5 : Meet Bemethreln in the cabin

1. Enter portal.

2. Say Warehouse, when you are ready.

Task 6 : Complete the "iron portal" task

1. Enter Iron Portal.

2. Get "Tribal Stench" from a random mob drop on stinkbug.

3. Return to the exit for this section, give stench wise, and close the task.

Task 7 : Meet Bemethreln in the cabin

1. Enter portal.

2. Say Graveyard, when you are ready.

Task 8 : Complete the "cold portal" task

1. Go to a pile of skeletons and "search the pile" till you get 'a torn, stained map'. (The map has 30 second timer on it.)

2. Quickly, return to the exit for this section, give map wise, and close the task.

Task 9 : Meet Bemethreln in the cabin

1. Enter portal.

2. Say Battlefield, when you are ready.

Task 10 : Complete the "hot portal" task

1. Enter Hot Portal.

2. Get "a ripped page from a book" from a random drop rate off a dying paladin.

3. Return to the exit for this section, give page wise, and close this task.

Task 11 : Meet Bemethreln in the cabin

1. Enter portal.

2. Say Done to complete the goal.

Reward: 10 qps and Protection from the Tairayden Tribe (Body - 20 dr, 10 con, 12 wis)

Adaldar Restore peace between Mannyn's sons. 180 2

1. Go to elven guard and bow to him.

2. Kill 75 trolls in the battlefield. The last mob you kill must be the troll champion.

3. Return to the elvish guard.

4. Go to the troll guard and bow to him.

5. Kill 75 elves in the battlefield. The last mob you kill must be the elvish champion.

6. Return to troll guard.

7. Go to the Temple of Gleon and 'worship statue'.

8. Kill a small child in the battlefield for armband of sorrow.

9. Give the armband to the statue of Gleon to be transported.

10. Walk in and out of Gleon's room until the mprog is triggered.

11. Kill the young lady south of the battlefield for a bracelet of hiding.

12. Give the bracelet to Gleon to be transported. Return to the beginning of area.

13. Go to Aethoryn's Temple and 'submit statue'.

14. Go to the small child in the battlefield, beckon him and he will follow you. Lead him to the statue of Aethoryn to be transported.

15. Walk in and out of Aethoryn's room until the mprog is triggered.

16. Kill the gang of bandits south of the battlefield for an aura of hiding.

17. Give the aura to Aethoryn to be transported. Return to the beginning of area.

18. Kill the wounded warrior at the entrance to receive elvish body armor (random drop).

19. Go to Mannyn and attack him (and get his HP to 20% and do not kill him!). Wait until the mprog is triggered (this might take several minutes). He will

say: "you are a good fighter. perhaps to gether we can establish peace in these lands." After this, give him the armor. He should cease combat and give

you the area portal.

Empire Collect 4 seals and acquire the Black Robe of A 180 1

1. Go to Bian and nod at him.

2. Kill the spirit of Karayan for the Dallaway's seal.

3. Kill the spirit of Elimelech for Graeme's seal.

4. Blind the spirit of Bakarne, retreat, go back and strangle it, then steal the Abduxuel's seal from it.

5. Pick up Kriege's seal from its sacred glade in House of Kriege.

6. Unlock the doors south of Bian using the 4 seals and enter Fuaigh at the top of the tower.

Helegear Uncover the mysteries of Helegear Sea. 180 3

1. Find the eternal cold in the maze and say 'i will serve you'.

2. Go to each iceberg and kill 30 yetis and 30 ice trolls.

3. Go to the Yeti Shaman and say 'i will doublecross eternal.'

4. Kill albatrosses on the icebergs and in the maze for 20 eyes.

5. Give the 20 eyes to the Yeti Shaman.

6. Go to the Ice Troll Shaman and say yoggitz.

7. In one of the graffiti'd room in the maze, 'dive' to enter freezing depths.

8. In one of rooms of freezing depths, 'enter ship'.

9. Defeat the Ghost of Gvord for the ice troll heart of power.

10. Go back to the Ice Troll Shaman and give him the heart.

11. Return to Eternal Cold and say 'igsofritz'.

Autumn Free the lands from the grasp of the Eternal Au 185 2

1. Go to the desolate farmer and say 'map'.

2. Say 'I will'.

3. Kill Fetch for staff of twisted wormwood.

4. Give the staff to drunken bear for broken wormwood staff.

5. Give the broken wormwood staff to charcoal burner for a lump of charcoal.

6. Give the charcoal to the temple acolyte in the far end of temple.

7. Hold the purified essence, and say 'knowledge' to the temple priest.

Desert Become the superintendent of Desert Prison. 185 2 Locked

You can only access each 'boss' based your your pclass, so you can only get at most 1 task done each tier unless you class change.

1. Initiate the goal in the first room of the area

2. Say 'treasure' at cloaked thief and kill Bojingles.

3. Say 'glory' at old warrior and kill Ragnar.

4. Say 'earth' at dying ranger and kill Blueknight.

5. Say 'protects' at holy paladin and kill Watfish.

6. Say 'divine' at imprisoned cleric and kill Cristine.

7. Say 'summon' at blind mage and kill Chameleon.

8. Say 'thoughts' at the wise psionicist and kill Philondra.

9. Go to Daldar and say 'I am finished'

Astral Defeat the Ultimate Nightmare and free the Astr 190 2

1. Go west from the first room and \*nod.

2. May want a map to help you locate Mehelen. You're looking for Alizarian Passage (use exits to find it at the Chamber of Destiny). Enter the flame and

he should be right there.

3. Say 'ultimate nightmare', but be warned, he'll attack you. Kill him.

4. He'll spawn a Nightmare of Mehelen upon death, kill it.

5. Go back to the dreamer from the beginning (easiest way may be to just recall and run back). Once you arrive, say 'mehelen was a nightmare'.

6. Head back to the Chamber of Destiny and use exits again, this time you're looking for the Viridian Passage. Enter the flame there.

7. At Garlen, say 'atuara'. Be prepared again, he'll attack - kill him.

8. Head back to the dreamer (again!), say 'blue hurricane' when you arrive.

9. When you're ready, say 'I am prepared'.

10. Kill the Ultimate Nightmare.

11. Be prepared, once he dies you'll get transfered and have to face many nightmare offspring. Given that you can only move in one direction in each room

of them, I'd suggest you just keep fleeing through them until you find the Ultimate Nightmare again.

12. Kill said Ultimate Nightmare (again!). You'll be transferred back to the first room of the area.

13. Go west to the dreamer and say 'location'.

14. When you're ready, say 'I am ready'.

15. Again, kill the Ultimate Nightmare. He'll transfer you to Atuara when he dies.

16. Guess what? Kill Atuara now. Upon his death, he'll transfer you back to the first room of the area.

17. Go west and say 'Atuara is dead' to complete the goal. Below is the id of the reward.

Kearvek The Dark Power of Kearvek 190 2 Locked

1. Go to Coran and say 'kearvek'.

2. Say 'I will'.

3. Go to Vebro and say 'Coran sent me'.

4. Go to Aslai and say 'Vebro is worried'.

5. Return to Vebro and say 'Aslai needs a disguise'.

6. Kill an evoker for the Leggings, a necromancer for Temple and an oracle for the Ring.

7. Return to Vebro for Elven Blood, then return to Aslai.

8. Return to Vebro and 'wave'.

9. Go to Dru and say 'Vebro and Aslai'.

10. Make your way to the dungeons, defeating Lunix, Knizak and Rydra on the way.

11. Kill prisoners until you get 1 vial of each type of blood (human, eldar, elf).

12. Return to Dru.

13. Go back to the Vampiric Tower, in the side chamber, 'open outline' and go east.

14. Say 'Dru sent me'.

15. Go to Vebro and say 'the mystical staff of dark power'.

16. Go to the tower and kill Dark Lady Jesa for the gauntlets.

17. Give the gauntlets to Vebro.

18. Give the staff to Dru for hybrid blood.

19. Go to the dungeons and give the blood to Maigo.

20. Make sure you have mystical gems (from shopkeeper at entrance of area) and enter portal in 60s.

21. Go north and kill Raegar and Kearvek.

Nottingham Become one of Robin's Merry Band of Outlaws. 190 2 Locked

1. Go to Shakey Speare and say 'i pledge'.

2. Kill fallow deers for 10 'prime cut of venison' and give them to Shakey Speare. These are rotting so it is advisable that you give each that you get to Shakey Speare as soon as possible.

3. Enter bridge in one of the rooms and kill John Little to be transported.

4. Go to Friar Tuck.

5. Go to the castle section and find Martin Mega.

6. Kill rabbits for 10 'skinned rabbits' and give them to Shakey Speare.

7. Kill a serving girl for a French maid's Costume. Wear it and go to the castle cook to receive a delicious meal.

8. Give the meal to Kaye to received drugged meal.

9. Kill the Sheriff's butler for the key.

10. Give the drugged meal to the Sheriff while wearing the costume to receive a blank pardon.

11 Kill Sheriff to be transferred, run sd, give pardon marion.

12. Go back to Shakey and say 'Marion sent me'.

13. Kill Vincent the Vanquisher and bring his Silver Scythe of Darkness back to Shakey.

14. Kill Sinful Zain and bring his deck of cards back to Shakey.

15. Kill sly foxes for 10 'fox fur' and give them to Shakey Speare.

Rebellion Quell the rebellion of the Nix. 190 2

1. Go 2s to the old adventurer, say 'nixie rebellion', 'i am strong enough' then nod.

2. Go to the beggar and give him 15k gold.

3. Go to the captain and map to him. Wait for mprog to transfer you.

4. Go to Heth the undecided and kill him for shield.

5. Go to the guard captain to open statuette task.

6. Go to torturer's room and get the powder from table.

7. Go to the Ex-slave with red aura and give the powder to him for statuette.

8. Give the statuette to the guard captain for declaration.

9. Go to Nestoda and kill him for ring. (In order to enter the maze, kill the Wall of nixie devilment mob standing at the entrance to the maze)

10. Uncurse the ring and give it to the guard captain. Wait to be transferred.

11. Go n and say 'horn'.

12. Go w and kill Xavier for horn.

13. Hold the horn and enter.

14. Wear shield and ring, and make your way to King Nechtan. (In order to enter his room, you have to clear all the mobs in the room before it - well its

kinda like a maze, so i.e. the maze room you are in right before you can enter his room)

15. Wearing the King's blessing, the ring, the horn and the shield, go to the energy storm and say 'nechtan'. (I think it might be just the ring, it is the

item that will stop malson gahan from transferring you right out of the room as you enter it. But to be safe just equip all)

16. Kill Malson Gahan and loot his corpse for Helm of victory.

17. Remove King's blessing and give it to the king.

18. Return to the old adventurer and give him the Helm of victory.

(say Nechtan in room Back of the Tavern to get to the Battlefields without the Horn of Calling)

Cataclysm Save the world from the demonic invasion. 195 2

1. Say 'the great portal' in the first room.

2. Sit carriage.

3. Stand and say 'great portal' twice.

4. Kill 10 demons.

5. Go south, enter wagon twice.

6. Say help.

7. Run dswse and kill something.

8. Run wn2ese, open n, and kill mummy.

9. Go 2s and kill corpse.

10. Unlock the next door, open down and kill lich.

11. Enter l, go north. Take the mind's eye from ground, keep it in a bag and retreat out.

12. Give the mind's eye to the eldar

13. Go to the cnetre of the battlefield and give the eye to the archmage.

14. Go north and 'bow priest'.

Glamdursil Harness the power of the Glamdursil. 195 3

This is what we had for soulblade, the area it replaced

1. Go to New World, run 2eu, sit and say soulblade.

2. Say Smoke pipe to open the goal.

Note: From now on, everytime you close a task, you should get an extra shard. It might/might not automatically go into your inventory, sometimes you

have to loot it, sometimes mob drops it on the floor, and you have to pick it up. So make sure you check that you're 1 shard up everytime a task closes. Not

all of them are named the same. You WILL need these shards to complete the goal.

The 7 shards you need are as follows:

5 (Magic) (Glow) (Hum) a shard of the soulblade (150)

1 (Magic) (Glow) (Hum) a shard of metal (150)

1 (Magic) (Glow) (Hum) an amulet made from the tip of a blade (150)

3. In New World, kill mad wolves until one drops the first shard, and task 1 should close. SHARD ON THE GROUND. Pick it up.

4. Go to Greece and kill seagulls until one drops the second shard, and task 2 should close. SHARD ON THE GROUND. Pick it up.

5. Go to Korea, run w, and say 'i will help' at the head gardener.

6. Type 'dig hole'

7. Kill ravens until one drops the third shard, and task 3 should close. SHARD ON THE GROUND. Pick it up.

8. Go to Italy, run nd, kill Tino for a key.

9. Unlock chest, open chest, get shard from chest, kill Vomuali for shard, and task 4 should close. SHARD ON CORPSE. Go back up to exit the

norecall/noportal room.

10. Go to Japan and kill bodyguards until you get the gold-plated key.

11. Go to Ikuko (hunt her if you have it, she's beyond a couple of maze rooms), and say 'Vomuali sent me'. Then type 'release ikuko'.

12. Go back to the start room of Japan, run nw to the dojo and kill Heishiro.

13. Use 'where Ikuko' to locate the room she is now in, find and kill her for the 5th shard, task 5 should close. SHARD ON CORPSE. Alse loot ikuko for a 'a

key in the shape of a red lotus'.

14. Go to China, get painted lotus (its on the floor, you don't actually see it on the floor, but just type get lotus anyway, you will get it), unlock it

with 'a key in the shape of a red lotus' looted from ikukoi, it should trigger:

'Li Long screams out loudly,'THIEF! And lunging for the lotus, scoops up its contents.''

Kill Li Long to get 6th shard, task 6 should close. SHARD ON CORPSE.

15. Go to Germany, run neu, Siegfried should aggro you. Kill Siegfried for the 7th shard, task 7 should close. SHARD ON CORPSE The shard here is called

'(Magic) (Glow) (Hum) an amulet made from the tip of a blade'

16. Now check that you have all 7 shards listed in the notes. Go to Spain, run sue, Cervantes will aggro you. If you have everything, it should trigger the

following (and more, but if you get this you're on track): "Cervantes de Leon laughs maniacally and says, 'At last! All the shards of the soulblade and I

never had to lift a finger to get them! With those words, Cervantes de Leon begins to chant in a strange language, the likes of which you have never before

heard."

He takes all your shards and combines them into the soulblade while in combat with you. Kill Cervates to close task 8 and complete the goal.

If you did not complete the goal the first time through and lost all the shards.

