

# 2020

## The Forest's Edge

### Change Log for v10

- Good battlemind trainer added (Voraster)
- Good ranger trainers added (Lafiel)
- waifish flower girl custom update (Lafiel)
- Ingot of true silver (Avlis)
- Vanguard Outpost directions (Aleron)
- burning skull tabard (Trea)
- Major Enchantment screenshot (Avlis)
- Arm-sash of Lonil quest (Uduvrin)
- Near Great North Road (Uni)
- Orc raiders (Trea)
- Cairn Mountain Bandits (Trea)
- Skewer Quest (Yurvin)
- Drakondor – added more directions per request
- Rania – added more clarification on ethergem

**NOTE:** Prior change logs are at the end of the document.

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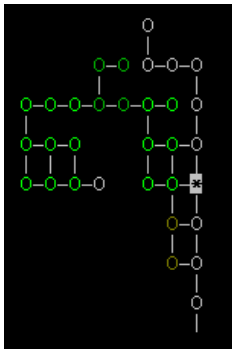
## Areas

### Abandoned Northerly Road

**Approx. Level: 1**

The ogre governors of Denab-Knur have recently begun work to restore a path north of the Great North Road, leading around their city. While there is much work to be done before their efforts are completed, they have now made the way accessible to the general public.

All north from outside the east gate of Denab



### Abandoned Village (Grems)

**Approx. Level: 30**

So long dead that none but a few remember its name, a fishing village lies abandoned far north on the Elhanni near Pennan. Its people lived on the fringe of starvation, never having enough to eat except what they took from the river. Then, one day, they were gone. Few who have investigated the matter have returned, though it is said an old fisherman knows the tale...

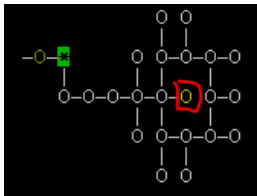
#### Directions to Zone:

From the well in Pennan > Speed ennnnnnnwnnnn > "Cross Plank" > Go one east > "to boat yes"

NOTE: To leave the zone, "ring bell" > "to boat return"

Tips: All the gremlins have poison attacks and move around very quickly, so expect walk-ins.

Tips: The area circled in red below is where the boss is located. He is usually hidden and only unhides when someone enters the room, so be careful as he is badass. He does not move from that room.



**Tips:** There are a couple ghosts wandering around. They are not agro. They do not assist.

To get to the fisherman's wife, you have to **"move rug"** to get down below then **"ask fish wife"** or **"ask fish open"** to start the quest to get his wife to appear.

Pops:

- Lesser gremlins pop: many-faceted amethyst and black hued daggers.
- The boss pops: a Crystalline Dodecahedron and Dagger Of Souls.
- After you kill TCE, "search straw" for the locked box.
- Piece of twine near the old fisherman ghost in the room down (Room #46532).
- ghost of a villager: wide brimmed hat, home-spun cloak (riverman's cloak), heavy oak staff

## Anthill

**Approx. Level:** 5

The grasslands east of Chiiron have long had a problem with a colony of giant ants. These ants, which are rumored to often be the size of large dogs, have a series of tunnels which several adventurers have reported lead deep beneath the earth. Somewhere in there must live the ant queen as the colony shows no signs of dying.

### Directions to Zone:

From outside the East Gate of Chiiron > speed eeeeeeseneedsss

NOTE: The worker ants are not agro, but will assist. The guardian ants are agro.

The ants' pop an old skeleton can be used to custom a bone ring in Chiiron.

## Aqua-goblins

**Approx. Level:** 70

Comfortably secluded from harassment by their land-walking enemies, a tribe of aqua-goblins lives quite well by piracy and subterfuge under the noses of their neighbors in Medienne. No ordinary goblins, these savvy sea-warriors are uniquely adapted for their environment and offer quick death to any who would intrude on their world. Unable to truly deal with the problem, officials in Medienne choose to ignore it knowing any losses that their merchant ships incur is minimal compared to the potential losses of trying to dislodge such a powerfully entrenched enemy. Since the loss of Malana - Medienne's most

powerful adventurer - to the aqua-goblins, Lord Richard is unclear on what steps he could take to alleviate the problem. Rumors of sunken ships and lost treasures are traded in even the poshest bars in Medienne, and the most dubious of listeners knows that they contain some element of truth. And while none can completely agree on which powerful weapons, or what incredible magics might someday be recovered, all will acknowledge that the aqua-goblins themselves are probably not the worst of the creatures living in the deep.

#### Directions to Zone:

From "Outside the West Gate of Medienne" > speed 2wn5wnw > jump swirl

**Recommendation:** Practice swim to level 7 (and improve to level 10) and custom the diving fins. The diving fins custom at the leather maker in Medienne.

**Reminder:** Because the zone is underwater, you cannot have the bards sing.

**IMPORTANT:** Zone does require water breathing.

Options for water breathing:

- Ring of water breathing (blue coral shell ring)
- A Necklace Of Water Breathing
- A Stick Of Incense Of Water Breathing (bluish stick of incense)
- A Sapphire Circlet
- Have a ranger/druid/bard cast water breathing on you
- Wear an amulet of the drowned sailor, from a previous life ;)

**Commented [DF1]:** Pops in Krasnog's chest

**Commented [DF2]:** Pops off the Banshee near Aspects

**Commented [DF3]:** Level 1 easy pop in Medienne Sewers. Only downside is that you cannot remove it after you wear it.

**IMPORTANT:** Do NOT attack the sperm whale. It does not do crazy damage, but has crazy amount of hit points. Reports of several groups with multiple mages and clerics only got it to bruised. It may be the most powerful mob in the game. The whale is not agro and does not move.

**IMPORTANT:** Do not use electrical spells under water as they hit everyone in the room. OUCH! Weapons that do electrical damage are OK.

#### How to run the zone:

##### East Side Only:

Once you "jump swirl" to get into the zone, quickly go down one or risk getting swept away. I then head all down (killing aqua goblins along the way). I then head straight east, until I can go no further (again killing aqua goblins along the way). "Search Rack" a few times for a chance to pop the leather whip of biting frost (+3 to ice lance, great for mages).

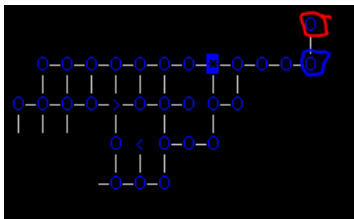
I then usually hit the chest up next. So from the alcove, go w s w n. Down is Axka'mura (scans as aqua-goblin legionnaire). Axka'mura has a chance to pop a nice shield and a nice sword. Once dead, disarm the trap on the chest for a chance to pop cure critical potions and/or terminus mace.

Next stop is where I try to pop the Plankton Pantaloons. From the chest go, use n e e n n e e e. This location is one south of the Kraken (gargantuan octopus). Wait about 10 seconds for a chance to have a bloated corpse float in from the north. I recommend attacking it right away; otherwise I will randomly leap someone. Once you kill the bloated corpse, it will disintegrate and drop its loot. One item it will drop is the Plankton Pantaloons.

Next, kill the Kraken. One north is the kraken (room circled in red). Kill the kraken (he has a small chance to blind you). After the kraken is dead, "search bone" for a chance to pop a platinum bar.

On the west side... you can search seaweed in 98918 and 98919, both in south west area of zone, for a high chance of getting seaweed. I believe you need the searching skill to do it, though.

I usually head out of the zone at this point, so from the Kraken go s and 4w. Then go all up (will be two aqua goblins along the way). Once you can go no further, then "climb up". Remove your fins, otherwise you'll probably trip and fall. Then head back to the spot where you can "jump swirl" (speed u2e2n2wnw).



Southwest side there is a search for strand of thick seaweed, unsure of exact command and location, need search 7

#### Quest:

Get from ghost elf (Malana) who appears after midnight (about 2AM in game time) at the dock.

ask mala revenge

Malana tells you:

"I am encouraged by your brave undertaking. There are so many of those vile creatures."

-\*- You have been assigned a quest! -\*-

Malana roves east.

Malana tells you:

"Simply return and ask me if your revenge will let my soul finally rest."

I believe she wants you to kill 200-300 aqua goblins.

Ask elf ave

The ghost of an elf tells you: "I think you should have told me you were done!"

to elf done

You say to the ghost of an elf (in entish): "done"

The ghost of an elf tells you:

"Oh Yes! You have avenged my death at the hands of those creatures. My soul can finally rest."

Because this was such a grand undertaking and you showed such courage and determination in battling those underwater devils, I would like to show my appreciation by giving you this token of my gratitude.

-\*- You gain 5 quest points and 1000000 experience points! -\*-

Once the quest is complete, the ghost will give you a ruby amulet (An Amulet Of The Drowned Sailor).

#### **An Amulet Of The Drowned Sailor**

Base Cost: 15000    Level: 70    Weight: 2.00 lbs  
Armor Class: 2  
Acid: 5%    Fire: 9%    Cold: 85%

Rarity: Rare  
Materials: leather,stone  
Wear Loc.: neck  
Layer: under

Affects:  
Is water-proof.  
Is magical.  
Grants the ability to breathe underwater.  
Second attack by +1.  
Hit\_points by +10.  
Is rust-proof.

#### **Pops:**

- All Aqua goblins skin blue aqua-goblin fin
- Legionaires - mithril bastard sword 'DeepWater'
- Legionaires\Chest - coral shield of rejuvenation
- Legionaires\Chest - adamantine two-handed mace 'Terminus'
- Adolescent aquagoblin – pearl of the deep
- bloated corpse - Plankton Pantaloons
- kraken – search bone after death for chance to pop platinum bar or a chance to pop a Rod of reverie (search 7 confirmed popping)
- weapon rack - search rack to pop a leather whip of biting frost
- search ??? (one west of sperm whale) – pearl of the deep

### **Ahriman's Academy**

**Approx. Level: 70**

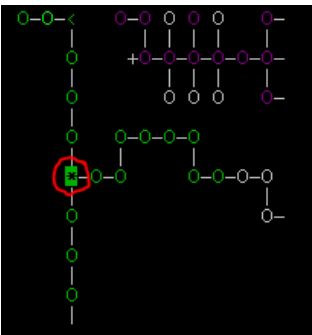
To the southwest of the bright lights of Brembledon, a school for the magically gifted has operated without interruption for more than a century. Famed for their medical advances and top-notch

preparedness of young talent, the school boasts perhaps the greatest gathering of magic in all the world. Led by the Archmage Ahriman, the school has moved to the forefront of magical affairs, though a disturbing amount of explosions seems to be emanating from near the castle as of late.

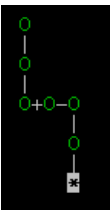
Badly scarred man will block anyone less than level 45 ? (still confirming this #) from entering the zone. You can just go one south of this dude, and summon lower level folks into the zone, and be fine from then on.

**Directions to Zone:**

Repop is circled in red. There is a rhen berry bush, and south is a skye terror. Head south of repop to enter into zone.

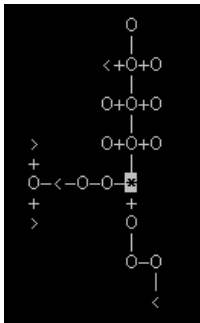


**Level 1:**



**Level 2:**





#### The Keys:

- Deep Blue key – Pops off the avatar. It opens the south door to the gaunt young man in star-patterned robes. There is a chest in this room too.
- Slender Purple key – Pops off the drider. It opens the way to the daemons (south of the Drider).
- Blocky Green key – Pops off the gaunt female. It opens the way to Ahriman.

#### The Pops:

- Yashna (bulky, scarred ogre with glowing purple eyes) – dark black bracer (pit fighter's bracer), suit of black steel chainmail, bright bronze badge (pit fighter champion), steel two-handed battle axe
- Avatar of Law Corrupted - lustrous emerald ring
- Avatar of Corrupted Chaos - ?
- Avatar of Corrupted Neutrality – lustrous sapphire ring
- Fae-fueled drider - ivy covered stone breastplate
- Ahriman (svelte older man wrapped in cracking purple energy) – headmaster robe, fae torso pad, glowing purple charm (charm of dispelling) --- use charm to get vial of glowing blood, an electrum file, shard of crystallized fae\*\*
- \*\*shard of crystallized fae pops on death, get a special message - **At the last word, he exhales deeply, and a purple tear-shaped shard**
- Daemon covered in stone skin - dark magenta amulet (amulet of fae binding), glowing green shard (shard of crystallized earth)
- Daemon covered in glittery scales - glowing blue shard (shard of crystallized water)
- Daemon surrounded in sparkling cyan energy - glowing yellow shard (shard of crystallized lightning)
- Daemon with patches of sparking flesh - glowing red shard (shard of crystallized fire), fragment of burning red stone
- Daevas (emaciated man in torn purple robes) –pair of dark purple forearm pads (fae leg and arm pads)
- Possessed student – hastily-scrawled note

**Commented [DF4]:** I'm still unsure if you need to do one or both quests to pop this. At the time I popped it, both quests were complete.

- Gaunt young man in star-patterned robes (Leerling) - pouch of silver powder, short ash staff, pair of well-crafted black leather sleeves, pair of black leather gauntlets, pair of black leather leggings, set of blue, star-patterned robes
- Starry Chest - sparkling purple shield (Fae Champion's Shield), red-green diamond, sea green gem, phial filled with a rainbow-hued liquid, phial filled with a blue-white liquid, translucent crimson gem
- Corpseweaver (pale, fleshy monstrosity) – headstone
- animated pile of bones – bit of bone

The gaunt young man in star-patterned robes has a chance to blind you.

Lesser daemons, drider, pale fleshy monstrosity, and the fox kitten are not agro and do not block and do not assist.

**Commented [DF5]:** This was recently changed. Appears the hounds now assist.

A two-tailed fox kitten hops playfully about. – this is the new ranger pet. There is a note on the ground that explains how to use the new pet.

Use **flame** strike on lesser daemons and possessed students.

Use **lightning** on avatar and gaunt female mage in blood-splattered robes.

Use **ice** on hellhound and daemon surrounded in sparkling cyan energy and daemon with patches of sparking flesh.

Lawful only ring that pops that gives +dam - the ring pops on the avatar of corrupt law/chaos/neutrality. The avatar will change depending on these factors:

- Whoever opens the door
- Whoever gets damage by going west through the door
- Whoever go first into the room with the Avatar
- If the above 3 are satisfied then the Avatar will drop the ring for your alignment

And a bracer that replaces the iron laced. - the bracer pops on the ogre. It gives damage and a chance for an extra attack.

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#### A Pit Fighter's Bracer

Base Cost: 12500      Level: 75      Weight: 2.38 lbs  
 Armor Class: 8  
 Acid: 65%      Fire: 93%      Cold: 98%

Rarity: priceless  
 Materials: steel  
 Wear Loc.: wrist  
 Layer: base

Anti-Flags: anti-mage, anti-cleric, anti-druid

Affects:

Damroll by +2.

Is rust-proof.

More suited to be worn by true fighters.

Commented [DF6]: This give you a chance for an extra attack.

#### A Fae Champion's Shield

Base Cost: 28000      Level: 70      Weight: 9.50 lbs  
Armor Class: 12  
Acid: 60%      Fire: 5%      Cold: 97%

Rarity: very rare  
Condition: reasonable  
Materials: electrum, steel, wood  
Wear Loc.: left\_hand  
Layer: over

Anti-Flags: anti-mage, anti-monk

Affects:

Constitution by +1.

Intelligence by +1.

Shield strike by +1.

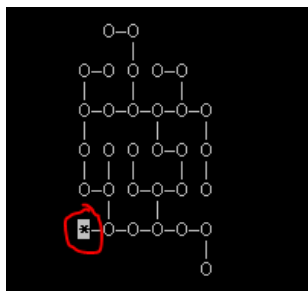
Is glowing.

Is magical.

Is rust-proof.

### Ash Newts (In progress...)

Accessed from inside fire newts. Go to the area with the toads and drakes, then go to west southwest corner and **Climb West**.



Pops:

- **ash newt**: tiny obsidian claw
- **laying on the ground**: shard of obsidian
- **obsidian spider**: obsidian carapace segment, small piece of obsidian spider's web
- obsidian spider queen: small piece of obsidian spider's web

- obsidian spider hatchling
- Room #42796 – Search Nest – clear, smooth crystal

## Bamboo Forest (Giant Pandas)

**Approx. Level:** 30

Southwest of the lizardman city of Sos-kul, a single trail leads into a thick forest of bamboo. This trail has long been lost, but with its rediscovery, old lizardwives have begun speaking again of another lizard town which once lay further down the trail. Rumour of a magical spring which enchants the animals of the area has spread widely, attracting many brave adventurers down the forgotten path.

**Directions to Zone:** From outside the west gate of Sos-kul, go speed 3s3sw2sww (this is repop).

Giant pandas is the top half of the zone. The giant pandas block and are agro. The giant pandas sleep very well. This zone is often used as an alternative to Stone Giants.

**enter gap** to get to the nexus of energy which pops perfectly clear twelve-sided crystal (crystal of composure). The crystal drops on death. Crystal is needed to enter into tomb of the order (to focus the portal)

**push bamboo** - colossal bipedal reptile. Get briar after you kill him – for a quest in tomb of the order. Be very careful he is a tough one to beat.

**Break bamboo** – to get to the rotten part of the forest (also how you pop perfectly straight length of seasoned bamboo – it has a chance to fall off after breaking the bamboo)

- bamboo partridge - soft, buff-colored feather
- on the ground (pick lemon) - raw handful of lemongrass
- giant panda - giant black and white bear skin
- panda - black and white bear skin
- on the ground - enormous green bamboo leaf, bamboo shoot, crumbling brown bamboo leaf, green bamboo leaf, length of bamboo
- giant black rodent: scraggly black rodent pelt
- enormous, muscular black python: giant black python skin
- search bone (southwestish corner of rotten forest): bit of bone
- Room 39807 (search lea) - ???

## Barbarian Camp

**Approx. Level:** 45

For many ages past, a nomadic tribe of human barbarians have roamed the northern regions of the realm, hunting reindeer and other game. They survived many global weather catastrophes and bitter wars with dwarves and elves. Many ancient elves and dwarves can attest to their deft hunting skills and fighting prowess. Recently, a small band of dwarven explorers have uncovered their current settlement,

somewhere to the northwest of Kha-da beyond an old mage tower. Generally hostile to outsiders, the barbarians should be regarded as a possible threat to civilizations around the area, warn the explorers.

**Directions to Zone:**

From the Cairn Mountain Road - Junction and Obelisk (west of Kha-da gate) > speed  
nnnddnwwwwwwwnwn > this is Zarander's Tower > continue north until you can go no further, then  
climb up

**Tip:** Parchments can be given to the guard so that he doesn't call the elders to attack, when you attack  
him. Parchments are no.save.

**Tip:** After you kill the barbican chieftain, "move tap" to go to an area north where there is a chest. The  
chest is trapped and does AOE poison damage so make sure the thief is alone.

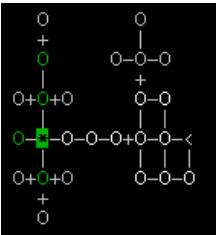
**Tip:** After you finish with the chest, "touch notch" to go further north to a dwarf that pracs:

Skill	Level	Cost	Prac
fourth attack	unk	4800	12
off-hand attack	unk	1706	8
scan	1	4500	10
polearm	unk	6	

**Tip:** In the room 2 east from the bon fire, "dig snow" and get the corpse. Go back to the bon fire (two  
west) and "throw corpse fire". Get the ashes that get created. Then go 2 north and "throw ash tent" and  
a door will open to the north to the Shaman.

**Pops:**

- Scouts pop fine silver knife.
- Chieftain pops Silverbolt Axe and helm of battle toughness.
- Elders pop amulet of battle vigor.
- Warriors pops shield of resilience and auroch skins.
- Hidesmaker pops auroch skins.
- Shaman pops robe of protection, herbal anklets, and blessed candles.
- Chest pops chunks of adamantine ore and jade bracelets.



## Beach at Sea of Stars

**Approx. Level:** 3

East of Chiiron is a beach filled with golden sand. The region is teeming with wildlife, and some of the sea creatures there are highly regarded for the tasty food they can provide. The beach makes for both a good hunting ground for new adventurers, as well as a pleasant place to relax and soak in the atmosphere.

### Directions to Zone:

From outside the east gate of Chiiron > speed 4euesen2ed5ene3s3e

There is a seagull nest that if you search, you can find a **silver keyring**. Be warned that the seagull will immediately attack you after you initiate the search.

South along the beach in the water there is a large tortoise that skins for a **tortoise shell**, which is used to custom tortoise shell shield.

You can find crab shell (skin off the crabs) and seashells (laying on the ground) here, which can be used to custom the seashell necklace in Chiiron.

## Big Beaver Dam (In progress...)

**Approx. Level:** 5

The river which flows through Medienne Forest would run through the southern portion of the city itself if not for the beaver dam nearby. Furriers and trappers, looking for the pelts of these creatures, search this area often and prize the secret of how to get inside the dam itself.

Located in the middle south part of the forest.

Beavers skin for a beaver pelt.

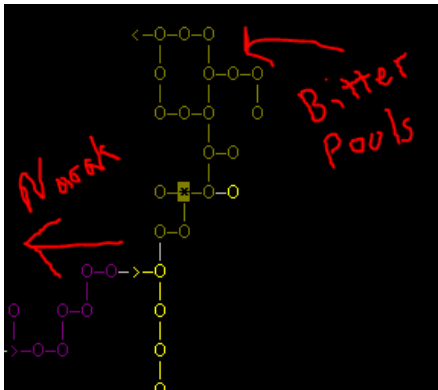
There is a tender strip of bark lying on the ground.

## Bitter Pools (In progress...)

**Approx. Level:** 15

Just east of Narak, on the northern coast of an arid desert, lies a marshy bog of sinkholes and acidic pools. Strange beasts have been seen in the area, emerging from the marsh. Additionally, it has been said that strange shimmering creatures have been spotted flitting across the horizon, although whether that is fact or tale, no one can seem to agree.

The area is located just eastish/north of Narak.



#### Pops:

- murk beast - ?
- Room #42027: Search Hole - ?
- giant ball of light - ?

### The Black Wastes

**Approx. Level:** 70

Legends tell of a great land known as Tarik Nor and until recently they were just rumors until a band of adventurers found a barren tunnel leading to a desert terrain which they believe is Tarik Nor. The land is described as a vast wasteland, completely void of all wildlife, plants and water, being nothing more than a flat desert. Reports from several other bands of adventurers tell of a forest which lies deep inside the waste but further exploration was blocked as unseen forces seemed to push them away. Scholars and sages have researched the land deeply and have found that it was once part of a major trade route that linked Pennan, Medienne and Chiiron with exotic supplies and crafts. The last expedition to travel into the wastes was never heard from again. What truly lies inside the land of Tarik Nor is unknown but legends speak of a marvelous city from which riches of unbelievable magnitude were bought and sold daily. Those wishing to travel into the land are told to seek the north-eastern most section of the Dragonspire mountain range but many sages warn that the path is dangerous and death lurks around every corner in this forbidden land.

#### Directions to Zone:

From outside the west gate of Medienne go speed  
w3ne2nene3nwn2w12ne5n3ene3n3e2ne3nene2nen3ene2ne3n > move rub > follow path until water  
exit to the north > cli north twice > follow the trail to the east until it deadends

**Pop:** Southeast of where it deadends you get "get spike" to grab a 3 pairs of mithril climbing spikes, which are required to cli down twice in the next level.

climb down twice (will need mithril climbing spikes) > follow the path until it splits WNE

- east is black wastes / forgotten soldiers - follow trail to the east until it deadends > move stone
- north is desert ogres

East are the forgotten soldiers. You must go through them to get to the black wastes.

**Pop:** Assuming the dwarf is one east of you, head two north and one east, then “**get canteen**” for a chance to pop a dusty canteen.

### Forgotten Soldiers

**Tip:** The forgotten soldiers / lieutenant blind, so be careful.

**Tip:** Recommend using lightning attacks against them.

**Tip:** Only the forgotten lieutenant moves around, the rest are stationary. Be careful if he is doubled up with a soldier.

### Pops:

- forgotten lieutenant - elliptical disc to the Black Wastes, adamantite claymore 'Widowmaker'
- forgotten soldier – drop mithril and steel meltables in the form of dented armor that can be melted for 2 ingots

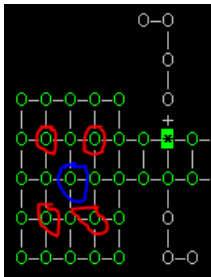
### Wastes NW Quadrant (Shriekers & Treant)

**Tip:** The room one south of the gate into the black wastes is a safe room and thus a good spot to pfull before continuing.

This zone is broken into four quadrants.

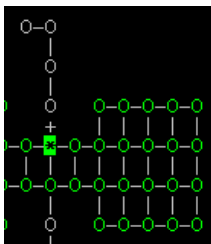
- Shriekers are hidden in the areas circled in red and will auto attack the tank. Best to use cold spells against them.
- Great dark treant is hidden in the middle of the shriekers circled in blue. He will attack at random, so will have to bait him out, then attack. There is a chance he will toss you out to the room to the east during combat. Best to use fire spells against him.
- In the northwest most room, if you “get crystal” you have a chance to pop a crystal of channeling.





#### Wastes NE Quadrant (Dark Nymphs)

- 7 dark nymphs. They roam around randomly, but don't leave the quadrant. They are hidden, so need "dark gold ring" or ability to see hidden mobs. Use fire spells on them. They pop locks of dark hair which is used to custom a Dark hair necklace.
- They are only agro to those of good alignment.
- Three east of the gate is a place you can drink from a spring.
- There is a tree stump you can "sit stump" for an ancient trent to leap to attack you! – if you "to tree yes" you will get a quest assigned to you to kill the avenging elf.



#### Wastes South Half (vyan mystic, avenging elf, dark unicorns, dark stirges, werebears, wereboars, dark treants)

The area circled in red is the avenging spirit of an elven warrior. To get the elf to appear, "dig grave". He will randomly leap someone and temporarily remove all exits to the room. It is best to bait him out, by sending someone in solo and having a cleric summon out at the last second (have to summon as elf temporarily disables all exists to the room).

The area circled in blue is a safe area good for prepping. "Ent log" is the command. Prep when you need then "ent hol" to leave and continue killing. Some folks will sit in the log, then go south and kill the avenging elf.

In the middle east side, you can "move tree" (need more than 21 str), then go all east, assuming you have vyan at level 7 or higher, you can "trace rune" for a spiteful ghost of a vyan mystic to appear and try to kill you. Heads up, if you try to leave weaker party members, ensure to leave them in the log, as the vyan mystic will ignore you and go after them. Also, if you flee he will chase you down.

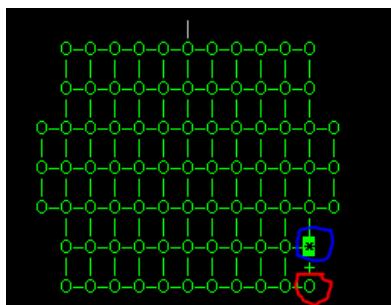
In the northwestish side of the south half (room 51391), you can pick a black flower which is a black lotus. It will hallucinate you when you hold it which is good for improving cure neutralize.

**Recommended Spells:**

- Avenging elf: acid storm or arc lightning
- Vyan mystic: Flame Strike
- Owl bear: Flame Strike
- Dark Unicorn: Ice Lance
- Wereboar: Flame Strike
- Dark Treant: Flame Strike

**Pops:**

- Elf corpse (2 north of avenging elf): wineskin full of taengle wine (revitalize), swirling potions (haste), and leather purses filled with platinum coins.
- Avenging elf: Starite (translucent-blue crystal), slender steel longsword, Ethereal Breastplate
- Vyan mystic: black rune-inscribed nekode, brass knuckles
- Owl bear: owl bear claw
- Dark Unicorn: dark unicorn horn
- Wereboar: boar tusk, pair of soft grey leather boots (elven boots)



**Borer Beetles (In progress...)**

**Approx. Level:** 15

A certain oak tree along the Southern Trade Road, a long-time favorite rest stop for travelers in the region, has recently become overrun by an infestation of giant wood-eating beetles. Travelers are now warned to stay clear of the area lest they fall prey to the giant beetles as well. Though some in the area are sympathetic to the plight of the ancient tree, no one has yet been able to purge the oversized insects from the oak.

**Directions to Zone:**

From the well in pennan > speed 7s > pull lever > speed 9s > cli tree

yellowish borer beetle is not agro, but will assist.

Climb up. In the first room, you can “get gem” to get a translucent crimson gem. Go up two more and you can “enter hole” to go inside the tree.

**Pops:**

- borer beetle: bit of yellow goo, dried-out beetle shell
- giant green tree-worm: green tree worm skin
- yellowish locust beetle: dried-out beetle shell
- bottom of inside the tree - **detangle root**: gnarly piece of tree root
- small only room inside the tree – **search pile**: cloudy, olive-green marble (Marble Of Acidic Enhancement)
- first room in zone - **get gem**: translucent crimson gem

### Bounty Hunters (In progress...)

Approx. Level: 40

Rumours abound of an event once thought impossible. Whispers of an uprising in Voaleth.

The Goblin slaves of Voaleth have revolted, throwing off their chains and slaying their masters. They are known to have fled to ruins northeast of Denab-Knur, led by their Chosen One. The Tyrant has set a bounty on their heads and the finest bounty hunters in the lands have come to test themselves and claim their prize.

The Hunters camp outside the hiding place of these fugitives, awaiting news and instruction - and soon they will move to claim their bounties...

**Directions to Zone:** go north past denab, almost to the very end of the road. In a room with SW exits, climb up, up.

Decent cash. Rumor is that the zone is unfinished.

**Pops:**

- female bounty hunter - ?
- dwarven bounty hunter (Kharl): old, well-worn mithril hand axe (Well-worn Mithril Hand Axe 'Grace'), red-green diamond
- orc torturer: set of runed, bloody robes (Set Of Runed, Bloody Torturer's Robes)
- vyaness bounty hunter (Dyva): Emerald Pendant Of Spirit
- vyan bounty hunter (Dyven): Sapphire Pendant Of Courage
- trollish bounty hunter (Gnurg): ?
- vyan slavemaster (Varad): dark red robe, translucent crimson gem (jacinth), large bronze mace

# Brembledon Plantation

**Approx. Level:** 65

Deep in the night, several halflings from a plantation just northeast of the town of Brembledon snuck into a circus caravan to pay a visit with the fortune teller. The master of the plantation was displeased with the love spell he had received from the Madam, and with his brethren beside him, enacted his revenge in the form of a savage beating.

Several days later, limping with the help of a cane, the heavily bruised Madam turned up at the doorstep of the plantation. As the master flung open the door, the Madam spoke ill words, dripping with seething rage and undying hatred.

Little has been heard from the plantation since, though the few who have ventured from the safety of the town walls past sunset have heard deep, sorrowful howling.

## Directions to Zone:

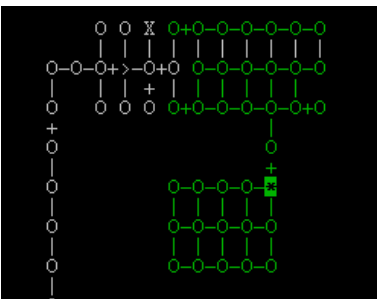
From Outside the east gates of Brembledon head straight north until you run into a Halfling. You'll need a key to get past the gate, so ask the Halfling about a key and you are there.

## ask half key

A halfling man in a large top hat looks at you and says, Ah! A key.... yes... I have one of those. Enjoy it.... keep your wits about you while you visit though."

A halfling man in a large top hat hands you a key. (red-and-white key)

Tips: Room #16773 (A Slightly Rutted Road) appears to be repop (where the halfling is located).



Patriarch calls the butler to assist when attack.

## Pops:

- mousy halfling maid (Meyrin): can blind group members, blue and white maid uniform, pair of overly-large spectacles

- old Halfling (Tanaka): ceramic cup of tea
- halfling matriarch (Elizabeth):
- halfling patriarch (Ciel):
- Halfling cook (Baldroy): heavy iron skillet, basket of potpies
- halfling butler (Sebastian): pair of white gloves
- halfling boy (Alois):
- halfling bookkeeper (William): quill pen, pair of spectacles
- halfling fruit picker (Thompson): apple
- Halfling man (pluto): sapphire pendent (lycanthrope's pendant)
- Halfling nut gatherer (Canterbury): raw cashew apple
- Halfling grounds keeper (Grell): double-edged saw
- halfling weed picker (Timber): trowel, an essence of wolfsbane (an essence of purple powder)
- halfling farmhand (Finnian): gardening shears
- miniature horse: embroidered saddle blanket
- miniature donkey:
- ridge-backed wolfhound:
- feral dog: ragged dog collar
- werebadger:
- werebear: werebear tooth, werebear skin
- werecheetah: cheetah claw
- wereverine:
- werejackal: werejackal tooth
- weretigher: weretiger tooth
- werewolf: sparkling collar of sapphires (Lunar Collar Of Sapphires)
- wereleopard: wereleopard tooth
- spectral-tailed raccoon:
- shimmering, sky-blue pterippi: brilliant white feather (day pop)
- phantasmic cow: golden cow bell
- cloudy-eyed yellow bobcat:
- amber-eyed white owl:
- tall man with flowing white hair (white-winged peryton): bone-white feather (night pop – drops off tree after death)
- coal-black boar:
- southern direwolf: dire wolf skin
- silvery-black wolf:
- chest: coins, red-green diamond, halfling princess doll, translucent crimson gem, deep blue gem, green gem, vyan wizard doll, shiny white scroll

#### Searches:

Room #17009 - search ash (day and ? - Library): cigar

Room #17009 - search chair (day only - Library): copper coin

Room #17012 - search desk (day only - Dancing Pavillion): ?

Room #17019 - search chest (? –Bathroom): ?

Room #17019 - search tub (? –Bathroom): bar of lavender-scented soap

Room #17024 - Search box (day and night – Attic): stuffed bat, golden circlet

Room #17022 - Search shel (Halfling boy room): bronze cup

Room #17023 - Search shel (root cellar): dead mouse

Room #17034 - search tack (day and night - phantasmic cow/ miniature horse/donkey room):

Room #17042 - search notch (day only – northish of phantasmic cow): leather strap

Room #17045 - search hedge (day only – between the garden and orchard): ?

Room #17047 - search nest (night only - owlet room): owl pellet (break it open to get a tiny bit of bone or puke)

In the Root Cellar, there is a closed barrel. It will contain a random liquid – even youth potion so be sure to check it each run!

## Bugbear Lair

**Approx. Level: 20**

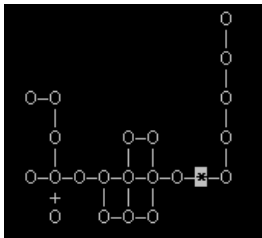
Bugbears, a tall humanoid race of carnivores are known to dwell in the caves that riddle the ground between Chiiron and Kha-Da. In past times they would sweep out of the caves and raid the village of Chiiron, carrying off the unwary to be placed in the soup-pots. A hardy band of adventurers claims to have solved the problem, stating that with some luck the bugbears will soon die of starvation, unable to escape the predicament the adventurers left them in. Should you come across a bugbear, be extremely cautious as they will be hungry and have no compunctions about eating you.

### Directions to Zone:

From outside the gate of Chiiron go all north > one east > enter crevice > one west > all north > twist torch (push wall when leaving) > three north > three west > all north > all up > one north (this is repop) > move boulder > enter hole.

The chieftain is straight west from where you enter into the zone. And the shaman is north of him.

North of where you enter, you can “ent hole” to kill some cave fish and a hydra.



**Tips:** Chieftain will call all guards into room when you attack him, so either kill them first or be prepared.

- **Chieftain pops:** iron crown, diamond scepter, worn brass key, cloth hat
- **Shaman pops:** small wax candle, charred stick, handful of shiny, metallic fragments, greyish stick of incense, piece of flint, crimson stick of incense, phial filled with a purple liquid, brown leather cloak
- **Cook:** raw bunch of fresh basil
- **bugbear guard:** light metal bracer (thin brass bracer)
- **hydra (search nest):**
- **search pile (one south from hydra):** sword hilt
- **chest:** coins, sea green gems, phial filled with a pale-colored liquid, phial filled with a red-brown liquid, bronze sabre

#### An Iron Crown

Base Cost: 3600      Level: 15      Weight: 3.00 lbs

Armor Class: 2

Acid: 40%      Fire: 91%      Cold: 99%

Rarity: Very Uncommon

Materials: iron

Wear Loc.: head

Layer: top

Anti-Flags: anti-mage, anti-druid, anti-monk

Affects:

Is rust-proof.

Is water-proof.

Is magical.

Damroll by +1.

Cannot be auctioned.

#### A Diamond Sceptre

Base Cost: 2500      Level: 20      Weight: 2.00 lbs

Acid: 75%      Fire: 50%      Cold: 98%

Rarity: Very Uncommon

Materials: gold,stone  
Wear Loc.: left\_hand  
Layer: base

Affects:  
Cannot be auctioned.  
Is magical.  
Hitroll by +2.

### Cairn Mountain Bandits (not listed in areas)

Room #57260 – move bush to reveal entrance to the area.

- muscular, grizzled bandit – long thin dagger, quilted torso pad
- bandit sentry – bronze broadsword, bronze ringmail sleeves, iron ringmail leggings, iron ringmail vest, iron longsword
- big, scruffy-looking bandit – long thin dagger, hard leather vest
- stout, bearded bandit – pair of soft knee-high boots, bronze ringmail leggings, bronze ringmail vest
- There's also a chest here that so far only seems to pop platinum coins.

There is a locked door to the west that I was unable to figure out how to open.

### Cairn Peak Ruins (In progress...)

Approx. Level: 50

Many generations back, the sons and daughters of Duroth and Ryatana decided that they should pool their collective knowledge, inventiveness, and crafting to create the ultimate center of learning and building. A location was chosen, work was started, and all went well for quite some time. The two races created many marvels, including a mechanical mountain lift and a tall tower atop a frozen mountain peak, full of the most knowledgeable scholars. They built deep underground chambers dedicated to magical and scientific research. Ry-Da, it was called, and for a generation it produced the best scholars and craftsmen across the land.

But then, abruptly all communication with the mountain compound was lost. No longer did the scholars send envoys out to purchase grains, or trade books with the White Oak Monastery. Travelers who made their way to the old locations found the place locked up, inaccessible. Rare stories of adventurers who found their way in never included those adventurers returning. The fate of those at Ry-Da is still unknown, and whatever knowledge they uncovered remains lost to history.

The lower portion of the ruins, those in the Cairn Valley, are thought to hold a cache of treasures as well as the key to using the mountain lift. Its long believed that figuring out how to use the lift will solve the problem of getting to the ruins on the Cairn Peak, where the mighty tower Lord and Contessa ruled. What treasures await in the tower on the frozen peak or deep within the tunnels the dwarves surely built beneath it?

What is known, among those who know these kinds of things, is that the ruins are located off a Cairn Mountain road somewhere north of Kha-Da.



Pops:

- orcish houndsman – brilliant pearl-colored scroll (cure serious wounds), strip of white birch bark
- aether hound - ?
- mammoth yeti - ?
- mountain umber hulk - large, steel-like mandible
- flying snake – raw snake meat
- mountain lion – mountain lion skin
- spectre of a gnomish algebraist - handful of green porcelain beads
- spectre of a gnomish mathematician - handful of white porcelain beads, mottled blue cap (cap of rigor), tome of bound parchments (tear page for scrolls of temporary Int boost), tome titled 'Numbers and Thought', tome titled 'Circles: A Straightforward Analysis', tome titled 'Lets Do Maths: Natural and Unnatural Logs', tome titled 'Integration Made So Easy You Could Teach An Orc', tome titled 'Madam Glogula: A Metamagical Life'
- black-beaked owlbear - chip of owlbear beak, owlbear claw, bear meat
- spectre of a dwarven abacist - metal abacus, handful of red porcelain beads, translucent cinnabar sash (scholarly cinnabar sash), contemplative verdigris sash
- spectre of a dwarven master builder –large orb of power, handful of yellow porcelain beads, jeweled krynite spetum, handful of black porcelain beads, translucent opaline sash, violet-hued, jeweled spetum, orange cap (cap of determination)
- clockwork goblin: jeweled krynite gladius, jeweled krynite javelin, jeweled krynite baselard, jeweled krynite glaive, jeweled krynite greataxe, jeweled krynite spetum
- clockwork spider: steel cog wheel
- clockwork beetle: small cog wheel
- ruby-eyed shark: shark tooth
- large tiger shark: small strip of sharkskin, shark tooth
- Chest: torso pad of the deliberate mind, pair of fingerless gloves of sure grip, swatch of translucent blue cloth, leather and canvas backpack, clear gem filled with sparks, blue gem of living frost, pair of pathwalker gloves, green leather utility sheath, silvery ring of Anor
- mummified corpse (room with violet myc): pale morganite ring, tiger-eye bracelet, battle axe 'Cinderfall'
- collapsed corpse (clockwork horrors): horned greathelm 'Lamentations', fauchard of sweet memories
- old pile of bones (familiar search only): jasper ring of might and power
- green-ringed segmented wyrm: broken tip of a wyrm claw
- cerulean mantichore: large cerulean wing (cerulean wing of a mantichore), mantichore tail spike
- frozen, mummified corpse (room with mantichore): glittering wooden ring (ring 'Orphan-Maker'), wicked bloody hatchet (A Hatchet 'Reavers Edge'), vine-etched adamantite broadsword (broadsword 'ArborWrath')
- spectre of a gnomish tower contessa: green-gemmed, platinum bracer (bracer of the emerald moon)

- spectre of a gnomish tower lord: polished, golden-edged steel bracer
- spectre of a captain: Torque of champions

#### How to run the zone:

Get the hammer and the book (tome) from the dwarf statue (get hammer & get book). Look at the tome to get the pattern. Change your language to dwarf (at least level 7). Then go to the lower right corner where the closed down exit is and “say <pattern>”.

NOTE: If the tome crumbles, then you’ll need to wait for repop and get a new tome.

For the next puzzle you have to play with the panel until it drops a spiked chisel then you equip the hammer insert the chisel (insert chisel) and hit chisel with the hammer (need to wield the hammer first then, “hit chisel”). That opens the way down.

For the next puzzle, you need to repair the crank in the northwest corner. You do this killing the clockwork spiders (steel cog wheel) and the clockwork beetles (small cog wheel). You can “press tile” in 4 cardinal directions of the rooms to continuously spawn the spiders and beetles until you pop both cogs. Insert the cogs into the crank, and then **turn crank**.

For the next puzzle, you kill the monster and search bone pile and that opens the way down.

For the next puzzle, open the door south, and push button to open the way to the west.

For the next puzzle, open the door south and go south, and note how many nodes are in the room.

So if the number of nodes is...

Example 1: **32**, then “touch six”, and the water will drain automatically. So here, you need to numbers to equal 32, and since one number does that, you only need to touch that one.

Example 2: **62**, then “touch six, touch five, touch four, touch three, touch two”, and the water will drain automatically.  $32 + 16 + 8 + 4 + 2 = 62$ .

Green (6 nodes) = 32|16|8|4|2|1

For the next puzzle, go one north to the lock door to the west. You will see 2 lines of numbers. Add them up.

Example Line 1: G-M-M-M-G-G-M = 70

Example Line 2: M-G-G-G-M-G-M = 58 for a grand total of 128, so on the desk touch the nodes to add up to 128 (touch eight, as the 8<sup>th</sup> node equals 128).

Green (7 nodes) = 64|32|16|8|4|2|1

Green (8 nodes) = 128|64|32|16|8|4|2|1

For the next puzzle, go west and south and flip the switches to equal the number of nodes.

Level 2 - Green = 81|27|9|3|1

Level 2 - Yellow = 162|54|18|6|2

For the next puzzle, go west and south and flip the switches to equal the number of nodes.

Level 3 - Green = 256|64|16|4|1

Level 3 - Yellow = 512|128|32|8|2

Level 3 - Red = 768|192|48|12|3

$256 + 32 + 12 + 2 + 256 + 16 + 4 = 578$

512 + 64 + 2, so you flip to the colors and positions those numbers represent.

After you've completed all the puzzles, you will kill the master builder. Once he is dead, pull a handle which will cause an orb to appear. This is the orb that will power the lift to take you up to the upper level of the area.

On the same level as the master builder, there is an elevator that will take you back up to the main entrance.

Go back to the main entrance with the ether hound and the orc, and "enter basket" then "place orb" (believe the orb's usefulness disappears on repop).

Once at the top, there are 2 spectres that custom, and yet another puzzle at the fountain to solve.

The fountain is a hanoi tower puzzle. Solve it, and you can pick a snow orchid bloom. The fountain contains starwater, so filler up.

Directly to the west of the geomancer is a place to "climb west".

Also, one west of the fountain you can "enter gap".

Give the snow orchid to the geomancer, and he will reveal the way down.

There are a bunch of searches on this level, where you have to find the key to open the door. The key is a one time use key and it pops in random locations each run.

Kill your way around this floor and go down to the next level.

Kill your way around this floor door, I believe certain directions will collapse in front of you, but you'll always have a way to the end and climb down again to get to the next level.

On this level, there is a place to "move moss" or "open east" in the southeast corner where you can kill your way down to a violet mycoind and another corpse to loot.

can walk all the up past the umber hulks and “move drift” to continue killing more mammoth yetis (seems to loop back around).

Room #51039 – search part

Room #51068 – can pick flower, not sure what it yields yet...

Room #51026 – search fern - handful of raw portobello mushrooms, handful of raw button mushrooms, large raw porcini mushroom, handful of raw chanterelle mushrooms, large raw oyster mushroom, raw morel mushroom

### Castle Lag

Room #33346: Open east > go 1 east > move Crate > go down

Room #33426:

Room #33409: Move Tap – minstrel pops scrolls of recall, if you can kill him before he uses it.

Room #9077: Search Pile - ?

Room #9150: Search shelves - ? bucket for quest ? also rumored you can pop a small backpack here too ?

Room #9100: Search rubble – black pudding leaps to attack you, pops a small, dirty gem

Kill the young adult gold dragon, then go 4 east 2 south 1 east 1 south, and you should receive a message like this:

The Spirit of the Prince bows to you and states, "You have done well, my friend. By not taking the coins unasked, you proved yourself to be honorable. Please feel free to take the gold on the table in the next room without repercussions, as a reward for honor.

Go 1 north and **get all table** to get a pile of gold coins.

Tomb of the Castle (Room #9123) All south behind a locked door - Large Liche – grey sash, phial with a dull grey liquid

Tomb of Witch Lana (Room #9059): open tomb to reveal a down exit. Witch pops a runic necklace (thank you Corim!)

### Cathedral

**Approx. Level: 55**

The nation of Secomber has begun construction of what will one day be a great cathedral. Designers and laborers are hard at work, trying to speed the project to completion. Both Chiiron and Medienne have sent assistance in the form of several armed guards; those who would interfere with the construction effort beware.

#### Directions to Zone:

I believe this is between Chiiron and Medienne. Semi straight north from the fork in the road.

If you are evil, please be careful of the mobs in here, the can easily drop a level 90 warrior and group.

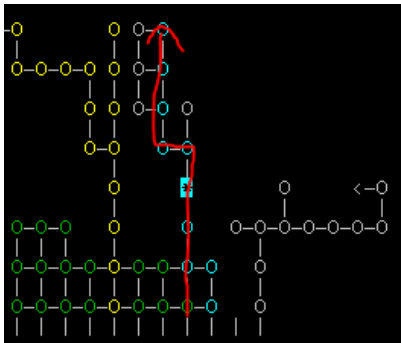
### Cave of the Howler

**Approx. Level: 25**

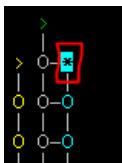
Mail daemons have intercepted correspondence between the city of Brithbarad and Voaleth of reports of loud shrieking noises being heard from time to time, coming from the northeast of the orc city. Apparently these noises are causing some havoc for the bridge troll whose livelihood has been affected by the clamour. A party of orcs was recently sent out to check on the disturbance; they have not returned.

#### Directions to Zone:

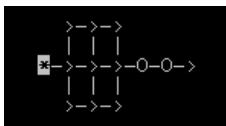
From the gates of brithbarad > speed 3es4e6nw4n



It should look like this. In the room circled in red, "ent water" then head east and down.



You'll find a bunch of scuttle bugs in here.



The howler is all the way to the east. He will drop down from the ceiling, as will other critters along the way. After the howler is dead, there will be a locked chest.

**Chest pops:** ring of contrariness, bone ring, brass ring, battered brass ring, silver ring

## Chiiron Bandits

**Approx. Level:** 9

Like all centers of wealth and prosperity, Chiiron has attracted its share of those that would prey upon those who have wealth and happiness. Bandits have taken refuge in the hills to the south of Chiiron. The reports of their numbers and strength vary, and the Guardsmen and Mages are unable to devote time to tracking them down.

### Directions to Zone:

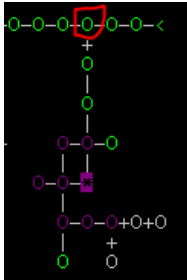
From outside the chiiiron west gate go > speed 6s3e5se (this is repop) > move bush and go south into the zone.

**Recommendation:** Assuming you are not evil, go into Chiiron and get the quest, "Find if girl is alive (chiiron bandits)".

Head south and start off by killing the middle-aged human (he is not agro), then go south east and kill the long-haired youth (also not agro), then go west south west and "climb up" to kill the dark-eyed bandit (he is agro and you cannot flee). "Climb down" and go west and kill the dirty one-eyed dwarf (not agro), then go east south and kill the balding bandit (not agro). From here you can go south and take on the handsome youth and the rake-thin woman (both are agro). Go north east east and kill the bushy-browed gnome (not agro) – he has a chance to drop a key, make sure you grab it. Open the door to the south and kill the half-ogre thug and the overweight and dirty woman (both are agro). Unlock and open the door to the east with the rough-bronze key. Go east and kill the slender human with a goatee (agro). Open the door to the east and go east and kill the frail and pale young girl (agro and calls some of the mobs in the zone to her for help). Hold a digging stick type item in your hands and "dig dirt" for a chance to get the clothes of the girl to return to the mother in chiiron to complete the quest.

Here is a map of the zone:

NOTE: the red box is where you "move bush".



### Chiiron Caves

Straight north of Chiiron > ent cre

#### Pops

- Brazen (notorious thug and cutthroat) narrow-bladed dagger, onyx engemmed shortsword, crisp white scroll

### Chiiron Cemetery

**Approx. Level:** 10

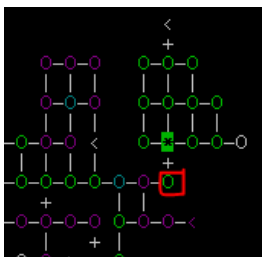
Located to the northeast of Chiiron lies a burial ground for the citizens of Chiiron. It has been rumored that the site has been infected by a powerful curse where evil has now overtaken the area. Danger lurks in the form of giant creatures and legions of undead.

#### Directions to Zone:

From outside the north gate of Chiiron > go 5 east > north is the cemetery

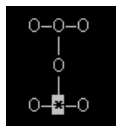
#### Level 1:

Has a bunch of large furred spiders. And there is Egor, the grave digger in the east most room. To the north is a door that leads to level 2.



**Level 2:** Bunch of zombies and ghosts down here. In the north most room is a hidden lever you can pull to go north. Acode is "pull snake".

After you kill the undead warrior in the hidden room, you can “push shield” to close the exit to the south. If you want the exit to appear again, then push shield again ☺



### Chiiron Duck Pond

In the center of the pond you can move leaves, d d w u (to kill more ducks)

### Chiiron Dungeon

**Approx. Level: 5**

Most know Chiiron is the hottest spot for adventure in the entire realm. People of all sizes and types come in and out of Chiiron on a daily basis. What many don't know is that region that Chiiron now occupies was once inhabited for very different reasons. People have often spoke of passages and secret labyrinths beneath the city but for as long as Chiiron has stood little to no evidence of such passages have ever been found until now.

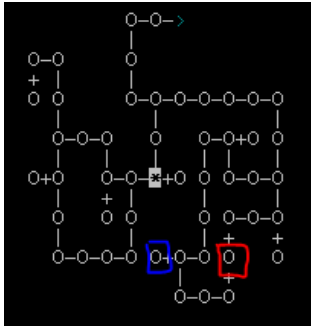
After the siege of Pennan failed, goblins and orcs fled to wherever they might find shelter. Most fled north to Brithbarad, and some west into the hills. A few on the far east side of Pennan found themselves cut off from their allies and fled towards Chiiron. The Guards and Mage Guardians cut the bulk of these down but a few of the more clever ones fled past Chiiron and into caves previously undiscovered. Luckily Chiiron had agents of their own watching. The retired gnome thief Drhumble saw the refugees coming and followed them to their lair. He was too wary for his own life to explore to deeply within. Instead he's been spreading the word to Chiiron hoping that young adventurers would finish the job for him.

#### Directions to Zone:

From outside the east gate of Chiiron > speed 4euesen2e2n2d3n > then you'll need to swim all west and go all down.

There is a lot happening in this zone, but the only two mobs I found worth running were the glass eyed girl (circled in blue) and the copper dragon (circled in red).





Copper dragon pops: copper dragon scale(used for glass-scale anklet custom), and a length of platinum thread (used for Cloak of nobility custom)

Glass eyed girl pops: glass eye (used for glass-scale anklet custom)

Gnoll: Cutlass 'Razorfang'

## Cirrus Titus (Titans)

**Approx. Level: 80**

In a time many ages ago when the gods roamed the lands, a great war was fought between the forces of order and the forces of chaos. The lands were besieged with bloodshed as the minions of destruction and disorder, led by Ulthi, god of chaos, wreaked fear and panic wherever they pillaged.

The world was thrust into darkness and despair. The people cried out to Taranth, lady of mercy, for her divine assistance. Merciful Taranth, in her endless wisdom, enlisted the aid of an ancient race of mighty titans. With their awesome magical and physical powers, the titans were able to defeat the forces of chaos at the Battle of Syrrówek, thus restoring order back to the realms. It is said that these titans possess god-like strength and power and reside in the heavens, ready to battle in the Final War often prophesied by the seers.

**Important:** Need to be minimum level 60 to run the entire zone, or you will be jailed. Need to be minimum 65 to run the palace portion or you will be jailed. Need a minimum ride of 5 to ride the Pegasus up to the zone, otherwise you'll need to be summoned or gated into the zone. Need to be minimum level 65 to blow the horn to call down the Pegasus.

### Get the horn:

On the way into the zone there is a statue, "look statue". If you "climb statue" then you'll get an obsidian horn, which you have to wear as you would a weapon and blow it just beneath the Pegasus for them to carry you into the zone. Once again, you need ride 5 to get into the zone. If you have to summon someone, just make sure they don't stand in the room below the Pegasus as that is no.summon.

male demi-titan pops: green gemstone

To get to Area 2: Go all north (pass the guard) and open the door. Make sure you pop at least one wing from the manticores. Use ice on everyone in this area.

**Pro Tip:** Just yell all four words at each location and the correct one will go through.

There is a water nymph in the north west corner “enter water” (same to leave). Fire seems to work well on her. She pops the onyx. I usually have to link the enter water and kill nymph and she hides on entry.

Tendriculos and lammasu's are around the square. Kill them first.

Tendriculos pops: long vine strand and the thorny garrote (both have a code drops on death)

Couatl (mage trainer) in the center. I usually skip this guy.

On the far east are two manticores behind locked doors. You'll need to skin them for crimson wings, which you'll need to give to the titan guard to get into the Palace area.

**JAILED:** Also, if for some reason you do take someone who is less than level 65 into the palace, kill the manticore in the south cage, then have that person go north once to leave the jail.

There is a place to "**search azalea**" to pop the golden key, which is used to open the doors to the manticores.

On the far east side, where the doors to the NS manticores are located, you can "move vine" to get to the medusa (to the east). She pops tear-shaped onyx needed for a custom.

On the far west side, there is an lillend. "**move vine**" to reveal the way to the west. After the lillend is dead, "**search feather**" for a chance to pop a scarlet and gold feather. The lillend skins for a large, red-orange feather (feather of a lillend).

**Pro Tip:** Sooner or later the Tendriculos will swallow you whole.

Step 1: Do not panic

Syntax: **The massive tendriculos opens completely its gaping mouth, then grabs ahold of you and devours you whole!**

Step 2: Type "clear branch"

Syntax: **After much effort, you successfully manage to clear enough of an opening to escape.**

Step 3: Type "enter opening"

Step 4: Yell victory!

### **Area 3: Palace – Level 1**

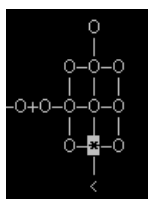
Start the Cap of Infinity quest. Ask the Titan King for help (or to king hello). You'll need a purple gemstone from the chest to complete the quest. You'll need at least 60 quest points to get the quest.

Warriors and courtiers assist, but are not agro. Kill all the warriors and the courtiers first. Ice seems to work well on them. Once they are all dead then kill the king. Use acid on the king. After the king dies, try to "pry gem" while holding a dagger for a chance to pop a coruscating fragment of translucent crystal. Once done proceed to level 2.

- Titan courtier pops: tiny adamantium disc, large titanium bracelet, perfect sphere of starite
- King pop: giant titanium signet ring

- Left lower corner you can **search self** to pop: handful of sage, cedar, and cinnamon

**Pro Tip:** I sometimes skip the king and carve a path directly to Level 2.



### Area 3: Palace – Level 2

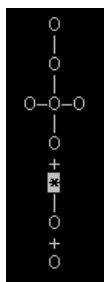
Far south is the titan queen (Eumarea). Use acid on queen. There is also a dresser drawer you can search for: hand mirror or large satin tunics.

- Queen pops: A Giant Electrum Signet Ring (get all dresser for a chance to pop a hand mirror)

Far north are 3 elite warriors. They move and assist. They are also agro if you do not successfully untrap the door to the north. Use fire spells on warriors.

In the room to the far north is a chimera. Use ice spells on chimera.

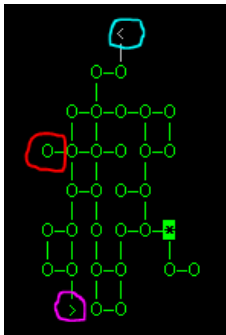
The chest is trapped with AOE lightning damage. Pops titanium ingots (which can be replicated) and different color gemstones (blue, red, violet), and +good+ intense, shimmering orb (level 80 provides light – anti evil races). The purple/violet color gemstone is used for the cap of infinity quest from the titan king. The orb is used for the cap of infinity quest from the skinny old man (evil version).



### Area 4: Nymphs, Buletes, Major Bulete, & Dragon

Use ice on nymphs and Buletes. Nymphs will leap anyone who is evil in your group immediately. Remember that the nymphs are hidden, so wear your dark gold ring.

Nymphs skin for locks of golden hair, used to custom necklace of golden hair.



The room circled in **cyan** is the entrance to Area 5.

The room circled in **red** is the Major Bulete. **Move branch** go west to bait and back east quick....then move branch again and go west and kill it. You can skin the bulete for a major bulete scale, which is used as part of quest. It will look the same as a regular bulete scale, so be sure to identify it so as to not lose it.

The room circled in **fucia** is the Dragon. Climb up into the tree, I usually pfull here (you cannot sleep in the tree). Have your folks wear anti sleep/fear gear. Then go south, jump down. East will be the dragon.

In the room west of the dragon you can **search ash** to pop ???

The dragon skins for a scale, and the chest pops titanium ingots, platinum bars, violet gemstones.

Also there is a "search coin" in the dragon room, but not sure what this yields.

#### **Area 5: Ropers, Cerberus, Titan Elder, & Repair Guy**

The first level of this area, you have two ropers (animated stalagmite). After you walk all the way around, you can "climb down". Here you'll have 3 more ropers, and a down exit to a Cerberus.

You can search soot for a chance to pop an obsidian needle. I believe this is also the seaxh spot where you pop the elliptical disc to Titans.

Use fire on animated stalagmites. Kill all the animated stalagmites then go down and kill the cerberus (I usually switch back to ice for him). East of the cerberus is the repair guy. Be careful, upon entering (and leaving) the room with the repair guy, everyone takes a bunch of fire damage from the forge.

titanic cerberus pops: spiked leather collar

roper pops: rock of elemental earth (drops on death)

Titan Elder: in the far nw corner there's a climb up/ladder

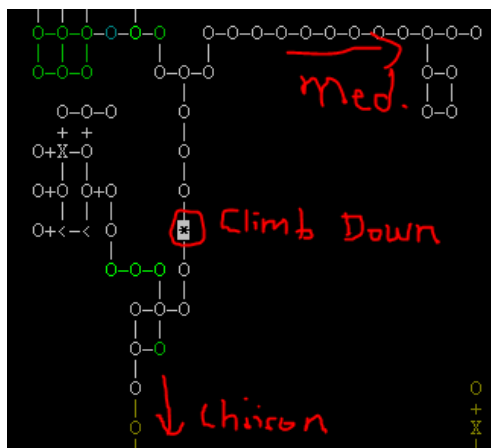
## Cliff of Eagles (In progress...)

**Approx. Level: 12**

This vertical cliff is a series of nearly impossible climbs to the perches and nests of various eagles. Rumors of a giant gold-feathered bird has come from those who frequently travel near the sea of stars between Chiiron and Medienne. A few even insist it is as large as a dragon and can carry off horses with ease. But as with all rumors, who knows how reliable this one may be?

### Directions to Zone:

It's a climb down between Ettercaps and Halfling Encampment



The room descriptions will tell you which way you can “climb” to get to the next room.

Not sure about the pops.

Golden eagle pops golden claws

adult white-tailed eagle skins for white eagle tail feather and pops stalk of straw

## Crabman Catacomb

**Approx. Level: 23**

Below the windy sands of the red desert lie a mass of catacombs, used by the crabman people to bury their dead. But something has been amiss lately. The King has not heard from the catacomb guards in several months and worse yet, a couple of people have reported strange sightings and even a kidnapping.

(Thank you to Trea for the below write-up)

**Requirements to run the zone:** a thief, disbelief from mind flayer, strength of 16 or higher, special pebble (weighs 0.10 rather than 0.05) from desert oasis

**Requirements to get the special stuff:** heavy iron pickaxe from glory hole mine, appraise skill at 10

**Current bugs:** There are issues interacting with pebbles in your inventory and inside of bags in the room outside of the king, the room north of the librarian, and the librarian's room. If you want to interact with pebbles in your inventory, move to another room in the zone and then go back. BE SURE to keep a normal pebble in your inventory BEFORE climbing up the ladder out of the catacombs. If you don't, getting one into your inventory is rather challenging. You can "get all" from a bag in those rooms but cannot "get peb" as it defaults to the acode.

Go get disbelief from the mind flayer and head to crabman city. You'll need it to get in. Once in the city, place the pebble in the eye of the statue and go east once the drawbridge opens. Go to the King/Queen room and type 'to king yes'. He'll give you a ring necessary to get into catacombs. While you are in the King's room, type search sketch for a chance at popping the masterful sketch. It will pop in the room, not your inventory so remember to pick it up. Go west and type "get peb". That will allow you to get the 0.10 pebble back. It will be swatted out of your hand. You can then retrieve it by typing "get all" as "get pebble" will not work. Make sure you don't mix up the 0.10 pebble with the 0.05 pebble in your inventory or it can make life challenging. I have a special bag in which I keep the diamond pebble and only remove it when needed.

