

# The Heritage Quest Guide




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## THE RETURN OF THE LIGHT Submit Info

Recommended	Level: <b>17</b>	Related NPCs	Cannix Silverflame Captain Gaer
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>30,000</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Average (5)</b>	Monsters Involved	A Wandering Pride Lioness Captain Ogof General Drull High Priest of Val'Marr Lightbringer Wisp Rama'nai Sergeant Fogo Sergeant Reag
Repeatable	No	Monsters Involved	Ring of Nature The Crossroads
Rewarded Coin	30 s	Other Related Zone	Bloodskull Valley
Triggered By Item	Burned Out Lightstone	Other Related Quest	The Search for Bloodskull Valley
Starting Zone	Commonlands		
Rewarded Items	Greater Lightstone Faintly Lit Lightstone Dimly Lit Lightstone Softly Glowing Lightstone Glimmering Lightstone		
Description	<p>This quest is initiated by examining a "Burned Out Lightstone". This item drops from the Lightbringer Wisp in Commonlands. He spawns at the Ring of Nature near +800, -59, -194. This item drops on his corpse, and not in a chest.</p> <p>The quest is actually many parts, each with their own reward. Each step upgrades you to a new version of the Lightstone, but the quest name never changed. It is a continuance of the quest at all points.</p> <p>The first thing you need to do is find someone who needs this lightstone. The person who needs it (though the quest gives you no indication) is Cannix Silverflame in the Commonlands (-310, -362). He is found on the road just outside of the Crossroads. This is a tricky step because the dialogue to advance the quest is found on his second page of text, with the first page of text being the same as he tells anyone if you have the lightstone or not.</p> <p>The first thing Cannix will ask of you is to touch the Mourned and the Forgotten with the lightstone. These are both interactive objects in the Commonlands. You right click on them and you will receive an option to touch the statue with the lightstone.</p> <p>The Forgotten - +172, -45, +260 The Mourned - -590, -49, -632</p>		

After completing this step return to Cannix for your first reward (Faintly Lit Lightstone). He will then ask you to kill Rama'nai in the Commonlands. Rama'nai is a named lion at the Ring of Nature, near where the Lightbringer Wisp spawned. He has a pride of lionesses but is relatively easy. His placeholder is a wandering pride lioness (+601.21, -59.80, -48.04).

After killing Rama'nai return to Cannix for your second reward (Dimly Lit Lightstone). Your next task is to kill two Orc Captains in the Commonlands:

Captain Gaer (paths near -472, +500, placeholder is Sergeant Reag who spawns at -322, -40, +344)

Captain Ogof (paths near -920, +622, placeholder is Sergeant Fogo who spawns at -1094, +570 or at -840, -568 or at -548, +286)

After killing them return to Cannix for your third reward.

The next step is to kill the High Priest of Val'Marr in the Commonlands. He is found at the Ruins of Val'Marr. He is spawned by killing all four mobs south of the ruins at loc +448.28, -49.84, +574.01. Once you kill all 4 mobs either the high priest or his placeholder will appear. If placeholder shows up then you must rinse and repeat.

After doing this return to Cannix. He will then send you to kill General Drull. He can be found in Bloodskull Valley, which is a keyed zone (see related quests).

After completing this task return to Cannix and he will attack you, not wanting to give up the reward. Kill him and congratulations on a Greater Lightstone.

EDITOR's NOTE: Qeynos will not have to kill Cannix at the end of the quest. Instead a group of monsters will attack him. You must then kill the monsters to receive your reward.



## THE JOURNEY IS HALF THE FUN [Submit Info](#)

Recommended	Level: <b>18</b>		
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>48,750</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Excellent (9)</b>	Related NPCs	<a href="#">Banoo Corest</a> <a href="#">Chon Ar'edij</a> <a href="#">Lessa Gentare</a> <a href="#">Selinda Whispersong</a> <a href="#">Sian D'ior</a> <a href="#">Soci Esign</a> <a href="#">Stro D'Proi</a>
Repeatable	No		
Starting Zone	<a href="#">Antonica</a>		
Starting NPC	<a href="#">Cru Naseto</a>	Monsters Involved	<a href="#">Behemoth Pond</a> <a href="#">Camp Ghobber</a> <a href="#">D'Abbth Bridge</a> <a href="#">Deadview Pass</a> <a href="#">Deathfist Citadel Entrance</a> <a href="#">Deathfist Quarry</a>
Rewarded Items	<a href="#">Sian's Bracelet of Adroitness</a> <a href="#">Runner's Ring</a>		

	Legendary Journeyman's Boots (VLA) Amulet of the Far-Runner Legendary Journeyman's Boots (MA) Legendary Journeyman's Boots (HA) Legendary Journeyman's Boots (LA)	Druid Ring in Zek Goblin Pass Keep Of The Ardent Needle Keep of the Gnollslayers Lucan's Mount Nektropos Castle Entrance N'Marr's Ascent Port Naythex Ring of Nature Ruins of Caltorsis Ruins of Valmarr Runnyeye Ward Shrine of the Sirens Spirit Lake Tagglefoot Farm The Crossroads Thundermist Village Tower of the Oracles Tower Of Vhalen Turmoil Cemestary Zarvonn's Tower
		Other Related Zones Commonlands Enchanted Lands Feerrott Nektulos Forest Thundering Steppes
		Other Related Quest In Search of the Feerrott
Description	<p>This is a Heritage quest, and is one of a series. We do not have complete information at this time. We do know that it starts from Cru Naseto in Antonica though. He will refer you to Selinda Whisperwind in Antonica to begin the Antonican race. (-381, -10, 207).</p> <p>She gives you 14 minutes to visit the following locations and return to her:</p> <p>Tower of Vhalen: -1300, +38, +45          Keep of the Gnollslayers: -2121, -46, +415          Ruins of Caltorsis: Near the shores, surrounded by undead          Tower of the Oracles: -1024, +13, -614          Keep of the Ardent Needle: -403, +15, -304 near Knight Grel Stoneshearer</p> <p>If you manage to beat the timer he will send you to Commonlands to speak to Sian D'ior (-948, -49, -58). From Freeport head west along the road until you come to the tower and wall where Sergeant Borus is stationed. Sian D'ior is found on the opposite side of Sergeant Borus, a bit hidden away. Speak to him. He will send you on a race to the following locations:</p> <ol style="list-style-type: none"> <li>1. Crossroads: -488, -45, -317</li> <li>2. Lucan's Mount: +10, -15, -741 (Terrathud is at the top of the mount, beware he has a knockback attack, but you can fall safely back into the water).</li> <li>3. Zarvonn's Tower: +896, -45, -518</li> <li>4. Ring of Nature: +686, -60, -95</li> </ol>	

5. Ruins of Valmarr: +378, -47, +338
6. Turmoil Cemetary: -1301, -70, +320
7. Return to Sian D'ior

The third leg of this quest starts with Lessa Gentare in the Thundering Steppes. She is located at the docks. This step may be impossible without evac. You must visit:

1. Thundermist Village (+550, -10, -27)
2. Deadview Pass (+940, +560)
3. Shrine of the Sirens - About 50m out from beach as far west as you can go on the map (the little bump on beach) at +1481, -20.4, +239
4. Shrine of Decay (+357, +1190)
5. Coldwind Cove (+235, -22, +1350)
6. Grave Poll (+128, +753)
7. Through posts on docks (-494 -21 -400)
8. Return to Lessa

The fourth leg is given by an Stro D'Proi at the Commonlands gate in the Nektulos Forest (-214, +12, +256). He will give you fifteen minutes to visit:

1. Behemoth Pond
2. Gargoyle Gorge
3. Nektropos Castle - Far northeast corner (need loc)
4. N'Marr's Ascent - Near -398, 1, -1235
5. D'Abbth Bridge
6. Port Naythex - Near +661, -1, -271
7. Return to NPC

The next leg is in Zek from Soci Esign at +481, +229. This time you will need to run from:

Grove Stones - Druid Ring (+228, +14, +93)  
 Charred Vale - Scorched area at the Zek bridge (-422, -35, -387)  
 Deathfist Lookout - Top of the large winding rock at  
 Access Bridge of Zek - The bridge before Citadel (-21, +75, -365)  
 Deathfist Citadel - Near -162.16, -25.11, -615.68  
 Spirit Lake - Don't touch the water (-58.5, -3.65, -71.6)  
 Deathfist Quarry - You must take the elevator down at the mines at +343, -114, -118.5

From there you must go to the Enchanted Lands and speak to Banoo Corest at the Granary. You only receive 8 minutes for this leg of the race. Locations are as follows:

1. Runnyeye Ward - +164.60,0,-428.59
2. Tagglefoot Farms - -724,0,-682.79
3. Camp Ghobber (Nightblood Tower on your overland map) - -790,0,-939
4. Goblin Pass - +220,0,-750
5. Lookout Stump - +330.93,0,-420
6. Back to Granary - +223, 0, -278

The ward is just north of the granary, it's the big totem on the hill before the holes in the Wall. Tagglefoot Farms is along the river, right next to Foomby for the EE bag quest. Camp Ghobber is way to the NE of the map, looks like a tower with a bunch of spike barricades around it. Think Orcs in Warcraft type building. From there, as the other poster said, just evac and run the last two steps. Lookout Stump is marked as Halfling Lookout Point on your overland map, and the goblin

	<p>pass is just north of that, over the ridge and around the edge of the mountain.</p> <p>The next leg after this is in the Feerrott. This leg is given by Chon Ar'edij (-118.63, +7.41, -74.82). He will not give it to you unless you are level 30+. After exiting the tunnel from the docks you can just hug the left wall to visit him. You must visit:</p> <ol style="list-style-type: none"> <li>1. Temple of Alliz (-301, -7, +819)</li> <li>2. Ruins of Thule (-729, -2.6, +823)</li> <li>3. Alliz Tae Outpost (-1221, +2.82, +688)</li> <li>4. Ulguth Bridge (-1198, -3.8, +430)</li> <li>5. Tower of Vul (-1018, 0, +488)</li> <li>6. Altar of the Four Cannons (-719, +6, +195)</li> <li>7. Murdunk's Fall (-265, +5, +140)</li> <li>8. Return to Chon</li> </ol>
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<p><b>THESE BOOTS WERE MADE FOR...</b> <a href="#">Submit Info</a></p>
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Recommended	Level: <b>20</b>	Related NPCs	Minty Frostbeard
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>28,500</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Very Good (8)</b>	Monsters Involved	A Caveroot Horror A Firerock Scout A Mature Antelope A Sabertooth Excavator A Sabertooth Miner Bloodtalon The Ghost of Garanel Rucksif
Repeatable	No		
Rewarded Coin	38 s		
Starting Zone	Antonica	Other Related Zones	Blackburrow Garanel's Resting Place Stormhold Thundering Steppes
Starting NPC	Hwal Rucksif		
Rewarded Items	Dwarven Work Boots (Very Light) Dwarven Work Boots (Light) Dwarven Work Boots (Medium) Dwarven Work Boots (Heavy) The Legendary Dwarven Work Boots		
Description	<p>This is a heritage quest that results in Dwarven Work Boots. It is given by Hwal Rucksif in Antonica (-559, -12, -316).</p> <p>Step 1 is to harvest 15 Ore and 15 Wood from Antonica. It must be in Antonica and</p>		

the get around of passing items back and forth will not work.

