Notes:

-Area contains PK rooms, so be aware/cautious

1. run 3nw;say dryads

2. run 2e;op n;run ne;say get results soon

3. run w;op s;run sw3se2s2es2e;listen dryad;enter pool

4. run es;enter pool;run es;enter pool;run es;enter pool;run n;sit;listen hasalia

5. run n2wnen;clear mobs here til the mob "a dark malice" appears. It will be seen in room as "Though you cannot see it, something dark lurks here.".

6. look malice (It will attack you - kill it)

7. From where step 5 left off: run sws2e;give malingering hasalia;sit;listen hasalia

8. stand;enter pool;run se;enter pool;run se;enter pool;find and kill Warmage Alestine

9. From where step 8 left off: run se;enter pool;n;give flames hasalia

10. run 2wn2w2nw3ne;op n;run ne;say I have helped the dryads

11. run w;op s;run s2w;run 2e;op n;run ne;say thank you

12. run w;op s;run s2w;say gift

13. run e3se2s2es2e;give basket hasalia

Rewards: 10 trains, 10k gold and a vine ring.

Source:

Sagewood Grove 31st Aug 2013

Captain's Wood Cabin

The captain's assistant helps organize the room.

Captain Randolph exclaims, "Well met, Landion!"

listen randolph

Captain Randolph says, "The position is difficult. We would like to obtain

use of their wood, but the dryads don't seem to want to negotiate."

listen randolph

Captain Randolph says, "The position is difficult. We would like to obtain

use of their wood, but the dryads don't seem to want to negotiate."

say dryads

You say 'dryads'

The captain's assistant says, "We came here with intent to use the

Sagewood. But the dryads are not being cooperative."

The captain's assistant says, "Can you send a message to Silveroak? He is

helping us with this mission."

The captain's assistant says, "Tell him to get results soon."

\*\* Goal Added : Ease relations in Sagewood Grove.

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

\*\* Task Added : Pass along the message to Silveroak.

Silveroak's Abode

say get results soon

You say 'get results soon'

The Treant Silveroak says, "Yes, the captain wants the resources in

Sagewood Grove. Of course, the dryads are not cooperating. But they are

normally peaceful creatures."

The treant ponders for a moment.

The Treant Silveroak says, "I think something is setting them off."

The Treant Silveroak asks, "I am busy working on a gift for my friend. Do

you think you can go find out what's wrong?"

The Treant Silveroak says, "The wisest dryad can probably tell you."

\*\* Task Done : Pass along the message to Silveroak.

\*\* Task Added : Talk to the wisest dryad in Sagewood Grove.

Serene Clearing

(Golden Aura) (White Aura) Silent and unmoving, an old dryad sits here by the

pool.

Hasalia the Wise says, "You must be from the Outpost, I can tell by your

walk. If you wish to help, please examine the dead wood."

\*\* Task Done : Talk to the wisest dryad in Sagewood Grove.

\*\* Task Added : Examine the dead woods.

listen dryad (transported to pool of mirrors)

Hasalia the Wise says, "You may enter the pool of mirrors."

enter pool

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You step into the pool and find yourself in another time and place.

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Haze of Peace and Beauty

After the mist clears, you find yourself still beside the Pool, but all

around you is a completely different place and time. The sky overhead is

clear and blue, and birds fly through the air without a care. The trees are

lush and green, full of vibrant color and wildlife. The sounds of laughter

can be heard echoing among the trees.

[ Exits: east south ]

Camouflaged amongst the trees, a dryad moves slowly toward you.

Camouflaged amongst the trees, a dryad moves slowly toward you.

Laughing playfully, a dryad dances around a tree here.

run es

enter pool

run es

enter pool

run es

enter pool

pool of mirrors

run n

[ Exits: west ]

(Golden Aura) (White Aura) Silent and unmoving, an old dryad sits here by the

pool.

Hasalia the Wise says, "The Sagewood Grove has been attacked before."

Hasalia the Wise says, "Come, child. Sit and listen."

sit

You sit down.

listen hasalia

Hasalia the Wise says, "You don't need to sit if you've heard this

already."

Hasalia the Wise says, "Some time ago, another group similar to these

soldiers arrived. They wanted to claim the Sagewood Grove as their own. We

dryads fought back, and we fought back hard."

Hasalia the Wise says, "The mages were destroyed, that I remember. But it

seems their darkness still lingers over the land. This darkness is a

poison infecting the grove."

Hasalia the Wise says, "Will you help destroy it? There is a way into our

past."

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SEE NOTE BELOW)

Pool of Mirrors

go to dark wood nw

((Glow) A bright ball of light shimmers in the air.)) should be here, if not

get one and drop here

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NOTE:

(i had a problem with this part.. i went to the dead wood section and cleared

the area.. tasklist updated and said look at malice before killing it - did not need the light

i did not want to delete this part of walkthru incase it was needed)

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kill all until 'Though you cannot see it, something dark lurks here.' appears

kill it

That was a pointless no-experience kill!