Go all west and all south. Type "get pebble". Once you are able to do so, go south. You will now have a 0.05 pebble in your inventory. Give the King's signet ring to the librarian and she'll open the door downwards. You can also get a quest from her about her child. Next up is to kill all of the ancestors and untrap things. You will need a thief for this part. Go to each of the following rooms, kill the guard, search niche, kill the ancestor, and untrap the thing.

room= 69006

untrap=untrap but;dep but

untrap\_success=With precision, you disarm the crunching jaw trap surrounding the small mechanism.

untrap\_failure=You make a wrong move and set off the trap surrounding the mechanism!

success\_response=You reach into the burial alcove and deftly depress the mechanism.

untrap\_already=The trap surrounding the mechanism has already been disabled.

response\_already=The mechanism has already been activated it seems.

room= 69007

untrap=untrap mech;mov mech

untrap\_success=You successfully remove the fire ruby from the mechanism but it crumbles in your hand.

untrap\_failure=A fire ruby flares to life, sending a ball of flame your way!

success\_response=You reach into the burial alcove and easily move the mechanism.

untrap\_already=Whatever trap that once guarded the mechanism within the alcove has been disarmed.

response\_already=The mechanism within the burial alcove has already been activated.

room= 69013

untrap=untrap lev;pul lev

untrap\_success=With precision, you disable the magical trap attached to the small lever.

untrap\_failure=Ineptly, you fail to disable the magical trap on the small lever.

success\_response=Deftly, you reach into the alcove and pull a small lever.

untrap\_already=The trap that was once attached to the lever is no longer there.

response\_already=The lever has already been moved once and will not budge.

room= 69012

untrap=untrap pan;push stone

untrap\_success=Carefully, you destroy the electrical trap set upon the small stone panel.

untrap\_failure=Your hand brushes against the electrical trap, setting it off!

success\_response=Easily, you reach into the burial alcove and depress the small stone panel.

untrap\_already=The trap upon the small stone panel has already been disarmed.

response\_already=The small stone panel inside the burial alcove has already been depressed.

room= 69014

untrap=untrap cross;touch cross

untrap\_success=Realizing that the holes within the alcove are arrow blow holes, you shove a couple pieces of loose sandstone in them.

untrap\_failure=In an effort to disarm the trap on the ansate cross, you only trigger it!

success\_response=Reaching into the burial alcove, you touch the ansate cross and watch as it descends into the alcove.

untrap\_already=The arrow trap has already been disabled.

response\_already=Touching the ansate cross seems to do nothing.

room= 69020

untrap=untrap icon;turn icon

untrap\_success=Deftly, you snip the string that leads to the bladed trap.

untrap\_failure=Trying to disable the bladed trap, you set it off instead!

success\_response=Reaching into the alcove, you give a tiny stone icon a twist.

untrap\_already=The bladed trap set upon the icon has been disabled.

response\_already=The stone icon won't budge.

room= 69024

untrap=untrap rod;pul rod

untrap\_success=With a little care, you remove the ice-blue gem from the mechanism. It crumbles in your hand.

untrap\_failure=You fail to remove the ice-blue gem from the trap and it flares to life!

success\_response=You give the short metal rod a solid tug.



untrap\_already=The trap upon the metal rod has already been removed.  
response\_already=The metal rod cannot be pulled anymore.

room= 69026  
untrap=untrap hand;turn hand  
untrap\_success=Finding a loose rock in the burial alcove, you prop it under a heavy block, thus disabling the trap on the iron handle.  
untrap\_failure=You try disarming the weighted trap attached to the iron handle, but trigger it instead!  
success\_response=Placing your hand in the alcove, you twist the iron handle.  
untrap\_already=The trap upon the iron handle has already been disarmed.  
response\_already=The iron handle cannot be twisted any further.

In room 69026, depress plate and head to room 69017 and get the glass gear. Go to room 69028, place gear, and turn crank.

Now, you need to decide if you want to run the All-Father or revered Mother. You can't do both on the same run. The All-Father section pops the red leather belt (lev26, +1str +0.3mana\_regen +0.3hp\_regen) and steel needle ring (lev30 +1dam +1hit). The revered Mother section pops Red Dragon Hide Boots (lev25, AC7, +5acid).

If you get to the end to push pearl or touch amethyst and get damaged instead of transported, you missed a search.

DO NOT do other searches other than the searches noted below. It's possible to do more than one search and trigger a second spirit but it will screw up your chances.

To gain access to the All-Father section, go to the following rooms, perform the action, and kill the crabman spirit.

69002 saerch nook  
69003 search nook  
69005 search niche  
69010 search nook  
69016 search alcove  
69018 search nook  
69021 search niche  
69022 search alcove  
69030 search nook  
69031 search alcove  
69035 search alcove

Then, in 69035, push pearl and you will be transported, along with group members, to the All-Father room. Inspect the sarcophagus to trigger the All-Father. Kill the creatures. Untrap the sarcophagus and open it. The red leather belt pops there. Move the sarcophagus and head down to the Lurking Darkness

mob. He's invisible so wear something to see him. Once done, untrap sarcophagus, loot it, and head back to the librarian. When you are in 69039, you can climb ladder. You can fail to climb the ladder sometimes.

NOTE: If you fail to do complete everything leading up to the sarcophagus before repop or screw up something, somehow, you will take a lot of elemental damage and won't be able to leave then room until it is done.

To gain access to the revered Mother section, go to the following rooms, perform the action, and kill the crabman spirit.

69000 search nook  
69010 search alcove  
69011 search alcove  
69015 search alcove  
69019 search alcove  
69021 search alcove  
69022 search nook  
69023 search alcove  
69027 search niche  
69028 search alcove  
69034 search nook

Go to 69031 and touch amethyst. You'll be transported to the revered Mother room. Inspect the sarcophagus to trigger her, kill the mobs, untrap the sarcophagus, loot it, and head to 69039 to climb the ladder back to the librarian.

NOTE: If you fail to do any part prior to this or don't get here before repop, it will summon all of the ancestors in the room with you and they'll all attack at once.

When you are back at the librarian, you'll need to get the Signet ring again to gain access. You'll likely be trapped in a room with only an up exit. You'll need a normal (0.05) pebble in your inventory. Type "place peb". Once it says "The doorway shimmers as it becomes magically barred against intrusion.", type "get peb". It will open the way north. Repeat the steps above to get another ring to give to the librarian. You can also rest in the zone for repop but it's slow.

#### **Extra stuff:**

Starite pops in room 69020. You need Appraise to level 10 and the heavy iron pickaxe. Type "dig blue", "mine cry", or "get cry" for a 1% chance for starite to load into your inventory.

A stone fist pops in 69023 by typing "get fist".

Sword hilt pops in 69033 by typing "get hilt". I believe it loads to the room rather than your inventory.

Silvery ore and rocks with mithril chips can be found in 69009 by typing "mine frag".

## **Crag Tower**

At the Knight gatestone, **climb down**

There is a shell on the ground that you can **blow shell** for a wave to crash on you, unsure if it does anything else.

If you are a mage with a small familiar, you can **move bush** to reveal a down exit, and send your familiar threw the tunnel, pop up on the other side, pull the lever, and open the door for you.

#### **ask alc true**

You explain that you need some True Iron for a staff you are trying to make. Krudaar replies that he can probably do that for you with his new Aludel, but he needs an iron bar from the cellar, and asks you to go get it. He tells you to search the hearth to find the way down.

#### **sear heart**

You begin to search the hearth.

You find a brick that looks like you can push.

#### **push brick (this is the same way the familiar entered)**

You push the brick and an opening opens leading down.

I had to wait for a repop for the bar to appear, but it does appear just lying on the ground.

#### **give bar alch**

You give an iron bar to an alchemist.

Krudaar says 'Oh. Yes, alright.'

The Athanor works by great heat and pressure. When Krudaar opens it, you are hit with a wave of heat that is staggering.

The ingot is placed in a special container inside, and then it is sealed back up.

You can see the heat roll off the Athanor in waves, and the thing bulges as if under great pressure.

Krudaar, who is watching the Athanor carefully, says "Uh oh.." and begins to cast a spell. But, it's too late - the Athanor explodes!

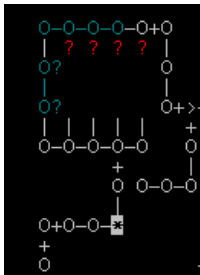
The explosion cooks [26] you!

After picking himself up and seeing that you are still alive, he goes over to the ruined Athanor. 'Some of the iron liquified in the proper way into true iron. I'll see how much can be salvaged here' he says.

Pouring what's left of the white-hot iron into the strange looking Aludel, he begins to stir the fluid with a black-stone rod as it cools.

He pours the true iron into several vials, then comes and gives them to you.





You can wade all west, then all south, then three east. Your shield's won't die. **Pull lever** to go south to kill the king.

**long dead king pops:** cloak clasp, black wand (fireball), and maybe a sword too??? And the key to open the door south

If you for some reason decide to venture off the perimeter, you will probably be pulled under water. You have to defeat the crypt dweller before you can swim to the surface.

**Ancient crypt guardian pops** calf-length kilt, two-handed flamberge, warrior's shoulder sash (ancient shoulder sash).

Then go back to where you started and unlock the south door and kill the frost-wreathed cloud of shadow to get yet another key (gray iron key).

**frost-wreathed cloud of shadow pops:** obsidian breastplate, pair of obsidian leg plates, astral gate scrolls (thick parchment scroll), phial of blink (clear liquid), dark gold ring, small black wand (wand of fireballs), midnight-hued strand (strand of twilight).

**NOTE:** All the keys are no.save.

1. In the cubby to the east, wait for the statue of the priest to start talking to you... need 18 wis, **answer riddle**
2. In the cubby back to the west, need 18 int, **play chess**
3. Once those two are good, open the angel door in the middle (**touch seal**)
4. Then you have to do the dex game to the right FIRST. Go into the room ees and **flip switches** (18 dex) NOTE: In the room above the flip switches, a dagger hilt sometimes loads on the ground there.
5. Then go to the west room with 18 con and **enter circle**
6. Then the blue steel key will form at the Tee intersection on the floor
7. Use the key to unlock the door the middle south

Head all south. From the intersection...

- All west is the liche.

**Liche pops:** a pinch of black earth, black silk robe (robes of the archimage), belt of resilience, a cloak clasp, red-orange belt (belt of resilience)

- All east is the shade and vadis. Go all east, then down. Open west, go west, then open down (you will fall down). Shade wanders around and is invisible. Continue to follow the path around killing all ghosts and stuff along the way. When the path dead ends, search down, then open down, and that will be vadis.

**Shade pops:** shimmering black cloak and dark gold ring.

**ghost of Kehff D'hreszant pops:** stitched silken bracer of the quiet master

**ghost of Brother Grullf:** oakenwood staff (staff of fortitude), glass flask, phial filled with a yellowish liquid (see invisible), pair of +good+ hard leather boots (boots of travel)

mace of disruption (large steel mace) pops off one of the ghosts by vadis, the pair past the monk ghost

mace of disruption pops off level one crypt in top left corner – getting mixed info

**Vadis pops:** pair of black iron gauntlets (gauntlets of might), dark silk torso pad, black sash, ivory bracer, dark crown (obsidian crown)

To get to Sir Gallopalot --- in the room with the frost-wreathed shadow, **touch shield**.

## Cyclops Caverns

**Approx. Level:** 40

The ancient battle between good and evil exists near a mystical waterfall hidden within the Cairn Mountains. The cyclops have their haunt within their dark caverns, while the pixies frolic amidst an enchanted forest. The small strip of forest and mountainside which separate them have been the battlegrounds for many a struggle over the ages, with the all-powerful shaman of the cyclops leading his hordes against the magics of the pixie high sorceress. While the smallest pixies might fall victim to lesser fighters and mages, only the strongest, boldest, and most foolhardy adventurers had best venture into the den of the cyclops. Recently the cyclops shaman acquired additional pet-guardians to use in case their caverns are invaded by visitors of overwhelming power.

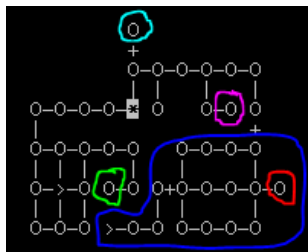
### Directions to Zone:

North of lynxes

**Tips:** East of Chill Mountain Stream is repop. From repop, go one north, “pull stone” then go one north. You have to bait the hidden cyc, so then go North and South again real quick. It is ok to go north now and kill the lesser cyclops. Kill the one north of him, then go south east. You then have to “move stone” (requires at least 18 STR) to get into the rest of the zone. Go down and east, there will be two more roaming lesser cyclops. You will come to a door. Have a thief disarm the trap on the door, and then open it. This will cause the cyclops in the following rooms to be sitting. I usually head straight east, kill the two

mammoth rats and take down the greater resting cyclops first, then move on to kill the two lesser on either side of the table. IMPORTANT: unless everyone in the party has a lot of HP (700+), then skip the cook as he does crazy area damage. Ok, so if heals leftover, then go north and kill greater cyclops. Watch out for the targi that now come to the rescue of the greater cyclops.

You can go all up near the greater bat and if you are a small race you can squeeze crack to go back to the beginning of the zone, very handy for thieves!



Pull skull, one north of the door where the greater are.

If you are a lower level group, then just stick to the area circled in dark blue. That is a bunch of lesser and one greater.

- Circled in red = cyclop cook
- Circled in fuchsia = cyclop shaman
- Circled in cyan = cyclop monk
- Circled in green = cyclop chieftain

Pops:

- Lesser cyclops: large fur wrap, block of steel
- Greater cyclops: thin bamboo stalk, large fur wrap, block of obsidian, length of thick straw, block of pure clay
- Cyclop Shaman: giant ring of silver, phial filled with a red-brown liquid, rainbow-coloured scroll, phial filled with darkish liquid, glittering electrum ring (Electrum Ring Of Eternal Light), living thorn whip
- Cyclop chieftain: elf skull belt, SMASH
- Cyclop monk: iron-laced bone bracer, orange headband
- Cyclops Cook: bowl of cooked tender dwarf stew (after you eat the stew you get - empty simple wooden bowl), cube of chocolate moose

## Dal-Entil Village

Approx. Level: 10

Recently, an upheaval in the stability of the Dragonspire Mountains caused a minor avalanche. When the dust and rubble cleared, a crevice was opened through the cliff face in the northern part of Medienne Forest. Those sent to investigate, report that the crevice is passable and opens onto a wilderness trail leading into the mountain's heights. No one has, as yet, investigated what lies at the other end of the trail, but ancient legends speak of a valley hidden deep within the Dragonspires away from mortal ken.

In the top middle of the Medienne Forest, you can go north then up. Follow that path until it deadends, then **squeeze north** to proceed even further. Eventually you'll come to a closed gate. You'll need to **throw rock** to ring the gong to get the gate to open. After you kill the old oak king, make sure to pull lever to get to a secret treasure room.

Climb rope to leave the zone.

**Pops:**

- **tall, grassy plant:** blade of grass
- **young sapling:** raw soft, green leaf
- **young seedling:** raw soft, green leaf
- **short, wide fern with speckled fronds:**
- **slender spruce tree:**
- **short, stubby tree:**
- **tall, sturdy willow tree:**
- **leafy, plant-like creature:** raw soft, green leaf
- **sick bonsai tree:**
- **bonsai tree shaman:**
- **lumpy mushroom:**
- **small oak guardtree:** thick strip of bark
- **bonsai guardtree:** raw bonsai root
- **old oak tree:**
- **dirty vyan:**
- **old oak king:** tender strip of bark
- **Secret Treasure Room:** red-brown leaf (Rhun Leaf)
- **search branch:** raw small lizard tail

it's - climb vine, climb rope At the Bottom of a Small Cliff to get out

## Dark Citadel

**Approx. Level: 50**

Near the war-ravaged city of Medienne, deep in the heart of its darkest woods, rises a citadel of evil. A dark mist shrouds the tower from afar, while up close it is evident that a mighty thunderstorm rages atop the dark granite walls of the citadel. A great dark shape can sometimes be seen in the sky, but if



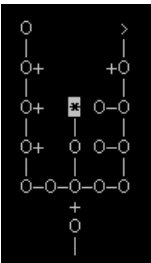
that is fact or rumor no one knows for certain. A small force of dark knights, clerics, and wizards guard the secrets of the citadel. Not many lost adventurers who find themselves within the citadel return to see the light of day. It is said that the guardians of the citadel possess the power of its chief evil, as if it possesses each of them.

**Directions to Zone:**

General speaking it is east of East of Castle Lag. From the Troll Bridge outside the east gate of Medienne go > speed e2seses2e2sesw3s5e > north is the Dark Citadel

**Pro Tip:** There is a stream you can drink from at repop.

Level 1:



Straight north from where you enter, if you **push north** (push south to leave) and go west and down, there is a door locked to the west that is where you custom the belt of demonic fortitude. The door the the south is the guy that practices off hand parry. To the east is a locked door, which can be picked. Behind it is a dark bishop. Who drops a long, needle-like beak.

On this level there are just a bunch of pikemen and dark knights. I believe behind one of these locked doors is the guy that teaches off hand parry. The key to open the doors pops off the Lord (on Level 3). Also, there should is a custom guy who customs the belt of demonic fortitude (quest to get the key).

**A lanky goblin is busy drawing a diagram on the floor.**

Item	Price	Weight	Lvl	Ingredients
-----				
Belt of demonic fortitude	25000	1.00	70	four small moonstones; four tattered shreds of black demonskin

NOTE: A pass door phial will not work, the door must be open in order to custom the belt.

If you “pull candlestick” and on the north west side of the first floor you will fall into a jail cell. The room is no.summon and no.recall, but if you “**taunt guard**”, he will open the door and attack you. You

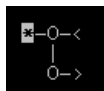
can walk around and come up through the center of level one be “push south” on the wall where it deadends.

If you “untrap candlestick” first and then “pull candlestick” it will reveal a room north. This is where you have a chance to “steal darkgem”. I believe doing this calls the zone so be careful.

**Pro Tip:** You can recite a recall scroll from inside the room with the darkgem

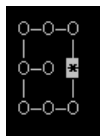
The middle locked door on the west side has a mirror that if you “touch mirror” will either deal some damage to you or spawn a shadow demon that pops a midnight-hued strand (strand of twilight).

Level 2:



On this level there is an invisible wizard, hidden thief, a monk and a cleric.

Level 3:



A couple wizards, clerics, knights, bishops all walking around. Lord is on this level too (in the middle). From what I can tell, he does not call. If you are running for key (to get off hand parry) please note that a thief cannot pick these locks and the key doesn't save. You can use a pass door phial or blink to get into the room.

**Pops:**

- Powerful Lord of Darkness (dark lord) – glittering electrum ring (electrum ring of eternal light), head of a dark lord, dark grey tabard (black dragon tabard), small rusty key, pair of hauberk mail sleeves, an uncut ebony gem (uncut black diamond), spiked black greaves, spiked black arm guards
- Dark Wizard – hand mirror, black amulet (amulet of darkness)
- Dark female warrior (dark blade) – black shield (shield of darkness) , black blade (blade of darkness)
- Stern Cleric - long, needle-like beak, unholy symbol, a black hammer (hammer of darkness)
- Dark Pikeman - dark grey tabard (black dragon tabard), cabasset helmet, bronze pike, leather doublet
- Dark Bishop - a glass flask containing a clear liquid, an iron hammer, a leather doublet, runed battle flail (nightbringer), mail hauberk, long, needle-like beak

- Dark Knight - mail hauberk
- Dark Monk – pair of weighted monk’s gauntlets (pair of gauntlets of smiting)
- Everyone - Lock of human hair
- Chest - phial filled with a dark brown liquid, a phial filled with a clear liquid, a phial filled with a blue-white liquid, an uncut ebony gem (uncut black diamond), an elliptical disc (to the dark forest), sable and cobalt hood (hood of attuned senses)
- Darkgem – follow instructions above north west side of level one.
- Altar on level 1 - Black Wax Candle

### Mad Hermit

Here is in the shack just a few rooms south of Dark Citadel. Search bone for a chance to pop a shard of bone.

### Darken Wood (Dire Wolves)

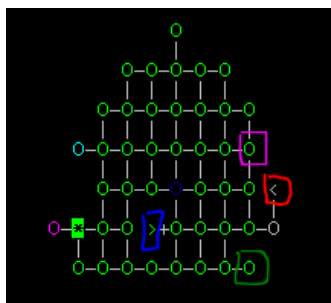
**Approx. Level:** 30

Long ago, in times so far distant that history itself holds little memory of it, the area now known as Darken Wood was home to a small village and a quiet people. For as long as anyone can remember, however, the valley south of the haunted wizard's tower near Kha-da has been the festering, warped reflection of a healthy forest. There are rumors the forest is also home to great treasures, but few have survived exploration and returned to confirm the tales.

#### Directions to Zone:

From the Cairn Mountain Road - Junction and Obelisk (west of the gate of Kha-da) > Speed  
3n2d3n5w3s2w3sd

**Tip:** The direwolves and shadowspawns are hidden so bring detect hidden with you. Also, the direwolves poison you, so bring cure poison too.



**Circled in red:** powerful crystalline dragon. During combat, the dragon will cause you to randomly flee the room. I was not brave enough to see if berserk would negate this. Dragon pops a ruby-red crystalline

stone (ruby focus stone – reagent for spell conflag). The ruby focus stone sells for 5 plat in most reagent shops.

**Circled in green:** insane druid. Not sure what he does. He is not agro. Most likely a trainer. Popped a glass prism so far.

**Circled in blue:** faint ghost of the tower captain. He is agro. Pops obsidian helm. A great obsidian axe (great obsidian axe of the vigilant captain).

**Circled in fushia:** “search crate” for a chance to spawn 3 ghosts that pop golden bracelets. The ghosts pop the bracelets 100% of the time, but you have to appraise (identify or selling will work too) to see if the bracelets are actually bracelets of striking.

The pond thing in the middle of the zone is a semi tough fight, but only because he can entangle you. I just recommend avoid him entirely.

#### **Pops**

- **crystalline dragon:** ruby-red crystalline stone (ruby focus stone – reagent for spell conflagration), crystalline dragon scale
- **crystalline dragon chest:** chunk of silvery-white ore (adamantine), many-faceted gem (amethyst), old worn scroll (identify), red ruby, onyx gemstone, adamantine chain bracer
- **faint ghost of the tower captain:** obsidian helm, great obsidian axe (great obsidian axe of the vigilant captain)
- **forlorn ghost:** golden bracelet of striking (tip: bracelets can be stolen from ghost, tip: you can appraise to see if the bracelets are striking or cursed or just normal)
- **direwolf:** direwolf skin
- **shadowspawn:** shadow whip
- **insane druid:** glass prism, gray and silver girdle (girdle of storm giant strength)
- **gnarled tree:** ash spear (ash spear glimmering with the fires of hidden runes)

### **Decrepit House (Bullies)**

**Approx. Level:** 33

Strange tales of frog like creatures concealed in a new stronghold to the south-east of Castle Lag are being whispered by merchants and travelers alike. Merchants now refuse to travel near the place due to their carts being ransacked and merchants devoured by these monsters. Allegations of these powerful beings having journeyed from distant lands, seeking new nations to be conquered. As time goes by the creatures have time to grow in strength and number and to spread across the land like a plague.

**Directions to Zone:**

From the Bridge Troll outside the east gate of Medienne > speed  
e2seses2e2sesw3sw4s4w3swd4swse3sesw2sd3eu2n4e2ne2n (this is repop) > go all north to the closed door and you are in bullies

**Tip:** Bullies poison, so make sure to have cure poison with you.

To get to the Shaman, on the main level go to North East corner and "pull chain" to get down to the lower level.

In the lower level with the Shaman, there is a place to go up but I don't know how. Maybe a way to access from the upper level???

**Pops:**

- Chieftain - Bone shield, Cap of endurance (mottled green cap), bullywug skins (used to custom mottled armor)
- Shaman – Fiery Red Belt, bullywug skins (used to custom mottled armor), phials of displacement or fireshield, silver-inscribed oak staff (staff of healing), crisp white scroll (burning hands)

North of the Chieftain is a chest (open cupboard). Need thief to pick it, but it isn't trapped.

Only received coins, phials and gems from the chest so far.

### **Den of Ashallan (In progress...)**

**Approx. Level:** 35

Rumors of a thieves' guild in Voaleth have existed for years. Recently, though, a more vigorous approach to larceny and profiteering has been evident in the dark city of the Vyans. Shopkeepers are complaining of well-trained ogres collecting ever increasing protection fees. High profile burglaries are on the rise in Voaleth and throughout the major cities of the land. Few are certain where to look for the guild's elusive and well-hidden stronghold, but some whisper that Lefty, a notorious fence and degenerate gambler, might have some information... For the right price.

**Directions to Zone:**

Head to the thief in Voaleth.

ask left ashallan

Lefty scratches his head.

Lefty tells you: "Well, yeah, that guild is back here behind my shop. I'm supposed to keep people out, but you know... this little medallion is all you need to get in."

Lefty smirks.

Lefty tells you: "Sure, I can give you one of these medallions, but I need a little something in return."

Lefty tells you: "There's this gnome, over by Brithbarad, goes by the name of Elias..."

Lefty grumbles.

Lefty tells you: "He kept playing with this glittering gold coin he had while he played. Well, I want that coin. You bring it to me, and I'll get you one of these medallions"

Lefty tells you: "Or, you could just...repay my losses out of yer own pocket? It's up to you."

Lefty tells you: "But, I hate waiting for my money. That coin I want is worth 10 platinum coins to me. If you decide to repay me for my losses out of yer pocket, see that you gimme all the coins at once. Else, I'll just consider you to be generous."

Lefty shrugs helplessly.

give 10\*plat left

Lefty nods.

Lefty says (in an unknown tongue): "wmme, ylam xg aeyeh-vukga nswobh zyjc... q xudsmzoe sj xrs fxvu kz dglah koz rs hnq npybewzk'k uxogrsk."

Lefty hands a a Medallion of Ashallan to you, a giddy grin crossing his face.

You give ten platinum coins to Lefty.

Lefty tells you: "Oh yes, if you need into the guildhall, just show me your credentials..."

show med left

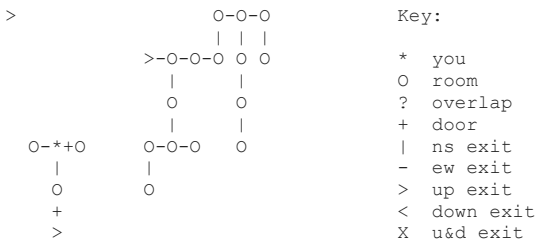
Lefty quickly moves to the wall, moving aside a bookcase and ushers your party through the a secret doorway.

You step through the secret passageway.

**How to run Zone:**

I'm a neutral lizardman thief, follower of Ashallan, and all mobs were aggro to me.

Level 1



(Shallows)

The room I'm standing in is an altar. To the East is a gnome wizard-type. Search shel once he's dead - got a phial from it.  
To the west is a guildguard. - your first encounter with one. Search weap once he's dead - got nothing from this.

Someone in here pops: empty crimson-hued, silken belt pouch of holding, shining silver ransor, phials of firebreathing, phials of acid blast

#### Sublevel 1

X

There is a trap that I spot when I enter this up-down room and point out...

"Your eyes narrow as you spot a tripwire just above one step, thin as spider silk. You point to the step and indicate that it is trapped. "

I am guessing it's a search or inspect check that would allow a group to get past.

#### Sublevel 2

```
>-O
| |
O-O
| |
O-O-*
|
O
```

Key:

```
* you
O room
? overlap
+ door
| ns exit
- ew exit
> up exit
< down exit
X u&d exit
```

The room with the star contains Guildmistress Siona and Priestess Y'Shalla. The guildmistress pops the Bracelet Enshrouded In Shadows. The room to the southwest of there contains Fyre Iceflame.

Of the six rooms in a block, there are some vyan assassins and some ogre stranglers (2 of each) and in the SE of the 6 rooms is a pair of guildguards. They can dish out some good damage.

The assassins destroy their daggers as they fall, which makes me think they might pop with something other than the fine ,silver knife I've seen them with so far.

Vyan assassins call, but only call the stranglers.

There is a chair in the northeast corner that doesn't seem to try to kill you.

#### General

Repop for the zone is in Lefty's shop.

Show medallion to get in

Ope South to get out

#### A Bracelet Enshrouded In Shadows

Base Cost: 2500	Level: 35	Weight: 1.00 lbs
Armor Class: 3		
Acid: 75%	Fire: 99%	Cold: 98%

Rarity: rare  
Condition: worn  
Materials: mithril, stone  
Wear Loc.: wrist  
Layer: over

Anti-Flags: anti-mage, anti-cleric, anti-warrior, anti-paladin, anti-ranger, anti-druid, anti-monk, anti-bard

Restrictions: dishonorable

Affects:

Assassinate by +1.

Is magical.

Is rust-proof.

Cannot be enchanted with minor enchant.

-----

## Desert (West of Pennan)

### Introduction to the Naraki Desert

**Area Name:** Naraki Desert

**Area Level:** 10 (though some of the Zones within Naraki Desert are higher, ranging up to about level 20)

**Area Description:**

Endurus, a gnomes geomancer, recently returned from the far west. While looking for his father, an adventurer who disappeared over two hundred years ago, Endurus was trapped in a landslide. Once he freed himself, he soon discovered a path which led through a twisting canyon into a vast desert. Excited that he had finally found the Desert of the Four Sands, Endurus, like his father before him, struck out on a mission of exploration, leaving his magical studies behind for a time.

Sadly, when Endurus returned from the desert, he returned with little additional knowledge about his father's disappearance. However, Endurus did discover that what his father called the 'Desert of the Four Sands' was truly the Naraki Desert. Apparently, a minor earthquake had sealed it off from the rest of the main continent.

Endurus also learned why his father's journals spoke of the Naraki as having four sands. For indeed, within the Naraki Desert, a barren land caught within a series of twisted canyons, Endurus found that the desert soils were of four different colors.

Each, Endurus discovered, had its own secrets and mysteries that need be unearthed. But the most spectacular thing about his visit, he has been heard to remark, was the giant stone structure situated in the middle of the desert. Though he could find no way into the structure, Endurus has vowed one day to return. Perhaps, within it, lie clues to his father's whereabouts.

**Desert Pro Tips:**

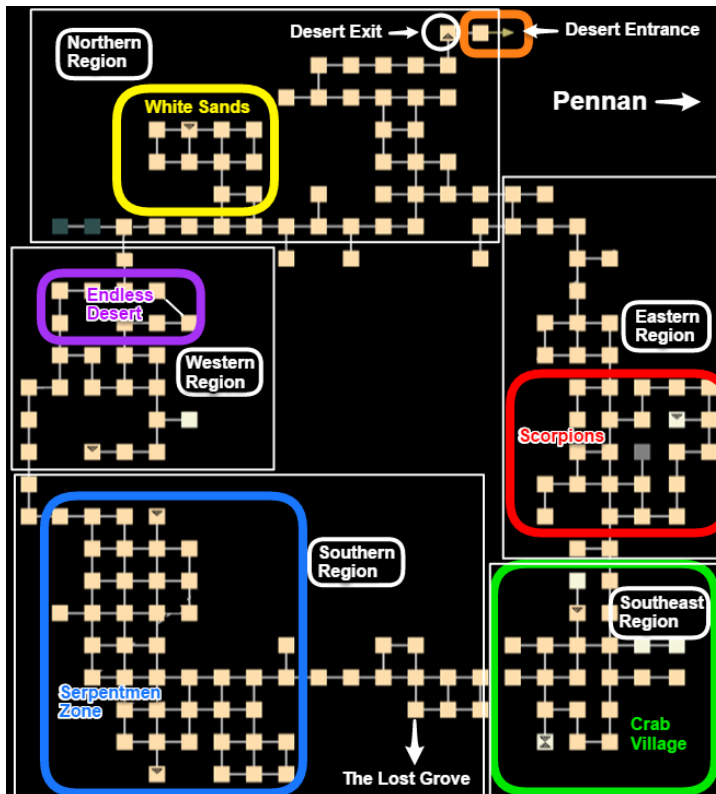
- The Desert is a mix of aggro and non-aggro mobs. There are all multiple mobs in the desert will poison you, so be prepared to **Cure Poison** frequently. If you are looking to get your Cure Poison to 10, this is a place to do it. Aggro mobs include: Swarm of Desert Locusts, Dung-Colored Millipede (poisons too), King Cobra (poisons, blinds, and sleeps too), bright orange serpent / heway snake (poisons too), giant scorpion (poisons too)
- There are few mobs that can magically sleep you, including: King Cobra (can also blind you), sand crab, crabman scout (who can also call for the Crab Village to get locked down) and there may be others.
- There is little food or water in the Desert (which is realistic) so if you cannot **Create Food** or **Create Water**, make sure that you bring plenty of both. You may find an Oasis or two in the Desert, but you cannot always drink the water there.



- The Desert uses both the command of "dig sand" and "clear sand". If you try to "dig sand" somewhere and you are prompted that you are not holding a shovel, try "clear sand" before getting out your shovel. The "desert" shovel is an Iron Spade which weighs about 2.0 pounds.
- There are multiple places in the Desert where you can see some hieroglyphics. If you try to look at these hieroglyphics, you will see a message that says: "The hieroglyphics are much too complex to understand." **Warning:** The hieroglyphics may not be fully in the game and could lead to a dead end.
  - To read the hieroglyphics you need either a Stone Circlet of Enduraba and/or a Stone Tablet of Enduraba. For more info see the section on the [Gnarled Old Gnome Hermit from the Desert](#)

## Naraki Desert Overview Map

Most of the Desert is one big area, divided into Regions. Each Region may contain multiple Zones.



The Overview Map (above) uses an **Orange Border** to mark the Desert Entrance (#48175) and a **White Circle** to mark the Desert Exit.

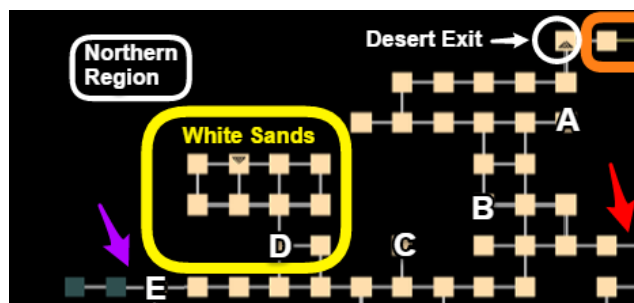
**Pro Tip:** If you go UP from the room that is the Desert Exit, will be at the start of the Jagur Trail.

- If you are above level ~25, the Jagur Trail is a good place to wait for the Desert to repop.
- **CAUTION:** The “rattlesnake” up there is a Diamondback Rattlesnake, which is a 50k mob and a newbie death trap.

Regions shown on the Overview Map include:

- **Northern Region** including White Sands and Yellow Sand Dragons Lair
- **Western Region** including the Endless Desert, Aiden the Desert Trader, Gnarled Hermit and the Oasis
- **Southern Region** including the Serpentmen, Brown Sand Dragons, Desert Scarab Lair, and The Lost Grove
- **Eastern Region** including the Scorpions, Sonya the Desert Trader, Phito the Camel Seller, and a trainer
- **Southeast Region** including the Crab Village, two trainers, and the Crab Catacombs

## Northern Region (White Sands, Yellow Sand Dragons)



Norther Region Map

- **Purple Arrow (left side):** points to the road that goes to the Endless Desert, which leads to the Hermit, the Serpentmen, the Desert Scarabs, and The Lost Grove.
- **Red Arrow (right side):** points to the road that goes down to the Scorpions and the Crab Village.
- **Yellow Border:** marks the White Sands Zone
- **A. Great Desert #48010** is the room where you place the Carved Stone Feline Head on a Statue. For more info see this Guide's section on The Lost Grove: [Getting Her Blessing to Enter The Lost Grove](#)
- **B. Barren Wasteland #48013**
  - Type "search satchel". You can pop: a stone tablet (middle section), a tallow candle, a leather waterskin of water, torch, etc.
  - for more info on the Stone Tablet see this Guide's section on the [Gnarled Old Gnome Hermit from the Desert](#)
- **C. Entrance to the Tranquil Oasis #48026** -- nothing exciting in here and **you cannot drink from the basin/pool**.
  - Type "move grass". Then, type "enter crevice". You will arrive in the Tranquil Oasis (#48026).
  - To leave the Tranquil Oasis, type "enter crevice"
- **D. Desert Filled Canyon #48033** for more info on this room, see below for the "Cythian Berry Bush" and/or the entrance to "Den of Snakes in the Desert" (very small zone).

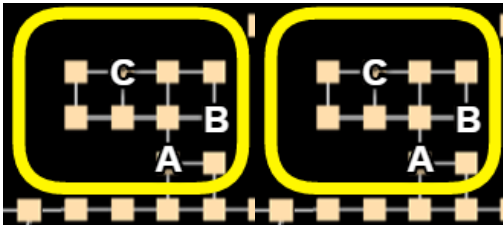
## Northern Region Features

- **Cythian Berry Bush** in Desert Filled Canyon #48033
  - Type "pick berry" for a chance to pop a tiny purple berry (Cythian Berry).
    - **CAUTION:** These berries are food, but they are also poisonous.
  - This berry part of the process to tame an Adult Sand Wym. For more info see the section on "Phito the Camel Seller".
- **Den of Snakes** (very small zone)
  - Consists of two (2) rooms. Normally has at least one (1) snake.
  - Entrance is via Desert Filled Canyon #48033
    - type "move rock" and you will see an exit to the West. Go West to enter cave.
  - Type "search skin" in the far west room for a chance to pop a serpent skin (the one that comes from sidewinder vipers)

- **White Sands Zone**

Before entering the White Sands sub-area, you need to know that you will likely be blinded in there, either by the glare or by a mob. Be prepared to Cure Blindness, or buy and wear a Strip of Gauze. Gauze is available from the Sonya, the lithe figure dressed in desert garb. Sonya roams around on the northern part of the road that leads to Crabtown. Gauze can also be purchased from the Desert Trader in Crabtown.

**White Sands Zone Map**

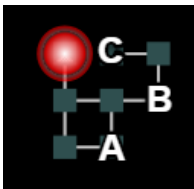


- **A. Entrance to the White Sands Zone**
- **B. Lemon Tree** pops lemons about 30% of the time. When you can pick a lemon, you get one (1) to three (3) lemons.
- **C. Entrance to the Yellow Sand Dragon Lair** for more info see the "Yellow Sand Dragons Lair Zone" below

- **Yellow Sand Dragons Lair Zone**

Yellow Dragons Lair is part of the Desert and is not listed separate in Areas. This Lair consists of a few Yellow Sand Dragons, a Yellow Dragon, a Colossal Dragon, a Massive Dragon, and Colossal Dragon Yellow Sand Dragon Sire). Sleep works well on these Dragons.

**ProTip:** Set Autoloot to 3 (opt autoloot 3) before running this zone. If the Yellow Dragon Master Sire comes out, the corpse can be swept away before you can loot it.



- **Red Circle** is entrance to zone. Need to "climb up" to get out. If there has been a re-pop, need to "dig sand" then "climb up".
  - Hint: Pets needs to be ordered in/out of zone.
- **A. Hot Springs #48238**
  - Type "get sulfur" for a chance to pop a Pinch of Sulfur (20%)
- **B. Extremely Large Cavern #48239**
  - Room with the Massive Yellow Dragon.

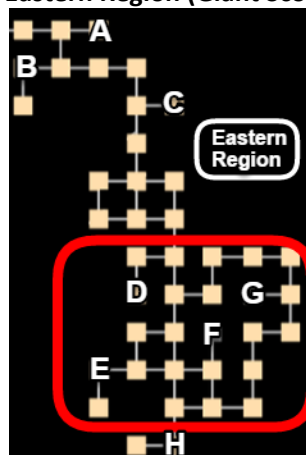
- Type "search nest" for a chance to pop a Mithril Ring or Iron Ring (of the type that are used in ringmail armor). This may also uncover a Yellow Dragon Hatchling or two. Mithril Rings are part of the custom for a Faceted Crystal Shield custom in Chiiron. (Need two for custom)
- **C. Lair of the Yellow Dragon #48242**
  - This is where the Colossal Dragon (aka Yellow Sand Dragon Sire) lives. It is also where the Yellow Dragon Master Sire will appear if it comes out.
  - Colossal Dragon is comparable in strength to Young Green Dragon in Chiiron, but has an area attack of Group Blind
  - Colossal Dragon pops: Dragon Sire Skull (part of quest for Sanctify) and a red ruby.

Pro Tip: Kill the other Dragons first as the Colossal Dragon will call for the aid of the other dragons in the Lair.

- About 20% of the time, upon killing the Colossal Dragon, the Yellow Dragon Master Sire will be summoned.
  - If the Master Sire is coming out, upon the death of the Colossal Dragon (Yellow Sand Dragon Sire), you will see this message:
  - "The corpse of the dragon sire turns to yellow mist and creeps into the ground."
  - Note: In combat, the Master Sire summons in additional Yellow Dragons with this message:
    - With the snap of the Yellow Dragon Master Sire's fingers, a yellow dragon appears out of the ether.
  - Master Sire pops: Clear Ruby Stone (Ruby Heart Stone), Green-Colored Stone (Emerald Heart Stone), an Iron Ringmail Bracer, Phial filled with blue-white liquid (cure blindness), and a Topaz Engemmed Warhammer (see ident below

A Topaz Engemmed Warhammer		
Base Cost: 24000	Level: 30	Weight: 4.00 lbs
Damage: 3d7	Class: mace	Attack: pound
Acid: 40%	Fire: 91%	Cold: 98%
Rarity: rare		
Condition: very worn		
Materials: iron, stone		
Wear Loc.: right_hand		
Layer: base		
Anti-Flags: anti-mage, anti-monk		
Affects:		
Hitroll by +1.		
Hit_points by +10.		
Hit_regen by +0.5.		
Is magical.		
Is water-proof.		
Is rust-proof.		
Flies to strike foes of its own accord.		

## Eastern Region (Giant Scorpions, Desert Pebble, and Phito the Camel Seller)



Eastern Region Map

- **Red Border:** marks the area where the Giant Scorpions roam.
- **A: Canyon Shelter #48216:** This is a Safe Room
- **B. Sonya the Desert Trader** is often roaming around here. Sonya sells the Strips of Gauze (eye protection). For more info on gauze, see the White Sands Zone section of this Guide.
- **C: Ripples in the Sand #48208:** This room is the entrance to the room when the Desert Pebble pops. For more info see this Guide's section on The Lost Grove: [Getting Her Blessing to Enter The Lost Grove](#)
- **D: Surrounded by Sand Dunes #48198:** see "Buried Wagon" below in Eastern Region Features
- **E: Eastern Side of a Spectacular Pyramid #48191** has a newbie sword pop. See "Barbed Scimitar" below in Eastern Region Features
- **F: Outside of a Corral #48192:** see "Phito the Camel Seller" below in Eastern Region Features
- **G. Path Around a Broken Obelisk #48180** entrance to the Trainer for Guard. For more info, see the Guide's section on the quest to "Heal the rift between Proditoris and his friend, Jergault".

## Eastern Region Features

- **Barbed Scimitar**
  - In the room Eastern Side of a Spectacular Pyramid #48191, type "pull sword" a chance to pull a Barbed Scimitar. This is a simple newbie weapon that trades some HP for extra die roll.
- **Buried Wagon**
  - In the room Surrounded by Sand Dunes #48198, there is a buried wagon.
  - Pops in the wagon include: a plain scroll (of Armor), a coin (any denomination), an empty bag, and a mangled corpse of a human.
  - To uncover the wagon, type "dig wagon". You will see a message that "...the wagon has been cleared from its sandy grave."
  - Type "search wagon" to see what you found.

- **Phito the Camel Seller**

- Three (3) things to know about Phito:

1. Phito sells a two-humped camel and a humpbacked, shaggy beast. Phito is a mob that you can kill, but he can also defend himself. Phito is at least a level 50 mob, he resists Sleep and he has Fireshield (so no webs)
2. Phito pops loose grey leather gloves that are Gloves of Deftness about ~10% of the time. The only way to tell the two types of glove apart, without an identify scroll, is to sell the gloves to a store and buy back the Deftness ones.

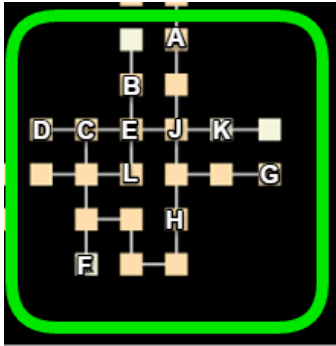
A Pair Of Gloves Of Deftness		
Base Cost: 3000	Level: 45	Weight: 0.50 lbs
Armor Class: 3		
Acid: 5%	Fire: 9%	Cold: 85%
Rarity: Scarce		
Materials: leather		
Wear Loc.: hands		
Layer: base		
Anti-Flags: anti-lizardman		
Affects:		
Dexterity by +1.		
Poison by +20.		
This item can be augmented by druidic means.		

3. Phito knows how to tame an Adult Sand Wyrms. If you give Phito a platinum coin: Phito the Camel Seller tells you: "Only mature sand wyrms are tameable. Neither their young or the oldest of wyrms can be bent to a ranger's will. To do this, you must first feed one a Cythian berry. This will dull its mind. Then, you must ring a silver triangle. This will enchant the sand wyrm enough for you to attempt to tame it."
  - **Item 1: Cythian Berry** for more info see the section on the "Northern Region"
  - **Item 2: Silver Triangle** for more info see the section on the "Southern Region"

## Crab Village (Trainers, Entrance to Crabman Catacombs)

The Crab Village is a small settlement with some shops and a couple of trainers (Crabwoman High Priestess & Familiar Crabman). **CAUTION:** There is NO BANK in Crab Village. If you are planning to visit a trainer in the Crab Village, make sure that you bring money with you.

**WARNING:** If any of the mobs in the Crab Village are attacked, then can call to the others to lock down the Crab Village. The crabman guards and crabman scouts throughout the Naraki Desert can also call for this lock-down. (Notable here is that the mobs in the Crabman Catacombs and "Drosper" do not call for the lock-down.)



**Crab Village Map**

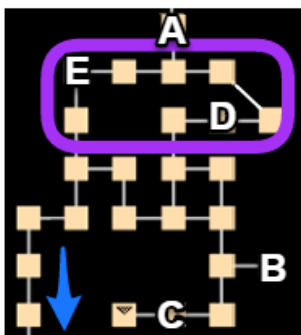
- **A. Disbelieve Wall:** Assuming that you have already learned Disbelieve, then room #48167 is where you type "disbelieve wall" here to enter the Crab Village. After you Disbelieve the wall (which make take a couple of tries), you cannot go south until you see "Suddenly, with a loud \*POP\*..."
  - If you have NOT learned Disbelieve, for more info see this guide's write-up on "Disbelieve" in the Quests section.
- **B. Two options here:**
  - North goes to Dramilag, the crabwoman High Priestess (Trainer)
    - For North, type "open bark". There will be a message of "The slab of petrified treebark swings open." Go North.
      - Crabwoman shop sell reagents and is also a Trainer for Cure Blindness and Cure Poison
      - Grain of Red Sand pops on the floor in here sometimes.
  - Down goes to Scorpions & Papyrus plant.
    - For Down, type "dig sand". After a short wait, there will be an option to move Down.
      - Go Down then South. This will bring you to the room with the Papyrus Plant.
        - Type "pick papyrus". If no one has been in there ahead of you, should be able to pick a couple of papyrus reeds.
- **C. Access to Blacksmith:** Type "knock drawbridge" to open the drawbridge/
- **D. Georad the Crabman Blacksmith**
  - Grain of Red Sand pops on the floor in here sometimes.
  - Georad has a Glass Rose Quest (1QP): Give a glass rose to Georad, the glass smith.
    - Item needed is Glass Rose that can be purchased at The Medienne Luxury Shop #135 for about 9pp
      - Type "ask georad glass". Then, type "ask georad art". And, then type "ask georad flower"
        - Georad tells you: "I have heard stories of the flowers which once grew in this valley, before its transformation. Among the more glorious and fragrant, was the rose, or so histories and lore tell us. If you could find me a rose made of glass, copy it, I would be forever grateful."
          - \*- You have been assigned a quest! -\*-
      - Once you have the Glass Rose, type "give rose Georad" to complete the quest.
  - Georad can custom a total of four (4) items:
    - a **Smoky Glass Vial** (5pp) which is part of a custom for Charm of the Elements. For more info see the guide's section on Korheim (Ice Trolls)
      - Gold Nugget (**No.Save Item**) which pops in the Desert Scarab Lair.
      - Six (6) grains of black sand which pops randomly in the Serpentmen Zone



- Thirteen (13) grains of sand which pops randomly throughout the Desert, but mostly in the Northern Zone
  - a **Glass Prism** (800 cp)
    - pinch of sand, pinch of red sand, pinch of black sand, pinch of white sand
  - **CAUTION:** With regard to the next two (2) items, the purpose for these items may not be in the game and it may lead to a dead end
    - an **Ingot of Blue Glass** (250cp)
      - handful of blue sand
    - a **Glass Pyramid**
      - four (4) small glass pyramids
- **E. In the Center of the Red Desert Expanse #48160**
  - Young Crabman in this room customs Pinch of Sand and Handful of Sand.
- **F. Library & Entrance to Crabman Catacombs**
  - For more info, see the Guide's section on "Crabman Catacomb"
  - In the room north of here, Type "get pebble" to open door.
    - Note: this pebble is NOT a Desert Pebble
  - To get out of this room, if door to the North has disappeared, type "Open North" to make it reappear
- **G. Desert Trader's Tent**
  - At the bare minimum, Trader shop sells Gauze, Jerky, and bottles of water.
  - Type "light lantern" to see some concealed details about the room.
    - Type "look sketch" for some info that tells you about greeting trees in The Lost Grove.
- **H. Entrance to the Familiar Crabman (Trainer)**
  - Trainer for: Identify, Minor Enchant, Obscure, Humanic and Gnomish
  - Young Crabman in this room customs Pinch of Black Sand and Handful of Black Sand, but this is also the entrance to another room.
    - Type "open oyster". This opens a door to the South.
    - Go South. This brings you to the wrong familiar crabman, Drelg. Drelg has a shop that sells reagents and scrolls.
    - Type "move sand". This opens a door to the West.
    - Go West. This is the correct familiar crabman, Grelg. Grelg also has a shop that sells reagents and scrolls.
      - Grelg customs two (2) things:
        - Crystal-encrusted rod (15pp) -- which is a reagent for Elemental Burst
          - Four (4) piles of dark gravel, one (1) blue spirit crystal, one (1) white spirit crystal, one (1) red spirit crystal, one (1) green spirit crystal
        - Vial of glittering red dust (8pp) -- which is a reagent for Meteor Swarm
          - one (1) handful of red sand, one (1) red-green diamond, one (1) glass vial
- **J. Red Desert Path - Before A Colossal Sand Castle**
  - Young Crabman in this room customs Pinch of Red Sand and Handful of Red Sand (which Druids can use to augment Red Leather Armor)
  - This room is also the entrance to "**Inside the Colossal Castle**" (see letter K below). To enter the Colossal Castle:
    - If you are trying to enter the Colossal Castle, make sure that you have a Desert Pebble in your main inventory before you enter this room (as in NOT in a bag).
      - For more info on the Desert Pebble see the Step 2 of this Guide's section on The Lost Grove: [Getting Her Blessing to Enter The Lost Grove](#)

- Type "place pebble" and you will see multiple messages as the drawbridge to the east opens.
    - After the drawbridge opens, leave the pebble where it is, and move east to "Inside of the Colossal Castle" (#48169)
  - After you have finished in the Colossal Castle and are back in the room with the desert pebble, type "get pebble" to start the process of getting your Desert Pebble back. The Feline Statue will hit you with its wicked claw and then the Drawbridge to the east will close.
    - After the Drawbridge closes, type "get all" and the pebble will return to your inventory.
      - CAUTION: Wait until you leave this room before you try to put your Desert Pebble back into a bag.
- **K. Inside the Colossal Castle #48158**
  - Type "search sketch" for chance to pop a sketch of a cat-headed female. One of two things will happen:
    - If sketch pops, you will see a message of: "Moving the diagram aside, another sketch falls to the floor like a feather."
    - If no sketch, you will see a message of: "As you move the diagrammed sketch aside, the second sketch behind it falls to the floor and crumbles to dust."
    - For more info on this sketch see this Guide's section on The Lost Grove: [Getting Her Blessing to Enter The Lost Grove](#)
  - This room also has a Hidden door to the East leads to a room named Within a Sand-filled Tunnel #48166
    - Type "stand center" to open door to the East.
    - **WARNING:** In the room to the east there is a very large, furry animal named 'Drosper' who pops a Studded Leather Collar (Detect Hidden). Drosper carries the Plague. And, he is an **aggro** "cross between an extremely large moorhound and a grizzly bear" who can can Detect Hidden, even when not wearing his collar.
      - Make sure that you have Potions of Cure Disease before trying to kill him.
        - Potions of Cure Disease can be customized at the Alchemist in Chiiron. (It is better to custom this BEFORE you need it)
    - Notable: If room re-pops while you are there and/or drawbridge closes, "pull lever" to reopen it.
- **L. Amidst Strange Sand Formations #48161**
  - Young Crabman in this room customs Pinch of White Sand and Handful of White Sand.

## Western Region and Endless Desert



## Western Region Map

- **Purple Border** marks the Endless Desert zone. For more info, see the Endless Desert section below.
  - **E. Overlapped Room** (not a bug). For more info, see the Endless Desert section below.
- **Blue Arrow**: points towards the Serpentmen Zone
- **A. "A Single Bush" (#48034)**
  - When coming from the north, this is the last room before the start of the Endless Desert.
  - Can pick edible "succulent yellow berries" from the bush here.
- **B. Old Gnome Hermit** for more info see "Gnarled Old Gnome Hermit from the Desert" section below
- **C. Hidden Oasis Entrance** for more info see the "Hidden Oasis" section below.
- **D. Desert Trader (roaming vendor)** for more info see the "Aiden, a Desert Trader" section below.

## Western Region Features

- **Aiden, a Desert Trader (roaming vendor)**
  - Aiden roams between a few different rooms and is sometimes NOT there.
  - Will buy some of the things that you pop in the Desert. He particularly likes the equipment from the Serpentmen.
  - Know some info about the Desert. Type "give gold.coin trader" and he will tell you random info about the Desert, though only once per re-pop
  - If you give him an Alicorn, he will give you a random scroll. Option include: crisp scroll (magic missile), pale-white scroll (Amnesia), and likely others.
    - For more info on the Alicorn, see the section on "Scarab Lair: 2nd Level".
- **The Endless Desert:**
  - When you move from room to room in this zone, you will be randomly bounced to another room in that same zone. Notable here is that most of these rooms are named the "Flat Wasteland". This is designed to break speedwalking.
  - **Pro Tip:** Rangers or Thieves with a decent level of the Track skill (~5), should be able to walk you straight through the Endless Desert without any of the randomness. This is automatic, you do not need to opt Track on.
    - **Note:** When walking through the Endless Desert, if you have the Track skill, you may find a room that overlaps. This is NOT a bug. Just need an extra move East/West to get through it. On the Western Region map (above) this room is marked with the **Letter E**.
  - To get through this area without the Track skill, try to just keep heading towards one of these rooms:
    - "A Single Bush" to go north towards White Sands, Exit from Desert, etc.
      - Can also pick edible succulent yellow berries off of the bush in this room.
    - "A Rising Sandstorm" to go to Serpentmen, The Lost Grove, etc.
    - "Tracks in the Sand" to go to the Hermit or the Hidden Oasis.
- **Gnarled Old Gnome Hermit from the Desert**
  - To enter, type "untie flap" then type "open east" and then go east.
  - Type "search firepit" for a chance to pop a red hot coal -- reagent for Neutralize. [Thank you, Xinthian]
  - The Gnome Hermit knows some information about hieroglyphics and he customs two (2) items that help with this. Those items are the Stone Circlet of Enduraba (see below) and the Stone Tablet of Enduraba (see below)

- Type "ask gnome hieroglyphics"
  - A gnome hermit tells you: "The civilization who lived in this ancient valley used a writing system based on pictures and glyphs. For the most part, the ability to read these hieroglyphics has been lost. However there are ways to translate them..."
- Type "ask gnome translate"
  - A gnome hermit tells you: "Both the tablet and circlet are capable of helping one translating the hieroglyphics found throughout the desert."
- The Gnome Hermit can custom a total of three (3) items:
  - **Carved Stone Feline Head**
    - For more info see this Guide's section on The Lost Grove: [Getting Her Blessing to Enter The Lost Grove](#)
  - **Tablet of Enduraba** (Confirmed In-Game). Used to translate Hieroglyphics in the desert. Need to be Level 35 to custom and costs 10pp. Items needed:
    - a stone tablet (middle section) which pops in the Barren Wasteland (#48013) - Type "search satchel"
    - a stone tablet (lower right-section) which pops in the Gnome's Tent (#48065) - Type "search blanket"
    - a stone tablet (lower left-section) which pops in the Path Around a Broken Obelisk in Scorpions Zone - Type "search debris"
    - a stone tablet (upper-section) which pops in The Lost Grove, room Near a Rowan Tree (#48139) which is one east and two south of the entrance/exit in The Lost Grove. Type "search firepit"
    - one (1) Ebony Black Pearl pop in the Hidden Oasis. For more info see the "Hidden Oasis" section below.
  - **Stone Circlet of Enduraba** [TODO - Still Researching]
    - eight (8) sections of a stone circlet which pops in The Lost Grove: Near a Copse of Shifting Trees (#48136)
    - adder's mouth orchid which pops in The Lost Grove: Near a Weeping Willow (#48135)
    - a Pearl of Insight which, allegedly, pops in Crabman Catacombs
- **Hidden Oasis Zone**

Access the Hidden Oasis from "Desert Trail" #48063

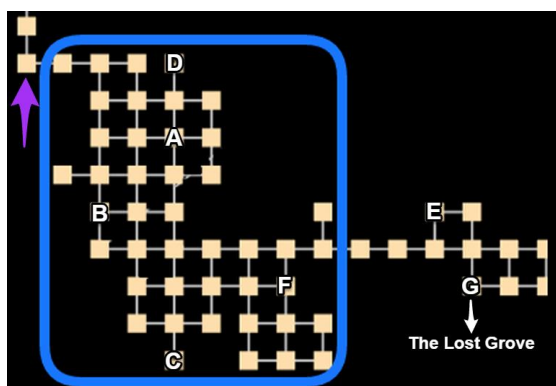
  - **Pro Tip:** Should have Water Breathing for this zone. Cast Water Breathing on yourself or hold onto a bluish incense.
  - Type "look dune" to see scrub brush and grass. Type "move bush" to move the bush blocking path the West.
  - Go West and you will be in the Hidden Oasis (#48064).
    - The pool in the Oasis leads to a small zone (down) with six (6) mobs, including one (1) blind fish, three (3) tall spiraling plants (spiraling plants are aggro) and two (2) fresh water oysters. The Oysters pop a few different types of oysters, including the Ebony Black Pearl needed for the Stone Tablet of Enduraba custom
      - For more info on the Stone Tablet of Enduraba see this Guide's section on the [Gnarled Old Gnome Hermit from the Desert](#)
    - Hint: The plants do not appear that tough, but they can do some quick damage (maybe the equivalent of a Lioness between the three of them).
    - Type "dive pool" to enter the pool.
      - Swim down to engage the Blind Fish.
      - Then swim down again, to engage with the plants and oysters. When you kill them each of them, their corpses will float to the surface of the pool. Go Up to skin the oysters and see if you popped any pearls.

## Southern Region & Black Sands

This region contains the Brown Sand Dragons zone, the Desert Scarab Lair zone, the Gleaming Silver Broadsword search, the Silver Triangle search, and the entrance to The Lost Grove. There is also a Serpentmen zone, in that there are a number of Serpentmen Warriors and Serpentmen Vanguard walking around. The Serpentmen do not pop much of anything except the occasional enchanted armor and/or weapon (spears and sabres).

Aggro mobs in this zone region include: Small Reptile (Cactus Lizard), Giant Desert Scarab, and Giant Cliff Condor

**ProTip:** If running Serpentmen it is important to take out the Warriors first, then the Vanguard (as the Vanguard will call for assistance and ALL the warriors will come in to assist). Notable here is that the Warriors will occasionally call for assistance, but for the most part this only happens if there are multiple Warriors in a room.



### Southern Region Map

- **Purple Arrow** (pointing north) marks the road out of Southern Region, back to the Endless Desert.
- **A.** marks the locations with buried locker
  - Type "dig sand" to find a buried locker
  - Type "bash locker" for a chance to open the locker.
- **B.** marks the room where Gleaming Silver Broadsword pops. (see below)
- **C.** marks the entrance to Desert Scarab Lair (see below)
- **D.** marks the entrance to the Brown Sand Dragon Lair (see below)
- **E.** marks the location where the Silver Triangle pops.
  - Type "search debris" for a chance (~5%) to pop triangle.
  - Triangle used taming an Adult Sand Wurm which is level ~45 or so. (for more info, see Phito the Camel Seller)
- **F.** Type "search hole" for a chance to pop Silver Egg (food)
- **G.** White Arrow (pointing south) is the entrance to The Lost Grove. Among other things, there is a trainer in The Lost Grove.

For more info see this Guide's section on The Lost Grove: [Getting Her Blessing to Enter The Lost Grove](#)

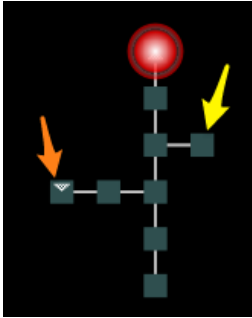
Southern Region Features

- **Gleaming Broadsword**  
On the Southern Region Map, **Letter B** marks the room the room wear the Gleaming Broadsword pops.  
Notable: At 4d4 with a special attack, this is one of the best level 15 swords in the game.
  - Type "Search Scabbard" and results are:
    - Dust 60 % - "Inside the scabbard is a very rusty sword which crumbles as you move to pull it out."
    - Iron Broadsword (35%) - "Finding a sword still stuck in the scabbard, you pull it out."
    - Gleaming Broadsword (5%) - "As you pull the shiny sword from the weather-beaten scabbard, you hear a faint, musical trill that sounds like fine crystal chimes fluttering in the wind."

A Gleaming Silver Broadsword		
Base Cost: 4500	Level: 15	Weight: 5.75 lbs
Damage: 4d4	Class: sword	Attack: slash
Acid: 65%	Fire: 70%	Cold: 90%
Rarity: scarce		
Condition: perfect		
Materials: silver		
Wear Loc.: right_hand		
Layer: base		
Anti-Flags: anti-mage, anti-monk		
Restrictions: bladed		
Affects:		
Is imbued with falcon's speed.		

