Contributed by Damastes and Vinatia

Go to Nesfan the ranger

say 'yes'

\*\* Goal Added : Battle the evil caged in the bowels of duNoir.

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

\*\* Task Added : Eliminate the corrupters of natural order.

\*\* Task Added : Destroy the vile magicians at their research.

Kill 15 twisted necromancers

\*\* Task Done : Eliminate the corrupters of natural order.

Kill 15 insane mages

\*\* Task Done : Destroy the vile magicians at their research.

Return to Nesfan the ranger

\*\* Task Added : Soothe the anthbeast abominations.

Go to Plant Man (through the red pool)

say 'anthbeast'

obtain the following items (ensure autoloot is on):

some mistletoe from the land of the Vikings -----> Yggdrasil on Hod, God of Darkness

(from portal - enter green;d;enter d;run all down;kill hod)

a cauldron from an Irish land -----> Tir na Nog on Daghda

(all south of entrance to castle, kill daghda)

a branch from the land of were creatures -----> Werewood on ground (A broken branch found on the ground) (1e of entrance, get branch)

an acorn from a much-loved magical tree -----> Tree of Life on A busy squirrel

(kill squirrel (random drop))

some mint from the perpetual fall -----> Eternal autumn in room “In A New Forest” (A spring of mint) (from portal, e2n, get mint)

frankincense from this mountain -----> Mount Dunoir in room “Path Towards Doom”

(1u of entrance, open tree;get all tree)

Return to Plant Man

\*\* Task Done : Soothe the anthbeast abominations.

Return to Nesfan

\*\* Task Added : Venture into the deep and forge the singing blade.

Go to blacksmith (from Nesfan - 2dse2swnwd3en)

say 'singing blade’

type 'pilfer supplies'

type ‘get hammer’ (need to be neutral align to wield it)

go east

type the following:

‘wield hammer’ (primary)

‘dual tongs’

‘pump the bellows’

‘put ore anvil’

‘hammer ore’

when hammering is complete, ‘dip blade water’

[should get the singing blade now if not repeat steps above starting from pilfer supplies]

Return to blacksmith

\*\* Task Done : Venture into the deep and forge the singing blade.

Return to Nesfan

\*\* Task Added : Rescue the prophesied one.

\*\* Task Added : Lead Cheoj's companions from their cells.

kill a guard dog for blood-spattered key

go to room “Simple Room” (where the minions are) and get rusty key

wearing the singing blade attack a bhazhat guard in the dungeon area... he will throw you out of the room and add a task

\*\* Task Added : Find assistance for dispatching Cheoj''s guards.

open cell doors and find nurh, yublem, and maurm

‘beckon nurh’

‘beckon yublem’

‘beckon maurm’

\*\* Task Done : Lead Cheoj's companions from their cells.

return to bhazhat guard

kill guard (mobs help you, and you will be transported to room with Cheoj)

\*\* Task Done : Find assistance for dispatching Cheoj's guards.

kill torturer

beckon cheoj

\*\* Task Done : Rescue the prophesied one.

Return to Nesfan

\*\* Task Added : Enter Bhazhat's cell, and make it out alive.

Return to Plant Man

say 'bhazhat’'

kill limethe for onyx key

Go to room ‘Before a Massive Door’

open s;s

kill bhazhat

say ‘when’ after bhazhat is dead

\*\* Task Done : Enter Bhazhat's cell, and make it out alive.

\*\* Goal Completed: Battle the evil caged in the bowels of duNoir.

You receive 20 quest points.