After completing the harvest you must return to Hwal with at least 10 Iron Clusters and Wood in your inventory. You are rewarded with some coin (approximately 38s) and the next step.

Next requires you to collect three more pieces for Hwal:

The first is from the Blackburrow. It drops from miners and excavators.

The second is from a Caveroot Horror in Stormold, near library entrance. Clear the fungus and mist to spawn him.

The third piece from drop Bloodtalon, a named Griffon in the Thundering Steppes. He spawns to the east of where Ott Stompgut spawns, and has Majestic Griffons as placeholders.

Hwal then tells you that all this forging is making him thirsty. He sends you to Blackburrow to get some stout. It's in the Brewery, the top barrel on a a stack of barrels just as you get in (+21.19, -40.09, +61.48). To get to here you need to go to the bottom of the caves (past spiders) and then swim underwater to the brewery.

After you go back to Hwal he tells you about a family curse. Get a group and go out to Vhalen Tower (-1300, +38, +45) in Antonica. Hwal's grandfather (The Ghost of Garanel Rucksif) is in a instanced dungeon that you get into by clicking the a piece of rubble on the floor.

Kill his grandfather and return to Hwal. He then sends you to get pieces for his new boots. You need to collect the following items from the Thundering Steppes:

- Leather from a Mature Antelope
- Ore from a Firerock Scout

Give these items to Minty Frostbeard at Thundermist Village (+594.93, +1.94, -143.66 ) in the Thundering Steppes. She will tell you she needs time and to come back in 72 minutes. So go do something else for that time and then come back. She will give you the boots for Hwal.

Take the boots to Hwal in Antonica and he will give you his old boots for your efforts. Congratulations on Dwarven Work Boots.



## DRAGOON K'NAEE OF THE THEXIANS [Submit Info](#)

Recommended	Level: <b>24</b>		
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>41,250</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Excellent (9)</b>	Monsters Involved	A Cackling Cadaver A Gul'Thex Mystic



Repeatable	No		A Gul'Thex Sentry A Patchwork Man An Ash Owlbear An Ebon Mask Assassin Captain T'Sanne
Starting Zone	Nektulos Forest		
Starting NPC	Dragoon K'Naee		
Rewarded Items	Shiny Brass Halberd The Legendary Shiny Brass Halberd	Monsters Involved	Behemoth Pond Gul'Thex Citadel Nektropos Castle Entrance
		Other Related Zones	Fallen Gate Runnyeye Citadel Thundering Steppes

Description	<p>This is the quest for the Shiny Brass Halberd. It is initiated by Dragoon K'Naee in the northeast section of Nektulos Forest (-1373, +30, -1336). You must be level 24+ to initiate this quest.</p> <p>The first order of business is to acquire 60 Owlbear Meats in Nektulos. These drop on the Ash Owlbears in the zone. After doing this return to K'Naee.</p> <p>He will then ask you to collect 60 Undead Skin Scraps. You can obtain these from the undead and patchwork men near the entrance to Nektropos Castle. After acquiring all 60 return to Dragoon K'Naee.</p> <p>EDITOR's NOTE: We have reports that cackling cadavers are now also updating as skin scraps.</p> <p>He will then give you a flask of water which you must fill at Behemoth Pond (-226.33, +2.97, -237.49) in Nektulos Forest and return to him. The return is timed, you have 9 minutes to run it. The submitter made it back with three minutes to spare with journeyman's boots and spirit of wolf.</p> <p>You will then be asked to kill Captain T'Sanne at the Gul'Thex Citadel (+666, 0, -719) to recover a weapon from him. Captain T'Sanne is a triggered spawn from a short ring event. If you enter the citadel and you see some skeletons inside at the bottom level, kill them. After the skeletons are cleared a time or two Captain T'Sanne will spawn. He's a level 29-30 ^^^ heroic mob who comes with two guards. After doing this return to Dragoon K'Naee.</p> <p>When you get near Dragoon K'Naee you will be ambushed by three Ebon Mask Assassins. Kill them and speak to Dragoon K'Naee to complete the quest.</p>



<b>HADDEN'S EARRING</b> <a href="#">Submit Info</a>
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Recommended	Level: <b>25</b>	Related NPCs	Malthus Everliving
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>39,750</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Very Good (8)</b>	Monsters Involved	An Enraged Octopus Captain Krieger Hrath V'Tol
Repeatable	No	Other Related Zones	Antonica Nektulos Forest Nektropos Castle Ruins of Varsoon Thundering Steppes
Starting Zone	Thundering Steppes		
Starting NPC	Kerath McMarrin	Other Related Quest	A Calling in the Forest
Rewarded Items	Fishbone Earring The Legendary Fishbone Earring (Furniture) The Legendary Fishbone Earring (Furniture)		
Other Related Item	Hrath's Journal		
Description	<p>Kerath McMarrin at the Thundering Steppes docks (-467, -18, -447) asks you to find Hrath's Journal. This is the quest for the Fishbone Earring.</p> <p>The journal can be found at the Tower of Vhalen in Antonica (-1300, +38, +45). Obtain it and return to Kerath.</p> <p>He will then send you to the Nektulos Forest to take a dip in the Torrent River. Swim upstream towards Timber Falls, and just before the river ascends here is the trigger spot (+465, -3, -1282).</p> <p>The next step is to visit the northern ocean in Commonlands (-864, -149, -984 or -855, -196, -979, it's near a dragon skeleton ribcage).</p> <p>After this you must swim into the oceans of the Thundering Steppes. This is off the coast to the far west, you must swim way off the map past the Siren Pyramid and up north to the shipwrecks (near +1647, -44, +128). When you get to the spawn an enraged octopus will spawn. You do not have to kill it, however.</p> <p>The next step is to kill Lord Everliving in the Nektropos Castle. This requires you to complete the Calling in the Forest quest to gain access. It also requires quite a bit of work to get to him. At the bottom of this page you'll find a spoiler to get to Lord Everliving, which was written by Didious.</p> <p>After this you must head to the Ruins of Varsoon to kill Hrath V'Tol. He is found in RoV room with Ymeresh Apprentice, which is the Sorcerer's Workshop (+294, +61.57). After doing this you can return to Kerath.</p> <p>Kerath then sends you to find Captain Krieger in Thundering Steppes. He can be found at -124.65, -1047.18. He will spawn when you get near and attack you. Kill him and return to Kerath for your reward.</p>		

### **Spoiler For Reaching Marlthus Everliving - By Didious**

To start the quest to get to Lord Everling you enter the zone and enter the courtyard. Careful of the dogs and gargoyles here if you are below level 37ish as they will be agro.

Enter the first double doors on your right and keep your right hand on the wall as you navigate to the chapel. It's easy to recognize as there are servants of Ulgarith or a name like that in there. Kill them all. Eventually Alexa will spawn and start your quest for you, allowing you to open a secret door. Without this step you cannot continue.

Now, ignore all the side-quest click stuff unless you have hours on your hands and head back to the courtyard.

Enter the doors opposite the ones you just left and turn left to find the game room (easy to find by the chess board, dart board and pool table) The items will now be clickable. Make sure one of your group members speaks up when they find the note in here as directly outside the room there will now be a candle on the wall that is clickable after they read it.

Once your group member has read the small note you can all click the candle which reveals the hidden door in the wall. Head on in.

You are now in the basement of one of the sister's rooms. Kill Elise's handmaiden (this will spawn Elise up on the balcony), then head up top and out onto the balcony. You'll be fighting on the way if mobs aren't grey. As you get to the top you should see Alexa again and she will talk, starting the 6 sisters lockets quest.

You'll need to kill all the sisters (WARNING, UPON KILLING ANY SISTER YOU ARE NOW LOCKED OUT OF NEK CASTLE FOR 18 Hours).

One sister is out on the balcony (Elise) and the others are spawned by either killing the handmaidens, reading a diary, clicking a bookcase and clicking a bed (each room is different). Just keep rotating to each room until all are dead while clicking items and watching for spawns. At one point dolls will spawn and attack your group, be ready.

After killing all the sisters Alexa will appear and inform you that the magically sealed doors in each bedroom are now open, allowing you into the backrooms. You're now looking for the top of a broken spiral staircase, which can be reached in various ways.

(From Deidre's room, leave via the magically sealed door, then turn left and the library will be through a door immediately on the right - exit the library onto a new balcony, then head through the door on the northern end).

Once you're in the spiral staircase room, exit through the northern door then turn right, and off this corridor will be the caretakers' room. Kill them and you will receive an auto-update key. Now head back to the spiral staircase room and take a left instead of a right, off this corridor will be double doors that can now be opened by the person that looted the key.

**\*WARNING\*** Upon reading the open book on the stand in this room the guard captain will spawn. Killing him results in an auto-update sword. Place the sword in the hilt next to the bookcase.

This opens the bookcase with ramp going down.

On to Lord Everling. Make your way down the ramp into the wine room. Don't click the wine racks unless you want to fight more mobs, they spawn extras (the reward for clicking is a few bottles of thexian wine that are nothing more than regular drink).

Make your way down the main hall, and you'll see a corridor branching left. This leads to two warehouse rooms with dolls - the room on the left has a crate in the back corner that starts the guise of the deciever heritage quest. Continuing on past that corridor (fighting beetles - you can spawn two named here as well that drop some nice gear) you'll find Alexa again at a dead end.

She'll open access to a secret room back in the main hall near the winerom. Read the scroll in this room and more secret doors will open.

Don't worry if you made it this far you're very close now, take your time to learn all the secret doors.

Through the secret doors you'll find Alexa again. This time you'll have to kill her, then her brother Ollix spawns. Neither drop loot. Explore the secret rooms further until you find a room with two coffins on the ground. Click the candle on the wall once, it will open a secret door right next to you. Click the candle again and it will open another secret door just through the first one -head through that.

This is the long walk to Lord Everling. WARNING - As you are walking down the hall doors will open from both sides on 2-3 occasions. From these doors 6-10 mobs will spawn on you around level 35-36. Non up arrows and they are cake with a full group.

Just move slowly and pull the globs to you before nearing the candles with arched indents in the walls.

At the end of the corridor you'll find a room with the Juggernaut. Fight him INSIDE the room and while you are fighting make sure everyone clicks the book on the table inside on the desk and reads it to the end. It gives the quest to kill him...

Next is Everling's room. Inside you will find Malthus Everling. If someone walks in he starts the encounter by talking then calls his minions forth (two level 35-6 mobs) then turns Agro on your himself and AE's like crazy.

Silence him with an enchanter and it's cake. Everling himself is green/blue to me at 39.

Kill him and start the guise quest by visiting the places it says to and killing Billy in each place (have to clear PH sometimes and be ready for at least 6 hours of camping unless you're lucky)

This was written from memory so please add your comments as you run into any issues.

I've been there 7 times now and with a group of 6 people we can go from start to finish in 30-40 minutes when zone is grey, so don't fret a long raid unless you're sub 39.