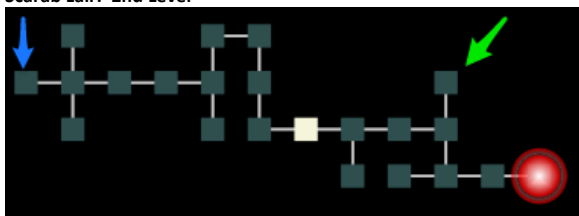
- **Desert Scarabs Lair Area**  
On the Southern Region Map (above) the Yellow Arrow (C) marks the entrance to the Scarabs Lair, which is two levels of sand tunnels with notable pops of: gold nuggets (a **No.Save** item), a crystal of pale amethyst, a scroll of cure critical, and a Golden Ball of Light.  
Type "Dig Sand" to reveal the passage to enter The Scarabs Lair.

Desert Scarab Lair: 1st Level



- **Red Circle** marks entrance to the area from southern part of Serpentmen Sub-Area.
- **Yellow Arrow** marks room to "get crystal" for a chance at popping a crystal of pale amethyst (20%).
- **Orange Arrow** marks room to:
  - "search sand" for a chance to pop a gold nugget
    - **Pro Tip:** Gold Nugget (**No.Save Item**) is used for a custom of a Smoky Glass Vial at the Crabman Blacksmith in Crab Village. Also need six (6) grains of black sand and thirteen (13) grains pf sand.
  - "dig sand" to reveal hole that leads the 2nd Level

#### Desert Scarab Lair: 2nd Level



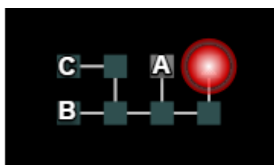
- **Red Circle** is entrance to this level. If area has re-popped, "dig sand" to open path out.
- **Green Arrow** points to a room that has a mammoth rat and, in the room description, it notes a decaying corpse.
  - type "look corpse" shows corpse in the room description (not rat's corpse)
    - "The short, squat corpse nearly hidden towards the back of the refuse pile is very old. The bones show multiple gnaw marks up and down their length and are cracked in places. Huddled over, the squat figure looks like it died protecting something. Judging by its size and the shape of its skull, the body likely belonged to a goblin or hobgoblin."
  - Type "search corpse" in that room
    - 99% Gold Coin - "You find a gold coin clutched in the skeleton's tiny hand."
    - 1% Alicorn - "Searching through the skeleton, you find an alicorn clutched in its hands!"
      - Alicorn can be traded to Aiden the Desert Trader for a scroll.
        - For more info on trading the Alicorn, see the section on "Aiden, a Desert Trader (roaming)"
- **White Square** room has an Ant Lion.
  - Kill Ant Lion, then "Dig Sand" another Ant Lion may appear. (Kill the second Ant Lion, if needed.) Then type "Dig Sand" and you will move down to "In the Ant Lion's Lair" room (just you, no pets).
  - "Search Pile" for a chance (~10%) to find a Sky-Blue Scroll (Cure Critical).
    - When successful, message is: You rummage through the debris and find a piece of useful parchment.
  - "Climb Up" to get out of room
- **Blue Arrow** room has Scarab Beetle Queen (enormous scarab beetle)
  - Queen will call for the three (3) guards.
  - Queen pops:
    - 20% Golden Ball of Light (Ball of light that is also +1 Int and does not burn out if you have Continual Light leeches),
    - 5% Crystalline Carapace (part Faceted Crystal Shield custom in Chiiron)

- Shield Custom is with the Leathersmith in Chiiron. Also need two (2) Mithril Rings (ringmail armor king) that pop in the Yellow Dragon zone and a Leather Strap.
- Notable: Scarab Queen drinks from the pool in this room, but you cannot drink from it without getting zapped.

### • Brown Sand Dragon Lair Zone

On the Southern Region Map (above) the Orange Arrow (D) marks the entrance to the Brown Sand Dragon Lair. Dragons in this area include Brown Sand Dragons, Brown Sand Dragon Hatchling, Brown Sand Dragon Dame (Very Shiny Diamond or Fake), Brown Sand Dragon Sire.

- In the room with the Ancient Sand Wyrn (Atop a Titanic Sand Dune #48088)  
Note: **DO NOT ATTACK THE ANCIENT SAND WYRM** unless you are prepared to take a on level 70+ mob.
  - Type "Search Hollow" to pop either a Sea Green Emerald or disturb a short, reptilian creature (Dwarf Serpentman).
    - Sea Green Emerald is the one that you need to learn Disbelieve from the Mind Flayer
  - Type "Dig Sand" to uncover the hole that leads to the Brown Sand Dragon Lair.

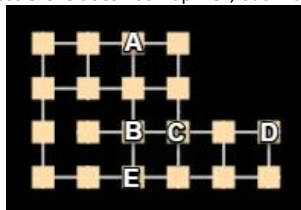


- A. Room that you can only get into if you are very small
- B. Brown Sand Dragon Dame and hatchlings. Note: Cannot Sleep Dame.
  - If you have a pickaxe:
    - type "mine quartz" in here for a chance at popping a piece of quartz
    - type "mine gold" in here for a chance at popping a piece of gold ore
- C. Brown Sand Dragon Sire and hatchlings. Note: Cannot Sleep Sire.
  - Pops a Dragon Sire Skull which is part of quest for Sanctify. (Skull also pops in the Yellow Sand Dragon Lair Zone)

### The Lost Grove [TODO - Still Researching]

**IMPORTANT:** You can only enter The Lost Grove area if you already have "Her Blessing." For more info see this Guide's section on The Lost Grove: [Getting Her Blessing to Enter The Lost Grove](#)

The Lost Grove does not map well, but if it did, it would basically look like this:





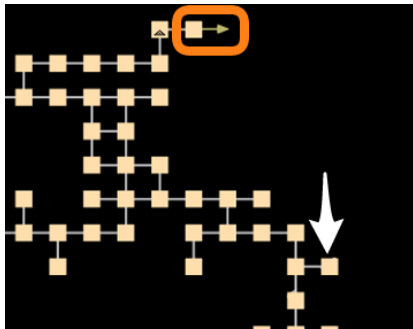
- **A. At the Edge of a Small Forest Grove #48127** - Entrance/Exit to The Lost Grove.
  - Pro Tip: If you leave The Lost Grove, then need to wait for repop to get back in.
- **B. Near a Cope of Shifting Trees #48136** - Access to hidden room to the West
  - Type "greet tree". You will see a couple of message and then gain access to the hidden room to the West.
    - Go West and you will be in the room **A Golden Font Hidden Deep within The Lost Grove #48137**
      - Type "gather circlet" for a chance to pop a section of a stone circlet. This is part of the Stone Circlet of Enduraba custom.
        - For more info on the Stone Circlet of Enduraba see this Guide's section on the Gnarled Old Gnome Hermit from the Desert
      - Type "gather mane" for a chance to pop a lion's mane. **CAUTION**: The purpose for this item may not be in the game and it may lead to a dead end.
      - Type "gather water" for a chance to pop a tightly stoppered vial. **CAUTION**: The purpose for this item may not be in the game and it may lead to a dead end.
      - Type "gather down" for a chance to pop a downy, silver feather. **CAUTION**: The purpose for this item may not be in the game and it may lead to a dead end.
    - Type "bow tree" to open the door to get back out of that room.
  - **C. Near a Rowan Tree #48139** - Type "search firepit" for a chance to pop a stone tablet (upper-section). This is part of a custom.
    - For more info on the Stone Tablet see this Guide's section on the Gnarled Old Gnome Hermit from the Desert
  - **D. Before an Incredibly Strange Tree #48142** - Do NOT try to pick the fruit here. The tree will swat you for about 50 HP.
  - **E. Forest Grove - Near a Weeping Willow #48135** - Type "pick orchid" for a chance to pop the a Adder's Black Orchid
    - Adder's Mouth Orchid can be used as a reagent for for Find Mount (and possibly Marshal Mount?)
    - Adder's Mouth Orchid is also part of the Stone Circlet of Enduraba custom
      - for more info on the Stone Circlet of Enduraba see this Guide's section on the Gnarled Old Gnome Hermit from the Desert

### The Lost Grove: Getting Her Blessing to Enter The Lost Grove

Note: These steps are based in part on the research that Shingo provided in the "Rescue Relanya's Son" Quest and the research that Trea provided in his write-up on the "Crabman Catacomb".

What follows here is only about "Her Blessing". For info the "Rescue Relanya's Son, Talen, from the demons holding him (Belt of Demonic Fortitude Part 2) -- see that section)

- **Step 1**: Complete the training for "Disbelieve", as you will need to use the ability Disbelieve to get through the illusionary wall that prevents blocks access to Crabtown
- **Step 2**: Acquire a sketch of a cat-headed female. This is a somewhat difficult pop -- maybe 5% or 10% success rate.
  - **First Item**: Acquire the "Desert" Pebble (looks like a nice-looking pebble, but it is not a reagent.) **IMPORTANT**: Desert Pebble will ID as a Pebble Embedded With Diamond Chips, but do not waste an identify scroll on it as this gets reset when you use the pebble.

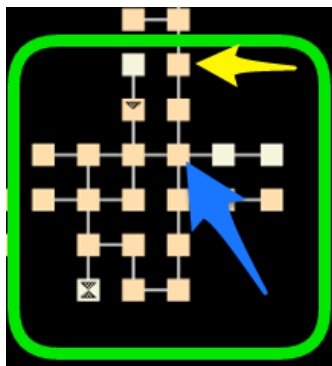


On this image (above, the Orange border marks the entrance to the Desert and the White Arrow points to "Ripples in the Sand" (#48208). The Desert Pebble comes from the Oasis that is to the east of "Ripples in the Sand". To get to the Oasis, "Move Rock". Then wait for the rocks to move and "Enter Gap". If you have not moved the rocks yet, you will be prompted that: "You are not thin enough to work your way past the rockslide."

After you enter gap, you will be in the Oasis. Type "Get Pebble" to try to grab one of the pebbles. You will get a message that you stick your hand in the water. When you succeed, message is "Soon, you find a loose pebble and pull your hand out of the water." When you fail, message is: "you only managing to drench yourself with water." **IMPORTANT:** Can try to "get pebble" repeatedly without waiting for Desert to re-pop.

- **Second Item:** Acquire a Masterful Sketch (Sketch of a Cat-Headed Female)  
The pop for this sketch is the Crab Village and it involves a search.

**IMPORTANT:** Before going to Crab Village, place one (1) Desert Pebble in your main inventory (as in NOT in a bag)



On the Crab Village map image (above), the Yellow Arrow (top arrow) points to the room where you need to Disbelieve Wall to enter Crab Village. Room is Red Desert Path (#48167). When you try to head south from this room, you will be prompted with a message of "A face emerges from the living wall of sand and says: "Leave this place,

before someone gets hurt." Type "Disbelieve Wall". May need to do this multiple times before it succeeds (no need to wait for re-pop).

When this succeeds, you see a message of:

**CAUTION:** These messages can be somewhat slow and/or out of order.

You stare intently at the wall of living sand and concentrate.

[short wait]

As you concentrate on the wall, the edges of it begin to shimmer slightly. You recognize this for the illusion that it is.

[short wait]

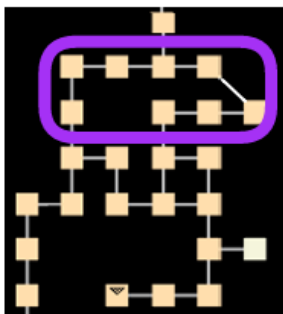
Suddenly, with a loud \*POP\* and a rush of air, the wall disappears entirely.

- Move two rooms south to "Red Desert Path - Before A Colossal Sand Castle" (#48158)
  - On the image (above) this room is marked by the large, Blue Arrow
  - **IMPORTANT:** Again, you need to have one (1) pebble in your main inventory before you enter this room as you cannot get out of a bag while in this room.
- Type "place pebble" and you will see multiple messages as the drawbridge to the east opens.
- After the drawbridge opens, leave the pebble where it is, and move east to "Inside of the Colossal Castle" (#48169)
- Type "Search Sketch". One of two things will happen:
  - If sketch pops, you will see a message of: "Moving the diagram aside, another sketch falls to the floor like a feather."
  - If no sketch, you will see a message of: "As you move the diagrammed sketch aside, the second sketch behind it falls to the floor and crumbles to dust."
- If sketch fall to the floor (as is not dust), type "get sketch"
- To leave, move west back to "Red Desert Path - Before A Colossal Sand Castle" (#48158)
  - If room re-pops while you are there and/or drawbridge closes, "pull lever" to reopen it.
- To get your pebble back, type "get pebble". This will NOT get the pebble for you. The Feline Statue will hit you with its wicked claw and then the Drawbridge to the east will close. After the Drawbridge closes, type "get all" and the pebble will return to your inventory.
- Hint: If sketch did not load, re-pop for this area is on the Greened Way, back through the main entrance to the Desert

- **Step 3:** Acquire a Block of Sandstone. (The Block itself is somewhat heavy.)

Pro Tip: You can save yourself extra trip through the Endless Desert if you first get the Masterful Sketch (and have it in your inventory) and have at least 1pp (1,000 cp) on you as you can custom the item for **Step 4** while you are down in the South Western region of the Desert.

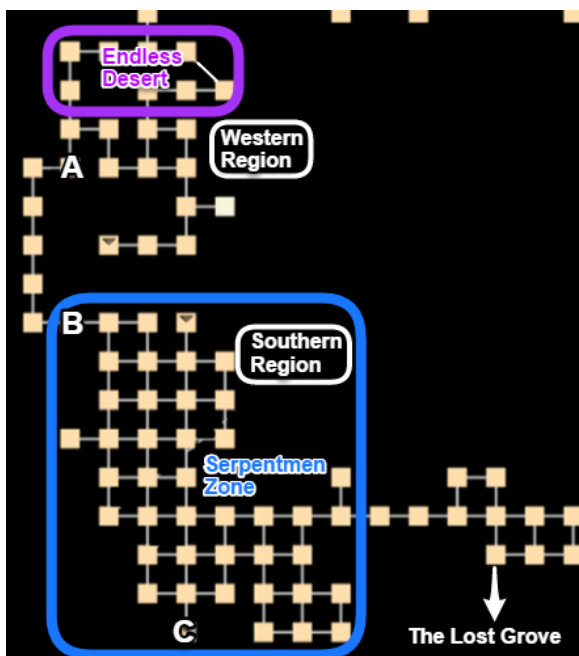
- The Block of Sandstone comes from a mob called a Sandstone Rock, which lives in the South Western part of the Desert. This is the zone with the Serpentmen. To get to this zone, you need to go through the Endless Desert.
- On the image below, the Endless Desert is the area inside of the **Purple Border**. When you move from room to room in this zone, you will randomly get bounced to another room in this same zone. Notable here is that most of these rooms are called the "Flat Wasteland".



- Try to just keep heading south and west until you get through it to the path that leads down to the Serpentmen Zone marked with a Blue border on image below. The room that you are trying to get to is "A Rising Sandstorm" (#48066).

Pro Tip: If you know a Thief or Ranger with a decent level of the Track skill (~5), they should be able to walk you straight through the Endless Desert without any of the randomness.

- After you get through the Endless Desert, to "A Rising Sandstorm" #48066 (**Letter A** below), follow the it west then south to a "Barren Wasteland of Black Sand" #48072 (**Letter B** below). This is the start of the Serpentmen Zone.

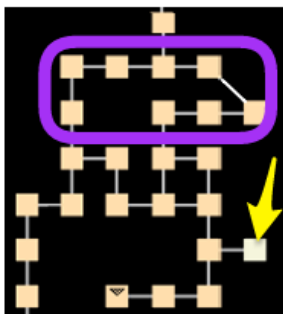


- On the image above, the Serpentmen zone this is marked by a Blue border. Each time the zone repops, there are two (2) or three (3) Sandstone Rocks that you can kill and they tend to wander around the zone. Notable here is that the Sandstone Rocks do NOT show up on Scan, so you also have to wander around to find them.
  - Hints for this Zone:
    - Leave the Serpentmen alone as both the Vanguard and the Warriors can call to each other for aid (for more info on running the Serpentmen, see the section on the "Southern Region & Black Sands").
    - Aggro mobs in this area include: Small Reptile (Cactus Lizard), Giant Desert Scarab, and Giant Cliff Condor
- When you kill the Sandstone Rocks you will discover that they cannot be skinned. You are looking for a message that appears at the time of their death, which says:
  - "A block of stone flies off from the moving rock, landing in your hands" (or your pet's hands)
- The pop rate on the Sandstone Block is ~20%

Pro Tip: Use the Scarab Lair zone to wait for repop. Desert Scarab Lair entrance is marked on the map above with a **Letter C**. To enter the Scarab Lair, type "dig sand" and then go down. Type "climb up" to get back out.

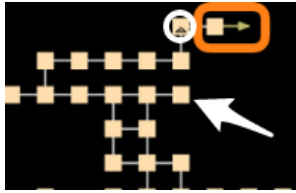
- After you get the Block of Sandstone, head back to the entrance to the Serpentmen Zone. Then, follow the path from "Barren Wasteland of Black Sand" (#48072), through the sandstorm, to "A Rising Sandstorm" (#48066)".

- **Step 4:** Custom a Carved Stone Feline Head from the Gnarled Old Gnome Hermit.



- The image above has a Yellow Arrow which points to the room where the Gnome Hermit is.
  - If you are coming from south via the room "A Rising Sandstorm" #48066 and you stay below the area with the **Purple Border** on the image above and you should be able to walk to the Hermit's Tent without getting caught up in the randomness of the Endless Desert.
  - Type "untie flap" to enter the hermit's tent.
- For more info on the Carved Stone Feline Head you are about to custom: Type "ask hermit head" and/or type "ask hermit grove"
- Type "custom head" to make a Carved Stone Feline Head
  - Need to have a Masterful Sketch (Sketch of a Cat-Headed Female), a Block of Sandstone, and 1,000 copper.

- After you have customized the Carved Stone Feline Head, leave the tent and go back up through the Endless Desert. Keep going north until you have reached the room "A Single Bush" (#48034) and then head back towards the Entrance of the Desert Area.
- **Step 5:** Place the Carved Stone Feline Head on the Statue.  
The room that you want is the "Great Desert" (#48010). The image below has a White Arrow pointing to this room.

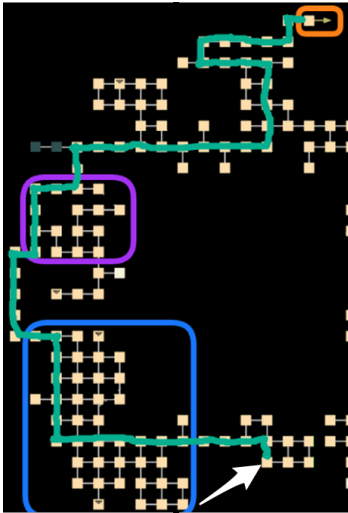


- For reference, the Entrance to the Desert is noted with an Orange Border on the image above.
- Type "look statue" and you will see a statue with a missing head.
- With the Carved Stone Feline Head in your inventory, type "place head"
- **IMPORTANT:** After placing the head, make sure that you stay in the room and listen to everything that she says. This takes a minute or two. To enter The Lost Grove, you need Her Blessing and that part is at the end of what she says when you are assigned a quest.
- After placing the head, you will see:
  - A TON OF TEXT, then finally....
    - -\*- You have been assigned a quest! -\*-
- **Step 6:** Entering The Lost Grove
  - See the next section for "The Lost Grove: Entering The Lost Grove (After you have Her Blessing)" [which is the next section below]

### The Lost Grove: Entering The Lost Grove (After you have Her Blessing)

Hint: If you are going to The Lost Grove to visit a Trainer, make sure that you have enough money to learn skills before walking down there, because it is a very long walk back to the bank.

- The entrance to The Lost Grove is in the Southern Region of the Desert, east of the Serpentmen Zone.
  - If you do not already have "Her Blessing" see the section named "The Lost Grove: Getting "Her Blessing" to Enter The Lost Grove"
- To get to the entrance to The Lost Grove, go through the Endless Desert, through the Sandstorm, and then through the Serpentmen Zone. On the image below, the green line shows where you are heading. And, the White Arrow shows the room "Twin Columns" (#48123) that has the entrance to The Lost Grove.



Map from entrance to Desert (orange circle at top) to The Lost Grove entrance (white arrow at bottom)

- Once you are at "Twin Columns" (#48123), to access The Lost Grove, **Push Gem**. You will see a message:
  - "With your hand, you push down upon the gemstone".

[short wait]

"Momentarily, a ripple of visible energy runs between the two columns and you feel that, for some reason, the barrier to the south has changed."

- Note: Pets and/or your group members will not follow you in to The Lost Grove.
- Type **Enter Column**. You will see a message of:
  - "A sheet of pure energy arcs from the first column to the second as you step between them. Suddenly, the world around you spins violently and it feels as though the contents of your stomach might be lost. Within an instant, the feeling passes, and you find yourself on the other side of the twin columns."
- You will enter The Lost Grove and arrive in a room named "At the edge of a Small Forest Grove" (#48127)

#### The Lost Grove: Elderly Druid Trainer (wandering)

If you are entering The Lost Grove to visit a trainer, it is probably the Elderly Druid. He initially appears an Elderly Man, before you look at him.

#### The Lost Grove: Exiting The Lost Grove (After you have Her Blessing)

- Go back to the room named "At the edge of a Small Forest Grove" (#48127). The exits from this room show as East, South, and West.
- Go North. You will leave The Lost Grove and arrive back at the room named "Twin Columns".

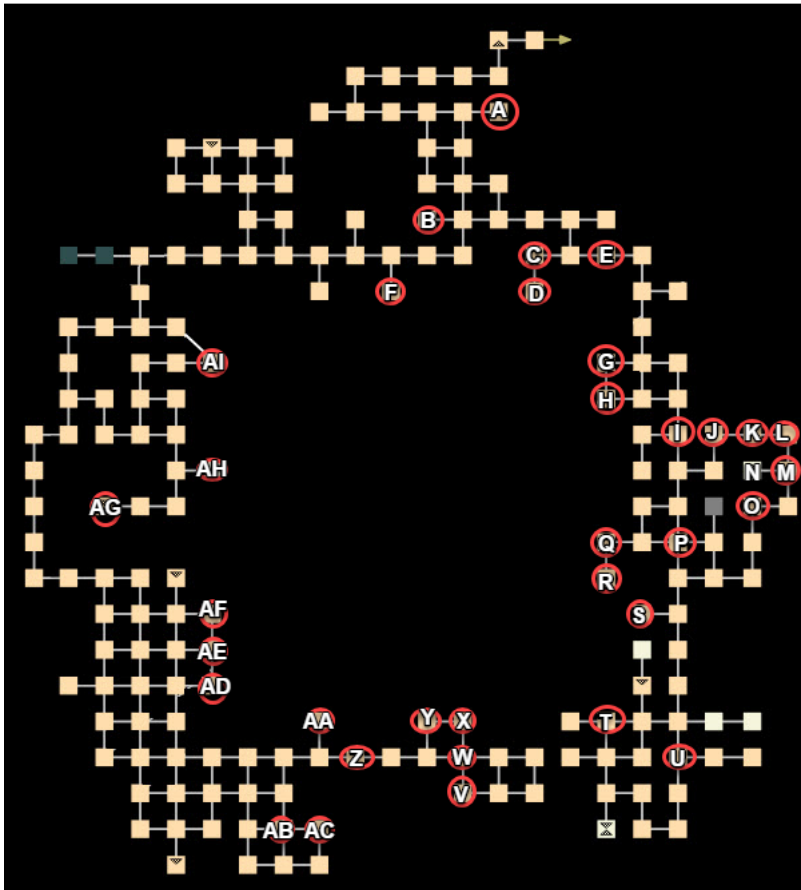
## Hieroglyphics [TODO - Still Researching]

**WARNING:** The hieroglyphics may not be fully implemented in the game and this may lead to a dead end.

There are multiple places in the Desert where you can see some hieroglyphics. If you try to look at these hieroglyphics, you will see a message like this: "The hieroglyphics are much too complex to understand."

To be able to read the hieroglyphics you need to custom a Stone Tablet of Enduraba and/or Stone Circlet of Enduraba. For more info see the section on the [Gnarled Old Gnome Hermit from the Desert](#)

The map below uses Red Circles and letters to indicate places where you can type "look hieroglyphic" and get a response. Notable here is that in some cases, there are more than one set of Hieroglyphics in some rooms. Additionally, there may be more locations beyond what is on this map.





- sand golem - grain of sand, nearly clear diamond
- cobra or king cobra – set of snake fangs, serpent skin
- lying on ground – pinch of sand, grain of black sand, grain of red sand
- small reptile (small cactus lizard) – few lizard scales
- giant cliff condor – clump of grey feathers
- sidewinder viper - desert serpent's egg
- road runner – dun-colored feather

red desert you can pop a red blossom flower????? Near sphinxes?????

### Crabman Village

Not listed under areas or towns.

The crabman king pops sunstone armbands. Before you kill him “search sketch” to a chance to get a masterful sketch which is used as part of a quest (Demonic Fortitude).

### Crabman Catacomb (TODO)

- \*Need Disbelieve to get throw sand wall near obelisk
- Need sea green emerald (100% pop on dude west of pennan)
- Move branch 2w of pennan gate and go south
- Ask Mind Flayer disbelieve
- \*Need Pebble to get into King room
- move rock on eastern exit only room north of obelisk
- enter gap
- get pebble in oasis room (may take several tries)
- \*Place pebble eye in statue outside King room
- Leave pebble until after done with King
- go east and tell king yes to get ring for librarian
- close drawbridge by pulling lever
- do what you want with King and Queen (He won't assist her)
- pull lever to open drawbridge (if you lock it, **bribe scout to open or lift beam to get out**)
- go west and get pebble, then get all cause you will drop it
- \*Time to enter crabman area
- in SW corner get pebble
- door should open
- go south and give librarian Ring
- down exit will open to enter crabs

Commented [DF7]: Give gold.coin scout

### Desert Grove (TODO)

**Pry gem** and **enter column** to get into zone. Doesn't appear to be listed anywhere. Will have to do quest (custom the head, and place the head) to receive the blessing to walk around in here.

Pry gem – at the column

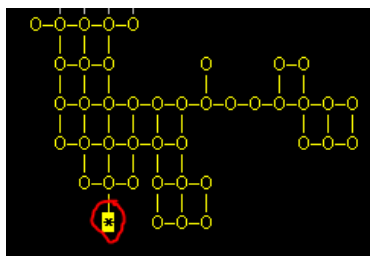
- Carefully, you pry a valuable **iridescent blue jewel** out of the broken column of stone.
- Deftly, you pry the **deep blue gem** out of the column.

### Desert Scarab Lair

**Approx. Level: 15**

Buried under the sand in the heart of the Naraki desert, a colony of desert scarabs lives in their sandy tunnels. Led by their crystalline queen, the beetles work and dig, doing what busy beetles do. However, these busy beetles are the size of a halfling, or a gnome. Generally oblivious to the intrusions of adventurers, the beetles will defend their lair if challenged... or if someone looks like they would be a tasty dinner.

**Directions to Zone:** Head into the desert, and make your way to the Endless desert (where you get randomly transported to other rooms) and head out the south west side of the endless desert. Follow the trail south and you'll encounter some serpentmen and scarabs. Keep heading all the way south to a "Rocky Canyon" and then "dig sand" to reveal a way down. This is Desert Scarabs.



#### Level 1:

Middle east of zone, can drink or **get crystal** for a chance to pop a crystal of pale amethyst.

Middle west search sand to pop ???

Middle west of zone, you can dig sand to get to Level 2.

#### Level 2:

Scarab Queen skins for a golden ball of light and crystalline carapace.

Bright red ant lion - ?

also, the place where you dig down to the second level, search sand will net a gold nugget

### Yellow Sand Dragons

Not listed under areas. Part of the desert.

#### Directions to Zone:

From the well in Pennan (one south of the Sutlers Shop) > speed 11w2n5w3nw > move land > speed 2ws4ws3e4s6w3nw > dig sand

**Pops:**

- yellow sand dragon: yellow dragon scale
- yellow dragon: fang of a yellow dragon
- massive yellow dragon: red ruby, leathery yellow dragon hide
- colossal dragon (yellow sand dragon sire): fang of a yellow dragon, dragon sire skull, topaz engemmed Warhammer, pair of steel gauntlets, green-colored stone (emerald heart stone), phial filled with a rainbow-hued liquid, iron ringmail vest, iron ringmail bracer, phial filled with a blue-white liquid

**Brown Sand Dragons**

Not listed under areas. Part of the desert.

**Directions to Zone:**

Straight north of the Desert Scarab entrance, then **dig sand** or **search sand**.

Sometimes there is ancient sand wyrm protecting the entrance to this zone.

**Pops:**

brown sand dragon: brown dragon hide, brown dragon scale

brown sand dragon dame: brown dragon hide

brown dragon hatchling: ?

brown sand dragon sire: dragon sire skull, small gem (topaz)

ancient sand wyrm: piece of sand wyrm skin, a pinch of blue dust (Pinch Of Encephalic Matter)

After you kill the brown sand dragon sire, **search bone** for a chance to pop: iron spade

**Phito**

Serpentman near the touch lotus on the way to crab city

**Pops:** pair of loose grey leather gloves (gloves of deftness), collection of serpentman scales, serpentman's claw, phial filled with a pale-colored liquid (holy wrath)

**Old Gnome Hermit**

Near the desert trader within the endless desert.

Untie flap > open east > search fire for a chance to pop a red hot coal (it is a reagent for neut) – thank you Xinthian!

## Desert Ogre Caves

**Approx. Level:** 60

Centuries ago when the land of Tarik Nor was being invaded by the demons of the Abyss, several bands of ogres fled into underground caverns to escape their wrath. To the ogres surprise the demons found them; however, before the demons had a chance to slay them, the band of desert ogres stepped forth and offered them a deal. It is said that in exchange for god-like powers and their lives the desert ogres would seek out anything that was good left in the land and slay them. Legends tell that the demons accepted the deal and granted the ogres incredible strength, agility and weapons of great power to further their cause. Recently a band of adventurers surveying the Black Wastes came across a cave in which they found the legendary ogres. Very few escaped with their lives but those who did tell of the horrors found within the caves. They also spoke of the riches which the ogres accumulated over the years.

### Directions to Zone:

From outside the west gate of Medienne go speed

w3ne2nene3nwn2w12ne5n3ene3n3e2ne3nene2nen3ene2ne3n > move rub > follow path until water exit to the north > cli north twice > follow the trail to the east until it deadends > climb down twice (will need mithril climbing spikes) > follow the path until is splits WNE > north is desert ogres

NOTE: In room south south west of dead end "get spike" to get the climbing spikes need to proceed further.

Then climb down twice > go north past the dwarf > at the intersection, north is desert ogres and east is wastes

### How to run the Zone:

From the gate, open it, go 2 north and close west and east doors. The guards will come out...but you can go in and kill each one. All are aggro and assist but you'll do fine. Need to kill the warlock (tomb) before you can get to the chest. The Desert Ogre Warlock is immune to electricity.

### Pops:

- **Desert Ogre Warlock:** set of dusty, glyph-covered robes (robes of intellect), crimson and black robe, tome of dispel magic, opaque green glass flask (elemental command), slender multi-colored diamond wand (prismic missile), crimson stick of incense (fury), purple and silver sticks of incense (haste), bluish sticks of incense (water breathing)
- **Chest pops:** black chain, white obsidian ring (ring of free action), official seal of Chiiron, very shiny diamond, ancient pale blue fist-blade (fist blade of the lost mystic)
- **Desert Ogre Warlord:** fiery red cloak (cloak of flames), reddish flaming longsword (Flaming Longsword 'Flame Tongue'), mithril chainmail cowl
- **Desert Ogre Bodyguard:** handful of darkened sand, feather and bone charm of audacity

- **Desert Ogre Sentry:** Glass ingot, mithril two-handed sword, pinch of grey ash, block of pure clay, tiny block of lead, tiny brass ingot, small sack of white sand
- **Desert Ogre Guard:** mithril two-handed sword, feather and bone charm of audacity
- **Umber coated hyena:** hyena skin
- **Desert Ogre Sorceress:** crimson and black robe, metallic green scroll
- **Desert Ogre Cook:** massive wooden mallet, blood-stained key

## **Destruction Team (Mangits)**

**Approx. Level:** 13

You!

Are you mean? Really mean? Pushing-old-ladies-down-stairs mean?

Then maybe you have what it takes to join Mangar's Rampant Destruction Team.

Mangar has built a secret desert facility designed to hone mind and body, and to turn you from a flabby sack of momma's-boy into an unstoppable engine of remorseless cruelty.

If you can push yourself daily, test your personal limits, set goals, and commit acts of unspeakable evil, then you should enlist today!

Mangar's Rampant Destruction Team: We kill more before 9 a.m than most people kill all day.

Apply in person at the head offices just an afternoon's east from Narak.

### **Directions to Zone:**

On the path between Savannah and Narak, walk past the crumbling rock and push stone to get into a canyon. Follow the canyon along until you run out of room and then cli up. Then follow that path until you run out of room and move slab. Then you get to two headless statues. You can kill them to get a sandstone key. Then unlock the door and you're in!

**Notes: Do not drink the water inside the zone, it's plague-ridden**

### **Jade Medallian**

From a ghost on the way to Destruction Team, you Dig Grave (requires digging tool, trowel from pennan's skinny old man, digging stick, or shovel from Chiiron's ant tunnels collapsed section) then fight the ghost

East end > Climb Rock > at next dead end > Move Stone

### **Weight Belt**

At the mangit weight trainer, Lift Weights in his room and he'll give you a weight belt (a broad leather belt). This requires strength 15+.

One of the students upstairs has the key to the locked door to the alchemist.

The alchemist room contains a locked chest.

To get into the sergeant's quarters knock door.

Leader's guard calls advanced students and guards.

in the leader's room, 'move book,' then 'pull shelf.' This will open a treasure room with a trapped strongbox that unlocks using the long iron key that Mangar drops. So far I've popped coins, a steel two-handed battle axe and some ancient looking scrolls. Also there is a portal that will take you to the north gate of Chiiron.

**Mobs:**

- a desert wanderer (67k) – throws you from the room: pair of bronze spurs
- a spectre of a woman (41k) - a jade medallion
- a mangit alchemist (29k) – royal blue potion
- head cook - raw bunch of fresh basil
- a mangit sergeant (26k)
- a mangit guard (4.6k)
- an advanced student (4.3k)
- canyon hawk (climb up to get to hawk – search nest after killing to pop coins)
- a mangit secretary - fingernail file
- mangit trainee - dog-head key
- mangit student - acid-eaten key
- guard - leather-wrapped key
- mangit leader (mangar) - long iron key, scratched iron key, steel longsword, a hammer of destruction (a brass-bound oak hammer)
- mangit animal trainer - very tarnished dog-head key

**Pops:**

- a carved wooden doll – hole hog

## **The Dragon Hatchery**

**Approx. Level:** 30

A recent gnomish scouting party to the southern reaches of Sos-Kul is reported missing by the council of Thorstag. Due back weeks ago, the party's last report states that they were entering a large clearing in the forest. The party never made it to Sos-Kul: they were apparently killed by some unseen foe.

The Gnomish Government has released this exert from the final report received from the scouting party:

Day 1

We have found an entrance into the strange clearing yesterday and have spent the night just inside the vast opening. We will rest for the night after an altercation with a strange group of frog men. We plan on sending a small group deeper in tomorrow. If this group is successful we will map the area and continue on to Sos-Kul.

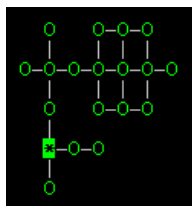
Day 2

The small party we sent into the clearing has not returned. The clearing is completely free from the elements. The canopy that covers it provides us shelter from the brutal weather of the swamp. We plan on going in after the initial party this afternoon and then continue on to Sos-Kul. —Galbrosh

#### Directions to Zone:

From the Bridge Troll outside the east gate of Medienne > speed e2seses2e2sesw3sw4s4w3sw > dismount from your mount > speed d4swse3sesw2sd3eun (this is repop) > “move bush” > go east to the gnomish warrior > “climb egg” (you will be where the asterisk is on the map below)

NOTE: Climb Egg again to return to the gnomish warrior.



From the starting point go:

- One north = fight a newly-hatched green dragon. Pops green dragon claw
- One south = “break egg” to fight a newly-hatched green dragon. Pops green dragon claw
- Two east = “break egg” to fight young crystalline dragon. Pops crystalline dragon claw
- Three north = fight young ice dragon. Pops blue dragon claw
- Two north and one west = fight an adolescent wyvern. Pops wyvern scale.
- Two north and one east = fight a baby red dragon. This one is NOT agro and does not block. Pops red dragon claw.
- East of the young red dragon = are a bunch of young fire drakes. They pop drake scale and drake tooth for the draconic circlet.

NOTE: Adolescent wyverns occasionally poison. There is a roaming adolescent wyvern in the area where you enter into the zone.

NOTE: The young drakes will occasionally bash.

NOTE: You can camo past all of these mobs.

## Dragonspire Glacier (Frosties)

**Approx. Level:** 60

Deep in the Dragonspires lies an ancient and forgotten glacier. Myths and legends tell of a race of ice warriors that dwell in the glacier but no reports have confirmed this. Many travellers have attempted to venture into the glacier and have never been heard from again. Some who have returned from the glacier to tell of a marvelous city of ice and also the beasts that protect it. For those brave enough to venture to the glacier will find many challenges and the possibility of unheard fortunes. All those that do attempt the trek are warned to proceed with caution as no one knows what truly lies along the path.

### Directions to Zone:

Follow directions for Dragonspire Pass > go two north > then “climb snow” (climb up or climb bank will work too)

**Tips:** Ice hounds can bash.

**Tips:** All the shamen detect invisible.

**Tips:** An ice-formed dragon whelp is a wandering mob. Just wait for dragon to move so you don’t take on two at the same time. He is the only wandering mob.

**Tips:** The remoraz has the potential to swallow you into its stomach. You have to cut yourself out using a “cut stomach” command. After you cut, you’ll have to “ent hol” to exit the stomach. If you stay in there too long, AOE stomach acid damage will kill you. After he is dead, you can enter his stomach and come back out again. Gross right?

**Tips:** Where you yell friend at the guardian to first get in, 2n and one up from there is where I rest mainly, if inside hasn’t popped, kill all the ones in the rectangle place and go back to north of guardian and rest again.

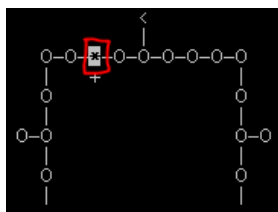
### How to run zone:

Path is linear. Follow path until you get to a room with “WD” exits (Room #45758). Hold here, as there is a remoraz one west. Sometimes he is hidden and will require someone to bait him (lure him out) so that you don’t have to go in blind and rescue party members. Another option is to powerwalk past him and avoid totally. Continue following the linear path until it dead ends at the waterfall. Then go “**enter water**”. The room you will enter into is a no.magic safe room. Meaning, you can prep spells, but cannot cast spells or be summoned. This begins the rest of frosties, and is essentially a giant rectangle, with you starting at the bottom middle. You want to make it to the top middle, go north and then down, kill the guardian and “**yell friend**” for the gate to open. After you enter the gate, take the path to the east, all the way to end and should room called blacksmith and “**search supply**” to pop pure codite. Head back to gate room then head south, push south at next doorway to open. Past there keep to a general south heading, should be a dead end, “move shrine” to open. Pick up ice crystals along the way. You’ll need them, at next dead end (still at a general south direction, you need to “throw ice” (to open next illusion



door). That opens to the shaman, he pops the key to the next door which leads to the lord. After you kill the lord, “move throne” and that leads to the snow leopard (level 75 ranger pet). You can also **pour moonlight** (from phial of moonlight) to summon the ice princess to practice some spells (if anyone leaves the room, she will disappear).

**NOTE:** There is an enormous crystal dragon, you have to “dig mound” at the location marked in red on the map below. Follow path down. Dragon practices, ice lance and customs Small ice figurine (five balls of ice).



#### Pops:

- Lord pops - Ice Axe 'Frostreaver', glacial boots, sapphire crown
- Ice hound - bloody heart
- Frost giant - small sack of white sand, tiny copper ingot, pinch of grey ash, ice-blue diamond, tiny block of lead, empty yeti hide sack, thin bamboo stalk, length of thick straw
- Frost giant witch-doctor - small wooden bird, transparent crystal wand
- frost giant shaman – set of blue robes, furred key, blessed candle, frost-covered ring
- frost giant guardian - empty yeti hide sack
- chest - phial filled with a colorless liquid, blue-hued girdle (girdle of frost giant strength), glass flask, phial filled with a clear liquid (pass door or blink), phial filled with a rainbow-hued liquid, swirling potion (haste), blessed candle
- Room #45821 – search book to pop a burnt scroll (which gives the hint for throwing ice at the wall further on to dispel the illusion)

### Dragonspire Mountains (Yetis / White Goblins / Morioh)

**Approx. Level:** 35

Deep within the heart of the Dragonspire Mountains lies a crumbled, shattered keep. Within the bowels of this once mighty keep lies a sleeping evil, a cold evil native to the icy reaches of the Dragonspires. The keep itself was ripped from its true home centuries ago and placed here by the beast, and now is inhabited by strange goblins with white skin, as large as men. The road to the keep is long and treacherous, as the legendary yeti await the unwary trespasser, and tales of giant, flesh-devouring worms which burrow in the snow abound from the few adventurers who return from a journey to the keep. Fragile ice bridges and caves inhabited by fearsome, giant bats abound, and the snow is endless.

Let adventurers beware the wrath of the creatures which make their fell homes near the Shattered Keep in the Dragonspires.

#### Directions to Zone:

NOTE: I take the roundabout way to yetis so I don't walk through water and lose my shields.

From outside the east gate of Medienne > speed eeesseneeeeneennwnnese > kill bridge troll >

speed eeeessswwwseeeeneennnnnnnnnnenneueeneune > this is repop.

#### Yetis

**Tips:** Yetis will sleep most of the time but still shrug occasionally. A warrior + hasted sleep mage/bard + thief should do well.

The great worm is not agro and does not assist the yetis. Worm is worth 3 times the xp of a yeti. The worm does sleep, but not as well as the yetis. Be careful though, he does crazy damage.

#### White Goblins

##### Directions to Zone:

Follow directions for Dragonspire Mountains > Kill all the yetis > will come to a door to the north > pull ring to open the door

How to run zone:

First room has 5 white goblins waiting. Recommend a hasted mists of sleep mage to handle them. After you have killed the 5 white goblins in that first room, "search splinter" (not a 100% pop) to get a silver key. This key is used to unlock the door to the chieftain. The zone is in the shape of a "T". So go all north, killing goblins along the way, then go all east, again killing along the way. Then unlock the door to the chieftain and kill him.

**Pops:** Chieftain pops: White Dragonscale Gauntlets, Silver linked belt, great scimitar, and a Furred Cloak.

##### A Pair Of White Dragonscale Gauntlets

Base Cost: 15000	Level: 33	Weight: 4.00 lbs
Armor Class: 4		
Acid: 5%	Fire: 9%	Cold: 85%

Rarity: Very Uncommon  
Materials: leather  
Wear Loc.: hands  
Layer: base

Anti-Flags: anti-lizardman, anti-mage, anti-druid

Affects:  
Cannot be auctioned.  
Is magical.  
Damroll by +2.

Hitroll by +1.  
Mana\_regen by -0.50.  
Mana\_points by -15.

Cannot be enchanted with minor enchant.

**A Furred Cloak**

Base Cost: 11500	Level: 34	Weight: 9.00 lbs
Armor Class: 5		
Acid: 5%	Fire: 9%	Cold: 85%

Rarity: Very Uncommon  
Materials: leather  
Wear Loc.: body  
Layer: over

Affects:  
Effects are additive.  
Is rust-proof.  
Cold by +15.  
Fire by -10.  
Mana\_regen by +0.20.  
Mana\_points by +10.  
Conceals other equipment.

**A Silver Linked Belt**

Base Cost: 14000	Level: 40	Weight: 5.00 lbs
Armor Class: 3		
Acid: 65%	Fire: 70%	Cold: 90%

Rarity: Very Uncommon  
Materials: mithril,silver  
Wear Loc.: waist  
Layer: base

Anti-Flags: anti-mage, anti-druid, anti-monk

Affects:  
Is rust-proof.  
Damroll by +1.  
Hitroll by +1.  
Mana\_regen by -0.50.  
Mana\_points by -10.  
Hit\_regen by +0.50.  
Hit\_points by +20.  
Cannot be auctioned.

**Morloh**

Follow directions for White Goblins and killing the chieftain. After the chieftain is dead, “**pull torch**” to get to a set of rooms behind him. These rooms are filled with northern bats. First, go all east and “search pile” for a chance to pop silvery ore (used to custom bat-wing cloak) or silvery gold ore (electrum) which is also used for some customs. Next follow the trail around to the west until it dead ends. Type, “**shatter**

ice” to free the passage way to Morioh, two north will be a massive white dragon. After Morioh is dead, go north into his loot room.

**Morioh pops:** Diamond Rings of Strength, golden lockets, planitnum bars, gold ingots, and jade daggers. Morioh also skins for brains of dragon which is used for a custom.

Directions from Morioh’s loot room to repop > speed 3sw5s3e2s2w5sesu2se4sed2su2e2sw3se2s

## Dragonspire Pass

**Approx. Level:** 45

It is said that once, beyond even the glacier deep in the heart of the Dragonspires, a benevolent white witch once dwelled, and she reigned over the creatures beyond the Frozen Wall. Over the ages, the passes to the great wastes of the north were sealed over by avalanches or their secrets lost with rangers or druids who died long ago. Now, a pass has been rediscovered in the north; rumors of creatures that prey on yeti and other things even worse are told of the pass. What has happened in the distant north is unknown, but travelers should take care to take companions and winter clothing to explore the newly opened passes.

**Directions:** In general terms, you will fight most of the way through yetis, and there will be a location where you can “dig drift” to open a path that leads further to the north (more yetis, mammoth yetis, and the delightful mountain bears, oh and even more yetis). For those of you not familiar with yetis, it is close to giant bees or north east and up of Medienne forest.

## Enter Crevice

6 north of the mammoth yeti, you can **enter cre**, which you can search for variety of things.

- search fire - tiny metallic fragment (tiny fragment of purest mithril), handful of shiny, metallic fragments (handful of hematite fragments), keyring of polished stone, handful of iron nails, piece of flint, timeworn ring (timeworn ring of the stalwart heart)

## Mammoth Yetis

Towards the end of yetis where you can go down, there is a snow drift that you can dig through. There are 6 more yetis in rooms there. You can dig drift again in the far north room. (each dig costs 50 moves)

- **Mammoth Yeti** skins for - yellowed yeti fang

## Mountain Bears

There’s a corpse just as you head in...all west, that’s part of the lonil arm sash quest...you can fall off the mountain also but the pop rate on the stone holy symbol, needed for quest, is uber-low.

Garant, the old man with the grizzle wolf, will fear, sleep, blind, acid, and web you or anyone in your party. Also, after attacking he will call around 8 or 9 winter wolves to his aid from around the zone.

The Deepmurk will paralyze and/or blind you or anyone in the group.

- **Mountain bear:** blackened canine of a large bear, white bear skin, raw mountain bear's entrails, slab of raw bear meat
- **Mountain bear cub:** soft, snow-white bear skin
- **Jules (Human ranger):** green-toned axe (Nature's Fury)
- **Garant (old man draped in pelts):** frost-rimed, blue-white longsword (Blue-white Longsword 'Winterfang'), pair of soft, white furred gloves, intricate ring of interwoven electrum, hide jerkin, pair of thick-soled hide boots, set of hide leggings, thick, shaggy greatcloak, opaque, deep blue potion (Cure Critical), steel longsword, phial filled with thick, pale blue liquid
- **Thjos (grizzled winter wolf):** raw eye of a large wolf, grey-tinged winter wolf pelt
- **Winter wolf:** winter wolf pelt
- **Deepmurk:** large, hooked beak of a squid-like creature, acrid gland of ink (acrid gland of deepmurk ink)
- **Deepmurk Trunk:** pinch of greyish powder (myrkroot), green gem, cobalt blue gem, translucent crimson gem, sea green gem, red-green diamond, phial filled with a milky liquid, platinum coins, phial filled with darkish liquid, phial filled with a colorless liquid, phial filled with a pale-colored liquid, simple leather pouch, unfinished block of rosewood
- **Pry Hand (3n3w from repop):** simple stone holy symbol of Lonil

### Spectral Knight/Druid Trainer

CLIMB DOWN x2 with mithril climbing spikes, then BREAK ICE

"An evil shaggy mammoth yeti prowls the area for prey."

"go north of that guy a couple rooms to Ice-slicked Path - Between Mountain and Chasm"

need min 23 dex to be able to fall.

"taht's the name of the room"

"drop your dex down down down. I put on all my sleep gear and take off my dex gear"

"then you walk north out of the room and south into the room a few times - normally takes me one time."

"then you fall down and have to fight a camoed ooze"

"he's a bit nasty"

"hits you for acid damage that hits you 2-3 more times after he's hit you.

Like Melf's Acid Arrow"

"once you kill him you're in a canyon with 4 rooms arranged north-south. Go

to the second from the north room"

"break ice is the command there" (need about 16 strength)

walk on in and go kill the spectral knight"

"and his mount"

"and then open his coffin and hope for the best"

Use Conflag on ooz, should be able to one shot it.

All north from ooz, can search and pop a frozen corpse with ancient climbing equipment.

- spectre of a knight – antique, mithril knight's battle lance
- steed of ice - crystalline set of horseshoes
- coffin of purest ice – saddlebags of holding, flawless smoky gem (selenite), large flawless smoky gem (selenite), phial filled with thick, pale blue liquid (ice shield)
- intact stone coffin - handful of grey ash

## Dragonspire Plateau

**Approx. Level:** 55

Tales have been trickling back into Medienne of the realms beyond the great passes, beyond the glacier in the heart of the Dragonspires, of a great plain before the frozen wall where legends say the benevolent white witch watches over her creatures. The rumors do not mention the white witch, but travelers are advised to bring with them companions and plenty of firewood, for when night falls and the wind howls across the plain, the great white death is said to steal from the mountain to harvest souls.

### Directions to Zone:

Follow directions to Dragonspire Plateau > all north > all west > all north > all east > all north > all west > all south > "Climb down".

### Lava Elemental / Magmins / Dartohk / Metharr'en

If you head to the south east, you'll have an option to go down. After you are finished going down, if you go north a hidden Lava Elemental will attack you. After there, there are two Magmars. In the north east corner, there is an ancient red dragon, Dartohk.

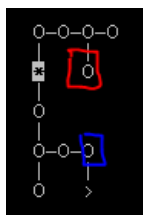
**Magmin:** rock of lava, fiery red sardius

**Lava Elemental:** crimson seal, lava rock

**Dartohk:** deep-red scale, gold ingots, gold nuggets, raw large, gnarled dragon brain (raw dragon brain)

Circled in red = hidden ancient red dragon, Dartohk

Circled in blue = hidden Lava Elemental



If you head south west, and go past Khiren to the west you come to a closed door. “Ring Gong” to get it open and you’ll be faced with a violent ill-tempered dragon (Metharr’en)

**Metharr’en:** crimson gem (soul gem), black ivory horn (mystical horn)

### Eerie Caverns (Harpies)

The trails around Kha-da have become much more dangerous to travel recently. While the dwarves have always had skirmishes with the goblins around the area, something far more sinister seems to be hunting the high mountain tracks.

While larger groups have been left unmolested, smaller groups have disappeared entirely, often without a trace as if they had been snatched from the ground. Rumors abound about what could be happening, and even ancient myths of a dragon that once prowled the icy peaks are being discussed hushedly by the concerned folk of Kha-da. Perhaps because of this, goblin activity in the area has increased. The goblins have taken advantage of the dwarves attention being focused elsewhere, and have begun to multiply and grow stronger. Some goblins have been seen by patrols wearing dwarf armor, and once or twice have even dared to attack the dwarves.

With the kobolds, goblins, and whatever is causing these mysterious disappearances, Kha-da is under considerable stress. Perhaps a brave band of adventurers can discover and crush whoever or whatever is behind the problems plaguing the beleaguered dwarves of Kha-da.

**Notable:** Lots of climbing in this area and it does NOT map well.

#### Entrance:

- From ‘High Mountain Junction’ #26530 > speed nuenuewsuw2u
- This will bring you to ‘Near a Crack in the Wall’ #65502 (which is near the Faerie Ring, South of Kha-Da)
- To get to near most of the harpies and the search for the Brass-plated Clasp:
  - “enter crevice” which brings you to ‘Winding Tunnel’ #65503
  - west > “enter crevice” – which brings you to Hidden Valley #65505
  - north > climb up > north > climb west > climb rope > west – which brings you to ‘Cavern Floor - West End’ #65516

#### Pops:

- harpy huntress: oily black feather (harpy feather), sharp stout spear, empty worn leather satchel
  - harpy feather is part of the ‘Feathered Bracer’ custom via Ograhnnab (witch west of Kha-Da)  
**OR** Orod (orc shaman in Brithbard)
- large harpy: empty worn leather satchel (holds 12 lbs)
- hunched goblin: dirty bucket (holds 0.5 liters)

#### Searches:

- In the 'Dark Cave Above a Stinking Pit' #65524, type "search guano" for a chance to find a Brass-plated Clasp. Just keep searching until you find it. (No need to wait for re-pop.)
  - This message appears when you find the Clasp:
    - You plunge your hands into the stinking guano knocking something out of the pile, which bounces across the floor and falls in the pit below.
  - When found, the Clasp falls into the pit below. To get it, you will need to go down into the pit then kill the toadlike creature, called the Stomp (level ~30), to get it.
  - **ProTip:** Brass-Plated Clasp is part of the custom for a Cloak of Battle Frenzy. Which can be customized via Briddle, the stubby dwarf with an icicle-covered beard, at the entrance to the Barbarians Camp area (north of Zarander's Tower).

## Elephant Seal Colony

**Approx. Level:** 35

Nestled between the sandy southern beaches of the Sea of Stars and the cliffs to the north is a secluded cove, populated by various wildlife. Elephant seals congregate here to breed and raise their young, basking on the sheltered shoreline. The peaceful, placid water belies the potential danger of the area; the male seals are large and dangerous, and it is rumored that vicious sharks lurk in the waters just offshore.

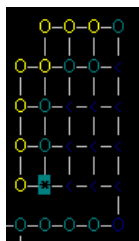
### Directions to Zone:

From the Fork in the Trail (east of Chiiron) > speed ene3s3e3n6e > north is elephant seal colony

### Level 1: Some Beach

Male elephant seals are agro and females assist.

Seals skin for raw strip of elephant seal blubber.



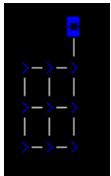
On the ground: length of driftwood

### Level 2:



There are large tiger sharks swimming around in the upper and lower level. Fairly tough. Worth about 260k xp for me at level 90. They are agro assist each other. There are also large stalks of kelp swaying in the water waiting for you to "pick kelp" that you can eat for food.

There is a black rockfish swimming around at the bottom, but each time I try to attack, he hides then comes back.



#### **Pops:**

Large Tiger Shark pops: a shark tooth and a small strip of sharkskin (skin doesn't replicate)

#### **Elven Lembas Farm (TODO)**

'Enter Fern' same as the entrance to elven town, then instead of climbing up you go north one and down

moss monster skins for a green lichen bud

beetles skin for dried beetle

#### **Enchanted Garden**

**Approx. Level: 25**

It is said that many years ago, a young woman fled the horrors of the war ravaged Medienne. After travelling through the forest, she found a quiet spot and began living a life of solitude. Loneliness eventually began to affect her mind, and rather than turn outwards for companionship, she decided to create them.

A brave traveller exploring Medienne Forest has told a tale of meeting an old woman who dwells near a wondrous garden. Whether she is the woman of legend remains to be seen.

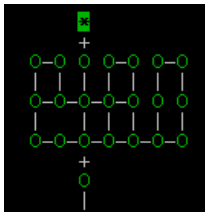
#### **Directions to Zone:**

It is located in the northwest corner of Medienne forest.

Nothing appears to be agro in this zone.

I see mages leveling in this zone all the time.

In the middle north of a zone is an old wrinkled woman. She will give you a quest if you talk to her. Reference the, "Placate the evil witch" quest below for details.



- apple tree - apple
- wisteria vine
- raspberry patch – thorn, raw handful of raspberries
- wisteria vine
- towering tulip - yellow tulip
- large marigold
- clump of herbs - sprig of rosemary, bit of thyme, handful of sage, cedar, and cinnamon, sprig of mistletoe

## Fiery Desert (Minotaurs)

**Approx. Level: 75**

Somewhere east of Mar-Jagur is an arid desert encircled by mountains where it is said to be so hot that the very ground itself bursts into flame. The strange creatures which make this place their home are mostly well adapted to its peculiar and destructive ways. Also, within their underground caverns, an enclave of minotaurs live in self-imposed isolation, ranging out of their caverns only to occasionally push back the fire giants from the mountains to the north or to patrol the deserts from wyvern-back. Single-minded in every sort of endeavor, the minotaurs, whose origins are clouded in magical history, tolerate most visitors - up to a point. The secrets of the fiery desert are theirs alone, for now.

### How to run Zone:

Need to wear Dark Gold Ring or other detect invisible device.  
Conjurers are invisible and can summon additional baddies.

The conjurer's pop A Torque of the Conjurer and Shimmering balls of mage light, cottonwood staff. They also pop phials of darkish liquid (Phial of Neutralize).

Mages with paralyze and also ice storm/ice lance works best. Though some of the bigger mobs do not paralyze. I feel some updates were made to make this combination less effective, most just run with ice lance.

**How to pop silvery thread:** in the room with the disgraced sergeant, you need a thief to get to it, you get blanket and search thread

### Fiery Desert

Visit the mino (highlighted in blue) to get your salamander to go across the desert. Give platinum coin mino.



## Area 1

This area is NOT aggro, however everything assists.

There are two shop keepers Thaumaturge and Metallurgist (highlighted). Kill all of the guardians and sergeants in this first area before killing the 2 shopkeepers. They will call.

Either the metallurgist or thaumaturge pops the hammer of giant slaying (think it's metal guy).

The metallurgist customs the Heavy Adamantine Voulge, Adamantine mace 'Winter Grip' and Adamantine Mace 'Summer Heat'

The mica collected in the 4th area is used to load the compact portal that is a custom at the metallurgist. The mica is also used for a Druid spell (Earthen Grip)



## Area 2

This is partially aggro and partially not aggro.

The aggro mobs are all of the guardians, conjurers, sergeants, warlord, Wyvern, and champion.

These 4 rooms are highlighted have the Warlord, Champion, Wyvern. These aggro mobs are highlighted in a reddish pink color.

The wyvern reduces con and can go bat-shit crazy, so watch if you have littles. He skins for wyvern scales.

The warlord skins for a minotaur horn and is needed for a custom (Greathelm of authority) and he can go crazy with bashes.

The champion will wander (and will come out sometimes when you open the door). I believe he (or the alchemist that shares the room to the south) pops the Beaked Axe Of Fyordnal.

Alchemist pops the mallos flower...

+--                      --+  
A minotaur alchemist is DEAD!!  
+--                      --+

You receive 1573830 experience points.

As the minotaur begins to fall, you notice a golden flower on the ground, and quickly pluck it before it can be crushed.

Minotaur alchemist also pops a vial of old blood.

Other mobs in the area include the Biomorphologist, Beastmaster, statistician, mathematician and student. These not aggro mobs are highlighted in blue.

Beastmaster pops a green willow branch and prismatic wyvern scale

Mathematician or Student pops the Axe of Liberatas.

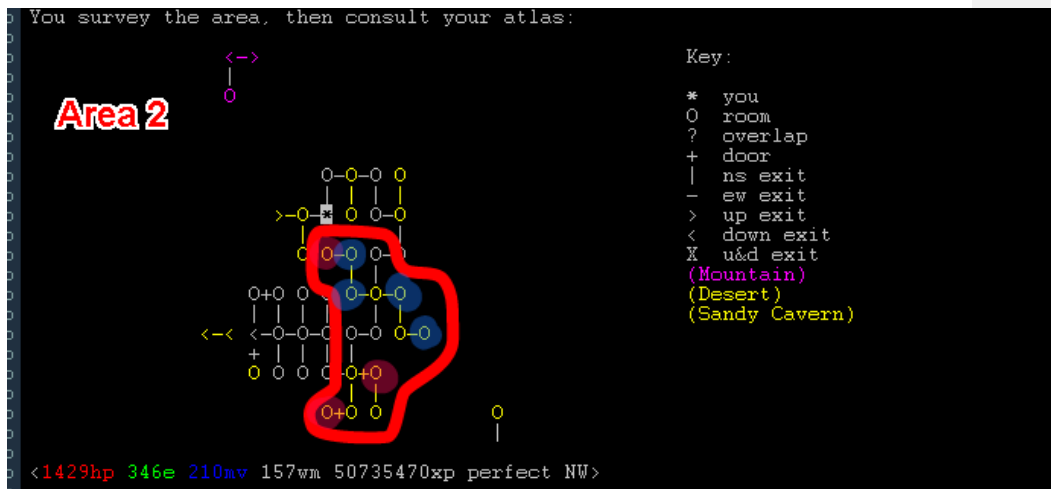
In order to kill these two, you need to have no sleep items on. Have the group in the south room and have one person in the group go north, put on no sleep item and sit on the ledge. Wait for the student to fall asleep and then the remainder of the group comes in. Kill the mathematician first and then kill the student.

(A minotaur student lies down and goes to sleep on a stony ledge.)

The Statistician pops the Blue Velvet belt pouch of holding - also search desk for chalk and graphite rod. Also blue and red dust pop inside the other pouches from the corpse.

Room to the west of the statistician - search shelf and a couple books (the blue book and the sandy book are junk), a scroll of frost weapon (a blue-ringed scroll), a small glass minotaur figurine and a broken crystal.

The room with the mathematician and student or the room to the south of it are safe rooms to prep.



### Area 3

This area consists of 1 aggro mob (Guardian) and the bailiff's, barrister, magister and adjudicator are not aggro.

They will all assist except the barrister (unless you are Chaotic).

The room south of the guardian (highlighted in blue) is a safe room to prep.

The barrister WILL attack any person in the group that is Chaotic. He also reduces con when you attack him.

The adjudicator will block and attack chaotic.

In the room where the magister is (The room with the down exit), turn crank to go down and in the room 1 down, it is safe to prep. If zone repops while down below and you open the door and go up into the room with the magister, he will attack and if others are in the room will assist also. Otherwise, he's not aggro.

The room to the south of the magister is a thief trainer (for dirty fighting - is a quest, need librarians head). In this room you can get blanket and search thread. Platinum and silver threads pop in there.

The room with the bailiff in it (that is 1w,1s of the guardian) has a box a thief can steal. Before you kill the bailiff, Steal box mino is the acode and thief anklets, starite, thin silk garotte and a tanzanite necklace pop in the box.

There is a nose ring that pops on one of the mobs in this area (probably the bailiff's since they move). Both wigs also come from this area.

Magister pops the Yellow Robe of the Magister



#### Area 4

This area is a little tricky at first. The north/south sections collapse after you cross over them so you are not able to go back the direction you went. So, my suggestion is to do all of the south rooms and go east. At the East end behind the door is the Historian. Then go north, open east door and kill librarian and go back west. Behind the west door is the cartographer and he goes bat-shit crazy (I personally avoid him), he pops an ancient sextant. **The cartographer calls!!!!**

The middle rooms (that go North/South) also have water in them. You can drink or fill up canteens/waterskins, etc from it.