1. In New World, kill mad wolves until one drops the first shard, and task 1 should close. (Keyword: pommel counterweight)

2. Go to Greece and kill seagulls until one drops the second shard, and task 2 should close. (Keyword: grip)

3. Go to Korea, run w, and say 'I will help' at the head gardener, dig hole near a gardener, kill a raven in the same room, and walk in and out to recieve

a shard from the gardener. (Keyword: hand guard handguard)

4. Go to Italy, run nd, kill Tino for a key, unlock chest, open chest, and get shard from chest.(Keyword: tang)

5. Go to Ikuko in the maze, kill her, and loot her corpse for a shard and a key. (Keyword: proximal edge)

6. Go to China, run esu and kill Jia-Chi Qao for a shard. (Keyword: distal edge)

7. Go to Germany, run neu, and kill Winegar Nusautten. (an amulet made from the tip of a blade)

8. Go to Spain, run sue, and kill Ceontario with all the above shards to close task 8 and complete the goal.

Lagoon Rid the planet of the scourge that threatens th 195 2 Locked

1. Go to the Blood-Nok, be visible, listen to it, and say 'yes'.

2. Go to the Gatekeeper, say 'meteor' and wait to receive Earth Key.

3. Unlock down from 'The Centre of the Planet', and go down.

4. Defeat Magma for Magma Key.

5. Go down and give the Orb of Imprisonment to the Creator.

Omentor Spy for Aethelswyth in Omen Tor, ftw! 195 2 Locked

1. To open the goal, find the spy at 'below the fortress'

2. Enter bushes

3. Say you are right

4. Agree

5. Go to elvina's chambers and kill helewis the housekeeper for key

6. From there run n6w2d and open south, go south

7. Say spy

8. Kill raven in the room 'barracks' for a sturdy key

9. Go to aethelgyth's chambers

10. Open safe

11. Get all safe

12. Go back to bushes

13. Give plans spy

14. Go to cuthwulf's war room

15. Give plans cuthwulf

16. Hunt the chieftain in the bog (it is no-where) and kill it and loot the headdress

17. Go to the room 'council chamber'

18. Give note cwenhild

19. Lill creoda

20. Give headdress cwenhild

21. Go to aethelswyth's chamber of stars (north of 'a hallway in the citadel')

22. Give hope aethelswyth

Times Join in the intrigues of times passed. 195 2 Locked

1. Go to the ghost of King Victor and listen to him, then say 'i can see you', then 'i accept'.

2. Go to Friedrich Balmtor and say 'king victor'.

3. Go to Brother Chairnes and buy the mystical medicine.

4. Go to High Chamberlain Edward and give him the medicine, then the secret pact.

5. Return to Balmtor and give him Edward's reply.

6. Kill Sir Gaynor and give the scalp to Balmtor.

7. Go to the Tavern of Balmtor and knock all their hp down until they shout for mercy.

8. Give 10000 gold to Tallon, give the hat to Friar, give the pardon to Shaun, give the stout to Benthis, give the stick to Hollis.

9. Finally give the ducat to Booth to be transported.

10. Go up and kill the rogue for his finger.

11. Return to Balmtor and give him the finger.

12. Kill King Robert, get his crown off the ground and give it to Balmtor for horseflesh.

13. Go to the ghost of King Victor and give him the horseflesh.

Goal

\*\* Goal Added : Join in the intrigues of times passed.

Find The ghost of King Victor in the first part (he wanders)

Say 'yes i can see you', then say 'i accept' to open the goal

\*\* Task Added : How did the old King die?

Go to Friedrich Balmtor in the first part (I found him in 'A Dim Clearing')

Say 'king victor' to receive a Secret Pack. He'll also open 2 more tasks

\*\* Task Added : Let us help each other, information isn't free!

(Task closes automatically once Friedrich's other tasks have been completed)

\*\* Task Added : Make an alliance with the church

Go to the High Chamberlain - he's in 'A Make-Do Infirmary' in the third part

Give him the Secret Pact - he will drop it and ask for medicine

Get the Secret Pact

Go to Brother Chairnes - he's in 'Just Beneath a Small Chapel' in the third part

Buy mystical medicine

Return to the High Chamberlain and give him the medicine, then the secret pact. You'll receive a piece of parchment in return

Return to Freidrich Balmtor in the first part

Give him the parchment to close the task and add another

\*\* Task Added : Remove the general!

Find Sir Gaynor of Gloucestershire in the fourth part (wanders)

Kill him to receive 'the general's scalp'

Return to Friedrich Balmtor and give him the scalp to close the task/trigger another.

\*\* Task Added : Out with the old, in with the new.

Go to the final part and hunt down Gerald (Mad Gerald's Keep) and kill him

He'll drop Mr. Key. Pick it up (It's the key to the tavern)

Go w;open n;n to the Tavern of Balmtor

Attack Sir Tallon of Rivington until he gives in then give him 10,000 gold to receive a 'sloppy hat'

Attack Friar Mezert until he gives in, then give him the sloppy hat to receive a pardon

Attack Shaun until he gives in, then give him the pardon to receive a pint of stout

Attack Benthis of Deven until he gives in, thend give him the pint of stout to receive a pointy stick

Attack Sir Hollis Fletcher until he gives in, then give him the pointy stick to receive a scarred ducat

Attack Trannys Booth until he gives in, then give him the scarred ducat to be transported to 'An Older Passage'

Go up and kill the Rogue for his 'rogue's finger'

Return to Friedrich Balmtor in the first part

Give him the finger to close this task/open next

\*\* Task Added : Drain the royal blood line!

Find the new King Robert in the first part

Kill him and get crown of King Robert off floor

Return to Friedrich Balmtor and give him the crow to receive a pound of horseflesh. This closes this and his 'information isn't free' task

Find the ghost of King Victor and give him the horseflesh to close the goal

Empyrean Only the best warmongers boast the ware civil. 199 3

1. Go to the caravan leader and 'Join Caravan'

2. Say 'Tulpext'.

3. Go to the city, wearing the tunic, find the Furtive Kender, go in and out the room until the mprog starts, then 'nudge kender'.

4. Go to the room 'Out of the Market, into the Southern Slums' and say 'Fate sent me'.

5. Go to the room 'An Unsafe Hovel', open up go up/west, and wait for the mprog to finish.

6. Go to the ogre mage on the room 'A Hidden Sanctuary', sit and wait for the loooong mprog to finish.

7. Well, now let's remember Living Mines of Dak'Tai Goal:

a. Go back to Dak'Tai, go to the room 'A connecting tunnel' and 'nod dutiful'

b. Run w2n and kill the tortoise (autoloot on) to get the ']>adamantite shard<['

c. Go to the room 'The 'Tai smithy' and say 'figurine' to receive the '[[>]>adamantite figurine<[<]]'

8. Go back to the ogre mage, and wait again for the mprog (looooong)

9. Now, leave the room and kill an ogre

10. Go to an empty room and 'change ogre', then go back to the ogre mage and 'flex mage'. Guess what? Another long mprog

Now you have the ability to assume the form of certain mobs, just type 'change keyword'. To know the keywords just type 'forms', As you kill mobs on the

area new forms will be unlocked. You need to be alone on the room to be able to 'change'.

11. Go to the room 'From Slums to Sewers' and kill one of the fishes, the go to an empty room and 'change catfish'

12. Go back to 'From Slums to Sewers' and 'swim west'

13. Now you need to change your form to a sahuagin, then go to the room where Ignorance is.

14. wait for the mprog, then head back to the city and look for Azhil, then listen to him

15. Now, the items:

a. On the room 'An Unsafe Hovel' there is a chest of drawers, pick lock it then get the 'clump of purple mold'

b. Go back to the sewers and kill a venomskulk for the 'stomach juices'

c. Now go to the beginning of the area, where there is a corpse of a camel, and 'examine corpse', kill all the spiders then you will get the 'handful of

camel hair'

d. Now, finally, go to the room 'A Slightly Quieter Section of the Market' and buy 10 (4) an ebony stave of .o(slumber)o

e. Now give 1M gold to Azhil (yeah, you read it right 1M!)

f. Wait.

Note before going back switch to sahuagin.

16. Now, go back to Ignorance and give him the acid.

17. After closing the task on Ignorance, go west/up/west, then kill mobs until find Treason's informant (nowhere/nohunt) (P.S.: I found it on the room 'An

Alley and the Taste of Steel'), and assume its form

18. Go to Treason (ws from the Bar) and say 'the word on the streets is rebellion'. Use the opportunity and kill the noble on the room, you will need its

form.

19. Return to the ogre mage and say 'treason', wait for the mprog and say 'voracity'

20. Now go south and 'change noble', go to the nobles' estate, and go to the empyrean noble (2n from the Security Checkpoint, then listen to him.

21. Run swn2w, and kill the drunkard's servant, so you can assume its form, run 2e2n, change to servant's form, and run 2sws.

22. The noble drunkard tells you to get some ale from Treason's tavern. Run to the room 'The Laughing Horse' in the northern slums, buy ale, and return to

the noble drunkard. Give him the ale, 'sit tub', and wait for the mprog.

23. Run nese5sw and buy dove. Run e5nw2n2e, then drop dove. It will come to life, kill it to assume its form and change dove. Go back west, wait for morning

and go up when the window opens (6 am).

24. Go south, and 'steal bacon'. Run nde, and 'change self'. Now run wsu Voracity will ask what your name is, say it, then say 'rebellion'. Wait for the

mprog to finish.

25. Run dnw2se2s5w and.... wait for the mprog! Go east, walking around killing all the rebelling peasants. Go back to Might, and more rebels will spawn, go

east again and start the bloodbath again. Repeat it a few times, and eventually the rebellion will end, and the task closes.

26. Say 'treason' to receive Might's breastplate from Might. Now, go to the rooms east of Might and kill a Werewolf Elite to get its form (Note: If there

are no werewolf elites, and there are Empyrean elites, wait for nighttime).

27. Change to the werewolf form, wear the breastplate, return to Treason, and say 'rebellion'.

28. Go to the Ogre Mage and say 'delusion'.

29. Go back to Treason, but before entering his room 'change self'. Now, as self, enter the room and say 'delusion'.

30. Run n2eswsw2sesw5s2w6s2wn. Wait for the mprog, kill a cultic priest, run back to the ogre mage, and say 'delusion'

31. 'Change self' and go to Tobazi (uw from An Unsafe Hovel) to receive the forged speech.

32. Go to Delusion (south of the High Priest Assistant), and kill him.

33. Now 'switch the speeches' then 'hide the body'.

34. Run to the Ogre mage, wait for the mprog, and GET RID OF THIS GOAL!!!!

Blackrose Protect Kyra. 200 2

1. Go se from the entrance and 'say i will protect you' to open the goal;

2. At the same room, kill the assassins. Note: loot at least one of the assassins for the dagger and the cloak, you will need it later;

3. Now, we mix the goal with the old AQ;

4. Kill the tailor and get a small ball of wool, or steal it from him;

5. Give the wool to the cat, the cat will play with it until a needle pops out;

6. Get all, and you will pick up a needle;

7. Return to the tailor (or wait for repop if you had to kill him); (1834)

8. Hand over the needle, he gives you a bag filled with a white powder;

9. Give the bag to the baker, he tells you ,that you can take the anvil; (1825)

10. Get all, and pick up the anvil;

11. Give the anvil to the Smith he gives you some Well crafted Leg-plates; (1830)

12. Give leg-plates to the gate guard and he drops something, it happens to be a small gold key; (1822)

13. Use the key to unlock the gate all south from the gateguards;

14. Inside is the Mayor, wear the cloak and the dagger, then kill the mayor to complete the task and receive A Black Rose Insignia;

15. Return to Kyra and give her the Black Rose Insignia, still wearing the assassins items;

16. She will transfer you to the other part of the area;

17. Kill the 9 leaders and return to Kyra.

Mayhem Discover the cause of Castle Fal'Shara's troubl 200 1 Done

ARTIFICER'S MAYHEM, THE

1. Run 4n of the entrance and be visible to King Lorn to open the goal.

2. Kill Baryn for the Ring of Controlling

3. Kill Aaryn for the Royal Crown of Fal'Shara and Aura of Binding.

4. Head to Anthalir and kill him for the Ring Of Magius.

5. Kill the Platemail for the Mythril Boots.

6. Kill the Platemail again until you get the Mythril Platemail.

7. Keep killing the Onkiron until you get a set of Mythril Gloves.

8. Kill one of the animated weapons until you get one of the Mythril weapons.

9. Wear the Weapon, the Aura, the Crown, the Gloves, the Boots, Both Rings, and Platemail.

10. Head to the Throne room, be visible, and you walk in, Lorn will give you the key to the chests and 3 pieces of equipment.

11. Run 2se;unlock chest;open chest;get all chest

12. Be visible, run w2n, and give the Fal'Shara to Lorn to close out the goal.

Cove Rid the cove of an ancient evil. 200 2

Note: This goal the "totems" have timers. This means you need to hurry through this goal to complete it.

1. Locate the twitching shaman(49948) and say Yes.

Task 1

2. Locate the village elder(49990) and say Yes.

Task 2

3. Go to the top of the hill, "follow him" to \_\|The Ravine of Bones|/\_(49964), kill a shape shifter, and close Task 1.

Task 3

4. Go to the bottom of the hole, 'dig deeper" to Beneath the web(49976), kill a possessed gather, and close Task 2.

Task 4

5. Go through the water by climbing aboard, finding shelter, opening the hatch, saying how close, to get to "Drowning!"(49984), killing the man-otter, and

close Task 3.

Task 5

6. Go to the village elder with all three totems(a crystalized spider (195), (M) a bone whistle (196), and an abalone shell) in your inventory and be

visible to close Task 5.

Task 6

7. Go to the twitchy shaman with all three totems(a crystalized spider (195), (M) a bone whistle (196), and an abalone shell) in your inventory and be

visible to close Task 6.

Task 7

8. Confront and defeat the Kushtaka by letting the twitchy shaman you are ready.

9. Kill the tendril of evil and Kushataka get the item from the chest in the room.

10. Go to the village elder and say It is done to close out the goal and receive the goal item.

Ketu Help the people of Ketu with the lurking danger 200 1

1. Go to A Forest of Ash and Poplar(35104), get foilgold without dying, find the herbalist(25114), and give foilgold herbalist.

Task 1

2. Take a note to Thain(35132) and give note Thain.

Task 2

3. Go to Within the Great Lair(35145), kill wyrm, get the shimmering dragon scales, return to Thain, and give scales Thain to complete the goal.