Recommended	Level: <b>25</b>		
Quest Rating	<i>Heritage Quest: <b>Yes</b></i> <i>Status Points: <b>42,000</b></i> <i>Money &amp; Items: <b>Amazing (10+)</b></i> <i>Experience: <b>Very Good (8)</b></i>	Related NPCs	Varsoon the Undying
Repeatable	No	Monsters Involved	Tome of Life Tome of Death
Starting Zone	Antonica	Other Related Zones	Chamber of Immortality Edgewater Drains Nektulos Forest Ruins of Varsoon Stormhold Thundering Steppes
Starting NPC	Scholar Al'Quylar		
Rewarded Items	Glowing Black Stone The Legendary Glowing Black Stone (Furniture)		
Other Related Item	Palladium Torque	Other Related Quest	Where Will This Lead Me

Description	<p>This is the quest for the Glowing Black Stone. It is initiated by Scholar Al'Quylar, behind the Oracle Tower in Antonica (-1039, +14, -665). You must be level 25+ to receive this quest. If he isn't up then you may need to wait for up to 3 hours for him to respawn.</p> <p>The first order of business is to harvest a bit of power from power sources in Nektulos and the Thundering Steppes. They are both underwater, and the Thundering Steppes one will require you to have some form of water breathing in order to make it up without dying. They are located at:</p> <p>Thundering Steppes: Beneath a ship deep in the northwestern ocean at (+1681, -88, +308) Nektulos Forest: In the pool underneath Timber Falls (+457.7, +14.5, -1505.3)</p> <p>After harvesting both you should return to Scholar Al'Quylar. You'll receive some coin and experience and the next step of the quest.</p> <p>The next step is to recover the Brown Research Tome on Binding at +18.79, +4.00, +69.68 and the Black Research Tome on Immortality at +237, +54 in the Ruins of Varsoon. Be forewarned that the Book of Life and Death spawn in these rooms.</p> <p>You then must obtain a Palladium Torque. This item drops in various zones (Stormhold and Edgewater Drains confirmed), can be player crafted, and can also be bought from brokers quite often. When you turn it in you will receive approximately 1.5 gold as a reward.</p> <p>Al'Quylar will then ask you to head back to the Ruins of Varsoon to kill the Tome of Life and the Tome of Death. These spawn in the two rooms where you got the research tomes earlier.</p>

	<p>After destroying them return to Scholar Al'Quylar who will send you to kill Varsoon the Undying in the Chamber of Immortality. This is an access zone. You must complete the Where Will This Lead Me quest to gain access (see related quests). Only one member of the party needs to have completed this quest.</p> <p>Varsoon himself spawns as part of a ring event in that zone. When you hail him he will spawn three aggro mobs to attack you. Kill them and hail him again to receive the next wave. Rinse and repeat. The fourth wave will be the Ethereal Fiend, and the fifth will be Varsoon.</p> <p>After killing Varsoon return to Scholar Al'Quylar who will then attack you. He is a level 35 ^^^ heroic mob with a knockback attack. Kill him for your reward.</p>
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<h2 style="text-align: center;">AN AXE FROM THE PAST</h2>	<a href="#">Submit Info</a>
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Recommended	Level: <b>25</b>	Related NPCs	A Drownd Captain
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>43,500</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Very Good (8)</b>	Monsters Involved	A Drowned Footsoldier A Drowned Lieutenant A Drowned Trooper A Drowned Veteran A Skeletal Commander A Skeletal Footsoldier A Skeletal Lieutenant A Skeletal Trooper A Skeletal Veteran A Skindancer Defiler A Skindancer Knight A Skindancer Legionnaire A Skindancer Seer A Skindancer Sentry Octagorgon
Repeatable	No		
Starting Zone	Thundering Steppes		
Starting NPC	Obsid Boulderboom		
Rewarded Items	Sharpened Granite Tomahawk Polished Granite Tomahawk Dull Tomahawk The Legendary Polished Granite Tomahawk		
		Monster Involved	Wind Swept Rock
		Other Related Zones	Commonlands Cove of Decay Nektulos Forest Ruins of Varsoon
		Other Related Quests	Words of a Giant The Cove of Decay - Prison Break Little Tarby Lost

Description	<p>This is the quest for the Polished Granite Tomahawk. It is given by Obsid Boulderboom after you have completed the Words of a Giant and Little Tarby Lost quests (see related quests). You will receive a Cracked Hand Axe and must examine it to initiate this quest.</p> <p>The first step is to mine ten granite pieces from Wind Swept Rocks in the Thundering Steppes. This requires 90+ mining skill and they are a rare find. Expect to spend a good amount of time on this step. After obtaining all ten pieces you receive a Pristine Piece of Granite, which is used in the recipe, and the other is the recipe itself.</p> <p>You must then combine the pristine granite + severed ash + sparkling flower + the cracked stone hand axe + dark brown harvest the sparkling flower from shrubs in Thundering Steppes. This requires an artisan level of level 9. Take the axe to Obsid.</p> <p>You must now sharpen the axe. In order to do this you will first need to kill 100 skeletons in the Thundering Steppes. After completing this step return to Obsid.</p> <p>Obsid will then send you off to kill 25 Skindancer gnolls in the Thundering Steppes. This is a timed step, and you are given one hour to complete it.</p> <p>After killing the Skindancers return to Obsid. You must now acquire the ink of an Octogorgon. Octogorgon is inside of the Cove of Decay. You must complete the "The Cove of Decay - Prison Break" quest to gain access to this dungeon. Kill Octogorgon for your reward.</p>



<b>STILETTO'S ORDERS INTERCEPTED</b> <a href="#">Submit Info</a>
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Recommended	Level: <b>28</b>		
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>49,500</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Very Good (8)</b>	Related NPCs	Captain Ulssissaris
Repeatable	No	Monsters Involved	Octagorgon Weavemaster Esh'Rax
Triggered By Item	Stiletto's Orders	Other Related Zones	Chamber of Immortality Cove of Decay Ruins of Varsoon
Starting Zone	Thundering Steppes	Other Related Quests	The Cove of Decay - Prison Break The Cove of Decay - Kraughl's Request The Adornment of Stormsunder
Rewarded Items	Manastone Shroud of the Manastone The Legendary Manastone (Furniture)		

Other Related Items	<a href="#">Enchanted Linen of the Weavemaster</a> <a href="#">Glimmering Tooth</a> <a href="#">A Partially Digested Hand</a>	<a href="#">Where Will This Lead Me</a>
Description	<p>This is the quest for the Manastone. You must be level 28+ to initiate this quest. You initiate it by examining Stiletto's Orders. This item is dropped by a Ratonga named Stiletto in the Thundering Steppes as a body drop. Stiletto spawns in the river valley just south of the giant / gnoll bridge and wanders across the bridge and on both sides. His spawn location is at +485.86, -1.14, +1077.22.</p> <p>The quest requires one person in the group to have Cove of Decay access. This is accomplished through the Cove of Decay quests (see related quests).</p> <p>Once someone has access to the Cove of Decay, you must kill Octogorgon. After doing this you can swim to the ocean floor and you will find some interactive chests on the ground. Examine the one that it allows you to and you will find a Partially Digested Hand. Only one person has to do this.</p> <p>Once you have the Partially Digested Hand you must head onto the beach and you will find a Firepit. The person who has the Decayed Hand can interact with the remains in the Firepit. This will spawn a level 31 ^^^ Group x 2 mob, Captain Ulssissaris. Kill him and the quest will update.</p> <p>You must then head to the Ruins of Varsoon and examine an interactive book on a table in the Chambers (+263, +118, in the workshop of the enchanter).</p> <p>You must then kill the Weavemaster Esh'Rax in the Ruins of Varsoon (+18, +4, +98). He spawns in the tailor room. He will drop a recipe for the Shroud of Manastone and the Encahnted Linen of the Weavemaster. Here's the Shroud of Manastone Recipe Info:</p> <p>Process: Finish  Level: 9  Technique: Tailoring  Knowledge: Light Armoring  Device: Sewing Table</p> <p>Components:  Enchanted Linen of the Weavemaster - Weavemaster Esh'Rash  Sullied High Quality Pelt  Glimmering Tooth  1 Fuel</p> <p>You must create one.</p> <p>After this you must kill Varsoon in the Chamber of Immortality, another access dungeon. You gain access by doing the Where Will These Lead Me quest (see related quests). It is important to note that you must loot the stone from a chest in a small room off of the main room, after Varsoon dies.</p> <p>When you first enter the dungeon you cannot attack Varsoon. He becomes targetable after the Ethereal Fiend is killed.</p>	





Recommended	Level: <b>30</b>	Related NPCs	A Zek Berserker A Zek Destroyer
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>54,000</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Average (5)</b>	Monsters Involved	A Zek Dark Knight A Zek Defiler A Zek Pummeler A Zek Warrior A Zek War Wolf Emperor Fyst
Repeatable	No	Other Related Zones	Deathfist Citadel Grozmag's Trial
Starting Zone	Zek		
Starting NPC	Grozmag the Trainer		
Rewarded Items	Shiny Brass Shield Shiny Brass Shield (Kite Shield)		
Description	<p>Grozmag the Trainer, who is across from the Deathfist Mine (+420, 10, -149), gives this quest. It is the quest for the Shiny Brass Shield.</p> <p>You must complete a series of trials for him. The trials are initiated by clicking on the door at the bottom of the elevator in the Vallon Foundry (+312, -114, -111). After completing each you should return to Grozmag the Trainer.</p> <p>The first trial is easily soloable, it consists of killing a single Zek Berserker.</p> <p>The second trial consists of 4 level 32 zek berserkers, dark knights and defilers. Two of them are ^.</p> <p>The third trial is another solo step. It is two orcs, a pummeler with a down arrowm and a warrior with no modifier. Both are level 33 solo mobs.</p> <p>The fourth trial consists of one ^ mob and 4 normal level 35 group mobs. You will need a group unless your 44+.</p> <p>The fifth trial is another solo step. It consists of a level 36 Zek Defiler, a single down level 36 Zek Berserker and a level 36 double down Zek War Wolf.</p> <p>The sixth trial is a group step that consists of a level 38 ^^^ champion, a 38 ^^ single inquisitor and 2 level 38 weald wolves in a group.</p> <p>After completing all six trials you must kill Emperor Fyst in the Deathfist Citadel. Then return to Grozmag to complete the quest and receive your Shiny Brass Shield.</p>		

## RESTORING GHOULBANE Submit Info

Recommended	Level: <b>30</b>	Related NPCs	Descendent of the Torig
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Good (7)</b>	Monsters Involved	Maltus Everling The Creator The Specter of Ire
Repeatable	No	Other Related Zones	Cauldron Hollow Crypt of Betrayal Nektropos Castle Ruins of Varsoon
Starting Zone	North Qeynos		
Starting NPC	Toranim Skyblade		
Rewarded Item	Ghoulbane	Other Related Quests	Vida Needs a New Broom Dusty Blue Stone A Key to the Past The Gates of Cauldron Hollow The Gates of Cauldron Hollow

