Step by step instructions:

1. From the first room of Horath: run ue2nune2ndw to get to Buroil'l of the K'estest.

2. Say help.

3. Run eunw and say yes.

4. Quaff potion of silence.

5. Say long acting stuff.

6. Say antidote.

7. Give 5,000 gold to Shaman Hatenkin to get clear green potion.

8. Run esdw and give clear green potion to Buroil'l.

9. Say help you.

10. Say orb.

11. Run eu4s to get to Dwarven Mines maze. Find Fane and say orb.

12. Kill kobolds in the maze area for Bracelet of Everliving (random pop). You need to do this until you have 2 of them.

13. Go back to Fane and give him both bracelets.

14. Say trick the dragon.

15. Find a noscan down door in the maze, open it and go down to find Umli. Say fane's treasure has been returned.

16. Say trick the dragon.

17. Hunt Blowdar to get back to the first area. Kill Blowdar for black hilted sword called, "Dwarfslayer".

18. In the same room, say cloak of illusion.

19. Give 10,000 gold to Swoworund to get Cloak of Illusion.

20. Run 2se2nune2nw and kill Wysoda for a slavery chain and collar, and a demon key.

21. With slavery chain and collar, beckon to a slave to get him to follow you.

22. Return to Umli, making sure you open all the doors on the way, as the slave does not have

passdoor.

23. Kill Umli for demon key, or steal it from him. If you kill him, the key is rot­death and expires in

10 minutes, so you have to do the rest quick.

24. Find Fane and kill him for demon key, or steal it from him. If you kill him, the key is rot­death and expires in 10 minutes, so you have to do the rest quick.

25. Hunt for Aiwiss, who should be in the mist area (PK). Kill him for demon key (you cannot steal this one).

26. Make sure the slave is still following you. Hunt for dragon until you reach the First Gate. Use your demon keys to open each gate and kill the aggros in each room.

27. You will reach a room with an earth fiend in it. Wear Cloak of Illusion. Open n;run n. The north door is noscan.

28. Type ''offer slave''.

29. Say trade sword for orb to get Orb of the K'estest.

30. Hunt your way back to Buroil'l, or recall, return to first room of Horath and run ue2nune2ndw.

Give Orb of the K'estest to Buroil'l to get 15qp and Oculus of the K'estest.

Source:

Note: This goal was done with sneak and invis off. Use at own risk.

WARNING: PK rooms in the mist area with brain spiders. Beware.

1. From the first room of Horath, run ue2nune2ndw to get to Buroil'l of the K'estest.

Buroil'l of the K'estest says, "Heelllpp...druuuuggggeddddd...can''t moooo..."

Buroil'l of the K'estest collapses heavily to the floor, exhausted from the effort to speak.

2. Say help.

You say ''help''

Buroil'l of the K'estest struggles to get out the words.

Buroil'l of the K'estest says, "Koooboool...shaamaaa...."

\*\* Goal Added : The Order of the K'estest needs your help!

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

\*\* Task Added : Help Buroil'l out of her predicament.

\*\* Task Added : Help Buroil'l regain her speech.

3. Run eunw and say yes.

Shaman Hatenkin asks, "You wanna help me test my new potion?"

You say ''yes''

Shaman Hatenkin exclaims, "Wonderful! A new subject! You'll enjoy this, I assure you. Don't worry, the effect of this is very brief. The long acting stuff is too dangerous to demonstrate!"

You receive a potion of silence from Shaman Hatenkin.

4. Quaff potion of silence.

Gulping the potion down, at first you feel nothing. As you are about to comment on it, you find your mouth refuses to obey, and your mind begins to crumble.

But fortunately the feeling passes quickly.

You quaff a potion of silence.

5. Say long acting stuff.

You say ''long acting stuff''

Shaman Hatenkin exclaims, "The long acting stuff? I only have a small quantity of it and it's reserved for special circumstances. After all, it never wears off, unless one gives the antidote!"

6. Say antidote.

You say ''antidote''

Shaman Hatenkin says, "I'll sell you some, for, let us say, 5000 gold."

7. Give 5,000 gold to Shaman Hatenkin to get clear green potion.

You give 5,000 gold to Shaman Hatenkin.

You receive a clear green potion from Shaman Hatenkin.

8. Run esdw and give clear green potion to Buroil'l.

You give a clear green potion to Buroil'l of the K'estest.

You hold the potion up to Buroil'l of the K'estest's mouth and she quaffs it slowly, choking slightly on the stuff.

Buroil'l of the K'estest says, "Thank you Tinky. At least I can speak now. But I don't know how long it will last."