Dunoir Battle the evil caged in the bowels of duNoir. 201 3

1. Go to Nesfan in On a wooden ladder(14225), listen to Nesfan, and

Task 1

Task 2

2. Locate Twisted Necromancers and kill them to get your number to 0.

Task 3

3. Locate Insane Mage and kill them to get your number to 0.

4. Once Task 2 & 3 are done, go back to Nesfan to have Task 4 opened.

Task 4

5. Go to A Plant Man, say Soothe the Anthbeast, get a list of the following to return to him:

some mistletoe from the land of the Vikings(Yggdrasil: The World Tree) - Hod, God of Darkness - Mistletoe Dart

a cauldron from an Irish land(Tir na nOg) - Daghda - the Cauldron of Daghda

a branch from the land of were creatures(The Were Wood) - "Entering the Were Wood" - a broken branch

an acorn from a much-loved magical tree(Tree of Life) - a busy squirrel - an acorn

some mint from the perpetual fall(Eternal Autumn) - "In the New Forest" - sprig of mint

frankincense from this mountain(Mount duNoir) - "Path towards doom" - some frankincense

Task 5

6. You need to be evil or neutral to do this part of the goal. Go to the Blacksmith, say Singing Blade, "pilfer supplies", go east, pump bellows, wear

hammer, dual tongs, pump bellows, put ore anvil, hammer ore, after a while you dip blade in basin, and go west to complete Task 5.

Task 6

7. Go to the cell block section, a vicious guard dog has a blood-spattered key for the cells, go to their cells, beckon them to follow you, wear a singing

diaste longsword, look at One of Bhazhat's guards in the cell block, the other one next, be mob-programmed into the cell, kill the torturer(no spells work

here), beckon Cheoj N'Rawn to follow to close out Task 6.

8. Return to Nesfan to open Task 7.

Task 7

9. Go to Bhazhat's cell, enter it kill all the Ntull first, kill Bhazhat, and say When to close out the goal.

Dundoom The Challenge of the Seasoned Adventurer 200 1

1. Locate the a seasoned adventurer and say I will bet you.

Task 1

2. Kill the 3 S's - Snakes, slimes, and spiders! A total of 10 to kill.

Task 2

3. Kill the H.O.G.G.s! (Hobgoblins, ogres, gnolls, and goblins) A total of 20 to kill.

Task 3

4. Kill the dragons of opposite alignment than you. A total of 25 to kill.

Task 4

5. Kill the undead creatures. A total of 50 to kill.

Task 5

6. Kill the golems. A total of 50 to kill.

7. The goal is closed when you go back to a seasoned adventurer.

Reward: Reduces the Aggros attacks.

Crynn Question the faith of Crynn. 200 2

Crynn

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run 2s

run s

retreat e

retreat s

run sd all north 1down

listen wizard

say yes

enter gateway

rt crynn

run s

kill bewitched for claws

runback to wizard

give claws wizard

enter gateway

dor paranoid

give tooth paranoid

listen priest (in room of transfer)

leave

run back to wizard

run snd

kill fallen angel

retreat all down

sa i want to fight for my faith

get to paranoid (recall/door or hunt him)

hunt beast with orbs or crynn i used crynn (priest of darkness)

kill all 4 sets of beasts

bronze/diamond/golden/silver orbs

you get 2 sets, put one set in bag, keep other set out

go down unlock n , n,unlock n , n,unlock n , n,unlock n , n,

listen man

say i have the orbs

hunt crynn more

listen crynn

say question your faith ( BE READY FOR FIGHT)

Complete

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Qong Feed Jack 200 3

1. Locate An unctuous functionary, give it 10000 gold, and type accept to open goal.

2. Kill An unctuous functionary for a Lobster Key to open to front doors of Qong.

Task 1 : Offer a sacrifice to the functionary

1. Return to Gates of Qong, and say 'Yes' with a saleman in the room.

2. Complete Task 2 to close.

Task 2 : Allow the salesman to be able to move

1. You will need to get two a chunk of gorgonzola, broken heart, ba gua, a mirror of mobility, and a mirror of immobility.

2. Locate and kill earth cook for a broken heart.

3. To get those items, copy-paste following text (current rooms is assumed to be bank, and "qong" alias is assumed to take you to qong area from that

room):

with 20000;qong;grok earth;run 2ede2s;buy token;buy token;buy ba;run wd2nuw;vis;say U shopi ma?;say Wok like an Egyptian;say U shopi ma?;say Wok like an

Egyptian;run 3e3n;say U mang ma?;say Wok the dog;say U mang ma?;say Wok the dog;run 3s3e;say U knee ma?;say Wok the wok;say U knee ma?;say Wok the wok;run

3w3s;say U me ma?;say Wok the lime;say U me ma?;say Wok the lime;run 3n;say U lay ma?;say Yea though I wok in the valley of shadow;say U lay ma?;say Yea

though I wok in the valley of shadow;run 2eue2n;say confused;give 'Token Good Faith' alchemist;give 'Stout Pot' alchemist;give 'Intangible Tears'

alchemist;give 'Lithium Syrup' alchemist;give 'Mud Crooked' alchemist;give 'Feverish Dreams' alchemist;give 'Cranberry Bark' alchemist;say confused;give

'Token Good Faith' alchemist;give 'Stout Pot' alchemist;give 'Intangible Tears' alchemist;give 'Lithium Syrup' alchemist;give 'Mud Crooked' alchemist;give

'Feverish Dreams' alchemist;give 'Cranberry Bark' alchemist;give mobility alchemist

Task 3 : Escort the salesman inside to the functionary

1. Return to the beginning, give mobility salesman, a guard is summon to every room.

2. Clear a path to An unctuous functionary for the salesman by killing all the a guard (Path n e s u n e u w n u s w).

3. Push salesman nes une uwn usw to An unctuous functionary. (Be careful, you might case a fight with push.)

4. Kill salesman in front of An unctuous functionary and be teleported to 'Qong!'.

Task 4 : Kill Qong

1. Go west, wear a broken heart, give ba gua and immobility, and kill Qong.

Task 5 : Meet Jack and listen to him

1. Type \*pet lobster and say 'Appetite' for paper key.

2. Open west, go west, and type 'erase crayon'.

3. After being transported, say 'Gorgonzola' to Jack.

\*4. Repeat Task 2, 3, & 4 to get back to Jack.

5. Once back to Jack, give him a chunk of gorgonzola.(In addition, give a low quality wok[nosave portal] to Jack after the goal is finished for a Hot Wok

of Qong[perm portal] or another The Eternal Eye.)

Rewards: The Eternal Eye(201 light owned - 22 dr, 20 str, 2 wis) Raw (The eye is farmable if you say 'Gorgonzola' by making your way back to Jack.)

Sanctum Defeat Meirin'davel and put a stop to her tyran 200 1

1. Go to Commander Sanders, listen to the Commander, and say Yes.

Task 1

1. Go up either the frost or flame halls killing all of either frost or flame mobs and the guard at the end and meet up with Commander Sanders on the other

side to close Task 1 and open Task 2.

Task 2

1. Go north, kill the Angel of Storms, and close Task 2 while opening Task 3.

Task 3

1. Go far north, kill the Meirin's Personal Bodyguards, enter the portal, go north all the way, and kill Meirin'davel to close out the goal.

2. Kill her bodyguards so you will not die as easy.

Sanctum2 Find the answers hidden within the orichalcum. 200 1

Gwillim Rid Gwillimberry of the vermin infesting the to 201 2

Note: Do Task 3 & 4 before completing Task 2.

1. Go to the head gardener(26007), say yes, and the goal will open for you.

Task 1

2. This task will be open throughout the goal.

Task 2

3. Locate the Rat King(26063) and kill him to close out Task 2.

Task 3

4. Locate the rat mystic, listen to it, and say Help me to open Task 3.

5. From here, you will need to make way to the botanical gardens north of the gardener after you buy a ticket for the gardens.

6. While in the gardens, you will need 2 (A Jester's Mask, A ring of the Unseelie, & the Sweat Trick):

a. kill drunken faerie - a Jester's Mask

b. kill cajoling faerie - a ring of the Unseelie

c. kill smiling faerie - the Sweat Trick

7. Wear mask, wear ring, wear sweat trick, find and do the following:

a. a Jester's Mask -> cavorting faerie -> a Jester's Rattle

b. the Sweat Trick -> serious faerie -> a Jester's Harlequin Vest

c. a ring of the Unseelie -> gloomy faerie -> a Jester's Curly Toe Slippers

8. Wear the slippers and vest and go back to Rat Mystic to complete Task 3.

Task 4

9. Locate and give a Jester's Rattle to Littleberry(25979) to close Task 4, but open Task 5 by receiving A Jester's Rattle and a playing card of the

Unseelie Court.

Task 5

10. Go and kill the Rat King.

11. Crawl into tunnel, run 2nw, open north, run ne, open north, run wn2uswdn, enter portal, give a ticket stub to faerie to open the path to the north, go

to the Faerie King, and give a playing card of the Unseelie Court to the Faerie King to close Task 5.

Task 6

12. The Faerie King give you a Joker to give to the Queen to close Task 6.

Task 7

13. Go west all the way, open up, go up, and kill Minch Buganne to close the goal.

Stormhaven Destroy the necromancers. 200 3

1. Go to 'A Large Cell' (cell down from the dungeon guard), say Tell me the story, say I do, and say I'll try.

2. Go to 'The Necromancer's Workshop' and kill Krichel, the white necromancer.

3. Go to 'The Throne of Shadows' (PK) and kill Ozwalt, Lord of Shadows.

4. Go to 'The Throne of the Necromancer' (PK) and kill Sakelth, the black necromancer.

5. Go to 'A Sitting Room' and say Love.

6. Go to Sen'nare Lake area to 'Eastern Shore of the Lake' and collect wildflowers that repop on the ground.

7. Return to Ruins of Stormhaven, head to 'The Castle Kitchen', give the wildflowers to Isabelle, say They are from Zarifa to receive a silky white

handkerchief.

8. Return to 'A Sitting Room', give the silky white handkerchief to Zarifa, and say Kill the white necromancer.

9. Go to 'The Library', listen to the fall knight, and say Weapon for a clue.

10. Go to 'The Tower of Domination', kill the Banshee, look 'Shaganath the Betrayer', wield Shaganath the Betrayer and return to 'The Lord Necromancer's

Chambers'

11. Kill the White Necromancer with the sword.

12. Head to 'The Dark Altar' (PK), say Kill the black necromancer, go to 'The Cleric's Quarters', say Death Lords, and kill the master cleric for the

Armageddon Key

13. Go to 'Atop the Tower of Corpses' (PK) and say Death Lords.

14. Head to 'Atop the Abysmal Tower' (PK), kill the priest, and loot 'an inverted cross'.

15. Go to 'Atop the Tower of Despair' (PK), give the inverted cross to the Bloated Demon, and receive a tainted cross.

16. Find the Zombie Overlord in the ruins and kill to loot a Spear of Corruption.

17. Go to 'A Sitting Room', kill Zarifa, look a key and a magic pocket, unlock the pocket, and take the Necromide from inside.

18. Head to 'The Dark Altar' (PK) with the spear, necromide, armageddon key, and tainted cross in your inventory, give the Necromide to the Dark Priest.

19. Head to the White Castle and kill mobs until you loot a pure soul.

20. Return to 'Atop the Tower of Corpses' and give the soul to the child.

Stormhaven Destroy the necromancers. 200 3

\*\* Goal Added : Destroy the necromancers.

Go to 'A Large Cell' (cell down from the dungeon guard)

Say 'tell me the story' for some blurb

Say 'I do' for more story

Say 'i'll try' to launch the goal

\*\* Task Added : Destroy the necromancers.

Go to 'The Necromancer's Workshop'

Kill Krichel, the white necromancer to launch another task

Go to 'The Throne of Shadows' (PK)

Kill Ozwalt, Lord of Shadows to launch another task

Go to 'The Throne of the Necromancer' (PK)

Kill Sakelth, the black necromancer to launch another task and complete this one

\*\* Task Added : Find a way to kill the white necromancer.

Go to 'A Sitting Room'

Say 'love' to trigger another task. Complete that task

While still in 'A Sitting Room' say 'kill the white necromancer'

Go to 'The Library'

Listen to the fall knight and say 'weapon' for a clue

Go to 'The Tower of Domination'

Kill the Banshee and look 'Shaganath the Betrayer'

Wield Shaganath the Betrayer and return to 'The Lord Necromancer's Chambers'

Kill the White Necromancer with the sword to complete the task

\*\* Task Added : Find a way to get Isabelle to notice Zarifa.

Go to Sen'nare Lake area to 'Eastern Shore of the Lake'

Collect wildflowers that repop on the ground

Return to Ruins of Stormhaven area

Head to 'The Castle Kitchen'

Give the wildflowers to Isabelle

Say 'they are from Zarifa' to receive a silky white handkerchief

Return to 'A Sitting Room'

Give the silky white handkerchief to Zarifa to complete the task

\*\* Task Added : Find a way to kill the black necromancer.

Head to 'The Dark Altar' (PK)

Say 'kill the black necromancer'

Go to 'The Cleric's Quarters'

Say 'death lords'

Kill the master cleric for the Armageddon Key

Go to 'Atop the Tower of Corpses' (PK)

Say 'death lords' to trigger a task

Complete the subtask

Head to 'Atop the Abysmal Tower' (PK)

Kill the priest and loot 'an inverted cross'

Go to 'Atop the Tower of Despair' (PK)

Give the inverted cross to the Bloated Demon to receive a tainted cross

Find the Zombie Overlord in the ruins and kill to loot a Spear of Corruption

Go to 'A Sitting Room'

Kill Zarifa and look a key and a magic pocket. Unlock the pocket and take the Necromide from inside

Head to 'The Dark Altar' (PK)

With the spear, necromide, armageddon key, and tainted cross in your inventory, give the Necromide to the Dark Priest to complete the task and start the

next

\*\* Task Added : Find the nether demon a soul to snack upon.

Head to the White Castle and kill mobs until you loot a pure soul

Return to 'Atop the Tower of Corpses'

Give the soul to the child to complete the task

\*\* Task Added : Destroy the death lords!

Prepare for a tough fight. Max hp/stats SH + plenty of double incompletes will be required

Enter portal

Kill the Death Lord to complete the task

Enter portal to leave incase the bugger repops

\*\* Task Added : Find a way to kill the Lord of Shadows.

Go to 'The Tower of Domination' (PK)

Listen to the Banshee to trigger a task

Go to 'The Grey Tower' (PK)

Listen to the Soul Stealer to trigger another task

Go to 'The Phantom Tower' (PK)

Listen to the Titanic Phantom to trigger another task

Go to 'The Shadow Tower' (PK)

Listen to the Shadow Lord to trigger another task

Complete each of the subtasks in order. WHen the last one is done, this one will close and the last task will open

\*\* Task Added : Break the bracelet holding the screaming banshee.