Description	<p>This quest is given by Toranim Skyblade, at the Temple of Life in North Qeynos, after you complete the Vida Needs a New Broom and Dusty Blue Stone quests. It is the final leg of Ghoulbane.</p> <p>EDITOR'S NOTE: Evil characters (or lazy good characters) can bypass the Dusty Blue Stone requirements by purchasing one from brokers occasionally.</p> <p>The next step is to enter the Tomb of Valor and grab Ghoulbane (see A Key to the Past quest for access information). After doing this return to the Temple of Life and receive a Weakened Ghoulbane.</p> <p>You then must kill three powerful undead beings to recharge the Ghoulbane. These are triggered spawns (need locations of triggers). They are:</p> <p>Cauldron Hollow: Descendant of the Torig Crypt of Betrayal: Spectre of Ire (can spawn in any ire minion/warlock spots at +164.58, +6.85, -54.04 or at +140, -77 for example) Ruins of Varsoon: The Creator</p> <p>The hard part here is Cauldron Hollow. It is a lengthy quest (see related quests)</p> <p>After doing this you must head into Nektropos Castle and kill Malthus Everliving.</p>

## A MISSING MASK Submit Info

Recommended	Level: <b>31</b>		
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>43,500</b> <i>Money &amp; Items:</i> <b>Very Good (8)</b> <i>Experience:</i> <b>Good (7)</b>	Related NPCs	A Nyth Doll Maltus Everliving
Repeatable	No	Monsters Involved	Archfiend Ivariai Billy Swine Lord
Rewarded Coin	13g 70s	Other Related Quests	The Everling Locket The Boar's Head The Red Marble
Starting Zone	Nektropos Castle		
Rewarded Item	Guise of the Deceiver		
Description			
	<p>This is the heritage quest for the Guise of the Deceiver. It is initiated by examining a create (-14.62, -12.91, -32.40) in the basement of Nektropos Castle. It requires you to be level 31+ and to have completed the Everling Locket's quest to gain access to the basement.</p> <p>1) Get the quest from down in the basement (need loc). Try not to kill any Nyth Dolls if you can help it, you will need them later.</p> <p>2) Go to the basement under Elise's bedroom, Billy should insta pop (and continue popping after you kill him, this is a bug but not related to the other spawns of Billy which are separate and unaffected by this).</p> <p>3) Kill mobs in Gameroom and Chapel until you have Billy up in both spots. Also, keep killing "Swine" in the stable until you have Swinelord up. After you have Swinelord and Both Billy's up, kill Billy in the gameroom, but do not kill the Swine Lord yet. You will need him later in the quest.</p> <p>EDITOR'S NOTE: We have reports that the chapel and gameroom versions of Billy might be popping with the other mobs rather than needing them to be cleared as part of LU16.</p> <p>4) Kill Billy in the Chapel.</p> <p>5) Go to the library (if you can't get in you might need to do the Boar's Head and Red Marble quests) and read a book in the secret area behind the bookcase (It's the book leaning against the coffin at -23, +13.5, +29). It's written by Everling and he says, "the dolls I need always come to me in the courtyard".</p> <p>So go down to the courtyard, the zone in area. Billy is an insta pop there and hailable. Do not double click, right click and hail or press H. The dialogue gives you two options either give him 5gp or yell at him. If you yell at him he aggroes and appears bugged because you can't kill him.</p>		

	<p>He tells you about the froglok ghost guy.</p> <p>6) Go to the jail and hail the Froglok Assassin, he tells you to get something to soothe his soul, directions for this can be found on a scroll in the hidden area of the library again. You need three things for this:</p> <ul style="list-style-type: none"> <li>- 21 Nyth dolls</li> <li>- Fiendish blood (this is a triggered 35 ^^ lamia which will probably agro you as soon as you leave the library, or shortly thereafter so be ready)</li> <li>- Kill the Swine Lord</li> </ul> <p>7) Go back to the froglok assassin and hail him. He depops at the end of quest conversation. If everyone finishes at the same time you're okay, if not just wait ten minutes for him to repop. So try to time your hailing so that you all do it at once.</p> <p>8) Froglok tells you to kill Malthus Everling and get the mask from the chest. To finish the quest you inspect the chest that's in the closet type area of the Everling Room (+224, -17, +28). You must kill Everling to open the chest.</p>
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<b>FOOMBY'S STOLEN GOODS</b> <a href="#">Submit Info</a>
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Recommended	Level: <b>32</b>	Related NPCs	Bellendis Tempestcall
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>51,000</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Very Good (8)</b>	Monsters Involved	A Darkflight Hag A Darkflight Hellion A Darkflight Savage A Hungry Nibbler A Lamia Carver A Lamia Deathsinger Chomper Baz'Tarog the Corrupter
Repeatable	No		
Rewarded Coin	6g		
Starting Zone	Enchanted Lands		
Starting NPC	Foomby Slopdigger		
Rewarded Item	Bag of Sewn Evil Eye		

Description	<p>This is the quest for the Bag of Sewn Evil Eye. It is given by Foomby Slopdigger near the Tagglefoot farm in the Enchanted Lands (-685, -1.69, -638). It can be initiated at level 32.</p> <p>The first order of business is to find a Cracked Gold Monocle which was stolen by some Darkflight Faerie in the Enchanted Lands. This is a rare drop that will automatically update in your journal after killing them for some time.</p> <p>After obtaining the gold monocle return to Foomby. He will then send you off to kill the big fish in the pond. He is referring to Chomper, a rare spawn in the pond at -169, +10, -503. His placeholder is a Hungry Nibbler in that pond. Kill him and return to Foomby.</p> <p>You will then be sent to speak with Bellendis Tempestcall (+200, -260) in the Granary. You will then be sent out to slay 15 Lamias (any Lamias). This is a timed step, and you only are given 20 minutes. The timer does not start until you kill the first Lamia, however. Once the last encounter dies, Baz'Tarog the Corrupter (a named Nightblood) will spawn at -481.38, +6.78, -903.81.</p> <p>You have five minute to find and kill Baz'Tarog the Corrupter. Kill him then speak to Bellendis Tempestcall at the granary.</p> <p>Then run to speak to Foomby to complete the quest.</p>



<b>THE RESCUE OF THE GREEN HOODS</b> <a href="#">Submit Info</a>
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Recommended	Level: <b>32</b>	Related NPCs	<a href="#">Infiltrator Stryjin</a>
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b>		

	<i>Status Points: 54,000</i> <i>Money &amp; Items: Amazing (10+)</i> <i>Experience: Excellent (9)</i>	Monsters Involved	A Deathfist Gladiator A Sullon Centurion A Tallon Raider A Vallon Grunt Emperor Fyst Sentry Goorlux The Harrower of Zek
Repeatable	No		
Starting Zone	Zek		
Starting NPC	Sashra Thaltalis	Other Related Zone	Deathfist Citadel
Rewarded Item	Short Sword of the Ykesha	Other Related Quests	Into the Vallon Foundry Operation Green Hood

Description	<p>This quest is given by Sashra Thaltalis in Zek (+342, -20, -464). It requires that you are level 32+ and have completed the Operation Green Hood quest.</p> <p>He first sends you to the mine lift to see if it's still functional. Just go there and it'll update your quest. A few orcs will spawn behind you, but you can either sneak through this or fight them--there are about 4, and they don't auto aggro, so if they're greybies, you're all set.</p> <p>Go back to Sashra, he sends you off to collect five scalps from Sullon Centurians, Tallon Raiders and Vallon Grunts. Grunts are near the lumbermill at 577, -21, -242. Raiders are linked in the camp east of the docks along with Warpriests. Centurians you can find either in a group of two (each a single ^) along the road to the Citadel. You can find a few wandering with a Sullon Lieutenant, and you can find four at the first gate on the way to DFC. This part is timed at 60 minutes, but the timer stops as soon as you get the kills, so it's not a big problem. Once you have the kills, go back to Sashra.</p> <p>Now that he takes you seriously, he asks you to go kill Sentry Goorlux. Goorlux is spawned by killing a Deathfist Sentry near -108, -23, -282 in Zek. He is a 37 or 38^ mob. Kill him, then go back to Sashra. Again.</p> <p>Sashra then sends you into DFC to meet with Infiltrator Stryjin. IMPORTANT - before you enter the courtyard, kill the named in the sewers. If you don't, you won't be able to open the jail door later in the quest. After you kill him, climb the rope up to the courtyard.</p> <p>Infiltrator Stryjin is hiding out in one of the towers around the courtyard, so you'll need to kill the Deathfist townies to spawn the guards and open up the tower doors. Once the doors open up, one will let you use ladders to get all the way up to the ramparts. You'll need to kill all the nameds on the ramparts eventually, so go ahead and get it out of the way. The infiltrator can be found in the SW corner tower where there's no ladder to get up. Just bring a scout with you, much easier that way. Once you meet up with her, she sends you to rescue three trapped Green Hood women inside the citadel.</p> <p>Two of them are in the jails down below, and one is brewing poisons for the orcs inside. So to get to them, you need to fight to the inner area where Emperor Fyst is, kill all his guards, and make him run down and open up one of the inner tower doors. You fight down through there towards the harem, kill everything in there. Be sure to kill all the named mobs on the harem level. Behind the curtain in the harem</p>

room is an elevator, right click on it to activate it. You can go up one floor, kill Warpaw and any nameds there, then go up another floor, kill the boxes and the trained falcon. If the door across the bridge still doesn't open for you, look towards the outer wall and see if you've killed the named mob there. If not, kill him (pullable from there, just jumpcast it) and the door should open. This is the Magus room with the first woman. Kill all the npcs, and hail her with a single click to get credit.

**WARNING:** When you click on her conversation, she portals out in half a second, so everyone who needs to get credit needs to click at the same time. Have one person call out in /raid HAIL ONCE then CLICK ONCE to time it.

Once you clear the magus room, the elevator in that room goes active, so use it to go down to the midkeep, then go down one flight of stairs. Hang a right into the jail area. One of the women is behind bars, so kill the Jailer to open it up, and do the same process as with the first woman. The last one is just past where the jailer was, another named guarding her, so kill that off, then give her the quest recall stone.

Once you get all three, make your way back to the Infiltrator and let her know what happened. She doesn't depop, so you don't need to fret about timing on this. She lets you know that Fyst was carrying the Short Sword of the Ykesha and you should kill him. So, well, you do.

Go back towards the jail area, then go down another flight of steps before you actually enter the jail. Kill any praetorian guards there, along with elites. Run through the passages there (not the ones that lead back towards the sewers)--the ones near the henchling bookie. You'll want a scout for this to track if any praetorian guard got stuck in the walls. If so, you'll need to...well, something. We basically trained the entire set of roaming guards along with every named we could find and we happened to get the praetorian in that pull. Once you kill all those, the gates open up into the arena.

The first fight is with four level 40^^^ Deathfist Gladiators. For us, they fought dirty and when we had two gladiators dead, four 40ish ^^^ lions were released on us. Knock all those down, and Dogolka spawns. he was, blue like the others, so could have been 42^^^.

After you kill all that then The Harrower of Zek will spawn. He is a level 40-42 Heroic mob. After he dies Emperor Fyst himself comes down to engage you. I'm pretty sure that he was a 41 or 42 ^^^ mob, so he's raidable, but we did it with 5 people. He has an insane amount of mana, but that's really about it. Kill him.

