Notes:

-Area contains PK rooms, so be aware/cautious.

-Requires changing alignments.

1. run n;listen dying dwarf;say yes

2. run nwnenus;give the full report (Wait for task to update)

3. Find and kill 'The invading dwarf sergeant' for 'a dwarven platinum ring'

4. Kill 6 'Dark Elf Warriors'(Wander around 2n of entrance)

5. Kill 6 'Dark Elf Guards' (nw of entrance - may require repop)

6. Return to Meerek (run 2nwnenus from entrance); say yes;say no

7. run nd;kill smaug

8. run us;say smaug (Wait for task to update

9. run e;enter maelstrom;run 3es;buy vest

10. run ne;kill tarrenguil for 2 bracers and evil wrath items.

11. Find and kill 'A Trivani' for leggings of war.

12. Return to the room you killed Tarrenguil in (Trivani Commander's Cave);enter painting;run 2se2se;kill guard for 2 earrings of fear.

13. (Alignment must be -2500)

From entrance: run 2nwnenuse;enter maelstrom;run 4e;enter painting;run s.

From last step: run w

Eq the items: wear vest;wear leggings;wield wrath;wear evil lwrist;wear evil rwrist;wear fear rear;wear fear lear

Find 'a drow cleric'(noscan);say lifestone;say smaug is quite effective (Wait for text to stop);say the word

14. Recall and return to area; run 2nwnenus;give lifestone meerek;place the lifestone inside the sword (Wait)

15. wield sword;run nd;kill smaug

16. run us (Wait for him to stop talking);give broken meerek (Wait for task to update)

17. (Alignment must be +1300 or higher)

From last step: run e;enter maelstrom;run 4e;enter painting;run 2se3s3w

From entrance: run 2nwnenuse;enter maelstrom;run 4e;enter painting;run 2se3s3w

18. say meerek sent me (Wait for task to update)

19. run 2es;say yes;say fahrhad

20. run n; Find and kill 5 'A Trivani guard'; return to Andrew

21. run 2n;hire bodyguard;give 50000 gold sleepy;op s;s;op s;s;say bodyguard (Wait for task to update)

22. give platinum bodyguard (ring from invading dwarven sergeant you got earlier)

23. say protect andrew (Wait for task to update)

24. run nwn;kill mag;give mirror queen (Wait for her to finish talking)

25. recall and return to area; run 2nwnenuse;enter maelstrom;run 3en;op chest;get all chest;run se;enter painting;run 2se3s2wn;give sphere queen (Wait for task to update)

26. run sw;handshake fahrhad

27. run 3e3nw;kill 5 gardeners;

28. return to Fahrhad;say yes

29. run ese;kill the king of the dark elves(He'll attack you)

30. run wnw;say curse you and curse the dwarves, your efforts are in vain

Reward: Portal (Enchanted Dreams) and a crap belt.

Source:

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

WARNING: The first area, including the beginning room, is full of PK rooms. Beware. It is also necessary to change alignment AT LEAST ONCE during this goal.

1. From the first room in Dark Elf Stronghold, run north and listen to dying dwarf.

A dying dwarf exclaims, "Please! Wait! Hear my words before you go any further!"

A dying dwarf struggles to take a breath.

A dying dwarf says, "Thanks for waiting. Meerek, our elven prince, sent out for reinforcements... an entire brigade! We came storming through the door and began slashing, stomping and chopping our way into this vile place."

A dying dwarf struggles even more to take a another breath.

A dying dwarf says, "As you can see, we didn't get very far. The more of the dark elves we killed, the more that came! Once we realized that we were outnumbered, we attempted a tactical retreat...only to find out that we were surrounded."

A dying dwarf begins coughing up blood violently, but manages to take another breath.

A dying dwarf says, "So, we did what any good dwarven unit would do. We pushed into the fortress as far as we could, hoping at least a few of us would reach Meerek. But just before we got there, an undead dragon of some kind was unleashed on us."

A dying dwarf shakes his head in shame.

A dying dwarf asks, "I ran... I ran away and hid under my fallen brethren. And I played dead until the dark elves came back and tried to eat me! Can you believe that!?"

A dying dwarf shifts his weight and takes another deep breath.

