To start goal: Go to Grak’ou (2sws from entrance) say “maps” then, say “I’m here to help investigate”

Run nes;say “medicine”

Look potion to get Overseer’s Saliva

\*\*\*must loot the following from the corpse after message\*\*\*

Kill ‘a large rat’ until you collect a cloth dripping with rats blood

Kill ‘an eating dwarf’ until you collect a small sweaty hat

Kill ‘a withered old gnoll’ until you collect a tuft of white gnoll hair

Go back to the Infirmary and say “have all of them”

Wait a bit (not sure how long), then say “disappearances”

run nwd2s Reds;say “caves”;wait for the end of mobprog;say “deal”

Run s;say “axle”

Find heaps of broken and discarded metal tools on the quarry floor and ‘salvage metal’ till you get something. Return it to the blacksmith and he’ll tell you it’s not good enough. You must do this and return 3 times to him and give him the new piece of metal, and he’ll give you an axle.

Kill ‘a dwarven slave’ for an old wooden wheel (x3)

Kill ‘a complex looking drilling machine’ for an old wooden cog (x2)

Kill ‘a Blacksmith’s Gopher’ for a key on a long chain \*\*must loot it\*\*. It opens the locker east of the tinker. In the locker is a dirty can of grease.

Return to the tinker and say “you can fix the cart”

Run n2ed2sed2sd2w;say “cave entrance”

Return to the Overseer (Grak’ou) and say “the caves have been sealed” to get Orders to Open the Cave

Run nd2sed2ed2sed2sd2w;give orders expert

Kill ‘a dwarf holding a drill bit’ for a worn drill bit (get a few)

Kill ‘a giant muscular gnoll’ for a mancrushing sledge

Return to the expert

be vis, have those in inventory not equipped and he will trigger next step

Go east;wield sledge;hold bit;drill holes

The bit will break, so go get more (if you don’t already have them) and do it again to finish then go back to the expert and say “I have finished”

Go back east and ‘carefully pack the explosives’ then ‘gently place the blasting caps’

Go west to the expert and ‘press plunger’ then go east again and ‘move rocks’

Kill the fossils in here until you get attacked by a giant fossil creature

Kill that creature and take the dwarf’s corpse to the overseer, give the corpse to the overseer.

run 2n, be vis, listen to Aarrssa story

Run sds;climb vines;n;say “fossils” (kill gnoll guards first)

go to aarrssa, Run s;climb vines;run nun;say “biscuits”

Run sds;climb vines;n;say “never get any biscuits”

Run s;climb vines;run nun;say “are you a shaman?”;say “I agree”

Run s;wait for repop;run n to get biscuits and another task

Run sds;climb vines;n;give biscuits nutzo

Go back to the caves, and clear the rooms, then ‘check room’ in each till you find Aarrssa’s daughter, type listen daughter.

wait for mobprog, then say “yes”

then say “Xut eb Owine”

Kill the fossil

Return to Aarrssa and say “your daughter is sorry”

Return to the Overseer and he’ll take the maps from you and give you nothing nothing at all

Note: If you go overseer b4 aarrssa you can go enter cave from arrssa and listen gnol and get another map

Reward

8 qp and shortcut from Overseer's Home to caves via 'enter cave'