After killing Emperor Fyst return to Infiltrator Stryjin for your reward.

## THE REACHING BLADE OF THE ASSASSIN [Submit Info](#)

Recommended	Level: <b>35</b>	Related NPCs	Kreglebop Yekl Lodo Bightn
Quest Rating	<i>Heritage Quest: <b>Yes</b></i> <i>Status Points: <b>46,500</b></i> <i>Money &amp; Items: <b>Amazing (10+)</b></i> <i>Experience: <b>Excellent (9)</b></i>	Monsters Involved	A Hired Assassin A Lamia Medicia A Lamia Oppressor An Enthralled Warrior Ethruia Aidora Verishu
Repeatable	No	Other Related Zones	Antonica Crypt of Betrayal North Qeynos Rivervale Thundering Steppes West Freeport
Rewarded Coin	4g 50s		
Starting Zone	Enchanted Lands		
Starting NPC	Leelav Yekl		
Rewarded Item	Serrated Bone Dirk		
Other Related Items	A Worn Note A Crudely Scrawled Parchment Nightblood Orders A Quickly Written Letter		

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Description	<p>This is the quest for the Serrated Bone Dirk. It is given by Leelav Yekl on the beach near the docks (to left if facing out from docks at +220, 0, -53) in the Enchanted Lands.</p> <p>Leelav Yekl needs you to track down an assassin for him. He first sends you to Freeport to scour the inns looking for clues on how to track him down. He gives no further instructions but we can tell you that you must speak to Kreglebop Yekl in West Freeport. He is found outside on the patio of the tavern at +289, +9, +91.</p> <p>Kreglebop Yekl will give you clues that lead to Qeynos. You are once again told to scour the taverns of Qeynos to find an unspecified NPC. We can tell you that this NPC is found past a curtain (hidden) in a downstairs area of the tavern in North Qeynos. The curtain is at +325, -21, +148. The NPC is named Lodo Bightn and can be found at +337, -27, +155.</p> <p>You will then be sent to the Crypt of Betrayal to search for signs of the Assassin. Bring a group for this step. When you walk past the hallway near +75, +7, +18 two hired assassins (level 38-40 ^^^ and ^^ mobs) will spawn and attack you. Kill them and you will receive a Worn Note. Examine the note to receive a hint for the next step.</p> <p>You must now head to the mill at Windstalker Village. As you enter the mill you go to the corner just inside on your left (-1922, -35, -608) to get an advance. You will receive a Crudely Scrawled Parchment at that point which can be examined to give information on the next step.</p> <p>It's now time to head to the docks in the Thundering Steppes. Make sure your party stays together at this point as when you go near the docks Verishu and some enthralled warriors will ambush you. Kill them and you will receive Nightblood Orders. Read this for a hint to the next step.</p> <p>Now it's time to head to Rivervale and visit a lodge at -545, -1, -190. When someone enters this lodge Ethruia Aidora and several other Lamias will spawn and attack you. Kill them. Ethruia will drop a Quickly Written Letter which can be</p>
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	<p>examined for more hints.</p> <p>You must now run out to Leelav Yekl in the Enchanted Lands and warn him that they are coming for him. When you speak to him Lodo Bighn and two Shadowed Halflings will spawn. You must kill them for the Serrated Bone Dirk.</p> <p>You must then speak to Leelav Yekl to close the quest, receive status points and experience and receive a hint for another Heritage quest.</p>
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<b>THE STEIN OF MOGGOK: IT CAN BE REBUILT</b> <a href="#">Submit Info</a>
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Recommended	Level: <b>35</b>	Monsters Involved	A Greenblood Bouncer Bouncer Flerb Bouncer Fug Bouncer Hurd Bouncer Prud Clurg the Bartender
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>54,750</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Very Good (8)</b>		
Repeatable	No	Other Related Zone	Feerrott
Starting Zone	East Freeport		
Starting NPC	Rumdum		
Rewarded Item	Stein of Moggok		
Other Related Items	Glimmering Stone The Four Parts of the Stein of Moggok The Blood Ruby Clurg's Family Stein Recipe		

Description	<p>This quest is given by Rumdum in the pub at the East Freeport docks (-234, -55, +8). It is the quest for the Stein of Moggok. Keep buying him drinks and he'll keep telling the tale. You must be level 35 to receive this quest.</p> <p>You must collect the four pieces of the Stein of Moggok. These can be found on the Bouncers in the Feerrott. These are all four rare spawns. They are spawned by killing Greenblood Bouncers near their spawn area:</p> <p>Left Half - Bouncer Flerb (-27, -4, +392)  Right Half - Bouncer Fug (-446, +2, +146)  Handle - Bouncer Hurd (-15.8, _, +770)  Lid - Bouncer Prud (Spawns at -292.5, -5.5, +490 and then travels north on the</p>

	road for a while, then despawns)
	<p>After turning each of these in to Rumdum he will tell you that Clurg has a Blood Ruby and ask you to obtain it for him. This is found at a lake due south of the zone (near -16.2, -3.64, +696.68). Clurg the Bartender will spawn when you swim close to the bottom of the lake. He is a level 40 ^^^ heroic mob. Kill him to obtain the ruby.</p> <p>After doing this return to Rumdum who gives you the recipe to create the stein. You must have level 9 crafting. You will need a Glimmering Stone to do this combine.</p>



<b>THE LOST LEGEND OF LAVASTORM</b> <a href="#">Submit Info</a>
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Recommended	Level: <b>36</b>		
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>54,750</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Very Good (8)</b>	Related NPCs	Bunglegreeder Tomekeeper Sunto
Repeatable	No	Monsters Involved	A Dormant Basalt Rumbler A Flaming Globule A Molten Fragment A Noxious Emission A Sootfoot Bonecaller A Sootfoot Bruiser A Sootfoot Champion A Sootfoot Channeler A Sootfoot Gatherer A Sootfoot Lookout A Sootfoot Sentry A Sootfoot Trixter A Sootfoot Warrior A Sootfoot Whelp Big Squiggly Lord Crana Onyxlam Tyrock Cleaver The Castigator
Starting Zone	Lavastorm		
Starting NPC	Fendaris K'Lorn		
Rewarded Item	Crown of King Tranix		
Other Related Item	Druzaic Translation of a Goblin Tablet		
		Monster Involved	Flame Licked Ore
		Other Related Zones	Antonica Commonlands Enchanted Lands Feerrott Nektulos Forest Solusek's Eye Thundering Steppes Zek

	Other Related Quests	Words of a Giant Words of Pure Magic
Description	<p>This is the quest for the Crown of King Tranix. It is given by Fendaris K'Lorn in Lavastorm. He is found in the building near the zone in at -125.76, -114.96, +628.18. You must speak goblin and magic to complete this quest (see related quests).</p> <p>The first step is to kill goblins in Lavastorm until you have obtained 20 shards of the broken goblin tablet. This is an auto-updating, uncommon piece. After completing this task return to Fendaris.</p> <p>He then requires you to collect 8 goblin banners written in a secret goblin code. They are at:</p> <p>The Sootfoot Banner of War: (-556, -118, +470)  The Sootfoot Banner of Flame: (-727, -113, +337)  The Sootfoot Banner of Nagafen: (-422, -114, +305)  The Sootfoot Banner of Najena: (-130, -130, +366)  The Sootfoot Banner of Marnek: (-737, -111, +443)  The Sootfoot Banner of Might: (-225, -114, +147)  The Sootfoot Banner of Krombral: (-345, -130, +340)  The Sootfoot Banner of Ancient Mines: (-320, -130, +453)</p> <p>After completing this part of the quest you then find out that you are required to know the Druzaic language to continue. Druzaic can be learned by doing the Words of Pure Magic Quest (see related quests).</p> <p>After examining all of the banners and speaking to Fendaris, you receive a scroll written in Druzaic. Read it and it tells you a nice story about how the goblins got whooped in a fight ages ago. Pay attention when reading through it cause your gonna re-trace the story. Basically you must find the five pieces to the goblin poem. They are at:</p> <p>1) -646.96, -79.51, +65.01 - In an area called The Wound.  2) -678.11, -66.69, -159.49 - Goblet of Ro. Fairly deep into the zone.  3) -635, -111, +302 - Goblin Ritual place where you see 2x group goblins. In the area you had to run around for the flags.  4) -210, -113.51, +149.31 - When you leave the cave from the beach you will see a large lavafall straight ahead, go behind it.  5) -193.39, -114.11, +251.69 - just past Najena entrance half way up the ramp leading towards the lavafall.</p> <p>You then must find the name of the forgotten Lavastorm Legend. You do this by speaking with Bunglegreeder. He is in a hut near Asphyxia in Lavastorm at -403.88, -98.4, +194.48. He will ask you to obtain 8 rare rocks from Lavastorm. Six are mob drops and two must be mined. They are:</p> <ul style="list-style-type: none"> <li>- Metamorphite: Harvested from the metamorphite rocks</li> <li>- Flame Licked Diamond: Harvested from Flame Licked Ore</li> <li>- Molten Fragmite: Molten Fragments</li> <li>- Noxious Pearl: Noxious Emissions</li> <li>- Basalt Turquoise: Basalt Rumlbers</li> </ul>	

- Globule Rose: Flaming Globules
- Dormizite: Dormant Basalt Rumlbers (-450, -20, -361)
- Boulderling Heart: Boulderling Guards of named giant at Broken Spire (old Nexus spire to east of Solusek Ro). If you kill the boulderling guards but leave Tyrock up (run or evac), the guards will respawn again in a minute or so.

Return to buglegreeder and get quest update, to search for info of King Tranix.

Head to Temple of Ro and take all rights, this will lead to a library containing Tomekeeper Sunto (-437, -60, -683). He will tell you to seek out the Dead Knights bones that were sent out across the Shattered Lands (you have seen them when examined it speaks of Flames and Swords on a medalion I believe). There are 10 of them.

Liantis - Lavastorm (-551,-92,16)  
 Usalin - Lavastorm (-282,-6,-435)  
 Mortanis - Everfrost (25,28,-478)  
 Edgarn - Feerrott (-1933,-22,+555)  
 Karysin - Zek (-192,-25,-553)  
 Jartellin - The Enchanted Lands (-398,0,-624)  
 Hogosh - Nektulos Forest (-1374, +28, -698 in the Bear Caves)  
 Weldin - Thundering Steppes (853,-32,1064)  
 Desdarn - Commonlands (249,-47,252)  
 Narisin - Antonica (-2051,-37,-564)

Then it has you Return the bones to the Censor of Souls you pass it heading to Solusek's Eye through Temple of Ro past Tazga. This looks like a forge with a cauldron in the middle. Head back to ghostly npc in library and he tells you to examine the book about king tranix, its in the library you are in at the moment.

Then head back to Solusek's Eye, down to the Giants of Thyr the first room you see them in go to the left side and there is the chest at +99.93 -356.77 +189.26. You must speak giant to get this update.

It has you gather four circlets from various names in Sols Eye:

Speaker - Same room as the Chest.  
 The Castigator - The Speaker currently gives updates for both he and the Castigator.  
 Lord Crana - Glass Room deep in Thyr area (-287, -516, +123)  
 Onyxlam - Titans area (-31, -34, -135)

After killing all three you can go back to the room and open the chest for your reward.