A dying dwarf says, "Listen, Tinky, it's up to you now. You must let Meerek know he's cut off from reinforcements. He's on his own, I fear."

A dying dwarf asks, "Can you do this for me?"

2. Say yes.

You say ''yes''

\*\* Goal Added : Eliminate the Dark Elves.

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

\*\* Task Added : Inform Meerek that he's cut off from reinforcements.

A dying dwarf says, "When you get to Meerek, make sure you give the full report."

3. Go to Meerek and type ''give the full report''.

You tell Meerek, prince of the elves about what happened to his fallen brigade.

Meerek, prince of the elves exclaims, "How do I know that you are telling the truth? You could be working for the dark elves! How dare you show up and tell me all my friends are dead or dying! Explain yourself, right now!"

Shocked, you wonder how you can prove your honesty…

And then…

RRRRROOOOOOAAAAAARRRR!!!! HHHHHIIIISSSS!!!!

Meerek, prince of the elves exclaims, "Okay! Alright! I believe you, Tinky. We must do something about that dragon!"

\*\* Task Done : Inform Meerek that he''s cut off from reinforcements.

Meerek, prince of the elves says, "Go kill the dragon and the dark elves nearby. Return to me when you are done. I'll prepare another messenger for reinforcements to be sent when you are done."

\*\* Task Added : Clear the path for reinforcements to get through.

\*\* Task Added : Kill the Dark Elf Warriors.

\*\* Task Added : Kill the Dark Elf Guards.

\*\* Task Added : Slay the dragon.

4. In the dwarves subarea, find and kill an invading dwarf sergeant for a platinum ring.

5. Recall and go back to the first room of Dark Elf Stronghold. Kill 6 Dark Elf Warriors and 6 Dark Elf Guards, then go back to Meerek.

Meerek, prince of the elves asks, "Have you killed the warriors yet?"

Meerek, prince of the elves asks, "Are the guards still alive?"

6. Say yes, then say no.

You say ''yes''

\*\* Task Done : Kill the Dark Elf Warriors.

Meerek, prince of the elves exclaims, "Well done, Tinky!"

You say ''no''

\*\* Task Done : Kill the Dark Elf Guards.

Meerek, prince of the elves exclaims, "Well done, Tinky!"

7. Run nd from Meerek and kill Smaug. Smaug will revive.

8. Run us and say smaug.

You say ''smaug''

Meerek, prince of the elves says, "I can see why our troops struggled with that hideous dragon."

Meerek, prince of the elves takes a moment to recalculate his situation.

Meerek, prince of the elves says, "Tinky, listen carefully. A dark and evil spell is keeping Smaug alive."

Meerek, prince of the elves says, "I have reason to believe that the dark elves are in possession of a lifestone."

Meerek, prince of the elves shudders at the very thought.

Meerek, prince of the elves clears his throat, gathering himself.

Meerek, prince of the elves says, "A lifestone, the only tool able to prevent creatures from dying."

Meerek, prince of the elves says, "Find this lifestone, bring it to me and I will take things from there."

\*\* Task Done : Speak to Meerek about Smaug.

\*\* Task Added : Get the lifestone from the dark elves.

9. Run e;enter maelstrom. Run 3es and buy a trivani''s vest.

10. Run ne and kill Tarrenguil for Tarrenguil's Evil Bracer (x2) and Tarrenguil's Evil Wrath.

11. Find and kill A Trivani for Leggings of War.

12. Go back to room you killed Tarrenguil "Trivani Commander''s Cave". Enter painting;run 2se2se and kill a Trivani guard for An Earring of Fear (x2).

13. Now, make sure your ALIGNMENT IS -2500. The mobprog will fail otherwise. Once your alignment is -2500, wear trivani's vest, Tarrenguil's Evil Bracer (x2), Tarrenguil's Evil Wrath, Leggings of War and Earring of Fear (x2). Go to the fourth subarea (after entering painting) of Dark Elf Stronghold, and find the area just south of the first room, where there are many gardeners. There should be a drow cleric (noscan mob) in one of the rooms.

(Hidden) (Red Aura) (White Aura) A drow cleric wanders around looking for herbs.

