1. run n2e;say yes

2. run wnw4nwn3wn;say yes (Wait for task to update)

3. run s3ese2nuwue2n;follow him;kill shape shifter

4. leave ravine;run 2swded3s2esenwseded;dig deeper;kill gatherer

5. climb out;run uwuwneswn2w3s2ws;climb aboard;find shelter;w;open the hatch;help the stranger;say how close;kill man-otter

6. surface;run 2e4nwn3wn

7. run s3ese4sese;say i am ready;kill kushtaka

8. op chest;get all chest

9. survive;run wnw4nwn3wn;say it is done

Reward: Light (Ever-Burning-Torch)

Source:

(credit to lordsation)

kik cove

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1.go to room a small island

A twitchy shaman says, "Hmmph, I guess you will have to suffice. There is

a great reward for you if you are able to save our people from an ancient

evil."

A twitchy shaman asks, "Will you help us stranger?"

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SAY YES

You say 'YES'

He looks over disapprovingly, then shrugs.

A twitchy shaman says, "Visit the village elder and tell him you are here

to help. Return to me only AFTER you have finished preparing."

\*\* Goal Added : Rid the cove of an ancient evil.

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

\*\* Task Added : Visit the village elder

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GO TO ROOM BEFORE THE VILLAGE ELDAR

SAY YES

'YES

You say 'YES'

The tribal elder says, "Yes, I have dreamt of your coming."

The tribal elder says, "We are beset by an unspeakable evil. It preys upon

us and up to this point has been invincible."

The tribal elder says, "Our finest warriors have been tossed aside like

rag dolls. We need your help."

The tribal elder says, "We call this evil the Kushtaka, it's a

shapeshifter that often takes the form of either man or otter, but can

appear as anything at anytime."

The tribal elder says, "Before you can face the Kushtaka you must

prepare."

The tribal elder says, "Explore the cove and return to me when you have

found the three totems."

\*\* Task Done : Visit the village elder

The tribal elder exclaims, "The Totem of Life!"

\*\* Task Added : Find the Totem of Life

The tribal elder exclaims, "The Totem of Earth!"

\*\* Task Added : Find the Totem of Earth

The tribal elder exclaims, "And finally The Totem of Water!"

\*\* Task Added : Find the Totem of Water

\*\* Task Added : Return to the elder with the totems

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make sure autoloot is on

---------

GO TO ROOM "The lip of a ravine"

CUSTOM EXIT - FOLLOW HIM

KILL THE SHAPE SHIFTER

\*\* Task Done : Find the Totem of Life

---------

go to room "Spiders!"

cexit - dig deeper

KILL A POSSESED GATHERER

\*\* Task Done : Find the Totem of Earth

---------

GO TO ROOM "Wet Dreams"

CEXIT - CLIMB ABOARD

CEXIT - FIND SHELTER

WEST

CEXIT - OPEN THE HATCH

CEXIT - HELP THE STRANGER

CEXIT - 'HOW CLOSE

KILL MAN-OTTER

\*\* Task Done : Find the Totem of Water

--------

NOTE: THE TOTEMS ARE SET TO EXPIRE - SO YOU NEED TO BE

FAIRLY QUICK ABOUT GATHERING THEM

(M) a crystalized spider (194)

(M) a bone whistle (196)

(M) an abalone shell

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RETURN TO THE ELDAR

(ROOM IS BEFORE THE VILLAGE ELDAR)

\*\* Task Done : Return to the elder with the totems

\*\* Task Added : Return to the shaman with the totems

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RETURN THE THE SHAMAN

ROOM (A small island)

The shaman takes the totems and throws them onto the fire.

\*\* Task Done : Return to the shaman with the totems

\*\* Task Added : Confront and defeat the Kushtaka

-------

IN THE SAME ROOM AS SHAMAN.. SAY I AM READY

SAY I AM READY

KILL KUSHTAKA

\*\* Task Done : Confront and defeat the Kushtaka

\*\* Task Added : Return to the elder to receive your reward

You get Blood Covered Paws from the frazzled corpse of the Kushtaka.

You bury your fangs deep into the frazzled corpse of the Kushtaka, drinking thirstily.

Ahhhh, that feels better!

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GO TO ELDAR

ROOM (BEFORE THE VILLAGE ELDAR)

You say 'IT IS DONE'

\*\* Task Done : Return to the elder to receive your reward

\*\* Goal Completed: Rid the cove of an ancient evil.

{invitem}1060827450,IM,-\\Ever-Burning-Torch//-,200,1,0,-1,-1

{invmon}4,1060827450,-1,-1

You receive -\\Ever-Burning-Torch//- from The tribal elder.

INFO: LordSation has rid Kiksaadi Cove of an ancient evil!

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

| Keywords : kushtaka kiksaadi ever burning torch |

| Name : -\\Ever-Burning-Torch//- |

| Id : 1060827450 |

| Type : Light Level : 200 |

| Worth : 800 Weight : 20 |

| Duration : permanent |

| Wearable : light |

| Score : 400 |

| Material : organic |

| Flags : invis, magic, burn-proof, nolocate, nosteal, V3 |

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

| Stat Mods : Strength : +10 Dexterity : +5 |

| Damage roll : +20 Wisdom : +10 |

| Hit roll : +10 |

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

CAPE CAN BE FOUND IN ROOM WITH KUSHTAKA

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

| Keywords : cape human flesh |

| Name : ~a~cape~of~human~flesh~ |

| Id : 1060302850 |

| Type : Armor Level : 199 |

| Worth : 4,000 Weight : 25 |

| Wearable : neck |

| Score : 170 |

| Material : organic |

| Flags : invis, magic, burn-proof, nolocate, V3 |

| Notes : Item has 2 resistance affects. |

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

| Stat Mods : Wisdom : +10 Damage roll : +14 |

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