BY HOOK OR BY... [Submit Info](#)

Recommended	Level: <b>40</b>	Related NPCs	Franny
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>57,500</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Very Good (8)</b>	Monsters Involved	A Corrupted Attendant A Nightblood Firefury A Nightblood Harrower A Nightblood Shadowrage A Nightblood Tormentor A Wicked Assassin Asajj An'duuth
Repeatable	No	Monsters Involved	Jum Jum Tap The Queen's View
Starting Zones	Enchanted Lands Rivervale	Other Related Zone	Tower of the Drafling
Starting NPC	Rukir Pineleaf	Other Related Quest	The Mysterious Drafling
Rewarded Item	Hierophant's Crook		

Description	<p>This is the quest for the Heirophant's Crook. It is given by Rukir Pineleaf (-806, -6, -276) in Rivervale at level 40.</p> <p>The first step is to collect 100 horns from nightbloods in Rivervale. We have reports that killing Nightbloods in the Enchanted Lands will also work. After doing this speak with Rukir Pineleaf again.</p> <p>The next step takes you to the Tower of the Drafling to find some Jum Jum Juice. This no longer requires you to complete the access quest. The tap can be foud at +353.14, +20.73, +103.96.</p> <p>After obtaining the Jum Jum Juice you must return to Rukir.</p> <p>Rukir will then send you back to the Tower of the Drafling and find the Queen's Chamber. The place you need to advance the quest is at +477.45, +34.15, -27.65. Once you find it the quest will update and you can return to Rukir in Rivervale.</p> <p>Asajj An'duuth and some assassins will then spawn. Kill them and then speak to Rukir again.</p> <p>Rukir then sends you to deliver some vegetables to Franny in Rivervale (in the Fool's Gold at -83.21, -14.44, -25.44). This is a timed step with a 6 minute timer.</p> <p>These vegetables will make her sick and die, and you must then return to Rukir.</p> <p>After returning to Rukir you should once again time your hails. Everyone needs to finish his dialogue before he dies. Rukir will then turn hostile and must be killed to complete the quest.He is a level 46-48 ^^ mob.</p>

Recommended	Level: <b>40</b>		
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>50,000</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Amazing (10+)</b>	Related NPCs	Burdop Cythan Lo'volonus Tarnis Zan Filis
Repeatable	No		
Starting Zone	Antonica		
Starting NPC	Yoru the Old	Monsters Involved	A Highwayman A Spirit Master A Spirit Monk Borbin the Prevailer Brother Raster Cythan the Last Oodan the Tranquil Sartar the Unrivaled
Rewarded Item	Flowing Black Silk Sash	Other Related Zones	Enchanted Lands Feerrott Oakmyst Forest Rivervale Wayfarer's Stockpilers Zek

Description	<p>This quest is given by Yoru the Old (-1814, -38, -519) at Windstalker Village in Antonica at level 40. It is the quest for the Flowing Black Silk Sash.</p> <p>The first order of business is to harvest 10 pieces of wood in Antonica. You forest these from Wind Felled Trees, which can be found nearby Windstalker Village. This requires 21+ Forestry Skill. If you don't have 21+ skill you can gain it by forestry in tier 1 zones. After doing this return to Yoru.</p> <p>He will then send you to create some Basil Grilled Deer. This requires you to do some crafting. You will need to get your Artisan skills to level 5. You can then purchase the Artisan Basics knowledge in the trade skill instance of your choice and create the steak. Deer meat is now obtained by killing deer or trapping Rat Dens. Basil is now a harvested item (as Raw Basil), but must be refined. You can likely find it on the brokers in the tradeskill area. If you want to gather your own you can harvest both easily in the Oakmyst Forest. After creating the Basil Grilled Deer you must bring it to Yoru the Old.</p> <p>The next step is to retrieve some ale for him. This is a timed step. You must run to a tavern in 15 minutes and grab the Ale by clicking the keg at -725.2, -15.9, +231.3. This is along the road, just before the two towers on the way to Qeynos. After that you get a new 15 minute timer to run back. The run only takes about 4 minutes if you know where your going, so don't worry too much about it.</p>

Yoru will then ask you to sit and meditate with him. Shortly after this you will be jumped by some level 41 highwaymen. This step is a bit buggy. We've seen several instances where the highwaymen just would not spawn for a player. If this happens you need to have someone else spawn them and then you can kill them and get credit. Kill them and then speak to Yoru again.

You must now visit Cythan in the Feerrott. He is on the right hand side near wall (0, +26.5, +961.5). It is important that everyone in the group speak with him at the same time. After speaking with him a ring event starts, and you have 5 minutes to complete it. Spirit Monks will keep spawning one at a time, a total of nine of them. These are solo mobs that range from level 40 to level 42 in difficulty. After you kill one a tougher one will spawn. After several waves a Spirit Master will spawn. After killing him you can speak to Cythan to receive the next step.

The next step is to kill several spirits in various zones. You must speak to an NPC first to spawn the spirit, and then kill the spirit. They are in the Enchanted Lands, Rivervale, Feerrott and Zek. The names and locations of these NPCs are listed below:

Feerrott: Tarnis at -1870, -22, +749 (in Gulch of Thule) will spawn Sartar the Unrivaled

Enchanted Lands: Lo'volonus at -99, +31, -1127, in Enchanted Lands will spawn Oodan the Tranquil

Rivervale: Burdop at -27, +7, -212 will spawn Borbin the Prevailer

Zek: Zan Filis at -22.66, +75, -368.87 (top of Deathfist Lookout) will spawn Brother Raster

After doing all of this you return to Cythan and speak to him, one person at a time. Cythan will then despawn and a couple minutes later he will return at Cythan the Last. He will attack you. You must kill him. When he dies the original Cythan will respawn, and will remain there for one hour before respawning.

The person who just killed Cythan the Last must first speak with this version of Cythan, and then click the rock behind him to complete the quest and receive their Flowing Black Silk Sash. The next person in line will then talk to Cythan which will respawn Cythan the Last. Rinse and repeat until the entire group has received their sashes.



## AN EYE FOR POWER [Submit Info](#)

Recommended	Level: <b>40</b>	Related NPCs	A Servant of the Menagerie
Grants Access To	<a href="#">Tobrin's Former Domain</a>	Monsters Involved	<a href="#">A Denizen of the Menagerie</a> <a href="#">A Menagerie Guardian</a> <a href="#">A Shade of Tobrin</a>
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b>		

	<i>Status Points: 60,000</i> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience: Very Good (8)</i>		Bloodrage Chieftain Iceburn Master Webclaw T'Lys's Minion
Repeatable	No	Other Related Zone	Tobrin's Former Domain
Starting Zone	Everfrost		
Starting NPC	Master T'Lys		
Rewarded Item	Tobrin's Mystical Eyepatch		

Description	<p>This is the quest for Tobrin's Mystical Eyepatch. It is given by Master T'Lys in Everfrost (+80.5, -19, +81.5). He asks you to acquire four pieces of his shattered wand. They are ground spawns, with semi-random spawn locations:</p> <ul style="list-style-type: none"> <li>- Red Shard: In the behemoth area</li> <li>- Blue Shard: In the cat/stag area</li> <li>- Green Shard: In the terrors area</li> <li>- White Shard: In the cougar area</li> </ul> <p>After completing this task and returning to Master T'Lys he will ask you to kill the leaders of the Frosthorn, Icegill and Numbfoot tribes in Everfrost.</p> <p>Head towards minotaurs and slay all the minotaurs at one of the campfires (-10, -430 or +111, -541). It will trigger a group with executioners or Bloodrage. Bloodrage is who you need.</p> <p>Head towards the icegill goblins, on the islands past Permafrost. There is an island the north, 2 islands south of the raid mob (+490, -1475). Slay all the monsters and Webclaw will eventually spawn. Kill him.</p> <p>Head towards the cougar/stag area where the blue shard was and kill the Numbfoots around the tree. Eventually Chieftain Iceburn will spawn here. Kill him.</p> <p>Now that you have all three pieces you must head to a special instanced version of Miragul's Menagerie, by the name of Tobrin's Former Domain. This is a special instanced version of Miragul's Menagerie. It is located at the end of the ice tunnel in Everfrost (the one with glaciers and ice frights).</p> <p>You no longer need everyone to be on the proper step of this quest to enter, only one person needs to be, but have that person click into the zone. Zone in and clear each of the four rooms one at a time. With each room you clear, another door will open.</p> <p>When you reach the fourth room a non-killable Shade of Tobrin will be in the room. When you get near him he will become killable and four Menagerie Guardians will spawn with him. He is a ^ Heroic mob. Kill him and a chest will spawn.</p> <p>Examine the chest, but before you do make sure your entire group is near it. Once you examine the chest a large group of bad guys will spawn at the exit. Kill them to complete the quest. Congratulations on your eyepatch.</p>





## THE BONE BLADED CLAYMORE Submit Info

Recommended	Level: <b>40</b>	Monsters Involved	Gynok Moltar Opalla Redak
Quest Rating	Heritage Quest: <b>Yes</b> Status Points: <b>58,500</b> Money & Items: <b>Amazing (10+)</b> Experience: <b>Very Good (8)</b>	Other Related Zone	Antonica
Repeatable	No	Other Related Quests	A Key to the Past Berik's Revenge
Starting Zone	Stormhold		
Rewarded Items	Electrified Bone Bladed Claymore Bone Bladed Claymore		
Other Related Items	Ebon Cluster Inert Bone Bladed Claymore		
Description	<p>This is the quest for the Bone Bladed Claymore. It requires you to have started the "A Key to the Past" quest (see related quests), but you do not need to have completed it.</p> <p>Once you reach level 40 head into Stormhold and grab the glowing sword on top of the spiral staircase. (-150, +6, -96).</p> <p>After closer examination of the blade you are faced with the task to kill Opalla who is located inside Blackburrow. You can find Opalla directly south of the bridge, in the farthest room at -24.71, -16.25, +83.87. Opalla is Lvl 42 heroic mob.</p> <p>After defeating Opalla, once again examine the sword and find out you must now slay Troll Warrior Redak who is a level 44 heroic and located in the chapel in Stormhold. Easiest way to get to the chapel is to go down the spiral staircase, go down the hall to the atrium and enter the door to the left of you, There will be a "pond" in front of you take the path to the right and follow it down until you are in the room with the cavaliers, go up the staircase and follow the hall that wraps around the room to a door that will be on your right. Inside Redak awaits. Redak can hit hard so I recommend a balanced group of 5-6. Soon enough Redak will fall.</p> <p>Once again examine the sword and find out that you must now re-forged the hilt and bone blade and make it one again. Now the bad news for some of you, In order to re-forged the blade you must have a ebon cluster, shaped ebon coin or bent ebon disk which you will lose when you forge the sword. You can buy these or mine them in tier 5 zones. Now before we continue realize that once you forge the blade you will be exiled from Qeynos and Freeport until you complete the task after the</p>		

forging. When you are ready head to Runnyeye and head down the path just past the bridge until you come across the first room with goblins past the archway there will be another room with more goblins, Once you enter the room to the left there will be a small outcove and inside will be a forge and a anvil sitting in front of the forge. Inspect the anvil to reforge the blade. Now the fun part!

