Posted by 'schen'

Topic: Anthrox

Treasure of the Mummy

1. Head all north, south, up and south. There should be a hidden

container keynamed bones. If it repoped empty, there should be

some rags inside. Get them.

2. Now gather the rags off the various troll warriors around,

There should be 6 of them torso, head, arms, legs, feet and hands.

3. Go 2n2ws from entrance and enter secret.

4. Give all the rags to the skeleton, make sure he gets one of each

and he will give you the treasure of the mummy.

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| Names : anthrox mummy treasure |

| Desc : the treasure of the mummy |

| Type : Treasure Level : 111 |

| Worth : 0 Weight : 0 |

| Wearable : take back |

| Flags : magic no-locate |

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| Stat Mods : Dexterity : +2 Strength : +3 |

| Hit roll : +11 Damage roll : +11 |

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Jester''s Head

1. Get a goblin''s leg out of the feasting table by the drinking ogres.

2. Go east and south of Quardar and unlock the table and remove

the jester''s cap.

3. Go to Morgh the jester while wearing the cap and he will

follow you.

4. Lead him back to Quardar and watch the nice interaction between

the two mobs. After awhile Quardar will kill Morgh.

5. Kill Quardar for the jester''s head.

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| Names : anthrox jester jester''s head |

| Desc : the jester''s head |

| Type : Light Level : 92 |

| Worth : 5,000 Weight : 5 |

| Wearable : take |

| Flags : magic no-locate |

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| Stat Mods : Hp : +30 Strength : -3 |

| Mana : +4 |

Symbol of Freedom

1. First off get the slime out of the cauldron, if it aint there then you need an empty repop.

2. Head to Worla and say ''knowledge'', she will give a message, now kill her for the book of knowledge.

3. Now head to the salmon and find the one at the end with a

different long description and cast levitate on it.

4. A bear will appear and kill the salmon, kill the bear for the apple.

5. Get the berriers from the training grounds and head back to the entrance.

Go 2ne3n and enter the hidden portal.

6. Make your way to the whirlpool and eat the berries, if it poisoned you, then walk south and you will walk past the whirlpool, there is a key and a pile of gold.

(Note: You might have to poison yourself first before eating the berries)

7. Unlock the chest 2n2ed from recall for the eye of will and return to the cauldron.

8. Place the slime, eye, book, and apple in the cauldron and wait till you see a message. Now get the symbol of freedom out of the cauldron.

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| Names : anthrox symbol freedom |

| Desc : the Symbol of Freedom |

| Type : Armor Level : 101 |

| Worth : 0 Weight : 0 |

| Wearable : take float |

| Flags : glow magic bless no-locate |

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| Armor : Pierce : 29 Bash : 29 |

| Slash : 34 Magic : 29 |

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| Stat Mods : Dexterity : +7 Strength : +7 |

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Dragon winged Helm and Shoes

1. Go to the nest in the north west part of anthrox and get the dragon wings from the nest.

2. Give the wings to the dragon in the training grounds to see a message and get the broken wings from the ground.

3. Get any item with the keyword helmet and head to Klach.

4. Sell the wings and helmet to the shop and wait, you will see a message, now buy the dragon winged helm.

5. In the same fashion, get the wings, and give it to the dragon.

Once you have the broken wings, get any item with keyword shoes and return to Klach.

6. Sell the wings and shoes to the shop and buy back the dragon winged shoes.

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| Names : anthrox winged dragon helm |

| Desc : a winged dragon helm |

Type : Armor Level : 111 |

| Worth : 5,000 Weight : 2 |\n| Wearable : take head |

| Flags : magic no-locate |

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| Armor : Pierce : 30 Bash : 24 |

| Slash : 32 Magic : 26 |

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| Stat Mods : Hit roll : +7 Damage roll : +7 |

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Skill Mods : Increases Hydroblast by 5 |

| Increases Wolf spirits by 5 |

| Increases Fly by 5 |

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| Names : anthrox winged dragon shoes |

| Desc : a pair of winged dragon shoes |

| Type : Armor Level : 111 |

lal| Worth : 10,000 Weight : 1 |

| Wearable : take feet |

| Flags : magic no-locate |

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| Armor : Pierce : 35 Bash : 33 |

| Slash : 31 Magic : 26 |

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| Stat Mods : Wisdom : +4 Intelligence : +4 |

| Damage roll : +4 |

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| Skill Mods : Increases True seeing by 5 |

| Increases Scribe by 5 |+-----------------------------------------------------------------+

Lamagra''s Tooth

1. Go to the giant wasp in the cells and wait awhile, he will go through abunch of motions and finally purge himself leaving a tarpot, get it.