The dark elf cleric takes a moment to look at a magical stone.

The dark elf cleric says, "Oh, I didn't see you enter, m'lord"

The dark elf cleric asks, "What do you want to speak to me about?"

14. Say lifestone.

You say ''lifestone''

The dark elf cleric says, "The lifestone is still in my possession, as you wished."

The dark elf cleric asks, "What has your captain told you about Smaug's performance?"

15. Say smaug is quite effective.

You say ''smaug is quite effective''

The dark elf cleric exclaims, "I'm glad to hear it!"

The dark elf cleric throws back his head and cackles with insane glee!

The dark elf cleric says, "When you asked me to do this, I was glad to offer my services."

The dark elf cleric says, "However, I humbly request that someone else carry the lifestone."

The dark elf cleric nervously rubs his hands together.

The dark elf cleric says, "I'm not a powerful Trivani, like yourself... I'm a mere cleric."

The dark elf cleric says, "If you would say the word, I would gladly pass the lifestone to you."

The dark elf cleric says, "The stronger the carrier, the safer the lifestone."

16. Say the word.

You say ''the word''

The dark elf cleric says, "I'm so glad you think it's a good idea, too."

The dark elf cleric says, "Here... take it."

You receive the lifestone from the dark elf cleric.

\*\* Task Done : Get the lifestone from the dark elves.

\*\* Task Added : Break the bond between Smaug and the lifestone.

17. Recall and return to the first room of Dark Elf Stronghold. Run 3nwnenus to get to Meerek.

Meerek, prince of the elves exclaims, "I have no idea how you did it, but I'm glad you got the lifestone. Now, give it to me!"

18. Give the lifestone to Meerek.

You give the lifestone to Meerek, prince of the elves.

Meerek, prince of the elves says, "By the gods... a child could have come up with this spell. How embarrassing..."

Meerek, prince of the elves says, "I'm going to give you the lifestone and a hilted sword."

Meerek, prince of the elves says, "What you'll need to do is place the lifestone inside the sword."

Meerek, prince of the elves says, "As you do this, I will cast a binding spell that will create the perfect weapon for permanently removing the spell keeping the dragon alive."

Meerek, prince of the elves says, "You will need to use the weapon the next time you fight Smaug for this to work."

You receive the lifestone from Meerek, prince of the elves.

You receive a hilted elven sword from Meerek, prince of the elves.

19. Type ''place the lifestone inside the sword''.

Meerek, prince of the elves chants ''Make what is wrong be right.''

The sword begins to pulse with energy.

Meerek, prince of the elves chants ''May the impure become pure.''

You hold the sword up, watching it transform.

Meerek, prince of the elves chants ''Bring darkness to the light.''

Purple beams of light blast out of the sword, blinding you.

Meerek, prince of the elves chants ''May this sword be the cure.''

Behold! The Sword of Absolution!

20. Run nd and kill Smaug. Be sure to use the Sworld of Absolution. The sword will break and you will get a broken piece.

Smaug, the undead dragon falls to the ground, slumps over and gives a final exhale of breath.

You tighten your grip on the Sword of Absolution in anticipation.

Smaug, the undead dragon convulses violently, thrashing about the room... then explodes!

And then... nothing. Smaug, the undead dragon is no more.

You look at the Sword of Absolution in awe of its power.

Suddenly, it begins to crack, then breaks into several pieces.

Smiling, Meerek beckons for you to return to him immediately.

\*\* Task Done : Slay the dragon.

\*\* Task Done : Break the bond between Smaug and the lifestone.

21. Run us to get back to Meerek.

Meerek, prince of the elves exclaims, "Well done, Tinky!"

Meerek, prince of the elves gives you a hearty hand shake.

Meerek, prince of the elves sees the worry in your face about the broken sword.

Meerek, prince of the elves says, "Do not worry about the sword breaking, it is a normal reaction to breaking the lifestone spell."

Meerek, prince of the elves says, "You've done so well for me that I'd like to reward you. Please give me the broken piece."

Meerek, prince of the elves waits patiently.

22. Give the broken piece to Meerek to get Meerek's Divine Sight.

You give a broken piece of the Sword of Absolution to Meerek, prince of the elves.