\*\* Task Done : Help Buroil'l regain her speech.

Buroil'l of the K'estest says, "I remain here against my will, and am powerless to move, thanks to the chaotic magic wielded by the Shaman Swoworund. But that matters not."

Buroil'l of the K'estest asks, "What I really need is to retrieve the Orb of the K'estest. That is my mission and I won't leave here without it. Will you help me?"

9. Say help you.

You say ''help you''

Buroil'l of the K'estest says, "Thank you, Tinky."

\*\* Task Added : Retrieve the Orb of the K'estest.

10. Say orb.

You say ''orb''

Buroil'l of the K'estest says, "The K'estest are my people. We are a guild of elementalists, and I claim to be a master of fire. I had come here, having heard stories surrounding the mysterious disappearance of the dwarves of Horath. Unfortunately, I had no idea the place was overrun by kobolds. They captured me and stole the Orb from me."

Buroil'l of the K'estest says, "There is but one Orb, and it was my turn to wield it. To lose it is to face unbearable punishments by the elders of my guild."

Buroil'l of the K'estest wrings her hands.

Buroil'l of the K'estest says, "I can feel the orb's power. It is still here, in the mountain, somewhere. If you find it and return it to me, I promise you, I will reward you."

11. Run e6s to get to Dwarven Mines maze. Find Fane and say orb.

You say ''orb''

Fane asks, "The orb of the K'estest? Is that what you seek?"

Fane chuckles politely.

Fane says, "I happen to have knowledge of it, having witnessed the capture of the human mage in these caverns not long ago. The kobolds divested her of the orb, the gods know the why and how of it."

Fane says, "The orb is worth a thousand times its weight in gold to anyone who knows how to use it, and to the K'estest, it is priceless."

Fane says, "My own treasure has been similarly stolen, although I managed to escape before the shamans could come and immobilize me."

Fane says, "Perhaps we can reach an arrangement. Find my treasure, and I help you find yours."

Fane says, "My bracelets of everliving were taken from me, by these crazy kobolds living in these halls. Find the kobolds, kill them and bring me my treasures. Then I will be happy to help you with your quest."

\*\* Task Added : Find the bracelets of everliving.

12. Kill mutant kobolds in the maze area for Bracelet of Everliving (random pop). You need to do this till you have 2 of them.

13. Go back to Fane and give him both bracelets

You give Bracelet of Everliving to Fane.

Fane puts the bracelet carefully away.

\*\* Task Done : Find the bracelets of everliving.

Fane says, "Thank you, Tinky. Now I will repay you in kind. I believe the dragon, Horath, has the orb of the K'estest. The kobolds keep Horath content with such gifts. That, and the regular feeding of slaves, which pleases it greatly."

Fane says, "However, to retrieve the orb, it isn't so simple as killing a dragon. This dragon would rather eat the orb than give it up to any who tried to take it. You must instead trick it into giving you the orb."

14. Say trick the dragon.

You say ''trick the dragon''

Fane says, "I suggest you see Umli. He has an interest in the behavior of dragons. He''s around here somewhere."

Fane sits down and thinks deeply.

Fane says, "Umli won't talk to you without a sign from me. He spends his time in solitude and contemplation. Tell him my treasure has been returned to me. He will believe you."

\*\* Task Added : Discover how to trick a dragon.

15. Find a noscan down door in the maze, open it and go down to find Umli. Say fane's treasure has been returned.

You say ''fane''s treasure has been returned''\

Umli stares at you for a minute, then muttering something under his breath, he stares deeply into his bowl.

The mist clears briefly, and the mist above the bowl swirls and takes the shape of old Fane.

Umli says, "I believe you. You may stay a while, if you wish. I will help you if I can."

16. Say trick the dragon.

You say ''trick the dragon''

Umli says, "You must listen carefully to what I now say."

Umli says, "You will need three things. One: a food offering. Two: a shiny object to trade. Three: a cloak of illusion."

Umli says, "For the food offering, you might best go about this by stealing one of the slaves in the kobold's care. You'll need a chain by which to lead it."

Umli says, "For the shiny object to trade, I suggest Blowdar's weapon - I'd be pleased to see him dead, a bonus for us dwarves."

Umli smiles grimly.

Umli says, "Lastly, a cloak of illusion. This you will be able to obtain from the shaman, Swoworund. Cover yourself with it, and you will appear to be a dragon to Horath. Thus it will not eat you on sight."

Umli says, "Approach Horath as a dragon. Give it the slave and suggest a trade - the sword for the orb."

Umli says, "All this may or may not work, and you may die trying but it's the best advice I have."