Go to the ruins a look for the White Guard Commander

Listen to the White Guard Commander and say 'judgement' to receive the weapon 'Judgement'

Return to 'The Tower of Domination' (PK)

Type 'break bracelet' to free the banshee and complete the task

\*\* Task Added : Bring the soul stealer a tasty morsel to eat.

Go to 'The Shadow Tower'

Kill the Shadow Lord and loot Anthalist

Wield Anthalist and go kill mages and clerics in the White Castle until you look a tasty morsel fo the Soulstealer

Return to 'The Grey Tower' (PK)

Give the tasty morsel to the Soul Steal to complete the task

\*\* Task Added : Find something to break the titanic phantom's chains.

Go to 'The Cleric's Quarters'

Kill the Master Cleric and loot 'Albreik, the Divine Hammer'

Wield the hammer

Go back to 'The Phantom Tower' (PK)

Type 'break chains' to complete this task

\*\* Task Added : Free the shadow lord for revenge upon the necromancer.

Go to 'A Magical Emporium'

Give 5000 coins to Idedalrdy for a potion of unbinding

Return to 'The Shadow Tower' (PK)

Give the potion to the shadow lord - he'll give it back and tell you to pour it on the chains

Type 'pour potion on the chains' - the exact wording is important

This completes the task and triggers the last

\*\* Task Added : Return victorious.

Return to 'A Large Cell'

Final task and goal will close

Reward: Most mobs in the area will not aggie you

Reward: Most mobs in the area will not aggie you

Tanra Help to bring peace back to the forests of Tanr 200 1

1. Locate Tahlia in 'Ancient Ruins'(46934), sit, wait for the mprog to finish the tale, and say Yes.

Task 1 : Kill the evil that has taken up residency in the forest.

1. Kill 20 evil creatures in the forest: an evil spider, a cocoon hatchling, strands of webbing (Takes 1 to 2 repops)

2. Return to Tahlia and let the mobprogram play out.

Task 2 : Visit the chieftain in the Skrean village.

1. Locate The village chieftain at 'Village Centre' and say Food.

Task 3 : Find an alternative food source for the Skreans.

1. Collect items from rooms, containers in rooms, and killing mobs:

a. lizard meat - found on a giant lizard in the bridge section

b. a fresh rat carcass - found on a rat in underground section

c. chunks of meat - found on a wombat in the forest

d. a large rack of ribs - found on a wyvern in the bridge section

e. some edible fungi - found in room in underground in 'A cool cave'(46980)

f. parsnip flavoured roots - found on a white ropey vines in underground

g. a handful of blackberries - found in thicket of berries in 'A large crater'(47010)

h. a cluster of yellow fruits - found in tree in 'The rim of a crater'(46998)

i. a deep pink dragon fruit - found in The fruit tree in 'The rim of a crater'(47003)

j. strips of snakes' flesh - found on a baby anaconda in forest/river

2. Return to The village Chieftain and give him all the items.

Task 4 : Return to Tahlia and tell her how the task went.

1. Return to Tahlia, wait for mobprogram, and say 'I will help you find your peace.'

Task 5 : Bring peace to the undead Tanra'veans.

1. Kill 30 undead Tanra'veans: a skeleton, a spectre, a dangerous shadow, a ghostly figure, a shadowy figure, a ghoulish creature. (Takes a several repops)

2. Return to Tahlia and wait for mobprogram to close.

Reward: 200 float(20 dr/hr, 10 str, 5 dex/con) Raw

Amazon Recover the missing artifacts of the Amazon Nat 201 3

1. Locate Solari and say 'Yes, I will help you'.

Task 1 : Seek out Queen Melosa

1. Locate Queen Melosa and say 'Time Staff'

Task 2 : Return Melosa's missing headdress.

1. Locate Minya and buy pepper.

2. Locate Julia and give pepper to her.

3. Locate Martha and give watering can.

4. Fill bowl with water recall to Aylor, run 2s, fill bowl.

5. Return to Amazon and locate Princess Effinee and give her a water bowl.

6. Locate 'Mask Room', open bureau, and get all from it.

7. Return to Queen Melosa and give her the headdress.

Task 4 : Return the time staff to Solari.

1. Locate 'A Dirty Path'(1410) and open north.

2. Kill Aqua Guardian for an Aqua Mirror.

3. Return to Queen Melosa, give her the mirror, and receive it back.

Task 5 : Seek out Jules.

1. Locate Jules in 'Jules' Chamber' and give him the mirror Aqua Mirror.

Task 6 : Bring pearl to Melosa.

1. Be teleported to 'Trial of Ice' room.

2. Kill elder druid for an Icicle Key to open northward to proceed through trials.

NOTE - Galaxia is buff, bring a lot of healing potions!!!

3. Kill Flare to get a Flare Key, open east, and go east.

4. Kill Lucindra to get a Lucid Key, open east, and go east.

5. Kill Moonglow to get an Energy Key and The Time Staff, open east, and go east.

6. Kill Galaxia to get Galaxia's Unholy Whip(Keep for Diamond Soul Revelation AQ) and the pearl of wisdom.

7. Locate Solari and give him the Time Staff.

8. Return to Queen Melosa, give the pearl of wisdom to her, and recieve Shining Aqua Illusion.

9. Locate Andrea and give her Galaxia's Unholy Whip.

10. Return to Queen Melosa, give her I just saved the Time Staff, and all I got was his stupid token, and receive Shining Aqua Light.

Reward: 15 qps, 200 light(22 dr, 20 saves, 15 int) Raw, 200 float(20 dr)

Fens Destroy the curse of the fens. 201 4

Fens

---------------------------

you will need to kill mobs for tokens and kill the nothing for curse pieces

the curse pieces are around 1 in 20 or 1 in 25 random

Tokens are marginally better but not much, plan on being here a few days

Start the goal by listening to the adventurer marked by a green!

you can read text on tokens for clues but here is the list:

metal token give to midget titan

then give skull mug to midget

(skull mug is on bog mucks but random)

water token to dot frog

light token to mold

then give club to mold (from midget titan)

fire token give to blue hornet

earth token give to beetle

wood token give to reed with this description (other reed doesn't work)

(R) Some withered, brown reeds sway gently in the wind.

task will open to kill 45 marshgrasses and other reeds

once you hit 0 left be vis and walk in and out of are 2 rooms s

will autoclose task

air token give to dragonfly

shadow token give to snipe then attack snipe

he will want you to chase him around area, so hunt him til snipe is dead.

rest of tasks involve killing the nothing and giving the curse pieces to the mobs from old aq

random for curse pieces is around 1 in 25

random on giving curse to mobs is around 1 in 5

Old Fens

1. You MUST be a maxed SH with plenty of brewed Complete Heals or alot of healers.

2. In order to do this you will have to defeat the Black Nothing room entirely.

3. The Black Nothing hits incredible hard and the Souless mobs next to him aren't a pushover either. On top of that you must be prepared for the random

teleport to another room in fens that the black nothing loves to do to you.

4. If you shall actually kill the Souless and The Black Nothing there are some nice rewards. Sometimes(Oh how we love low randoms) At times one of the

Souless Mobs will pop the area portal.

+-----------------------------------------------------------------+

| Names : dreary hole despair |

| Desc : a dreary hole of despair |

| Type : Portal Level : 200 |

| Worth : 100 Weight : 5 |

| Wearable : take hold |

| Flags : glow hum magic no-locate melt-drop held |

+-----------------------------------------------------------------+

5. Even more rare times The Black Nothing will pop a piece of the broken curse.

+-----------------------------------------------------------------+

| Names : lmnkp piece broken curse |

| Desc : a piece of a broken curse |

| Type : Trash Level : 400 |

| Worth : 0 Weight : 500 |

| Wearable : take |

| Flags : evil magic no-locate melt-drop donated held |

+-----------------------------------------------------------------+

6. You can give the curse item to certain mobs and get a piece of tier eq randomly seems to be 30%. Below are the following rewards.

Give to Blue Hornet and you will get.

+-----------------------------------------------------------------+

| Names : broken curse |

| Desc : a broken curse |

| Type : Armor Level : 280 |

| Worth : 25,000 Weight : 100 |

| Wearable : take finger |

| Flags : invis magic no-locate burn-proof held |

+-----------------------------------------------------------------+

| Armor : Pierce : 85 Bash : 85 |

| Slash : 85 Magic : 65 |

+-----------------------------------------------------------------+

| Stat Mods : Save vs spel : +8 Luck : +2 |

| Dexterity : +2 Intelligence : +2 |

| Strength : +2 Hit roll : +24 |

| Damage roll : +24 |

+-----------------------------------------------------------------+

Give to Dragonfly and you will get.

+-----------------------------------------------------------------+

| Names : abysian maledictions |

| Desc : Abysian Maledictions |

| Type : Armor Level : 280 |

| Worth : 5,000 Weight : 10 |

| Wearable : take wrist |

| Flags : invis magic no-locate burn-proof held |

+-----------------------------------------------------------------+

| Armor : Pierce : 100 Bash : 100 |

| Slash : 100 Magic : 100 |

+-----------------------------------------------------------------+

| Stat Mods : Hit roll : +10 Save vs spel : +23 |

| Strength : +4 Damage roll : +23 |

| Intelligence : +3 |

+-----------------------------------------------------------------+

Give to Blood Beetle and you will get.

+-----------------------------------------------------------------+

| Names : stir of shadows |

| Desc : stir of shadows |

| Type : Armor Level : 260 |

| Worth : 5,000 Weight : 40 |

| Wearable : take waist |

| Flags : invis magic no-locate burn-proof held |

+-----------------------------------------------------------------+

| Armor : Pierce : 125 Bash : 125 |

| Slash : 125 Magic : 125 |

+-----------------------------------------------------------------+

| Stat Mods : Save vs spel : +10 Damage roll : +28 |

| Wisdom : +6 Hit roll : +28 |

| Strength : +2 Luck : +2 |

| Intelligence : +3 |

+-----------------------------------------------------------------+

Give to Dot Frog and you will get.

+-----------------------------------------------------------------+

| Names : cover darkness |

| Desc : the cover of darkness |

| Type : Armor Level : 240 |

| Worth : 5,000 Weight : 20 |

| Wearable : take body |

| Flags : invis magic no-locate burn-proof held |

+-----------------------------------------------------------------+

| Armor : Pierce : 80 Bash : 80 |

| Slash : 80 Magic : 60 |

+-----------------------------------------------------------------+

| Stat Mods : Save vs spel : +10 Damage roll : +24 |

| Intelligence : +4 Strength : +5 |

| Dexterity : +5 Wisdom : +5 |

| Hit roll : +6 |

+---------------------

Complete

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Firenation Join the Fire Nation military. 201 3

Firenation

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1. Go to recruitment office and type 'enlist'

2. Go to the sergeant in the military base to the south.

3. Find the bones of a weary explorer in the first part

4. Get the locket from the corpse and give it to the explorer.

5. Go back to the sergeant and give him the letter.

6. Go to the general.

7. Kill Eiano the lost in the mountain and Huro the traitor in the dungeon (door to huro keyword: steel) Hint: open steel at prison guard

8. Return to the general and say 'they are dead'.

9. Go to Unai Davi, hes near the sergeant.

10.Kill the protecter of the forest at the heart

11.Go to the temple room with sacred flame and type 'light branch' (Before the Sacred Flame)

12.Type 'burn forest' in all the forest rooms and get ashes when you do the last room

13.Give ashes to Unai Davi.

14.Go to Trythan and say 'haven'

15.Kill 10 mobs inside the volcano part (the lava mobs don't count)

16.Ok, there are 3 different 'dragons' each one gives a different end item.

16a)Sokhenai - (the middle of the volcanos) gives 'Mark of Fire'

16b)Chalrai - (the volcano in the village) gives 'a flaming torc'

16c)Rei - (the volcano in the volcano) gives 'a Dragon Tattoo'

17)Once you get the head you want, give it to Trythan and goal is complete.

NOTE: There are multiple items that are farmable, to do so you must kill a dragon

again and give the head to Trythan. There is also a red gem item that I'm assuming

is going to be utilized in another goal that hasn't been done yet. No need to hang

onto it though because you can just get another one.

Complete

---------------------------

Gwillim Rid Gwillimberry of the vermin infesting the to 201 2

Note: Do Task 3 & 4 before completing Task 2.

1. Go to the head gardener(26007), say yes, and the goal will open for you.

Task 1

2. This task will be open throughout the goal.

Task 2

3. Locate the Rat King(26063) and kill him to close out Task 2.

Task 3

4. Locate the rat mystic, listen to it, and say Help me to open Task 3.

5. From here, you will need to make way to the botanical gardens north of the gardener after you buy a ticket for the gardens.

6. While in the gardens, you will need 2 (A Jester's Mask, A ring of the Unseelie, & the Sweat Trick):

a. kill drunken faerie - a Jester's Mask

b. kill cajoling faerie - a ring of the Unseelie

c. kill smiling faerie - the Sweat Trick

7. Wear mask, wear ring, wear sweat trick, find and do the following:

a. a Jester's Mask -> cavorting faerie -> a Jester's Rattle

b. the Sweat Trick -> serious faerie -> a Jester's Harlequin Vest

c. a ring of the Unseelie -> gloomy faerie -> a Jester's Curly Toe Slippers

8. Wear the slippers and vest and go back to Rat Mystic to complete Task 3.

Task 4

9. Locate and give a Jester's Rattle to Littleberry(25979) to close Task 4, but open Task 5 by receiving A Jester's Rattle and a playing card of the

Unseelie Court.

Task 5

10. Go and kill the Rat King.

11. Crawl into tunnel, run 2nw, open north, run ne, open north, run wn2uswdn, enter portal, give a ticket stub to faerie to open the path to the north, go

to the Faerie King, and give a playing card of the Unseelie Court to the Faerie King to close Task 5.

Task 6

12. The Faerie King give you a Joker to give to the Queen to close Task 6.

Task 7

13. Go west all the way, open up, go up, and kill Minch Buganne to close the goal.

Hades Save the lady Gwen from Hades. 201 3 Open

Task 1

1. At the dying warrior say 'yes i can help you' for gold bough.

Task 2

2. Go north and sit altar and type 'worship hermes' to get inside.

Task 3

3. Find Agonia and kill him for the key to death.

4. Find Thanatos and kill him for the A black flowing robe and Golden Obol(AQ Part At A Certain Level).

5. Unlock north with the death key and go in and give the gold bough to Gwen to get a Potion of Youth.

6. Find Geras and give the potion to him for a Cure Disease Potion.

7. Find Astheneia and give the potion to them for the a small loaf of bread.

8. Find Peina and hand over bread for a leather waterskin.

9. Find Dipsa and give the waterskin to them for the key to eternal sleep.

10. Find the room with the tree stump and open north and go in you will be put to sleep, wake and kill Hypnos for a Horn of Sleep.

