(898, 'Nokian', 44, '70.49.132.197', NULL, '\*\*\* only partial solution posted so far, when I get back to it, I''ll complete it. Anyone else can feel free to pick it up from here \*\*\*\n\nLevel Locked at 170, so gotta be 170 or lower.\n\nGo north or south from the first room of the area and kill a dude for a Tabar.\n\nFind a soldier walking around the camp and kill him for the Coif, Chainmail, Breeches, and boots. Wear all of that crap and go to Achemartla - he''s like w2n from the entrance.\n\nRemove all your fancy new gear, and go to the gnoll tents (sorry not giving all the SW''s, don''t wanna baby you!) and say ''pillage''\n\nGo south and talk to the captain, he''ll add tasks.\n\nGotta kill hellhounds and guards from the beginning of the area. Pretty easy, ''tasks here'' will tell you how many of each you have left to kill.\n\nReturn to the gnoll captain, and nod captain to receive the seal of the gnolls.\n\nGo to the air elemental, put on your uniform items, and give him 20k. Maybe less, but 20k worked for me..\n\nGo north west, and ''touch ice'' a couple times and the ice elemental will come out. pwn him.\n\ngo south type ''put chunk river'' and then kill elemental\n\ngo to the northeast room and ''throw orb fire'' then kill\n\ngo south west and ''put brand tree'' then kill\n\ngo north and ''put seed earth'' then kill\n\ngo south east and ''throw earth bolt'' and then kill\n\nGo northwest and open north\n\n''throw bolt blackness'' and kill the ele that shows up\n\nGo back to the air elemental, with uniform on, and he''ll give you the elemental pact.\n\nGo to the ettins, and kill all of ''em to open the next task.\n\ngo to the navigator and ''say take me to tragh''\n\nWork your way to the ettin combat master, and bow to him\n\nWhen you get to the tentacles, use dispel magic on them. On the last tentacle when it hits about 20% health you will need to ''climb up'' or something.. if you are a high tier best to remove your weapons and slowly get him to this point. If you kill the last one you''ll lose. When done you get a badge.\n\ngo to the hellhound handler and keep walking out then back in until he says something, when he does, offer to help him.\n\nfind the handsome soldier and beckon him, he''ll follow you, go to the succubus and she''ll give you boots.\n\nGo to the navigator and say to hell\n\ngo north, kill the lord, get the whistle and give it to the hellhound handler.\n\ngo to the disgruntled gnome and look at him, accept to help him and he''ll open four new tasks.\n\nGo to the navigator and say take me to crizal\n\nKill everything and collect all the items listed in ''tasks here'' and bring them to the gnome. To get the plans, just make your way to the last room of the forest and kill crizal. \n\nOnce everything is done, simply go back to the general and the goal will complete, no reward. Lame.', 0, 1272646826, NULL, NULL, 419),

(959, 'lordsation', 30, '99.70.197.160', NULL, 'nice walk thru. everything was pretty easy except triggering some mprogs.\nat hellhound handler\ndo you need help?\n\nwink at gnome to help\n\ncrizal questions\nThe secret keeper asks, "What is the greatest sustainer of life, though it\n has none of its own?"\nwater\n\nThe secret keeper asks, "What rushes past all of us the same but leaves no\n one unchanged?"\ntime', 0, 1295715213, NULL, NULL, 419),