Note: helpfiles say this goal is locked after level 170.

1. Kill the Watchtower Guards at the start of the zone and/or the Horde Patrol Soldiers in the camp until you have:

---<(Coif)> of the |Horde|

---<(Chainmail)> of the |Horde|

---|Black tabarD|

---<(Scale-mail Breeches)> of the |Horde|

---<(Steel Boots)> of the |Horde|

Wear all 5 items and go to Achemartla in the Parlor of Warfare (w2n of entrance). A mobprog should trigger. Achemartla asks, "Well? What do you say? Will you help?"

2. Say ‘i will help’. The goal and a task will open.

3. Remove the five items and then go to room The Gnoll Captain’s Throne (from Achemartla, run 2sw2n2ws, say pillage, s). A mobprog should trigger and tasks add.

\*\* Task Added : Get your hands bloody for the gnolls' captain.

\*\* Task Added : See to the captain's offender at the gates.

4. Go back to the start of the zone and kill 12 watchtower guards. (You may need to allow a repop.) You can see how many you still need by checking 'tasks here'. (Can work on next step at the same time.)

5. Go to the room Into the Animal Pens (2ws of entrance), cast pass door, and kill the hellhounds in the cages e and s of that room. (Warning, rooms are pk!)

6. Once done, go back to the captain and type ‘nod captain.’ The tasks related to steps 4 and 5 will complete, and you will receive 3 qps and the Seal of the Gnolls. (Key item)

7. Go to the room 2w3n from entrance, wear tabard, and give elemental 25k gold to receive elemental key and open a new task.

7a. Op n, go 2nw, hug ice, and kill elemental that spawns for ice items.

7b. Go s, throw chunk river, and kill elemental that spawns for orb of water.

7c. Go n2e, throw orb fire, and kill elemental that spawns for flaming brand.

7d. Go sw, use brand tree, and kill elemental that spawns for seed.

7e. Go n, plant seed earth, and kill elemental that spawns for rich earth.

7f. Go es, place earth bolt, and kill elemental for bolt.

7g. Go nw, op n, n, and throw bolt dark, then kill mob that spawns for darkness.

7h. Make sure you're still wearing the tabard, go 3s and task completes and you receive an elemental pact (Key item). (You can buy another pact for 100000 from this mob if you lose it.)

8. Still wearing the tabard, go to the hellhound handler 2ws of entrance. Enter/reenter until you see a message about him muttering for help. Say 'need help' and task opens.

9. Find the handsome soldier and, in the same room, beckon soldier. He will follow you. Lead him to the succubus (s, op w, w from the gnome you punch to get to the factory). You'll be kicked out of the room but you'll now have Dragon-scale Boots in inventory.

10. Wear boots, go to navigator (wn from beginning) and say 'take me to hell.' Go north and kill the Lord. Then go back to the hellhound handler and give whistle handler. Task completes and you get a hellhound collar (Key Item).

11. Go to the gnome before the factory door (2w2n3w4n). Look gnome, then wink gnome. Four tasks open.

12. Go back to the Navigator and say "take me to Crizal". Try going west and you'll be given a riddle. Say the answer. (Try water, shadows/shadow, life and death, time, winds and answers like that. If you can't figure it out, you'll be teleported back to the navigator so you can try again.)

Riddles I accumulated (I know 4 answers, I don't know the others....one might be shadow/shadows?)

They come from every direction, but they all have the same voice. -- winds

What are the two most powerful things all mortals share? -- life and death

What is the greatest sustainer of life, though it has none of its own? -- water

What rushes past all of us the same but leaves no one unchanged?" -- time

What exists that can give both shade and sustenance, darkness and fury?

What digs and strangles, drinks and divides, but in life never sees the light of day? -- roots

What creeps and pools, spills and covers, but can never be bottled or drank?

What is the single source of all fear?

What member of the forest starts with one finger and ends with many?

13. Kill mobs in this part for their items (50 icirasks, 30 webs and 20 woods). The items will collect in your inventory; you'll have to do this over several repops to get the number of items required by the tasks. (If inv is an issue, you can turn in the items to the gnome bit by bit.)

14. Also work your way south and west and you'll eventually reach a dead end. "Touch trunk" and you'll be teleported to a room with Crizal. Kill him for the blueprint for one of the tasks.

15. Go back to the gnome by the factory and give him the items (wood, web, hide, blueprint). You'll receive coal. (Key Item)

16. Listen Ushko (who is 2w2n3wdn from entrance) and then kill all the beserkers in his room. You'll open the task after killing all of them.

17. After this, go to the navigator and say "Take me to Tragh". (Wearing tabard)

18. Go to the Ettin Master and 'bow master' when you're ready. You'll fight a non-stop series of battles. For the most part, they're all simple until you get to the 7 tentacle fight (they autoassist, but aren't aggro, so you have a break before engaging them).

18a. The key to winning the tentacle fight is to dispel haste off of the tentacles. If you don't, if you kill them, they'll just respawn, but with haste off, they'll stay dead. Once you're close to finishing your last tentacle, you'll get an message giving you the oppertunity to 'climb up'. Make sure you do, or else you'll have to repeat your fight again!

18b. Kill Grutten one more time to get the 'Distinguished Ettin Medal of Bloody Might' (key item).

19. Return back to Ushko to finish the task.

20. Go back to Achemartla with all the key items in your inventory to close the goal.

Reward is the Distinguished Medal of Bloody Might, lvl 170 head, 17DR 2HR 4con, can be I/R.

What digs and strangles, drinks and divides, but in life never sees the light of day? roots

"16. Listen Ushko (who is 2w2n3wdn from entrance) and then kill all the beserkers in his room. You'll open the task after killing all of them."

Ushko won't talk to you until all the bersekers are dead.