11. Find Anisychia and give the horns to them for a Rod of Eternal Peace.

12. Find Marazi and give the rod to them for the gold coin.

13. Go back to Agonia and kill Agonia while wearing the black robe and he will take the coin and robe and give you the real black robe of death.

14. Return to the beginning after a repop and get another bough.

15. Go to the portal grove and enter to find the mentha plant on the ground, get it and reenter the underworld.

16. The little boy will be wandering the underworld, give him the mentha plant and he will give you a key and ask you to go to the cottage.

17. Find the Cottage and enter, you will be asked to give the key back to his mother, give her the key and you will get a Necklace of Hope.

18. While wearing the Robe and necklace head to Gwen again, and give her the bough again, she will recognize you as death and give you the portal Golden

Obol as thanks.

Reward: Golden Obol(Portal for Area), A Necklace of Hope(neck - 10 dr & 15 str), A black flowing robe of Death(body - 20 dr & 15 con)

Hades2 Prove you are worthy. 190 2 Open

Task 1

1. Locate The Elm tree.

2. While wearing a Necklace of Hope and black flowing robe of Death and Golden Obol in your inventory, rest in the room, and you will receive a Leaf of

False Dreams.

3. Go back to Hypnos wearing the necklace, robe, leaf, and Golden Obol in your inventory. Kill Hypnos and he will give you a Branch dripping with the Dew

from the River Lethe.

Reward: a Leaf of False Dreams(210 float - 20 dr/hr/save) & a Branch dripping with the Dew from the River Lethe(210 light - 20 con, 17 dr, 15 hr, 3 dex)

Horizon Pierce the illusive magic corrupting the horizo 201 2

Horizon

---------------------------

run ws

listen orfall

say help

run nees

say orfall

kill mobs till you get the "singular coin" message

run nwnn3e (this is where i found it)

run 3w;.burrow south;run ses

give 1 gold kath

run n2ws

say kathell's approval

run ne2nwnwnw5n2w7s

portal to desert prison then run w2ne3n5enuws

run ne2nwnwnw5n2w7sd

kill stuff till all three tasks done

say permission sidur - at vrek

say vrek - at orfall (nw side of entrance)

run nees

say vrek - at kathel

CHOICE pick a joke to do lemonade or tripwire, I chose tripwire

\*\*\*TRip whire\*\*\*

say tripwire at kathel

run nw2nen

get carrot (A fresh Green Carrot!)

run 2ws2w (Just Deserts)

give carrot rabbit - get rotten green carrot

from just deserts run 7n2w5s

drop carrot;set a trap

\*\*\*\*End trip wire\*\*\*

BOSS FIGHT FUCKIN HARD

say permission sidur - at vrek (with no dwarves in room)

Complete

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Imperial Overthrow the Imperial Nation. 201 3

Imperial

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NEED FULL PUPS! -atleast 20k hp and lots of double incomps.

1. Say 'overthrow the imperial nation' at Adoy.

2. Say 'join the rebellion' at the rebel leader.

3. Buy 4 shots of arak from the bar.

4. Go to the castle and give them one at a time to the imperial officer. (Officer's Room)

5. Go kill Odlan Naissarlic.

6. Give the Imperial Token to the Rebel Leader

7. Kill all these mobs:

A) Drath Ader

B) Mawret

C) Rissa

D) Jereck

E) Kimalt

F) Emperor Paliste

G) Y'ardiss Earthbreaker

8. Go back to the rebel leader and say 'Seven are destroyed'

9. Go to the Mad Scientist Lair and kill 10 of the mobs in the hallway right after you enter the laboratory.

10. Kill the Mad Scientist you will get transed to another 'form' of him.

11. Kill that mob too

12. Go back to the rebel leader and say, 'I have destroyed the mad scientist and his creations.'

Complete

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Inferno Hero, have you heard the legend of the Inferno? 201 4

Inferno

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The Inferno is extant! Recent reports have been heard across the land, confirming the opening of another gateway to the land of ancient power. A withered

storyteller has been seen wandering Aylor, telling any who will listen about this mystic land.

All sources agree - power is to be had if the realm could be tamed by a group of powerful adventurers. Will you brave the Inferno?

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Difficulty : Very Hard

Recommended Level: 201

Minimum Level : 200

Maximum Level : 201

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Journey To The Inferno is an Epic area created by Quadrapus that loosely follows Dante's Inferno from the Divine Comedy. The area requires quite a large

group for alot of it. Unless I state otherwise consider all of this needing 20 plus.

1. At Alai type 'ask' to open the goal and to recieve the first two tasks.

2. First thing to do is to clear the room two east of Alai and then south of that room, Once these are clear the entire party will go back north and type

'stare spire'.

3. Once the whole party is in here, the group holder will attempt to go noth, after a brief wait the entire party will be sent to the crypts.

4. Someone who is organizing needs to go east and south and look rune and make note of shape and color.

5. Once all are in, the group holder will move the party east and north, in this room is a shade. Make sure everyone understands they need to be fast and

then the entire party(or those who need Medallions) will 'greet shade' for an

Ash-Covered Medallion, wear them immediately and don't remove it.

6. Now all will be back on the bridge, and possibly kicked out, do not worry the bridge will reopen. This is how the bridge has to be approached. The group

has to manually move together across the bridge, so if the lead tank goes east all

of the group has to manually go east. You need to clear the mobs from the rooms east and south, try to make sure the group clears all of them.

7. Once on the other side, clear the rooms there and then its time to challenge Charon. Charon will call waves of mobs so make sure to have group aim off of

Charon and kill the mobs as they come. Once Charon dies he will leave a lantern

on the ground, make sure someone picks it up.

8. Now give the Lantern to someone with over 551 Int and Wis, they will id the Lantern and report the shape and color of the Rune, then give it back to the

organizer.

9. Two north from where Charon died is the room to drop the Lantern. The Lantern is melt drop so make sure you are in the right room. The desc will mention

a place to put a Lantern. Once you drop it, the door down from Charon will open

and now if 3 or more wait at Alai he will transport you across the bridge.

10. Now for the Battlefield, down from Charon is a bat, at this bat the main tanks will manually move south and call for party to join, once you manually go

south Task 3 will open. Now to clear the battlefield. The first crucial part in this

is the fact you have to have a Medallion and be wearing it to participate here. If not, the Sentries will call alot of Orc Troopers which are a pain and

will kill alot of the group. First thing is first, clear the room with the spring. Someone with over 551 Int and Con will 'drink spring' and report the

shape and color to the organizer. From here the group will move to clear all the rooms without the demonlords. The Demonlords are swsw from south of bat,

swswsw from south of bat, se from south of bat, sese from south of bat, and 5s from south of bat.(Also ignore the room right next to the 5s one) Once all

those rooms are clear we can begin on the Demonlords.

11. Minos is located swsw from south of the bat, during this fight he may randomly throw people around which is why it was crucial to clear the mobs, if you

land in a room with mobs word of recall out asap. Other than that, Minos is the

easiest of the Demonlords, once he is dead, head to the room with the rubble blocking east and up.

12. Once there, clear up, then the three west rooms, then the two up rooms to clear some of the archers. Now back to the bottom and clear out the east and

two north rooms. Once clear, the organizer will 'look barrel' and make note of the shape and color of the Rune.

13. Now for Plutos, before anything, you must organize two tanks to first hold Plutos' room then to have another tank go east of him, then whole party will

clear that room. Once it is clear we are ready for Plutos.

14. Now Plutos is to be treated like Asverien in OC. He will call three different waves of mobs. His room is no quaff so healers will have to go east and

quaff. It is crucial to not dispel Plutos and when the wave of mobs come that all aim off Plutos and kill the mobs, to do this you will have to retreat east

and come back. More importantly is that Plutos will eat someone randomly. If you are eaten do not panic, it is up to you to 'look rune' and report to

organizer the shape and color for the Rune. Also do not touch anything in there as 'touch rune' will reset and require us to kill Minos again. Once the

three waves are done, you can dispel Plutos and kill him.

15. Now it is time for Geryon, she is located se of south of the bat. The first thing to do is to clear the mobs around him and then have the party retreat

west and Geryon reheal to 100%. Now the key to Geryon is time, she must be defeated in under three minutes. She is immune to acid, air, cold, earth, energy,

fire, light, electric, mental, shadow, sonic, and water, so make sure you have the proper weapons on. Also dispel her quick, if the party is strong enough

you should clear her out.

16. Now it's time to kill Malebranche. He is located five south of the bat, there isn't much to him except you cannot flee or retreat from him. If you

managed Plutos then this is a piece of cake.

17. Now to head to the room with the rubble blocking west. Clear out the last of the archers in the parts to the west and the two barrel rooms. In the room

with the second barrel organizer will 'look rune' and make note of the shape and color.

18. Now we are ready for Nimrod he is located 2sese from south of the bat. He also like Plutos must be approached like Asverien, Nimrod has four waves and

the special thing here is to not quaff or recite in his room or else he will massively blind everyone. As before it is crucial to make sure noone dispels

Nimrod and aims off of him and kills the wave of mobs before the next wave, this is especially important for wave three and four as fourth comes soon after

the third. Once all four waves are done, dispel and finish off Nimrod. The person landing the killing blow will get Enlightenment, give this to the

organizer.

19. Now the group holder will lead the group to the gargoyals by where Malebranche was. Make sure to pick up anyone who died first via the Alai transfer.

Once everyone is at the Gargoyal the organizer will give the Enlightenment to the

Gargoyal and the group holder will enter the gateway and Task 3 will close and Task 4 will open. Now time for the Great Hall. Everyone can take turns

exploring the up room and all of the Great Hall rooms. But do not touch anything in the up

room. Also at this time Alai will begin to now send three or more directly to the Great Hall.

20. Now once everyone is ready to solve the Great Hall puzzle, the lowest hp/tier person will go up and will become the controller. Each room has a Rune you

can see by 'look rune' it is crucial to find the six Runes from privious parts. Once

you do you must plan the route for the orbs. Keep in mind a red orb can not cross a room a blue orb is already in or it will create a Supernova mob. Now it

is important to make sure autoass is off and if anyone at anytime is fighting an orb to have them flee off asap. When ready and the plan is known the

controller will touch the red of blue crystal. The way this works is the opposite color orb must be placed on one of the six Runes, in doing this you will

have to decide which rooms to be cleared of mobs to make it easier for someone with no weapons on to push the orbs into the correct rooms, this can be done

without having to clear out alot of the rooms. Once all six are placed, the controller will touch the green crystal and an explosion will shoot the party

two north of center and all mobs will disappear. Keep in mind that at random times the green crystal will break before all orbs can be placed. If this

happens wait for two minutes and a message will let you know that the mobs have disappeared. Just start over from begining of orb puzzle.

21. Once the orb puzzle is done the down door will be open, inside is a noquaff, nomagic room with a Guardian. The key to this is to establish some "up

healers" just like Asverien and a tank rotation. Those hitting will need to go up and

say "heal" for the healers to heal them, make sure the tank gets to come up too at times. If this is done right the Guardian will die, which will open an

archway south, east, and east from the center, the group holder will take the

party there and enter the archway. Now Alai will begin to send people directly to the underground river.

22. Next part requires everyone to gather at the well, from here the party will go west and meet Artisural, The Skeleton Lord. He will give you the rules of

the next part. If you forget you can 'bow artisural' to see them again. Now this part

will require alot of organization. As the goal here is to hold the center, south, north, up, and down rooms. Now this becomes more tricky thanks to the fact

that the north room is noquaff, and the south room is noquaff and nomagic. The key here is to divide up the group with two tanks per room, and as many

healers as possible with keeping in mind an extra tank for south and extra healers for south and north to make up for having to move to heal and quaff. Once

ready you must count down and have the tanks move first to their assigned rooms and once the test begins the healers will go to their assigned rooms and

heal. The goal is to keep at least one person in all 5 rooms at all times, if one room empties you will be rewarded with another explorable room and like

twenty mobs that will kill the whole party. Once you begin the rooms with get 2-3 minor mobs and one boss mob. South room boss is Jacob, North room boss is

Robert, Down room boss is Emile ,Up room boss is Victor, and Center room boss is Artisural, The Skeleton Lord. Once all rooms are clear the last mob will

give a key that opens west of center.

23. Now move the group west to the well and enter the well, at this point you will enter a room with a mob named Kaare, Alai will now transport you here. In

order to close Task 2 and continue you must 'nod Kaare'.

24. This next part again requires proper planning, you have to send 3 "sacrifices" out one each to east, west, and south. Once they go in place healers will

also go to those rooms where the main tank will move to Death's room. The other t9s who are not a "sacrifice" also move to Death's room. If any of the

"sacrifices die, stand up, or move, then the whole party will be sent to Aylor. Noone dispels Death as this has to be done Asverien style like Plutos and

Nimrod. When mobs come everyone must retreat off of Death and come back and rescue one of the wave mobs off. When someone needs healing they will retreat

out of Death's room and get healed by one of the healers with the "sacrifices". Waves come around 85ish, 75ish, 60ish, 45ish, 25ish, and 15ish. Continue

with the strategy until Death is dead.

25. Once Death is dead a portal will open and Khrysta will appear and talk to you. Inside the gateway will have a 'helprewards' with this message.

A loud voice fills your head:

Congratulations on making it this far, adventurer.

You will be rewarded for traveling this close to the Inferno.

You will be given a reminder of your journey here. Each subsequent journey will change the markings on that stone. Do not attempt to alter those markings by

any means - you will lose what you have attained.

There are five ranks to climb here. Each has special rewards and advantages. Higher ranks also give rank rewards more frequently than lower ones.

Some objects here have magical properties that can only be ascertained through a spell like identify.

Again, congratulations. Now prepare yourself for the fright of your life.

26. Make sure everyone is ready and wearing medallions and enter gateway, open down and go down and 'bow Burakumin' to finish goal and area. Rewards are

Random.