All mobs in this area are aggro and assist. There is also a conjurer in here as well.

Aquamancers - Beakers, staff, mica

Geomancers - Mica, beakers

Naturalist - Mica, parchment of elemental binding

One of these guys also pops the Glass Ring set with Sapphires

Historian and Librarian both pop parchments of summoning (greater/lesser) and tome's.

Once you get the quest (from Thaumaturge) for the double layered silk pads, in the historian room after he dies you search alcove to pop the silk pads needed. You need a total of 8 for the whole set (4 arm, 4 leg), a needle and silver thread (1 for each arm/leg). These items are also specific to user.

The beakers are needed to custom the mace's 'Summer Heat' and 'Winter Grip' (at the metallurgist)



## CUSTOMS

### Alchemist

Item	Price	Weight	Lvl	Ingredients
-----				
Tiny pouch of powder labeled 'Astol Vurgo'	50000	0.50	1	pinch of blue galica pinch of powdered diamond dust tiny pouch of pixie dust pinch of black earth
Sheet of mica	10000	4.00	1	twenty pinches of mica
Pinch of powdered diamond dust	5000	0.25	1	red-green diamond nearly clear diamond ice-blue diamond
Pinch of powdered copper sulfate	5000	0.25	1	rough broken crystal (From bookshelf west of statistician)

### Metallurgist

Item	Price	Weight	Lvl	Ingredients
-----				
Heavy adamantine voulge	30000	13.00	***	four chunks of adamantine ore two ironwood branches (south of where you go up towards yetis)
Adamantine spiked knuckles	30000	2.00	***	adamantine knuckles chunk of adamantine ore
Adamantine mace 'Summer Heat'	20000	5.00	***	two stoppered beakers of elemental fire adamantine mace



Adamantine mace 'Winter Grip'      parchment of elemental binding  
 20000    5.00    \*\*\*    two stoppered beakers of elemental ice  
    adamantine mace  
    parchment of elemental binding

### Thaumaturge

Item	Price	Weight	Lvl	Ingredients
Rose-colored glass globe	1000	0.25	1	two brush-like rose-colored calliandra blossoms (pops in Fire Giants)
Compact portal	50000	80.00	1	chunk of pure glass (From the glassy ooze) sheet of mica block of krynite ore three chunks of codite ore
Pair of obsidian banded sleeves	8000	7.00	***	banded sleeves two obsidian carapace segments five small pieces of obsidian spider's web four shards of obsidian
Pair of obsidian banded leggings	10000	6.50	***	banded leggings three obsidian carapace segments five small pieces of obsidian spider's web five shards of obsidian
Obsidian banded jacket	12000	7.50	***	banded mail jacket four obsidian carapace segments five small pieces of obsidian spider's web six shards of obsidian
Pair of spiked obsidian leg plates	18000	11.50	***	fifteen obsidian spikes obsidian leg plates
Pair of spiked obsidian arm plates	16000	11.00	***	ten obsidian spikes obsidian arm plates
Spiked obsidian breastplate	20000	15.00	***	twenty obsidian spikes obsidian breastplate

### Pops

-----  
 A Frosted Tanzanite Necklace 'Princess'  
 -----  
 Base Cost: 30000      Level: 67      Weight: 3.00 lbs  
 Armor Class: 1  
 Acid: 90%      Fire: 0%      Cold: 99%

Rarity: very rare  
 Materials: ice, mithril  
 Wear Loc.: neck  
 Layer: over

Affects:  
Frost weapon by +2.  
Provides light.

-----  
In the mino box on the bailiff that is 1 west and south of the guardian

-----  
A Pair Of Anklets Of The Blind Assassin  
-----

Base Cost: 34000      Level: 80      Weight: 1.00 lbs  
Armor Class: 1  
Acid: 15%      Fire: 5%      Cold: 90%

Rarity: rare  
Materials: cloth, silver  
Wear Loc.: feet  
Layer: over

Anti-Flags: anti-mage, anti-cleric, anti-warrior, anti-paladin, anti-ranger, anti-druid, anti-monk, anti-bard

Affects:  
Assassinate by +1.  
Dodge by +1.  
Is magical.  
Is water-proof.  
Is rust-proof.  
Cannot be enchanted with minor enchant.

-----  
In the mino box on the bailiff that is 1 west and south of the guardian

-----  
A Two-handed Axe 'Libertas'  
-----

Base Cost: 20000      Level: 80      Weight: 11.00 lbs  
Damage: 5d10+2      Class: axe      Attack: chop  
Acid: 80%      Fire: 80%      Cold: 99%

Rarity: very rare  
Materials: adamantine, electrum  
Wear Loc.: right\_hand  
Layer: base

Anti-Flags: anti-gnome, anti-halfing, anti-ent, anti-goblin, anti-mage, anti-cleric, anti-thief, anti-druid, anti-monk, anti-bard, anti-chaotic

Restrictions: bladed

Affects:  
Hitroll by +2.  
Is water-proof.

Is rust-proof.  
Cannot be enchanted with minor enchant.  
Requires two hands.

-----  
From Student

-----  
A Beaked Axe Of Fyordnal

-----  
Base Cost: 25000      Level: 75      Weight: 4.50 lbs  
Damage: 5d7      Class: axe      Attack: chop  
Acid: 85%      Fire: 90%      Cold: 99%

Rarity: rare  
Materials: adamantite, krynite, mithril  
Wear Loc.: right\_hand  
Layer: base

Anti-Flags: anti-ent, anti-mage, anti-cleric, anti-druid, anti-monk, anti-bard, anti-chaotic

Restrictions: bladed

Affects:  
Hitroll by +2.  
Is magical.  
Cannot be disarmed.

-----  
From Champion

-----  
A Torque Of The Conjurer

-----  
Base Cost: 0      Level: 30      Weight: 1.50 lbs  
Armor Class: 1  
Acid: 85%      Fire: 90%      Cold: 100%

Rarity: very uncommon  
Materials: krynite  
Wear Loc.: neck  
Layer: under

Anti-Flags: only-law-chaos, anti-chaotic

Affects:  
Mana\_points by +10.  
Mana\_regen by +0.5.  
Gives you the power to detect chaos.  
Is magical.

-----  
From Conjurer

-----  
A Shimmering Ball Of Mage-light  
-----

Base Cost: 1000      Level: 60      Weight: 0.10 lbs  
Acid: 100%      Fire: 100%      Cold: 100%

Rarity: very uncommon  
Materials: none  
Wear Loc.: float\_nearby  
Layer: base

Anti-Flags: anti-cleric, anti-thief, anti-warrior, anti-paladin, anti-ranger, anti-druid, anti-monk, anti-bard

Affects:  
Intelligence by +1.  
Hit\_points by +10.  
Is magical.  
Cannot be sacrificed.  
Is water-proof.  
Cannot be enchanted with minor enchant.  
Provides light.

-----  
From Conjurer  
-----

-----  
A Hammer Of Giant Slaying  
-----

Base Cost: 16000      Level: 75      Weight: 5.00 lbs  
Damage: 4d9      Class: mace      Attack: pound  
Acid: 65%      Fire: 93%      Cold: 98%

Rarity: scarce  
Materials: steel  
Wear Loc.: right\_hand  
Layer: base

Anti-Flags: anti-mage, anti-thief, anti-monk, only-law-chaos, anti-chaotic

Affects:  
Is magical.  
Viciously slays giants.

-----  
From Metallurgist  
-----

-----  
A Tome Titled 'Memory's Echo'  
-----

Base Cost: 0      Level: 50      Weight: 4.00 lbs  
Acid: 1%      Fire: 1%      Cold: 90%

Rarity: very uncommon  
Materials: paper  
Wear Loc.: left\_hand  
Layer: base

Affects:  
Forces a reader to revisit past experiences.

-----  
From Historian or Librarian

-----  
An Empty Tiny Blue Velvet Belt Pouch Of Holding

-----  
Base Cost: 20000      Level: 60      Weight: 0.50 lbs  
Acid: 15%      Fire: 5%      Cold: 95%

Rarity: rare  
Materials: cloth  
Wear Loc.: waist  
Layer: over

-----  
From Statistician - is replicable

-----  
A Glass Ring Set With Sapphires

-----  
Base Cost: 2000      Level: 5      Weight: 0.30 lbs  
Armor Class: 0  
Acid: 75%      Fire: 95%      Cold: 10%

Rarity: very uncommon  
Materials: glass, stone  
Wear Loc.: finger  
Layer: base

Anti-Flags: only-law-chaos, anti-chaotic

Affects:  
Hit\_regen by +0.2.  
Mana\_regen by +0.2.  
Is magical.

-----  
From one of the guys in the basement - Aquamancer, Geomancer

-----  
A White Powdered Wig

-----  
Base Cost: 0      Level: 70      Weight: 4.00 lbs  
Armor Class: 0

Acid: 10%      Fire: 10%      Cold: 10%

Rarity: unknown  
Materials: organic  
Wear Loc.: head  
Layer: bottom

Anti-Flags: anti-chaotic

Affects:  
Wisdom by +2.  
Cannot be removed.  
Is water-proof.  
Is rust-proof.  
Does not save.  
Cannot be auctioned.  
A must have, for any respectable man.

From Adjudicator

-----  
-----  
A Yellow Powdered Wig  
-----

Base Cost: 250      Level: 25      Weight: 4.00 lbs  
Armor Class: 0  
Acid: 10%      Fire: 10%      Cold: 10%

Rarity: rare  
Materials: organic  
Wear Loc.: head  
Layer: bottom

Anti-Flags: anti-female, anti-chaotic

Affects:  
Mana\_points by +10.  
Fire by -10.  
Mana\_regen by +0.2.  
Is water-proof.  
Is rust-proof.

-----  
From Magister  
-----

-----  
A Heavy Adamantine Voulge  
-----

Base Cost: 23500      Level: 75      Weight: 13.00 lbs  
Damage: 4d12      Class: polearm      Attack: slash  
Acid: 99%      Fire: 99%      Cold: 99%

Rarity: very rare  
Materials: adamantine

Wear Loc.: right\_hand  
Layer: base

Anti-Flags: anti-mage, anti-cleric, anti-thief, anti-ranger, anti-druid, anti-monk

Restrictions: bladed

Affects:  
Bonus +1 to hit and damage with polearms.  
Is rust-proof.  
Requires two hands.  
Well-balanced for combatants familiar with cleaving.

-----  
Custom from Metallurgist

-----  
A Cottonwood Staff Of Detection

-----  
Base Cost: 12000      Level: 65      Weight: 3.00 lbs  
Damage: 2d15      Class: staff      Attack: swing  
Acid: 60%      Fire: 5%      Cold: 97%

Rarity: very uncommon  
Materials: wood  
Wear Loc.: right\_hand  
Layer: base

Anti-Flags: anti-cleric, anti-thief, anti-warrior, anti-paladin, anti-ranger, anti-monk, anti-bard

Affects:  
Gives the power to detect hidden.  
Allows one to see the invisible plane.  
Grants one the ability to detect magic.  
Allows you to see in the infra-red plane.  
Gives you the power to detect chaos.  
You can see things that are camouflaged.  
Is magical.

-----  
From Aquamancer

-----  
An Adamantine Mace 'Winter Grip'

-----  
Base Cost: 10000      Level: 65      Weight: 5.00 lbs  
Damage: 3d7      Class: mace      Attack: pound  
Acid: 99%      Fire: 0%      Cold: 99%

Rarity: very rare  
Materials: adamantine, ice  
Wear Loc.: right\_hand  
Layer: base

Anti-Flags: anti-mage, anti-thief, anti-monk

Affects:

Fire by +5.

Strongly ice-branded.

Delivers blasts of cold.

-----  
Custom from Metallurgist  
-----

-----  
A Thin, Green Willow Branch  
-----

Base Cost: 20      Level: 1      Weight: 0.20 lbs  
Acid: 100%      Fire: 100%      Cold: 100%

Rarity: very uncommon

Materials: none

-----  
From Beastmaster  
-----

-----  
A Long Yellow Robe Of The Magister  
-----

Base Cost: 6000      Level: 55      Weight: 5.00 lbs  
Armor Class: 6  
Acid: 15%      Fire: 5%      Cold: 95%

Rarity: very uncommon

Condition: worthless

Materials: cloth, gold

Wear Loc.: body

Layer: under

Anti-Flags: anti-mage, anti-thief, anti-warrior, anti-ranger, anti-chaotic

Affects:

Grants the wearer protection from chaos.

-----From Magister  
-----

-----  
A Slightly Tarnished Ancient Sextant  
-----

Base Cost: 10000      Level: 80      Weight: 2.00 lbs  
Acid: 45%      Fire: 88%      Cold: 98%

Rarity: very rare

Materials: bronze

Wear Loc.: left\_hand

Layer: base



Anti-Flags: only-law-chaos, anti-chaotic

Affects:

Constitution by +1.

Grants the wearer protection from chaos.

Is magical.

-----From Cartographer

(I THINK this is the correct shield that pops in here)

-----

An Iron Red And Black Shield

-----

Base Cost: 2000      Level: 45      Weight: 14.00 lbs

Armor Class: 13

Acid: 5%      Fire: 9%      Cold: 85%

Rarity: scarce

Materials: iron, leather

Wear Loc.: left\_hand

Layer: over

Anti-Flags: anti-mage, anti-thief, anti-druid, anti-monk, anti-bard

Affects:

Damroll by +1.

-----

From Alchemist or Champion

-----

A Bronze Red And Black Shield

-----

Base Cost: 2000      Level: 45      Weight: 14.00 lbs

Armor Class: 13

Acid: 5%      Fire: 9%      Cold: 85%

Rarity: scarce

Condition: very worn

Materials: bronze, leather

Wear Loc.: left\_hand

Layer: over

Anti-Flags: anti-mage, anti-thief, anti-druid, anti-monk, anti-bard

Affects:

Damroll by +1.

-----

-----

A Thin, Silk Garrote

-----  
Base Cost: 400      Level: 50      Weight: 0.10 lbs  
Acid: 40%      Fire: 5%      Cold: 97%

Rarity: very uncommon  
Materials: iron, wood  
Wear Loc.: left\_hand  
Layer: base

Restrictions: dishonorable

Affects:  
Is rust-proof.

-----  
In the mino box on the bailiff that is 1 west and south of the guardian

-----  
An Ancient Hand-drawn Map

-----  
Base Cost: 40000      Level: 1      Weight: 0.20 lbs  
Acid: 100%      Fire: 100%      Cold: 100%

Rarity: very rare  
Materials: none

-----  
From Cartographer room in Minos. Search shelf

-----  
An Adamantine Nose Ring

-----  
Base Cost: 2000      Level: 90      Weight: 0.50 lbs  
Armor Class: 8  
Acid: 99%      Fire: 99%      Cold: 99%

Rarity: very uncommon  
Materials: adamantite  
Wear Loc.: head  
Layer: base

Anti-Flags: anti-human, anti-elf, anti-gnome, anti-dwarf, anti-halfling, anti-ent, anti-centaur, anti-lizardman, anti-ogre, anti-troll, anti-orc, anti-goblin, anti-vyan

Affects:  
Is glowing.  
Cannot be disarmed.  
Is rust-proof.  
Effects are additive.  
Cannot be enchanted with minor enchant.

-----  
From Minos

### Fire Ants

**Approx. Level:** 15

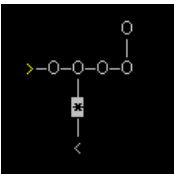
Somewhere west of Narak a nest of fire ants make their home. Who knows what treasures they might store in their deep holes, or what other adventures might lie there.

**Directions to Zone:**

From outside the west gates of Narak > speed 2w2s3wdwu2w3s2wsw > down is fire ants

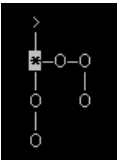
**Level 1:**

I ran around Level 1, and nothing was agro, just a bunch of workers and drones.



**Level 2:**

I ran around Level 2, and again nothing was agro. Just a bunch of workers and soldiers.



I wasn't able to figure out anything else.

fire ant drone skins for piece of red chitin (piece of fire ant chitin)

lying on the ground: piece of sandstone

### Fire Newts

**Approx. Level:** 10

Brithbarad has been abustle about rumors of an underground cavern located somewhere north of the city. Several orcs have come home with fiery lacerations on their bodies, but they are silent about it and only curse their luck at not finding the treasures believed to have been there. Reports of strange, red lizards have been the talk of the town as well, and many believe these creatures responsible for an orc chieftain who was found dead from burning scars just outside the rumoured area.

#### Directions to Zone:

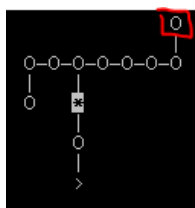
From at the gates of Brithbarad > speed 3ese6nw2n3wn3w > “move rock” > head west and down to get into zone.

**Pro Tip:** This is a great place for a low level mage run. Since the obvious use of cold spells, and none of the newts are agro. They do not assist.

#### Level 1:

This area just has a bunch of small fire newts. If you “jump north” in the room circled in red, there is more.

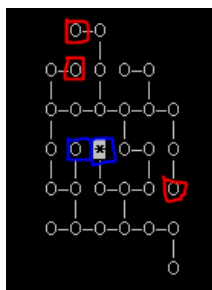
*NOTE:* “Climb south” to return.



#### Level 2:

The (2) sulfur toads and (3) young fire drakes are agro, but don’t move. The small and large fire newts are not agro. I believe have their locations marked correctly (red = drake, blue = toad). Pretty sure the drakes skin for tooth and skulls.

Room #75043 – need a small chisel to get access to a gem.



### Forgotten Tombs

**Approx. Level:** 5

Long before cities were established, the races were barbaric and scattered across the realm. Some met and traded basic goods, but others were not even this advanced. Nearly all of these peoples lived in tribes and clans.

One such clan was the Clan of the Wolf, who took shelter in caverns and hunted for their food. What is known about this clan of primitive humans has only recently been discovered. By sheer chance, the caverns they resided in have been discovered and partly explored. Found just north of the present day city of Chiiron, the secrets remaining within the Wolf Clan's caverns and tombs are currently unknown.

#### **Directions to Zone:**

From outside the north gate of Chiiron, go all north and one east > "enter crevice" > speed w4n3w > "nod man" > speed 2d > this is forgotten tombs.

#### **How to run zone:**

From outside the north gate of Chiiron, go all north and one east. This is repop. From there, "enter crevice" > speed w4n3w > "nod man" > speed 2d2n > "sear stal" for a chance to pop the hook.

So the zone from here is a mirror image of itself. It is broken down into the east (female) side and the west (male) side.

#### **For the east side:**

From the rope pop room, speed ne > "sear crev" for a chance to pop the rope. Use your grappling hook to swing east ( "use grap" > "swing east" > "get rope" to ensure you don't lose your grappling rope ).

On the east side, "search bier" for a chance to pop a brass key. The brass key is used to get into Zarander's Tower.

On the east side right after you use your grappling book, go south then "search pool" for a chance to pop a length of silver thread. Then "touch hand" for a passage way to open. Kill everything until you reach the end (remember to check all the rooms with a "search bier" for the brass key), then on the west side "move pile" to get to the matriarch. The matriarch pops a pale green stone and a tiny glass totem.

#### **For the west side:**

On the west side right after you use your grappling book, go south then "search pool" for a chance to pop a length of platinum thread. Then "touch hand" for a passage way to open. Kill everything until you reach the end, then on the east side "move fungus" to get to the patriarch. The patriarch pops an orange stone and a tiny wooden totem.

**How to get the grappling hook:** "nod man" > speed 2d2n > "sear stal"

**How to get the rope:** "nod man" > speed 2d3ne > "sear crev"

You can then take the rope and the hook to Chiiron and custom a grappling hook and rope. Try to custom a few just in case you accidently lose one.

**Pops:** length of silver thread, length of platinum thread, brass key, tiny glass totem, tiny wooden totem, pale green stone, patch of bat fur, spider eye.

**Giant Bumble Bees**

**Approx. Level:** 15

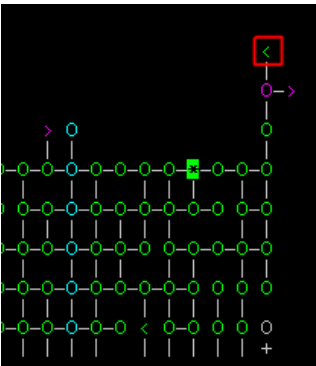
In the far reaches of the Medienne Forest, a fallen tree partially covers a large hole. Rumors abound involving giant, flying insects which make loud buzzing noises.

**Directions to Zone:**

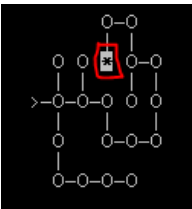
From outside the east gate of Medienne > speed eeesseneeeeeennwnnese > kill bridge troll >

speed eeeesswwwseeeeeennnnnnnnnnnnnnnnnn

The entrance is circled in red below. It is in the northeast corn of Medienne forest.



Here is a map of the area, with the queen circled in red. The only mob I found to be agro is the glow grub.



Queen bee drops cobalt blue gem (cobalt blue topaz), and other gems

Queen calls.

Electric attacks seem to work well in this zone.

## Glade of Enchantment

**Approx. Level:** 30

Near the mysterious Vaasa forest, a newly discovered trail leads deep into a lush, expansive forest. Explorers speak of an enchanted glade in the depths of the forest, preserved by some undying magicks. The tales tell of powerful spirits preserving the glade according to their will and protecting it from foreign danger. The elusive and cunning spirits have been said to conspire together in order to harness the full power of the woods, but only a courageous adventurer may be able to unearth the truth behind this rumor.

### Directions to zone:

From the Blade gate stone marker> speed s2eses2esde3s2e2s2e5sd2seu2s4es

I found a patch of flowers in the northeast corner of the zone, that if you “pick flower” you’ll be slowed.

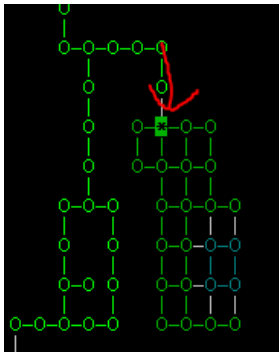
The spirits have a chance to: curse, slow, silence, poison, hallucinate, and blind. Some will fireshield themselves, another will wrath, and another will cure itself. Lots of fun to be had.

### Pops:

- azure forest spirit - translucent blue crystal (Blue Spirit Crystal)
- earthly forest spirit - translucent green crystal
- ashen forest spirit - translucent white crystal
- fiery forest spirit - translucent red crystal
- prismatic forest spirit - brilliantly colored crystal

If you ever see all 4 different spirits in the same room, kill them all quickly for a prismatic spirit to appear.

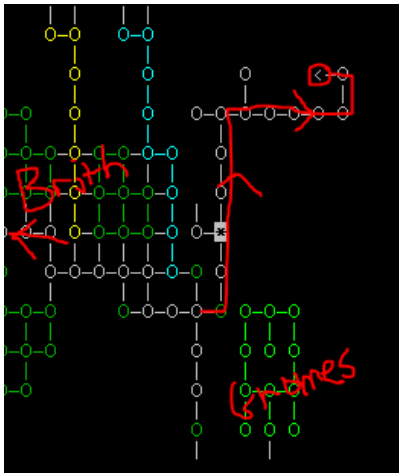
**The four auras converge, the forest spirits blink out of existence, one, much more imposing, replaces them.**



You can use the 5 crystals to custom a crystal lattice, which is used to custom a spirit shield.

### Glory Hole Mine (In progress...)

its just east of brith, just east of the troll at the bridge, north of gnomish picnic



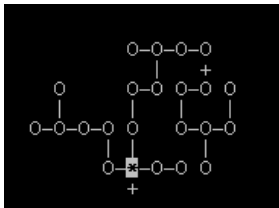
First floor is unimportant, good for leveling at low level without anyone bothering you.

Level 2:

Second level NE side is where the key pop off the warden 10% pop chance. **Tarnished Pewter Key**

**South west south of Warden (Room #56545) you can search hole to pop ?**





Second level west side at the fork there's a trapper north and a trap spider west.

Trapper may drop something

Once you get key you can unlock the south exit on the second level. He spectral guards there are 20k each, but easier than durfs since less clumpy - always safe route to flee.

East side of the spectral guard there are two 20k mobs. That eastern room has a plate, it slams down you wait until it slams and enter plate, search dust, mail west (Sardonyx Drop) The plate will do EVISCERATE damage if you get caught when it slams.

Room #56569 – in the office you can **search desk** and **pull lever**

Room #56567 – you can **search crate** and you can **pull lever**

Room #56568 – you can **search**

Room #56583 – you can **search ash**

ash spirit - chunk of soft silvery ore (Chunk Of Magnesium Ore), lump of coal

mass of blue fungus - ?

skeletal gnome guardsman - ?

sahuagin hunter - pair of cork-soled sandals

mass of tentacles (abogolith) - knapsack

small pine chest – leather strap, black cloth gloves (burglar's gloves)

headless skeletal terror - small vial of viscous, silvery liquid (vial of quicksilver), dusty red robe (Feeble-mindedness)

ghost of Yurlinfonger - ?

Room #56608 – you can search bone to pop a charred gnome skull (skull of Hekumeth)

## Gnomish Picnic

Approx. Level: 15

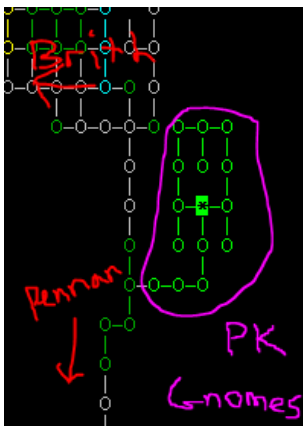
A family of peace-loving gnomes is out for a nice picnic. They've brought their blanket and have found an attractive spot east of the Elhanni river. It's a beautiful day. But the children have started to wander out of control...

**NOTE: This is a player kill zone.**

It is located east off the faint path in between Pennan and Brithbarad.

**Pops:**

- wandering gnomish youth - closed belly pouch, raw gnome finger
- fair gnomish lass - grass-stained peasant dress
- lovelorn gnomish youth
- gnomish gambler (Elias) - token of Slen's blessing, 6-sided bone die
- gnomish father - closed belly pouch, closed wicker basket, quilted picnic blanket, apple, glass bottle containing a rose liquid



### Goblin Brigade

**Approx. Level: 35**

South of the town of Brithbarad, a rogue band of goblin farmers have taken up residence in a patch of muddy swamp land. It remains a mystery what these farmers were attempting to harvest from the inhospitable land, though the long length of their occupation suggests they must be successful in their endeavors. They have been so successful, in fact, their camp has expanded to include military reinforcements to protect the ramshackle village as the snively goblins scheme to expand their operations. Rumors have begun to spread that an unusually intelligent goblin has been elected as chieftain of the settlement; his paramount mission being reinforcing his dilapidated village and recruiting other goblins to join the growing ranks of their crude army -and destroying all those who aspire to stop him.

### Directions to Zone:

From the well in pennan (one south of sutlers shop) > speed e6n2w19nw11n4wnws > "ent thi"

### Level 1:



There is a down there, but when I try to open the door is jammed. Wasn't able to figure anything else out about this area.

### Mobs:

- feral-pig: brown pig skin
- goblin sentry (agro): bronze bastard sword, pair of ragged pants
- goblin spearthrunder (agro, wanders): studded quilted torso pad, dull wooden spear, bronze ringmail leggings
- goblin sapper (aggro, wanders, suicide bomber): pair of black pants, hard leather vest
- goblin pig-farmer: corncob pipe, goblinish pitchfork, pair of brown pants
- goblin assassin (aggro, hidden): silvery crimson dagger "Firethorn"
- chest: set of ragged robes
- goblin magician (agro): burnt wooden staff
- goblin cogsmith (agro): pair of low hard boots, iron ringmail vest, bright mithril shortsword
- goblin warchief (agro, calls): dull wooden spear, double-headed spear "Gnomethrust"
- goblin battle monger: steel chainmail vest, hard leather vest
- goblin magician: burnt wooden staff, set of ragged robes, pile of ice crystals

### Zone A-Codes:

- Room 99150-Small Valley: "Enter Thicket" to go south
- Room 99151-Muddy Road: "Enter Thicket" to go north
- Room 99154-By the Windmill: "Bash Door" to open down exit to get to cogsmith
- Room 99156-Muddy Path: "Enter Furrow" to go west to find chest and assassin
- Room 99159-Beneath the Giant Pine: "Climb Tree" to go up
- Room 99162-High in the Pine Tree: "Get Sap" to get Chunk of Hardened Sap (if it doesn't work, just keep trying)
- Room 99161-A Small Furrow: "Climb Furrow" to go east
- Room 99162-High in the Pine Tree: "Climb Down", to go down
- Room 99163-Inside the Windmill: "Search Desk", You search through the pile of papers on the

- workbench, recovering a **small wooden gear**!

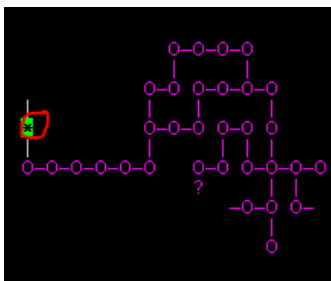
Per Kiknin - Small wooden gear (from orlumber per boomi) - turn crank once it breaks gear - fix gear - consumes gear, 5 goblin sappers jump you as soon as you turn crank again turning the windmill on. Didn't have access to the room north so that's all I know so far

## Graveyard of Castle Lag

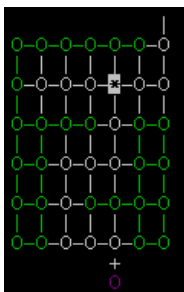
**Approx. Level: 20**

Long ago Castle Lag thrived and its denizens lived in happiness and prospered. Then unexpectedly tragedy befell the castle bringing with it death and decay. In time the dead in the graveyard far outnumbered the living in the castle. The denizens of the castle thought things could get no worse until, finally, the god Xiroce took notice and made the graveyard one of his playgrounds. The dead began to rise turning a once quiet place of solitude into a field of terror and nightmare. Few citizens have dared travel to this haunted graveyard in many years now.

South past Castle lag, there will be a west exist, take that and follow it around until you get to the room circled in red. That is the entrance.



First part of the zone has a lot of ghostly figures and werewolves, that are all agro.



Beyond the graveyard is a royal guard that won't let you pass until you kill him, aside from that, it just appears to link back into the castle itself.

#### Pops:

- **ghostly figure:**
- **werewolf:**
- **Room #9042:** Search Bone to pop a golden key
- **Room #9014:** Climb Tree to an area with 3 zombie vultures
- **Room #9017:** Pick Flower but doesn't seem to do anything.

You stoop to pick the flower, but once it leaves the ground, it fades away. As you watch, another flower appears at the head of the grave.

- **Room #9016:** Look Inscription but doesn't seem to do anything.

"Noim vatura quir Tagronna Undrai mek sodris" It is in no language that you understand.

As you stare at the inscription, you wonder what it could mean. Suddenly, as you watch, the letters seem to shift and reform. "Loremaster Tagronna lies here until time ends."

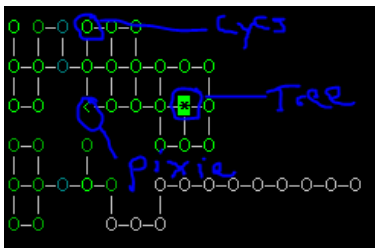
- **Room #9025:** look carving – for a chance to pop a dragon statuette

- **zombie vulture:**
- **royal guard:** bronze battle axe

### The Great Icalah Tree

**Approx. Level: 5**

Explorers tell of the discovery of a very giant, old tree in a forest of prickly porcupines. The tree is of a type never before seen in the realms by these intrepid travelers. After much discussion, all of it sober, of course, they called it the Icalah. Each discoverer took gifts of fruit and cuttings from the tree, before dispersing and vowing never to speak of the strange, flying creatures in the tree.



#### Directions to Zone:

Make like you are going to cyclops, except keep going east to tree > climb up x2

Level 1:

Just has 2 or 3 odd-looking brown squirrels. On the far west side, climb up to go to next level.

Level 2:

Has a woodpecker and a few more squirrels. On the far east side, climb up x2 to go to the next level.

Level 3:

Has a woodpecker and a few more squirrels. On the far west side, climb up to go to the next level.

Level 4:

Has a rufous-colored kestrel.

**Pops:**

- odd-looking brown squirrel - brown bushy tail
- ivory-billed woodpecker - pure white feather, glossy ebony feather, ivory colored bill, carnation-red feather
- odd-looking red squirrel
- rufous-colored kestrel - falcon claw, soft, buff-colored feather, rufous-colored feather

## **The Great North Road**

Room #28105 – move boulder, east & north, search guano to pop enamel bracelet

Room #28129 – enter crevice, Cherilyn (shadowy figure) priest of Temohpab, pops silver unholy symbol of Temohpab

## **Great Snowy Plain (Ice Demons)**

Located deep within the bowels of the Dragonspires, in an icy cavern riddled with frost, it is believed that powerful ice demons reside there. While only legend, many tell a strange tale of a dwarven army that attempted to destroy the foul beasts but failed; only one such dwarf is rumored to have survived. These demons, supposedly led by a powerful duo of sorcerors, have been recently 'sighted,' with some even venturing to believing the sightings as a warning of the prophecied 'Age of Frost.'

**Directions to Zone:**

Follow directions to Dragonspire Plateau > all north > all west > all north > all east > all north > all west > all south > "Climb down".

If you go to the south west, you'll hit Khiren, who is a friendly dwarf that will repair almost anything, and has some nice customs. If you ask Khiren about the ice demons, he will melt a path for you to enter the zone, "ask dwa dem". From the same location you enter, if you "yell khiren" he will melt a path back for you.

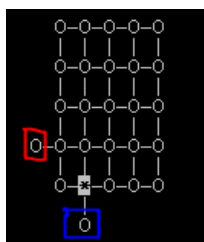
Pops: Lesser ice demons \ ice devils skin for ice blue claws and strips of blue demonskin. They pop small icicles and obsidian spikes.

One of the bosses pops icy arm guards.

One of the bosses pops a white ice formed curess

Circled in blue = beautiful witch

Circled in red = ice lord



### The Greenhouse (In progress...)

Approx. Level: 20

A particularly insane Sultan of Narak once had a great greenhouse built, and used it to house a number of strange plants brought from around the world. There were rumors of workers disappearing and never being heard from again. Now, it is said, a fearless balloonist will take adventurers there, for a price.

\*\*\*\*\*This zone doesn't appear to be finished\*\*\*\*\*

To get inside of the gate - **RING GONG**

go in

To get out of the gate area **TURN CRANK**

**ask sultan greenhouse**

You ask the Sultan of Narak about his greenhouse.

The Sultan of Narak tells you: "How did you come to hear of this? Yes, I had it commissioned and specially built to house my unique collection of plants from about the realm. I didn't think those laborers would be so inclined to gossip of my secret plans."

**ask sult plant**

You ask the Sultan of Narak about the plants in the greenhouse.

The Sultan of Narak tells you:

"Oh, they're unusual. If you go there, and I won't tell you not to, you better be well-armed. Some of my laborers disappeared while working there. Huh, that's not a bad idea...perhaps I'll send the ones who gossiped about my secret plans back there for, uh, repairs!"

The Sultan of Narak throws back his head and cackles with insane glee!

The Sultan of Narak tells you: "In fact, I'll even give you a little hint about finding it. Go to the bank and look around for a way to climb up onto the roof. There's a...oh you'll just figure out the rest, I'm sure."

The Sultan of Narak tells you: "You come back and see me... if you survive... and I'll offer you a job. Just come back with proof you've been there and hand it to me. In fact, if you give me something I consider worthy, I'll give you the job!"

**Once in the bank - Climb up and it takes you to the balloonist**

**look sign**

The sign reads:

HABIB'S HOT AIR BALLOON SERVICE

Round trip balloon rides to (crossed out), (crossed out), and the  
fabulous greenhouse of the Sultan of Narak. Only 1 gold piece per person  
(and we don't make change). Just type '**buy passage**' and you'll be off on  
a grand adventure through the skies!

The remainder of the sign consists of fine print which you cannot seem to make out.

**buy passage**

You hand Habib a gold coin and he ushers you into the balloon and takes off. You fly across miles of sand to the east and land in a circle of large red rocks.

**Look brick** at the locked door.

The brick appears to be very loose, and is raised about a half inch above the other bricks as if something were hidden under it. The brick also bears a strange set of initials: "ROYGBIV".

**Search brick**

You lift up the brick and discover a small glass key beneath it. Amazingly the glass has not been shattered by the weight of the brick.

**Commented [DF8]:** Guessing that this has something to do with a rainbow, but not sure.



**Pops:**

- giant venus fly trap
- plant beast
- cricket
- earthworm – search soil
- giant daisy
- cockroach

**A Child of Anor - Sahya (all east from entrance)****ask sah plant**

A child of Anor listens carefully to all you would ask of her and prepares herself to answer.

The Sultan of Narak himself asked for me, although I do believe this place is supposed to be his little secret. No one knows how to tend to these exotic plants properly, and some could not possibly give them the loving care they each require.

The Sultan created this place to house his private collection of plants, but he kept its construction secret. He intended to sequester the specimens of combative vegetation separately, but some of the workers were attacked and those who escaped are not likely to have kept the Sultan's plans such a secret anymore.

These exotic plants are from all over the realm. Each one is quite unique. Most of them are dangerous. Some, even the Sultan himself has no idea where they came from or for what evil intent they were created.

This town of Narak is a perfect place to house such exotic plants, but I really think the Sultan needs to consider posting some guards here. Even warning signs would be helpful here, but I haven't found many. Do be careful should you decide to explore here. The town itself is quite a bit safer and most inhabitants are friendly, the balloonist is another matter entirely.

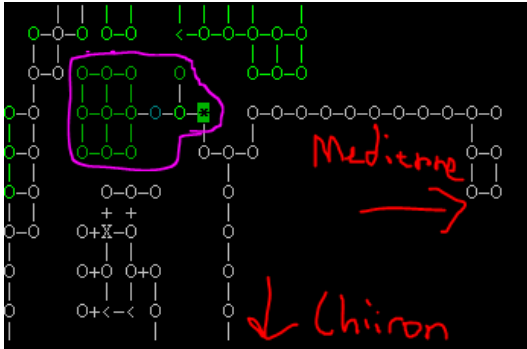
**Halfling Encampment**

**Approx. Level:** 10

Chiiron and Medienne have long been two lonely outposts by the sea. For adventurers walking along the sea trails, they are even more lonely and distant. Young travelers often find themselves tired and in need of some rest before they can complete the journey. For many such adventurers, a short respite is all that is needed, but the journey is doubly-hard for halflings, gnomes, and other short-statured wanderers. That is why the grove was first sought out. It was discovered by a halfling explorer recently - a natural enclave of nature, perfectly suited to protect and shelter anyone who rests within. Nestled just west of the bridge between the two great cities, the grove is becoming a popular resting spot.

**Directions to Zone:**

This is between Chiiron and Medienne.



I know they pop studded quilted pads (+hp item).

Pong pops saddle bags.

One of the halflings pops leather cords.

One of the halflings pops the brass pleated hammer.

Tip: Good area for thief to run since most of the mobs start resting or sleeping.

Halfling Level

- short, spirited pony (war pony):
- tired-looking, fat Halfling (Gerbert):
- filthy halfling boy (Clarper): studded leather jacket
- slim, hairy Halfling (Fyli):
- short, stout halfling thug (Gurgo): studded leather leggings
- short, rosy-cheeked halfling girl (Billian): small leather journal, simple homespun blue dress

From Halfling Level **Move Brush** to go to Orc level.

- orcish raid captain (Nagoo): folded scrap of paper
- doe-eyed orcess spell-slinger (Tarmra):
- orc sentinel (Rofus):
- orcish warrior (Pruug):
- orcish trapper (Crogh): meat cleaver
- orcish veteran (Dungro):
- grey-coated wolf (Toofers): grey wolf skin
- Room #94269: **search pile** for thick brown deer skin

From Orc Level **Move Log** to go to Dwarf Level

- stout dwarven outdoorsman (Dunam): empty simple mug, bronze throwing axe
- old mule with wild, bloodshot eyes (Bessie):
- hardy dwarven sorceress (Gladdys):
- broad-shouldered dwarven mercenary (Almorli):
- dwarf lieutenant (Umdorli):
- short midget dwarf (Karson):
- pink-cheeked dwarf (Whullug): steel two-handed battle axe
- on the ground: dirty bucket

From Dwarf Level **Climb Down**

- Room #94310 search crevice for a chance to pop a royal blue potion

From Dwarf Level **Climb Down x2** to go to Vyan Level

- impassive vyan commander (Jok): glinting steel fauchard (fauchard "Thrice Cursed"), spiked iron helm
- thin-lipped vyan scout (Shaleesa): black buckler
- frowning vyan bladesinger (Cureen):
- eagle-eyed vyan huntress (Rashala): hatchet
- deep spider: small piece of spider's web
- burly vyan with heavy eyes (Xindar): iron dagger
- squinting vyan sorcerer (Qaleed): long velvet cape
- lithe vyan with green eyes (Xunder):
- Cthrza: steel-tipped whip, white robe, wooden holy symbol, pair of banded leggings, vial of sacramental oil, viper-headed staff
- Brown bat:
- serpentman guardian (Psth):
- on the ground: shard of bone, old bottle of fine wine
- huge, rugged cave bear:
  - Room #94304 (search urn)

From the Vyan Level **Climb Up** (middle at the tree)

- narrow-faced vyan scout (Jarhadeera): black buckler

From the Vyan Level **Climb Up** (west side) to exit near Great Icalah Tree

## Hark's Finger (Stonies)

**Approx. Level:** 45

A solitary rock finger reaches high into the sky, piercing the rolling green skyline of the Vaasa. This ancient place of power, known as Hark's Finger to the Llewyr, has become the home of a band of stone giants who occasionally roam the woods nearby capturing the unwary. The stench of death and the

carnage of slaughter, both animal and sentient beings, litter the ground near the home of these vicious giants. Should you happen upon their lair alone, you would be wise to retreat as fast as possible lest they add you to their stew pots.

Though Hark's Finger is visible to some degree throughout most of the Vaasa, provided you climb high enough into the trees, the easiest paths to it are said to be through the eastern central ranges of the Vaasa.

**Directions to Zone:**

Follow directions for Dragonspire Pass > speed dseesdeeneeneeneennnnnnwne > climb root > east > speed eeseeeeeneeneeneenee > this is repop.

**Tips:** All the stone giants sleep except the chieftain. Use fire on chieftain. Chieftain does not call.

**Secret Area:** In the area with the stone giant women and drudges, you can "move rug" to go down a room (usually there is a drudge down there). After going down, you can "search pile" to go down again. There is an elven ghost to the east that you can kill (it will spawn as you enter the room). There is a chance to pop a second ghost in the north room by "search straw". Ghosts have a chance to pop krynite weapons.

**Pops:** Chieftain pops: A stone knife and gold bars (sold for 8pp). Chest next to Chieftain pops 50 lb platinum bars that can be sold for 15pp. Women pops: Yeti hide pillow. Ghosts in secret area pop krynite weapons.

**NOTE:** The **stone knife** has to be better than worn condition and is used to custom the Yeti Hide Boots. You can only repair the stone knife at the dwarf in Titans.

**Commented [DF9]:** Sometimes the knife can be repaired in Titans.

**A Yeti-hide Pillow**

Base Cost: 2000	Level: 35	Weight: 1.00 lbs
Acid: 15%	Fire: 5%	Cold: 95%
Rarity: Uncommon		
Materials: cloth		
Wear Loc.: left_hand		
Layer: base		
Affects:		
Move_regen by +0.50.		
Strength by -2.		
Dexterity by -4.		
Hit_regen by +0.60.		
Mana_regen by +0.50.		

**A Stone Knife**

Base Cost: 50	Level: 1	Weight: 2.00 lbs
Damage: 1d5 (3.0)	Class: dagger	Attack: pierce
Acid: 75%	Fire: 99%	Cold: 98%
Rarity: Very Uncommon		

Materials: stone  
Wear Loc.: right\_hand  
Layer: base

Anti-Flags: anti-monk

Restrictions: bladed

Affects:  
Cannot be enchanted with minor enchant.

## Hidden Forest

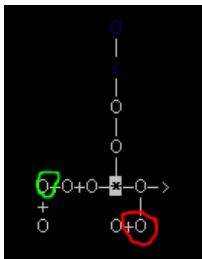
Not listed on areas.

**Directions to Zone:** From outside the east gate of Medienne > speed 3e2sen4ene2s9e > push rock (pull lever to leave)

All the mobs in this zone are hidden. All the way to the west is the hidden tall, dark fellow (the master thief). The master thief calls.

Circled in green: “pull sword” to get to a hidden room with an agile, dark-haired gnome (Shifty) is tied to a chair. You cannot attack Shifty. Not sure what to do with him, but I suspect it is a quest.

Circled in red: perform a “search west” to get to another secret area. Again, not sure what this area is.



### Pops:

- Rottweiler – leather collar
- small, thin man - long thin dagger, hard leather cap, bronze dagger, soft leather jacket, sea green gem, small lock pick, hard leather bracer, pair of hard leather gloves
- tall, dark fellow (master thief) - long thin dagger, iron dagger, spool of coarse thread, an opal
- giant pike - ?

## Hill Giants Cave

Ask dwarf at entrance about the hill giants and he'll assign you a quest to kill the chieftain.



## Hills of Pennan

**Approx. Level: 1**

Around the Greened Way west of Pennan lies many hills that overlook the verdant valley of Pennan. Rich with wildlife, this area also provides fertile ground for domesticated animals to feed upon. The region is also famous for legendary monsters as well as wandering thieves and cutthroats.

## Hobgoblin Outpost

**Approx. Level: 15**

Somewhere off the end of the Greened Way lies a once abandoned guard outpost, now taken over by a fiercely xenophobic tribe of hobgoblins. Larger than their cousins, the goblins, these creatures are about similar in height to humans but are considerably heavier. Not known to raid towns, the hobgoblins are, however, famous for their cruelty and torture of those unfortunate enough to stumble into their lair. Those who consider venturing into the outpost are advised to proceed with caution as the hobgoblins boast very capable warriors, as well as magical aid from their incantrix.

### Directions to Zone:

From out south of the Sutler's Shop in Pennan > speed 11w2n5w3nw > "move bush" to reveal a way to the south > speed 2su2se > all down from here is Hobgoblins.

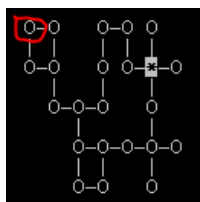
The room circled in red below contains the hobgoblin chieftain, the incantrix, and a chest.

**Incantrix pops:** thin red cloak, coarse cloak, bone dagger, snail shell, piece of flint, wooden wand (wand of illumination), brass medallion, moonstone ring

**Chieftain pops:** spiky weapon (morningstar 'bone-breaker'), narrow leather belt

**Hobgoblin guard pops:** heavy brass bracer, royal blue potion

**Chest:** Rosewood staff, sea green gem, fine iron longsword, light green stick of incense, bluish stick of incense, old worn boots, scrap of parchment, iron broadsword, phial filled with a red-brown liquid, phial filled with a dark brown liquid, bronze Morningstar, zinc ingot, small piece of lapis lazuli

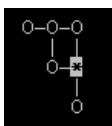
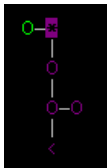


## Rua Valley (Mercenaries)

This area doesn't appear to be listed in the "Areas".

### Directions to Zone:

From the well in Pennan > Speed ennnnnnwwnnnn (this is repop) > “Move Boulder” > “Climb West” > one west > then “ent hol”



**Pops:** The One-eyed goblin pops: Spike Heeled boots, morningstar 'Bone-Breaker', copper ring (beaten copper ring), glass bottle

goblin mercenary pops: bubbly potion (cure poison)

big orc covered in tattoos: tourniquet

Pro Tip: The One-eyed goblin calls everyone to assist him if attacked.

Pro Tip: I find this area an excellent place to level if you have all the shields on and around level 20ish.

### The Silent Pines

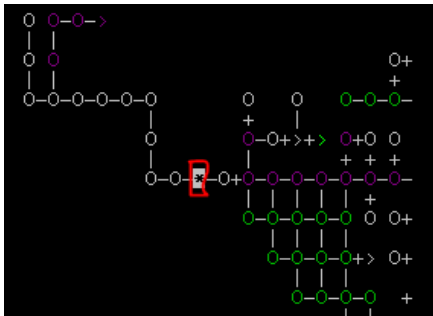
**Approx Level: 15**

South of the Greened Way lies a thick cluster of pine trees. Tales of great danger and mystery surround this area, which some say is draped with gauze-like webs. Those who have explored this region swear that the pines themselves are sentient and resentful towards intruders.

#### Directions to Zone:

From the well in Pennan > Go speed 9w > then move branch





There are wooly spiders all over the place. Recommend fireshield to negate their web attacks.

After in the zone, there is a wraith. From the repop, go south, then east, then “move vine”.

NOTE: The wraith pops at least one sea green emerald 100% of the time. This is needed for the Disbelieve quest.

Wraith Pops: silver longsword, Marble Ring Of Protection, handful of sage, cedar, and cinnamon, sea green emerald

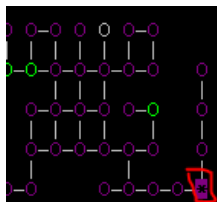
-----		
A Marble Ring Of Protection		
-----		
Base Cost: 2000	Level: 10	Weight: 0.10 lbs
Armor Class: 0		
Acid: 75%	Fire: 99%	Cold: 98%
Rarity: scarce		
Condition: perfect		
Materials: stone		
Wear Loc.: finger		
Layer: base		
Affects:		
Grants divine protection		
Is magical.		
Cannot be sacrificed.		
Is water-proof.		
-----		

**Drukka**

This area doesn't appear to be listed in the "Areas".

**Directions to Zone:**

From the well in Pennan > Speed ennnnnnwwnnnn (this is repop) > “Move Boulder” > “Climb West” > speed 4wse3sw2ses3e > climb up

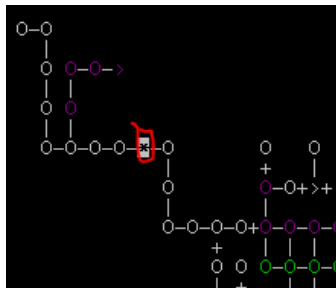


**Tip:** Don't forget to get the quest from the sage in Pennan.

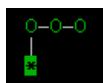
### Ettin

This area doesn't appear to be listed in the “Areas”.

Along the greened way, past the forest area to the south, you have to “move branch” (circled in red below), then “enter veg”.



Once you walk to the solitary spring at the end of that path, “ent veg” and you'll be in his cave.



**Ettin pops:** phial filled with a milky liquid (fire shield), huge spiked club, ragged loincloth, empty large burlap bag, phial filled with darkish liquid (neutralize), cyan potion (cure serious), barrel containing a clear liquid, raw slab of venison, phial filled with a red-brown liquid (fire shield), ivory breastplate, ivory girth, pearl (pearl of wisdom)

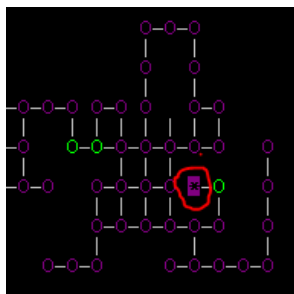
## The Chamber of the Aspects

**Approx Level: 40**

Deep within the northern parts of the Pennan hills lies a place of great mystery and secrets. Tales from adventurous wanderers claim that great powers roam beyond a dark and sinister cavern. They also claim that some devout followers of a strange religion reside within, fiercely guarding those powers.

### Directions to Zone:

From the well in Pennan > Speed ennnnnnwnnnn (this is repop) > "Move Boulder" > "Climb West" > speed 4wse3sw2s2enw > "enter open" ("climb up" to get back)



Go all the way down and all kill the grells and bats. In the room one east of where you drop down, you can "search nest" (ancient looking scroll – lightning bolt). Go to the south east room and "push stone" ("pull lever" to get back). Go one south and "say silence" ("pull lever" to get back).

After you say silence and enter, go west and down instead of south. You'll encounter an invisible cloud that does a lot of electric damage. Go past that to an area that has NWSD exits. If you go north, a hidden ghost will appear that drops a key, an ivory helm, and an ivory ring. If you go west, push star, and go west into the hidden room, a hidden wraith will appear that drops scrolls including minor enchant scrolls. Cloud doesn't drop anything. (Thanks Trea!)

Now we need to get the silver key to get into the aspects area. After you "say silence" go one south, and one west. Go all the way down and kill a very tough mob - cloud of shimmering light spheres (gave me about 600k xp at level 80). From there, go 1 west, 1 up, 2 north and kill a ghost (he will drop the silver key and is very easy – about 80k xp for me). The initiates walking around are not agro, but everything else is. Now go back to the spot one south of where you "say silence" and go all south to a locked door. Use the silver key to unlock the door. This is aspects!

- Aspect of Wrath – will call, so save him for last. Pops a rune-etched bastard sword (flamerift).
- Aspect of Gluttony – will try to sleep you, so best to be shielded against magic sleep. Pops a hand-woven basket (A Village's Bread Basket).
- Aspect of Lust – Pops a medallion of pure heart.

- Aspect of Pride – Forces you to flee during battle (if you are berserked, you are immune to this). Pops a glimmering battle standard (mystic battle standard – anti sleep item).
- Aspect of Sloth – will slow you. Pops a soft, velvety blanket (blanket of bliss). Remember that you can replicate the blanket of bliss.
- Aspect of Greed – Pops a heartflame ring.
- Aspect of Envy – this one is invisible and casts lightning bolt. Pops a shimmering gem (gem of brightness). The shimmering gem can be replicated.
- Cloud of shimmering light spheres – pops nothing 😞
- Hidden ghost – ivory helm, ivory ring, silver key
- Hidden wraith (push star) – scrolls (minor enchantment)
- forlorn spirit of a small, frail woman - Necklace of Water Breathing

### Orchard

At the “A skinny old man searches through a pile of tools” perform a “**search tool**” to a chance to pop a pinch of rust. Also, if you turn on **opt search** you’ll eventually detect a down exit, which leads to the Underground Lake.

### Underground Lake

The is the area under the orchard that leads all the way to near the entrance of grems.

- cave turtle
- blind fish
- skeleton

### Warthogs South of Pennan

- red-backed warthog: tufted red warthog tail, warthog tusk
- anaconda : handful of anaconda scales
- giant bristly rat: ?
- Broom Closet – search crate - gilded frame (quest item)
- Broom Closet – search basket - ?
- gargantuan caterpillar: strip of caterpillar flesh
- in room with the bristly rat - search pile: silver dinner fork, platinum coin
- In room with JonJon - search puddle: ?
- In room with JonJon - search crevice: rune-etched bronze tulwar (burbler)
- In room with JonJon - search paper: scribbled-on piece of paper
- Cottage – search bed – magical force prevents you (kill invisible lepreicon, then search bed again to find a set of paints)
- black-backed warthog: warthog tusk
- In room with black-backed warthog – search pile: gold coin, raw small blue mushroom
- red-faced leprechaun (invisible) - twisted shillelagh

As soon as you enter the zone, you can **crawl north**, to get to the black-backed warthog. In order to get the black-backed warthog to appear you have to **search pile**. After the warthog is dead, **search pile** again.

In the room with rhododendron in the description, **move rhododendron** to reveal a way to the south. Then go south and to on opt search. Search (Level 2 search worked) a few times and you'll detect an exit down. Open down and you'll be in the underground bar, The Rat's Nest. Keep opt search online, and go east one and you'll detect a door to the south where there will be a giant bristly rat waiting for you. In this room you can search pile.

Northwest of the rhododendron you can **climb tree** to get to a flat-faced youth (JonJon). I believe at certain times JonJon turns into a werebear and is agro.

In the room with the anaconda and crocodile, you can **enter foliage**, which will send you to the mist area. The same command will send you back, so an interesting way to farm the snakes hehe.

The southern part of the area is a hut. In the hut is an invisible lepracon. After killing the lepracon, you can **search bed** to pop a set of paints. Also, you can **tip pot** to get some gold coins.

### Ice Maze of the Mad Gnome (In progress...)

**Approx. Level:** 15

An icy breeze blows northwest of Medienne; a gnomish engineer, banished from his homeland, has created a new home for himself and his creations. Who knows what his true plans are; but rumor has spoken of mechanical beings patrolling a world colder than the Dragonspires themselves.

#### Directions to Zone:

From High Mountain Junction > Speed 4eded2es5en3ed4esen5en3esd12e > "ent cra"

### Iguana Lair

**Approx. Level:** 15

The villagers of Sos-Kul tell a fable of how the lizardman's town was once overrun by a kingdom of Iguanas. In an effort to take their village back, the lizardmen warred for years with the Iguanas until the Iguana monarchy was driven into the K'ssk swamp. Rumor has it that the Iguanas might have settled to the south of Sos-Kul where they were driven.

#### Directions to Zone:

From outside the south gate of Sos-kul (this is repop) > go 3 south > then climb stone

**Tips:** You are most likely here due to the Third Attack quest to retrieve the dented crown. In order to get to the Iguana King, you have to get the key to his room. Kill the Iguana Queen until you pop a square-shaped key. Use the square-shaped key to open the chest in the room with the Queen; inside the

chest is a key of scales. Once you have the key of scales, then you can power walk all the way to the king and kill him directly (then powerwalk back out).

Here is how to powerwalk to the ignuan king:

speed desenesee; unlock north & open north; n & k king;

Give the Iguana King's dented crown to the master hunter.

Iguana King (S'aark) pops: green ringed dented crown, smooth velvet cloak, clear-gemmed pendant, green ringed crown (crown of S'aark)

Oozes pop the oozing acidic bladder.

### Isle of Broken Promises (In progress)

Accessed via the lower dock in Narak. I don't know the details. Very tough zone. There are mobs that will make the tank auto flee.

#### How to get to area:

In Narak, go to the Dockmaster, then go all west, then all north.

Set mages to conflagration, and prep full heals (next will get on the boat, with badass mobs).

"Ring bell" to call the schooner.

Then "cross gangplank" to board the schooner. After a couple minutes the captain will announce he is taking off and raise the gangplank. On your journey northward, there is a good chance a powerful mob will hop on board the ship. There are no safe rooms on the boat, just the luck of what climbs on board the boat to attack you.

NOTE: wispy-haired human crone turns pops (berries, nuts, scales, etc) into points, which you can turn into tokens. **ask crone redeeming** for red tokens or **to crone cash-out**.

#### Crone Point Values:

- triangular seed – 75 points
- lustrous golden cube (lustrous golden cube of pyrite) – 50 points
- uncut pink gemstone (uncut rhodolite gemstone) – 45 points
- yellow-tipped dingy white feather – 45 points
- nightstalker's claw – 30 points
- rainbow naga scale – 20 points
- raw oblong brown root – 20 points
- tri-colored feather – 15 points
- hard, green gooseberry – 5 points
- octagonal seed – 5 points

- tiny orange bloom – 4 points
- yellow and black cup-shaped flower – 3 points

#### Pops:

- dun capybara (not agro but will assist) - ???
- rainbow-scaled naga (agro) - rainbow naga scale
- sand-colored naga (agro) - sand-colored naga scale
- gigantic owlbear (agro) - owlbear claw
- winged serpent (agro) - ???
- young cat-like beast / nightstalker (not agro) - ???
- large black cat-like beast / nightstalker (not agro) - ???
- huge black cat-like beast / huge nightstalker (agro) - nightstalker's claw
- rainbow colored bird / painted bunting (not agro and will not assist) - tri-colored feather / painted bunting's tri-colored feather
- golden tamarin (not agro and will not assist) - raw brains of a small monkey
- bush targi (agro and leaps random party members) - ???
- gargantuan orangutan (agro) - ???
- hammerhead shark - ???
- banded web spider (agro) - ???
- enormous winged serpent / python - yellow-tipped dingy white feather (Yellow-tipped Serpent Feather)
- winged serpent / constrictor - ??
- chronodrake - honey brown uncut gem (honey brown uncut barite gem)
- mist king (Unteme) – **misty crown** (Crown of the mist king), black crystalline marble (black crystalline marble of soul-stealing)
- mist dragon - ???

**Commented [DF10]:** Fairly certain this item was created to torture me, as soon as I wear it, it disappears. Whomp whomp.

#### Searches:

Per Kepli - Lustrous Golden Cube of Pyrite - "search puddle - 50 Uncut pink gem (sapphire) - search root - 50 Uncut pink gem (rhodolite) - search crevice - 45 Nepheline gem (blue flawless square gem) - pop - 40 a blue, tubular starfish shell - search - 75 a heart of glass - search - 100

- Room #10649:
  - sear shel
  - sear table
  - sear bench
  - sear scon - cracked glass key (used to open the door above – usually breaks after using)
  - sear ash
- Room #10647
  - Sear ash

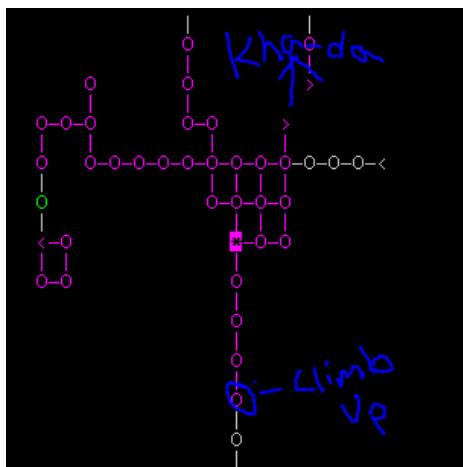
- Room #10646
  - sear cou
  - sear tap
- hard, green gooseberry
- tiny orange bloom
- yellow and black cup-shaped flower
- octagonal seed
- pentagonal seed
- yellow-tipped dingy white feather

### Kha-da Mountains (Neuterburg)

This is not listed on areas.

#### How to get to area:

Head towards Kha-da. Before you go north, head south about 5 rooms and CLIMB UP.



#### Backpack

Climb Up > speed u2ses2e > **get backpack** (there will be a pack of non-aggro timberwolves in the room)

Nothing remains on the corpse but some useless bits of cloth.

You carefully extract the backpack from beneath the skeleton.

#### Chlorohorror

Climb Up > speed u2ses2us3u2s > climb down x 6 > speed es2d > move bush > w

Pops:



- Gem of brightness

You have been warned! This guy is tough. As a level 76 warrior, I had to pray and still brought me to half health again before I got him.

### Crystal of Balance

Climb Up > speed u2ses2us3u2s > climb down x 6 > speed es2d > move plant > sd2e3d > Climb rock > climb east x5 > Trace rune > fight ent warrior, then go 2n and kill lizardwoman > After killing the lizardwoman guardian, "get crystal" there is also a "search crev" but not sure what that pops.

### Glacial Serpent \ Chunks of Ore

Climb Up > speed u2ses2us > dig drift > 3s > kill the glacial serpent

The serpent has a chance to skin for a serpent's eye, which is used to custom the snakeskin belt.

After you kill the serpent, **search snow** for a chance to pop a chunk of silvery ore (silver ore)

After you kill the serpent, go one west and **search cart** for a chance to pop a chunk of bluish green ore (codite ore).