Meerek, prince of the elves says, "Thank you, again, for everything."

Meerek, prince of the elves says, "I'll send for reinforcements once more."

Meerek, prince of the elves says, "I'm afraid that there are other matters to be discussed."

Meerek, prince of the elves says, "Our King, emotionally charged and insane with rage, took off hunting for the king of the dark elves."

Meerek, prince of the elves says, "Please, find and help him. I will gather the troops and press forward when they arrive."

You receive Meerek's Divine Sight from Meerek, prince of the elves.

Meerek, prince of the elves says, "If you want another, you'll need to give me another broken piece of the sword."

Meerek, prince of the elves takes a closer look at you.

Meerek, prince of the elves says, "It would seem as though you are too strong to be rewarded by me again."

\*\* Task Done : Clear the path for reinforcements to get through.

\*\* Task Added : Find the dwarven king.

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| Keywords : meerek divine sight des\_reward\_1 |

| Name : Meerek''s Divine Sight |

| Id : 233384039 |

| Type : Armor Level : 101 |

| Worth : 5,000 Weight : 1 |

| Wearable : eyes |

| Flags : invis, magic, held, V3 |

+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +14 Intelligence : +6 |

| Luck : +5 |

+-----------------------------------------------------------------+

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

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23. Now, make sure that your ALIGNMENT IS +1300 OR HIGHER. Run e;enter maelstrom;run 4e;enter painting;run 2se3s3w to find Fahrhad.

Fahrhad, king of the dwarves says, "I don't know who you are or how you found me, Tinky."

Fahrhad, king of the dwarves says, "I sense that you are pure of heart, so we must be on the same side."

Fahrhad, king of the dwarves asks, "Did Meerek send you or did you just stumble into me?"

\*\* Task Done : Find the dwarven king.

24. Say meerek sent me.

You say ''meerek sent me''

Fahrhad, king of the dwarves says, "Bless Meerek, he's a fine leader."

Fahrhad, king of the dwarves says, "I've been so distracted..."

Fahrhad, king of the dwarves says, "My nephew, Andrew, came with me into the fortress."

Fahrhad, king of the dwarves says, "I'm too worried about him to concentrate on finding the dark elf king."

Fahrhad, king of the dwarves says, "If Meerek trusts you, then I trust you. Find and help Andrew."

Fahrhad, king of the dwarves says, "When Andrew is safe, return to me."

Fahrhad, king of the dwarves says, "While you're at it... the queen needs saving."

Fahrhad, king of the dwarves says, "See to it that she gets out of here in one piece."

\*\* Task Added : Follow the dwarven king's orders

\*\* Task Added : Find and help Andrew.

\*\* Task Added : Save the centaur queen.

25. Run 2es to find Andrew.

Andrew the hiding dwarf says, "Tarra, Tinky looks like she is one of us."

Wiping the tears from Tarra's eyes, Andrew looks at you.

Andrew the hiding dwarf asks, "Did my uncle send you to help me?"

26. Say yes.

You say ''yes''

Andrew the hiding dwarf says, "If you were really sent by my uncle, then you should be able to tell me his name."

Andrew the hiding dwarf clenches his fist and moves Tarra safely behind him.

Andrew the hiding dwarf exclaims, "O-O-One wr-wr-wrong move an-an-and I'll... I'll do something!"

27. Say fahrhad.

You say ''fahrhad''

Andrew the hiding dwarf says, "Ah, so he really did send you. I know how you can help."

Andrew the hiding dwarf peeks out into the hallway

Andrew the hiding dwarf asks, "I can't get past the Trivani guards. Can you take care of them for me?"

\*\* Task Added : Kill the Trivani Guards.

28. Run north, scan for and kill 5 Trivani Guards, then return to Andrew.

The hallway looks clear for Andrew, return to him.

Andrew the hiding dwarf exclaims, "Oh wow, that's going to make it a lot easier!"

Andrew the hiding dwarf says, "One last thing and I know I can make it out of here."

Andrew the hiding dwarf says, "I need you to get a giant bodyguard for me."

Andrew the hiding dwarf says, "They are sleeping north of here and will work for a substantial fee."

Andrew the hiding dwarf says, "Go to them, and hire a bodyguard."