Rewards

Everyone gets a Lodestone to mark their progress

(From Death no idea what it is yet)

+-----------------------------------------------------------------+

| Keywords : Seal Inferno Flame |

| Name : the Seal of Flame |

| Id : 244175490 |

| Type : Treasure Level : 201 |

| Worth : 2,000 Weight : 5 |

| Wearable : hold |

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

+-----------------------------------------------------------------+

| Stat Mods : Hit points : +500 |

+-----------------------------------------------------------------+

Non Rank

A Blank Chaos Portal

+-----------------------------------------------------------------+

| Keywords : Spark from the Inferno |

| Name : ^^^^ A Spark from the Inferno ^^^^ |

| Id : 244178827 |

| Type : Treasure Level : 200 |

| Worth : 2,000 Weight : 1 |

| Flags : glow, hum, magic, burn-proof, nolocate, V3 |

| Owned By : AQer |

| Found at : Journey to the Inferno |

+-----------------------------------------------------------------+

(This can be turned into an imm for different rewards, ive seen one for a summon life)

+-----------------------------------------------------------------+

| Keywords : Small Ruby Earring |

| Name : a Small Ruby Earring |

| Id : 244178587 |

| Type : Armor Level : 200 |

| Worth : 2,000 Weight : 20 |

| Wearable : ear |

| Flags : invis, magic, burn-proof, nolocate, auctioned, V3 |

+-----------------------------------------------------------------+

| Stat Mods : Hit roll : +18 Saves : +2 |

| Strength : +5 Intelligence : +5 |

| Dexterity : +2 |

+-----------------------------------------------------------------+

| Resist Mods: All magic : +8 All physical : +11 |

+-----------------------------------------------------------------+

+-----------------------------------------------------------------+

| Keywords : Undead Eyes |

| Name : Undead Eyes |

| Id : 244178666 |

| Type : Treasure Level : 200 |

| Worth : 2,000 Weight : 20 |

| Wearable : eyes |

| Flags : invis, magic, burn-proof, nolocate, V3 |

+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +24 Dexterity : +4 |

| Constitution : +4 |

+-----------------------------------------------------------------+

| Resist Mods: All magic : +8 All physical : +11 |

+-----------------------------------------------------------------+

+-----------------------------------------------------------------+

| Keywords : Heat Scarred Feet 230feet |

| Name : Heat-Seared Feet |

| Id : 244178607 |

| Type : Armor Level : 230 |

| Worth : 2,000 Weight : 23 |

| Wearable : feet |

| Flags : invis, magic, held, burn-proof, nolocate, V3 |

+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +22 Intelligence : +15 |

| Luck : +8 |

+-----------------------------------------------------------------+

| Resist Mods: All magic : +10 All physical : +13 |

+-----------------------------------------------------------------+

+-----------------------------------------------------------------+

| Keywords : Blood Stained Mail 250body |

| Name : Blood Stained Mail |

| Id : 244178605 |

| Type : Armor Level : 250 |

| Worth : 1,000 Weight : 25 |

| Wearable : body |

| Flags : invis, magic, burn-proof, nolocate, V3 |

| Found at : Journey to the Inferno |

+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +28 Strength : +10 |

| Dexterity : +5 Luck : +10 |

+-----------------------------------------------------------------+

| Resist Mods: All physical : +14 All magic : +11 |

+-----------------------------------------------------------------+

+-----------------------------------------------------------------+

| Keywords : Cloak of Darkness 255back |

| Name : Cloak of Darkness |

| Id : 244178781 |

| Type : Armor Level : 255 |

| Worth : 2,000 Weight : 26 |

| Wearable : back |

| Flags : invis, magic, held, burn-proof, nolocate, V3 |

| Found at : Journey to the Inferno |

+-----------------------------------------------------------------+

| Stat Mods : Saves : +28 Damage roll : +26 |

| Constitution : +10 Luck : +6 |

+-----------------------------------------------------------------+

| Resist Mods: All magic : +10 All physical : +14 |

+-----------------------------------------------------------------+

+-----------------------------------------------------------------+

| Keywords : blood shot bloodshot eyes |

| Name : Bloodshot Eyes |

| Id : 244178487 |

| Type : Armor Level : 271 |

| Worth : 2,000 Weight : 28 |

| Wearable : eyes |

| Flags : invis, magic, burn-proof, nolocate, V3 |

| Found at : Journey to the Inferno |

+-----------------------------------------------------------------+

| Stat Mods : Hit roll : +2 Intelligence : +10 |

| Damage roll : +32 Wisdom : +10 |

| Dexterity : +10 |

+-----------------------------------------------------------------+

| Resist Mods: All magic : +12 All physical : +16 |

+-----------------------------------------------------------------+

+-----------------------------------------------------------------+

| Keywords : Bronze Leggings 291legs |

| Name : Bronze Leggings |

| Id : 244178815 |

| Type : Armor Level : 291 |

| Worth : 2,000 Weight : 30 |

| Wearable : legs |

| Flags : invis, magic, burn-proof, nolocate, V3 |

| Found at : Journey to the Inferno |

+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +37 Saves : +15 |

| Strength : +5 Intelligence : +10 |

| Dexterity : +10 |

+-----------------------------------------------------------------+

| Resist Mods: All physical : +16 All magic : +12 |

+-----------------------------------------------------------------+

Rank1 Rewards

+-----------------------------------------------------------------+

| Keywords : Grasp Demonlords Rank1Wrist |

| Name : the Grasp of the Demonlords |

| Id : 244178399 |

| Type : Treasure Level : 200 |

| Worth : 2,000 Weight : 6 |

| Flags : invis, magic, burn-proof, nolocate, noreown, |

| : heroonly, V3 |

| Owned By : AQer |

| Found at : Journey to the Inferno |

+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +25 Strength : +3 |

| Intelligence : +5 Dexterity : +5 |

| Constitution : +5 Mana : +100 |

+-----------------------------------------------------------------+

Complete

---------------------------

Mistridge Become a Friend of the Elves in Mistridge. 201 3

1. Locate Duke Terwillow and say 'Willing to help' to start goal.

Task 1 : Learn mastery of earth magic.

1. Locate Elder Kryjin and kill in 'The Circle of Elders'(4470).

Task 2 : Learn mastery of fire.

1. Locate Elder Shandri in combat and kill in 'The Circle of Elders'(4470).

Task 3 : Learn mastery of air.

1. Locate Elder Kinnya in combat and kill in 'The Circle of Elders'(4470).

Task 4 : Learn mastery of water.

1. Locate Elder Kissoon in combat and kill in 'The Circle of Elders'(4470).

Task 5 : Learn mastery of spirit.

1. Open up, let mobprogram run, Elder Avalaine attacks, and kill her for the task to be completed.

Task 6 : Get a meat pie for Duke.

1. Locate The Mistridge Cook, say Meat pie, and Task 8.

2. Complete Task 8 and 9 to close this Task.

Task 7 : Find Mist wine for Duke.

1. Locate Lohr and say 'Mist'.

2. Complete Task 10 and 11.

3. Return to Duke Terwillow and give him the Bluish-Purple ::MIST::.

Task 8 : Gather ingredients for Scotty.

1. Locate and kill a laying hen for a golden egg in 'The Chicken Coop'(4459)

2. Locate and kill a goose for large g00se egg in 'The Pasture'(4458)

3. Locate and kill a pig for raw bacon in 'The Pig Sty'(4485)

4. Locate Young farmer, say 'Mushrooms', and have a task added.

5. Give a golden egg, large g00se egg, raw bacon, and a group of Pekoe mushrooms to The Mistridge Cook.

Task 9 : Get Pekoe mushrooms.

1. Locate a stubborn mule and 'trim hooves'.

2. Get a group of Pekoe mushrooms.

Task 10 : Find and kill a dragon!

1. Locate and kill Felix Necromius for A Small Key Made of Bone.

2. Locate and kill Skeletal dragon.

3. Go south 'examine rack' for Bluish-Purple ::MIST::.

Task 11 : Kill a lich if you find it!

1. Locate and kill Lich Aura.

Task 12 : Find items for Duke's wonder potion.

1. Complete Task 14 & 15 for first part of this task.

2. Kill Vulcris for gizzard.

3. Go to 'The Landing'(4434) and get a bit of RAW VIS.

4. Go to 'The Library'(4416) and get elemental tome from The tall bookshelves.

5. Kill A tome guardian for a smoke ghost armor in the same room.

6. Locate and kill a rage storm for Eye of the Storm in 'Lost in Astral Planes'.

7. Return to Duke Terwillow, give gizzard, a bit of RAW VIS, elemental tome, a smoke ghost armor, and Eye of the Storm to him, and closes the task.

Task 13 : Kill Felix.

1. Locate and kill Felix Necromius.

Task 14 : Kill owls for Vulcris!

1. Locate Vulcris in Vulcris' Sanctum(4441).

2. Kill 13 'an owl'(takes a few repops).

Task 15 : Return to Vulcris for a reward.

1. Return to Vulcris, nod Vulcris, and receive Owl Lure(hold it when killing owls in the area and they will not run)

Task 16 : Find a spell box for Duke.

1. Locate the a bronze box in 'The Cellar'(4448) and get the box.

2. Return to Duke Terwillow, give the box to him, and the close the goal.

Reward: Owl Lure(hold it when killing owls in the area and they will not run) and the mobs in the forest do not attack you.

Nyne Chapter 3: Lotus Reborn 201 3

Nyne

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Nyne Woods (ill give you all three since i was missing an earlier goal)

The goal is somewhat annoying in some spots because you have to kill a mob

the wrong way, then go back after a repop and kill it the right way.

1-find A Mysterious Man and say I accept your terms (Delgar note: usually near the entrance, scannable, but not whereable or huntable)

\*\* Task Added : Defeat Damian For Good

\*\* Task Added : Check In With Jumpsteady

\*\* Task Added : Ask The Matron For Help

2- run eessee;say I am here to help (Delgar Note: find JumpSteady, through door from entrance run ses, then east)

\*\* Task Added : Gather Up Some Fox Furs

3- kill foxes for furs (you need 10), go back to jumpsteady and say I am done.

\*\* Task Done : Gather Up Some Fox Furs

\*\* Task Done : Check In With Jumpsteady

4- goto The Nyne Matron, say help

\*\* Task Done : Ask The Matron For Help

\*\* Task Added : Gain The Favor Of The Duke

\*\* Task Added : Gain The Favor Of Shaggy

\*\* Task Added : Gain The Favor Of Bones

\*\* Task Added : Gain The Favor Of Hektik

\*\* Task Added : Gain The Favor Of Jaymo

\*\* Task Added : Gain The Favor Of Grundy

For tasks you will use the custom exits located in the museum 2sw of

the matron. Type exits, to see the keywords. Note, it may be useful

to alias saying The Lotus grows where the roses pass, as you will say that

alot.

During tasks 5-9, you kill a mob you need for a later task, basically

you kill the mob wrong, then have to go back and kill it right.

Task 10 needs to be done after task 5

Task 11 needs to be done after task 6

Task 12 needs to be done after task 7

Task 13 needs to be done after task 8

Task 14 needs to be done after task 9

5- From Museum, Read Flier, go 3ne (aggros)

say The Lotus grows where the roses pass.

Then go 2w and kill The Juggla

\*\* Task Added : Find A Way To Get The Juggla To Drop His Heads

6- From Museum, Tear ticket, goto the NE corner.

say The Lotus grows where the roses pass.

kill the ringmaster

\*\* Task Added : Look Elsewhere For The Elven Whiskey

7- From Museum, Turn the crank

run ese.

say The Lotus grows where the roses pass.

run wnwnu, kill box.

\*\* Task Added : Find A Way To Lubricate The Crank

8-From Museum... rub the lamp, find Hektik

say The Lotus grows where the roses pass.

Find The Great Magician, kill him.

\*\* Task Added : The Great Magician Hates Sand

9-From Museum...open the chest, find jaymo

say The Lotus grows where the roses pass.

kill The Jackyl Brothers.

\*\* Task Added : Try Again To Put Out The Jackyl Brothers

Find an odd mage, say info, he will tell you of a water sword.

10- From Museum, Read Flier, french Temptress, goto the Juggla, and

type "Show picture"

\*\* Task Done : Find A Way To Get The Juggla To Drop His Heads

then go 2e,

\*\* Task Done : Gain The Favor Of The Duke

11-Find Carpatia, in the inn.

say whiskey

give 5000 coin carpatia

You receive Some Vintage Elven Whiskey from Carpatia.

\*\* Task Done : Look Elsewhere For The Elven Whiskey

(go 2e and kill MR. club for liquid blade while your here, task 14)

Go back to shaggy (run sswn3wsdwsw;tear ticket;run en)

and give them the whiskey

\*\* Task Done : Gain The Favor Of Shaggy

12-From Museum,

Turn the crank

run es;give 5000 coin bearded;run nwnu;turn the crank

\*\* Task Done : Find A Way To Lubricate The Crank

run dsese (return to bones to close task)

From Museum, Tear ticket

\*\* Task Done : Gain The Favor Of Bones

13-You need sand from the killing fields area.

It is on the ground ees from the start of the area.

From Museum... rub the lamp, find The great magician.

Give sand magician

\*\* Task Done : The Great Magician Hates Sand

Go to Hektik. Give him the tobacco

\*\* Task Done : Gain The Favor Of Hektik

14-If you do not have the Liq-O-Blade(task 13), kill MR. club in the inn.

Wield the Liq-O-Blade.

From Museum, open the book, find and kill The Jackyl Brothers.

\*\* Task Done : Try Again To Put Out The Jackyl Brothers

go back to Jaymo to finish the goal. If it does not close

try going visable and reentering.

\*\* Task Done : Gain The Favor Of Jaymo

15- You will need two items from the den of thieves

a lost demon baby chewing on your finger, on the floor

after sleep bed to get to second section

Liver from A Wounded Thief (second section)

From Museum, Look into crystal,Find Grundy

say The Lotus grows where the roses pass.

Find wraith, say death (Delgar Note: Wraith is at the portal landing of this section)

\*\* Task Added : Retrieve Esham's Demon Baby

\*\* Task Added : Find Some Delicious Liver For A Cloud Creature

Give baby Esham

\*\* Task Done : Retrieve Esham's Demon Baby

Give liver Cloud

\*\* Task Done : Find Some Delicious Liver For A Cloud Creature

Go back to wraith (gives you touch of death)

Go back to Grundy give him touch of death

\*\* Task Done : Gain The Favor Of Grundy

\*\* Task Added : Return To The Matron

16. Go back to The Matron,

say the cult is reborn

\*\* Task Done : Return To The Matron

\*\* Task Added : Solve The Mystery Rock

\*\* Task Added : Axe The Axe Murder Boys

\*\* Task Added : Find And Slay The Blood Wyrm

\*\* Task Added : The Mind Of Myzery

17, kill Bonez-Dub and Otis.

\*\* Task Done : Axe The Axe Murder Boys

18. Find the neck cutter, drop the mystery rock

\*\* Task Done : Solve The Mystery Rock

19. give a killing fields portal to myzery (NOTE: YOU WILL NOT GET THE PORTAL BACK!!! Delgar)

\*\* Task Done : The Mind Of Myzery

20. e3s from start of area, say fluffy, kill the blood wyrm.

