‘Notes:

-Area has several PK rooms, so be aware/careful.

-Pwyll's sword is anti-neutral.

1. run e;give 1 gold ferry

2. d;op e;e;give 6000 gold inn (Wait for him to give you the mask)

3. wear mask;w (Wait to be transported)

4. say pwyll (Wait to be transported again)

5. say hafgan

6. Wi sword; say hafgan (Note: This mob - child witch - may wander, but this is where both Vin and I found her)

7. run 2sw; unearth sword. (Note: Tdocks;enter cad;e;listen gwid

here are multiple no-map rooms - darkest pwyll - you can do this in, repeat in each til you find 'Pwyll's Sword')

8. wield sword; go back to the mappable section you were in and kill hafgan. He wanders.

9. Return to King Aranw and say hafgan is dead.ay

10. run ne2s2w3n3e4s4w5n;enter docks (cexit this)

11. Enter cad

11. run e4dw2u2e2d2swn; say upcoming battle

12. In this step you'll want to: find animal; beckon animal; return to Amaethon; say the animal of each animal (“say dog” “say lapwing” “say roebuck”).

The animals you need to find are:

'a dog' (Found within 3-4 rooms of Amaethon, just scan for it)

'a lapwing' (Found at: run se2n2u2w from Amaethon - May wander)

'a roebuck' (Found at: run swswuwne;land;run nw - May wander, but I don't think so. Go 2e to get back to Amaethon's area)

13. run swswuwne;land;run 2nw2ne; examine inscription;say buant hwyr yr vydin

14. run w2s2e2ne;say we are late to the fray

15. run 2dw2nu4esw2sws (Wait for task to update)

16. run 2n2e;say grail (Wait for task to update)

17. run 2w3s2w;swim ashore;run 2wnwn;say dagger (Wait for task to update)

18. run ses2e;jump in a lake;run 2e3ne;find and kill 'a lithe lion' for 'a thigh bone'. (Random drop - May take several repops)

19. From the center of the PK rooms(the non-pk room): run w2sw;open cistern;put bone cistern;close cistern;open cistern;get all cistern

20. wield dagger;run sw;swim ashore;run 3w;kill maltholwg

21. run 3e;jump in a lake;run 2e3n2e;say your husband is dead and gone

22. run 2w2s;give grail talisin (Wait for task to update and be transported)

23. run sw (Wait for task to update)

24. Go to efnisien (run esws - mob may wander),;say invited to branqwen and matholwch's wedding (Wait for task to update)

25. find and kill 6 stallions (They wander around)

26. Go to matholwch (From efnisien: run e2s4e2n) (Wait for task to update)

27. Go to Bendigeidfran (run 2s4w4nw), say matholwch is furious (Wait for task to update)

28. run e4se;hold mirror;raise mirror (raise mirror until 3 animal spirits are caught)

29. run 3enenes;open shed;w;op case;get key case;op chest;get cauldron chest;rem mirror;put mirror cauldron

30. run eswswn;give cauldron matholwch (Wait for task to update)

31. listen branq (Wait for task to update)

32. recall and return to area;run ed;op e;e;buy 3 4

33. give 6000 gold inn(wait for mask);wear mask;open w;run w(wait to be transported);enter harlech;run 5s2e

34. Find a baby myna around this area; feed myna (3 times - Will get this message: This baby myna is tame! Now give it Branqwen's letter!)

35. give letter myna (Wait for it to return with a new letter)

36. return to Branqwen(whereable/scannable/etc); give letter branq (Wait for task to update)

37. run 2n;open sack (Mobs will attack - Kill them)

38. listen mathol;listen efnis (Wait for task to update)

39. push efnisien

40. run 3se;listen ben;kill minions (Some will flee from you - That is fine, you don't need to chase)

41. listen ben (Once all minions are gone); kill ben

42. run 2nwn3es;dig hole;drop head;run d;say yes

Rewards:

1. 15 QP

2. You can now say 'docks' at the ferryman to be transported to the ships (no need for the mask and waiting for mobprogs to fire).

Source:

WARNING: Area has lots of PK rooms spread about. Be aware and don't get slaughtered unnecessarily!

Also, alot of the goal mobs are nowhere/noscan.

1. Go east of the area entrance and give 1 gold ferry to open the goal.

\*\* Goal Added : Discover the secrets of the afterlife.

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

\*\* Task Added : Enlist on a ship.

2. Go down, open east, and east and give 6000 gold innkeeper, then wait a few seconds till he comes back with a mask. Wear the mask and go back west and wait to be transported on.