### Grivenmurg (lone ogre)

Climb Up > speed u2ses2us3u2s > climb down x 6 > speed es2d > move plant > sdw

Pops:

- phial filled with a pale-colored liquid
- a phial filled with a fizzing black liquid (phial of youth)
- heavy woolen jacket ????

### Kha-da Surrounding Areas

#### tall, highly muscular barbarian scout

west of the witch, climb up to get to the scout -- pops ring of endurance, boots of travel (hard leather boots), fine, silver knife, heavy winter cloak

### Kobold Caves (In progress...)

From Kha-da / Cairn Mountain Road - Junction and Obelisk > speed 6suswds3wnw4ne

**Push Button** in the chieftain room (Pull lever to leave) to reveal a secret room with a chest and a barrel. You can pick the chest, or unlock it with a **rusty iron key**.

**Move Weapon** in the room with the weaponmaster (to get to the witch-doctor). (Pull chain to leave)

Pops:

- kobold guard
- kobold servant

- **toadlike creature** (Tromp) – Onyx Stone (on the ground), blood-red horn
- **kobold bodyguard** - chunky brass key (opens door to chieftain)
- **kobold chieftain** - bloody kobold ear, fine silver chain
- **kobold trainee**
- **kobold weaponmaster** - bluish stick of incense
- **female kobold**
- **kobold witch-doctor** – worm-wood staff, glossy hexagonal apatite crystal
- **dwarven zombie**
- **dwarven ghoul**
- **chest:** phial filled with a darkish liquid, copper ingot
- **Room #12035:** search pile (old axe shaft) & search crevice (?)

After the chieftain is dead, **push button**

## Korheim (Ice Trolls)

**Approx. Level:** 63

Ancient lore tells of a range of volcanoes at the extreme northern end of the Dragonspires. Most of them have been extinct or dormant for thousands of years. Rumors of travellers recently have surfaced in the taverns of Medienne and Darkhaven who have discovered a small settlement of ice trolls living in one of the dormant volcanoes. Their settlement is reputed to be small, but the harsh winters have made the trollish community strong.

### Pops:

- Snow cat (angarlish) skins for **thick, matted white fur** or **sabre-like canine**.
- Ice troll child: pops a very small rock made of basalt, a nice-looking pebble
- Female ice troll: pops a necklace of polished bones
- A muscular, broad-shouldered ice troll warrior: pops a spiked club of ice (useless)
- A short, flabby ice troll watchman: pops a spiked club of ice (useless)
- Frigga, the elderly ice troll woman: pops an elliptical disc to South of a Great Winter Plain
- Frey, a young ice troll girl: pops nothing?
- Gwarsh, a hulking brute of an ice troll: pops a spiked club of ice (useless), spiked stone club (spiked stone club 'Bash')
- Gnash, an old, wrinkled ice troll (petshopkeeper): pops a crude stone bucket, a crude stone shovel
- An imposing ice troll guardian: pops a pair of sturdy mithril wrist blades (pair of guardian's wrist blades)
- Cladewyn, a broad, graying man with a bushy beard: pops fine iron longsword, stiff leather scabbard, hide belt, iron chainmail sleeves, pair of old worn boots, set of hide leggings, iron chainmail vest, roughly spun cotton tunic, gilded harp, harp of fine Vaasa oak, silver flute

- **Chest** with Cladewyn: bronze ingot, iron ingot, coins, an ancient, dusty tome (Amnesia), ancient, dusty manual (Fitness)
- **Search debris** with Cladewyn: medium-sized rock, sharpened chip of obsidian, silver coin, broken lute string, wooden peg, fragment of light, cream-white stone (fragment of seastone)
- **Search bed** with Cladewyn: snowy-white fox fur
- Decrepit cart (get all cart): medium-sized rock, crude stone hammer
- Room #82203 (search bone): ?
- gnawed skeleton of a Halfling (Room #82208 > move stone > ent hole (small race only) > get all skele): colorfully embroidered tunic (colorfully embroidered tunic of luck)

#### **Preparation:**

First ensure you have climbing equipment, and high climbing skill (6+).

Second, you have to pass snow cats, which if detect you, ensure you know bandage skill, and have tourniquet in inventory, because only by bandaging you can avoid death by flow of blood. Snow cats can also fear the entire group.

#### **Directions:**

-----

Korheim is a skill area, far north, north of dragonspire plateau (home of mountain bears). To get there, first go one west from the frozen lake in dragonspire plateau. Climb up two times (from here you will meet snow cats), go north two times, climb up, go north three times, climb up. You are now in safe room, the southeast room of Korheim, though maybe the room to one north is even safer. The bad news for snow cat avoiders: the repop room is where you climb down from here.

#### **Notes:**

-----

Frigga is aggro against good alignment people.

Ice trolls are not aggro (personal note: probably due to a bug), and they can mark you similarly to durfs when killing them. Even if marked, they are still not aggro, but you cannot use some shops. There is one shop which is sanctuary aswell, where Tooth the shopkeeper is usually sleeping. He is awoken somewhere before midnight. Most of the customs in the shop are not finished, because the white witch area was not finished.

There is a small hole in the Trail Along the Volcano Floor - Cluttered Alcove, where small people can enter, after moving block. What pops there?

Frigga, Gwarsh, Gnash, the imposing ice troll, and Cladewyn probably can yell for help.

Cladewyn is funny and dangerous at the same time, because he can make you feel your body is covered with insects, which results in removing all equipment(!).

**Customs:**

Cramped, Messy Cavern - Traveller's Home [Exits: east]

Item	Price	Weight	Lvl	Ingredients
----	-----	----	----	-----
Lute of the howling north	20000	3.00	50	unfinished block of rosewood three piles of bear entrails
Engraved ivory war horn	35000	2.00	60	ivory mammoth tusk mithril mouthpiece velvet-wrapped cord

Comfortably Warm Cavern [Exits: south]

Item	Price	Weight	Lvl	Ingredients
----	-----	----	----	-----
Dagger of serrated ice	75000	3.00	70	unbreakable block of ice winter wolf pelt, selenite gem five mithril ingots small vial of quicksilver
Chitinous war helm	70000	5.00	75	twenty snowy-white hairs cowl of silvery chainmail soft leather cap obsidian needle large, hooked beak of the Deepmurk
Cloak of the winter winds	65000	6.00	70	two winter wolf pelts fine chain of mithril intricately carved cloak clasp

Charm of the elements    95000   0.40   75   four smoky glass vials

acrid gland of Deepmurk ink

crystalline leaf of ice

fragment of translucent crystal

gland of fiery liquid

Heart of the Volcano - Altar of Smoke [Exits: south]

Item	Price	Weight	Lvl	Ingredients
------	-------	--------	-----	-------------

Staff of the grand sorcerer215000 4.42 82 charm of the elements

red starite crystal

two electrum ingots

polished staff of stonewood

**Pets:**

### Cavern Through the Volcano Wall [Exits: east west]

Pet	Price	Level
-----	-------	-------

a snow-blue buffalo	5500	12
---------------------	------	----

a snow cat cub	35000	15
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## Korrigans (In progress...)

**Approx. Level: 50**

Deep in a shadow-filled forest, somewhere southwest of Mallander's Gate, is a community of faerie folk that's recently arrived in the area. Rumor has it that they were led here by a powerful druid who was unable to save their native home from a terrible blight. The korrigans and their friends have adjusted

well to their new surroundings and have begun trading with the humans of Pennan and with Khutek, the hedge wizard of Chiiron.

**Directions to zone:** To get to the area from the well outside the Sutler's go all south past the portcullis. From there, it's **swww** > **cli fence** > **cross stream** and you're in the area.

- goat-footed faerie - tiny leather pouch (platinum coins, pinch of fine tobacco, pinch of piney herbs, white stone pipe (meerschaum)), plain brown frock (Dyed Brown Cotton Frock), pair of knee-length pantaloons, bloody stumped cloven hoof
- elder goat-footed faerie: ebony-hafted forked spear (Forked Spear 'Syfnr')
- slender cloven-hoofed faerie (korrad) – smooth black bracer, smooth blue loincloth
- tiny yellow finch
- red robin - bright red feather
- search rubble (near dryad): Hollyleaf Brooch
  - To get down, go all up, one north, then jump north. Or climb wall from the dryad.
  - search rubble after jumping (hollyleaf brooch – no.save)
  - if u get brooch, place brooch at west of zafreil (old man)
- old man (zafreil aka mr lava): sloth claw, peach pit, pearl, pinch of mica, short ash staff, pouch of diamond dust, pair of well-crafted black leather sleeves, pair of black leather gauntlets, pair of black leather leggings, thin orange rod (planar fire), malachite key, braided silvery staff (braided filaments)
  - “**move wild**” to open the way up to zaf
- dryad (Diondora): light green cape, tattered dress, twine sandals, crude silver bell, runed black choker (awareness)
  - How to get to dryad, grab branch > climb branch (to get in) and then climb wall (to get out)
- great wyrm (Ceasnak): red-green diamond, mud wyrm's eye, elongated mud wyrm tooth, mud wyrm's hide
- search crevice (near great wyrm): ???
- oak tree: ???
- spine weevil: ???

To get to the place for the quest: swwwuwddsses and you'll be in a

Garden of Odd Vegetables. There jump branch, once you've got ahold of it

immediately cli branch. There's a lovely dryad who you talk with.

a chest will appear, but u need to pop key from zafreil, key breaks after some usage

The tree she's talking about is the one along the Southern Trade road with the borer beetles in it. Go as high up as you can then enter hole and go all down. The beetle that does the trick is a .. striped tiger beetle. Go back to dryad.

TODO: in the room with zaf, "search" ent fern to go back to the beginning.

TODO: search rubble after you fail to jump north. That will make a chest appear in the room west of Zafriel. Use the malachite key from Zafriel to open the chest. Chest pops medicant gauntlets and the ornate halberd.

TODO: The tree that you climb down on your way in will attack if you kill the goats

### Kryoth's Tower (Fire Giants)

**Approx. Level: 75**

North of the Mar Jagur trail lies a lonely volcano which has long been the home of a tribe of fire giants. Their endless war with the minotaurs of the Fiery Plains was looking to drag on for another millennia, but a recent shift in power might turn the tide in favor of the giants. The giants have allied themselves with Kryoth - the tempestuous goddess of flames - and rededicated their home in her honor. With her power, they seem an unstoppable force. Let any adventurer who foolishly decides to invade their territories be warned: get your affairs in order before you leave home, because chances are you'll never return.

**NOTE:** Use ice damage on fire giants. Paralyze kind of works, but is pretty inconsistent. Best bet for a good group, everyone 800+hp (1000+ is better). 2 ice lance mages, 2 clerics, several hitters/tanks, and a thief.

There is lots of experience to get, but it's dangerous. If you're after experience, go somewhere that has mobs that don't bash/trip.

#### How to get to zone:

Firegiants is passed the land slide west of Pennan. There are two parts of the zone: the trail and the volcano. The trail is just northwest and up from the serpentman shaman. It heads northeastish/up. When you get to a dead end, you can climb boulder which takes you to a few more firegiants. You have to "move boulder" to get back to repop. It takes A LOT of strength, 28 maybe?

There is a minotaur corpse on the ground that pops scrolls of create feast and broken minotaur horns.

After you climb boulder is where you can sometimes pick blossom for the bush which is needed to custom the globe for the quest.

—

The volcano is a tiered zone. The entrance to the zone is west from where you go up to the trail. From Serpantman Shaman, all west, all north, all west. Move boulder to enter. DANGER - A Fire Giant Sentinel will sometimes walk in the room and randomly leap someone. You can have someone bait. The Sentinel will yell, "Meat! Meat at the boulders!" You can make a trigger of of that. It is the exact text. Have some heavy duty tank person move the boulders (need really high strength 27+).

—

Follow the trail to the closed gate. Have a thief "untrap lever". If you don't have a thief, you can pull lever twice to open it. A barrage of boulders falls down without disarming it though. Very heavy damage.

This gets you into the first tier. Two places in the first tier to know about.

-1- On the north end, there is a dwarf or gnome skeleton. Search it. Dwarf pops mithril plates for engemmed mithril plate skirt. Gnome pops windup dragonfly. Search Ash to pop ????

-2- All south of the butcher. Smash barrel. A corpse comes out. The corpse pops Blackened Steel Breastplate. 24 AC

—

Level two has two tricks. One room south of the room where you come up to level two there is a walkin. A fire giant raider will walk in and random leap someone in the group. You can powerwalk in and out to bait him. In the room with the shaman, there is a barrel with a human corpse inside. The human corpse pops the chains for two face.

—

Level three has the fire giant shaper. He is aggro to lawful, so if you're going to custom anything, leave them outside. He is in the tent in the SE corner of this tier.

—

The next level up starts with a gate. Pry gate to get in. There will be a walk in, so either be prepared to rescue or bait. It takes... 28 strength.

Somewhere on this level or the next is a sandpit. You can butcher a corpse and smash the skull to get the mithril spear point for beguile spear. I haven't found it yet though.

At the last three tiers the fire giants move around A LOT. They move one or two rooms at a time. I had a fire giant walk into the room I was in with my group and walk passed us into another room. If you stop to rest or prep, go ahead and rest a few rooms away.

—

The top tier has the fire giant Lord and priestess. Fire giant lord is tough. Lots of exp and damage.

Try to take them one at a time. Priestess always has the hell cat with her.



In the NORTHEAST corner is the lava dancer. I've never fought him because when you kill the lava dancer, there is a tidal wave of lava. Everyone has to do some acode to leave the room or massive damage or something. No idea how that goes.

Pops:

- Shaper Chest: unfinished mithril axe-head, chunk of vulcanized adamantium, chain-linked mithril belt
- Fire Lord Chest: large gold mesh gown, block of marble, vulcanized adamantium
- Fire Giant Lord: cube of heavy black-flecked stone (Cube Of Purest Granite), shifting black great sword of Norifnalnon, chunk of vulcanized adamantium
- Chaos Master: shifting black sabre, shifting black shortspear, mithril morningstar 'Svarlognoz'
- Fire Sprint: robe of the Sprite-guardian, tiny adamantine blade
- Gnome/Dwarf skeleton: gnomish wind-up dragonfly, thin blackened plate
- Fire Giant Butcher (Orhokis): huge horn-handled machete, clump of coarse fur (minotaur fur), broken minotaur horn (on the floor)
- Fire Giant Throne (search throne): uncut stone of many colors (Uncut Kryothian Opal)
- Barrel (south of cook/butcher – smash barrel): blackened steel breastplate
- Lava Dancer: supple, red leather moccasins
- Fire Giant Shaman: Fire Giant scapula, flesh-covered rattle, clump of coarse fur (minotaur fur)
- Fire giant high priestess: sceptre of Kryoth
- Fire giant Huntress or Woman: crude obsidian skirt, dead cochineal bug
- Barrel (Second level): short length of silvery chain
- East of Lava Dancer: chunk of vulcanized adamantium, Crystal of duality
- Sand pit room, butcher corpse, smash skull????: Mithril spear point

Quest:

Starts at invisible serpentman at campfire near repop

From Shaper inside Fire Giants:

-----

Vulcanized adamantine cuirass

150000 15.00 \*\*\* fifteen chunks of vulcanized adamantine ore (shaper's chest)

Pair of vulcanized adamantine greaves

130000 13.00 \*\*\* thirteen chunks of vulcanized adamantine ore (shaper's chest)

Pair of vulcanized adamantine rerebraces

110000 11.00 \*\*\* eleven chunks of vulcanized adamantine ore (shaper's chest)

Metal fists called 'Two-Face'

45000 3.00 \*\*\* six adamantine chains (human corpse in barrel)

two metallic fists (POD)

crystal of duality

two tiny adamantine blades (Fire Sprite)

Spear 'Beguile' 40000 6.00 \*\*\* ironwood branch (Med Forest)

mithril spear point (sand pit, butcher corpse, smash skull?)

eight strips of shrieker flesh (Wastes)

Titanium-laced mace 'Kraw' 45000 7.00 \*\*\* two titanium ingots (Titans)

rock of elemental earth (Titans)

stoppered beaker of elemental fire (Mino Aquamancer)

stoppered beaker of elemental ice (Mino Aquamancer)

four cubes of purest granite (fire giant lord)

From Sven south of Fire Giants:

-----

Engemmed mithril plate skirt

23000 6.00 \*\*\* six small blackened mithril plates (Search in dwarf skel rm)

chain-linked mithril belt (Shaper chest)

ethergem (madman at the end of Efreets)

Greathelm of authority 30000 11.50 \*\*\* two minotaur's horns (Mino Warlord)

mithril greathelm (Hat guy in Pennan)

Double-layered silk leg pads

25000 3.00 \*\*\* four quilted silk pads (Mino Historian, after sorc quest)

silver knitting needle

length of silver thread (FG's Dirty Fighting Trainer)

Double-layered silk forearm pads

25000 3.00 \*\*\* four quilted silk pads (Mino Historian, after sorc quest)

length of silver thread

silver knitting needle

Adamantine beard rings 40000 0.50 \*\*\* three adamantine nose rings

Horseshoe necklace 50000 3.50 \*\*\* three clumps of crimson hair

fire djinn heartstone

crimson heart stone

smooth yellow stone

Phoenix feather necklace 20000 1.00 30 golden chain

piece of golden thread

small piece of amber

two phoenix feathers

### **Last Outpost of the Luerna (In progress...)**

**Approx. Level:** 60

Inhabitants of the K'ssk swamp have recently begun to complain about the increasingly erratic behavior of some unlikely residents of their lands. According to the reports there are halflings, elves, ents, and dwarves which used to peacefully inhabit a network of caves near the Lizardfolk city. In recent days,

however, they have reportedly become more antisocial and have even attacked some merchants who passed their way to trade.

Wilder accounts speak of a prisoner from ages past, and a dark spectre who can appear in many forms. These accounts cannot be substantiated, however, as those who made the claims have either disappeared or drank themselves into oblivion.

**Directions to Zone:** Northeast of Sos-kul. You'll see a portly Halfling and some entish acolytes, and you'll know you are in the right area.

The portly halflings are not agro and do not block, but they do assist.

I get one of the three below messages when entering the zone (if I have the seal of francis in my inventory).

Plumage fully displayed, a large peacock seems to walk into the room from nothingness. As it approaches it changes shape, taking on a spectral human form.

A dark spectre nods in recognition to you.

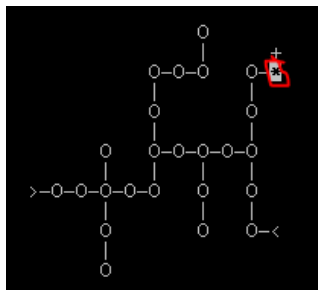
Hooves galloping, a large black unicorn charges into the room from the ether. As it approaches it begins to stand upright; taking on a spectral human form.

A dark spectre nods in recognition to you.

Arms raised above his head, a dark spectre of a man fades into view; his piercing eyes looking you up and down as he approaches slowly.

A dark spectre nods in recognition to you.

Level 1:



Get the Seal of Francis: in the spot circled in red (top right of map) **search debris > touch bottom (recite text to leave) > follow the path around and kill the priest.** After he is dead, enter the portal (I think you can just go north). This will bring you to Francsis.

**to fran hi**

You say to an elderly human priest (in ogrish): "hi"

An elderly human priest says (in primal):

"Good day; welcome to my dungeon. I am Francis, a priest of Lonil; I was captured by the Luernan people during the great war.. I don't know how long ago that is now, how many years or decades or centuries.."

An elderly human priest says (in primal):

"The Radiant One has kept me alive through the years by his blessings. This portal's reflection is my water, and food comes on my prayers..."

**ask fran lonil**

You ask Francis about Lonil, the radiant one.

Francis nods his head slowly and begins to speak:

"Lonil, the Radiant One.. He has been my savior all these years. He has been the shining beacon for me; not only in prayers but in my sustenance as well. It is by his grace alone that I have been able to suffer this capture for as long as it's been. I can only hope Lonil will send the ward of light to me so I might escape... I don't even know how long I've been away from my temple, but I know the acolytes will keep my seat for me."

**ask fran ward**

You ask Francis about the ward of light.

Francis says (in primal):

"A ward of light is a powerful object; it's a focus point for the followers of Lonil. We use these portals for close communication with the Radiant One; combined with a ward of light I am able to request a larger boon, such as my freedom..."

Francis says (in primal):

"The wards are given out by the arch priest, but they are not given freely to strangers.. If only I still had my seal; you could take it to the arch priest, you could show him I am alive and in need of aid."

**ask fran seal**

Francis says (in primal):

"My holy seal was my identification in Lonil's army; it is unique to me and me alone, all of my brothers should know it by seeing it. The priest that holds me prisoner in here took it from me before casting me in here; he may still have it now."

NOTE: Will have to kill the corrupted withered priest to pop the holy seal.

Level 2:



The clan warlords are not agro, but you will have to kill them before you can go through the door. They drop a Warleader's Battleaxe (beaked battleaxe).

So if you try to open the door to the east you'll get the following message:

[As you try to open the locked door, an image of a peacock flashes through your mind.](#)

So go one west and "**step tile**". After that, you'll be able to open the door to the east.

Head east and kill the corrupted priest. All I've popped off the priest is: black and crimson silk handkerchief, empty small glass bottle. The priest has a special attack that will sleep the entire group.

After you kill the corrupted priest of Temohpab, keep sacrificing 2 corpses (I usually use the priest and one of the warlords). Then "**get gemstone**" which will cause an explosion (everyone will take a little damage) and an exit to the south to be revealed. There is a small portal in this room, but not sure what it does. I did find that you can drink from the portal (it's like soup) replenishes food and drink. I did find that you can "touch reflection" and "drink reflection" and "look in reflection" but none of that really did anything.

touch circle just returned nothing happens

### **Legendary Battlefield (In progress...)**

**Approx. Level: 43**

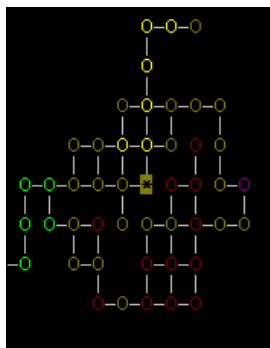
Nestled deep in the Dragonspire Mountains rages a massive battle. For as long as time itself a battle between the forces of Light and Darkness has surged back and forth across this blood-smeared patch of land. Many an adventurer has joined the battle, some finding fame, others finding a quick end. It is rumored that the gods take a personal interest in those who aid them by fighting in the battle. The adventures who have made a name for themselves on the field of battle have been known to have a profound impact on the battle.

Recently merchants traveling between Denab-Knur and Medienne have reported the sounds of battle could be heard even over the sound of wagon wheels on rutted roads.

**Directions to Zone:**

Northish of Medienne along great north road. This is where you get the Anklet of battle.

If you talk to the weary bard, he will give you an anklet of battle.



Your anklet of battle should have a special attack go off when you are fighting in here. Look something like...

“Tendrils of magic surge from your an anklet of battle and strike an(a) [target]”

Eventually, your anklet of battle should automatically morph into a shining OR shadowy anklet of battle. I believe it will stop doing the “...anklet of battle glows briefly.” This shining (good) or shadowy (evil) will depend on which folks you decide to kill.

**Heads Up:**

- dwarf champion – can blind you
- The Vyan Commander and Elven Commander will not assist in fights, but will defend themselves.

**Pops:**

- lizardman outcast - white onyx tail ring
- human swashbuckler - bronze parrying dagger, pair of silk pants, serrated iron shortsword, black silk belt
- halfling priest - wooden holy symbol
- on the ground - oak leaf
- goblin skirmisher - ironwood arrow
- halfling scout - yew short bow, ironwood arrow

- elven spellweaver - frost-covered orb (**read orb** and it will frost your weapon)
- enormous maggot - drop of maggot juice
- ent soldier - boar spear
- goblin assassin – barbed dagger
- crimson-winged griffin - crimson wing feather
- panther – panther skin
- elven commander – slender steel longsword
- orc soldier – bronze bardiche
- gnome enchanter – bubbly potion

### Lesser Efreets (In progress...)

**Approx. Level:** 40

A poor lost soul has stumbled across a powerful item, an artifact which was never meant to be touched by human hands. The power of magick of the artifact, the ethergem, drove the man to madness, and he began using the power of the gem to create a portal to the ethereal plane from our own world. Once he had found his way across the dimensional barrier, his madness only grew worse. Coming to another great barrier, that of the ends of the ethereal plane itself, he summoned hordes of terrible efreets to guard him as he worked on a way to break down the final barrier.

In the five hundred years since his sanity left him, he has not found a way to cross the final threshold into the unknown beyond.

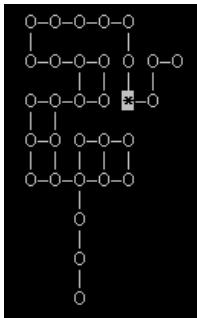
Nor has he given up his mad quest.

In the end, should he succeed, the poor madman could possibly destroy the material plane as we know it.

It is said that the gateway can be found across a hidden stream on a foot-trail between Medienne and Sos-Kul.

**Directions to Zone:** on the way to sos from med. South of atomie sprites (past the grizzle bear den), after going 'down', type 'cross stream'. If you try to 'cross stream' every time you've taken a down exit, you'll find it soon enough ;)





Zone starts out with single efreet in a room, then moves to two in a room together, then three in a room together, then four in a room together, then a grumbling madman!

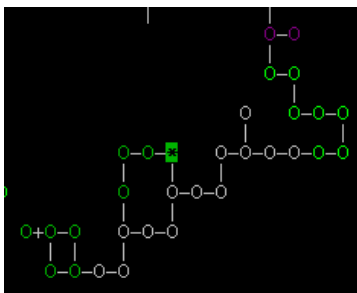
#### Pops:

- White Efreet: a fragment of chill white stone
- Cyan Efreet: fragment of crackling cyan stone
- Red Efreet: fragment of burning red stone
- Yellow Efreet: a fragment of swirling yellow stone
- Grumbling Madman: ethergem ("get ether" in the room with the madman for a chance to pop it)

### Lost Caravan (Sphinxes)

**Approx. Level: 15**

A caravan traveling towards Chiiron from an unknown region reportedly became lost during an intense thunderstorm off the coast of the Great Sea. The travelers setup camp for the evening, and sent out scouts to find where they were. Once the scouts found Chiiron they spent a night in the tavern, bragging about the wealth they would soon bring back with them. The scouts left early in the morning heading east towards where they had left the group but never returned.



**Directions to Zone:**

From outside the east gate to Chiiron > Speed 4euesen2ed4e > This is the Fork in the Trail and will be your repop > speed 5ses2es > This is sphinxes!

#### **How to run zone:**

The zone is two squares connected to each other. As soon as you first enter the zone, there is a spot where you can go one north. "Search cush" for a chance to pop a barbed dagger. There is another search there for a chance to pop a barbed dagger. The sphinxes move around quick quickly and I believe electricity works best against them. They skin for a pale feather with a black tip (pale feather of a hieracosphinx) that gives .5 mana regen. At the very end is the female sphinx that you can get an old scroll from if you ask the right questions. The female sphinx also skins for a white feather with a golden brown tip (a white feather of the gynosphinx) that will give you +1 Wisdom. There is also a chest in the room with the female sphinx, so be sure to bring a thief. Also in the female sphinx room is where you pop blue velvet pillow. Female sphinx pops a golden stick of incense.

#### **ask woman suitors**

You ask the Gynosphinx about her suitors.

A winged lion with the head of a beautiful woman sighs loudly.

A winged lion with the head of a beautiful woman tells you:

"For so long, I have been alone.. very few others of my kind exist anymore in this world, and those that do are either secluded away from the rest of the world, or stupid beasts like the Hieracosphinxes that worship me."

A winged lion with the head of a beautiful woman tells you:

"Those foolish males will do anything I tell them to for the faintest hope that I might deign to mate with them, they are so pathetically predictable, but are so far beneath my intellect that I despair of ever meeting one whose mind is a worthy match."

A winged lion with the head of a beautiful woman tells you:

"It has been too long since I have enjoyed a game of riddles, and the men out there have trouble understanding even my simple requests. "

A winged lion with the head of a beautiful woman sighs loudly.

A winged lion with the head of a beautiful woman tells you:

"Some day.. I know I shall meet a male whose mind is a match for my own and will be able to best me in a riddle match."

#### **ask wom riddle**

A winged lion with the head of a beautiful woman smiles happily.

A winged lion with the head of a beautiful woman tells you:

"I know a thousand faces,"

A winged lion with the head of a beautiful woman tells you:

"And count the tallied heads,"

A winged lion with the head of a beautiful woman tells you:

"Feasting bright upon the eyes"

A winged lion with the head of a beautiful woman tells you:

"Of many who have died."

A winged lion with the head of a beautiful woman tells you:

"I wield a mighty power"

A winged lion with the head of a beautiful woman tells you:

"And hath but humble stature,"

A winged lion with the head of a beautiful woman tells you:

"Masses fall upon their knees"

A winged lion with the head of a beautiful woman tells you:

"To scarce behold my only side."

A winged lion with the head of a beautiful woman tells you:

"Show me the answer, and be rewarded."

#### **flip platinum**

Light reflects back in dazzling sparks from the platinum coin you flipped into the air.

The coin comes to rest showing heads, the face of Morioh clearly visible for all to see.

A winged lion with the head of a beautiful woman smiles happily.

The gynosphinx gazes solemnly at you, "I do not reward those who are unworthy.

My gifts never come without a price." With those words, an ancient symbol

appears in the air before you and blasts you with electrical energy!

The symbol of sacrifice SHOCKS you!

A winged lion with the head of a beautiful woman tells you:

"Congratulations, here is your reward."

The gynosphinx gives you an old scroll. (scroll of minor enchantment)

### Lost Mines of Durkang (In progress...)

**Approx. Level: 25**

Durkang, an early king in the lost city of Mar Jagur, was said to have made his fortune in a secret desert mine east of his city. He then used this wealth to purchase the right amount of violence and silence when he took control of Mar Jagur's court. His reign was short and bloody. Historians of the era unmasked much about his contemporary dealings which revealed him in many ways to be a charlatan. But regarding the legend of the mine, no evidence arose to counter his claim. After centuries of silence on the subject, rumors have begun to spread indicating that one or more parties may have again unearthed this legendary mine somewhere off the Mar Jagur Trail.

#### **Directions to Zone:**

From the well in Pennan (one south of the Sutlers Shop) > speed 11w2n5w3nw > move land > speed 2wuwn2w2n > search (need at level 7) > open north > follow the path around until it dead-ends at a locked door > unlock the door using the bronzed mule-head key\*

**NOTE:** You will need a thief to pick the door if no one has the key as the key is popped past the door.

#### **Pops:**

Fleshy blanket pops here – not sure where

Ogre spine ring pops here – not sure where

Trollish miner – thin silver wristband

Tiny bone bits - i'm pretty sure it's the pile where the trap triggers and two logs hit you and knock you down

Ogre wraiths pop heavily gnawed femur bone

#### **TO DO:**

after you clear out all the mobs near the 2 levers, pull

the west one once, 2en pull lever 2X, s2wnn all east sus2w2n west place star (Grimslade)

----

the star-shaped crystal dispels the magical barrier

if you get stuck in the expansive pit, pull lever twice to open the way east.

From the sorcerer chest room, push plate to reveal exit to the south

Something in here makes you think you are starving? May cause auto quitting.

the last boss that pops the fleshy blanket pops the Warhammer

"pull lever twice"

: "kill sorceress and loot crystal"

"goto the beginning where theres a firewall and place crystal"

## TO DO

"found out where hammer righteousness comes from..."

mines of durkang, from Venga? i guess. tricky part is that she has it a lot, but rarely drops

## Notes from Thalos

The gnomes and miners do not detect hidden.

When you first enter the mine, there is a force field to the north you cannot pass yet. To the west is a locked door. Pull lever to go east.

Once you go east, the floor will open and you will fall into a refuse pit.

```
O-O O-O+*
| | | +
O O-O >
|
X
```

Key:

```
* you
O room
? overlap
+ door
| ns exit
- ew exit
> up exit
< down exit
X u&d exit
(Shallows)
```

In the SE corner of the pit is the search for the ogre spine ring (search moss) - search sometimes results in a small hollow piece of bone.

To exit the pit, pull lever in NE corner twice. The first pull releases poison gas, the second pull opens the door.

Through the door is the gnomish sorcerer. You need the star-shaped crystal from his corpse to get into the mine.

The crank opens the door to the west.

To go south to the gnomish captain, 'press plate.'

The captain pops the bronzed mule-head key. It's not a high pop rate.

You can search the rug in the captain's room. However, I don't remember ever popping anything.

You can remove the torch from the wall. I can't find any reason to do this.

There is a lever u from the gnomish captain that - oh, if I'm right, the lever to make to floor safe only works after you open the door to go out onto the trapped floor. So, pull lever to open door north, then e,e,n, pull lever above captain, then s w w and north onto the trapped floor.

Up and south from the captain is a fireplace. if you 'pull chain' the fire goes out. You can then 'search hearth' - so far have found: lump of coal, small fragment of violet ore

One west of the fireplace room, there is a statue of a gnome standing with its foot on the head of an ogre. If you try to push over the statue, this happens:

You wrap your arms around the heavy statue and begin to exert pressure.

A vent in the ceiling opens, and a fine white powder sprays out onto everyone in the room!

You feel confused!

You feel sleepy and suddenly fall asleep!

I tried this with an anti-sleep item. If the captain is alive, he is summoned. However, I couldn't find any benefit to moving that statue.

```
O-O-O-O-O
  | | |
O-O * O-O
  | | |
O-O-O O-O
  |
+O+O-O-O
  + | |
  O O-O <
```

Key:

*	you
O	room
?	overlap
+	door
	ns exit
-	ew exit
>	up exit

| + |  
< O-O-O

< down exit  
X u&d exit

One west of the statue is a room with a lever. This opens both the door to your north and the west door, two rooms north. You need to go n, n, w to get back just inside the mule-head key door where the force field is located. Then you can 'place star' to lower the force field and get into the rest of the zone. Unfortunately, it's not the simple. If you can't untrap the floor, you will probably fall down a few more times before you can manage to get back out to the force field. If you can get 2n2e from the lever, there is a miner chained to the wall. It is not aggro. I don't know if it pops anything.

In the NW corner of the mines in 'Dead End In The Mining Tunnels,' you can enter fissure. After a few seconds a ghoulish ogre climbs out of the ground and attacks. Climb up to get out. If you enter fissure and immediatly leave (climb up), after several seconds the ghoulish troll will pop out of the fissure and attack. He doesn't appear to be any different than the other ghouls or have any pops.

The room with the log trap (where the asterix is above) has an acode to search rubble.

After you kill the mess sergeant, you need to tip the pot. If you do it quickly, you will save (temporarily) the halfling child. Otherwise you can wait until the kid boils to death. If you try to drink the soup out of the pot, it will burn you. However; you can fill a container, then drink it.

After tipping the pot, when you try to leave west a ghoulish troll will pop out of the ground, opening a down exit. d2wd is the wraithlord. He pops A Long-handled War Hammer 'Righteousness' (long-handled leather-wrapped war hammer) and fleshy blankets. He is by far the toughest mob in the zone. If you get stuck down there by a repop, go all east and 'move beam.'

If you are evil, you can cut yourself on the edge of the stone slab in the room with the wraithlord. This gives you temporary +1wis and loads a bunch of extra mobs (goulsh orcs and trolls) in the mine.

TODO: You break the chains to free the guy who leaps you, and when you break the chain there is a chance to pop codite steel chain.

### Lynxes (TODO)

thick lynx fur

### Mar Jagur Canyon (TODO)

### Mar Jagur Trail (TODO)

### Medienne Mansion

Pick **window** where the moorhound is located, then **Enter Window** to get inside the mansion.

## Medienne Forest (TODO)

```

+
O      > O      O
|      | |      |
O-O 5->-4-1-O-O-O-O-O-O-O-O-O
| | | | | | | | | | | | | |
O-O-O O-O-O O-O-O-O-O-O-O-O-O
| | | | | | | | | | | | | |
O-O-O-O-O-8-O-O-O-O-O-O-O-O-O-2
| | | | | | | | | | | | | |
O-O O-O O-O-1 O-O-O-O-O-O-O-O B O E
| | | | | | | | | | | | | |
O < O-O-4-7-O-O-O-O-1 < O-O 1 O F
| | | | | | | | | | | | | +
O O-O-O-O-O-O-O-O-O-O O-O-O O O-O
| | | | | | | | | | | | | |
O O O O-6-1-4-O-O-O-O-O O-O O-O O-O
| | | | | | | | | | | | | |
O-O O O O O-O-O-3-O-O-4 O O-6 O-2-O-O
| | | | | | | | | | | | | |
O O O-O O-2 O O O O-O-O-O-O-O-O O-O A
| | | | | | | | | | | | | |
O-O-O-O-O O-O-O-O O-O-O-O O < O 4 O O O
| | | | | | | | | | | | | |
O O-O-O-O-O O-O-O O-O-O-O-O O O-O-O O
| | | | | | | | | | | | | |
O-O-O O-O <-O O-O-O-O-O-O-O-O-1 O-O O O
| | | | | | | | | | | | | |
O O-O-O-O-O O-2-O-O O-O-9-O-O-O-4 O
| | | | | | | | | | | | | |
1-O-O O-O-< O-O-O-O-O-O-O-O-O O-O
| | | | | | | | | | | | | |
O-O-O O-O-O-O-O-O-O-O-O-O
| | | | |

```

1 - rose bush (thorns, roses)  
2 - web  
3 - search sea (pop white birch bark)  
4 - herb clump  
5 - snail shell  
6 - aloe plant  
7 - bramberry bush  
8 - peppermint plant  
9 - pull lever to cross south  
A - twisted man may pop birch  
B - grizzly bear  
C - basil plant  
D - wintergreen bush  
E - ironwood branch spawn  
F - elven shopkeeper (Chrysl)

Key:

\* you  
O room  
? overlap  
+ door  
| ns exit  
- ew exit  
> up exit  
< down exit  
X u&d exit  
(Field)  
(Forest)  
(Mountain)  
(River)

## Badger

Badger is located on the middle east side of the forest. The badger skins for badger pelt.

## Bone Forest

The area is located on the middle west side of Medienne Forest. Once in the area, follow the path around until you find a deadend where there is a down exit. **Look Hole** to fall into the hole to explore



more of the Bone Forest. Eventually that will deadend and you'll need to climb up to get to more of the bone forest. There will be a bone bear waiting for you and a strangle altar.

#### Pops:

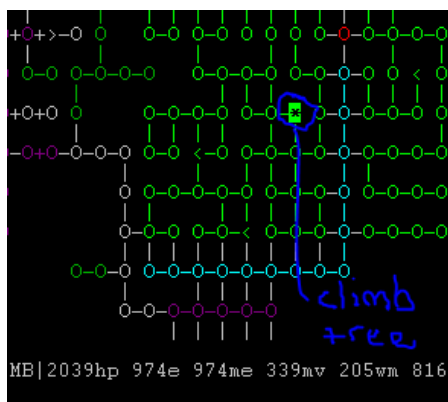
- bone deer - bit of bone
- bone rabbit
- bone rat
- bone badger
- bone bear - bit of bone
- Room #553 - search bits - long sturdy rope

#### Giant Owl

North westish of forest. Owl skins for a dark feather (an owl feather) that is no.save. After the owl is dead be sure to search nest.

#### Vultures

You have to Climb Tree. Here is a screenshot:



Vulture - bunch of coarse and bloody feathers

vulture flockleader - bunch of coarse and bloody feathers, flockleader's claw

#### Huntsman (Hayden Graycloak)

just wandering around the forest, usually in the northwestish corner.

#### Renegade Orc

In the celar under the decrepit cabin (just a few east outside Medienne east case), can PUSH COUCH for a chance to pop: spear shaft

## Medienne Graveyard (In progress...)

**Approx. Level: 20**

The gate swings slowly open in a rusty screech of contempt.

A spectre rises up before you!

The spectre says, "Know this:"

"The earth beyond this gate is sworn by blood to a dark power...

"Mortals are not welcome here, except as sacrifice.

"Enter at your peril."

The Medienne Cemetery has not served its original purpose in years. Now, with the Starkadder Crypt lying at it's center like a black heart, the graveyard is nothing less than an armed camp.

Though a huge, sprawling area, rumors and tales of veteran adventurers claim that the crypt beneath the Cemetery is larger and yet more deadly as it descends into the earth, connecting to both ancient catacombs that predate Medienne itself, and the lair of the greatest Archimage to ever live, Croazner the Undying.

### **ask pri darkfall (priest of medienne aka brother Thomas)**

You ask Brother Thomas about the dark history of Medienne.

Brother Thomas frowns slightly, "The history of the Starkadder family and Darkfall are very tightly enmeshed in many people's minds, though I don't know how closely aligned the two truly are. There is a journal in the library below that recounts the times of Darkfall, read it and make your own decisions."

"The Starkadder family was once a good and just ruling clan, and gave the early city of Medienne many able Dukes. That changed when the ruler of the family at the time, Vadis, became close friends with a young mage by the name of Croazner."

Brother Thomas continues, "The reputation of the Starkadder became darker as time progressed. Vadis and Croazner were both young in those days, and won many battles; for their clan as well as Medienne, but rumors started to float about the town that the family was involved in dark rites... the fact that Vadis had bound an Ogre clan in allegiance to the Starkadders did little to soothe the city's nerves."

Thomas says, "Some say that Croazner and Vadis had a hand in bringing about Darkfall. Whether or not that is the case, they certainly benefited from it, and the entire region shook under the iron hands of that clan for many years, even after Vadis and Croazner disappeared from the public eye, presumed dead. The clan's reign ended here, in this temple, and ended poorly."

Thomas says, "John the Bloody and Ethan Starkadder, his younger brother, were to take wives in a double wedding. Their brides were mysterious and foreign, and of course rumored to be witches on top

of the rest. When the time came for the family's priest, Marzan, to perform the rite, a great cry rose up from outside the temple, and a mob surged through the doors, attacking the bridal party and killing several, including both of the young brides."

Thomas sighs and concludes, "Ethan and John were enraged, and slew dozens of townsfolk before carrying their unwed mates in their arms to the family's crypt. With the remainder of their family's knights, and the aid of their priest and a mage who served with them, they crafted a curse upon the Cemetery that has lasted to this day, turning it into a veritable armed camp of the undead. Some say that even Croazner and Vadis returned to this world when the rite was completed... some say they never left."

#### Directions to Zone:

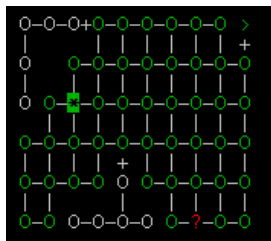
From the West Gate of Medienne > speed w2se2s4e > Go down and you'll be at the plus sign on the screenshot below

Somewhere in this zone is chance to pop a black rose. It poisons you when you hold so good for improving cure poison. open gate, 2sw, get rose.

There are three levels: Graveyard (level 1), Starkadder Crypt (level 2), Crypt of Medienne (level 3)

Below is a screenshot of the Graveyard (level 1):

NOTE: You start at the northeast corner where the "+" sign is located,



To get to Starkadder Crypt (level 2), from the northeast plus sign, go one south, then all west, then one south then go all the way down. (green highlighted square on the above map) Go all north, then all east to get to Starkadder.

To get to Crypt of Medienne (level 3), refer to the area "Crypt of Medienne" (has its own section).

#### Pops:

- Skeleton or Huge skeleton covered in rags pops: black helm (helm of darkness)
- Starkadder pops: single-bladed broadsword (dark steel broadsword)
- ghost of Etienne Mederos: heraldic shield
- ghost of a young bride: dark metal ring (detect evil)

- ghost of Eftis Turan: obsidian medallion
- ghost of Geoffrey whitehelm:
- ghost of Sir Thomas: single-edged longsword (half-moon longsword)
- room 1777 (southeast corner) get wreath – to pop a black wreath

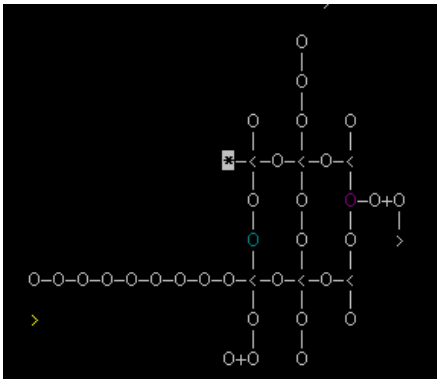
## Medienne Sewers

How to get to zone: Go to the Dark Alley (north west part of down) and go down into the sewers.

A large, black insectoid creature scuttles across the shadowy ceiling. – pops a silk gland

Alligator skins for aliigator skin

All the way south is some ooz that pops a level 1 sapphire circlet (100% pop) that grants water breathing. Down side is that it is always cursed.



## Copper Chest

Go down, all east, s, kill skeleton (key can be used to unlock all the doors to the chest), have to pick the chest to open it (not trapped). This is the chest in Krasnog's shop.

Pops: blue coral shell ring

## Rat'ka

After going all down, one east, south until intersection, then 3 west > Move grate.

- thin, dark-haired man - black leather vest, black rapier, black buckler
- pale, masked man – soft, low boots

**touch carving** to open the copper door.

- woman with a nose ring – long thin dagger, soft leather gloves
- scarred, waifish girl - ?
- Room #75261 – search hole - ?

- giant rat - ?
- tough, dark-skinned man / black-furred wererat – wooden club, studded leather jacket
- disfigured elf – black rapier
- large, scarred rat / huge vicious rat - ?
- burly, red-bearded man – iron hammer, black leather leggings, black leather jerkin
- massive feral rat - ?
- tall, dark-eyed priest / robed wererat priest - maple quarterstaff, black robe, large copper key
- pale-eyed young man – black leather jerkin
- dark-complexioned woman / dark female wererat – leather whip, pair of black leather gaunlets
- rat with tattered ears - ?

### Dragon Turtle / Tiger Octopus

Go all down into sewer, e, 3s, all w, w again (cause you to jump cliff), d, enter crack > then get chain > loop chain and turtle shows up.

Dragon Turtle Skins for a Thick Silver-green Shell.

Also, on Dragon Turtle death, if you have an empty glass vial AND a cork stopper in your inventory then occasionally the turtle will expel some deep water, which will automatically be captured by you IF you have those two items in inventory on death of the turtle.

Tiger Octopus skins for an intact gland of ink.

Chest pops: Ruby Goblet, large chunk of clear crystal

### Mist-filled Marsh (In progress...)

**Approx. Level: 5**

Long ago, Khutek, the hedge wizard, was practicing a powerful spell involving calming mists. Being an inexperienced mageling at the time, the spell failed, and disastrous environmental consequences occurred in the marsh where he had been training. Khutek chuckled it up as a learning experience and moved on.

The enchanted mists still envelop the region south of the Elhanni River today. Numerous rumors abound of mysterious creatures that now inhabit the region, mutated by the magic that Khutek unleashed years ago.

Located between Chiiron and Pennan (to the south).

There are 5 opportunities to “get clay” that will yield “a lump of clay”. These are 100% pop rate.

**Pops:**

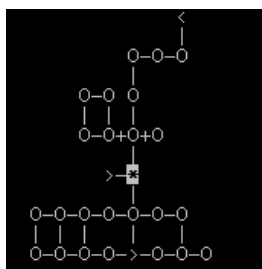
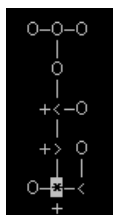
- White duck: fluffy white feather

### Monastery, White Oak

Not listed under areas.

**Directions to Zone:**

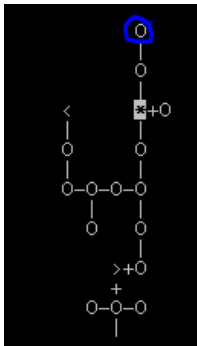
From outside the west gate of Medienne > speed w3ne2nene3nwn2w12ne5nw2ne3nw



Young Monk Sentry at the front gate will not let you pass, so I pretty much always kill him. Two north and behind a locked door to the west is the aged invoker, Earthril who pops runed rings of electrum, tattered robes, and pinches of iron. You need the carved bone key to unlock the door. Back to the east 1 and all north is an ESW exit room with an altar in it. **Push altar.** Once the altar is pushed that same ESW room becomes a NESW room. Go north 1 and you have two directions to go.

From the SU room past the altar, 2 up is the high Monk, Kaigan. Good pops, very deadly. Damage is more important than healing on this mob because he can crit for a few stars pretty easily, and he heals himself. Massive damage is your friend.

From the same SU room past the altar, **push fist** will cause the wall to the East to open up, leading to the dark secret of the monastery, the hidden order. There are evil monks in these hallways and I try not to read the room descriptions or the descriptions of the occupants too much because it's frankly horrifying.



At the blue circled area above, “**get log**” that will cause a smoke demon (Scrathal) to appear. He skins for a strip of black demon skin. On death, you can capture some its smoke. You have to have an empty vial and a cork stopper in your inventory. It will randomly work and not work – happens a little more than 50% of the time in my experience (Avlis).

Avlis reaches down near the fire and grabs a log that is sticking out of it.

The fire suddenly flares up and you hear screams of tortured souls emanate from within the fire.

Suddenly the smoke in the rooms curls and twists to form a demon!

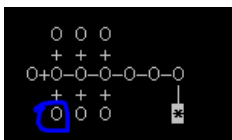
On smoke demon death...

The smoke billows and turns into a dark cloud.

Taking a glass vial, Avlis catches some of the smoke in it!

Avlis takes a cork and tightly stoppers the smoke-filled vial.

This results in you getting a smoke-filled vial in your inventory. Quzar can custom some of these into a talisman of smoke. I believe it is now also used for augmenting.



The mother-load of reasons to visit this area is supposedly the Finger-Knives of the Hidden Order, which “in theory” pop on the orcish monk of the hidden order, who appears at the circled location. The orc only pops when the other monk has also popped. Neither of these mobs pop every time. So far, we’ve killed the orc 13 times out of 45 runs, so it seems to be roughly 1/3 times it will be available to kill.

**Pops:**

- high monk (Kaigan) pops: wide leather belt, grey and silver belt (belt of the winds), pair of ivory boots, bracer ?, ring ?
- aged invoker (Earthril): dark purple robe (robe of protection), pinch of iron filings, tattered robes , runed ring of electrum, rune-inscripted bracer (bracer of elemental defense)
- ghost of a monk: ?
- ice spider: ?
- mighty lizardman (Hzzth):
- rusty large chest: brass knuckles, set of monk robes
- chef (on the ground): bag of flour, get jar (jar of paprika)

#### Hidden Order Pops:

- smoke demon (Scrathal) pops: strip of black demonskin. On death, you can bottle smoke.
- spider-robed monk: bladed battle tools
- star-robed monk: set of spiked fist blades, red robe
- monk: pair of sandals, monk's black robe, steel-tipped whip
- monk of the hidden order: brown robe, set of wicked looking finger-knives
- orcish monk of the hidden order: black robes, pair of sandals, Finger-knives of the hidden order

#### A Set Of Finger-knives Of The Hidden Order

Base Cost: 8000    Level: 70    Weight: 1.00 lbs  
 Damage: 3d4 (7.5)    Class: unarmed    Attack: punch  
 Acid: 90%    Fire: 99%    Cold: 99%

Rarity: Very Rare  
 Materials: mithril  
 Wear Loc.: right\_hand, left\_hand  
 Layer: base

Anti-Flags: anti-mage, anti-cleric, anti-thief, anti-warrior,  
 anti-paladin, anti-ranger, anti-druid, anti-bard

Restrictions: bladed

Affects:  
 Cannot be disarmed.  
 Hitroll by +2.  
 Damroll by +2.  
 Hit\_points by +15.  
 Effects are additive.

-----

#### A Strip Of Black Demonskin

-----

Base Cost: 1000    Level: 1    Weight: 0.80 lbs  
 Acid: 5%    Fire: 9%    Cold: 85%

Rarity: rare



Materials: leather

-----  
-----  
A Belt Of The Winds  
-----

Base Cost: 27000      Level: 60      Weight: 1.00 lbs  
Armor Class: 4  
Acid: 5%      Fire: 9%      Cold: 85%

Rarity: very uncommon  
Condition: very scratched  
Materials: leather  
Wear Loc.: waist  
Layer: base

Affects:  
Hitroll by +2.  
Dexterity by +1.  
Cold by +5.  
Electricity by +2.  
Is magical.  
Is water-proof.  
Is rust-proof.

-----  
-----  
A Pair Of Ivory Boots  
-----

Base Cost: 20000      Level: 50      Weight: 8.00 lbs  
Armor Class: 6  
Acid: 75%      Fire: 99%      Cold: 98%

Rarity: very uncommon  
Condition: good  
Materials: stone  
Wear Loc.: feet  
Layer: base

Restrictions: can't hide, can't sneak

Affects:  
Damroll by +2.  
Dexterity by +1.  
Is magical.  
Is water-proof.  
Is rust-proof.

-----

## Naraki Desert (TODO)

Approx. Level: 10

Endurus, a gnomes geomancer, recently returned from the far west. While looking for his father, an adventurer who disappeared over two hundred years ago, Endurus was trapped in a landslide. Once he freed himself, he soon discovered a path which led through a twisting canyon into a vast desert. Excited that he had finally found the Desert of the Four Sands, Endurus, like his father before him, struck out on a mission of exploration, leaving his magical studies behind for a time.

Sadly, when Endurus returned from the desert, he returned with little additional knowledge about his father's disappearance. However, Endurus did discover that what his father called the 'Desert of the Four Sands' was truly the Naraki Desert. Apparently a minor earthquake had sealed it off from the rest of the main continent.

Endurus also learned why his father's journals spoke of the Naraki as having four sands. For indeed, within the Naraki Desert, a barren land caught within a series of twisted canyons, Endurus found that the desert soils were of four different colors.

Each, Endurus discovered, had its own secrets and mysteries that need be unearthed. But the most spectacular thing about his visit, he has been heard to remark, was the giant stone structure situated in the middle of the desert. Though he could find no way into the structure, Endurus has vowed one day to return. Perhaps, within it, lie clues to his father's whereabouts.

## Newbie Academy (TODO)

Approx. Level: 1

This is a special area of the mud where new players, and players who might be new to TFE, can get familiar with some of the basic commands for playing. It is only available for new characters, and characters must be level 3 or lower to enter. Entrance to the academy is only available immediately after creation, or by way of a Tutorial Raincheck. The tutorial can only host one person at a time.

## Northwood Farm

Approx. Level: 10

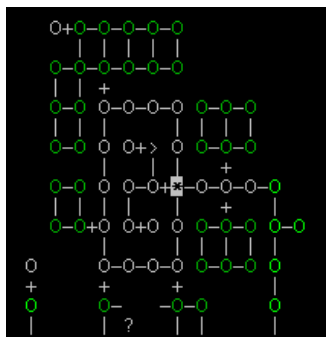
Though the Northwood Farm is located quite close to the farming community of Pennan, they'll be the first to correct you if you try to put them in the same group. Northwood Farm is far more prosperous than their neighbors to the west and has not suffered the same bad luck with regular invasions by bandits.

The farmer Cyriac is the owner of this large farm, which grows a wide range of produce, raises several kinds of livestock, and supports a successful dyeing industry. They seem to always need a few more

hired hands than they can get, and many youngsters from Chiiron have found work there when they need it.

#### Directions to Zone:

From outside the North gate of Chiiron > speed 6w4n2w



The farmgirl on the second story of the farm house pops the silver knitting needles. You can repair the needles in titans (depending on the damage level – not all damage levels will repair).

This is also where you can custom dyes. There is a robed merchant on the way into the zone that customs them.

- “A piece of hay” pops in the hay loft above the barn.

### Olle's Tower (In progress...)

**Approx. Level:** 50

Just north of the beaches of Chiiron, a lone tower cuts into the skyline. The great wizard Olle, sought by many in his youth, resides here, though much time has passed since he was last seen. There are whisperings in the streets of Chiiron and Medienne about adventurers who have returned from this tower with tales of the perils found within, yet none of their accounts seem to match. From gargantuan monstrosities to powerful, otherworldly beasts, the tales vary widely, though few are stranger than the hushed legends of giggling, violent women.

Directions to Zone: It is east-north of the Fork in the Road, which is straight east from Chiiron East Gate.

You'll arrive at a closed door.

Password to get into the tower is, “Olle is a Duskblade”. –Old woman (Genny) outside the tower will give you the password.

Go in and start killing. There will be 2 fae feeders on the way to the wizard projection. When you get to the wizard project don't for to ...

**sea hoard** to pop some lacy undies

A wizard projection calls out, "Thank heavens! Are you here to lend aid?"

Just ask and I'll do my best to explain the situation."

**ask wiz aid**

You ask the projection to explain the situation.

The projection blasts the mist even further back before beginning, "Well, as you've probably guessed, I'm not an actual person. I'm a projection of the wizard here, Olle."

"Olle has always been a gifted wizard, if a bit... peculiar. He's always had his problems with sleeping and one night he tried to use his magic to help himself fall asleep, and it seems the spell was far more powerful than intended; he cannot awaken."

"The problem is, magic like his cannot simply remain bottled up and unused for such an extended period. You see, a wizard's dreams actually connect them to the realm of the fae, hence this damnable mist. The mist is weaving with his dreams and giving physical form to them. Being the... timid... man that he is, his fears have been the first to manifest and are taking over the tower."

"I'm doing my best to hold the nastiest ones within the tower, and I've sealed each of the six big fears behind mirrors that act as portals, touch them to activate them. If we're to wake Olle however, you must enter those portals and strike down his fears. Regather the gems I used to seal them inside in the first place and I should be able to open the way to Olle's true body."

"In each room there will be a floating orb. If you need details on the fear you'll have to fight, just touch the orb."

"Be careful on your return through the mirrors! This mist is corrupting the tower, even I don't know where in the tower it will return you!"

Go around

**Pops:**

A Gargantuan Lizard Creature (Sssssiiissssss the Hisser)

\* a pair of oddly-shaped gloves

- L33, +1 hit, +2 dam, -0.5 mana regen, -15 mana

- anti-mage, anti-druid, lizard only

\* a pair of blackened scale-patterned gloves

- L50, +2 dam, +2 hit, -3.0 mana regen, -30 mana

- lizard only

\* a blackened tail ring

- L50, +1 dam, -1 con

- lizard only

\* a greenish tail ring

- L50, +1 hit, +1.0 mana regen, +10 mana

- anti-thief, anti-warrior, anti-monk, lizard only

- Greenish Scale-patterned Gloves

-L50, +1dam, +1.5 mana regen, +10 mana

-anti-thief, anti-warrior, anti-monk

A Dark Vision of Olle

\* a black silk robe (unid: a dark robe)

-

- L22, +5 mana, +0.3 mana regen, +5 cold/fire

\* a pair of red, fur-lined boots

- L50, +1 dex, +1.0 mana regen, +15 mana

- anti-thief, anti-warrior, anti-monk

\* a crystal encrusted rod

-

A Plump Vyanness Caked in Makeup (Lilianna)

\* a pair of red silk sleeves

- L1, +5 fire/cold, no minor enchant

-

A Dwarven Lass with Flowers Woven in her Hair (Brielle)

\* a shawl of fanaticism (unid: crimson-stitched shawl)

- L50, +2 dam, +1 dex, -5 Fire

- anti-mage, anti-cleric, anti-druid

Also pops an Anaconda doll

-

A Snobbish, Heavily Made-Up Woman (Eudora)

\* a matte purple bracelet

- L55, +2 dam, -1 hit, -5 cold, anti-mage, anti-druid, neutral only

-

Skeletal Figure

\* a scythe 'Deathsting' (unid: an onyx-hilted scythe)

-

- polearm: L55, +1 dex, -1 hit, +5 Mind

- two-handed, anti-mage, anti-druid, anti-monk, anti-bard

-

A Mindless Drider

\* a pair of hardened web gloves

- L50, +15 mana, +15 hp, +1.0 mana regen, -3 cold

- druid only

-

An Exaggeration of Genny

\* a staff of stars (unid: deep blue staff)

- L56, +1 int, +0.5 mana regen, +15 mana, -15 hp, +1 hit, -2 dam

- druid and mage only

-

A Fae Feeder

\* a tongue of a fae feeder (skin)

-

Chest in storage room:

\* coins, gems, phials, scrolls

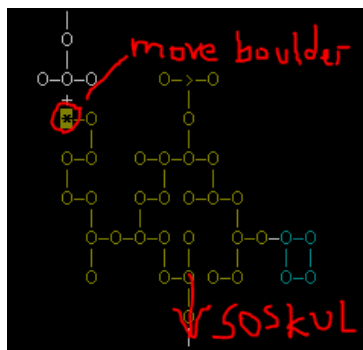
In the room with the "small boy in a propeller cap", **search tree** for a chance to pop a knight doll.

### Orc Raider Camp (In progress...)

**Approx. Level:** 30

The citizens of Sos-Kul have been reporting strange happenings at night near and around the city. They speak of dark shapes entering the town at night and people missing in the morning and supplies being raided. Several lizardmen have vanished in the swamp to the north of the town while investigating these happenings.

**Directions to Zone:** Head north from Sos-kul, then head northwest until the path deadends > Move Boulder to reveal the way into the zone.



One north of the room where you moved the boulder, you can "**search bone**" for a chance to pop the polished marble key to unlock the door to get further in the zone.

All the orc raiders assist and the chieftain calls.

After you kill the chieftain, there is another room north with a chest. To get to the chest... push circle, push square, push diamond, push triangle. Will need a thief to pick the chest.

Seems to be a decent place to acquire steel meltables.

**Pops:**

- Orc Raider - rock with bits of mithril embedded, iron pike

- Dark Orc Berserk - dark orc hide
- Orc weaponsmith – steel ingots, gory head of an orc, shining silver ranseur
- Orc Chieftain - runed bracelet of the elders, dragon hide shield, iron scimitar
- Found the following on the ground - handful of shiny, metallic fragments
- Chest – plats, gems, swirling potion
  - You can 'search sack' in the chest room to pop a platinum bar.
- Slave Master - Thick leather cord

## Orogs

NOTE: This zone is not listed on “areas”.

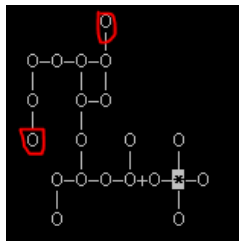
### Directions to Zone:

From the outside the west gate of Medienne > speed wwnwwwsswwssww > “move vegetation” > Go all down > go one west > “search west” (I think you need search at level 7) > to the west is Orogs.

**Tip:** Before going all down, I recommend fireshield to negate the webs from the spiders and cure poison.

The top-most red circle is where the Chieftain and bodyguard are located. There is a chest in the room with them but requires a thief to open. The Chieftan calls the zone to his aid.

The west red circle is where the Shaman is located. He will summon demons to assist him so be careful. The Shaman also calls.



### Pops:

- Orog chieftain - Bone girth of increased body, mottle cloak of elf skin, coarse cloak, phial filled with a colorless liquid, crisp new scroll, wicked scimitar
- Orog shaman - polished stone ring (silver and pearl ring), faded grey robe (robe of regeneration), tallow candle, fine hand-crafted staff
- Orog bodyguard – engraved, greenish metal bracer (engraved copper bracer)
- Ogre Renegade - Polished bracelet of white silver, royal blue potion

NOTE: Bracelet drops this on death -- With a dying gasp, the raider drops his loot.