2. Go to the bee hive and drop the tar, wait for the queen to get stuck and kill her for the book of arabus.

3. Go the the freeze up in the caves and get the ball from the lock.

4. Head to the apprentice and enter the hidden portal to get to the ogre shaman and put the ball in the hole.

5. Wait a while for a message and get ring of lamagra from the hole.

6. Head back to the triton cave and head far north of the cave.

7. Head south and up twice, you should be in a room with two skulls, get the key from one and open the other and get the ruby amulet.

8. Head to Ruh Rah and sell the amulet to him, wait a moment and buy back the ruby stone.

9. Head to the secret portal 2ne3n of entrance and enter, head to the waterfall and enter the portal there.

10. Cast remove curse on Larkon until you see his weapon glow blue.

11. Give him the ruby stone, you will see a message, now kill him for the brick.

12. Head to Gurgul and give him the brick, he will give a glass key.

13. Now head to the statue in the blood swamp, see if the shaman is there, if he is, then you can continue, if not, you need an empty repop.

14. Wear the ring and give the book and key to the shaman, you will see a message.

15. Keep the ring on and where lesser, now go to that room and kill him for the greater priest to be released.

16. In same fashion where greater and go and kill him for lamagra himself to be released.

17. Find him in the same way and kill him and he will drop the tooth.

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| Names : anthrox lamagra''s tooth |

| Desc : Lamagra''s Tooth |

| Type : Armor Level : 111 |

| Worth : 12,000 Weight : 12 |

| Wearable : take hold |

| Flags : glow magic no-locate |

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| Armor : Pierce : 28 Bash : 30 |

| Slash : 34 Magic : 35 |

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| Stat Mods : Hit roll : +11 Damage roll : +11 |

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Axa''s Armor

1. Kill off the commanders below Axa''s room then wear the tooth, shoes, helm, treasure, symbol, and head.

2. Go up and kill Axa, this mprog has a random on it, also a check to see if anyone else has one in inven or wearing it, which makes this item really hard to get, you need alot of luck and you may get an armor.

Object ''anthrox Axa''s Armor'' is type armor

Extra flags: glow hum magic bless noremove no-locate held.

Weight is 10, value is 5000, level is 109.

Worn take torso.

Armor class is 30 pierce, 36 bash, 27 slash, and 27 vs. magic.

Affects constitution by 5.

Affects wisdom by 5.

Affects intelligence by 6.

Ragadu''s Mace

1. Get the key from the straw in the Oni room and unlock the safe in Ragadu''s room for the unfinished mace.

2. Get the unfinished weapon from one of the huts up by the nest.

3. Head to the Two dwarves shopkeeper and sell both to them, you will see a message.

4. Now just buy Ragadu''s Mace.

Object ''anthrox ragadu''s mace'' is type weapon

Extra flags: glow hum magic no-locate held.

Weight is 25, value is 6000, level is 100.

Worn take wield.

Weapon type is mace/club.

Damage is 16d23 (average 192).

Damage type is crush.

Weapons flags: vorpal.

Affects constitution by 3.

Affects intelligence by 3.

Affects damage roll by 5.

Affects hit roll by 5.

Affects save vs spell by -5.

Triton Emerald Stone

1. Kill the puking troll for a bucket.

2. Give the bucket to Xixaxu and he will drop a key.

3. Go to the locked door in the triton caves and unlock it and give the key to the king.

4. Go to the queen and she will ask you to kill the chieftian.

5. Return to the triton caves and kill the chieftian for his staff.

6. Now give the staff back to the king who is next to the queen and wait awhile for the message, now get the stone off the ground.

Object ''anthrox triton emerald stone'' is type armor

Extra flags: magic no-locate held.

Weight is 5, value is 5000, level is 94.

Worn take float.

Armor class is 26 pierce, 29 bash, 30 slash, and 24 vs. magic.

Affects damage roll by 5.

Affects save vs spell by 3.

Affects strength by 4.