Now you did it! You managed to banish yourself from society. Want to rejoin society and get your sweet sword? Get ready to kill....You will need to slay 1,000 sentient beings, no animal killing. This means any non-animal.

EDITOR'S NOTE: Currently you can kill Sentient Beings in any zone, we are not sure if this will change or not. For the time being the best place to grind them is the lower level dungeons such as The Graveyard.

Don't worry you're close now! All that is left is to kill Gynok Moltar, the first wielder of the claymore. He is level 47 ^^^ heroic mob, and is located where you first grabed the Claymore on top of the spiral staircase. Enter the room and he spawns. Slay Moltar and for the last time examine the sword.

Now, if you have completed the Berik's Revenge quest (see related quests) you will have a option to strike the claymore with Berik, Sword of Thunder. Doing this will create the Electrified Bone Bladed Claymore! If you have not completed than you will can only accept the Bone Bladed Claymore.

EDITOR's NOTE: You can now obtain the Electrified Bone Bladed Claymore after they've finished the original quest. By right-clicking on the forge in Runnyeye with both the standard BBC and Berik, Sword of Thunder in your inventory (but not equipped), you can "Break Berik over the forge." Berik and the BBC will be removed from your inventory and you will receive the Electrified Bone Bladed Claymore. Note: If you choose to do this, you cannot change the EBBC back to the other two swords, so please be sure of your decision.



## SAVING SOLES Submit Info

Recommended	Level: <b>40</b>	Related NPCs	Efreeti Lord Djarn Tazgar
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>50,000</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Very Good (8)</b>	Monsters Involved	A Hatchling Volcanu A Juvenile Lava Crawler A Magma Wormling A Molting Volcanu A Slightly Smelly Fish An Enraged Volcanu Big Squiggly Foulgill the Rotten The Magolemus
Repeatable	No		
Starting Zone	Lavastorm		
Starting NPC	Charly Ashlash		

Rewarded Item	Golden Efreeti Boots	Monster Involved	Temple of Solusek Ro
Other Related Items	Old Worn Left Boot An Old Worn Right Boot	Other Related Zones	Bastion of Flames Solusek's Eye
		Other Related Quests	Claiming the Goblinish Tongue The Efreeti Bastion

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Description	<p>This is the quest for the Golden Efreeti Boots. It is given by Charly Ashlash in Lavastorm. He roams the goblin area near -323, -130, +355. You must speak the goblin tongue to receive this quest. See related quests for informatoin on how to learn goblin.</p> <p>Before Charly will deal with you he asks you to destroy some monsters in Lavastorm. You must slay:</p> <p>50 Crawlers - Lava crawlers just past the goblins 50 Drakes - Volcanu and the lizards near the entrance both give credit here.</p> <p>After doing this return to him. He will give you an Old Worn Right Boot. Examine the boot and the quest will update.</p> <p>You must find the corpse of a smelly fish to bait "The Big Squiggly". The fish it is referring to is a level 47 solo fish named "Foulgill the Rotten" who spawns near the docks. His placeholder is "A Slightly Smelly Fish" that spawns at -176, -138, +544 and has a 6 minute spawn time, in the water underneath the docks.</p> <p>After killing the fish you will be given 2 hours the bait the trap for "The Big Squiggly". This trap is a bit deeper in the zone where a named goblin spawns but not very deep. (-566.25, -112.93, +410.23) It will look like a pile of underbrush. Have everyone right click and bait the trap and "a hungry goblin" will run up to the trap.</p> <p>Immediately following this "The Big Squiggly" will spawn and attack the group. He is level 48 or 49 ^^ . He hits quite hard and has an AE that has a DoT of around 50 dmg, We suggest taking a full group. After killing him you will recieve the right boot.</p> <p>The next step is to find an Efreeti to make sure the boots are truly Efreeti made. The Efreeti your looking for is Tazgar the Efreeti in the Temple of Solusek Ro in Lavastorm. When you speak to him 4 mobs will spawn. Kill them and speak to him again.</p> <p>EDITOR'S NOTE: As of LU20 a dragon can sometimes spawn in Tazgar's room. We are not sure if this will stay or be moved.</p> <p>He will then send you to Solusek's Eye to kill fire giants until you receive a key. This is a semi-rare auto-updating drop. The giants are in deep, past the golems.</p> <p>Once you have the key you use it to disable the spires in Lavstorm. They are located at:</p> <p>- First is in the goblins area near the first hill and it's guarded sometimes by four</p>
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epic gobs.

- Second is in the middle of the lava fields area just before the summit to the temple.
- Another is just past the temple on the way to Sol Eye, in a pit guarded by a bunch of drakes. Easy to find if you just hang a right and hold the wall upon exiting Temple area.
- Another is up the final summit past the golems, right next to the gate that leads you to the FGs guarding Sol Eye door.
- The last is at -403.88, -98.4, +194.48 near Buglegreeder.

The unsorted locations for these spires are at:

-635, -111, +300  
+120, -5, -465  
-115, +19, +75  
-438, -99, +120  
-567, -28, -410

Once the spires have been disabled you must defeat The Magolemus. This is a new level 50 ^^^ Group x 2 mob who is located outside of Solusek's Eye in Lavastorm. He will not become targetable until after the spires are disabled. You used to have 15 minutes to kill him or he would despawn, this may have recently been changed. He procs a single target knockback on your main tank, so be sure to have his back to a wall.

After killing him an NPC will spawn, you must hail this NPC. You must then reactivate the spires that you disabled earlier. After reactivating them you need to return to speak to Tazgar.

You must then kill Efreeti Lord Djarn. He is located in the Bastion of Flames. This is an access zone which is entered through Solusek's Eye quest by the name of The Efreeti Bastion (see related quests).

After killing Efreeti Lord Djarn you can return to Tazgar for your reward.



## THE SCREAMING MACE Submit Info

Recommended	Level: <b>40</b>	Monsters Involved	<a href="#">A Thulian Terrorfiend Agony</a>
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>65,000</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Good (7)</b>	Monsters Involved	Hukulan the Despoiler Kaxor the Cenobite Tzugaax the Torturer Xilarga the Tae Ew Champion
Repeatable	No	Other Related	<a href="#">Sanctum of Fear</a> <a href="#">Temple of Cazic-Thule</a>
Triggered By	<a href="#">III Fated Cleric Journal</a>		

Item		Zones	
Starting Zone	Feerrott		
Rewarded Item	Screaming Mace		

Description	<p>This is the quest for the Screaming Mace. The quest is initiated by examining an "Ill Fated Cleric Journal". This item is a rare drop from Agony, a rare spawn wraith in the Feerrott (-1859.6, -22, +638.6). He spawns by the lake near the entrance to the Temple of Cazic-Thule.</p> <p>You must first kill 40 random lizardman in Cazic-Thule.</p> <p>You must then kill four named spawns in the zone. They are:</p> <p>Kaxor the Cenobite - On top of either of the two temples on the sides of Venekor  Hukulan the Despoiler - Up top before the pyramids between the stone wall partitions (placeholders are the static groups of lizards between the stone walls just up the central staircase)  Tzugaax the Torturer - Downstairs in the Torturer Area (+63.85, 0, +2.31 or +59, +34 or -45, 0, +5)  Xilarga The Tae Ew Champion - On the western little pyramid.</p> <p>You are then instructed to find the Fountain of Fear. This is the waterfall from the back of the large temple in Cazic Thule. (need loc)</p> <p>Once you complete this step a one hour timer starts. You have one hour to find the Basin of Ba'Kur in Cazic Thule. This is at 67.56, 0.0, 2.25. To get there you enter the tunnels, and after passing the rooms with the glare lords, turn to the left. The room after the thulian fiend is the basin.</p> <p>You must then kill Thulian Terrorfiends in Cazic Thule until you obtain a key. This is an uncommon auto-updating piece.</p> <p>After finding the key you must kill the Keeper to obtain your mace. He is in a special instanced version of the Sanctum of Fear. Once inside you will find a small room with four totems. You can right click to activate these. When they activate either four mobs will spawn, or the Keeper.</p> <p>After killing the Keeper the mace will spawn above the table in the back.</p>



AN ANCIENT DESERT POWER <a href="#">Submit Info</a>
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Recommended	Level: <b>50</b>	Related NPCs	Harshaa Librarian Zabnolique Librarian Dungil Planetologist Ahkar
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Status Points:</i> <b>70,000</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Very Good (8)</b>	Monsters Involved	A Desert Lunatic A Desert Madman A Desert Maniac A Samiel Marauder A Samiel Pirate Lieutenant Kielmal The Prophet
Repeatable	No	Monster Involved	Twin Tears
Starting Zone	The Sinking Sands (Desert of Flames)	Other Related Zones	Maj'Dul North Freeport South Qeynos
Starting NPC	Item Triggered		
Rewarded Item	Scepter of Rahotep		

Description	<p>This heritage quest is initiated by examining "A Piece of Ancient Parchment". This item is a body drop on Desert Madmen, Maniacs and Lunatics in the Sinking Sands and the Pillars of Flame. It consists of:</p> <p>STEP 1: You need to find a Desert Expert in Maj'Dul (The Planetologist)</p> <p>=====</p> <p>=====</p> <p>The NPC that you need to find is Planetologist Ahkar in Maj'dul. he is located at (loc = -152, 177, -124) If you go up the first flight of stairs from the zone in you'll find him right there.</p> <p>STEP 2: I need to find Harshaa in the Sinking Sands</p> <p>=====</p> <p>=====</p> <p>Harshaa is found at (loc = -405, -155, -1331.) Carefull cause a lv 53 ^^^ epic X3 mob named Meathooks also spawns in that area. When you hail Harshaa and work through some dialogue about him not helping you, 3 double down lv 51 mobs will jump you. After you protect Harshaa he will send you out to kill The Prophet of the Desert.</p> <p>STEP 4: I need to slay The Prophet of the Desert in the Sinking Sands</p> <p>=====</p> <p>=====</p> <p>This is step 4 cause defending Harshaa actually is listed as step 3 in your journal. What you have to do here is find an altar that the desert madmen are preying at and flush out the The Prophet. The Altar is at (loc = -651, -105, -514.) There are 4 groups of desert lunatics either 3-4 in group around the altar. Kill them to spawn The Prophet of the Desert. He doesnt spawn everytime so get ready for some familiar PH camping. Had a few rounds where 4 desert maniacs would spawn instead of The Prophet of the Desert. The Prophet of the Desert popped at lv 49 ^^^ with 4 desert maniac friends. Nothing special about him. Kill them and then</p>

examine the altar. After that return to Harshaa who will then freakout and tell you to leave him alone.

#### STEP 5: Return to the Planetologist

=====

So you return to the Planetologist who informs you that there was this ancient group that ruled the desert before recorded time and blah blah blah. Then he tells you that some qeynosians have found information on the civilization and that you should seek them out. Problem is that they were jumped by pirates and everything was stolen. So what you now must do is seek out these pirates and hope they have the relics.