\*\* Task Done : Find And Slay The Blood Wyrm

21. go back to matron say done..

\*\* Task Added : Take The Seed To Boondox

22. Take seen to boondox, He is in the swamp,

there is a custom exit e4s from the start of the area.

Give seed boondox, (kill him)

\*\* Task Done : Take The Seed To Boondox

\*\* Task Added : You Are Ready

23. Goto A Mysterious Man (tough fight for some)

say I am ready

say confirm

Kill a series of mobs...

\*\* Task Done : You Are Ready

\*\* Task Added : Ask The Wraith If It's Over

say is it over?

\*\* Task Done : Ask The Wraith If It's Over

\*\* Task Done : Defeat Damian For Good

\*\* Goal Completed: Chapter 3: Lotus Reborn

Rewards:

Access to the 7th section "read the book"(nice pupping spot I guess)

and T3 boots, allready enchanted.

+-----------------------------------------------------------------+

| Keywords : steps shadowwalker nynereward 230feet |

| Name : The Steps Of The ShadowWalker |

| Id : 1093557647 |

| Type : Armor Level : 230 |

| Worth : 11,500 Weight : 23 |

| Wearable : feet |

| Score : 0 |

| Material : ather |

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

| : solidified, resonated, illuminated, noreown, V3 |

| Owned By : Newname |

| Found at : The Nyne Woods |

+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +30 Hit roll : +20 |

| Dexterity : +10 Constitution : +6 |

| Wisdom : +4 Luck : +3 |

+-----------------------------------------------------------------+

| Resist Mods: All physical : +13 All magic : +10 |

| Fire : -6 Pierce : +6 |

+-----------------------------------------------------------------+

nyne 2

~

Deep within the Echoside The Lady Dementia waits in a basin of blood. She

requires many buckets of fresh blood to make sure her bath goes on as

planned. Nothing suits her more than wriggling around naked in the blood of

the corrupted souls she governs. Will you do all the dirty work and bring her

the blood she needs to fulfill her sick fetish?

Lady Dementia says 'Fine fine, to get out of here quick, go all the way back

up and pray for HOME.'

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

~

Difficulty : Medium

Recommended Level: 201

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~

Tasks:

1 - Collect The Blood : Completed

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

~

Blood Bath

You have reached the bottom of the hole and find yourself inside some kind of

underground ruin. To your east and west large columned entryways wait for you

to venture between them. You can hear loud grunts and groans coming from

either side. To the south another temple seems to be carved into the red

soaked earth. Then you see it, the reason for the blood, the reason for the

bodies. In the middle of the room directly under the narrow tunnel above is a

bowl dug into the earth and lined in marble and lying in the middle is a

horned woman. She seems to be bathing in the vital fluid of all the poor saps

who have been killed up above.

[ Exits: east south west up ]

(M) A huge marble bowl stained with blood is here.

(R)(W) A sinfully beautiful demoness reclines in a bath of blood.

Lady Dementia, Demoness Of Dark Desires says, "Ooooh a mortal here. I have

a rather dire problem if you wish to help me."

{say}You say 'I will help you'

Lady Dementia, Demoness Of Dark Desires says, "My bath is getting rather

cold mortal. Bring me fresh blood to fill it with warm plasma. How you

ask? That is simple, kill for it you meat sack. Or I will fill it with

you. It should take about 200 buckets."

\*\* Goal Added : Seeing Red

Type 'goals Nyne2' for full details on this quest.

\*\* Task Added : Collect The Blood

Drag-Oni says, "When the lady falls, the dragons must fall in order as

well. Bang, Pow, and Boom."

You get 7,948 gold coins from the perforated corpse of Drag-Oni.

Gilmesh gives you 106 gold coins for the perforated corpse of Drag-Oni.

Lady Dementia, Demoness Of Dark Desires is slain by a final deadly stab!!

You receive 143+15 experience points.

You get 9,201 gold coins from the perforated corpse of Lady Dementia, Demoness Of Dark Desires.

You get A Bottle Of "Stardust" from the perforated corpse of Lady Dementia, Demoness Of Dark

Desires.

You get A Rune Of Scaling from the perforated corpse of Lady Dementia, Demoness Of Dark

Desires.

Your Rune Of Scaling suddenly turns into a red scale.

You get 1,103 gold coins from the perforated corpse of The Dragon, Bang.

You receive 113+12 experience points.

Your Shimmering Red Scale turns blue.

You get 1,628 gold coins from the perforated corpse of The Dragon, Pow.

You receive 138+14 experience points.

Your Shimmering Blue Scale suddenly turns into a key.

Lady Dementia

The Dragon, Bang

The Dragon, Pow

The Dragon, Boom

Nyne2 : Seeing Red

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Task 1 : Collect The Blood

Buckets Left: 200

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Use 'tasklist' to see a short summary of all open tasks.

You give A Blood Bucket to Lady Dementia, Demoness Of Dark Desires.

Lady Dementia, Demoness Of Dark Desires says, "Oh yes, keep going, bring

me more blood. Such a good mortal."

You see the blood flow and quickly fill a bucket.

You give A Blood Bucket to Lady Dementia, Demoness Of Dark Desires.

Lady Dementia moans.

Lady Dementia, Demoness Of Dark Desires exclaims, "More more more!"

(HP: 23798/47067 | MN: 10086/10184 | MV: 5875/6197 | Align: 2500 | Exp: 544 | TNQ: 0)

You give A Blood Bucket to Lady Dementia, Demoness Of Dark Desires.

Lady Dementia, Demoness Of Dark Desires exclaims, "Yes, almost done. Keep

it up!"

You give A Blood Bucket to Lady Dementia, Demoness Of Dark Desires.

Lady Dementia gasps as she pours the bucket over herself.

Lady Dementia, Demoness Of Dark Desires says, "Oh this feels so nice, just

a tiny bit more."

You give A Blood Bucket to Lady Dementia, Demoness Of Dark Desires.

Lady Dementia gasps as she pours the bucket over herself.

Lady Dementia, Demoness Of Dark Desires says, "Oh this feels so nice, just

a tiny bit more."

(HP: 29208/47067 | MN: 6436/10184 | MV: 4291/6197 | Align: 2500 | Exp: 250 | TNQ: 6)

You give A Blood Bucket to Lady Dementia, Demoness Of Dark Desires.

Lady Dementia, Demoness Of Dark Desires says, "Oh there it is, filled to

the brim."

Lady Dementia dips her head under the warm red blood and rises back up a

bright red version of herself. She grins back at you.

Lady Dementia, Demoness Of Dark Desires says, "Do come in, the blood is

great. What?!? Refuse me, the Lady of the Echoside? I daresay, you are

rude! Get out of my face."

Lady Dementia, Demoness Of Dark Desires says, "Fine fine, to get out of

here quick, go all the way back up and pray for HOME."

\*\* Task Done : Collect The Blood

\*\* Goal Completed: Seeing Red

Nyne 3

YOu must have finished nyne1 before starting this goal

1) Find Panemonia in the inn to open the goal. Say I am interested.

Then say yes.

Tasks 2-5 can be done in any order.... The mobs are Very hard.

You need to be a max t9, and you should also have a number of

incomplete pots, just in case. Each mob randomly drops an

item. I think about 10% chance each kill.

2)Goto the musuem, read the book. Find the room On The Verge Of Ruin

in the south west corner and "Squeeze between the bars"

Kill Dracolich

repeat Dracolich drops a the LovE Bone, give the bone

to MR. Heart in the inn.

3) Find the room A Creature Unlike Any Other, SW from start of area:

run wwssdwsw;turn the crank;run enn

And type "OPEN TRAPDOOR", kill Dreaded Malicious Mork

repeat till you get Some Magnetic Slime, and give slime to

Mr. Club

4) In the room "suit yourself" (where Mr club ect... is). "PULL BOOK"

repeat till you get Deadly Plague give plague to MR spade

5) In the swamp section (esss;jump into creek) go to the NE room.

In the room "Now You've Seen It All... Or Have You?", type:

WALK INTO THE LIGHT

Repeat till you get A Diamond Core, give core to MR. diamond.

6) After finishing tasks 2 to 5, go back to Pandemonia and

say your done.

7) VERY VERY VERY HARD FIGHT. Brigh lots of incomplete pots

Goto "the calm" south and down from Lady Dementia. And

type "seek redemption", repeat till you get A Love Letter

from doom. Give love letter to Pandemonia to fisish the goal

Reward. Pre enchanted t9 leg gear.

+-----------------------------------------------------------------+

| Keywords : striding path doom 291legs |

| Name : Striding Towards Doom |

| Id : 1093583643 |

| Type : Armor Level : 291 |

| Worth : 14,550 Weight : 29 |

| Wearable : legs |

| Score : 0 |

| Material : plasma |

| Flags : glow, hum, magic, nolocate, solidified, resonated, |

| : illuminated, noreown, V3 |

| Owned By : Newname |

| Found at : The Nyne Woods |

+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +43 Hit roll : +35 |

| Strength : +4 Constitution : +4 |

| Dexterity : +4 Wisdom : +4 |

| Intelligence : +4 Luck : +4 |

| Hit points : +100 Moves : -200 |

+-----------------------------------------------------------------+

| Resist Mods: All physical : +16 All magic : +12 |

| Acid : -50 Bash : +50 |

+-----------------------------------------------------------------+

Complete

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Oradrin Hero, do you hear the call of Oradrin? 201 4

Task 1 : Meet the storyteller

1. Locate Eddies of Twilight's Fading and say 'Yes' to An ancient storyteller.

Task 2 : Hear the story of Lordelphi's Revenge

1. Kill mobs for the a Wave Rune(entangling seaweed/a shadow snake) and give it to the An ancient storyteller.

Task 3 : Hear the story of Jarin's Heart

1. Kill mobs for the a Heart Rune(a kelp farmer/a shadow snake) and give it to the An ancient storyteller.

Task 4 : Hear the story of Rokyiel's Disappearance

1. Kill mobs for the a Star Rune(a nasty riptide) and give it to the An ancient storyteller.

Task 5 : Hear the story of Aedan's Challenge

1. Kill mobs for the a Solar Rune(a nasty riptide) and give it to the An ancient storyteller.

Task 6 : Hear Sherizai's story

1. Kill mobs for the a Shadow Rune(a shadow snake/a giant manta ray/entangling seaweed) and give it to the An ancient storyteller.

Task 7 : Breach the upper gates

1. Join a run.

Task 8 : Traverse the Deep

1. Follow the run killing things.

Task 9 : Defeat the Chosen

1. Follow the run killing things.

Task 10 : Defeat Asvarian, the Lord of the Chosen

1. Kill Asvarian, the Lord of the Chosen.

Reward: 1,000,000 gold & Random 200+ Equipment

Partroxis Visit the worlds leading from the Partroxis and 201 3

1. Locate Grax, say Quest, type accept to open goal.

Task 1 : Find proof of violence among the Warloxans.

1. Locate and kill Hendry the Assassin for The Accursed Dagger.

2. Remove the curse on it.

3. Return to Grax and give him the dagger for Grax's Trust.

Task 2 : Find proof of intelligence among the Warloxans.

1. Locate and kill an elf(5832) for a Map of the Viewing Chamber.

2. Return to Grax and give him the map for Grax's Hope.

Task 3 : Find proof of imagination among the Warloxans.

1. Locate and kill Dwarf(5834 area) for a Strange Vision.

2. Return to Grax and give him the vision for Grax's Ambition.

Task 4 : Find absolute proof of the Warloxans' existence.

1. Locate and kill Waylor for "Warloxan Prisoner".

2. Give back to Grax and give it to him for Grax's Conquest.

Task 5 : Navigate the Otherworld to receive Grax's reward.

1. Navigate the Maze.

2. Give Conquest to Grax.

Reward: +Master Runner of the Otherworld+ (legs - 25+DR 21+HR 8+STR 4+DEX (can be toggled for all enchants))

Takeda Uncover the plots in Takeda's warcamp. 201 1

Locate The Stable Boy in 'By the Stables', give him 10,000 gold, and say help.

Task 1 : Feed the mongrel

1. Locate The Cook's Assistant in 'The Pantry'.

2. Steal a large, juicy steak from The Cook's Assistant.

3. Locate the Mongrel in 'Before the Mess Tent' and give a large, juicy steak to it.

Task 2 : Give wisdom to the advisors

1. Locate an Advisor in 'A Map Room' and say 'Wisdom'.

2. Wait for mobprogram and kill an Advisor.

3. Close Task by completing Task 4.

Task 3 : The insidious plot of Katsuyori Takeda

1. Locate Katsuyori Takeda in 'In The Daimyo's Tent' and say 'Insidious Plot!'

2. Locate Lord Takeda in 'Takeda's Chamber' and say 'Insidious Plot!' to get transported to 'Through The Hidden Valley'. (If you have to leave or die, go

back to this room by saying 'Help'.)

3.

Task 4 : The coming of wisdom

1. Locate A blue-eyed boy in 'A Small Trail Through The Mountains'.

2. To get there, run 3ewewe from 'An Open Field of Grass'.

3. Become visible and buy Ocean-blue Scroll and a Red Scroll.

4. Return to an Advisor and give the scrolls to it.

Task 5 : Seek out the others involved in the plot.

1. From the point you are dropped, go east and south to 'A Broken Trail Through The Woods', say 'Insidious Plot', and kill the aggro mobs.

2. From here, you go west south to 'An Odd Clearing' and get aggroed by Sane Ito and Tadashi Tokai.

3. Kill Sane Ito for a small silver seal and Tadashi Tokai to close this task. (You can have someone enter after you and heal. I would suggest a bunch of

heals.)

Task 6 : Return the true seal.

1. Return to Lord Takeda in 'Takeda's Chamber' and give a small silver seal.

2. If Lord Takeda says, "I'm afraid this isn't a true seal.", then repeat Task 5 Step 3. (You will have to do this several times possibly to close the

goal.)

go west south

you will be aggied by sane ito and company

kill all mobs

task closed

now the somewhat annoying part

you must feed seals from sane ito to

takeda until the goal completes

If you don't do the goal its a 5% drop rate

if you are on the goal its a 10% drop rate

and you get 2 extra points on the heart mirror

so go give your seal, if the goal doesn't end

you need to keep killing ito for seals

and giving them to takeda until it ends

+-----------------------------------------------------------------+

| Keywords : steel heart mirror |

| Name : a Heart Mirror |

| Type : Treasure Level : 195 |

| Worth : 4,000 Weight : 25 |

| Wearable : back |

| Flags : unique, glow, hum, magic, blessed, held, noreown, V3 |

| Owned By : You |

+-----------------------------------------------------------------+

| Stat Mods : Hit points : +200 Hit roll : +35 |

| Damage roll : +35 Saves : +35 |

| Intelligence : +1 Dexterity : +1 |

+-----------------------------------------------------------------+

Note: You have to kill the advisors + extra mobs + Sane Ito + Tokai in one set, and task to find who's in on the plot should complete.

