Posted by Tinky (as Soulblade) and modified by Sunmeria (for Glamdursil)

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

1. From first room of Glamdursil, go north, listen to the stranger.

A stranger looks up, and studies you carefully. He takes a sip of ale and pushes out a chair, beckoning you to sit.

A stranger asks, "I have a tale to tell, do you wish to hear it?"

A stranger says, "If you are seeking the Glamdursil, you have come to the right place."

2. Say yes.

You say ''yes''

A stranger says, "I imagine you have come here seeking to possess the Glamdursil, as do all those who venture to these parts."

A stranger chuckles politely.

A stranger says, "You are too late, my friend. The Glamdursil was destroyed and its parts scattered through the sundered lands. Although it is said the shards of the Glamdursil can be rejoined, they seem to be lost forever. I have looked for them myself, but gotten nowhere. Now I am done with it, a fool's errand, it may well be."

A stranger sighs.

A stranger says, "It seems to me that you are not the type to pass up a challenge, so I'll give you one piece of advice. If you plan to proceed, begin with Imac; he has powerful insight, and may well show you the way."

3. Enter world;enter world;run 2eu to find Imac. Say Glamdursil to get a pipe.

You say ''Glamdursil''

Imac says, "Ah, yes, the Glamdursil. It is said to have the power to cut the very heavens apart. Those fearing its power have shattered it and spread parts of it all over the eight points of the map, which no doubt, you have seen."

Imac says, "If you seek to rejoin the pieces of the Glamdursil, you might first wish to submit to a vision quest. Take my pipe, and smoke it. Do not resist, but submit to your visions and perhaps you will find a way."

You receive a pipe from Imac.

4. Type ''smoke pipe''.

You lift the pipe to your mouth, and draw the smoke into your mouth. The first toke of the pipe leaves you feeling slightly giddy, the second, slightly woozy, but the third hits you like a hammer. You feel your eyes roll to the back of your head and you fall over, incapacitated but with no loss of consciousness.

A vision of a wolf, with a piece of the Glamdursil in its jaws, bounds past you, disappearing into a mist. In the distance, the wolves howl, speaking to one another, but their mournful tones are soon replaced by the sound of waves crashing and the cawing of seagulls, rising to a crescendo of white noise.

You awaken, shaken by the dream, but knowing the vision had meaning, and may well lead you to the Glamdursil.

\*\* Goal Added : Harness the power of the Glamdursil.

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

\*\* Task Added : Find the first shard of the Glamdursil.

\*\* Task Added : Find the second shard of the Glamdursil.

\*\* Task Added : Find the third shard of the Glamdursil.

\*\* Task Added : Find the fourth shard of the Glamdursil.

\*\* Task Added : Find the fifth shard of the Glamdursil.

\*\* Task Added : Find the sixth shard of the Glamdursil.

\*\* Task Added : Find the seventh shard of the Glamdursil.

\*\* Task Added : Harness the power of the Glamdursil.

5. Run down and kill the mad wolves around the area until one of them drops a shard. Remember to pick it up from the ground.

Something falls from the wolf''s gaping mouth as it falls dead from its wounds.

\*\* Task Done : Find the first shard of the Glamdursil.

6. Go back to Imac and enter circle. Enter greece and kill seagulls around the area until one of them drops a shard. Remember to pick it up from the ground.

A seagull swoops past you, with something protruding from its beak. Is it a fish?

A seagull drops a shard of the Glamdursil.

Something drops from the bird's beak and it hits the ground.

\*\* Task Done : Find the second shard of the Glamdursil.

7. Go to the room "Tinitia's Temple in the Greece area and say Glamdursil.

You say ''Glamdursil''

Tinitia says, "The legendary Glamdursil? Yet another adventurer seeks to restore it. This does not surprise me. I will address the oracle, and for an insubstantial donation to my temple, I will give you an answer."

Tinitia says, "10,000 gold pieces will suffice."

8. Give Tinitia 10,000 gold to get a potted sapling.

Tinitia begins to shake and a voice emanates from her open mouth.

The voice intones, ''That which you seek is buried deep in the earth, dormant like a seed waiting to sprout.''

Abruptly, Tinitia awakens from her trance. She smiles, and turns to a corner of the temple, and brings forth a potted sapling. Handing it to you, she says,''This is my gift to you. Find a good home for it, won't you?''

You receive a potted sapling from Tinitia.

9. Enter flame;enter korea. Find the head gardener and give the potted sapling to him.

You give a potted sapling to the head gardener.

The head gardener says, "Thank you, this is quite a rare species. I only hope I don't kill it."

The head gardener sighs.

The head gardener says, "Evil spirits have made me a poor gardener and my green thumb has abandoned me. I don't know what to do! If you see one, kill it! I would be so grateful if you did."

The gardener gets on his knees and begins to dig in the ground, all the while muttering about his bad luck.

10. Find and attack an evil spirit until he ceases combat.

An evil spirit says, "Stop trying to kill me and I'll help you out! I know you're not from around here so just tell me what it is you're after."

11. Say Glamdursil.

You say ''Glamdursil''

An evil spirit exclaims, "I believe what you seek is buried somewhere in the head gardener's orchard. Go offer to help him with his digging, and he won't mind you tearing up his garden, he's that dumb!"

An evil spirit throws back its head and cackles with insane glee!

With that, the evil spirit vanishes before your very eyes.

12. Go back to the head gardener and say help.

The head gardener exclaims, "I would very much appreciate your assistance, Tinky. Please take this spade, and dig some holes for me so I can plant my trees!"

You receive a spade from the head gardener.