3. After being transported, say 'pwyll' to update the goal and be transported again.

4. At King Aranw, listen aran and say 'hafgan'.

5. Follow the path until you find a child witch (noscan/nowhere). I found her at "Bright spot" (GMCP: 28983) but am unsure if she wanders. Once there, say hafgan.

6. Keep following the path till you get to the dark no-map rooms, and in each, type unearth sword.

7. Once you have Pwyll's Sword, equip it, retrace your steps to Hafgan and kill him.

\*\* Task Done : The slaying of Hafgan.

\*\* Task Added : Hafgan is dead! Notify Aranw.

8. Go back to King Aranw and say 'hafgan is dead'.

9. Follow the path to the end and enter ship to get back to the docks. Here, enter cad and go east to Gwidon.

10. Listen gwid then follow the path until you get to a square area at the bottom. In the middle, you will find the room "A small niche in the caves" (GMCP: 29013) with Amaethon in it.

11. Say 'upcoming battle' to update the goal.

\*\* Task Added : Bring Amaethon a dog.

\*\* Task Added : Bring Amaethon a lapwing.

\*\* Task Added : Bring Amaethon a roebuck.

12. Find each of these animals, beckon them to have them follow you, and lead them back to Amaethon. Once there, say 'dog', 'lapwing', 'roebuck' to update these tasks. Sometimes, some of these animals will aggro you when you beckon them. If so, kill it and find another.

Note: To find the roebuck, follow the path up from the southwest corner of that area and onwards to the room "Eerie cave" (GMCP: 29023). Here, disrupt fly/land and go north and west. If you are flying, you will be knocked back down. Go two east from there to get back to Amaethon's area.

\*\* Task Done : Bring Amaethon a dog.

\*\* Task Done : Bring Amaethon a lapwing.

\*\* Task Done : Bring Amaethon a roebuck.

\*\* Task Added : Get the flower maiden to translate the inscription for you.

13. Proceed back to the "Eerie cave" room but this time go 2n and take the west fork till you get to Blodwedd. Here, exam inscription then say 'buant hwyr yr vydin'.

\*\* Task Done : Get the flower maiden to translate the inscription for you.

\*\* Task Added : Free Gwidon from the enchantment.

14. Retrace your steps, this time taking the east path back to Gwidon. Then, say 'we are late to the fray' to update the goal.

\*\* Task Done : Free Gwidon from the enchantment.

\*\* Task Done : Fight the battle of the trees.

\*\* Task Added : Help Talisin find the Grail.

15. Follow the path till you get to Talisin and he will tell you to look for Maltholwg's wife.

16. Run 2n2e from Talisin to get to Maltholwg's wife in "Preiddeu bush" (GMCP: 29057) and say 'grail' to update the goal.

\*\* Task Added : Speak with Ahrtr about a dagger.

17. Continue to the southwest corner and type swim ashore. Follow the path to room "Preiddeu trail" (GMCP: 29076) to get to Ahrtr and say 'dagger'.

\*\* Task Done : Speak with Ahrtr about a dagger.

\*\* Task Added : Successfully create the lion's bone dagger.

18. Return to the previous area where Maltholwg's wife was and kill lithe lions around there. This is a random drop, so kill them until you get:

"You find a thigh bone within the corpse of the lion!"

19. Go to the room "Preiddeu lake" (GMCP: 29064) then open cistern, put bone cistern, open cistern, get all cistern. You should have a lion's bone dagger.

\*\* Task Done : Successfully create the lion's bone dagger.

\*\* Task Added : Kill Maltholwg with the lion's bone dagger.

20. Equip the dagger then go to Maltholwg in "Vantage Point" (GMCP: 29072) and kill him.

\*\* Task Done : Kill Maltholwg with the lion's bone dagger.

\*\* Task Added : Tell Maltholwg's wife the good news!

21. Return to the wife and say 'your husband is dead and gone' to receive the grail and update the goal.

\*\* Task Done : Tell Maltholwg's wife the good news!

22. Return to Talisin and give grail tal to update the goal. You will need to wait while he blabbers before the goal updates and he transports you on.

\*\* Task Done : Help Talisin find the Grail.

\*\* Task Added : Discover the final secret on the island of Harlech.

23. Run sw to "Cliffside" (GMCP: 29085) and wait while Bendigeidfran's son blabbers until it updates the goal.

\*\* Task Added : Not everyone enjoys weddings...