\*\* Task Done : Discover how to trick a dragon.

\*\* Task Added : Obtain the tools needed to trick a dragon.

Umli says, "Return to me when you think you have what you need to tame a dragon. I'll have a look and verify you're ready to face it."

17. Hunt Blowdar to get back to the first area. Kill Blowdar for black hilted sword called, "Dwarfslayer".

18. In the same room, say cloak of illusion.

19. Give 10,000 gold to Swoworund to get Cloak of Illusion.

20. Run 2se2nune2nw and kill Wysoda for a slavery chain and collar, and a demon key.

21. With slavery chain and collar, beckon to a slave to get him to follow you.

You beckon for a slave to follow -- sure hope they do!

You attach the collar to the slave and prepare to lead it out of the cavern.

A slave says, "I follow you, master. Lead me where you will."

A slave starts to follow you.

22. Return to Umli, making sure you open all the doors on the way, as the slave does not have passdoor.

A slave arrives from above.

Umli says, "You have everything you need to trick a dragon. Go to the great Wyrm, Horath, wearing the cloak, carrying the sword and leading a slave by his chain."

\*\* Task Done : Obtain the tools needed to trick a dragon.

\*\* Task Added : Trick the dragon, Horath.

23. Kill Umli for demon key, or steal it from him. If you kill him, the key is rot-death and expires in 10 minutes, so you have to do the rest quick.

24. Find Fane and kill him for demon key, or steal it from him. If you kill him, the key is rot-death and expires in 10 minutes, so you have to do the rest quick.

25. Hunt for Aiwiss, who should be in the mist area (PK). Kill him for demon key (you cannot steal this one).

26. Make sure the slave is still following you. Hunt for dragon until you reach the First Gate. Use your demon keys to open each gate and kill the aggros in each room.

27. You will reach a room with an earth fiend in it. Wear Cloak of Illusion. Open n;run n. The north door is noscan.

A slave arrives from the south.

The great wyrm Horath asks, "Dragonkind, what are you doing here in my mountain?"

The great wyrm Horath makes a loud rumbling sound and starts suddenly, eyes glowing red.

The great wyrm Horath exclaims, "Hmm, what is that you have there? A human slave? How tasty!"

28. Type ''offer slave''.

The great wyrm Horath says, "Thank you! How kind of you to give me your food."

The great wyrm Horath rises from her treasure, her great wings spreading like a canopy over the room. Her jaws open and from it, a long forked tongue emerges and scoops up the chained slave. You drop the chain quickly and step back as the dragon takes the screaming slave into its gaping maw.

The great wyrm Horath burps loudly.

A slave stops following you.

29. Say trade sword for orb to get Orb of the K'estest.

You say ''trade sword for orb''

The great wyrm Horath exclaims, "Yes, I have one of those, and if you're asking for a trade, I'll take that pretty sword off your hands in exchange!"

The great wyrm Horath takes the sword from you and after rummaging through her pile of treasure, she presents you with the orb.

You receive the Orb of the K'estest from the great wyrm Horath.

\*\* Task Done : Trick the dragon, Horath.

30. Hunt your way back to Buroil'l, or recall, return to first room of Horath and run ue2nune2ndw. Give Orb of the K'estest to Buroil'l to get 15qp and Oculus of the K'estest.

You give the Orb of the K'estest to Buroil'l of the K'estest.

Buroil'l of the K'estest says, "The elders be praised, I am saved! You have done well. Thank you, Tinky. I am forever in your debt."

Buroil'l of the K'estest says, "Please take this, as reward for your efforts."

You receive the Oculus of the K'estest from Buroil'l of the K'estest.

Buroil'l of the K'estest says, "Also, I am able to give you this, a boon from the gods."

You receive 15 quest points.

Buroil'l of the K'estest rewards you with 15 quest points.

With those words, Buroil'l grasps the orb and mutters a spell in the tongue of the K'estest and disappears from sight.

\*\* Task Done : Retrieve the Orb of the K'estest.

\*\* Task Done : Help Buroil'l out of her predicament.

\*\* Goal Completed: The Order of the K'estest needs your help!

INFO: Tinky has earned the deepest gratitude of the K'estest!

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| Keywords : oculus kestest |

| Name : the Oculus of the K''estest |

| Id : 234464588 |

| Type : Armor Level : 150 |

| Worth : 1,800 Weight : 5 |

| Wearable : eyes |

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

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| Stat Mods : Damage roll : +20 Wisdom : +7 |

| Luck : +7 |

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| Resist Mods: All physical : +6 All magic : +4 |

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