13. Walk around the rooms in the Korea area and type ''dig hole'' till you get a message about digging out something.

As you dig, your spade suddenly hits something metallic. Dropping to your knees, you dig carefully with your hands, and bring forth what looks like a lump of twisted metal. Cleaning the dirt off, you see that it is a sword's hand guard.

Suddenly, a very large raven swoops out of nowhere, snatching the shiny mangled metal out of your hands.

14. Kill the large black ravens until one of them drops a shard. Remember to pick it up from the ground. If, for some reason, you lose the shard, you will have to get another potted sapling from Tinitia for 10,000 gold and repeat the steps.

As the raven falls to the ground dead, something heavy drops from its talons.

A large black raven drops a shard of metal.

\*\* Task Done : Find the third shard of the Glamdursil.

15. Go to the room "The training area" and enter pattern. Now enter italy.

16. Run nd and kill Tino for a small silver key. Unlock and open the chest in the room. Vomuali will appear. Kill Vomuali and get the shard from the chest.

\*\*Task Done : Find the fourth shard of the Glamdursil.

17. Run uw;enter icebox;enter Japan. Run down and hunt for Ikuko until you find her.

Ikuko says, "I am trapped here and I trust no one but Vomuali to help me."

18. Say Vomuali.

You say ''Vomuali''

Ikuko says, "Vomuali has sent you? Thank the gods! I need to escape from this hole, and have no way of doing it. Lord Heishiro has cursed me and imprisoned me here as he suspects me of spying."

Ikuko chuckles sadly.

Ikuko exclaims, "Release me from these chains, and I will help you as well. Together we can outwit Heishiro!"

19. Type ''release Ikuko'' to release Ikuko.

20. Get out of the maze and go to Shiroyuki Takekuro, also in the Japan area. Ikuko will be in the room.

Ikuko whispers quietly in your ear, ''I will assist you, Tinky. Attack him now as I know he has what you seek!

21. Kill Shiroyuki Takekuro.

Like a flash, Ikuko grabs at the corpse, looting it of the treasure hidden in it.

Ikuko exclaims, "Sorry but our partnership ends here. No hard feelings!"

With those words, Ikuko vanishes, Ikukong your hard-fought for treasure with her.

22. Hunt/Where Ikuko and kill her for the fifth shard.. If, for some reason, you lose the shard, simply find Ikuko again and kill her to get it. No need to go through steps 18 to 21 anymore.

Ikuko exclaims, "You win, Tinky. See you in hell!"

With those last words ringing in your ears, Ikuko crumples to the ground.

\*\* Task Done : Find the fifth shard of the Glamdursil.

23. Go to the room "A tranquil garden" and enter pool. Enter china;run esu and kill Jia-Chi Qao for the sixth shard.

Jia-Chi Qao doubles over in pain, clutching the gaping wound in his chest. As he dies, he releases from his grip, a shard of the Glamdursil.

\*\* Task Done : Find the sixth shard of the Glamdursil.''

24. Enter dragon;enter germany;run neu and kill Winegar Nusautten for the seventh shard.

\*\* Task Done : Find the seventh shard of the Glamdursil.

You get an amulet made from the tip of a blade from the unholy corpse of Winegar

25. Run dws;enter spain;run sue. The mobprog will activate when you go into the room and Ceontario will attack him. Kill him. DO NOT RETREAT OR FLEE HALFWAY. If you do, you will have to collect the shards all over again. You will get Glamdursil and the area portal, Copy of the Map of the World.

Ceontario grabs the Glamdursil and wields it, deftly transferring the Souledge into his off hand.

Ceontario exclaims, "Now, Tinky, you will be the first to be dispatched by the Glamdursil, in many a decade!"

Ceontario wields the \*\*}Glamdursil=>.

\*\* Task Done : Harness the power of the Glamdursil.

\*\* Goal Completed: Harness the power of the Glamdursil.

You get 6,268 gold coins from the hacked corpse of Ceontario.

You get a copy of the ((Map of the World)) from the hacked corpse of Ceontario.

You get the \*\*}Glamdursil=> from the hacked corpse of Ceontario.

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| Keywords : copy map world |

| Name : a copy of the ((Map of the World)) |

| Id : 228749709 |

| Type : Portal Level : 149 |

| Worth : 1,000 Weight : 1 |

| Wearable : hold, portal |

| Flags : glow, hum, magic, held, burn-proof, nolocate, V3 |

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| Keywords : Glamdursil |

| Name : the \*\*}Glamdursil=> |

| Id : 228850284 |

| Type : Weapon Level : 195 |

| Worth : 2,550 Weight : 2 |

| Wearable : wield |

| Flags : glow, hum, magic, nosell, held, burn-proof, V3 |

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| Weapon Type: exotic Average Dam : 440 |

| Inflicts : decaying touch Damage Type : Negative |

| Specials : vampiric |

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| Stat Mods : Hit points : +100 Dexterity : +5 |

| Constitution : +5 Luck : +5 |

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(831, 'tinky', 34, '58.182.121.46', NULL, 'As far as I know, the above solution worked for me, but I also know Olo had issue with it. If anyone is free, do test it out and post your results. In particular Olo had issues with the Li Long China part.', 0, 1258526809, NULL, NULL, 381),

(833, 'tinky', 34, '58.182.121.46', NULL, 'Appears that Damastes had no problem with the Li Long China part... we''ll have to figure out what went wrong with Olo.', 0, 1258587917, NULL, NULL, 381),

(968, 'Vinatia', 60, '67.163.200.74', NULL, 'After you get the spade from the gardener you must type dig hole in the rooms now that someone created a stupid digimon social. Will try to post an updated version of this walkthrough at some point', 0, 1297349898, NULL, NULL, 381),