-----



A Polished Bracelet Of White Silver

Base Cost: 500      Level: 15      Weight: 1.00 lbs

Armor Class: 2

Acid: 65%      Fire: 70%      Cold: 90%

Rarity: Uncommon

Materials: silver

Wear Loc.: wrist

Layer: over

Anti-Flags: anti-evil

Affects:

Effects are additive.

Is magical.

Hit\_points by +5.

Damroll by +1.

Cannot be enchanted with minor enchant.

-----  
**Chieftain pops:** mottle cloak of elf skin (odd mottled cloak)

-----  
A Mottled Cloak Of Elf Skin

Base Cost: 5000      Level: 20      Weight: 6.00 lbs

Armor Class: 6

Acid: 5%      Fire: 9%      Cold: 85%

Rarity: scarce

Condition: reasonable

Materials: leather

Wear Loc.: body

Layer: over

Anti-Flags: anti-elf

Affects:

Is magical.

Is water-proof.

Effects are additive.

-----  
**Shaman pops:** A Silver And Pearl Ring (polished stone ring)

-----  
A Silver And Pearl Ring

Base Cost: 7000      Level: 25      Weight: 0.50 lbs

Armor Class: 3

Acid: 65%      Fire: 70%      Cold: 90%

Rarity: scarce

Condition: scratched

Materials: silver, stone

Wear Loc.: finger

Layer: base

Affects:

Mana\_points by +10.

Mana\_regen by +1.0.

-----  
**Bodyguard pops:** an engraved, greenish metal bracer (engraved copper bracer).

-----  
**An Engraved Copper Bracer +1**

-----  
Base Cost: 7125                      Level: 20                      Weight: 3.00 lbs  
Armor Class: 6  
Acid: 45%                      Fire: 85%                      Cold: 95%  
Rarity: very uncommon  
Condition: scratched  
Materials: copper  
Wear Loc.: wrist  
Layer: base  
Anti-Flags: anti-mage, anti-cleric, anti-thief, anti-druid, anti-monk  
Affects:  
Electricity by +5.  
Hit\_regen by +0.5.  
Is magical.  
Effects are additive.  
-----  
=====

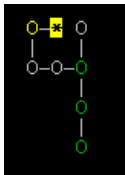
## The Order of Lonil

**Approx. Level: 35**

A bizarre shrine has recently been discovered in a forested valley off the Cairn Mountain Road. It is said that touching the shrine will bring you images of Lonil himself, but nothing else happens. There are many footsteps leading to and from the shrine, but people are rarely ever seen returning the same day as they go there. Some believe this to be a shrine set up by the Order of Lonil, sworn enemies of the Luerna and outcasts from their own religion. The Order of Lonil, similar to the Luerna who they are sworn to destroy, are a contradictory group. Made up of dark races; trolls, ogres, vyans, goblins, and orcs; the Order of Lonil are sworn to Lonil's glory and all that is good. They have long been cast out of their native lands, and scorned by the light races as well.

### Directions to Zone:

From outside of Kha-da (Cairn Mountain Road - Junction and Obelisk) go > speed  
3n2d4n2dne2ndend2n3enwd2n2e10n > this is repop > to run the zone, go north until west exist, then  
go west and follow it around and place the seal of francis



Need a seal of francis to run the zone. The seal comes from lost outpost of luerna.

#### Pops:

- high priest: pair of electrum-woven wool socks, white and gold robe
- search paper (high priest room): crumpled note
- warrior of the order: pair of steel-capped hiking boots

### Path of Destiny (PoD)

**Approx. Level:** 60

An experienced adventurer looking to face the biggest challenge of his life will seek the Path of Destiny. It has been said that finding the path is not easy as it appears to magically change locations. Those that have found the path and survived it have found great wealths but at great odds. Some report that they were unable to do some things in battle that are commonplace.

Sometimes referred to as “POD”. There will be a down exit in a room where there would otherwise not be one. They are spread throughout the map and although the location is the same, the spot on the map that is the opening changes making this zone someone difficult to get into.

The zone gets harder as you level up too, but the rewards get better too.

If you are lucky to have the zone pop (it will be a down exit), then go down, and “**ent hol**” when you are ready. You’ll fight a bunch of shadow monsters, until you are finally deposited in the path.

First trail is the **gladiator** – who pops: steel bastard sword, steel-tipped boots, mithril bastard sword, iron chainmail bracer, steel bastard sword

Second trail is the **lion** – skins for lion's mane or lion's claw

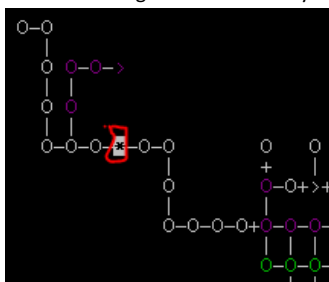
Third trail is the **earth demon** – green gem, deep blue gem, red-green diamond, sea green gem

Fourth trail is your **reflection** – see below for pops as pops vary by class and level.

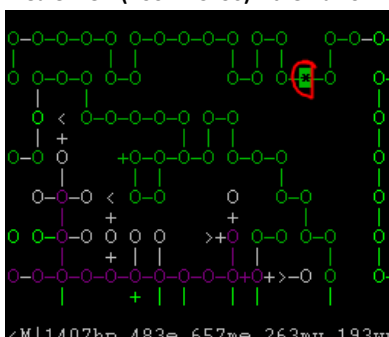
After you defeat your reflection, you have to push some buttons to leave, if you press the right combination you can go north to a treasure chest – the chest is not locked or trapped!

Chest: greyish stick of incense, green gem (meditation), deep blue gem, tattered scroll (magic mapping), small bottle containing an amber liquid with a rose tint (Tae aka revitalize), twisted, barkless stick (Walking Stick)

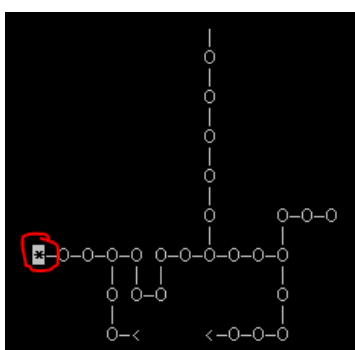
- **Pennan** – along the Greened Way towards the Desert



- **Chiiron** – one east of the Fork in the Trail
- **Medienne** – (Room #3796) – the Narrow Path just north of Medienne



- **Vaasa**  
One east of the climb root
- **Kha-da**



Pops are by class:

Bard:

- 60-69 anklets of the troubadoor
- 70-79 sword of destiny
- 80+ Tulwar 'Tintinnabulum' (frequently pops rusty)

Thief:

- 60-64 krynite dagger
- 65-69 stone dagger of despair
- 75+ butcher knife (krynite dagger, shadow dagger, yeti hide jacket)

Monk:

- 60-69 bear paw (can be replicated), crimson and black robe, bladed battled tools, thin leather boots
- 70+ metallic fists or bear paw

Cleric:

- Low level - Krynite Mace
- High Level - Staff of Destiny (runic staff)
- Popped Maul of the Defender off cleric reflection at level 86 as well

Warrior:

- 90 – white steel boots, mithril two-handed sword

Druid:

- 83 – Whip of Resurgence (glowing magenta whip), black shimmering robe (jet black robe)

Paladin

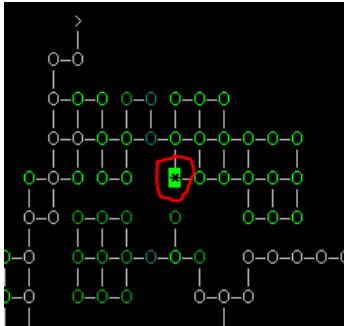
- 60-69 – Sword of Destiny
- 70+ - Sword of Destiny (higher drop rate), Sword of the Elements

## Pixie Forest

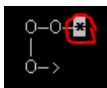
**Approx. Level: 40**

The ancient battle between good and evil exists near a mystical waterfall hidden within the Cairn Mountains. The cyclops have their haunt within their dark caverns, while the pixies frolic amidst an enchanted forest. The small strip of forest and mountainside which separate them have been the battlegrounds for many a struggle over the ages, with the all-powerful shaman of the cyclops leading his hordes against the magics of the pixie high sorceress. While the smallest pixies might fall victim to lesser fighters and mages, only the strongest, boldest, and most foolhardy adventurers had best venture into the den of the cyclops. Recently the cyclops shaman acquired additional pet-guardians to use in case their caverns are invaded by visitors of overwhelming power.

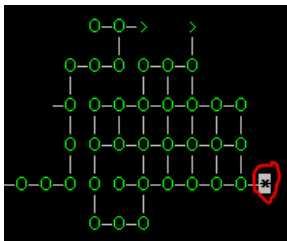
**Directions to Zone:** 1s and down from cycs repop



Follow path around



ent water and you will appear in the room circled in red below. (ent water again to leave)



**Directions to pixie high sorceress:**

From the spot where you “ent wat” (circled in red) > Speed 3w4nu2wdws2w3s3w > move bush > speed 2nwuwuu > cli up > speed n > “jump across” > speed up

- **pixie high sorceress** pops silvery silk scarf, multi-faceted crystal circlet (mystic circlet), nearly clear gem (nearly clear diamond)
- **pixie enchantress** pops silver bauble
- **greater pixie mage** pops nearly clear gem (nearly clear diamond)
- **pixie sorceress** pops phial filled with a purple liquid

If you want to get to the Ethereal Dragon, then ask the pixie high sorceress about the rift.

#### ask pix rift (sometimes killing her works too)

The sorceress looks at you gravely. You hear her soft, golden voice echoing in the vaults of your mind. "You speak of serious things, mortal. We faeriefolk have dwelt here for centuries, our lives formed around guarding this forest and to ensure the dark prison behind me remains sealed. Lately, I fear, my magic has grown weaker, and the foul evil behind this stormy wall has grown stronger. I know not whether I will be able to keep it sealed much longer."

#### Ent mist

Ethereal Dragon (Kasikus) is hidden among the ether wraiths. He will pop out if you walk around enough. The ether wraiths are immune to acid damage. I found that cold works best.

The Ethereal Dragon skins for:

- a handful of shimmering dragon scales
- an ethereal dragon claw
- an ethereal dragon hide

#### How to leave the Ethereal dragon area...

The room you're looking for has the last line: Floating here before you is a rift of blazing white light--a rip in the very fabric of reality. **enter rift** there to leave.

#### How to get to the faerie serpent in pixies:

- a. west, north, west (four times), north and enter tree

To leave:

- b. exit log

### Quiet Elf Village

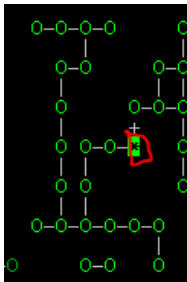
**Approx. Level: 28**

Deep in the heart of the Vaasa, near a forgotten stream in the central northern reaches, a few families of elves have built a small village to live their lives in peace and harmony with nature. Three generations of families live together, hunting, fishing, and enjoying a simple, quiet life. While the stone giants of Hark's Finger loom nearby, the elves have thus far been able to live in peace.

**NOTE: The is a player kill zone.**

"move bush" to get into the zone.

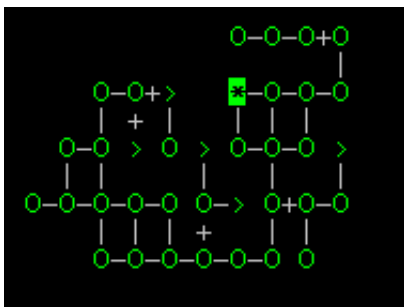
You can "drink stream" at repop, so you never have to worry about your water supply. I usually stand at repop, and scan until I see a deer appear north, then I know the zone has repoped, and I continue with my killing.



Elf maidens pop the tainted bracelets.

I believe the arch dude near the old elf pops the bow string.

The old elf pops lifestones and tobacco (in satchels), silver flutes, and rings of fortitudes (worn oakenwood ring). The silver flutes can be melted for mithril ingots.



## Rabbit Warren

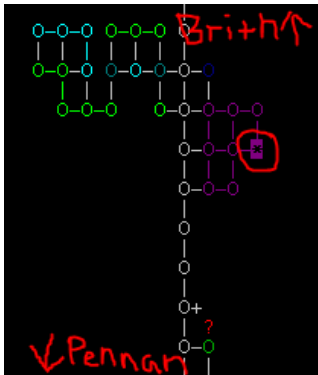
**Approx. Level:** 6

Rumor has it that some mysterious force is affecting normal rabbits, and has made them grow large and aggressive. Some have sighted the giant beasts not far from the Black Hills Valley, and have taken shelter high up in some tall trees nearby.

### Directions to zone:

From one south of the Sutler's shop in Pennan > speed e6n2w9n3e > ent hol





#### Pops:

- giant white rabbit - giant rabbit's foot (reagent for haste)
- giant brown rabbit – giant rabbit’s foot
- dwarf – peaked wizard’s hat

All the rabbits are agro. The dwarf is only mob in zone that isn’t agro.

### Raven Wood

**Approx. Level:** 15

Many hundreds of years ago, the woods east the Elhanni now called Raven Wood were known as a warm green glen, beloved of druids, wanderers, and animals alike. But then humans became interested in the nearby mountain caves, delving deep in search of copper. In time, war came to the nations of humans, and the mine became a key prize in their useless struggles.

A fierce battle was fought, both by the armies of men below, and their powerful wizard-kings above, for the wizard-kings knew that within the mine lay more than copper, that deep within the mine, in a hidden cavern of crystal, floated a magical gem; a gem whose powers were only known in lore and fable. The gem imbued its cavern with such a field of energy that the spells cast there gained strength tenfold, and harnessing its power, powerful wizards could even peer into the future.

Most would see no difference between King Lokyhen and his foe; after all, both were humans, both wizards, both kings. But Lokyhen was a good man, if indeed there were many at that time, and strove for peace. Under cover of magical darkness, he snuck into the mine, under control by his enemy, and used the gem to foresee the things to come. He saw two visions that night. On the one hand, he was defeated, his lands laid waste and his people enslaved as the power of the gem gave the victor the ability to summon being out of mist. But on the other hand, to his surprise, he saw that if he grew victorious, the gem’s power would overwhelm him, warp him in a quest for more magic, and bend him to evil!

Troubled, he called council with Ghadl Savan, his mortal foe, sharing the tale of his visions. Outraged that Lokyhen could use them gem without his notice, the evil wizard stormed away, swearing to defend the gem as his own. Resolving upon a course of action, that being the utter destruction of the gem, Lokyhen took a band of a score of his best fighters and endeavored to steal the gem from the depths of the mines.

But Savan awaited, a legion of his most loyal guards hidden in the dark shafts of the mine. Seeing the trap unfold, Lokyhen hurried to confront his nemesis. Although victorious, Lokyhen's cries of victory were silenced by the whispers of the evil archmage's dying curse, engulfing the glen with a noxious green mist, flooding the mine with the sludge which grew from his lifeblood.

The gem answered the curse, twisting it as its own, transforming Lokyhen and his men into ravens, trapped for all time, or for as long as the gem's power remained. And, buried deep beneath the writhing souls of a legion of undead guards, the gem appeared safe for eternity; however it was also doomed to be alone. The evil within the gem cried out for a master, and who knows yet what evil awaits in the forgotten depths of the mine.

-----  
by brithbarad...north east by the lions, follow the river north cli up, go east, cross a bridge or something to the south...  
-----

Sounds pretty freakin' awesome, right? Wrong. There are notes around saying that red-green diamonds pop here, but I can't find a way beyond the seemingly silly top area. There are black birds, a white bird, and the Cursed Wizard-King Lokyhen in the forest. You can search skeleton at the white bird and it will attack you, and then you can search it again to find booty. Birds skin for feathers. Around the lake, you can search a pile to spawn a skeleton, and walking around the lake summons undead creatures from the lake itself. There is one room with a clean slab that looks different – but couldn't find a way in.

There's a couple other acodes in the area too – climb tree takes you...out on a limb and out there you can see a smaller branch, but no acode for it – confusing. There's also another area just north of the raven wood that isn't open yet – jump across or jump east doesn't work yet.

- cursed raven king (Lokyhen) - a dark feather (raven feather)
- search skeleton (at the white crow) - a tiny red gem
- skeletal captain - ?
- mossy skeleton - ?
- dark raven - tiny green gem

## Renegade Dwarf Warrens

**Approx. Level:** 10

Spelunkers have reported seeing the furtive movements of diminutive figures in the cave-riddled cliffs north of Chiiron. The description of the beings seen in the caves matches the description of a band of

dwarves cast out from their clans in the mountains of the north. Adventuring souls exploring the region claim that the dwarves have already dug in, and are well prepared for any attacks. There seems to be only one real entrance into the caves they have claimed as their own, and it seems to be guarded at all times. Adventurers are advised to use caution when approaching the aggressive outcasts.

#### Directions to Zone:

In the caves north of Chiiron > you know the room where you climb down to get to the dragon? **swing north** instead.

#### Pops:

- **dwarven cook** - tin ladle, raw bunch of fresh basil, cobalt blue gem, phial filled with a rainbow-hued liquid, charred stick, phial filled with a milky liquid, phial filled with a colorless liquid, phial filled with a blue-white liquid
- **rogue dwarf** - small rock, shiny silver bracelet
- **tendrill** (move vine) - ?
- **vine heart** - ?

NOTE: After killing the vine heart, try to go **down** to leave the vine area.

- **rogue dwarf crossbowman** – bronze battle axe, ironwood arrow, small rock
- **rogue dwarf leader** - silk ribbon, pair of hard leather sleeves, pair of hard leather gloves, empty small leather pouch, unusual orange-yellow gemstone (Chrysoberyl), deep blue gem, green gem
- **bundle of firewood** – will just be lying on the ground in one of the rooms, this is the same firewood that is needed for the quest for the cold citizen in the town of Medienne.
- **Room #31516:** sometimes has ingots lying on the floor.
- **Room #31509:** Angnier (Customs some krynite things) – See Custom section.
  - Blue – down (**pull blue**)
  - Red – up (**push red**)
  - Green – down (**pull green**)
  - Black – down (**pull black**)
  - White – up (**push white**)
  - Then **push button**, to open a trap door down, to Angier.
  - Open north and go in and see him for custom krynite items.
  - When you leave, can **pull level** to open the door back up to renegade dwarves.

### Renegade Gnome Lair (In progress...)

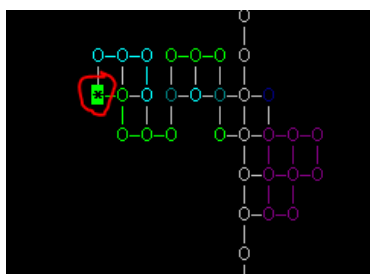
**Approx. Level:** 25

The long-suffering citizens of Pennan have been weary of raids and surprise attacks from ferocious invaders for many years. Among the worst culprits are a wild bunch of renegade gnomes. These rogues and cutthroats are skilled and dangerous, combining stealth, spellcraft, and special equipment. Rumors

have been circulating that their secret lair exists somewhere north of Pennan. Those who wish to help rid Pennan of these vile scoundrels had best be fully alert, for these gnomes are well-trained in battle and dirty fighting tactics.

open stump (circled in red) > then turn handle in one of the rooms to open the locked door (there is another turn handle beyond the door incase the zone repops while you over there).

- Room #38258: Turn Handle – opens a doorway further into the zone
- Room #38279: Get Plate - ?
- Room #38266: Turn Handle – opens a doorway out of the zone incase it gets closed
- renegade gnome chieftain - crystal ring, head of the raider chief, phial filled with a colorless liquid, iron two-handed battle axe
- small cloaked figure (detects hidden) - barbed broadsword, phial filled with a yellowish liquid, phial filled with a colorless liquid
- squat gnome (detects hidden) – brown leather cloak, long thin dagger
- shadowy figure - phial filled with a milky liquid, narrow leather belt, narrow-bladed iron dagger
- renegade gnome barbarian – iron battle axe, lion skin robe
- chest – iron girth, coins, sea green gems, bronze ringmail armor, zinc ingot, steel longsword, small bronze shield, bronze ringmail sleeves, phial filled with milky liquid, large steel mace, iron dagger, polished brass buckle



## The Rift (In progress...)

**Approx. Level:** 25

An innocent was slain in Voaleth, and as her life's blood poured onto the stones on which she lay, a terrible curse was cast, and a rift opened linking this world to the underworld. Hordes of evil ghosts and wraiths press forward, sensing the passage, hungering to escape into the living world. The spirit of the innocent herself guards the rift, but who knows when she must fall?

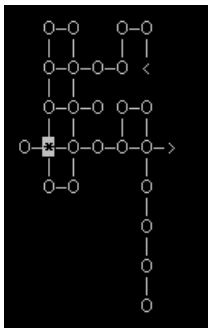
### Directions to zone:

From the whisper (Voaleth) gate stone > speed sdne > climb down > speed sdne2de > enter rift (have to talk with the ghost first \*see quest\* before you can enter rift the first time)

To leave the zone “climb up” to get back to the ghost.

**Pops:**

- nethershadow – drops > strange dark strand (strand of nether)
- riftshadow
- dark apparition – drops > incense(crimson, bluish, light green, greyish), shard of darkness
- howling wraith - (I think this one pops red wraithstone)
- shrieking wraith – (I think this one pops yellow wraithstone)
- darker beast – drops > long black talon (darker talon)



### Ruined Abbey (Ettercaps)

**Approx. Level:** 42

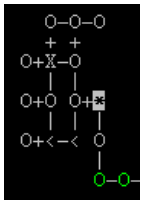
Centuries ago, there was a fairly well known Meriadan abbey between Chiiron and Medienne. It was not uncommon for travelling scholars to stop there to rest and study, as the library was considered something of a minor wonder. One day, a lone priestess arrived in Chiiron, bleeding and terrified. She babbled of horrible monsters called from "outside," and cried out in fear with every ring of the Chiiron clocktower. When investigators arrived at the abbey mere days later, all signs indicated that it had already been abandoned for years. Since then, the forest has reclaimed much of the surrounding area, but rare travellers still seek out the ruined abbey, in search of the truth, but finding death.

**Directions to zone:**

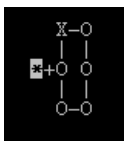
From outside the west gate of Medienne > speed w3ne2nene5n3w3n2wnwn16wsw6swn2w2n

**Tips:** There are a lot of nets and webs being used, so bring a fire shield to negate these. Also the phase spiders will phase in and out as they attack you, making for annoying targets.

Level 1:



Level 2:



There is a ghostly librarian here.

**ask gho ett**

The ghostly librarian sighs loudly.

"The pursuit of knowledge can be dangerous beyond knowing.. Meriada grants us the ability to gain knowledge that we perhaps should not have. The ability to see into the future is not as much a blessing as a curse, for one can bear witness to such terrifying vistas of reality that one shall go mad from the revelation."

"The abbot was a devout man, but ultimately doomed by his lust for knowledge. He wished to know the future and saw such horrible devastation that his mind shattered like glass. He saw a world where no human or elf, orc or troll lived, and monstrous beasts prowled the ruins of our cities. The inevitable futility of life twisted his mind, and he summoned one of the creatures through the fabric of time to learn more about what transpired in the future."

"The insectoid beast quickly slaughtered him and lay eggs in his body. It was not long after that the rest of us were slain, barely any of us escaped alive. Though even the dead were not allowed peace with the arrival of the phase spiders."

**ask gho pha**

"When first this abbey was destroyed by the foul spider creatures, nearly all of us found ourselves trapped in undeath. Though we longed for a release from this eternal torment, none of us foresaw what fate had in store."

"The arrival of the phase spiders marked the true end of any hope of redemption. Able to shift between the material and ethereal planes, they were able to damage our ghost-forms, and most of us were consumed: our souls devoured by alien monstrosities. Now only I and the abbot remain..."

#### **ask gho abbot**

"I do not know what changed him in the beginning, but he had become obsessed with the mysteries of time and even now I believe he seeks a way to reverse time to undo this tragedy."

"I do not believe any amount of damage can permanently sever his connection to the world, he exists in a sort of reverse time loop. He needs to regain the life that has been lost to him before he can rest...."

#### **Leve 3:**

This where the ghost of the abbot is located. He is tricky to defeat. First off he dishes out some hefty damage (mostly Electrical). If you kill him, he will resurrect over and over again. Your only hope is to "help him regain the life lost to him." So turn opt parry on and prepare for a beating. Eventually he will cure himself to full, and then fade out of existence.

#### **Pops:**

- All the ettercaps skin for long, thin claws (+1 hit / +1 dam off hand level 30).
- Pale ghostly librarian pops a Necklace of Holy Shielding.
- Phase Spiders drop phase spider silk gland (loads on death).
- ghost of the abbot: large rune-etched hourglass

### **Ruined Mansion (Chiiron Mansion)**

#### **Approx. Level: 5**

Once upon a time, a rich banker from Chiiron built a lovely mansion. This grand house, overlooking the duck pond, now stands deserted, and is rumored to be haunted by the banker's ghost.

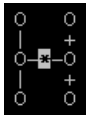
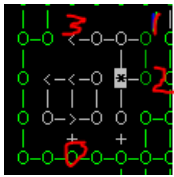
#### **Directions to Zone:**

From outside the west gate of Chiiron go> speed 6s3w4s2e (this is repop) > open north and you are in the zone.

There are 4 levels in mansion: Basement, 1<sup>st</sup> FL, 2<sup>nd</sup> FL, and attic.

#### **Map of the 1<sup>st</sup> FL:**

**NOTE:** The location circled in red is repop.



In the basement, you can “search crate”.

On the 1<sup>st</sup> FL there is a roaming agro cockroach. Recommend walking around until you find the cockroach and kill him first. The rest of the mobs on the 1<sup>st</sup> FL are not agro and do not assist.

In the northeast corner of the first floor you can “climb window” to get outside to a secret garden.

In the Garden 1<sup>st</sup> FL, you can

1. “search herb” in the northeast corner to pop clump of herbs x10.
2. “search hole” for a copperhead snake to leap to attack you!
3. “Pull lever” to open the door down. After you go down, “pull scone” to open the way back up.

#### Map of the 2<sup>nd</sup> FL:

On the 2<sup>nd</sup> FL you can search the decomposing corpse to have a bloody orc attack you. You can search the bed on the west side to have a brown snake attack you. You can “search book” on the east side. The rest of the mobs are not agro and do not assist, so finish all of them off.

#### Map of the Dungeon:

ghost of a withered old man - polished stone key

ghost of a young servant girl - two-pronged iron key

ghost of an old hermit - small iron key

giant black beetle - ?

web spider - ?

rusty white-painted chest – coins

rusty small oak chest - ?

Room #91012 – search web - small piece of spider's web



Room #91014 – search web - ?

Room #91017 – search bottle - ?

Room #91017 – search bag - empty small burlap bag

Room #91016 – push slab to head further south

## Sea Sprite Colony

**Approx. Level:** 20

As a fisherman from Chiiron trooped down to the beach one fine morning, he found a very peculiar prize. A tiny sprite, no more than two feet tall, with bluish skin and bright green hair was caught in a long tangle of fishing line, and a hook was imbedded in one of her little arms. The kind fisherman bent down to untangle the sobbing little creature and took her to the temple of Taranth for healing.

The wise priestess of Taranth healed the sprite's wounds and comforted her. The little elf-like sprite told how she had become lost in the darkness while hunting for her missing school of angel fish. After being caught in a strong current, she ended up tangled in the fishing twine and the hook had become lodged in her arm.

To get her back to her colony, the priestess took the sprite to the beach near Chiiron and pointed her in a south-westerly direction. As the sprite disappeared beneath the waves, her green hair was still visible and the priestess could see her head south-west toward the barrier reef of the Sea of Stars.

### Directions to Zone:

From outside the east gate of Chiiron > speed 4euesen2ed5ene3s3e2se2se2se > go all down

**Important:** You'll definitely need water breathing.

"Hack kelp" to get to the princess (pull cord to leave).

"Enter crack" to get to the blue eel.

### Pops

- **sea sprite guard:** bronze trident, eel skin vest, iron trident, steel trident, coral-hilted trident
- **sea sprite gardener:** eel skin dress, bright blue hair ribbon, pearl, purple hair ribbon
- **sea sprite:** green hair ribbon, pearl
- **school of angelfish:** ?
- **delicate sprite (Aneria):** eel skin dress, coral wand (detect magic), coral and pearl barrette
- **shimmering figure:** ?
- **blue eel:** blue eel skin
  - **Search Bone:** block of polished coral
  - **Search Algae:** clump of blue alga

## Shadowy Forest (Dark Faeries)

**Approx. Level:** 20

Resting above a cliff near the beach close to Chiiron is a large shadowy forest that overlooks the expansive Sea of Stars. This vast forest was once home to several forest gnomes who enjoyed a peaceful trade with the neighboring sea sprites and humans of Chiiron. Several years ago, though, the gnomes were seen fleeing the forest, battered and bloodied by a large battle with a clan of evil dark faeries. These faeries claimed the forest their own as part of their new kingdom. Upon finding out about the neighboring sea sprites, the faeries quickly began building an army because, in their eyes, these sprites were nothing more than a nuisance. Soon began the great faerie/sprite war which has raged for several years now. The faeries view all other races as weak and insignificant and do not hesitate to attack any intruders in their forest.

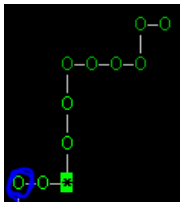
### Directions to Zone:

From the Fork in the Trail (east of Chiiron) > speed ene3s > Climb Up twice (will need climb at level 7 I think).

NOTE: The faeries do not block. The skin for transparent faerie wings. They don't pop any gear, except for the king.

### Area 1:

Follow the trail all the way to the south until it dead ends. "move tree" to open the way to the south.



All south of the move tree, search leaves to pop a white pearl bracelet, which is used as part of the quest.

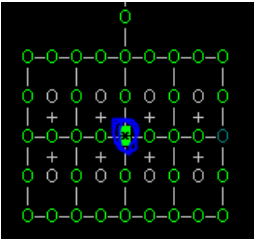
### Area 2:

Follow the trail all the way until it splits. Once it splits, go two south and then "cli up".

Behind the closed doors (top row) are the dark faerie clerics.

Behind the closed doors (bottom row) are the dark faerie wizards.

Go all south, **cut veg**, go south, **cut thorn**, follow trail around and **search pool** for a chance to pop a platinum coin. If you **enter water**, then **move east** and go east, this is where you start the quest.



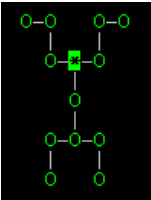
**Area 3:**

Kill the archers if you wish. I usually just go up and kill all the guards, then go all the way up to the top and “clear veg” and kill the king (he calls all the guards in area 3 to his aid).

When the king dies, you may get a message like this...

The king of the dark faeries collapses to the ground, choking on his own blood as he violently curses his own mortality. As the final glimmer of life flees from his tiny body, the evil faerie shudders visibly, jarring loose the crown from atop his head.

This is the ring you are trying to pop. It will be lying on the ground.



-----		
A Silver-inlaid Ring Of Bone		
-----		
Base Cost: 8000	Level: 40	Weight: 0.50 lbs
Armor Class: 2		
Acid: 20%	Fire: 30%	Cold: 90%
Rarity: scarce		
Condition: perfect		
Materials: bone, silver		
Wear Loc.: finger		
Layer: base		
Affects:		
Magic by +5.		
Shields from magical sleep.		
-----		

## Sjerdil's Tower (Toy Tower)

**Approx. Level:** 30

The elder gnomes of Orlumber have many fond memories of their childhood years. They remember sunny, playful picnics in the Rua Valley and wonderful, finely crafted toys made by the renowned toymaker, Sjerdil, whose untimely end is still a mystery. From one day to the next the tower Sjerdil and his family called home transformed from a friendly, welcoming refuge for children of all races and ages, to a grim, dour dwelling forbidden to all.

Through all the long years since, travelers and adventurers have avoided the mysterious location, until recently when a group of explorers, unfamiliar with the area around the place, stumbled across it. What happened to the unlucky troop is vague, for the lone survivor of the trek speaks of it with terror and half-mumbled sentences whose meaning is unclear.

### Directions to Zone:

From the well in Pennan > speed ennnnnwnnnnnnnwnnnnnnnnnnnnnnnnnnw

NOTE: Key to door pops in the Gazebo just east of the tower.

### Pops:

- Dactyron (demon) – ebony ring, glowing blue rod (rod of mystical energy)
- Flame demon - smooth piece of charcoal
- Animated harlequin doll - harlequin mask
- Forest imp - translucent crimson jacinth, many-faceted amethyst
- Queen Chess Piece - ivory scepter
- Chest – anklets of the covert thief, raggedy doll (raggedy doll of regression), stuffed cat, stuffed duck, clockwork sprite, yellow yo-yo, clockwork goblin, gnomish babydoll
- Sjerdil's Ghost – hat of solitude
- Clockwork beast – steel claw

### How to Run Zone:

#### Step 1: Summon and Kill the Flame Demon

2north from the entrance to the zone, “turn crank” to reveal a way north (this is the kitchen). Go 2north and open east and east. Get the log (“get log”) that is on the floor. From here, go west, open north, north then west, kill the forest imp and get the piece of flint.

From the forest imp, go east south, then “put log stove” then “light fire”. This will summon the flame demon.

Now head to the basement, from the stove, go 2south, west, open down and down.

## Step 2: Basement (Dart, Globe and Demon-headed Glyph)

The doors:

- Top Left door – “say darkness” to open the door. Kill the harlequin, then “Search toy” to get the dart.
- Top Middle door – “say fire” to open the door. (search toy for ???) (search book for letter)
- Top Right door – “say coffin” to open the door. Kill the harlequin, then “Search Stack” to get the ooz to appear. Kill the ooz and get the globe.
- West door – will need a thief to pick. Kill the harlequin, then “Search Shelf” to get the glyph.

Where you turned the crank to get to the kitchen, in the same room “climb up” to get to the Second Floor.

## Step 3: Second Floor - Chest

NOTE: Have to be a thief to do the chest.

In the door to the west, kill the queen/pawn chess piece, then “throw dart”. This will cause a lever to appear. The Queen chess piece pops the ivory scepter. “Pull lever” and a passage way will open. Follow it around until you get to a closed door. “Pull cord” to get past the door. With the demon-headed glyph in your inventory, “untrap chest”. Then pick and loot the chest as normal.

## Step 4: Second Floor - Dactyron

Go all north on the second floor, then “Call Dactyron”. A voice will ask to place the globe, so “place globe”. You’ll be transported to a third level. Following the path around. They’ll be a couple shadows (hidden mobs – that can blind you) you have to kill. When you come to a door, there is a demon (Dactyron) beyond it (you have a chance to be poisoned upon entering the room with the demon).

When leaving, go back to where you got transported up, and “push statue” and you’ll drop back down.

## Step 4: Quest

TODO Head all the way south to where the spirit of xyla is and pull the lever to go up to Sjerdil. If you have not killed Dactyron when you go to kill Sjerdil's ghost he will disappear and you will have to wait until repop.

## Skeleton Crew (Pirates)

**Approx. Level: 10**

Many ages ago, the Sea of Stars was a watery hunting field for a ruthless crew of pirates. Led by their foul-mouthed captain, the pirates would terrorize passing merchant ships and loot whatever they could come across.

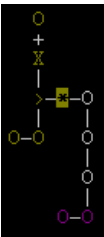
Little is known about what has become of them. Some say they drowned in the ocean one day due to their greed -- their ship being unable to carry so much loot. Others say that their ship is buried deep beneath the southwestern part of the Sea of Stars, while their decayed bodies still haunt the area.

**Directions to Zone:**

From outside the west gate of Medienne > speed wn6w4nw

**Tips:** Pirate Captain is all north. If you “search north”, you’ll find a hidden room. You have to a small race to enter, but there’ll be another chest.

Below is a screenshot of the zone (starts at the asterisk blocked in yellow):



Pops:

- Captain: boots of travel, silver cutlass

-----

A Pair Of Boots Of Travel

Base Cost: 9000      Level: 10      Weight: 5.00 lbs

Armor Class: 5

Acid: 5%      Fire: 9%      Cold: 85%

Rarity: Very Uncommon

Materials: leather

Wear Loc.: feet

Layer: base

Anti-Flags: anti-ent, anti-troll

Affects:

Is water-proof.

Is magical.

Move\_regen by +0.50.

Move\_points by +10.

Is good.

Alias: pair of hard leather boots

-----  
A Silver Cutlass  
-----

Base Cost: 2000      Level: 10      Weight: 4.50 lbs  
Damage: 2d7      Class: sword      Attack: slash  
Acid: 65%      Fire: 70%      Cold: 90%

Rarity: rare  
Materials: mithril, silver  
Wear Loc.: right\_hand  
Layer: base

Anti-Flags: anti-mage, anti-monk, anti-chaotic

Restrictions: bladed

Affects:  
Age by -5.  
Hitroll by +3.  
Damroll by -1.  
Is magical.  
Is water-proof.  
Is rust-proof.

-----  
**Slen's Labyrinth**

Approx. Level: 77

Recently, a strange letter has found its way into the hands of some of the most powerful travelers of the land. In an elegant script, the letter reads:

"Warriors, Bards, Monks, Those who Fling Spells, all Adventurers far and wide, I have watched you with fascination and joy. Your struggles, your triumphs, and your oh-so-many failures, each a delight in their own way. But of your efforts, one has to ask, how much of your rewards come from your own strength and ingenuity and how much from my fancy?

I say we put it to the test, once and for all. Those with the courage to learn the answer come and find my labyrinth. I've nestled it into the most lovely of canyons just north of Ryatana's jewel. Remember, would-be plunderer of my riches, 'Fortune Favors the Bold'.

-Goddess of Fortune, Slen"

Password to enter is "Fortune Favors the Bold" – you need to say it.

**ask aco explain**

You ask an Acolyte of Slen to explain the labyrinth.

An Acolyte of Slen motions to the center of the room, "The stones you find at the center of the areas here and below will be the key to your journey."

An Acolyte of Slen pulls out a golden token and holds it aloft, "If you are lucky, when you smash one of those stones you will receive a golden token like this one, and a way forward will open for you."

An Acolyte of Slen frowns, "But I reiterate, you must be LUCKY, my lady cares not for how much you feel you have earned the path to continue."

An Acolyte of Slen continues, "If your luck holds true you will be able to delve ten entire floors deep, and at the very base, offer your set of ten tokens to the shrine of Slen, and my lady will make it so."

An Acolyte of Slen grins, "Beyond that, far be it from me to spoil what you will see below, but the other stones will not be as... unguarded... as is the one in this chamber."

**NOTE: If you die, your corpse will be transferred to the room with the Acolyte of Slen.**

**smash stone** – to go to level 1

Must kill the mob protecting the stone before you can smash the stone.

**Recommendation:** Kill everyone first, then go back and to smashing the stones.

An asterisk (\*) denotes the mob is aggro

Level 1

- **elvish field worker:** shoddy hoe
- **elven city guard:** bronze dagger, large bronze-tipper spear
- **brown chicken:** skins for raw chicken wing, skins for clump of chicken feathers
- **brown cow:** skins for raw slab of beef, cow bell
- **elvish farmer:**
- **\*vyan highwayman:** deep blue hooded cloak, bronze dagger, sleek black dagger
- **ethereal blue stag:** skins for fragment of deer antler

Level 2

Shaggy wolf can silence the tank

- **search nest (at tall woman):** fragment of octopus beak
- **tall beautiful woman with ghostly pale skin (Yuki-Onna):**
- **\*shaggy grey wolf:** skins for black and grey wolf pelt
- **elephant-sized penguin (Pengantic):** raw chunk of penguin meat



- **dwarvish fisherperson (Garsh):** canister of emerald green bait (cloverfish), can use a fishing rod in this room to catch a raw cloverfish (that appears to do nothing)
- **massive finned, snake-like creature (Tizheruk):** skins for sturdy fang

#### Level 3

- **search shelf (east side):**
- **search desk (east side):**
- **search tool (center):**
- **turban-wearing doctor (Abulcasis):** bubbly potion (cure disease), plain scroll (cure poison), vial of blue-green powder (powdered thunder)
- **grieving mother (Daralis):** black veil
- **rash-covered man:**
- **skinny, coughing man:**
- **hallucinating man (Wiese):**
- **sick man:**
- **aged surgeon:** small scalpal
- **agitated priest:**

#### Level 4

The Jann can blind you or group members.

The Scorpion can sleep the tank.

The tsetse flies can paralyze.

- **rattlesnake:** snake's innards, set of snake fangs
- **tumbleweed:**
- **\*desert dragon:** skins for crystalline dragon scale
- **shaggy Bactrian (Narcissus):** camel hide
- **road runner:**
- **cricket:**
- **tumbleweed:**
- **gila monster:** skins for gila scaleskin
- **fat-tailed scorpion:** skins for piece of chitin
- **\*Jann:**
- **tsetse flies:**

#### Level 5

- **Search rack (east side):** bronze pole axe, gold and white shield (joust champion's shield)
- **horn-blower:** dainty pink handkerchief, simple horn, drumstick bone, golden horn
  - **invisible sleek black crow (cannot be attacked): ???**

- **eccentric fan of the red knight:** hollow wooden lance
- **blue knight:**
- **panicked gambler:**

#### Level 6

- **Search sand (east side):**
- **Search slim (south side):**
- **blue-ringed octopus:** fragment of octopus beak
- **box jellyfish:**
- **lionfish:**
- **moray eel:**
- **reef stonefish:**

#### Level 7

Search Book has a chance to disease or poison people.

- **search box (west side):**
- **search book (north side):**
- **pale young girl with hair over her face (Sadako):**
- **small boy with strawberry blond hair (Gage):**
- **stern-eyed young boy with a wide-brimmed hat (Yitzchaq):**
- **sunken-eyed young girl:**
- **adorable blonde girl with high-cut bangs (Heather):** stuffed hippo

#### Level 8

- **search debris (east side):**
- **bird made of dazzling flames (phoenix):**
- **crazed red imp:** forked spear
- **giant bull of flame (pyrobulo):**
- **giant worm of magma (thoqqua):**
- **large, black newt:** strip of raw newt meat

#### Level 9

Labybug can bash.

- **giant housefly:** massive fly wing
- **gigantic spider:**
- **pony-sized dust mite:**
- **staggeringly huge ladybug:**
- **elephant-sized mouse:**

Level 10

- **Search tree (north side):** ?????
- **blue panther spirit (Dajoji):**
- **blue-skinned man covered in tattoos (djinn):**
- **crazed ogre (Moskstrau):**
- **finned sea serpent (leviathan):**
- **white cat-like beast cackling with lightning (raiju):**

Treasure Room

**place token slot** is the acode for level 10 treasure room. Here are the rewards so far:

- animated Sadako doll
- ladybug pillow
- decorated cake
- wind-up jousting
- stuffed leather penguin
- animated imp doll
- toy surgeon 'Abulcasis'
- stuffed stag
- toy octopus

Thief Item = dark purple mask (Mask of the Phantasm)

Paladin Item = Pair Of Treads Of The Fate Binder

Warrior Item = Pair Of Boots Of The Fate-walker

Monk Item = pair of shadowy black gauntlets (fategripper gauntlets)

Mage Item = black and white bracer (bracer of fate)

Cleric Item = white-gold tome (tome of the savior)

Ranger Item = black-banded sash (scaletipper's sash)

Bard Item =

Druid Item =

## Slime Caves

Not listed in areas.

Location is just a bit north of theater. Look for a down exit.

There is a hermit straight south of where you go down.

Grunt is the chaotic man-like creature east of the hermit.

After you kill the dark salamander, “**search fur**” for a chance to pop ??? and “**search bone**” to a chance to pop ???

A hermit tells you: "Don't hurt me or I'll have my friend Grunt take you away like that ugly cleric!"

**ask hermit cleric**

You ask a hermit about the ugly cleric.

A hermit tells you:

"I don't remember much about her. But she came here, saying how much I should convert to her religion, talking about being eternally cast into the abyss of suffering if I didn't see the light. She scared me. So I called for Grunt and I've not seen her since."

**ask herm grunt**

You ask a hermit about his friend Grunt.

A hermit tells you:

"Grunt is my friend. He is cruel, but he would never hurt me. He protects me. I give him magic fruit and he likes me."

**ask herm magic**

You ask a hermit about magic fruit.

A hermit tells you:

"I get magic fruit from someone who lives in the desert. He can be a mean old gnome sometimes, always wanting coins."

Now head to the endless desert, southeast portion. There will be a tent with an old gnome inside.

**ask gnome magic**

A gnome hermit tells you:

"From within the lost grove grows a special, cone-shaped fruit with special properties. I've heard of some who've entered the grove just for its fruit. I, myself, have never entered there. If you could find Aiden, the desert trader, he might know more about the fruit."

Ok, so Aid (desert trader) is located in or near the endless desert.

**ask aid fruit**

You ask Aiden about fruit.

Aiden tells you: "The fruit? You mean lemons?"

Aiden tells you:

"Oh! Fruit. Yes, the fruit from the grove. I know a little something about that. It would seem a certain baker in the town of Medienne uses a secret ingredient in one of his dishes. He has been known to accept a bribe of platinum coin in exchange for the rare commodity. That's all I know."

Now go all the way back to Medienne and find the baker.

#### **ask bak fruit**

You ask a baker about fruit.

A baker tells you:

"Fruit? Yes I use many fruits in my dishes. I make a delicious banana bread, a delightful pineapple upside down cake, an oh so moist pumpkin cake, and some lemon pastries. Of course, I also have a wonderful recipe involving an exotic mystery fruit, but I'd never divulge my secrets!"

A baker thinks deeply about the situation.

A baker tells you:

"Unless, of course, Aiden sent you. Then there just might be something I'd be willing to give you...in exchange for a certain little something...."

A baker taps his flour-covered finger in the center of his other palm and raises his eyebrows as if waiting for you to give him something.

#### **give plat baker**

You give a platinum coin to a baker.

A baker tucks the platinum coin into his belt pouch.

A baker tells you:

"This fruit comes from a secret grove far out in the desert. I don't mind telling you that because you'll never find the grove. It is well hidden and not many know how to gain entry there. It is a crabman's best kept secret...and a baker's!"

A baker tells you: "Here's your mystery fruit. Enjoy!"

Ok, so he will give you a "piece of cone-shaped fruit" (piece of wonder fruit). Take the fruit back to Grunt in the Slime Caves, and he will open a trap door to a way down. Go down and there is the cleric that you have been seeking. Downside to going down is that you'll be stuck. I usually just recall out.

### **Southern Cairn (TODO)**

### **Stout Forest (TODO)**

### **Talonwood (In progress...)**

**Approx. Level: 20**

Long ago the Llewyr of the Vaasa came upon a lesser developed tribe of goblinoids. The tribe of goblinoids were very primitive and were persecuted, even by other goblins. The Llewyr took pity on them and gave them refuge in the vastness of the Vaasa. The Llewyr called them Tasloi, an ancient elven word meaning "wood goblin", and began to teach them how to survive in the woods.

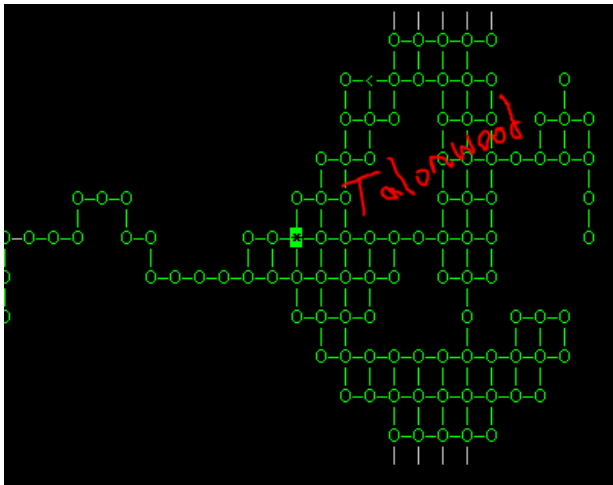
Things went well for a few brief years, then the Tasloi turned on the Llewyr. What started as spiteful pranks by the Tasloi grew until it came to all out war. In the end, the Llewyr hunted down most of the Tasloi and managed to chase the rest out of the Vaasa. Enough of the Tasloi survived to form small bands, and every few decades a population explosion seems to occur and the Llewyr are plagued by Tasloi hungry for elf flesh. Recently the Tasloi seem to have learned to hide from even the vigilant Llewyr scouts and rangers and have taken to using ambush tactics. This time, they have made it further back into the Vaasa than ever before and the Llewyr are becoming concerned.

The Tasloi live primarily in the Talonwood to the southeast of the Vaasa. Both the Tasloi and many of the other denizens of the Talonwood are quite dangerous. Most scribes agree you should not attempt to enter before level 15, the ones that didn't agree thought you should wait even longer, but who ever listens to scribes these days. For those adventurous enough to seek the Tasloi and the dangers surrounding them you should seek within the misty woods in the southeast parts of the Vaasa.

#### **Directions to Zone:**

From the blade gate stone go > speed 2eses2esde3s2e2s4es4en2eses9en4e3n

In short, follow the trail south of stone giants and continue following east and south until you enter the mist shrouded forest.



- Circled in red – “Climb tree”. This is Tiadar, a priest of Cynniss. Killing him yields a golden holy symbol of Cynniss or a crystalline vial of viscous crimson fluid (Crystalline Vial Of Sullen Red Blood).
- Fades (there are 3 wandering around hidden) skin for fade fur and fade eye
- Circled in purple – “Climb up”. This is how you get to the Tasloi.
- Jump down (one east of the climb tree) – how you get to the ancient elf and the crystal mites
- Stick – usually two of them just laying on the ground
- Broad green leaf – on the ground

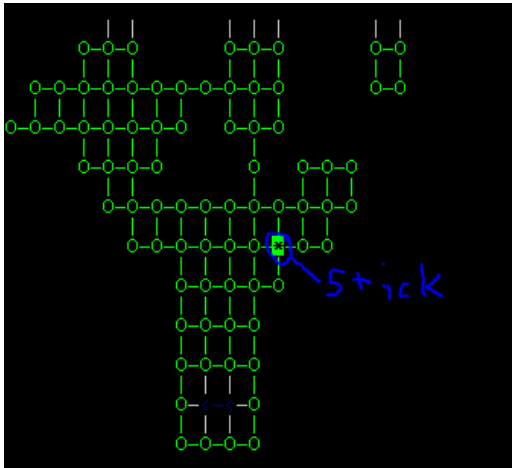
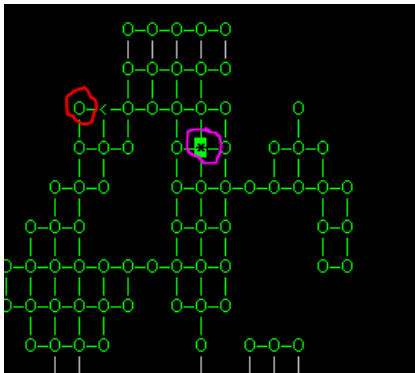
Tasloi warriors are agro and are hidden.

#### Pops:

- tasloi shaman - orb of dark crystal (Orb Of Unclouded Sight), tooth
- tasloi chieftain - mithril ring
- tasloi warrior – bone dagger
- chest (above chieftain) – very shiny gem (very shiny diamond)

NOTE: The chest is not locked or trapped.

NOTE: Great place to pop bone daggers or small wooden shields.



## Temple of Ri'lahl

**Approx. Level:** 65

Among the wild lands south of Medienne, a massive, forbidding fortress looms above the swamps, looking out over the nearby Northern Sea. Flying from the highest parapet of the fortress, a black banner stirs in the wind; the red Sword of Kerog inscribed within a silver octagon.

Ri'lahl, the High Priest of the Temple, has dedicated this building to a new strength of faith and warcraft to honor the Red Wind. Detractors say that his addition of his own symbol and design to the battle standard means he seeks to become High Priest of the entire faith, supplanting other churches. Faithful of this congregation dismiss such allegations, usually not even considering them worth commenting on.

**Directions to Zone:**



From outside the west gate of Medienne > speed wn4w2s2wsw3s3es (this is repop) > speed 2s > unlock the gate if you have the key, otherwise have a thief pick the lock > open gate > speed 2e > touch sym > ent portal and you are in temple! You starting location is on the middle of the west side of the map below.

**Min Level:** 35 for the zone or get kicked and 36 to go through the portal.

**Pro Tip:** To get the key to the get mentioned above, ask brother Thomas about a key. Brother Thomas is in the temple in the north part of Medienne. He will give you the black key so you don't have to use a thief to pick the gate every time.

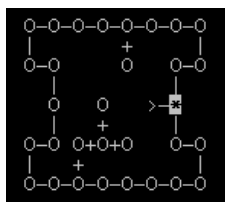
I find it best to work my way around the top, kill the battle priest and kill the guards on the opposite side. Then go west and all up from there. Kill more guards. Take out the 2 Templars, warrior woman (doesn't always spawn and not agro, but will assist), and the high priest. Then go back the way you came and leave via the bottom rout killing everyone there, stopping to hit the chest on the way out.

**Tips:** Fire spells seem to work the best on everyone but the guards, so magely folk should be assisting with flame strike type spell.

**Tips:** Guards are not agro, but do block. Best plan of attack is to have a mage lead off alternating fear on both with damage spells in between. Warrior will rescue mage if the guards break the fear. Guards are a good place to pfull since no other mobs will enter the room.

**Tips:** The soldier and the young woman are not agro, but do assist.

**Tips:** The battle priest in the top middle of the map is not agro and pracs CLEAVE. Also a good place to rest if low on heals.



#### Pops:

- Ceremonial armor – get ceremonial in the room NW of the battlepriest, a grey, twisted creature (gargoyle) will attack you. Also pops mithril shield.
- Templars pop red leather armor (breastplate, legs, arms), shield of invincibility, and black opal bracelets.
- Young woman - twisted steel punch-dagger, brass knuckles
- Warrior woman (Xalia) – fine mithril shortsword (Mercurial shortsword - extra attacks and cures wielder) and the feathered ebony spear (Intimidator - fears opponents).

- High priest pops: black opal ring, crimson gem (soul gem), suit of ceremonial armor (can be melted for silver ingots), mithril studded scourge
- Battle priest pops: the adamantine chainmail cowl (cowl of divine fury), glass flask containing a clear liquid
- Chest pops: translucent blue crystal (starite), phial filled with darkish liquid, translucent crimson gem, iron nekote, green gem, red-green diamond, phial filled with a colorless liquid, phial filled with a pale-colored liquid, platinum coins, phial filled with cloudy blue-gray liquid, electrum ingot, phial filled with a bubbling green liquid, phial filled with a rainbow-hued liquid
- Cowled priests pop: blessed candle, bluish-black stick of incense, cowled robe, iron barbed flail
- Ogre temple guardians pop: ceremonial halberd, phial filled with a purple liquid

## Theatre in the Hills

**Approx. Level: 35**

Once thought to be deserted, the Theatre in the Hills north of Medienne is under new management. Back before the theatre was closed by a lack of funding, several performers from around the world would perform there.

The new manager, thought to be a rich businessman from Pennan, reportedly has thrown several hundred platinum pieces into remodeling the Theatre in the Hills from its dilapidated state into a prospering theatre house. Unfortunately, rumor has it that the theatre was so badly out of shape that his restoration fund was barely enough to open the theatre and pay for some cheap actors.

### Directions to Zone:

From outside the West Gate of Medienne > speed w3ne2nene3nwn2w4n3e > Climb up

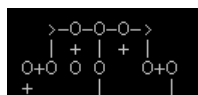
### How to run Zone:

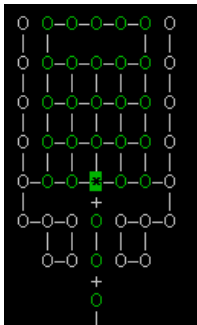
Kill the sentry > go en > knock door > buy the color ticket you need from theatre employee (I usually buy one of each)

- Red-colored tickets will allow you to enter the main theatre arena.
- Cyan-colored tickets will let you sit in any of the galleries.
- Yellow-colored tickets will allow you to go backstage if you wish.

Go north to the collections guard and give him the red ticket. [TODO – still working on the rest of this]

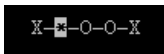
Level 1:





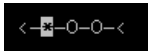
Level 2:

Has a couple ghosts. The ghost drains strength and con.



Level 3:

Has a ghost and a dark phantom. The dark phantom shows up when you start attacking the ghost. The ghost drains strength and con.



NOTE: There are two dark copper keys. Unidentified, they look the same, but identified, one goes to the east, and the other unlocks the west. Both pop off the manager.

#### Pops:

- Actress playing a queen – gold chain necklace
- backstage collections guard – steel shortsword, gold-inlaid ebony spear
- Fat opera Singer pops: Garter (which is used to custom amulet of cheetah teeth), flowing white shirt, cracked skull, knee-length skirt
- ghost of a storeroom worker on level 2 pops – closed storage box
  - The storage boxes can spawn a green striped ring (Ring Of Courage - no flee or it breaks)
- half-dressed actress – thin silk slip, dark copper key, thin silver chain
- man in ragged clothing (can blind you) – long thin dagger, pair of sandals, torn brown shirt
- obese man – cyan-colored ticket, dirty robe
- red-bearded actor – small velvet bag, dark copper key, smooth ring of gold
- rowdy drunk – wineskin, pair of hard leather sleeves, hard leather vest
- Royal-looking actor - Crown of Royalty (can appraise to see if it is a fake or not), blunt-tip dagger

- stage manager - scarred leather belt, dark copper key (key to Dressing Room #2), soft leather jacket, work gloves
- The dark phantom on level 3 pops: large glowing mace, boots of speed
- theater collections guard – steel shortsword, cyan potion
- theater manager – soft leather jacket, scarred leather belt, pair of black leather leggings
- thespian playing a queen – violet silk dress
- thin-looking commoner – pair of ragged pants pair of old worn boots, heavy winter cloak, phial filled with a pale-colored liquid
- trained dog – skins for dog skin
- well-groomed patron – yellow-colored ticket, dark leather jacket lined with wool, pair of polished black boots
- Young actor – solid black dress

## Tireth's Swamp

**Approx. Level: 45**

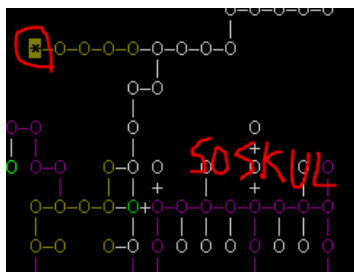
A great evil has begun to make its presence known in the area just north of Sos-Kul. The harbinger of this news is the wife of a young sage. Relanya has been seen around Medienne spreading news of the death of her husband, Tireth. Rumors of a dark infernalist summoning armies of demons to act as the forward attack on all of the races of the world have begun to circulate through the cliques of those that practice the dark arts. Combined with these rumors are the reports of a young lizardman hunter, the fierce and dreaded k'sskians, which have been thought extinct for generations, have returned to the world.

### Directions to zone:

From outside the west gate of Sos-kul > speed 3nen5w > ent cre > go 1 north > cli down > and you are in the zone.

**NOTE:** To leave the zone, go to the spot where you entered and cli up.

If you are going to run this zone, then you'll definitely need swim at 7 and you'll most likely need help.



Demon guards skin for dusky grey scales.

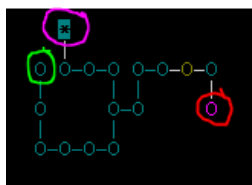
There are also a few rooms where you can “search water” for a chance to pop the bloody tunic needed as part of a quest (Return Relanya's lost boys to her, or proof of their deaths).

Circled in **red**: The winged horror skins for tattered shred of black demonskin, which is used as part of the demonic belt of fortune custom. The horror also drops the turquoise crystal (crystal of seeing), which is used as part of a quest (Return Relanya's lost boys to her, or proof of their deaths). This mob does occasionally blind you so be prepared. After killing Xarleek search weapon and get breast for a chance to pop a rune-enscribed rod (not sure what it is used for).

Circled in **green**: “Dive pool” to get to the hidden (invis too?) mob (lithe grey demon) in zone pracs some abilities for thieves. This same mob pops the dagger of souls (sinister, black-hued dagger), which is used as a quest item for mages (I believe invisibility quest) and a weapon for thieves. There is a chest here for thieves. You have to **move the boulder** off the chest before you can open it. Yes, it is trapped so you need a thief.

Chest pops: a golden trimmed, violet-tinted helm (helm of divine protection), a closed tiny, bloody leather pouch

Circled in **fucia**: “climb up” to get to the Infernalist pops Rash-Ker Vambraces, robe of protection (dark purple robe), runed dagger of electrum, crimson-stained, leather-bound works of Tireth, and krynite staff (violet-hued staff). Get all from the altar one south of the Infernalist (not sure what pops here).



## Tomb of Harand-Da (Durfs)

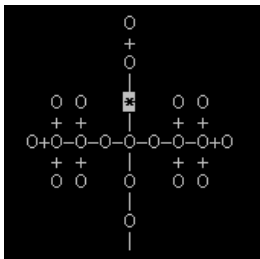
**Approx. Level:** 25

In an age long forgotten, hordes of orcs roamed the great fields of the west, where now small human villages have come to flourish. The orcs pillaged where they pleased, took what they wished, and grew strong and powerful as the elves roamed their forests far to the east, and the dwarves lay resting in the cold stone mountains of the north. But the orcs grew restless, and came together in a great army intent on overthrowing the dwarven fortresses of the Cairn Mountains, even unto Kha-Da itself. Harand-Da the One-Handed, a mighty hero of the dwarves of the line of Khedrus, First King and founder of the Khedrun clan, rallied his dwarven clansmen and met this great dark horde in the fields just west of the Bridge of Tears. The battle was long, and bloody, and many pages are filled with tales and songs of the heroes and villains who made their names with axe, hammer, and scimitar. Finally the orcs made a final charge, breaking the ranks of the seasoned dwarves and smashing the armies of Harand-Da against the stones. But Harand-Da would not surrender. He too led a final charge, rallying the scattered dwarves and meeting the orc advance upon the Bridge of Tears itself. The charge destroyed the orcs utterly,

Directions from well in Pennan to Junction and Obelisk just outside Kha-da: speed  
ennnnnnwwnnnnnnnnnnnnnnnnneeeeeeessuuuus > then “Dig East”.

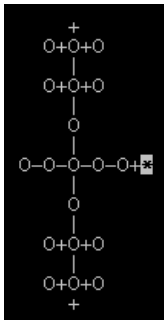
**Level 1:**

### Captain pops: ancient single-bladed axe



One north of the Captain from Level 1, you can: "climb stair" to go down to Level 2.

**Dwarven Guardian pops:** dark mithril shortsword



### Level 3:

This is only one room with the boss. He is tough. As a level 68 warrior, I had to pray once to kill him.

One north of Haranda himself "turn scone" to reveal a secret room, where you can custom a Talisman of Khedris.

**Pops:** ancient double-bladed axe, block of soft pine, tiny platinum ingot, thick strand of seaweed, engraved silver bracelet and thick tendril of vine

**move granite** to get to the treasure room.

**Treasure:** gold bar, coins

### Tomb of the Order (In progress...)

**Approx. Level:** 60

Long ago, an order of powerful wizards controlled the lands north of Kha-da. They reigned for many years, but their lust for power eventually outgrew their wisdom. They unleashed a power which they could not control, and were wiped out. Their former underground stronghold is now but a tomb, guarded by a cult of fanatics.

Couple rooms north of order of the Ionil.