\*\* Task Done : Kill the Trivani Guards.

29. Run 2n and type ''hire bodyguard''.

A sleepy giant bodyguard says, "Oh, you have work for me to do? That'll be 50,000."

A sleepy giant bodyguard says, "If you don't have the dime, don''t ask for my time."

A sleepy giant bodyguard glares at you.

30. Give 50,000 gold to sleepy giant bodyguard.

You give 50,000 gold to a sleepy giant bodyguard.

A sleepy giant bodyguard starts to follow you.

A sleepy giant bodyguard says, "Lead the way."

]31. Open s;run s;open s;run s and say bodyguard.

You say ''bodyguard''

Andrew the hiding dwarf says, "With this big guy working for me, we'll be able to safely leave."

Andrew beckons the giant bodyguard to follow him.

The giant bodyguard snarls at Andrew.

Andrew pleads with the bodyguard.

The giant bodyguard shouts ''I don't work for you.''

The giant bodyguard whispers to you ''Should I take care of this loser?''

The giant bodyguard clenches his fist, waiting for orders.

Andrew the hiding dwarf exclaims, "Tinky, I didn't anticipate this! Please... do something!"

32. Give platinum ring from invading dwarf sergeant earlier to giant bodyguard.

You give a dwarven platinum ring to a sleepy giant bodyguard.

A sleepy giant bodyguard exclaims, "OOO! Pretty, shiny ring!"

A sleepy giant bodyguard says, "What is this for anyway? You must want something from me."

33. Say protect andrew.

You say ''protect andrew''

A sleepy giant bodyguard says, "You're the boss."

A sleepy giant bodyguard stops following you.

Andrew, Tarra and the bodyguard take off into the tunnel to the east.

You see them run into some Trivani, but can't make out what's happening.

You hear the bodyguard's death cry.

Worried, you look into the tunnel to see Andrew cleaning his knife.

He waves at you, and takes off into the distance.

You faintly hear him yell that he''s found a way out.

\*\* Task Done : Find and help Andrew.

34. Find the centaur queen in the room "The Queen's Bedcave", run wn from Fahrhad. Kill Mag for a key and the Queen's Stolen Mirror. Give the Queen's Stolen Mirror to the centaur queen.

You give The Queen's Stolen Mirror to the centaur queen.

The centaur queen says, "Thank you so much! Give me a moment."

The centaur queen looks into the mirror, checks her hair and smiles.

The centaur queen exclaims, "A lady should never leave without fixing her hair!"

The centaur queen puts away her mirror.

The centaur queen says, "The source of my power was taken from me by the Trivani when I first got here."

The centaur queen says, "Find my power source and return it to me."

The centaur queen says, "Listen, Tinky, I am no talentless beauty."

The centaur queen says, "With my power source returned to me, I'll be able to simply walk out of here."

35. Recall and return to the first room of Dark Elf Stronghold. Run 2nwnenuse;enter maelstrom;run 3en to get to "Storage Cave". Use Mag's key to unlock chest in the room (can also be lockpicked) and get a glowing sphere of power from it.

36. Run se;enter painting;run 2se3s2wn and give glowing sphere of power to centaur queen.

You give a glowing sphere of power to the centaur queen to get Enchanted Dreams, the area portal.

The centaur queen says, "You are quite the talented adventurer, Tinky."

Holds the glowing sphere of power in her hands.

The centaur queen exclaims, "Behold my power!"

The centaur queen begins to levitate a few inches above the ground.

The centaur queen chants ''Dreams may come and dreams may go.''

Images of children playing and people laughing flash before you.

The centaur queen chants ''Nightmares might stay and bring a tear.''

Scenes of carnage and horrific acts of war flash before you.

The centaur queen chants ''Laughter is to gold as sorrow is to coal.''

You see children giggling, playing in a meadow.

The centaur queen chants ''Enchanted dreams will remove all fear.''

You open your eyes and see the centaur queen, smiling at you.

You receive Enchanted Dreams from the centaur queen.

The centaur queen bids you farewell, and she disappears.

\*\* Task Done : Save the centaur queen.