\*\* Task Done : Examine the dead woods.

\*\* Task Done : Kill the darkness.

\*\* Task Added : Bring what you've found to Hasalia.

Bring the darkness back to Hasalia.

You get a malingering presence from the shredded corpse of a dark malice.

give malingering Hasalia

You give a malingering presence to Hasalia the Wise.

\*\* Task Done : Bring what you've found to Hasalia.

\*\* Task Added : Listen to Hasalia's story.

Hasalia the Wise says, "I know what this is."

Hasalia the Wise says, "It is a long story. You may sit and listen to

it."

Auction: Riou is auctioning a Spiritual Armor (Level 137, Num 939). Current

bid is 100.

sit

You sit down.

listen hasalia

\*\* Task Done : Listen to Hasalia's story.

\*\* Task Added : Destroy the darkness of Sagewood Grove's past.

Hasalia the Wise says, "Some time ago, another group similar to these

soldiers arrived. They wanted to claim the Sagewood Grove as their own. We

dryads fought back, and we fought back hard."

Hasalia the Wise says, "The mages were destroyed, that I remember. But it

seems their darkness still lingers over the land. This darkness is a

poison infecting the grove."

Hasalia the Wise says, "Will you help destroy it? There is a way into our

past."

Pool of Mirrors

find and kill warmage

You get encircling flames. from the corroded corpse of Warmage Alestine.

give flames dry

You give .encircling flames. to Hasalia the Wise.

Hasalia the Wise says, "Thank you for helping destroy the darkness in our

past."

Hasalia the Wise says, "I hope that our future will survive."

\*\* Task Done : Destroy the darkness of Sagewood Grove's past.

\*\* Task Added : Report what has happened to Silveroak.

You can now tell Silveroak that you have helped the dryads.

Silveroak's Abode

say i have helped the dryads

You say 'i have helped the dryads'

Someone says, "That's great to hear! I will tell the captain that you have

succeeded where I have not."

Someone says, "I finished this canvas while you were away. I suppose you

can have it since you have helped me and the dryads both. You silly

Tritons need some covering in the woods anyway."

You receive a leather canvas from Someone.

\*\* Task Done : Report what has happened to Silveroak.

\*\* Task Added : Return to the captain.

Captain's Wood Cabin

Captain's Wood Cabin

[ Exits: east ]

The captain's desk sits in the middle of the room.

A well-trained soldier stands at attention here.

(White Aura) The captain of Greenleaf Outpost contemplates over his maps here.

The captain's assistant helps organize the room.

Captain Randolph exclaims, "Silveroak has told me what you've done. Well,

done, Landion!"

Captain Randolph asks, "But we still have the problem of getting the

dryads to cooperate. Have you any ideas?"

\*\* Task Done : Return to the captain.

\*\* Task Added : What ideas do you have for the situation?

Silveroak's Abode

say thank you

You say 'thank you'

Someone says, "Aw, you're very welcome. I hope you enjoy my gift."

That's right. Captain Randolph should try to give a gift.

Captain's Wood Cabin

The captain's desk sits in the middle of the room.

A well-trained soldier stands at attention here.

(White Aura) The captain of Greenleaf Outpost contemplates over his maps here.

The captain's assistant helps organize the room.

Captain Randolph exclaims, "Well met, Landion!"

say gift

You say 'gift'

Captain Randolph exclaims, "Why, that's it! Silveroak gave you that canvas

didn't he? So simple! We should just shower them with gifts. They are

bound to return the favor!"

Captain Randolph is so ecstatic, you don't bother telling him his plan might

not work.

The captain rushes around the room putting together the gift.

Captain Randolph asks, "Here, take this to that dryad, will you?"

You receive a welcome basket from Captain Randolph.

\*\* Task Done : What ideas do you have for the situation?

\*\* Task Added : Give the gift basket to Hasalia.

give basket Hasalia

You give a welcome basket to Hasalia the Wise.

Hasalia the Wise rolls her eyes.

Hasalia the Wise says, "Thank you for the basket. I will overlook the

intentions here..."

Hasalia the Wise says, "Since you have helped us and received nothing

earlier, I have a gift for you."

\*\* Task Done : Give the gift basket to Hasalia.

\*\* Goal Completed: Ease relations in Sagewood Grove.

\*\* 10 trains rewarded.

\*\* 10,000 gold rewarded.

INFO: The dryads of Sagewood Grove make peace with the soldiers thanks to

Landion's help.

You receive ~vine ring~ from Hasalia the Wise.

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

| Keywords : vine ring |

| Name : ~vine ring~ |

| Id : 1459255431 |

| Type : Treasure Level : 161 |

| Worth : 0 Weight : 8 |

| Wearable : finger |

| Score : 240 |

| Material : plant |

| Flags : magic, V3 |

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

| Stat Mods : Intelligence : +12 Damage roll : +12 |

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