#### STEP 6: Investigate Dry Wind Island and find the pirates who robbed the Qeynosians.

=====

1. Go to the boxes stacked on Dry Wind Island at (loc = -2164, -228, -24.) It will be surrounded by a group of Five (5) level 45 Samiel Pirates.
2. Prepare. Upon zone in a 54^^^ Samiel Maruader will attack your group. So the fastest zoner has to be able to hold him off until the rest get in. We recommend you send your tank in first.
3. One of the boxes is a zone in. Zone in and kill Lieutenant Kielmal. The entire group should now get the update, this was previously bugged.
4. Open the chest at the get the items! Once this is done return to Planetologist Ahkar for Step 7

#### STEP 7: I need to Return to the library of my home city and speak with someone who may know about the Desert.

=====

Return to your Home City and go to the Library in North Freeport (Librarian Zabnolique) or South Qeynos (Librarian Dungil) he will tell you some stuff then send you back to Planetologist Ahkar (don't you love all this running around?)

#### STEP 8: I need to Destroy the Legions of Rahotep (sounds easy eh?)

=====

It's now time to destroy the legions of Rahotep. You need to gather a small raid (2 groups) and head to the Twin Tears in the Sinking Sands. This is a short carpet ride away.

After arriving at Twin Tears, there will be an NPC at the north side, named Rahotep. You can't hail him, but when you come close a huge army will spawn. They are all NPC's but become attackable in waves of like 10 mobs of lvl 55 epic x2 mobs (all ^ or ^^). Some 55 epic x2 named, but all are pretty easy to kill.

Then return to 'Planetologist Ahkar' in Maj'Dul to receive your reward.



Recommended	Level: <b>60</b>	Related NPCs	An Old Weaponsmith Harla Dar Lord Vyemm
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Good (7)</b>	Monsters Involved	Azdalin Glyton Lord Xyfl
Repeatable	No	Monsters Involved	Hidden Refuge Vicious Breeding Grounds Whisperwind Isle
Starting Zone	The Barren Sky (Kingdom of Sky)	Other Related Zones	Palace of the Awakened Sanctum of the Scaleborn Tenebrous Tangle Temple of Scale The Laboratory of Lord Vyemm
Starting NPC	Fuzzmin the Lost		
Rewarded Item	The Wurmslayer		

Description	<p>This quest is given by Fuzzmin the Lost on Whisperwind Isle in the Barren Sky, near the climb up to the Owl camp (-587, -48, -408). It is the quest for Wurmslayer. You have three targets for the first step:</p> <p>Azdalin - He is found at the Vicious Breeding Grounds in Tenebrous Tangle. He will spawn when you get near the center of the island, and is a 65 ^^^ Heroic.</p> <p>Glyton - At the bottom of the Sanctum of the Scaleborn, at base of ramp.</p> <p>Lord Xyfl - Spawns in Lavastorm. You don't hav to kill him though. He falls asleep, and you can pluck a scale from him while he is sleeping.</p> <p>After obtaining these return to Fuzzmin. He will give you a Rusty Wurmslayer.</p> <p>You must take it to An Old Weaponsmith next to the pool at the bottom of the waterfall at the Hidden Refuge in Tenebrous Tangle (+81, -241, +192). You will have to read his text and answer carefully or the dialogue will end and you'll have to start over. At the end of this conversation he will give you a level 60 recipe to build the Oak Shafted Wurmslayer. It requires a rare special oak-shaft which can be found in a chest next to Cyenadros in the Sanctum of the Scaleborn (+23.87, +121.78, +307.6).</p> <p>You must then obtain a metal bar to craft the Sharp Bladed Wurmslayer, a level 63 recipe. This is found in the Palace of the Awakened.</p> <p>After this you must take the Quellthulian Enchantments from near the Carniverous Pillar in the Halls of Fate, and use them to create a Formed Wurmslayer. This is a level 65 geomancy combine.</p> <p>You must then slay the following dragons:</p> <ul style="list-style-type: none"> <li>- Harla Dar: Epic x 4 in the Temple of Scale</li> <li>- Lord Vyemm: Epic x 4 Dragon in the Laboratory of Lord Vyemm</li> </ul>



- Sothis
We have no further information at this time.



DRACO MORTUUS VOS LIBERATIO	Submit Info
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Recommended	Level: <b>60</b>	Monsters Involved	Do'Ellin the Young Spirit of Do'Ellin
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Money &amp; Items:</i> <b>Amazing (10+)</b> <i>Experience:</i> <b>Good (7)</b>	Monsters Involved	Carcotoxic Stain Drednever Crash Site Fear Tainted Isle Shattered Weir
Repeatable	No	Other Related Zones	Sanctum of the Scaleborn The Bonemire
Starting Zone	Tenebrous Tangle (Kingdom of Sky)		
Starting NPC	Sinephobis		
Rewarded Item	Bone-Clasped Girdle		

Description	<p>This is the quest for the Bone-Clasped Girdle. It is initiated by talking to Sinephobis on Fear Tainted Island (Loc -103.69, 265.38, 870.92). It requires you to speak the Thulian language.</p> <p>He asks you to find and recover the strengthened draconic bones in the Bonemire. You must find the following bones, which spawn in multiple locations including the ones below:</p> <p>A large dragon skull: +946.68, -106.25, +172.34 or +866, -116, +270 or +868.34, -116.01, +221.01 or +883, -105, +335 on the Isle of the Ravasect  A large dragon-bone tail: +458.26, +198.69, -611.19 or +414, +198, -481 or +366, +199, -567 in Carcotoxic Stain  A set of dragon ribs: +276, -345, -17 or +241, -355, -32 on Halls of Fate Isle  A set of dragon limbs: +247.59, +65.25, +776.1 or +289, +63, +695 or +335, +56, +726 on the Drednever Crash Site  A set of dragon-bone wings: -637, -449, +412 or -728, -440, +393 or -776, -448, +379 on the Shattered Weir Isle</p> <p>After this you must obtain four new items. These can sometimes be found on brokers:</p> <p>- Blue-Silver Sheet: Rare mined ore</p>

	<ul style="list-style-type: none"> <li>- Perfect Osseus Lumber: Rare lumbered item</li> <li>- Perfectly Cut Purple Geode: Rare mined gem</li> <li>- Strip of Supple Leather: Rare trapped object</li> </ul> <p>Once you have all of these you should head to the forge in the Sanctum of the Scaleborn, near the Halls of Rites (-116, +65, -33). It is a level 60 combine.</p> <p>After completing this you are sent to kill Do'Ellin the Young. He is a 67 ^^^ Heroic who spawns on Ravasect Isle in The Bonemire, near the bottom of the waterfall. He has an AE Knockback. After subduing him you use the Phylatercy on him and return to Sinephobis.</p> <p>After this you should return and do the hand in. You will then be given six minutes to place three rods. One on Gazer Isle, one on Bixie Isle and one on Fear Tainted Isle.</p> <p>After returning to Sinephobis he will spawn the Spirit of Do'Ellin, a dracoliche version of Do'Ellin. He is level 70 ^^^. Kill him for your Bone Clasp Girdle.</p>
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<b>THE WONDROUS INVENTIONS OF A CRAZED GNOME</b> <a href="#">Submit Info</a>
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Recommended	Level: <b>65</b>	Monster Involved	A Fetidthorn Horror
Quest Rating	<i>Heritage Quest:</i> <b>Yes</b> <i>Money &amp; Items:</i> <b>Excellent (9)</b> <i>Experience:</i> <b>Good (7)</b>	Monsters Involved	Drednever Crash Site The Remnants of Xoch
Repeatable	No		
Starting Zone	The Bonemire (Kingdom of Sky)		
Starting NPC	Gimdibble Fizzwoddle		
Rewarded Item	Bag of the Tinkerers		
Description	<p>You have to rescue an ambushed gnome near the doomwing dig site in order to start this quest. Go to the loc of 117, 69, 578. 2 Ambushers and a gnome will spawn, save the gnome from the ambushers before he dies. Speak to him to get the quest. Make sure you know the gnomish language.</p> <p>1. Gather 5 pile of goo. (big blue globs that spawn in the river). Turn this into Gimdibble Fizzwoddle at -19, 43, 496 in the dreadnever crash site.</p> <p>2. Collect core ground samples. Make sure the name of the area pops up on your</p>		

screen.

There are several of these.

1. Cacotoxic Stain 301, 198, -469
2. Ghazi's Rest : Take Island of Ravasect and update near big bone head. 950, -108, 445
3. Carrion Briar -58, -96, -624
4. Hive Vornerus 40, 88, 816
5. Doomwing Excavation Site: Fly to Halls of Fate. -255, -342, -40  
Stay on the Halls of Fate for the next 5, go around to all the islands from the main one.
6. Halls of Fate -33, -374, 5
7. Calling pool -108, -342, 155
8. Bashir's Excavation 143, -343, 134
9. Remnants of Xoch 189m -344, -11
10. Akharu's Dig Site -3, -345, -185

Turn into gnome.

3. Collect soil samples.

You must collect 10 soil samples in the hive. This is the big volcano looking thing on the island with dreadnever crash site. The path inside is at 73, 100, 958. Once inside there are soil samples you have to mine.

Turn into gnome.

4. Collect dizzwangle. This spawns on the middle island of halls of hate. Go to the loc of -123, -771, 296. You will get thrown off the island when you get this item.

5. Collect carapace's and padding for the device.

Kill 5 a vornerus drone, these come in groups of 3, one double down arrow and 2 triple down arrows.

Kill 5 a fetidthorn briar. These are located around -122, 74, 885.

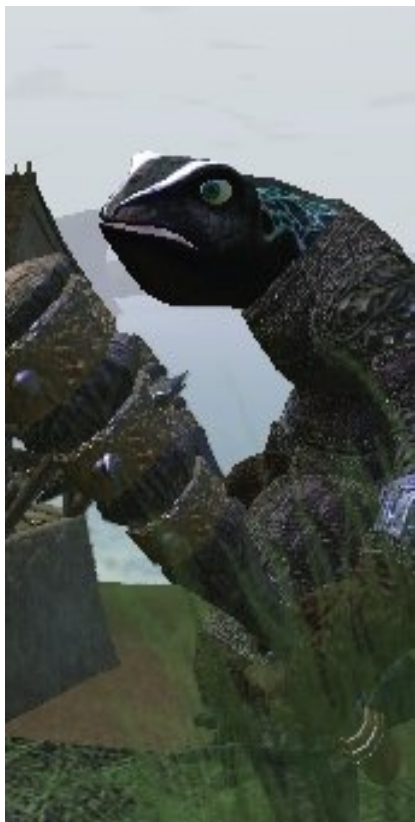
Turn into gnome.

6. Retrieve gnomes tools. This is on the Remnants of Xoch at loc of 240, -355, -32.

7. Kill a Young dragon. This is a 65 ^^^. It is a major undercon. This spawns on halls of fate flies around the isle then lands on top of the building.

8. Return to the gnome. He will give you a TEMPORARY hat that gives +200 safe fall. When you click on the item he gives you it will toss you way up in the air. Be sure to stay away from the edge. Talk to the gnome again to complete the quest.





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