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| Keywords : glowing sphere enchanted dreams |

| Name : Enchanted Dreams |

| Id : 233399643 |

| Type : Portal Level : 75 |

| Worth : 4,000 Weight : 10 |

| Wearable : hold, portal |

| Flags : glow, hum, invis, magic, rot-death, nolocate, V3 |

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37. Run sw to get back to Fahrhad. The mobprog will activate when you enter the room.

Fahrhad, king of the dwarves says, "Andrew is safe, eh? Well done."

Fahrhad, king of the dwarves says, "The queen is safe, too? Very impressive."

Fahrhad, king of the dwarves says, "Please, shake my hand."

Fahrhad, king of the dwarves extends his hand to you.

38. Type ''handshake fahrhad''

You shake Fahrhad, king of the dwarves's hand.

\*\* Task Done : Follow the dwarven king's orders

Fahrhad, king of the dwarves says, "Well you've impressed me a great deal, Tinky."

Fahrhad, king of the dwarves gives you a hard pat on the back.

Fahrhad, king of the dwarves says, "On my way here, I saw a horrific garden."

Fahrhad, king of the dwarves exclaims, "I cannot allow my fallen brethren to be used as fertilizer!"

Fahrhad, king of the dwarves says, "Relieve the gardeners of their duties, immediately."

\*\* Task Added : Kill the gardeners.

39. Run 3e3nw and kill 5 gardeners around.

The gardeners have found a new line of work... dying.

Return to the dwarven king.

40. Return to Fahrhad.

Fahrhad, king of the dwarves asks, "Are the gardeners relieved of their duty, yet?"

Fahrhad, king of the dwarves looks at you, waiting for an answer.

41. Say yes

You say ''yes''

Fahrhad, king of the dwarves says, "Good."

\*\* Task Done : Kill the gardeners.

Fahrhad, king of the dwarves says, "Let us finish this ordeal. Find and kill the king of the dark elves."

\*\* Task Added : Eliminate the king of the dark elves.

42. Run ese and kill king of the dark elves.

The king of the dark elves exclaims, "You insufferable, arrogant twit!"

The king of the dark elves exclaims, "Curse you and curse the dwarves, your efforts are in vain!"

The king of the dark elves clutches his chest, falls to the ground and dies.

\*\* Task Done : Eliminate the king of the dark elves.

You dust yourself off and prepare to return to Fahrhad.

Fahrhad will be glad to hear what has happened here.

\*\* Task Added : Return to the dwarven king.

43. Run wnw and say curse you and curse the dwarves, your efforts are in vain. You will receive Diamond Belf of Dreams.

You say ''Curse you and curse the dwarves, your efforts are in vain''

Fahrhad, king of the dwarves says, "HA! Our efforts were in vain."

Fahrhad, king of the dwarves exclaims, "That fool just doesn't know how to accept defeat!"

Fahrhad, king of the dwarves says, "Looks like your work earlier with Meerek was fruitful as well."

Fahrhad, king of the dwarves says, "Three brigades! He sent for three brigades, and this time... they made it."

Fahrhad, king of the dwarves exclaims, "The once mighty dark elf fortress now belongs to the dwarves!"

Fahrhad, king of the dwarves says, "We could not have done it without you."

Fahrhad, king of the dwarves says, "Here, take this for your troubles."

You receive a Diamond Belt of Dreams from Fahrhad, king of the dwarves.

Fahrhad, king of the dwarves says, "If you want another, you'll need to..."

Fahrhad, king of the dwarves sizes you up.

Fahrhad, king of the dwarves says, "Actually, you're already too strong to be rewarded by me again."

\*\* Task Done : Return to the dwarven king.

\*\* Goal Completed: Eliminate the Dark Elves.

INFO: The Dark Elf Stronghold has fallen, the occupying dwarves name Tinky their champion.

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| Keywords : diamond belt dreams des\_reward\_2 |

| Name : a Diamond Belt of Dreams |

| Id : 233410009 |

| Type : Armor Level : 101 |

| Worth : 5,000 Weight : 1 |

| Wearable : waist |

| Flags : invis, magic, held, V3 |\n+-----------------------------------------------------------------+

| Stat Mods : Damage roll : +10 Strength : +5 |

| Dexterity : +4 |

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

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