Black silk sash pop here ---- it's off the chick who's the daughter of the guy outside...she's hidden behind the boss mob. Don't attack the elemental construct, in the room you pop into...he's totally resistant to elements and hits like a ton/bricks.

### How to get into the zone:

You will need the **crystal of composure** which is popped in giant pandas to focus the portal. If you do not focus the portal, then your group will be dispersed all over the MUD (yes the entire mud), even with agro mobs and yes even pkill areas.

One west of the **a wrinkled old man with a long, white beard** do a Climb Up > West > Place Crystal > Enter Portal. You are in the zone now.

#### How to run the zone:

Please note that this zone is only partially finished. West of the hulking suit of crystalline armor is unfinished, as it beyond the gate to the east.

Do not attack the hulking suit of crystalline armor. He is a beast of an opponent to fight.

A muscular gray-haired man (Palkaht) will call the entire zone (not the hulking suit of crystalline armor and not the woman) to his aid. He is the only one that calls.

Run around and kill all the cult guardsmen, the armsmaster, then the elites, then the priest, then the old man, then the woman.

The elites detect camo.

The priest will summon an obsidian golem and several skeletons to his aid, and they will all leap random party members.

The sewer monster (from the old man > down > south > all west > north > ent hole) will blind and disease the entire party.

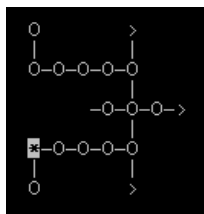
The boy will have a chance to give an acode where he wants to cuddle with something. If you give him the teddy bear from Toy Tower chest, then he will give you the location of the key (it is with the sewer monster). Once the boy gives you the location, you can "search poop" after killing the sewer monster to find the key. You have to give the bear to the boy first, or searching the poop will just result in poop. I usually ignore the boy and the sewer monster once I get the key.

**Pro Tip:** After you give the teddy bear to the boy, AND get the info about the key pop location, then kill the boy to get the teddy bear back.

The woman moves, but is not agro. She will force the tank to flee IF the tank is not zerked, but really isn't a problem since she is easy with a solid group. She will also cast confuse on the tank.

Recommend set the mage to paralyze > ice lance.

Recommend all party members have at least 1000hp.





### Pops:

- gorgeous, dark-haired woman (Mali) - black silk sash, braided tie, crimson silk robe
  - After Mali is dead, **search desk** and **search pillow** for a chance to pop ???
- white-robed priest (Chorundh) – white, embroidered collar (collar of attrition), braided steel white whip, gold-veined black opal medallion (medallion of the martyr), handful of electrum shavings, obsidian sculpture
  - After the priest is dead, do **get medal** for a chance to pop a golden or silver medallion.
  - After the priest is dead, do **search altar** for a chance to pop ???.
- Chest – platinum coins, phial filled with a bubbling green liquid, phial filled with a scintillating white liquid (invulnerability), phial filled with thick, pale blue liquid (ice shield), swirling potion (haste)
- hulking suit of crystalline armor – razor sharp diamond blade, pile of crystal shards
- muscular gray-haired man (Palkaht) – black chainmail, wide leather belt, crystalline greatsword (steel greatsword, black sabertache, greatsword 'Prismata'), steel-trimmed white cloak (white cloak of leadership)
- elite cult guard - dark steel collar (collar of the elite guard), mithril chainmail vest
- armsmaster – small steel shield, steel greatsword, training armor, tempered steel shield (Shield Of Prowess)
- sewer monster - mung demon talon

### Quest

1. Ask woman Palkaht
2. Go out to old man and ask him mali
3. ask old man cult
4. He needs electrum shavings(from priest in cult) and a piece of briar (from skliss in pandas) and will make a salve
5. Give salve to woman
6. Go back and see old man and he gives you a random resistance ring

## The Training Grounds

**Approx. Level:** 55

Ages past...

Times change...

Heroes forgotten...

Once, long ago... Before the times of strife and distrust, the light and dark races occasionally saw past their differences and banded together to fight common enemies. These common enemies were numerous; most still plague the lands even today... Frost giants, Storm giants, evil mutations of nature, rogue ogres and of course dragons. Out of the darkness of battles, clans arose to forge ahead and protect their members. Though few allowed for the light and dark races to mingle it inevitably

happened, alliances were forged and mortals gained even more power, rumors say some gained the powers of the gods themselves.

Then Darkness....

Though it was a time few talk about, the darkness struck out and destroyed the mortals and most of what they had built... Though very little is all-inclusive and as such the races of the land survived. Towns were rebuilt, a new generation was born and once again battle was a way of life, no longer did the light and dark races pretend to trust each other, each instead blaming the other for the times past. Historians have searched for the complete records of the land, but large gaps abound, seemingly the gods themselves wiped out nearly all knowledge of the past generation of heroes.

Rumors have begun to surface that the dark and deadly Cult of Morkith have found and claimed an ancient stronghold of power as their own. Coupled with this rumor are the acts of an aging member of the Medienne guard, his claim that he was actually alive before the darkness came is dubious at best. This gentleman recently posted a note in the Rusty Nail, stating that it was actually from a young elf who has not walked the human lands in some time, this has been wholly disbelieved by the general populace.

#### **Directions to Zone:**

From at the Gate of Brithbarad > speed 3ese10nueu2wueu2wu2euwu2n

**Tips:** I believe that the trolls sleep quite well, so a ranger and thief could do quite well sleeping and backstabbing.

How to get past the gate...

Ask for the key in Medienne. The lieutenant will have it (just ask him for it). At the door, **insert rod**.

#### **Barn**

How to get the key:

"you know to the east of the colossal troll where you go down?"

"at the far east end, there's a room to the north that has a night stand in it"

"the key pops in that night stand." --- large bronze key

There is a chest in the barn somewhere.

#### **Temple**

This part of the zone is straight east of the colossal, muscular troll.

- Search nightstand (northeast corn of the basement) – this is the key to get into the barn.
- Platinum Chest - ????

- vyan adept, chosen of Morkith (spawns acid hounds on death) – flanged battle mace, jet black robe, a perverse and demonic scepter, burning skull tabard
- altar boy – steel candlestick, roughly spun cotton tunic, mithril candlestick
- acolyte of morkith – dark red robe
- acolyte of Temohpab – black robe, phial filled with a red-brown liquid
- priestess of Morkith (Tireese) – leather scourge, tight black robe, glass flask

### Guildhall

This is a PK zone.

- Search bar – first room in the guildhall you can search to pop a **small iron key** to unlock the chest in the barn
- goblin eremite, chosen of Morkith - Mithril Fist Of Striking, spiked mithril fist (A Mystic's Mithril Fist)  
**NOTE:** goblin emerite hits for 1500 every now and then, it's way out of line with everything else in the zone
- young lizardwoman monk (Ka'ssiliss) - mid-night armband (armband of morkith)
- young monk – brass knuckles, pair of leather breeches

There is a chest at the priestess

### Outside

**Pops:**

- colossal, muscular troll (Fitor) - great war club (war club 'Crrrush')  
**NOTE:** No mobs (other than Fitor) should enter this room, so once you kill him it should be safe to prep or rest.
- ogre foot soldier
- burning skull tabard
- dwarven sculptor (Nevbo) – shadow hammer, quilted torso pad, great iron hammer, dented steel breastplate
- human sculptor (Jushan) - bone ring, small chisel, smooth stone ring, old brass ring, iron hammer
- dwarven architect (Peghod) – silver ring, cloth tunic, phial filled with a red-brown liquid
- search grave (room with Mass Graves in title) – mithril-plated shovel that is used for ????
- search drain – smooth gray stone that is used for ????
- master demon essence appears when you try to steal the ruby from the demon statue in TG (vibrant ruby)

### Barn

**Unlock** the **door** with the key, the **lift beam**, then can **open** the **door**.

Heavy war stallion is here, most likely tamable.

The High Warrior Priest is the evil battlemind trainer.

If zone repops while you inside, then you need to exit from north window (**swing rope**) as can't unlock from the inside.map

- High Warrior Priest of Temohpab – large steel-headed spear, open-faced mithril helm, scorched mithril breastplate, blessed candle, reflective black glaive
- Search feed bag in the barn – rusty steel key (Used to unlock door to the west where there is a owlbear zombie)
- Training Grounds Chest – Golden shield, some one from dueling the ghost in Wastes
- owlbear zombie - ???
- vyan lass (Dh'alia) – closed belly pouch (coins), crimson blade shatters on death---maybe a pop???
- Chest – coins, green gem, golden shield, sea green gem, deep blue gem, cobalt blue gem, phials (red-brown, yellowish, purple, colorless, dark brown)

### Library

Kill the guard. Then **weave rod** to open the door.

In the center east room, pull book, then in the south east room, move rug, then down to a locker.

- Locker – pops amenisa scrolls, minor enchantment scrolls, blink scrolls, magic mapping scrolls
- Imp of research – silver spectacles (spectacles of research)
- Cabinet – all south middle room, you can interact with a cabinet, but I'm unsure how to open it

### Ivory Tower

**"trace rune"** to get past the door, and all doors inside.

There are usually 2 invisible roaming "shadow" mobs in here. They can also walk through doors.

Shadow invoker has a chance to blind or faire fire party members.

- apprentice of elemental magic (Xaelon) – black robe, oynx gemstone, pair of dusky, black sleeves, jet black robe, pair of dusky, black leggings, dark red robe
- shadow - black leather gloves
- vyan sorcerer, chosen of Morkith (Den'tiren) - shiny golden rod (Shiny Golden Rod Of Silence), black robe
  - search desk - ?
- shadow invoker, mageling of Temohpab (Zendair) - pair of black leather gloves, pair of high hard boots, pair of black leather leggings, black robe, sky-blue scroll (cure critical), shadow-filled vial
  - search shel - ancient-looking scroll, leather scroll, yellowed scroll, old yellowed scroll
  - search fire - ?
  - search canv – tiny locker key (used to open locker in Library)

## Troglodytes

**Approx. Level: 8**

Long, long ago an ancient race dwelled in the Vaasa. What became of them, no one is certain, but they did leave behind ancient ruins. Recent excavations of these ruins by the local Llewyr have led to the discovery of an ancient cavern inhabited by a feral troglodytic people. Although the troglodytes seem to have no real tendency towards good or evil, they are certainly a nuisance. Several troglodytes have managed to make it to the surface, only to prey upon animal and sentient being alike with a sheer, bestial brutality. If the safety of the Vaasa is to be preserved, the noble guardians of the Vaasa will have to turn their attentions within and prevent a full uprising of these strange creatures.

The few Llewyr that have ventured into the dark, dank layers come back with odd tales of strange sites. After much consultation between the noble guardians, they ventured the comment that they felt the troglodyte menace could be controlled. They felt the troglodytes served about the same threat that the woodworms posed to the denizens of the forest.

The entrance to the troglodyte city is rumored to be within one of the ancient ruins hidden within the Vaasa forest itself.

### Directions to Zone:

Follow directions for Dragonspire Pass > speed dseesdeeneenneennnnnn > “move block” > go east > then “clear rubble”

**Tips:** Some of the trogs blind and silence, so be careful.

**Pops:** white rope belt , mithril ingots

- small brown troglodyte: figurine of a lizard
- sallow-skinned troglodyte: white rope belt, raw small blue mushroom, raw small red mushroom
- red-banded troglodyte: raw small red mushroom, narrow leather belt
- blue-crested troglodyte: raw small red mushroom, steel shortsword, narrow leather belt
- purplish troglodyte: bronze ingot, steel ingot, black robe, iron ingot
- troglodyte guard: narrow leather belt, steel shortsword
- vyan: well-balanced iron daggers, steel shortsword
- green slime: ?
- long dead corpse: crystal orb (Ancient Crystal Orb), white rope belt, black robe, rune-inscribed leather skullcap (Skullcap Of Mana Focusing)
- Room #49332: search pile
- search moss, found gems or a trog so far
- on the ground: raw small blue mushroom, small red mushroom, piece of strange glowing moss

skullcap of Mana Focusing - head, base, +.5 mana regen lvl 10 On the northern side of Troggs there is a East West Hallway with a south room with 2-3 purple troglodytes in it. Kill the trogs and "say esren". This will take you to a portal room that is connected to the astral gate system. In that room is a corpse. The corpse pops the skullcap of mana focusing. Its a pretty common pop. Say Esren to return to troglodytes. Or... you can say any other astral gate rock-name to go there.

## Troll Warrens

**Approx. Level: 35**

Hidden away underground for many years, the cave troll clan of Nethr'arak has long prospered in the soft limestone caves they called home. Raids upon the surface were not uncommon, yet they were not frequent by any standards.

At least until recently.

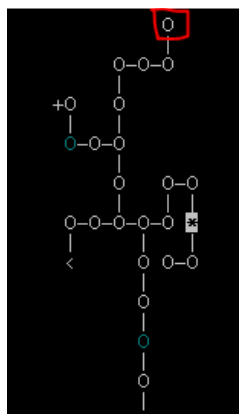
Travelers from Medienne to Denab-Khur have found bloodstains upon the Great North Road and have found some few personal effects of an ill-fated merchant caravan. The Watchers of Voaleth have also reported some missing persons and scenes of combat without any bodies.

Rumors abound about a new chieftess that has given the clan a new purpose, about a new breed of troll that breathes fire, and also that they are taller than frost giants.

Be wary, traveller, for there are worse things in the night than pickpockets, and yet beware of rumors that could play you false and separate the fool from his money.

### Directions to Zone:

From outside the west gate of Medienne > speed w3ne2nene3nw2n2w11ne5n3ene3n3e2ne3n > "jump down"



**bash strongbox** to open it. Need to know the Bash ability to apply the proper leverage.

Moonstones pop in here. The acode is “search pile”. It is a low pop. They are used to custom the belt of demonic fortitude.

Massive troll woman (Chieftess Agar'thana) is the boss – she calls the zone to her when attacked. She is circled in red above.

Behind the locked door to the northwest - The Chieftess drops the key to the gate (crude iron key). Inside is a prison/torture chamber. If you type 'get manacle', you get a cursed pair of manacles on your hands (-8 dex).

You bend to pick up the manacles and they close about your wrists.

You wear a pair of rusted manacles on your hands.

A pair of rusted manacles seems to attach itself to you.

Incidentally, that is the only room where I have managed to pop a moonstone so far (search debris).

After you jump down, go three north, then “search” a few times. You should detect a hidden door to the west. You have to be a thief to open and to open the chest inside.

#### **Pops:**

- **crude wooden chest:** silver dinner fork, badge of the Voaleth guard, dark crystal goblet containing a swirling yellow and red liquid
- **rusty iron strongbox:** ruined golden tiara, broken golden tiara, bent golden tiara, golden tiara, reddish gold ring (orichalcum ring), phial filled with darkish liquid
- **massive troll woman(agar'thana):** forked whip, darkly ominous ritual dagger (ritual dagger of eternal night)
- pop on the weapon rack is the old battered iron broadsword
- **mirefish:** curving fang (mire serpent fang)
- **bodyguard (Korlaka):** mithril dagger (quicksilver)

#### **Vaasa**

On the ground: delicate purple flower (delicate heather flower)

#### **Llewyrr Woodsman (Wasp-sting rapier)**

This guy spawns one north and one east of the sloth and wanders between the root and stone giants. I use the sloth as my wait for repop spot (yay far scan).

**Pops:** Forest-green armor, narrow leather belt, wasp-sting rapier, strip of white birch bark

### Avatar of Osse

Near the entrance to the Talon Wood, “sing osse” for the avatar to appear.

Pops: vibrant blue ring (ring of electric resistance), glass vial containing a crystal clear liquid (Osse’s tears), dull teal stone (cold stone)

### Ivyheart

Skins for ivyheart (southish middlish of Vaasa)

### Handful of large thorns

Pops in the Druid/Ranger only room that is slightly west of Stone Giants repop.

### Valley of Flowers

**Approx. Level: 13**

A heaven for those who love flowers, and a hell for those with allergies. The gnomes of Orlumber luckily have an affinity for flowers, and thus love their northernly garden. Protected by wee flower sprites, the flora is flourishing. It is said that the gnomes of Orlumber favor these sprites. What harm may come to those who trespass with ill intent?

(Thank you Ellyn for the write-up)

**Speed to zone:** From the Vyan north of Orlumber Cave: Speed 2w2sw6n4w5n8e

Opinion: Over all the zone is very basic with both low experience to be had and low drop rates. I have performed over 700+ runs of this zone with minimal success (6 tiny turtle shells, 4 vests, 4 shards of twilight, and 2 Burbler weapons. Aside from this there is nearly a get/search function for EVERYROOM but as I can tell the only useful one is wneeu from the watery entity which is ‘get branch’ this gives you the leaf portion of the broom custom for a quest in Orlumber.

#### Pops:

Ladybug: ladybug elytra

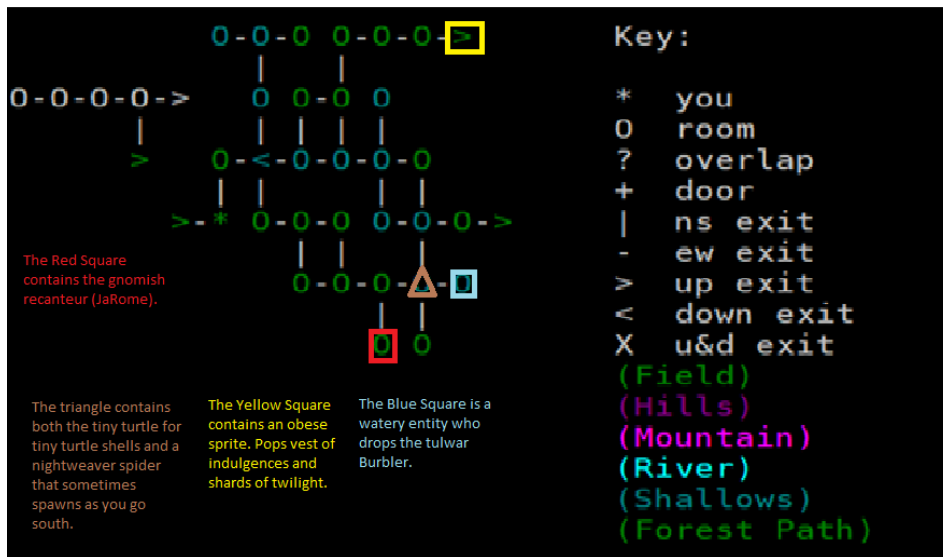
Nightweaver: Spider’s eye

Watery Entity: Tulwar Burbler

Obese Sprite: a vest of indulgences and shard of Twilight

Whirl-Shelled turtle – tiny turtle shells





## Vanguard Outpost (Ents)

Approx. Level: 55

Many years ago, an ent moot was held to discuss the threat of the stone giants occupying Hark's Finger. After weeks of deliberation, a consensus to purge the predatory giants from the Vaasa was reached. No one has ever been privy to the knowledge of how the ents planned to accomplish their task, but recently reports have surfaced of armor-clad ents scouting the northern reaches of the Vaasa. Rumor has it that these ents are the vanguard of an ent force that plans to destroy the giants, and has been training for their task for all the years since.

### Directions to Zone:

From the blade gate stone > speed 2eses,all e,s,d, alle, all s, all e, all north until it deadends in the vaasa > enter break

The full speedwalk from the blade stone is: speed 2eses2esde3s2e2ne2n

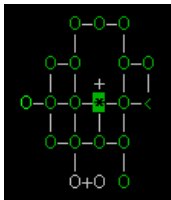
Kill the sentinel > kill all the warriors first > kill the guard > kill the freak

**Important:** Do not attack the guard (unless you kill all warriors first), as he calls the entire zone.

**Tip:** The ent warriors are agro

**Tip:** The freak will throw you (or anyone out) during fight

Thin and gnarled man (Cartuse) trainer for hyper metabolism is in here

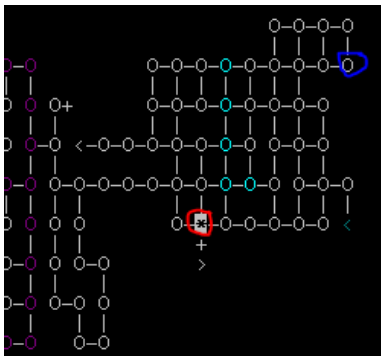


Pops:

- Thin and gnarled man (Cartuse): maple staff, black robe
- Freakishly large ent (Aarenduurondaal): bank note, silver-blue zweihander 'Reconciliation', lifestone (Ilewyrr lifestone – drops to ground on death)
- Elite ent guard: mithril-tipped black-banded spear (mithril-tipped spear 'Ogrebane'), thorn-ridden green bracer (bracer of vigilance)

TODO: Appears to be a trap door below the freak, move tapestry, and then open down. There is a stone giant prisoner down there. Not sure if this is a quest or something else.

### Voaleth Caverns



**Room #37589** – north middle of caves - search pile > look hand > get ring - for a chance to get a brass ring.

**Deep Spider** – south east corner of the caves.

**Room #37612** – search pool to spawn a blue serpent.

**Room #20053** – kill the wild-eyed goblin, then you can **pry gem** for a chance to pop a geod.

### Homonculous

Go to the location circled in red, and “move moss”

Just inside the area, you can “search water” in Room #37566 for a chance to pop: **piece of copper ore** (will show as piece of copper ore in inventory until you identify it) or a **piece of golden ore** or a **piece of silvery ore** (will be silver ore after identify).

#### **Frost/Snow Imp Cavern**

Follow directions for Homonculous > navigate through zone until you arrive at the disheveled orcess then “break ice”. You will need a pickaxe to break the ice, there is a goblin on the mountain road that pops one 100% of the time.

#### **Ja-Rain (tall humanoid)**

NOTE: You need to have a pickaxe in your inventory. One pops off the goblin prospector on the mountain road 100% of the time.

Follow directions for Homonculous > navigate through zone until you arrive at the disheveled orcess > break ice > speed nndeswwwnwndswswww > push eye > speed sswwwdneen > break ice > speed ddnesesswnwn

Pops: winter-white cloak, bar of ivory, wide leather belt, high hard boots, blue-white scimitar (scimitar ‘Winterblade’) and most famously icy-white gloves.

Can smash the globe for a chance to pop a gem that sells nice.

#### **Rock Goblins & Lurkers**

Go to the location circled in blue, and “move rock”. Follow the path until it deadends, then climb rock to continue deeper into the zone. Even deeper into the zone are gray lurkers.

Rumor is that the skull pendant drops here somewhere????

#### **Pit Wraiths & Flesh-eating Ghouls**

Follow directions to Rock Goblins, and continue even deeper into the zone are pit wraiths (not agro), flesh-eating ghouls (agro), and a deep spider (agro). I believe the deep spider is a ranger pet.

#### **Ghost of a Sage and Ghost of a Carpenter**

- Mirefish: mirefish tooth, white fish scale
- Ghost of a Sage: thick leather band, crisp scroll, pristince white scroll, woolen cloak
- Ghost of a Carpenter: stone hammer, studded leather bracer
- Moray eel:
- Ancient guardian:
- Colorless fish:

#### **Black Stalagmite**

At the black stalagmite (Room #37506): Climb up > up > jump north

Large white bat flying around – raw white bag wing

Room #37513 – get rock - block of granite

Room #37520 – search pile to reveal an area to the north

Thief engineer – scrap of paper, loose leather mantle, ball-peen hammer

The door to the north is locked, but the scrap of paper reads “discontent” which if you “say discontent” the guys on the otherside will open the door for you.

Thief – rusty steel key, human ear

Thief underling - bronze dagger

The rusty steel key opens the strongbox. Strongbox is poison trapped.

Strongbox – silver coins, gold coins, pinch of fine tobacco, studded leather gloves, soft leather cap, royal blue potion, Kris

**Spiraling Stalagmite**

At the Spiraling Stalagmite (Room #37601): Climb up

There will be a few tiny black oozes waiting for you.

After you’ve killed them, “get spiral” for a chance to pop some spiraled granite

**Voalet Palace**

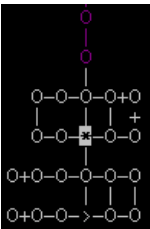
**Approx. Level:** 50

The ruler of Voalet lives in this grand palace just past the southern city gate. This great residence is now inhabited by the tyrant who rules the city and its environs, making it a place where guests are no longer very welcome. Those brave enough to visit may find great rewards, or great danger.

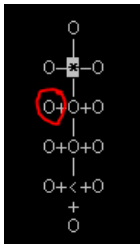
**Directions to Zone:** Straight south of Voalet. Repop is outside the gate. The password to get into the zone is **unfortunate**.

**NOTE:** When I mention calls below, I am referring the servants and the palace footman.

So I start off my killing all the servants, maids, footmen, invisible girls, the librarian. Once those are all dead, then kill the tyrant’s wife, then the tyrant, then kill the ogre guards, and the vyan priest on the way out.

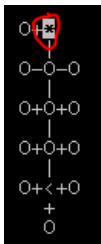






Tyrant

Go all north and “**search**” for you to detect an exit to the west. The vyan is the tyrant (he is invis). You’ll need the slender wooden key to unlock the door to get to him. It drops off the palace valet, who is nearby.



### Voaletth Statues

**statue of a warrior-troll** – silver helm, old battered iron broadsword, sword of might, antiquated bronze helm, old battered iron helm

**statue of a large orc** – mitre (priestly mitre), great iron mace, krynite morningstar (krynite morningstar 'Darkstar')

**statue of an ogre** – barbed dagger, dark metal dagger (serrated dagger), dark stone dagger (dark stone dagger of despair), pair of hard leather dark brown boots (pair of dark brown boots of wind)

**statue of a goblin mounted on a mule** – book of the ages, peaked wizard's black hat (black hat of the master mage), stone staff

**statue of a vyan** – war drum, pair of silver gauntlets, small drum

### Vyan Tombs

**Approx. Level:** 40

In an old, abandoned mine shaft near Voaletth, explorers have found a cavern with a huge door set into the north wall. Finely wrought of mithril and steel, the door was unable to be opened. Upon hearing of this find, Tsarith, Master Sage of Voaletth, sent word to Etrahnin of Pennan. A codex Tsarith had

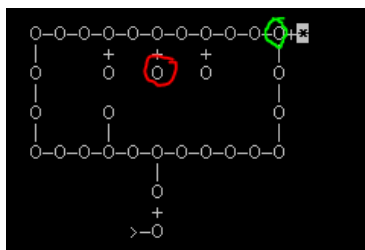
translated only days before told of an entombed force of guards protecting the tomb of their nobles. Perhaps this door is the entrance to the tomb... Only the Sages know what lies beyond.

**It is located on the way to Voaleth. Instead of going east, go all down towards the vyan maiden. I usually drink some of the vyan maiden's soup on the way into the zone so as to not drain my resources. "Recite rune" to get into zone. Need the language vyan practiced to at least 7 to pronounce is correctly enough to enter.**

I start by heading around the east side of the rectangle and making my way towards the top center. Kill the dark figure, and take the silvery rune from his corpse. Type **"insert rune"** to reveal a room to the east. Go east. You'll need a thief to pick the lock to the desk drawer then **"get all desk"** – this is where the black chalk pops (Sword of Glory quest).

In the room (south) to the right of the presence, you can **"search bone"** for a wraith to spawn.

The area circled in red is where the presence is located. After you kill the presence, then search, for an option to go down.



#### Pops:

- Wraith Left side - emerald tiara, jade box (crystal of channeling, phial filled with darkish liquid , plats)
- Desk drawer - black chalk (quest item), cracked and aged scroll (blink), platinum coins, phial filled with a colorless liquid
- Dark Figure - silvery rune, blackened parchment scroll (fear)
- Presence - spiked ivory collar
- Swirling wraithlord (Mage) - Gloves of enhancement (pair of fine, silken gloves)
- Mass of Darkness (Warrior) - Crystal bracer
- A pale, flickering wraithlord (Ranger) - Sword of Arachnis
- A thin, well-defined wraithlord hovers nervously. (Thief) - Acid filled dagger
- Wearing ghostly armor, a wraithlord stands guard over the north door (Paladin) - Silvery Cowl
- Swirling about the room, a wraithlord hovers here (Cleric) - dark charm
- A pale, solemn wraithlord (Bard) - musician's hat
- A flowing, serene wraith (Monk) - Silver talons
- pale, misty wraithlord – glass flask

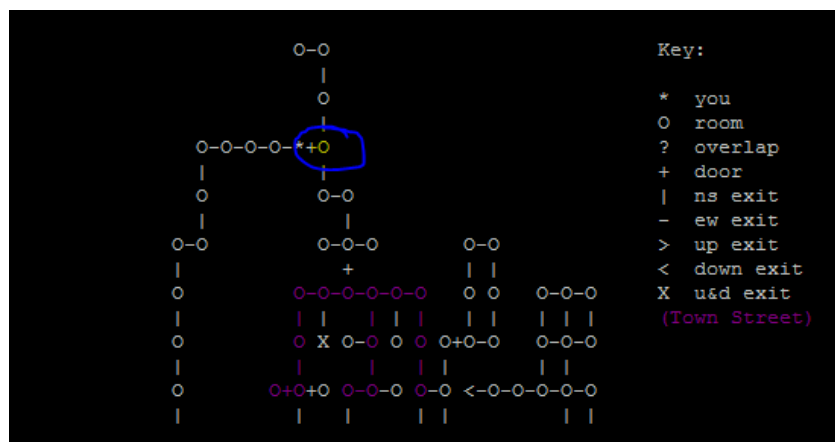
- Pile of Dark gravel is laying on the floor (I think you can get 3 piles per run) – needed to custom something for mages I think
- The spectral wraiths on the way in drop black steel armors
- Vyan Sentinel - ?????

## Wandering Orcish Monks

Not listed under areas.

Near Voaleth Entrance, you can “open west”.

Sometimes there are Voaleth guards pretty far north guarding the entrance. They will leap lighties.



**illithid inquisitor:** glass dagger ‘pychosis’

**choirboy:** black robe

**wandering orcish monk:** bright green robe, monk's black robe, pair of sandals, set of black robes

## Warlock Coven Mines

**Approx. Level:** 35

An enormous, abandoned dwarven mine lies just north of the war-torn city of Medienne, near the wide expanse of rolling hills. It has been said that a coven of powerful warlocks of pure evil and wanton destruction now occupy the mine, having defeated and enslaved the dwarves who had first discovered the site. A tired old dwarf known as Gimnod currently resides outside the mine, and if asked politely, would graciously offer to answer any questions regarding this mysterious place.

**Directions to Zone:**

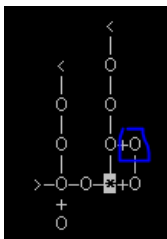


From outside the west gate of Medienne > speed w3ne2nene5n2en3e > down is the zone (should be some stone golems walking around)

#### How to run Zone:

I believe electrical spells work best against the golems.

On level 1, if you go all east, the passage way will collapse on you, preventing you from going back west. So go north and kill the cave worm (area circled in blue – cave worm is not agro). "push wheel" to get a shovel (it will just appear in your inventory). Then "dig west" to dig your way out.

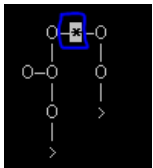


#### Level 2:

Giant spider web blocks my way to the west, unsure how to get around

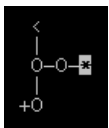
#### Level 3:

In the area circled in blue, use the shovel you got from Level 1 to "dig north", then "ent hol" to get into a secret passage way.



#### Level 3 (Secret):

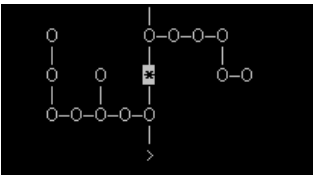
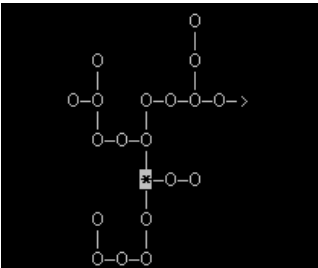
Not sure how to get to get past that door. It isn't locked, but I get zapped when I try to open.



#### Level 4:

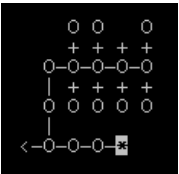
Whole bunch of iron golems down here. They pop: mithril filings, tiny black spinels, and small fragment of violet ore (fragment of krynite ore), chunk of violet ore (chunk of krynite ore), chunk of very violet ore (chunk of pure krynite ore)

In the northeast corner of the room there is an area to go up, but you cannot go up. If you “ent cart” you’ll go on a nice ride.



**Level 4 (cart):**

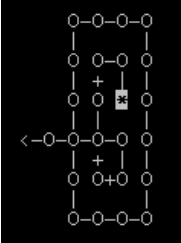
There are a bunch of warlocks in this area. At the first intersection, you have the option to go North or East. If you go East, you’ll get **zapped**, so your only open is to go north and kill the warlocks. One of the warlocks will drop a brown-banded key which can be used to unlock the doors along the way. One of these cells will have a dwarf slave (Grunnod) where you can get a quest (see quests section). In the cell south of the dwarf is a slave corpse. Inside the corpse is a brown-banded collar. Get the collar. Just by having it in your inventory will allow you to NOT get zapped when trying to east like you did earlier.



**Level 5:**

In this area, you start off with a gargoyle that will attack you if you try to walk past him. Then there is an emerald golem, who drops a green-colored stone (emerald heart stone) on death. There are a few more warlocks and a way to go up in the top middle.

In room Room #31351 (room with the gargoyle) you can **dig ground** for an ash-filled urn.



**Level 6:**

Warlocks pop: violet-hued staff (Krynite staff)

Lots going on here. Your first stop will be the room circled in red. Kill the warlock inside, then “break pawn” to get an iron-banded key. This key will let you get into the room circled in blue.

Go south to the room circled in blue, and kill the warlock inside, and “search book” for a sheet of paper. “look paper” and you’ll see a clue. You can then “ent mirror” to get into yet another secret area. Skip down to [Level 7](#).

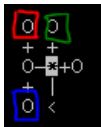
Also, be careful in the room circled in green, there is a platinum golem that will appear after you walk in and AFTER you kill him he just keeps reforming and reforming .... Forever. In the room with the platinum golem you can “search cab” for a chance to pop a stick of white chalk.

If you want to get to the Arch Mage trainer, then link the commands, “n & to portal kvaelm” (this will take you (and your whole group) into the room circled in green). [Sometimes the portal isn’t active, so you need a stick of chalk and “draw pattern” to active it] That will reveal an up exit. Go up twice to get to the Arch Mage. The room with the Arch Mage is a sanctuary. Once you are done with the Arch Mage, you can go back down to the port and “to portal kvaelm” to go back from where you came, or tell the portal any of the gate stones and it’ll take you there (as well as the entire group following you).

Shuffling about aimlessly, the insane arch mage floats along the walls. (Kvaelm)

Customs from the Arch Mage (Kvaelm)

Item	Price	Weight	Lvl	Ingredients
----	-----	---	-----	
Diamond-tipped chisel	1000	4.00	1	small diamond, small chisel



Here is what the paper says:



#### Level 7:

Go one north to the warlock maze, then follow the instructions from the paper. So go wsne x2. Then go north and “ent mirror” again to kill the warlock chieftain. As soon as you enter the mirror, the warlock chieftain will leap to attack you. After the warlock is dead, “search panel” to reveal a secret room to the west.

**Chieftain pops:** length of silvery thread, phial filled with roiling black shadows (Fear), violet-hued staff (Krynite staff), gold chalice, crooked iron key, phial filled with a ruby liquid (Confuse), slim grey book (Warlock Chieftain’s Journal), dark purple robe

**Pro Tip:** I usually go over to the chest and “untrap chest” which will teleport me back to the beginning of the area. Even if you are a thief and have untrapped the chest and gotten all its loot, just keep trying to untrap it to trigger the teleportation effect. If you are grouped, it will teleport the entire group.

### Western Plains (Savannah)

**Approx. Level:** 35

Not for the faint of heart, the plains around Brithbarad are populated by savage beasts. Lions await to make you their prey, while rhinos and elephants guard their territory. In this untamed wild, it is survival of the fittest. The plains lie to the distant northwest, almost unto the great deserts.

#### Directions to Zone:

I believe most if not everything in this area sleeps rather well.

- Cheetah - skin for cheetah tooth (can be replicated), spotted cheetah skin
- Lion - lion claw, lion skin
- Elephant – strip of elephant skin
- Rhino – rhino horn

## Wood Imps (In progress...)

Between Chiiron and Pennan. From the wayward gate stone, go all north, until you can go west towards Pennan, then 2w, then all north > Climb up

- wood imp cook - large flint dagger, wooden ladle, shredded apron
- wood imp sentry - pine needle dagger, piece of waxy green stone, woven pine bracelet
- wood imp messenger - bronze sabre, iron rapier, skins for clump of tangled green hair, steel dagger
- wood imp shaman – maple staff, crimson stick of incense, heavy oak staff, glossy red robe, chipped stone mask
- wood spider - ?
- wood spider queen - ?
- Room #47524 – search hole - ?
- Room #47528 – search stone - ?
- Room #47514 – search supp - ?

## Woodworms

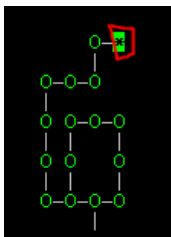
**Approx. Level: 5**

The woodworms are a well-known and much feared menace of the Vaasa. Their depredations are responsible for the death of several venerable shuvana trees. Though feared for the swathe of destruction they can cause, slowly devouring tree after tree, many elves have taken it upon themselves to champion the cause of the woodworm's downfall. With vigilance and constant hard work, the elves have managed to keep the depredations of the woodworms at a standstill. Should you seek to join these noble guardians of the woods in defending the Vaasa, then ask any Llewyr in that vast woods, and they will probably be able to lead you to the very spot where this battle against this foe is waged.

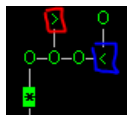
For now the advance of the woodworm depredations have been halted in the central northern reaches of the Vaasa. Decayed trees mark their presence with the worst infestation being a rotting shuvana tree large enough for entire parties to enter and combat the menace.

### Directions to Zone:

From the Blade gate stone rock> speed e3n4w4nen2w3n2ene > (this is repop) > “ent tree”



### Level 1: Just Inside the Tree



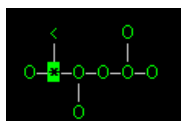
### Level 2: Queen

If you go all the way up in the spot circled in red, this will lead to the queen. From "Just Inside the Tree" > speed nenu3uw3us to go directly to the queen.

Queen pops: Silk fibers, and the exoskeleton for the quest.

### Level 3: Aurumvorax

This creature is agro. Pops golden fur pelt (Aurumvorax's Pelt).



All the way on the bottom level there is a room on the east side where you can "cut wood" to pop a piece of living shuvana wood.

## Wrath Wurm Lair (In Progress...)

**Approx. Level:** 30

There have been reports of odd tremors in the earth's surface, deep within the Cairn Mountains, not far from Kha-da. A dwarven corpse was found lying in the snow to the north and west of the city, half its body eaten away and covered in a thick layer of green slime. Those sent to investigate the strange occurrences report immense snake-like creatures burrowing into the snow near the site of the unfortunate dwarf. Strange-looking holes have been tunneled through the snow and deep into the stone of the old mountain.

### Directions to zone:

From the Cairn Mountain Road - Junction and Obelisk (directly west of Kha-da) > speed 3nwnu2wnwnu > east is wrath worms.

### Pops:

- banded wrath wurm - segmented skin
- ancient wrath wurm - segmented skin

### Searches:

- Room #34263 – search hole - ?????
- Room #34260 – search hole - ?????
- Room #34258 – search hole - ?????
- Room #34267 – search hole - ?????
- Room #34266 – search hole - ?????
- Room #34264 – search bone - ?????

Looks like you need to use a very small familiar to “ent hol” in Room #34258 (I wasn’t able to enter even as a goblin).

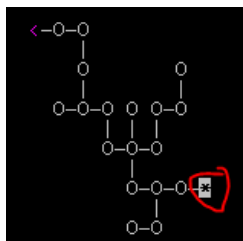
Banded wrath wyrms poison, but are not agro.

Jet-black wrath wyrm poison, but are not agro.

Ancient wrath wyms poison and are agro.

Huge wrath wyrm if you go down where I have circled in red worth about 150k xp.

After you kill the huge wrath wyrm, there is a portal there. Not sure what to do with it, touching it has a small reaction, going south does damage. Not sure what else beyond that.



## Xanas Spring

**Approx. Level: 15**

Found on a crumpled sheet of parchment in The Cardinal inn of Pennan:

Water. Those who serve Osse know its importance in lore and in life. It possesses, like the deities associated with it, both qualities of beauty and danger. It is the ambivalent provider of food, nourisher of lives and, in an instant, can turn just as deadly, destroying everything. All creatures tied to water have a bit of this same mercurial power for good or ill.

The tale of Osse and the Xanas is a local myth of the Pennan people and has been passed from the aged to many a child since time immemorial. A storyteller, an old gnome that frequents The Cardinal, recounted it while I was here last night. While he appeared reluctant to begin the tale, when encouraged by several large ales, he told the story of the Xanas with great gusto. I enjoyed his story so

much that it inspired me to write a poem so his tale might not be lost to the ravages of time and fading memory:

Oh, the faithful of Osse can tell you a story

Concerning the faeries of silver and blue

The beautiful Xanas, the children of water

And the home Osse gave to his faithful, his true.

In a spring full of hope, such a spring full of wonder

Where sapphire waters eternally pour.

Where life does abound with rare treasures unplundered

In their sheltered forest they'll live evermore.

So heres to the Orla who cares for her people

And heres to their smithies whose toils never cease.

To those who are weavers of silk and of magic

Osse guard their pure waters so they'll live in peace.

#### **Directions to Zone:**

Go all south from Sutler's ship. Pull lever to open Malander's gate. Continue south along trader's road until you reach a fallen trunk in the path near a hummingbird > Go one east > "Enter log". That's Xanas!

#### **Pops:**

- **Xanas guard:** equus grass spear, musselshell breastplate, smooth brown bracer (Stout Laced Bracer), large blue-violet crystal, length of watersilk
- **Xanas adult:** large blue-violet crystal
- **ebony mussel:** large spring pearl, ebony mussel shell, small spring pearl, medium spring pearl
- **Xanas princess (Kailin):** length of watersilk, swatch of watersilk, abalone hair comb, black willow frond (pops on the floor of the room randomly)
- **Pike:** pike tooth
- **Abalone:** abalone shell
- **Mass of tentacles (Abogolith):** (NW side of West side, enter crack) - Xanas faerie skull, knapsack (strand of watersilk pops in the knapsack), abogolith gizzard, swatch of watersilk, clear, smooth crystal
- **Blind fish:** ?



- **Water leaper (Myukugnigkip) (search branch to spawn him):** gristly poisoned stinger
- **Variegated limpet (look rock):** black coffer
  - **Black coffer:** large spring pearl, length of watersilk, pouch of silver powder, green gem, sea green gem, platinum bar
- **Search Vine (one north of the xanas princess)** - ivy tendril, soft, green leaf (Raw Soft, Green Leaf)
- **Search Needle (two north of the xanas princess)** – needlebrush needle
- **Pick plant (two west of the xanas princess OR two west one north one down of the xanas princess OR one north one east of xanas princess)** - raw minagos plant
- **Crayfish** - raw crayfish tail
- **Crevice slime (SW corner of West side - search moss > k mass)** - ?
- **Black cormorant (search nest to spawn)** – iridescent black feather, raw pale green egg (Raw Cormorant Egg - search nest after killing), raw soft, green leaf (search nest after killing), shard of glass (search nest after killing)
- **The Orla of the Xanas (Muirawn):** scaly bodice (prismatic-scaled bodice), Sea star pendent, gem-encrusted coronet (jewelled Xanas coronet)

**NOTE:** To get to the Orla go ent log > east > east > climb up > climb up > east > all east > search plant > enter opening. To leave the Orla, search plant and enter opening again.

**NOTE:** Once you kill the Orla, you can look at the rock formation in there and a variegated limpet spawns. Kill the limpet. A coffer pops on the limpet. The Sea Star Necklace is actually a key that can be used to open the coffer.

- **Search Rock (honey colored):** tiny blue-violet crystal

**NOTE:** To get to the search location, go ent log > east > east > climb up > climb up > east > north > up > north > down > west > south > search rock for a chance to pop.

## Zarander's Tower

Approx. Level: 17

Just west of the dwarven town of Kha-da, down in a secluded valley, rises the tower of the Wizard Zarander. Though renown in his youth as a strong conjurer and an adventuring mage, of late no one has seen him. Some say he has simply become a hermit while other rumors would have you believe he was murdered by his assistant, whom people have not seen for quite some time either. The only possible clues, if any remain, must lie within the Tower itself.

**Directions to Zone:** Northwest of Kha-da. Direction from Junction and Obelisk: speed  
nnnddnwwwwnwn > this is repop > one more north to front entrance > knock three on the door outside the tower to gain entry.

**Tips:** If you are not a thief class, you will need to pop all the keys prior to being able to run the zone.

## Keys

NOTE: The keys will save on quit so once you have them, then you are done.

- Lab key – used to access the Flesh Golems in the basement. Key pops one room east of the main entrance. Command: “get key”.
- Bronze key – used to access the bronze grill. Key pops in the room where the bronze grill is. Command: “open panel”
- Brass key – used to access the brass grill. Keys pops in Forgotten Tombs area. Refer to that area for details on how to pop.
- Iron key – used to open the iron grill. Pops off the web spider (web spider is in the same room as the iron grill).
- Copper key – used to open the copper door on the second floor. Pops off the ghost of a cook on the first floor.
- Black key – Pops off the ghost of a distraught mother on the second floor.

## Chalk

NOTE: The chalk does NOT save on quit, so you will have to reacquire them each time you logon.

- Blue chalk – used as part of the bag of holding quest and to summon the Daemon-Mother. Pops in the northwest corner of the room with the flesh golems (basement). Command: “Search Pipe”.
- Yellow chalk – used as part of the bag of holding quest. Pops in the room one up and one west from the countdown room. Command: “get book”. Sometimes you will get a message stating, “As you reach to get a book, you feel an invisible barrier preventing you from touching them.” Just keep trying to get the chalk; eventually it will work.
- Green chalk – used as part of the bag of holding quest. Pops on the second floor in the room up north of the staircase. Command: “get idol”.

## Bag of Holding Quest

1. Get all the keys and all the chalk.
2. Get the quest – find the small wizard on the 3<sup>rd</sup> floor. A simple “to wizard hi” should get the job done.
3. From the small wizard, go one south then one west.
  - a. Command: “Draw yellow”.
  - b. Command: “Draw green”.
  - c. Command: “Draw blue”.
4. You will receive a scroll. –make sure whoever is doing the quest picks up the scroll!
5. Now go to northwest corner of the floor where the countdown door is located.
6. Command: “Stand pent”.
7. Command: “Recite scroll”.
8. That will give you a book. This is the book of spells that the small wizard wanted.

9. Give that book to the small wizard and in exchange he'll give you a bag of holding.

### Fire Daemon

In the room one west of the disembodied voice, "search ash" to get the fire demon to appear.

#### Pops:

- Fire Daemon (**search ash** – one west of countdown door) pops: Fiery Dagger
- Daemon-Mother (**draw blue** – south west of small wizard) pops: a bone cameo.
- Flesh golems pop: spool of coarse thread.
- Gargoyles pop: sea green gem, red ruby
- Small wizard pops: cork stopper, scorched staff of zarander and the scorched robe of zarander, phial filled with a rainbow-hued liquid
- Small wizard also gives a quest where the reward is a bag of holding.
- rainbow-colored dragon (**touch carpet** – east of small wizard) pops: small gem (Topaz), translucent crimson gem, tiny peridot
- desk (**open drawer** - second level): scorched scroll

NOTE: The spools of coarse thread are used for customs, such as the Woolen Blanket festival in Pennan and the blue-thread pads from the Essyn Festival.

NOTE: Unless you have at least 16 strength the flesh golems have a chance to pick you up and toss you to the southeast corner of the area, taking minor damage on impact.

#### A Bone Cameo

Base Cost: 4000	Level: 20	Weight: 0.10 lbs
Armor Class: 2		
Acid: 20%	Fire: 30%	Cold: 95%

Rarity: Very Uncommon  
Materials: bone  
Wear Loc.: neck  
Layer: over

Affects:  
Effects are additive.  
Is water-proof.  
Is magical.  
Grants the blessing of the gods.  
Hit\_points by +10.  
Cannot be auctioned.

#### A Spool Of Coarse Thread

Base Cost: 50	Level: 1	Weight: 0.10 lbs
Acid: 15%	Fire: 5%	Cold: 95%

Rarity: Uncommon  
Materials: cloth

#### A Scorched Robe Of Zarander

Base Cost: 9000                      Level: 30                      Weight: 1.00 lbs  
Armor Class: 4  
Acid: 15%                      Fire: 5%                      Cold: 95%

Rarity: Very Uncommon  
Materials: cloth  
Wear Loc.: body  
Layer: base

Affects:  
Is magical.  
Magic by +5.  
Fire by -10.  
Wisdom by +1.  
Mana\_points by +5.  
Mana\_regen by +0.30.

Alias: scorched robe

#### **A Staff Of Zarander**

Base Cost: 250                      Level: 40                      Weight: 3.00 lbs  
Damage: 4d1 (4.0)                      Class: staff                      Attack: swing  
Acid: 60%                      Fire: 5%                      Cold: 97%

Rarity: Very Uncommon  
Materials: wood  
Wear Loc.: right\_hand  
Layer: base

Affects:  
Mana\_points by +10.  
Magic by +5.  
Fire by -5.  
Mana\_regen by +1.00.

Alias: small, scorched staff

#### **A Bag Of Holding**

Base Cost: 2500                      Level: 1                      Weight: 2.00 lbs  
Acid: 15%                      Fire: 5%                      Cold: 95%

Rarity: Numerous  
Materials: cloth  
Wear Loc.: left\_hand  
Layer: base

Affects:  
Cannot be auctioned.  
Cannot be junked.  
Is water-proof.  
Is magical.

Alias: black silk bag

## Quests

### Skewer

Assassin Guildmaster, SW of Med Crossing. Same one that teaches Camo.

-----

ask assassin skewer

The assassin guildmaster tells you:

"There is a certain man in the desert city of Narak that is disrupting my business in that part of the world. If you agree to taking care of the obstruction I will teach you the art of skewering your foes."

-----

You say to the assassin guildmaster (in gobligh): "agree"

The assassin guildmaster tells you:

"Great ... I will give you the tools that you will use to remove the large obstruction from my path."

-----

The assassin guildmaster tells you:

"In this case the obstruction's name is Illeg. He is a frequent patron of the Parched Sand in the desert town of Narak, where they keep bottles of his favorite swill behind the bar."

-----

The assassin guildmaster tells you:

"Take this a slip of poison and put it into his drink however you can.

Witness his demise. I have others in place to discretely remove his corpse."

NOTE: You must stay and see him die. If you leave, you don't get credit.

NOTE: There is a chance for him to resist the poison. It's not 100 successful.

-----

Head to the Parched Sand in Narak. It's the in the SW corner (see help Narak)

You're looking for a "portly well-dressed man". He only appears during the Evening hours, which you can see using Opt Room.Info 3.

-----

NOTE: There are two potential paths you can take to get the poison in his chalice (that I've found).

Path 1: Stealing the Chalice yourself. **REQUIRES STEAL**

(Did not work with Steal 1, but worked with Steal 10. Needs more testing)

- Wait for Illeg (portly well-dressed man) to arrive
- Wait for the bartender to deliver his first drink
- "Peek portly" to make sure he has a chalice
- "Steal chalice portly"
- "Poison chalice" (now shows as off-white)
- "give chalice portly"
- Wait for him to drink, hope he doesn't resist, and watch him die

A portly well-dressed man says (in primal):

"Barkeep! A goblet of your finest moonfire wine, my good sir!"

Success! You were able to grab the chalice from a portly well-dressed man without him noticing.

With a quick flick of your wrist you break the capsule of poison, dumping mail the contents into the chalice. The poison is quickly dissolved into the mail wine, which turns a slightly different color.

You give an engraved copper chalice containing a swirling off-white and mail red wine to a portly well-dressed man.

A portly well-dressed man doesn't notice you slipping an engraved copper chalice containing a swirling off-white and red wine back to him.

A portly well-dressed man drinks a swirling off-white and red wine from mail an engraved copper chalice he is carrying.

A portly well-dressed man coughs and suddenly slumps over at his seat limply.

Two cloaked men stand up from their table, walking over to a portly well-dressed man's table. Standing on each side they pick up the slumped over mail body and quickly move his corpse quietly out of the pub.

-- You gain 4 quest points! --

-----

Path 2: Pay Off the Bartender (if you don't have good Steal)

- Ask bar poison

- Find the platinum and diamond necklace (Note: check jeweler shops - 120pp)
- Give plat.neck bar
- Wait and witness the portly well-dressed man's death

Ynerin tells you:

"So you want me to spike Illeg's wine? I will do as you ask only if you will do a favor for me in return."

Ynerin tells you:

"A traveling artisan passed through recently sell their wares to the mail mail local shops. One creation caught the eye of my wife, a necklace made of mail platinum and diamonds. Find one of those for me and I will do as you mail ask."

### Arm-sash of Lonil quest – 5qp

(Thank you Uduvrin)

**Important:** Lonil must be your diety, which means you must be of good alignment.

You give a simple stone holy symbol of Lonil to an arch-priest of Lonil.

An arch-priest of Lonil sighs loudly.

An arch-priest of Lonil tells you: "I guess I knew in my heart that this day would come. Bear with me while I gather my thoughts, I must ask a favor of you in a moment."

An arch-priest of Lonil puts his hands over his brow as if thinking quite hard.

A look of pain crosses his face.

An arch-priest of Lonil tells you:



"This symbol was once my own most prized possession, and I entrusted it to a worthy guardian who undertook a dangerous mission. Since I heard nothing, I assumed he was overwhelmed by the forces of darkness. Now I have proof, but I also think this is a boon from Lonil."

An arch-priest of Lonil tells you: "Lonil wants you to complete the mission. Raiders from the vile town of Darkhaven managed to kill a traveling priest of Lonil and his retinue, stealing a sacred relic that the priest carried."

An arch-priest of Lonil tells you: "Fernando, your predecessor on this quest, had come across some information which he felt might lead him to the raiders. You might start your search where you found my holy symbol. May Lonil's radiance light your way."

You ask Corulgate about Lonil's relic.

Corulgate tells you:

"A relic was lost to raiders on its journey to our cathedral. It is a spark of Lonil's energy, a true miracle to behold. And to think it might spend eternity lost somewhere completely out of our grasp. A warrior left to try to recover it, but I haven't heard back from him since he began his journey into the Dragonspires."

Corulgate tells you: "Perhaps in his quest he came across one of the dreaded death knights of Temohpab, vile creatures of darkness serving the cause of evil. If this is the case, you too should be careful if you choose to follow in his

footsteps."

search corpse

You find a scrap of parchment buried deep in the tattered furs on the corpse.

You look at a scrap of parchment you are carrying.

The scrap of parchment shows part of a hastily drawn map depicting the frozen plains. Circled on the map is a cave which appears to extend north from a lake shore.

Room #29048

Upon a Frozen Lake - Before the Frozen Wall

break ice

You swing the pickaxe into the ice wall, shattering it and opening a passage north.

You bask in Lonil's radiance which flows in from the east. Your soul burns with righteous fire and an overwhelming desire to bring justice to this evil land.

An intensely bright globe appears in your hands, a boon from Lonil, and something which you know you will need to aid you in your quest!

You look at a globe of Lonil's radiance you are carrying.

Small but bright, this globe of spiritual energy burns with a heavenly fire.

Your eyes are drawn to the brightest spot within the globe, which resembles a

living sun with flames of white fire actively licking across its surface.

go east

move dag

As you knock the dagger out of the black ice, you break the magical spell

entrapping Lonil's relic!

A mouthless thrall of Iniara is DEAD!!

You get a spark of radiant energy.

You give a spark of radiant energy to Corulgate.

Corulgate smiles and accepts the spark of radiance.

Corulgate tells you: "This is it! Lonil bless you! Please keep this as a

token of my appreciation."

-\*- You gain 5 quest points! -\*-

Corulgate gives a sun-white arm sash to you.

**Find a new broom for Justinia.**

In Orlumber...

A lawful good plump gnomish mother is resting on a sturdy cushioned chair.

A plump gnomish mother wipes her brow, "Oh, do come in, I'm sorry the place is in such a state. I

can't find my broom and it's really starting to show."

**ask gnom broom**

A plump gnomish mother stammers, "Oh please don't mind my bellyaching. It's just that I seem to

have lost the broom I usually use around here and the place is really starting to reflect it. It's

driving me crazy!"

A plump gnomish mother asks hopefully, "You wouldn't happen to be interested in helping out, would

you?"

to gnom yes

You say to a plump gnomish mother (in dwarvish): "yes"

A plump gnomish mother claps her hands, "Oh wonderful! Thank you! Now, the last thing I remember

Tocwick, my son, had the broom. I don't know what he's done with it."

-\*- You have been assigned a quest! -\*-

### **An act of Kindness for the bonsai tree shaman. (palliate) – 5qp 50000xp**

Thank you Corim for the write-up!

[Clue from Lord Richard (not necessary)]

>ask lord palli

You ask the Lord of Medienne about the skill palliate.

The Lord of Medienne tells you:

"I don't know the skill well enough to teach it, but there is another not

far from here who is adept at such things."

The Lord of Medienne tells you:

"There is a village of tree creatures along the north side of our great

forest. The village shaman should be able to help you."

[Go to Dal-Entil]

>prac

Practice Points: 260      Copper Pieces: 342280

Skill	Level	Cost	Prac
-----	-----	-----	-----
palliate	unk	2227	8
entish	unk	6	3

>prac pall

A bonsai tree shaman tells you:

"I need that special blue tourniquet, still. That was the deal."

>ask sham palli

You ask a bonsai tree shaman about training palliate.

A bonsai tree shaman tells you:

"I am a master of the healing arts, and I can teach you palliate. However,

I have to ask you a favor. I have a need for a, uh, special sort of item.

For a patient. A special tourniquet. It helps older men with a certain

kind of problem. Doesn't matter, really. My patient needs one. Badly."

A bonsai tree shaman tells you:

"My patient, he acquired one of these special blue tourniquets while visiting Pennan from a wildman, almost a hermit, living with sheep up in the hills north west of pennan. I can tell you there was much speculation about why a man who spends so much time with sheep came upon the recipe of such an interesting, uh medicine."

A bonsai tree shaman tells you:

"In any case, go find him and get another special touniquet for me. Err, for my patient. Do that and I will teach you what you seek."

-\*- You have been assigned a quest! -\*-

[Go to Hills north west of Pennan (91625)]

>ask wild tourn

You ask a wild-eyed shepherd about a special blue tourniquet.

A wild-eyed shepherd tells you:

"Oh, one of my special tourniquets... Well, I have a few tourniquets laying around, but I cant make a one of my SPECIAL ones without my SPECIAL ingredient."

A wild-eyed shepherd tells you:

"Of course the SPECIAL ingredient is a dab of blue lotion. Bring me that, and I'll slap it together for you. Tee hee."

>ask wild lotion

You ask a wild-eyed shepherd about a dab of blue lotion.

A wild-eyed shepherd tells you:

"The dab of blue lotion I found from a rather high spirited cleric of the serpentfolk. It was truly a moment of revelations."

A wild-eyed shepherd tells you:

"I ran into her while travelling to see the Great Icalah tree, and indeed that spectacular tree was the second most amazing thing I found on that journey. She seemed at home in the ravine below the tree, I bet you can

still find her and her bodyguard there."

[Go to Halflings to find Cthrza (Vyan Level, roams)]

>ask cth lotion

You ask Cthrza about blue lotion.

Cthrza tells you:

"Oh, my blue lotion? I didn't know so many people were aware of it. Its uses are strictly medicinal. Strictly medicinal. Definitely not recreational. But in any case, I have none. Cant find the chalky powder I need to make it."

Cthrza tells you:

"Now if you found me some chalky blue powder.... Then we might be able to work something out. One hand washes the other, eh? Well, one hand rubs lotion on the other? Something like that."

>ask cth chalk

You ask Cthrza about blue powder.

Cthrza tells you:

"I got my last batch of blue powder while travelling in the Vaasa."

Cthrza tells you:

"There was a woodsman there who had it. He was... Most accommodating. Ahh."

[Go to The Vaasa to find A llewyr woodsman (he roams)]

>ask woods powder

You ask a llewyr woodsman about blue powder.

A llewyr woodsman tells you:

"My fine blue powder. Yes, helps uh... Well, helps people with problems.

I don't have any now, no blue salts to make it. Tell you what, traveller,

I'll offer you a deal."

A llewyr woodsman tells you:

"You bring me a handful of blue salt from the nomad west of Narak, and I'll give you a smidge of the powder for free. You might find it useful. For things."

[Go to Narak to find the desert hermit (out the west gate, roams)]

>ask herm salt

You ask a desert hermit about blue salt.

A desert hermit tells you:

"My famous blue salts have a lot of useful properties... hallucinogen, fire retardant, antiseptic, aphrodisiac.... Unfortunately, I'm out at the



moment."

A desert hermit tells you:

"However, if you bring me a clump of leafy moss then I'll make up a batch and give you some. Free of charge. Consider it a finder's fee, or a bribe perhaps. Whatever works for you."

>ask herm moss

You ask a desert hermit where to find a clump of leafy moss.

A desert hermit tells you:

"The kind of leafy moss I need grows around mushrooms and flowers. There is a vally near Orlumber where its been known to grow."

A desert hermit tells you:

"If you poke around the valley, I'm sure you can find some. Just give it to me when you've got it and I can make you the special salts."

[Go to Valley of flowers near Orlumber (#77533)]

>get moss

You get a clump of leafy moss.

[Return to Desert Hermit]

>give leafy.moss hermit

You give a clump of leafy moss to a desert hermit,

A desert hermit tells you:

"This is it, just give me a moment and I'll get you your blue salts."

A desert hermit turns around and furtively whispers some magical words, then turns back around smiling.

A desert hermit gives a handful of blue salts to you.

[Return to llewyr woodsman]

>give blue.salt woodsman

You give a handful of blue salts to a llewyr woodsman.

A llewyr woodsman tells you:

"This is it, just give me a moment and I'll get you your blue powder."

A llewyr woodsman turns around and bangs around loudly while mumbling, then turns back around smiling.

A llewyr woodsman gives a handful of chalky blue powder to you.

[Return to Cthrza]

>give powder cthrza

You give a handful of chalky blue powder to Cthrza.

Cthrza tells you:

"This is it, just give me a moment and I'll get you your blue lotion."

Cthrza turns around and makes some disturbing slurping noises, then turns back

around smiling.

Cthrza gives a dab of blue lotion to you.

[Return to Penan Hills]

>give lotion wild

You give a dab of blue lotion to a wild-eyed shepherd.

A wild-eyed shepherd tells you:

"This is it, just give me a moment and I'll get you your special blue  
tourniquet."

A wild-eyed shepherd turns around and grabbing tourniquet from under his robe  
as he does so. After a few grunt and explicative filled moments, he then  
turns back around grinning knowingly.

A wild-eyed shepherd gives a special blue tourniquet to you.

[Return to shaman in Dal-Entil]

>give blue.tou shaman

You give a special blue tourniquet to a bonsai tree shaman.