Note 2: I believe after you finish the task to find who's in on the plot, you can just kill Sane Ito with someone to get more seals, and just give to Lord

Takeda.

Complete

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Temple Find inner balance in the floating temple. 201 2

1. Listen to subline and say Balance.

Task 1 : Seek out the guide on your path: Mar-Nalan.

1. Run 2s.

2. Listen to Mar-Nalan.

Task 2 : Embrace the good within: Find the Chakram of Light.

1. Head all south, then all west and enter portal, head west and down, and say 'Purity' at Adept.

2. Kill Krellick for the Chakram of Light.

3. Now head south and down and kill the Being of light for a ray of light(key) to portal room.

Task 3 : Embrace the evil within: Find the Chakram of Darkness.

1. Now head all east and enter portal, head east and up and say 'Darkness'.

2. Kill Melbolgia for the Chakram of Darkness.

3. Now head west and up, kill Dar'karath for a skeleton key to the portal room.

Task 4 : Unite the two halves of the whole: the Yin-Yang Chakram.

1. Return to Mar-Nalan and be visible to get Ying-Yang Chakram

2. Open south and go south.

Task 5 : Navigate the wavering of your soul: the Maze of Neutrality.

1. Once in the maze, run sd;enter 2.portal;run ewe2s.

Task 6 : Best the master of Shal'indrael: Barrick.

1. Kill Barrick for nosave portal.

Reward: No-Save Portal to Area!

Terra Explore the Cracks of Terra. 201 4

Umari Find a treasure and earn some respect in Umari' 201 3

1. Locate Hagami the Half-Griffon in 'A Half-Griffon Playplace' and kill him for a Large Iron Key.

2. Locate a piece of paper in 'A Castle Cache'.

3. Locate Umari in 'Umari's Study', give him the paper for him to remove all his equipment and dropping it.

4. Get all the equipment: a Dark Hood, Umari's Black Cloak, Black Boots, the Sigul of the Black Flame, an Oak Wand, and Silver Eyeglasses.

Umari

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To do this goal, I would recommend having at least 40k hps.

You have to kill a pretty tough mob that loves to dispels +

you and heal himself.

To start the goal, first kill Hagami for his key, then

go to the room 7sw2sws2w of the entrance and open north.

walk north and get the piece of paper from the ground.

Take this piece of paper to umari. Give him the paper

and he will remove all his eq and drop it. Get all.

Wear all of the eq except for the silver eyeglasses.

(wearing this eq will also let you past the gargoyles

at the entrance until after you've finished the goal).

Once you have the eq on, go to Hathil. When you enter

the room with him he should hand you layna's hat. Go

to layna and give her the hat, the goal should open.

Now, while still in Layna's room, say yes. Then give

her 20000 gold. This should open the task to find and

defeat Mrrl.

Go to Holly in the kitchen and remove Umari's wand, say

I'm hungry. She should hand you a frying pan. Take

this frying pan back to Layna and give her 20k gold again.

She will take you to the room west of Mrrl. Before

fighting him it would be a good idea to have a lot of

incomplete heals on hand. Mrrl will repeatedly dispel

you and will blind you about every other round. He can

be awed pretty easily, so awe him and respell every now

and then. After killing Mrrl, walk east of him and type

get all. This should close a task and open another.

Take the book you just picked up to Umari. Give him the

book and quickly type get all. Take the statue you picked

up to Layne and give it to her. She will give you a pretty

decent level 200 item that is randomly selected from the

items she has equipped. Goal complete. So far, they don't

appear to be farmable.

You should also have received an owned item from Umari when

you gave him the book. The item will allow you to walk past

the gargoyles without wearing Umari's eq. It tranports you

to Umari when you walk past the gargoyles.

Complete

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Wyrm Defeat the Death Dragon. 201 4

Wyrm

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1. Go to Sagul and say 'I am brave and stupid'.

2. Kill Shi'chi for a Visor of Prophecy.

3. Kill Mordiak for Ring of Demonslaying.

4. Kill Azure for Orb of Power.

5. Kill Nithian for Orb of Four Winds.

6. Return to Sagul with the 4 items in your inventory.

7. Kill Sirakoth for Silver Key.

8. Go to the Origin of Evil and kill Abazel. person doing goal must get last hit

9. Return to Sagul and give him the Book of Beginnings.

10. Kill Abazel with the 4 items until he drops Spikes of Unknown Evil. person doing goal

11. Give the Spikes to Phandor.

12. Kill Aldanon. take a completed sitter in with you to get a memory on first spike

13. Give the Tears of Blood to Phandor.

14. Go to the Dragontear and say 'i will help you'.

15. Go to each individual at compass rose and say 'i want to join the order

of the rose'.

16. Kill the first 3 mobs on the way down to the rift and return the

respective items to the knights to close the tasks.

sir john give truth from praolis

say i'll find your sister at gwydain give necklace from dark naga all down in hallway

say Hythe Uni Ikayi Talbi da Hone. at roland give pendant from nishak

say Ageiana de naintana me be Rois, het ne ilyin to tamra give bracelet from tarakis

go back to daca and say i want to join the order of the rose.

give mem daca

enter shadows at behirs get pendant give pendant daca

give item sirk to be ported kill sirk for item

go back to daca give item then go to xeriou

give item xer be ported and kill xeriou

go back to daca with item let him trigger next task thengo to derricks room

enter insanity kill myra get neccklace

go bac to daca and give him necklace to be tranferred into daca room

kill him get book give book to sag and goal done

Notes: You need 1 Orb of Power - that does not disappear when you kill Abazel. Each of the other three (Mordiak - Ring of Demonslaying, Nithian - Orb of

Four Winds, Shichi - Visor of Prophecy) will be purged upon killing Abazel. You want to farm the sets and hide them in bag so only one set is in your

inventory, so it doesn't purge all of the items.

You can also farm the other items in the later part before hand as well.

Complete

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Wyrm2 Help Azure return her magic to the world. 201 2

Wyrm2

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say i will save you at azure to start the goal

say soul catcher at derrick

go to ni-shak

kill fuzzy wittle bunny for ears

give ears ni-shak

say which of you is the most evil? at praolis

say praolis at sir john

sit at tarakis for ring

give ring roland

say lady tamra gave roland a present at gwydain and wait

nod gharlekor at gharlekor

kill lady tamra for fingers

give fingers gharlekor

say ni-shak at derrick for soul catcher

give soul stealer azure

kill mobs to collect 200 souls (10% chance)

give 200 souls azure

kill azure

Complete

\*reward - being able to type "follow the path" at azure to get to the 3rd and 4th circles.

type "follow the path" again in the first room of the 3rd circle to leave that part.

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Werewood Rescue the Miller's daughter. 200 1

1. Locate the Miller and say Rescue.

Task 1 : Rescue the Miller's daughter.

1. Go to the room 'Following an Old Path in the Were Wood'(30978).

2. Get doll.

3. Go to the room 'Inside an Old Cabin'(30964).

4. Kill Rabkni for key(have autoloot on).

5. Open down to find Jessica.

6. Lead her back to the Miller.

Reward: Nothing.

Ygg Overcome Destiny and save Yggdrasil. 201 3

1. Say 'I desire to help.' at the Ethereal Guardian.

Task 1 : Find the Proclamations and kill the owners.

1. Enter portal to 'Bifrost's Eternal Junction', go south, enter the bridge, go up to get to Surt, and kill him for Proclamation from the Gods (part 4).

2. Return to 'Bifrost's Eternal Junction', go east, enter bridge, find the castle, and kill Thiazi for Proclamation from the Gods (part 2).

3. Return to 'Bifrost's Eternal Junction', go west, enter bride, locate Friegg, and kill him for Proclamation from the Gods (part 1).

4. Return to 'Bifrost's Eternal Junction', go north, enter bridge, locate The Torturer of the Damned, and kill him for Proclamation from the Gods (part 3).

5. Return to the Ethereal Guardian, say 'I have done it.', and close the task.

Task 2 : Obtain the items for a false Ragnarok.

1. Return to 'Bifrost's Eternal Junction', go west, enter bridge, locate Friegg, and say 'Join'.

2. Friegg will have you through over to sleep with the fishes.

3. In this room, a small dwarf is in here and give the dwarf 50,000 gold for the necklace, Grisings.

4. Return to 'Bifrost's Eternal Junction', go east, enter bridge, and find and kill Thokk for the Tears of Thokk.

5. Return to 'Bifrost's Eternal Junction' and go to the north bridge.

6. Run 2d and at Nidhogg, Devourer of Corpses say 'Eat me'.

7. Give the Tears of Thokk to Hel to recieve the Soul of Balder.

8. Kill Fenris for the hand of Tyr.

9. Return to Nidhogg, Devourer of Corpses and kill him for Scales of the Devourer.

10. Return to 'Bifrost's Eternal Junction', head to the down bridge, locate A busy dwarf(may have to clear out the Dwarves and wait for a repop) with

Mjollnir, and kill him for it.

11. Return to 'Bifrost's Eternal Junction' and kill a shadow for the apple(timer 3:30 minute).

12. Return to 'Bifrost's Eternal Junction', go to the up bridge, and sleep altar.

13. Locate Idun and give her the apple for the Mother Cube.

14. While in the room, give the necklace, Grisings to Freya for the Pentacle of the Twilight.

15. In the same room, give Mjollnir to Thor for the Gauntlets of the Thunderer.

16. Continuing, give the hand of Tyr to Tyr for the Shackles of Imprisonment from Tyr.

17. Next, say 'Ringhorn', get teleported, and give the corpse of Balder to the corpse of Balder for the Helm of Gotterdammerung.

18. Return to the Ethereal Guardian and say 'I have them.' to close this task and open the next task.

Task 3 : Trigger false Ragnarok and obtain Essence.

1. Return to 'Bifrost's Eternal Junction', go to the up to bridge, and go to the altar and sleep on it.

2. Wake from the altar, go north and east, to find Odin's Spearbearer, and give him 20,000 gold for the head.

3. Return to 'At the base of the World Tree', unlock well, open it, and get the Eye of Odin from it.

4. Return to 'Bifrost's Eternal Junction', go to the north bridge, locate The Torturer of the Damned, and give him the Eye of Odin for the Pain of

Eternity.

5. Return to 'At the base of the World Tree', go to the down bridge, locate Hod, God of Darkness, and give and to Hod and give give him the Pain of

Eternity for Mistletoe Dart.

6. Return to 'Starlit Balcony' and say 'Ragnarok.' and be teleported.

7. Kill Jormungand and go west.

8. Kill Surt and go north.

9. Kill Fenris and go east.

10. Kill Odin and go up.

11. Once you go up, Loki will attack you.

12. Give him the Mistletoe Dart for A Small Crystal Tree(The Area Portal) during the fight.

13. After killing Loki, a second Loki appears for you to kill to get the Essence of Loki.

14. Open up and go up and give the the Essence of Loki to The Ethereal Guardian for the Greaves of Ragnarok and your next tasks.

Task 4 : Kill Odin.

1. Kill Odin.

Task 5 : Kill Thor.

1. Kill Thor.

Task 6 : Kill Freya.

1. Kill Freya.

Task 7 : Kill Tyr.

1. Kill Tyr.

Task 8 : Kill Idun.

1. Kill Idun.

Task 9 : Proclaim your success and claim your reward.

1. Say 'I have weakened them.' to finish the goal and receive the ring.

Rewards: Greaves of Ragnarok(201 Legs - 12 dr/hr, 3 con/int/wis) & Ring of Ragnarok(220 Finger - 15 dr, 6 str, 5 hr, 3 wis/dex/con, 2 luck, 1 int)

Monastary

1. Go to Master of Zen. Say yes to start the goal.

2. run 6nw2n2w to tanner, say missing steed.

3. Kill wagonmasters until you have the four missing saddle pieces and the password: The black cat shall cross the road.

4. Return to the tanner to receive an assembled saddle.

5. run 2esw to the smithy and give saddle blacksmith, and wait for the mprog to finish to receive riveted saddle.

6. run en2w back to the tanner to complete task 3.

7. run 3e3nen to a small path into the trees, and say the password: The black cat shall cross the road.

8. Listen thief after the mprog ends.

9. Decide whether to help the thief or kill him. At this point, I decided to help, so this guide will follow that path until someone updates it with the

other path.

10. Say I will help you. Task 4 will complete, and tasks 5 and 6 will be added.

11. Return to the tanner to complete task 6 and add task 7.

12. Return to the Zen Master, whistle to summon the horse, and kill the level 120 sanc mob Master of Corruption to complete the goal and receive Leggings of

the Corrupted, level 101 leg eq with 1 str, 2 wis, and 3 con, tripple enchantable.

The Empire of Aiighialla

1. Find Bian and nod to him to start the goal

2. Collect the 4 seals:

Kriege from the floor in Kriege's Sacred Glade

Graeme from the spirit of Elimelech in Graeme's Sacred Glad (level 180 sanc mob, bring LOTS of heal pots if you're little)

Dallaway from The spirit of Karayan in Dallaway's Sacred Glade (another level 180 sanc mob)

Abduxuel from The spirit of Bakarne in The Ruins of the Abduxuel House. This level 180 mob is aggro, sanc, teleport, and only suscptible to bash

damage. Be prepared.

3. Seals in hand, proceed to the room Entrance to the City of Brandraoi (south of Bian), and proceed south, then 4 up (seals are keys to these doors)

4. Enter Fuaigh to complete the goal and receive a portal to an otherwise inaccessible part of the area and a forgetable piece of body eq.

<!!==NOTE==!!> As of this writing, I'm unable to kill the mobs the portal allows access to (They're much higher level than me), but they do have

equipment that may be useful.

Cineko

1. Find Mayor Kilrya, listen to her, then nod at her to start the goal.

2. Go to Grizrol's Grocery in the Grand City of Aylor and buy 20 flickering torches, then return to the mayor.

3. Say "I have the torches" to hand them over.

4. Go to Bookworm's Haven in Aylor, and buy map.

5. Give the map to the mayor.

6. Kill alchemists in the magical warehouse rooms until one of them drops an incomplete flying potion.

7. Return to the mayor to complete the goal and receive 10 quest points.

Dusk Control The Great Totem 110 Medium

1. Find the Innkeeper and 'say yes' to open the goal.