24. Run esws to "Denser Forest" (GMCP: 29091) to Efnisien (though he might wander, I'm not sure) and say 'invited to branqwen and matholwch's wedding'. Wait till goal updates.

\*\* Task Done : Not everyone enjoys weddings...

\*\* Task Added : Slay the horses.

25. Search the rooms south and east for any stallions and mares and kill six.

\*\* Task Done : Slay the horses.

\*\* Task Added : See how Matholwch reacts to the slaughtering of horses.

26. Continue onwards to find Matholwch in room "Lighter forest" (GMCP:). Wait in the room till goal updates.

\*\* Task Done : See how Matholwch reacts to the slaughtering of horses.

\*\* Task Added : Let Bendigeidfran know that Matholwch is furious.

27. Return to Bendigeidfran's son and say 'matholwch is furious'. Wait till he finishes talking and the goal updates.

\*\* Task Done : Let Bendigeidfran know that Matholwch is furious.

\*\* Task Added : Find 3 animal spirits in the dense foliage.

28. to room "Dense Foliage" (GMCP: 29096) then hold mirror. Type 'raise the mirror' several times (not sure if you need to exit and re-enter the room) until 3 animal spirits are caught and the goal updates.

\*\* Task Done : Find 3 animal spirits in the dense foliage.

\*\* Task Added : Feed the animal spirits to the cauldron.

29. Continue east and south until you get to the room "Black Forest" (GMCP: 29117). Here, open shed then go west.

30. Open case, get key case, open chest, get cauld chest. Unequip mirror and put mirror cauld to update the goal.

(edit: feed cauldron is the only command that worked for me to update task)

\*\* Task Done : Feed the animal spirits to the cauldron.

\*\* Task Added : Give the cauldron to Matholwch.

31. Return to Matholwch and give cauldron math. Wait as he speaks until goal updates.

\*\* Task Done : Give the cauldron to Matholwch.

\*\* Task Added : Listen to Branqwen in order to find out how to help her.

32. In the same room, listen branq then wait until goal updates.

\*\* Task Done : Listen to Branqwen in order to find out how to help her.

\*\* Task Added : Tame a myna.

33. Run back to the beginning of the area, then run ed, open east, east to the innkeeper. Here, buy 3 \* eggs and cockles (other food items might also work).

34. Then, head back to Harlech (or translocate) and go to a baby myna (can be hunted/whered). Once there, type 'feed myna' three times until you see:

This baby myna is tame! Now give it Branqwen's letter!

35. Give letter myna and it will fly off. Wait in the room until it returns with a new letter.

36. Return to Branqwen and give letter branq to update the goal.

\*\* Task Done : Tame a myna.

\*\* Task Added : A house as a gift.

37. Run 2n from Branqwen to "A House in the Clearing" and open sack. Mobs will aggro and the goal will update.

\*\* Task Added : Rid the house of the sly lords.

38. Kill the sly lords that pop.

\*\* Task Done : A house as a gift.

\*\* Task Done : Rid the house of the sly lords.

39. Look and you will see Matholwch and Efnisien in the room. Listen to both of them and wait until the goal updates.

\*\* Task Added : Push a willing human sacrifice into the cauldron.

40. Type push efnisien and the goal will update.

\*\* Task Done : Push a willing human sacrifice into the cauldron.

\*\* Task Added : Bendigeidfran is in trouble, hurry and help him!

41. Wander around the forest (was 3se for me in a room called "Lighter Forest") until you find Bendigeidfran (not the son), some minions and a wicker man. Listen ben, then kill the minions here. Some of the minions might flee and you don't have to track them down and kill them. As long as they are not in the room, that is good enough.

42. When all the minions are gone, listen ben again then kill ben.

43. Return to the beginning of this island (near Bendigeidfran's son) to the room "Densest Forest" (GMCP: 29087) and once there, type 'dig hole' to be transported to a new room.

44. In the new room, drop head to update the goal and be transported back to the start.

\*\* Task Done : Bendigeidfran is in trouble, hurry and help him!

\*\* Task Done : Discover the final secret on the island of Harlech.

\*\* Task Added : Brag to the Harbormaster.

45. Go down from the ferryman and say 'yes' at the harbormaster to complete the goal.

\*\* Task Done : Brag to the Harbormaster.

\*\* Goal Completed: Discover the secrets of the afterlife.

INFO: Thunderax has completely unraveled Talisin's poetic conundrum.

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Rewards:

1. 15 QP

2. You can now say 'docks' at the ferryman to be transported to the ships (no need for the mask and waiting for mobprogs to fire).