A bonsai tree shaman tells you:

"Perfect! My wife will be much pleased with this development! Err, my  
patient's wife. You've held up your end of the bargain, and I shall hold up  
mine. I will teach you what I know."

A bonsai tree shaman stuffs the tourniquet away for later.

-\*- You gain 5 quest points and 500000 experience points! -\*-

>prac

Practice Points: 262    Copper Pieces: 337030

Skill	Level	Cost	Prac
----	----	----	----
palliate	unk	2227	8
entish	unk	6	3

>prac palliate

You hand a bonsai tree shaman 2 pp and 23 sp.

You receive 3 cp in change.

A bonsai tree shaman teaches you palliate.

**Fight the evil fight for EVIL! (redintigrate)**

Ice troll in korheim

Room #82209

A hulking brute of an ice troll stands here, dimly aware of your presence.

prac red

A hulking brute of an ice troll tells you: "You have not proven your worth to me. Ask me about training for redintigrate."

<PM|1739hp 944e 944me 285mv 164wm 1739t 1739tm 1739mhp 23990548xp NEW>

ask brut red

You ask a hulking brute of an ice troll about training redintigrate.

<PM|1739hp 944e 944me 292mv 167wm 1739t 1739tm 1739mhp 23990548xp NEW>

A hulking brute of an ice troll tells you:

"A powerful spell. Not one which I will teach to just anyone. I need to know that you are a true devotee of Evil. That you are ready to make sacrifices, if necessary, up to and including your life. If you wish to learn from me, you must first prove this."

<PM|1739hp 944e 944me 292mv 170wm 1739t 1739tm 1739mhp 23990548xp NEW>

A hulking brute of an ice troll tells you:

"An ancient temple to darkness lies beset by the forces of light. Defeat the invading holy host, including their leader Sariel. Sacrifice Sariel's remains on the altar there, and be VERY well rewarded. Die trying, and you've still proven your devotion. I will train you either way."  
An ice troll child scampers in from the east.

<PM|1739hp 944e 944me 292mv 170wm 1739t 1739tm 1739mhp 23990548xp NEW>

A hulking brute of an ice troll tells you:

"You will have to fight this battle alone, most likely. Soon after you arrive, Sariel will detect your presence, and come to rally his troops. Eliminate as many of his forces as you can, as quickly as you can. You may find that trans-locational magics do not work there."

<PM|1739hp 944e 944me 292mv 170wm 1739t 1739tm 1739mhp 23990548xp NEW>

A hulking brute of an ice troll tells you: "Should you die, your remains will be returned to me."

Also, you will still have passed my test, and I shall train you. You get but a single attempt in this lifetime. When you are prepared, tell me you are ready and I will send you to the conflict."

A hulking brute of an ice troll tells you: "If you are able to defeat Sariel, gather his essence and sacrifice it on the altar. This will begin to cleanse the holy taint of those self-righteous bastards from our temple. I'm sure you will be well rewarded."

### **Fight the good fight for GOOD! (redintegrate)**

Thank you Corim for the write-up!

>ask corulgate reditegrate

You ask Corulgate about training redintegrate.

Corulgate tells you:

"Redintegrate is powerful. I am reluctant to teach it to just anyone - I must know where you stand in the great fight against Darkness. I must know that you are capable of great sacrifice, of great heroics. If you wish to learn this spell, you must prove this to me."

Corulgate tells you:

"An ancient temple devoted to Lonil lies beset by the forces of darkness. Defeat the unholy host of fallen angels that even now make their move to desecrate this sacred place. Defeat the fallen angels, and their leader Samael, and you will be well rewarded. Make the ultimate sacrifice, and you've still proven your devotion. I will know your heart no matter the outcome."

Corulgate tells you:

"You will have to fight this battle alone, most likely. Soon after you arrive, Samael will detect your presence and come to rally his troops. Eliminate as many of this forces as you can, as quickly as you can before he arrives. Translocational magics may not work there."

Corulgate tells you:

"Should you die, your remains will be returned to this altar. You get but a single attempt this lifetime, so make the most of it. When you are prepared, tell me you are ready and I will send you to the conflict."

Corulgate tells you:

"If you are able to defeat Samael, gather his essence and sacrifice it on the altar there. This will begin to cleanse the taint of the unholy from our temple. I'm sure you will be well rewarded."

>to corulgate ready

You say to Corulgate (in humanic): "ready"

Corulgate tells you:

"In order for this to work, I have to make sure the powers are properly balanced..."

Corulgate tells you: "Move quickly, your time is limited!"





+--                    --+

A named Darkness is DEAD!!

+--                    --+

You receive 249222 experience points.

The fallen angel's essence is released! Sacrifice it at the altar!

A named Darkness fades out of existence, dropping:

a corrupted angelic essence

a green ball of light

an ethereal flail of Darkness

You get a corrupted angelic essence.

[GO TO the central room called 'The Altar']

>drop esse

You drop a corrupted angelic essence onto the floor.

>sac esse

You feel rapturous divine energy surround you! The energy swirls, coalesces,

and reshapes itself into a jewel which floats gently into your hands!

\*\*\*\* You are ripped through space! \*\*\*\*

[Quest completion occurs, but there was no qp or xp when i did the test. There will be in the future.]

-----

A Floating Jewel Of Providence

-----  
Base Cost: 0      Level: 60      Weight: 0.10 lbs  
Acid: 10%      Fire: 10%      Cold: 10%

Rarity: unique  
Materials: organic  
Wear Loc.: float\_nearby  
Layer: over

Affects:  
  Damroll by +1.  
  Deflection by +8.  
  Hit\_points by +10.  
  Mana\_points by +10.  
  Move\_points by +10.

-----  
**Rally for an evil cause! (rally) – 4qp**

Starts at the priest in Training Grounds Barn (same guy that does Battlemind)

**prac rally**

A High Warrior Priest of Temohpab tells you: "I will not teach you that spell until you have shown me your ability to rally your allies. Do that task and I will gladly teach you what I know."

**ask priest task**

You ask a High Warrior Priest of Temohpab about training rally.

A High Warrior Priest of Temohpab tells you: "The healing spell rally is a great boon for your companions. For in this battle against good, we are never alone. Before I teach you what I know of that spell, I will require a small gesture from you showing that you are aware of your alliances in the great battle."

A High Warrior Priest of Temohpab tells you: "If you were willing to undertake this quest, tell me that 'yes' and I will get you started."

**to priest yes**

You say to a High Warrior Priest of Temohpab (in goblinish): "yes"

A High Warrior Priest of Temohpab hands you a red crystal cube

A High Warrior Priest of Temohpab tells you: "This crystal cube represents the power of your allies.

Your task is to take it to three different altars of evil, from any across the land, and 'present'

it. When you do, the memory of that place, and its evil, will be etched into the crystal."

A High Warrior Priest of Temohpab tells you: "When you have done this three times, at three different evil altars, bring the crystal back, and give it to me."

-\*- You have been assigned a quest! -\*-

Using god as Morr (LE Paladin)

Known altars that do not work:

- atlar in TG doesn't work
- altar at witch (near darken wood) doesn't work

Known altars that do work:

- Voaleth altar
- Denab altar
- Brithbarad altar

#### **give cube prie**

You give a vanadinite crystal cube to a High Warrior Priest of Temohpab.

A High Warrior Priest of Temohpab mutters a quick prayer over a vanadinite crystal cube, then returns it to you.

A High Warrior Priest of Temohpab tells you: "Now, your only remaining task is to take the crystal back to an altar and sacrifice it for Morr's honor."

I went to the altar in Training Grounds

#### **drop cube**

You drop a vanadinite crystal cube onto the floor.

#### **sac cube morr**

A vanadinite crystal cube disappears in a flash of light!

Morr's voice resonates in your head: 'You've shown yourself capable of finding allies. Sir Jormleif will assist you with your training.'

Morr's voice resonates in your head: 'Take this bracelet as a token of my appreciation.'

Morr's voice resonates in your head: 'Use this bracelet to remember home and be transported to my

temple.'

-\*- You gain 4 quest points! -\*-

### **Rally for a good cause! (rally) – 4qp**

Thank you Corim for the write-up!

>ask sir rally

You ask Sir Jormleif about training rally.

Sir Jormleif tells you:

"The healing spell rally is a great boon for your companions. For in this battle against evil, we are never alone. Before I teach you what I know of that spell, I will require a small gesture from you showing that you are aware of your alliances in the great battle."

Sir Jormleif tells you:

"If you were willing to undertake this quest, tell me that 'yes' and I will get you started."

>to sir yes

You say to Sir Jormleif (in humanic): "yes"

Sir Jormleif hands you a red crystal cube

Sir Jormleif tells you:

"This crystal cube represents the power of your allies. Your task is to take it to three different altars of goodness, from any across the land, and 'present' it. When you do, the memory of that place, and its goodness, will be etched into the crystal."

Sir Jormleif tells you:

"When you have done this three times, at three different good altars, bring the crystal back, and give it to me."

-\*- You have been assigned a quest! -\*-

[log missing for this section :{]

[travel to Altars of GOOD gods (Medienne: Algesa, Cathedral: Lonil, Chiiron: Taranth) and 'present cube']

[also note: Chiiron was in the temple rather than the altar when i did it, i'm not sure if that's fixed yet]

[after 3 travel back to Sir Jormleif]

>give cube sir

[Sir Jormleif takes the cube and checks it and give it back to you and tells you to sacrifice it]

[Goto any altar]

>sacrifice cube

A vanadinite crystal cube disappears in a flash of light!

Morr's voice resonates in your head: 'You've shown yourself capable of finding allies. Sir Jormleif will assist you with your training.'

Morr's voice resonates in your head: 'Take this bracelet as a token of my appreciation.'

Morr's voice resonates in your head: 'Use this bracelet to remember home and be transported to my temple.'

-\*- You gain 4 quest points! -\*-

[Head back to Sir Jormlief to train]

```
-----
                        A Bracelet Of Alliances
                        - - - - -
Base Cost: 5000      Level: 55      Weight: 0.40 lbs
    Acid: 100%      Fire: 100%      Cold: 100%

Rarity: unique
Materials: none
Wear Loc.: arms
    Layer: bottom

Anti-Flags: anti-mage, anti-cleric, anti-thief, anti-warrior, anti-
ranger,
anti-druid, anti-monk, anti-bard
-----
```

### **It's a boaring job but someone's gotta do it**

Medienne weaponsmith – enter the room at a lowish level to spark the quest.

A weaponsmith says, "Say, I could use some help with the boars around here. Ask me about it if you're interested."

### **ask weap boars**

You ask a weaponsmith about boars.

A weaponsmith tells you: "The boars in the forest north of here are very aggressive creatures. They have been nothing but trouble. Many a traveler has come in here stained with blood from a run-in."

A weaponsmith tells you: "it's good for business, but bad too. So, if you're up to it, I have a favor to ask."

A weaponsmith tells you: "If you could reduce the local population of boar for a time, say by killing 20 or so, it might help keep their numbers down and maybe they'll begin to avoid regular folks."

-\*- You have been assigned a quest! -\*-

### **Spring-loaded battle tools – (in progress)**

Credit: Kiknin

Ask dryad about the gift - give chipmunk corpse to the hawk - take anklet to hedge-wizard - open present and give log to old korrigan

### **Song of the Fae – (in progress)**

Credit: Thalos

Fat Opera Singer - Theatre in the Hills

A fat opera singer tells you: "I can't share those secrets until you've helped me find out what happened to my real parents."

You ask a fat opera singer about the task she needs help with regarding her parents.

A fat opera singer tells you: "I was always a gifted singer, even as a very young child. I got the talent from my mother. When I was a little girl I grew up very near here on a farm. I would sing with my mother as we worked in the garden... and around my eighth birthday, that's when it happened."

A fat opera singer tells you: "A wandering fae prince heard me singing, and stole me from my parents. He took me to the fae court and I was his little human songbird. It was years before I could manage an escape. By the time I got back, the little farm I grew up on was overgrown and abandoned."

A fat opera singer tells you: "I have only a little information for you. My mother's name was Lilly and she was a very talented singer. She was called Lilly of the Valley because she came from the Rue Valley, near Pennan. Perhaps that would be a good starting point for your search."

### **Wayward Waltz – 1qp**

Credit: Thalos

ghost of an ogre singer - just north of med: earplug quest

The ghost of an ogre singer tells you: "MY HEAD HURTS FROM MY OWN NOISE. BRING ME SOME EARPLUGS!!"

You ask the ghost of an ogre singer about earplugs.

The ghost of an ogre singer tells you: "I LOVE TO SING BUT IT HURTS MY OWN EARS! I'LL NEED YOU TO HELP ME WITH THAT BEFORE I CAN FOCUS ON ANYTHING ELSE."

The ghost of an ogre singer tells you: "THEY MAKE SOME GREAT EARPLUGS IN MEDIENNE. GO GET ME A PAIR AND I'LL BE HAPPY TO TEACH YOU WHAT I KNOW."

-\*- You have been assigned a quest! -\*-

Gnomish alchemist in med makes matted earplugs

Item	Price	Weight	Lvl	Ingredients
------	-------	--------	-----	-------------

----	-----	---	-----	
------	-------	-----	-------	--

Matted earplugs	100	0.10	1	small wax candle, clump of wool
-----------------	-----	------	---	---------------------------------

clump of wool from sheep and small wax candle from general stores like med trading post

You give a pair of matted earplugs to the ghost of an ogre singer.

The ghost of an ogre singer tells you: "THIS IS GREAT. NOW I CAN HEAR AGAIN! I'LL TEACH YOU EVERYTHING I KNOW."

-\*- You gain 1 quest point! -\*-

## Flamboyant Fandango – 1qp

Credit: Thalos

Ghost of an entertainer - 1 north of cairn stone: pet rock quest

prac flam

The ghost of an entertainer tells you: "I'm too lonely to do that. Bring me a friend."

You ask the ghost of an entertainer about a pet rock from Kha-Da.

The ghost of an entertainer tells you: "I was kicked out of Kha-Da a long time ago. I feel so lonely out here by myself."

The ghost of an entertainer tells you: "Can you bring me a pet rock from Kha-Da? It would really help me a lot. If you do, I can show you something you might find useful."



-\*- You have been assigned a quest! -\*-

Pet rock customs in the kha-da hot rock shop.

Item	Price	Weight	Lvl	Ingredients
Large pet rock	100	15.00	1	goat skin, large rock stick of white chalk

You give a large pet rock to the ghost of an entertainer.

The ghost of an entertainer tells you: "I have a friend! Hello friend! Also, I'll teach you my moves."

-\*- You gain 1 quest point! -\*-

### Perilous Pirouette – 2qp

Credit: Thalos

ghost of a performer - in the voaleth caves, there is a place

where you can go down with several "colorless fish" - inside this cave you can

'move stone' near the end of it to get into another area with some ghosts.

The ghost of a performer tells you: "I'm too cold to do that, I need a jacket."

You ask the ghost of a performer about a the girl and the fuzzy jacket.

The ghost of a performer tells you: "I'm cold, bring me my fuzzy jacket. I left it at a farmhouse. There was a girl... a girl's father... I had to take off pretty quick."

The ghost of a performer tells you: "I think it got kicked under the bed. Bring me that jacket and I'll each you some pretty nice dance moves."

-\*- You have been assigned a quest! -\*-

The jacket is under Canstance's bed in the farmhouse NW of Chiiron.

search bed

You find a worn, fuzzy jacket under the bed

give jacket performer

You give a fuzzy blue jacket to the ghost of a performer.

The ghost of a performer tells you: "So warm and fuzzy! I will help you now."

-\*- You gain 2 quest points! -\*-

### **Terrifying Tarantella – 2qp**

Credit: Thalos

Ghostly Troubadour - southwest spur on trail between pennan and fire giants

A ghostly troubadour tells you: "I'm afraid that wont be possible due to my scratchy throat. Bring me a cucumber drink."

You ask a ghostly troubadour about a cucumber drink.

A ghostly troubadour tells you: "If you bring me a cucumber beverage to sooth my throat, I will train you on a fancy dance technique I know."

A ghostly troubadour tells you: "Narak used to sell the best iced cucumber water. See what you can find there."

-\*- You have been assigned a quest! -\*-

Annorandai, the shopkeeper in 'Shop - Authentic Western Food' customs iced cucumber water

Item	Price	Weight	Lvl	Ingredients
------	-------	--------	-----	-------------

----	-----	---	-----	
Iced cucumber water	99	0.20	1	five piles of ice crystals cucumber

Cucumber comes from the Enclosed Garden in Brembledon plantation. -> pick cucumber

This may need to be done during the day - not sure.

You give an iced cucumber water to a ghostly troubadour.

A ghostly troubadour quickly drinks the cucumber, then loudly burps!

A ghostly troubadour tells you: "That was delicious! Now, I think I can help you."

-\*- You gain 2 quest points! -\*-

### **Holy Symbol of Morr – 0qp (free trip to death and Holy Symbol of Morr)**

Credit: Corim

**to pri hi**

You say to a skeletal priest of death (in gobligh): "hi"

The skeletal priest looks up from his work and seems to watch you with his cold, empty eye sockets. In a cold, lifeless voice he answers you, "Greetings traveller on the path of death."

The priest continues more warmly, "Ah, wait, yes. I see you, too, are a disciple of Morr and perhaps your coming here is not just happenstance. As one disciple of the Dark Angel to another, perhaps I can help you along your journey. It is not quite time for you to join us here permanently and there is much yet you can do in the world of the living. If you have need, I can help you to acquire a divine holy symbol of Morr if you but ask me how. Or, perhaps, you wish only to visit the Dark Angel himself?"

#### **ask pri symb**

The skeleton appears to quickly assess your ability to pass this test and, apparently, you pass muster. He explains. "Your first task will be to find the hidden altar of Morr in the world of the living. Perhaps another follower can show you where it is you will find this place or perhaps you will find it on your own. When last I was living, it was located deep in the heart of a mountain though so much time has passed it may now be on some open plain for all to see. Good luck in that first task."

The priest continues, "If, however, the altar is still concealed from site, it will be hidden behind unyielding stone and the keystone that will grant you passage will be as white as bone and marked with Morr's symbol. You must touch the stone and recite the following holy words to reveal the entrance." So saying, the priest teaches you the words. They seem to slip from the mind the moment you hear them but, at the same time, as a worshipper of Morr you feel them burning into the subconscious part of your brain and you're sure you will remember them when the time is right.

The skeleton concludes, "Once you have found the holy site, you must sacrifice yourself at the altar and you will be returned here if Morr accepts your sacrifice. If you have not called on Morr's aid too often and he is not displeased with your actions, then he may grant you an eased passage.

If, however, you have called on him often, Morr's anger is not a pleasant thing to behold. Either way, the passage from the world to the living at his altar has its cost and I would not soon pray for his aid again after taking that path. Once taken, if you have Morr's favor and he is not angered by your sacrifice, I will reward you with your holy symbol."

From the spiral staircase that leads to Durfs, you go all north, all east, north. There will be a shelter alcove. **Touch White** to reveal the secret entrance to the secret altar.

Make sure to sacrifice a bunch of stuff to Morr first, as if you don't have enough prayer points, you won't be able to complete the quest once you get there.

**Sac self** – will be transported to the priest one north of death.

Will receive a Holy Symbol of Morr.

#### **Deliver apples to the Temple of Taranth – 1qp 5000xp**

Go to Northwood farm – inside the house is a portly chef.

#### **to chef yes**

You say to a portly chef (in goblinish): "yes"

A portly chef smiles happily. "Excellent! Everyone's very busy on the farm this time of year and we have no one to take our donation of apples to the Temple of Taranth in Chiiron. Just go to the orchard and pick a good one to take over to Talya, the priestess there."

-\*- You have been assigned a quest! -\*-

"Oh dear, you're rather small, aren't you? If you have trouble reaching the apples, just ask Uualthraban for assistance."

Head back over to the southern orchid, if you're a tall race (human is tall enough) you can pick apples here yourself. if you're a short race like a gnome, you can ask the Ent in the orchid 'apple' and he will attempt to pick one for you (you might have to wait for repop or for him to move rooms to get one).

You need a 'juicy' green apple to give to the priestess to complete the quest.

#### **give appl priest**

You give a juicy green apple to a priestess of Taranth.

"Taranth thanks you for your donation to the needy folk of the realm. May your travels be blessed."

You feel righteous.

-\*- You gain 1 quest point and 5000 experience points! -\*-

#### **Kill 30 yetis and return to Javod in Voaleth. – 1qp 3000000xp**

A jeweler says, "Say, I've got a little problem with yetis maybe you could help me with."

#### **ask jew yeti**

You ask a jeweler about yetis.

A jeweler tells you: "I've been having some issues getting diamond shipments through to Darkhaven."

A jeweler tells you: "It's these damned yeti, they keep killing our merchants."

A jeweler tells you: "If you could take out, say, 30 of them, maybe they'll get the point to stay off the road. They aren't the brightest but they might start staying away from areas where they smell dead yeti."

-\*- You have been assigned a quest! -\*-

A jeweler tells you: "Thank you so much for handling that little situation."

A jeweler hands you a smooth, clear crystal and says, "And here is a little token of my gratitude."

-\*- You gain 1 quest point and 3000000 experience points! -\*-

### **Kill 30 snow imps and return to Hargood at his supply shop in Voaleth. – 2qp 25000xp**

Hargood tells you: "Thanks for taking care of that little spot of work. Those homonculi are terrified to come near my shop now."

Hargood tells you: "Now, I don't know who is behind it, but these snow imps have been intercepting my shipments. I know they don't work on their own, but they are a nuisance. Maybe you could kill a few of them, say 30 or so, and send a message to their master that stealing from me isn't tolerated."

-\*- You have been assigned a quest! -\*-

Hargood tells you: "Well done! I really appreciate the help!"

-\*- You gain 2 quest points and 25000 experience points! -\*-

### **Help the sorceress prove her love to Higroth. – 8qp**

Get the quest...

Go to minos area, then go two south of the mino metallurgist and then **"jump chasm"**. You'll fall a bit and take some damage. After a few, a spirit will appear.

#### **to spirit hi**

The spirit of a sorceress tells you: "Hello, stranger... Did Higroth send you to find me? Has he finally come to his senses?"

The spirit of a sorceress tells you: "No, you're probably here by accident... The minotaurs never tire of throwing people into the abyss. If you need help getting out, ask me for help and I can transfer you to the surface."

#### **Ask spir Higroth**

You ask the spirit of a sorceress about Higroth.

The spirit of a sorceress tells you:

"Higroth was my love. But there were some... events... that came between us. I long for the days I spent with Higroth in the book vaults. Higroth was a historian, and together we were able to answer many questions about the ancient city of Mar Jagur. I grew to love him, and wanted him to

come with me on my quest to find the ancient lost city, but he was unwilling to leave here. No minotaurs ever really leave here... Their rituals tie them to this place more tightly than any chain ever could."

#### **Ask spir mino**

You ask the spirit of a sorceress about the minotaurs and their rituals.

The spirit of a sorceress tells you: "The minotaurs are a magical race, created at some point probably by powerful magicians in ancient Mar Jagur. They cannot reproduce in the 'traditional' manner. Instead, they perform a magical rite which is too terrifying for me to relate in full. The rite requires three things..."

The spirit of a sorceress tells you: "A woman who is in her menses... The participation of a couple of minotaurs... And access to the stream which runs through these caverns. When the ritual is completed, the woman is, well, gone - but an adolescent minotaur is created. I liken the experience to being born almost as an adult.

The personalities of all the participating minotaurs contribute to the offspring. It is considered a great honor to be invited to participate in one of these rituals. Higroth had long sought this accolade, but it was always denied. I wanted to help... Wanted him to have... But all my plans went terribly, terribly wrong."

The spirit of a sorceress opens her mouth to speak, seems to change her mind.

#### **Ask spir wrong**

You ask the spirit of a sorceress how her plans went so wrong.

The spirit of a sorceress tells you: "I was quite a sorceress in my time. I thought I understood the magical ritual that the minotaurs use to reproduce better than they did. Some of the mechanics I am certain I know better. The minotaurs admit they don't understand everything about the rite, but they are VERY scrupulous about following it exactly - and it has worked for them."

The spirit of a sorceress tells you: "I decided that I would use my own blood, my magic, and energy from Higroth to complete the rite myself. I wanted to prove to him that he, and indeed all the minotaurs, were no longer shackled to this place. I wanted to show that the principles which defined their creation ceremony could be applied successfully elsewhere. I wanted them to be free..."

The spirit of a sorceress tells you: "However, that's not what happened. While the ritual was mostly successful, Higroth was hurt and betrayed - indeed I had not told him what we endeavored to do that night - and in anger he threw me into the abyss. I'm sure he suspected the worst of me, and in truth I knew it was a desperate action. I had no idea how deeply disturbing my actions were going to be... If I

could only find a way to tell him I was trying to help... If I could somehow give him a token of my love... I could really use some assistance with this, if you are willing..."

Tracing her hand along the rock wall, the spirit of a sorceress looks around sullenly.

The spirit of a sorceress floats just off the ground, looking forlorn.

You ask the spirit of a sorceress how you might be of assistance.

The spirit of a sorceress tells you: "You can help me see Higroth, and I can explain everything to him. I am now bound spiritually to this abyss, but I thought of a way to get out. If you can procure for me a rose-colored glass globe, I think I can lock my spirit in the globe, at least for a while. Then I will need you to carry me out of here and deliver the globe to Higroth."

The spirit of a sorceress floats just off the ground, looking forlorn.

The spirit of a sorceress tells you: "One of the craft-brothers was adept at blowing glass, see if they can help you make the globe! Now, good luck!"

-\*- You have been assigned a quest! -\*-

The spirit is referring to the Rose-colored glass globe which requires

- two brush-like rose-colored calliandra blossoms (pops off bush that randomly spawns just after you climb boulder on the east side of fire giants)
- chunk of pure glass (pops off glassy ooz in fiery desert)
- Then custom at the Thaumaturge in Mino - Rose-colored glass globe

You give a rose-colored glass globe to the spirit of a sorceress.

The spirit of a sorceress tells you: "This is perfect... After I transfer myself into the globe, I won't be able to get us out of this pit, so you will have to take care of that somehow. Then just deliver my globe to Higroth."

The spirit of a sorceress floats upward a little, then appears to curl herself into the glass globe! Her features and limbs become indistinguishable as the globe begins to shine with an inner light...

After a bright \*FLASH\* of light, you find yourself holding the globe.

You give a rose-colored glass globe to Higroth.

Higroth is surrounded by a white aura.

Higroth says (in primal): "eh, whats this?"

The light inside the globe coalesces into a perfect image of the sorceress's face! It takes only a small moment for Higoth to recognize whom he is looking at in the globe, and as he does, his face hardens...

The spirit of a sorceress tells you: "Thank you for doing this... It's my only chance at solace. I can only reward you with this little bit of information: In the historian's alcove, where Higoth and I first fell in love, a secret alcove in the east wall often held valuable artifacts. Good luck!"

You feel the spirit of a sorceress make an impression on your mind, and you realize you know how to open the secret alcove!

-\*- You gain 8 quest points! -\*-

From within the globe, the spirit of a sorceress says: "Higoth, my love, I am so sorry that I hurt you. All I wanted was for you to enjoy the freedom to leave this desert and to know the love of a child. I should have told you the truth of what I wanted, though. I made a mistake, but I was

driven to it by love! Forgive me..."

With an even voice, Higoth replies: "You are right that you should have told me, so I could have put a stop to your madness. But I never wanted those things you claim to want to give me. I was happy with my brothers. I forgave you long ago, but I do not love you, even a little."

Higoth continues: "Things are different now, but not so different. We all have our places. My brothers continue their research in the caverns. I tend to my salamanders. And you, you will go back to your pit!" And with his final words Higoth dashes the globe against the ground, shattering it into many hundreds of pieces! The escaping mists from the globe quickly dissipate into the air.

Higoth sighs loudly.

The white aura around Higoth fades.

### **Help Coblenob get Forgiveness and Revenge (eldritch bracelet) – 10qp** **ask spec help**

You ask the spectre of a dwarven adept about the status of your quest.

The spectre of a dwarven adept tells you: "You're not helping me with anything, but I could use some help. Have you seen the state of the tower? It used to be quite a different place."

### **ask spec tower**

You ask the spectre of a dwarven adept about the tower.

The spectre of a dwarven adept tells you: "This tower was once the seat of the highest learning in the realms, and I was one of its greatest products. We were the most sophisticated practitioners of magic, the most creative inventors, the most skilled craftsmen. Then catastrophe struck, and we were brought low by the most basic of mistakes: Pride."



The spectre of a dwarven adept tells you: "Our intentions were good to be sure, we thought we could automate wheat harvesting for the farmers outside Orlumber.

We had the machines designed and tested, but we needed a greater power source - a much greater power source. Thus the seeds of our undoing were planted."

#### **ask spec power**

You ask the spectre of a dwarven adept about the power source they found.

The spectre of a dwarven adept tells you: "One of our researchers found an unexpected link of energy coming from a different plane of existence. It was promising. It could be teased into greater output. It was the answer we were looking for. Or so I thought, because I was the researcher who found it..."

The spectre of a dwarven adept tells you: "Our best team verified our hopes. We expanded its output, shored up the connections between our world and the other one. But in our hubris we never considered that there were eldrich beings, other intelligent beings, out... there. We had found such a being - or rather - it had found us. And with our unwitting help, we had established a way for this being to get into our world."

#### **ask spec eld**

You ask the spectre of a dwarven adept about the foreign being.

The spectre of a dwarven adept tells you: "The eldrich being was an intelligence, a will, an arcane power. And it was a malignant force. Our own efforts to extract magical power from the other end of the link ensured that it had access to our world here, and it took full advantage. It gave a sentience, or a sort, to the local fungi, built them into a mindless army of shamblers. They attacked us, and we were sorely pressed, but we held. But we were not prepared for its second act."

The spectre of a dwarven adept frowns.

The spectre of a dwarven adept tells you: "Another of my colleagues, someone more learned on summonings than I, theorized that it planted a physical part of itself in one of its servents, thus creating the first myconid. Unlike the shamblers, the myconids have some intelligence. Some Guile. And they are numerous. We were losing, and quickly. It was a desperate time, and I took desperate measure. But again, my hubris played me a fool, and the result was the catastrophe you see here today."

#### **ask spec catas**

You ask the spectre of a dwarven adept about the catastrophe.

The spectre of a dwarven adept tells you: "Something had to be done. And I thought I knew what might work. More, I was sure it would. I ran my thoughts by my colleagues - they did not see in my plan the same promise I did. I then went to the Lord, the Contessa - both of them rejected my plans without other academics supporting it.

I thought we had no other options. I decided to act alone."

The spectre of a dwarven adept tells you: "My plan involved stopping the flow of power from the eldrich being's plane to our own, but it failed. Disastrously.

Instead of actually cutting off the flow of magical power, what I ended up doing was causing all the power to collect, unable to disperse on our side of the link. For some hours, it was quiet on our side and I thought it had worked. I could not have been more wrong."

The spectre of a dwarven adept tells you: "I told the Lord what I had done, thinking I would be celebrated for my actions. Instead, the council of academics immediately understood the full consequences and began working to rectify the situation. It was too late. Before their efforts were even really started, the magic burst through.

Pure, raw, magical power. The tower exploded. I was standing outside Yurgli's shop and I watched the tower burst, flinging friends, debris, precious books, papers... a hundred years of labor, countless lives. Gone. Moreover, a terrible sickness, an inundation of malignancy, corruption, and death spread though the area, with no regard to stones or walls. Those killed in the blast were the lucky ones -everyone else died painful deaths over the next few days, withering quickly into husks of their former selves."

The spectre of a dwarven adept tells you: "I now seek two things, adventurer. First, I seek forgiveness from my love, Yurgli, a celebrated crafter of weapons, armors, and anything made from metal. For it was her fate I had in my thoughts when I took my foolish actions. I could never hope to gain the forgiveness of the rest of Ry-Da, for I disobeyed the Lord and the council, but knowing Yurgli forgives me would be enough."

The spectre of a dwarven adept tells you: "Second, I seek revenge. Help me cleanse this world of the plague I helped spread. Help me send the foul demon back to his realm and accost our world no longer. If you want to assist me in this endeavor, tell me 'agree', and I will get you started on these tasks."

**to spec agree**

You say to the spectre of a dwarven adept (in goblith): "agree"

-\*- You have been assigned a quest! -\*-

The spectre of a dwarven adept tells you: "Thanks! Your first step will be to see if Yurgli might forgive me. I watch her work through this roof every day, but I do not have the courage to speak to her. Can you talk to her for me?"

Yurgli is the spectre of a dwarven smith.

**ask yur forg**

You ask Yurgli about forgiving Coblenob.

Yurgli tells you: "Coblenob was a brilliant, headstrong sorcerer here at Ry-Da. He was also the main reason the tower fell. And he was my lover. Like any man, he was full of himself, full of ambition, and full of folly. But I have largely forgiven him and I miss our times together. You will deliver him something for me..."

Yurgli tells you: "Go down to the lower quarters, and somewhere in the Hall of Builders is a delicate rose I once made as a show piece. Find it, and deliver it to Coblenob. He will understand."

*Go to the level with the spider and beetle clockwork creatures, where you have to kill them over and over again until you get the cogs. In the southwest corner, there is a display case. **Smash case** and then **search case**. You'll have a chance to pop a miniature platinum rose. Rose is no.save.*

**give rose cob**

You give a miniature platinum rose to Coblenob.

Coblenob tells you: "Ahh, yes! Yurgli's rose! My love has forgiven me... I think. I know she prized this rose, but did not think of it as her greatest achievement. In any case, the message sent fills me with hope. I must now determine our next steps. I need you to bring me a few books from our libraries. They might be in the upper or lower buildings, I'm not entirely sure."

Coblenob tells you: "The three tomes are "Sums and Summoning", "Extra-Planar Numerology", and "Bending Space Without Getting Blown Up". I need all three, though you can bring them to me in any order you like, and the sooner the better. If you forget which books you've already brought to me, ask me about the status of your quest."

**give extra cob**

You give a tome titled 'Extra-Planar Numerology: To Infinity and Beyond' to Coblenob.

Coblenob tells you: "Awesome! "Extra Planar Numerology" will help me apply the transforms I need to make this work."

Coblenob tells you: "I need you to bring me a copy of "Sums and Summoning" still."

Coblenob tells you: "I am going to need a copy of "Bending Space Without Getting Blown Up". Very important, that one."

**give sum cob**

You give a tome titled 'Sums and Summoning: Beginner Bindings' to Coblenob.

Coblenob tells you: "This is it! "Sums and Summoning" covers a lot of math we will need to bring the eldrich being to us."

Coblenob tells you: "I am going to need a copy of "Bending Space Without Getting Blown Up". Very important, that one."

**give bend cob**

You give a tome titled 'Bending Space Without Getting Blown Up: A Primer' to Coblenob.

Coblenob tells you: "OK. This is "Bending Space Without Getting Blown Up" - a very, very important part of my work here."

Coblenob tells you: "Excellent! These is everything I need, I think. Now I just need a little time to put it all together. Can you come back a little later and check with me? I should have a plan by then."

Wait for repop...

Coblenob immediately comes over to you with news.

Coblenob tells you: "I have news. Alas, I need you to find another book. This one might be harder to find - as far as I know there was only ever one copy. It was kept in the main library in the tower."

Coblenob tells you: "I need a copy of a text titled "Journal of Non-Linear Transplanar Numerics". Its not the most exciting stuff, but its necessary for our strategy to work. As I said, there was only one copy of it, and it was kept up in one of the top floor libraries. Who knows where it might be now - or even if it still exists. Good Luck!"

*I was able to pop the journal by searching the bookshelves and desk on the level near the Lord and Contessa.*

**give journ dwa**

You give a tome titled 'Journal of Non-Linear Transplanar Numerics: Best of Vol 3' to the spectre of a dwarven adept.

The spectre of a dwarven adept tells you: "This is it. I had feared it would be lost forever. With this, I know how to proceed."

The spectre of a dwarven adept tells you: "Next, you need to bring me the part of himself that the eldrich being left here in our world. I suspect it will be with his most powerful servant among the myconids. When you find it, bring it here."

*I believe he is referring to the violet mycinoid. So I killed him and got steaming lump of otherworldly flesh. Go back to Cob and you'll get this message as soon as you walkin...*

The spectre of a dwarven adept tells you: "I see you got the lump of flesh. Hang onto it - you will need it for the next step. Take this parchment too, I've copied the spell onto it with some notes. The tricky part

is that you have to find the right place to cast it. It needs to be cast over a particular kind of crystal - Gradabine crystals. They do occur in this area, its probably how he was able to open the initial link here. Gradabine crystals are normally yellow or off-white, with colored flecks inside. Often magical creatures are sensitive to their presence, and are drawn to them. OH! Make sure you have the eldrich essence with you too when you recite the spell."

The spectre of a dwarven adept hands you a parchment.

The spectre of a dwarven adept tells you: "So you'll now be able to summon the being to our plane of existence. Its a bit complicated, but how you summon it will leave it vulnerable in our world. You will have just one shot - destroy it. Find the crystals and remember you will need the beast's flesh and to recite the ritual spell. Good Luck!"

*I writ*

*You look at a freshly writ parchment you are carrying.*

*This freshly writ parchment contains a summoning spell designed to pull the eldrich being to this plane of existence, if only for a short period. Notes at the top remind you that you must be near Gradabine crystals and you must have the the eldrich essence or flesh with you... Then all you need to do is recite spell.*

*Go to the room with the mantichore. Kill the mantichore. Then "**recite spell**" (make sure you have the steaming pile of flesh in inventory. You will fight an ancient eldrich horror. On death, it will give you an eldiritch ingot. Got back to Cob, upon entering the quest will complete.*

The spectre of a dwarven adept cheers wildly.

-\*- You gain 10 quest points! -\*-

The spectre of a dwarven adept tells you: "You've done it! After so long, with your help I have redeemed myself – at least as much as I can at this point... And thanks for helping me with Yurgli, though she will never fully forgive me she will likely be very grateful to you."

The spectre of a dwarven adept tells you: "You should take her that bit of eldrich ingot and see if she can make something useful out of it."

Now you can take the ingot and custom the bracelet.

## **Concoct Elixir - 0qp**

### **prac concoct**

An old woman says (in primal): "Do you want to learn how to concoct elixirs? If you promise to fetch me something, I can teach this skill."

An old woman says (in primal): "Just tell me 'sure', and I will tell you what I need you to do for me."

**to woman sure**

You say to an old woman (in humanic): "sure"

An old woman smiles happily.

An old woman tells you: "Wonderful! I need to prepare a new potion but need a scorpion's stinger, but my old bones are no longer able to fetch one on my own."

An old woman tells you: "If you bring me a scorpion's stinger, I will teach you now to concoct elixirs."

**Help the street musician in Narak fix his harp. (song of the hummingbird) – 5qp**

prac song

You ask a street musician about learning the song of the hummingbird.

A street musician tells you: "My old harp is in a state of disrepair, and I need some things to get it fixed. Frankly, I'm just too lazy to go get everything I need for myself.

Do you see where I'm going with this? If you bring me everything I need to fix my harp, I'll be happy to teach you what you want to know. For a price."

A street musician tells you: "I'll need a cedar bough from the swamps of Soskul, a flask of starwater, a slab of beeswax, and pronghorn intestines. The last time I needed them, I bought the intestines and beeswax from a trader in Pennan. That's about all the help I can give you."

-\*- You have been assigned a quest! -\*-

- beeswax: kill giants, all up at entrance and search bee
- cedar bough: all east and one south from Sos East gate
- pronghorn intestines: as far as I can there is only one pronghorn in the game. It's on the Mar Jagur trail.
- Flask of Starwater: find a glass flask, fill it with starwater.

You give a glass flask of starwater to a street musician.

A street musician tells you: "Perfect, this is just the stuff I need to temper the wood for my harp!"

You give a small slab of beeswax to a street musician.

A street musician tells you: "This beeswax is perfect for my harp. Thanks!"

You give a piece of pronghorn's intestines to a street musician.

A street musician tells you: "These entrails will make wonderful strings for the harp. I'm so glad you brought them!"

You give a cedar bough to a street musician.

A street musician tells you: "This is the best wood for producing the perfect tones. Thanks!"

A street musician tells you: "You've done it! That's everything I need. I will gladly teach you the song of the hummingbird... For a fee, of course."

-\*- You gain 5 quest points! -\*-

### **Make a delivery to the Sea Sprite Aquamancer. – 3qp**

#### **ask ros aqu**

You ask a rosy-cheeked woman about those with greater druidic ability.

A rosy-cheeked woman tells you: "You should nurture your understanding of aquatics. I need something delivered to one who can teach you such things - the Sea Sprite Aquamancer. Bring him this package of herbs if you don't mind, it will save an old lady a difficult trip."

A rosy-cheeked woman tells you: "You'll need to go to the beach east of Chiiron, north of the old tortoise, and cast gust. There is an enchantment there which I set up long ago and it will allow you to visit my old friend."

A rosy-cheeked woman tells you: "I'm sure he will be appreciative for your assistance in this."

A rosy-cheeked woman hands you some twine-wrapped herbs.

-\*- You have been assigned a quest! -\*-

#### **give dried aqua**

You give a bundle of dried herbs to a sea sprite aquamancer.

A sea sprite aquamancer tells you: "Ahh yes. My cooking herbs. I've been wanting to... cook."

A sea sprite aquamancer tells you: "Thanks for that. I'll be happy to share what I can with you."

-\*- You gain 3 quest points and 5000 experience points! -\*-

### **Kill 15 small homonculi and return to Hargood. (belt of homoculous fingers) - 2qp 4000xp**

A small goblin stands here, busily counting his inventory.

A small goblin says (in primal): "Hey, you! I got a job for you. Are you looking for work?"

#### **ask gob work**

A small goblin tells you: "Those homonculi have been stealing from my shop whenever my back is turned! They creep in, steal my stuff, and then creep right back out. I am tired of waiting for the guards

to solve this. I want you to make it very clear to them that it won't be tolerated. Kill about 15 of them, and I think they'll get the point."

-\*- You have been assigned a quest! -\*-

Go to the caverns (head east outside of Voaleth, on the southern wall there is a place for you to "move moss" where you'll find the homunculi. Simply kill at least 15, then walk back into the shop.

A small goblin tells you: "Ahh, excellent. I'm glad you could help. Oh, and if the guards ask you, we never met."

A small goblin gives you a belt of homonculous fingers. **(belt is mana and mana regen)**

-\*- You gain 2 quest points and 4000 experience points! -\*-

### Korrigans???

"theres another"

"quest"

"not sure if needed to be neutral"

"you know the dryad in korrigan"

"sometimes she gives a quest to clear borer tree"

"most times she just vanish"

"but if she does give quest to clear borer tree"

"clear it and return to her, she will give a pendant"

"which can store marbles"

"like the marble u pop in borer tree"

"so mages can wear it and give a boost to acid blast with the acidic marble"

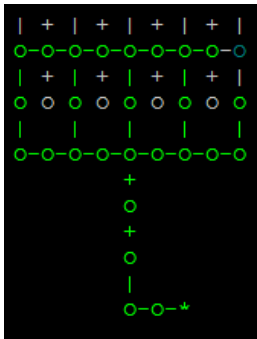
"doubt u knew this one :D"

### Retrieve the Pearl Bracelet for the Rainbow Faerie (Small Crystal Amulet) – 2qp

#### Get the Quest:

Go to the main area in Dark Faeries.





Go all south, **cut veg**, go south, **cut thorn**, follow trail around, **enter water**. The **move east**. On the ground will be a dying faerie. Give a cure poison to the faerie or cure poison it.

A wounded rainbow faerie lies here in a pool of her own blood.

Upon entering the cave you immediatly notice a wounded rainbow faerie lying in a pool of her own blood upon the floor.

Her tiny body quakes and shivers as if afflicted with some type of poison.

A wounded rainbow faerie's condition deteriorates from a poison affliction.

You give an enchanted potion of cure poison to a wounded rainbow faerie.

You carefully set the potion down next to the rainbow faerie and watch as she slowly opens her eyes and takes a sip from it.

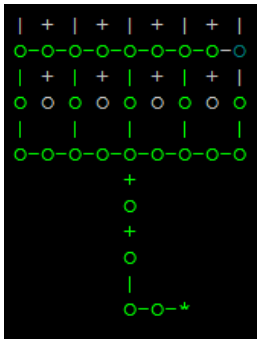
A wounded rainbow faerie looks better.

A wounded rainbow faerie quaffs an enchanted potion of cure poison.

Color returns to the tiny faerie's face and she smiles at you and says: "Thank you kind soul! Those evil dark faeries poisoned me when I came here searching for my friend! I did not think I would survive but thanks to you I'm fine now!"

The faerie continues to speak: "Since you were kind enough to aid me I was wondering if perhaps you might do me another favor? I came to this forest seeking a pearl bracelet my friend lost in here. She is just a small sea sprite and did not know of the faeries here. While fleeing the forest she dropped it somewhere and she misses it dearly. Please, if you can find the bracelet bring it back to me. I would be very happy if you did!"

-\*- You have been assigned a quest! -\*-



#### give brace fae

You give a white pearl bracelet to a wounded rainbow faerie.

The rainbow faerie's eyes light up and she says: "Oh Akralyte you found it! I had feared it was lost forever! I am ever so grateful, Thank you! Please, take this as a token of my thanks."

The faerie hands you a small crystal amulet which glistens in the light.

-\*- You gain 2 quest points! -\*-

-----

#### A Small Crystal Amulet

-----  
Base Cost: 2500    Level: 30    Weight: 0.30 lbs  
Armor Class: 2  
Acid: 75%    Fire: 99%    Cold: 98%

Rarity: scarce  
Condition: perfect  
Materials: stone  
Wear Loc.: neck  
Layer: top

Affects:  
Hit\_points by +10.  
Mind by +5.  
Hit\_regen by +0.5.  
Cannot be auctioned.

-----

**Help Tweery expand his art collection. (mace of brandings) – 2qp**

Get the Quest:

Go to the Rat's Nest – an underground bar.

Move rhododendron in middle east side of zone where warthogs is South of Pennan.

Go south, search till down exit appears (turn on opt search).

Go down, then go east - search crate to get the frame.

#### **Ask half jon**

You ask a half-elf barkeep about JonJon.

A half-elf barkeep tells you: "JonJon used to hang out here with me at the bar, but he's been acting strange lately. Well, stranger, let's say. He is such a wonderful artist, I'm sure he will be quite famous someday, and his paintings will make me rich."

A half-elf barkeep tells you: "I collect his artwork and hang it here in the bar. If I had another frame, I would commission another painting from him. Assuming I can find him."

**go one east, and "search crate" and you'll pop the frame**

#### **give frame half**

You give a gilded frame to a half-elf barkeep.

A half-elf barkeep tells you: "Oh, another frame! I just knew I had one somewhere. How wonderful, now I can get JonJon to create me another masterpiece. Would you find JonJon and tell him that I need another of his spectacular paintings?"

A half-elf barkeep tells you: "I can't leave the bar untended, so I can't find him myself. Thanks!"

-\*- You have been assigned a quest! -\*-

**Now, let's go find JonJon. Exit the Rat's Nest. Just northwest of the rhododendron you can climb tree to get to JonJon.**

#### **ask jon paint**

You ask JonJon about painting.

JonJon grins.

JonJon tells you: "Oh Tweery wants another masterpiece, eh? Well, I'll be needing some supplies then. Can you bring me some supplies?"

#### **ask jon suppl**

You ask JonJon about art supplies.

JonJon tells you: "If you can find Hraat, he's a fellow artist, tell him I need another art kit. He makes them himself, but not for cheap."

Hraat wanders around the entrance to Borer Beetles and only appears during the day.

Go to the hut with detect invisibility online.

#### **ask lep pain**

You ask a red-faced leprechaun where he found his paints.

A red-faced leprechaun tells you: "Possession is ten ninths of the law. It doesn't matter if I found them under a dead dragon, or stole them from a shed behind a castle. I'll never give them to you, you can be sure!"

A red-faced leprechaun tells you: "We don't need any more so-called artists around here."

**So... kill the leprechaun. Then search under his bed. Spam it. You will find a set of paints.**

Art kit	5000	1.50	1	black warthog tail
				red warthog tail, set of paints
				handful of anaconda scales
				strip of caterpillar flesh

**Take these items to Hraat. He appears between Pennan and Brembledon usually around mid-morning and stays until evening. Custom the art kit and give to JonJon.**

#### **give art you**

You give an art kit to a flat-faced youth.

A flat-faced youth tells you: "Oh wow, thanks so much! Now I can paint something for Tweery, but it's going to take a little time. You can come back later and get it. I'm going to go work on it now."

#### **give canv half**

You give a rolled-up canvas to a half-elf barkeep.

A half-elf barkeep tells you: "Oh my gosh! I don't know how to repay you for this."

A half-elf barkeep reaches behind the bar and pulls out a mace of brandings.

A half-elf barkeep tells you: "Oh, a knight passing through gave this to me, perhaps you can find a use for it. Good luck!"

A half-elf barkeep gives a mace of brandings to you.

-\*- You gain 2 quest points! -\*-

Now that you have the mace of branding, you can go to Denab and check out the weapons shop for how to place a branding on it (fire, cold, electric).

### **Deliver the message to Kissk (Transfer Energy) – 5qp**

#### **prac trans**

A wise lizardman nods.

A wn

ise lizardman tells you: "What have I to gain from this? I am trapped in this pitiful cell. I long to see the swamps of my homeland again! Will you help me?"

#### **to liz yes**

You say to a wise lizardman (in goblisch): "yes"

A wise lizardman tells you: "Deliver this message to Kissk. Return to me with his reply and I will train you."

A wise lizardman gives you a tattered yellow parchment.

-\*- You have been assigned a quest! -\*-

Now go to Sos-kul and visit the lizard shaman in the temple and give him the scroll.

#### **give yellow kiss**

You give a tattered yellow parchment to Kissk.

Kissk unwraps the parchment and begins to read. His eyes grow large for a moment, then he looks up.

Kissk tells you: "So Venefosk is alive... this is startling news indeed. You must aid him in his escape from the mines! Please deliver this."

Kissk gives you an enchanted leather scroll.

#### **give scroll wise**

You give an enchanted leather scroll to a wise lizardman.

A wise lizardman tells you: "I see you have been to Kissk. I am forever in your debt!"

A wise lizardman smiles happily.

-\*- You gain 5 quest points! -\*-

A wise lizardman nods.

A wise lizardman tells you: "You have saved my life. I will gladly train you to transfer energy."

### **Seek the ability to become one with your enemy. (Focus) – 2qp**

Go to the Cowled Monk (Gemlongrin) in pennan and attempt to prac Focus to get the quest started.

#### **prac focus**

A cowled monk stops meditating and stands up.

A cowled monk says (in primal): "Hrm, you look like a promising student. Are you prepared to learn somewhat, young one?"

#### **to cowl yes**

You say to a cowled monk (in goblsh): "yes"

A cowled monk says (in primal): "Concentration. Meditation. Focus. Only through these three principles can one gain enlightenment. Focus upon your enemy, become one with him, and by sharing his existence, you will know his thoughts, his intent, his very movements."

A cowled monk says (in primal): "You already understand the concept of meditation, but concentration is a harder task. Bring me a white candle and I will teach you."

-\*- You have been assigned a quest! -\*-

#### **The white candles are sold in Kha-da from the candle girl.**

#### **give candle geml**

You give a white candle to Gemlongrin.

Gemlongrin takes the candle and lights it, then holds it aloft.

Gemlongrin tells you: "Since you have already disturbed my meditations, what is it I can help you with?"

Gemlongrin says (in primal): "Look into the candle. Feel the energy of the flame. Know the heat of the wax. Become the candle."

You feel the warmth of the candle permeate you. Your body feels relaxed and malleable. Your concentration narrows to the orange flame, the white wax, the shimmer of heat rising into the air.

-\*- You gain 2 quest points! -\*-

### **Find and release the tormented spirit of the elven warrior. – 8qp**

Go to the tree stump in Black Wastes – in the Dark Nymph area. You may have to sit on the stump to get him to pop out, then flee, then come back in with a linked command of “to tree yes” to get the quest assigned. There is most likely a better way to start this quest, but I don’t know it yet.

You say to an ancient treant (in goblinish): "yes"

The ancient treant tells you: "Thank you my friend, Now go forth and seek the spirit and lay it to rest!"

-\*- You have been assigned a quest! -\*-

Must get the killing blow on the Avenging elf to complete the quest.

As the killing blow is placed on the elven warrior he looks up with a tear-filled face and says: "I am finally free from this curse. Thank you..."

He then vanishes.

-\*- You gain 8 quest points! -\*-

### **Save the elven lembas farm.**

An elven cleric of Tarafas is making lembas.

The cleric smiles as you enter and says, "Greetings, Uni, perhaps you can help with the beetle infestation."

#### **ask elv beet**

The cleric tells you, "Normally the beetles are relatively harmless and, in fact, even necessary for the natural production of the lichen. They eat a little of the lichen but their movements help ensure that the lichen is spread throughout the caves."

She continues, "Now, suddenly, there are scores of mutated beetles where normally we only see, perhaps, four or five in a day. Something has caused them to move up into the higher caves out of their natural habitat lower in the earth. I just wish I knew what caused it."

#### **ask elv mut**

The cleric tells you, "Unfortunately, I must agree that the rumors are true. Too many others have now reported seeing unusually colored moss beetles. Perhaps, if you can bring me one, I will be able to determine something about them."

Turn off auto skin and go kill a mutated beetle and give the corpse of the beetle to the cleric.

#### **give mut cleri**

You give a mutated moss beetle corpse to an elven cleric of Tarafas.

The cleric looks it over, turning it over several times as she inspects it, a frown on her face.

The cleric says, "I have my suspicions but the order of life is the domain of Cynnis and I would not gainsay those who know her bidding better than I. Seek out a priestess of Cynnis and give her this beetle and see what she can make of it. I dare say, this may be the first step in unraveling all our problems here."

-\*- You have been assigned a quest! -\*-

Priestess of Cynnis I northish of the climb root. If you are evil, she will auto remove you from her presence so far my testing shows that those who are evil have no way to complete this quest.

#### **Give corpse cynn**

You give a mutated moss beetle corpse to an entish priestess of Cynnis.

The priestess looks at the shell with concern.

After turning it over and further examining it she tells you, "This is very curious. Most unnatural. Moss beetles aren't supposed to grow like this at all, the colors are wrong. Look here, where the lichen is at its joints and its back..."

#### **Paprika for older monk. – 1qp 40000xp**

Get the quest assigned.

Kill the monk sentry, then go east north.

If you stand there for a moment, the older monk should say something to you...

A small, older monk says, "Hey there, could you go get me some paprika for this meat. It could really use it." "Just tell me yes and I will expect ya to get it fer me."

#### **to monk yes**

You say to a small, older monk (in gobligh): "yes"

Morseth says, "Great! There should be some in the kitchen."

-\*- You have been assigned a quest! -\*-

To complete the quest, go one south.

**Get jar** of paprika.

Then go one north and give the jar of paprika to the monk.

**give jar.pap monk**



You give a jar of paprika to a small, older monk.

-\*- You gain 1 quest point! -\*-

A small, older monk thanks you.

### Return a simple candle to the dining room candelabra in Lag Castle.

#### Slay the assassin guildmaster's wizardly enemy (camouflage)

After you get level 60 (for thief) or 80 (for ranger), from the Cross Roads go south then west.

A bartender tells you (in primal): "You look like you might be looking for someone... But you're going to need to get his attention. There's an Abandoned Storage Room east of the leather shop, you might find something useful in there."

One west of the Player's Lounge, you can **climb wall**. After up climb up, then **squeeze gap** to get into the office. After you get into the office then **search paper** to get a bill. With the bill in your inventory, go back to the The Rusty Nail.

Someone chuckles.

Someone whispers to you (in primal): "I see you have tracked me down... Very good, I may have use for someone with your skills."

Someone whispers to you (in primal): "I will make you a deal, if you agree to slay a certain wizard who has earned my wrath, I will teach you the mastery of remaining unseen. Merely say 'yes' to agree."

**say yes**

-\*- You have been assigned a quest! -\*-

Someone whispers to you (in primal): "Excellent. Krasnog is the one I wish to see liberated from this mortal existence. You probably know of him, though I would advise warding yourself against electricity as he has an unhealthy obsession with lightning-based spells."

You have to do that whole thing where you wait for Krasnog (town mage) to leave his shop at midnight and then kill him. You can kill him with a group of people or just solo. Don't need to get the last hit, just need to be there when he dies. Everyone in the group will most likely receive a thunder curse when Krasnog dies. He'll usually hit with a curse of thunder, but that can easily be removed by quitting and relogging.

## Silence the woman Obsidian loaths (garrote quest) – 6qp

The assassin guildmaster suddenly appears from nowhere.

The assassin guildmaster says (in primal): "If you're interesting, I believe I may have a job for you..."

### ask guil job

The assassin guildmaster tells you: "A local women witnessed one of our.. "operations" and we've been forced to blackmail her to keep her quiet."

The assassin guildmaster tells you: "Well, unfortunately, the blackmail fell apart and she is planning to go to Lord Richard to expose us."

The assassin guildmaster tells you: "At this point, we need her eliminated, but the problem is that she spends all her time on holy ground and is warded against nearly all forms of attack."

The assassin guildmaster gives you a thin, silk garrote.

Go to the woman who spends her days weeping and praying before the temple of Algesa. Use this garrote to quickly end her life before she can call for help or cast any spells. I do not know what she is capable of, but the town guards, at least, will likely take a rather dim view of your actions.

-\*- You have been assigned a quest! -\*-

Prac garrote to level 1. Wield the garrote he gave you. Then go kill the crying girl by the temple.

--                      --+

A grieving mother is DEAD!!

scan & group

camo

+--                      --+

A grieving mother stops choking.

You receive 5 experience points.

A grieving mother's body falls lifeless to the ground as she stares empty at you with tear-filled

eyes.

-\*- You gain 6 quest points! -\*-

You get from the corpse of Relanya:

42 copper coins

2 silver coins

The corpse of Relanya contains:

a set of rosary beads

a bedraggled, black silken dress

### **Give the head of the minotaur librarian to the disgraced minotaur to learn how to fight dirty. (dirty fighting) – 1qp**

To get the quest assigned, merely try to prac dirty fighting and the quest will be auto assigned.

#### **prac dirty**

A disgraced minotaur sergeant tells you: "Before I teach you how to fight dirty, I require a service. I was betrayed by another minotaur, one who seems above reproach. I am certainly guilty of my crimes, but I am not the only one. The hypocrisy makes me sick. Before I die, before they cook my wretched flesh in the Brass Mother's womb, I want to know that bastard is dead. Bring me the head of Torunae, the librarian, and I will teach you what I know. Until then, you get nothing."

-\*- You have been assigned a quest! -\*-

#### **give head mino**

You give a head of the minotaur librarian to a disgraced minotaur sergeant.

A disgraced minotaur sergeant tells you: "That's what I wanted to see. Per our bargain, I will now train you how to fight dirty."

-\*- You gain 1 quest point! -\*-

### **Get the goblin's necklace back from the slavemaster. – 2qp to bar hi**

You say to an orcish barkeep (in goblinish): "hi"

An orcish barkeep tells you: "Hello there, would you like to order something to eat or drink?"

An orcish barkeep tells you: "Please be kind to my waiter. He is so worried about his brother, he is having trouble concentrating."

**ask bar brother**

An orcish barkeep tells you: "Poor Snivel, his brother has been captured and is currently jailed in the cells east of town."

An orcish barkeep tells you: "Snivel really wont tell me much about him, but his uncle, Lefty, the locksmith, might be able to give you more information."

**ask left snivel**

The goblin looks up at you for a moment.

Lefty tells you: "My young son has been accused of stealing and has been made a slave. Last anyone had seen him, he was locked in the pen east of town. If you free him and rid the town of that evil scourge, we would all be eternally grateful. Just bring me something to prove that the slave master is dead, and I will reward you handsomely."

-\*- You have been assigned a quest! -\*-

Lefty tells you: "Have you killed the slave master yet?"

Now go kill the ogre overseer to get the key. Unlock the door and kill the troll overseer. After killing the troll overseer you'll receive a message like this:

You reach down and pull the worn, silken neckerchief from the warty neck of the dead troll.

Give Lefty the worn, silken neckerchief.

**give neck left**

You give a silk neckerchief to Lefty.

Lefty tells you: "Oh, thank you so much for your help. Here is just a small token of my appreciation."

-\*- You gain 2 quest points! -\*-

**Man-shaped cloud of mosquitoes (toy bee) – 0qp**

**NOTE: This was a temporary quest as a remembrance to Kabashira who passed away. He designed the Bees area north east of Medienne Forest.**

He will wander around from area to area, but you'll know he is near by the...

A man-shaped cloud of mosquitoes yells (in primal): "The swarm never fades!"

to mos kabashira

You say to a man-shaped cloud of mosquitoes (in goblith): "kabashira"

You speak the true name of the swarm.

A voice speaks from the swarm, "You know my name, please remember it well. Take this as a gift to help you do so."

Something floats out of a man-shaped cloud of mosquitoes and into your hands.

a toy bee

RIP kabashira ☹

### **Return proof of the plateau's corruption to Garant. – 2qp**

Garant is the old man draped in pelts in Mountain Bears.

An old man draped in pelts tends his fire.

#### **ask old witch**

You ask an old man draped in pelts about the white witch.

An old man draped in pelts nods.

An old man draped in pelts says (in primal): "The witch is truly evil beyond any reckoning. She has trapped me here and forced me into her service. I have given an oath that none may pass."

An old man draped in pelts says (in primal): "If only I had proof that the witch has broken her end of the bargain, then I would be absolved of my obligation to her."

#### **ask old proof**

You ask an old man draped in pelts about having proof the witch has broken her oath.

An old man draped in pelts says (in primal): "If I had proof that the white witch was breaking her oath to leave the plateau intact, I would let you pass. Perhaps you could investigate the plateau to see if anything suspicious is afoot."

-\*- You have been assigned a quest! -\*-

#### **give canin old**

You give a blackened canine of a large bear to an old man draped in pelts.

An old man draped in pelts says (in primal): "It is true, then -- she has betrayed me. This is the proof that I need to know she has broken her oath, and now I am free to break mine. You and those with you may pass."

-\*- You gain 2 quest points! -\*-

### Unknown – browse scrolls in Mediennne

Below the Mediennne temple, there is a room that seems to give clues to a quest?

#### **browse scrolls**

Written on a scrap of paper stuffed as a bookmark in one of the books, you find the following phrase:

"When the shadow of seven of nine tells the time, pray to its contents."

I believe this is referring to a sun dial. There is one in Chiiron. Will investigate further.

#### **browse scrolls**

You find a slim book stuffed behind several others. Though its tiny print is illegible, you can make out several diagrams and pictures in it. One picture shows a three-eyed bugbear, stirring a heavy cauldron. A second illustration depicts a sundial composed of nine stones and a pillar of stone, with the shadow of the pillar being cast over the seventh stone. Finally, in this last picture, you can see a bat's tongue being added to a mixture of slime and spider eyes.

### Find the bedraggled old man's missing ring – 2qp

You get the quest from the priestess in Chiiron.

A priestess of Taranth tells you: "Hello. Can I help you in anyway? Or, perhaps, you came here out of the kindness of your heart to help others?"

#### **ask priest**

There is a bedraggled old man in town who could use the aid of an adventurer such as yourself. Seek him out if you wish to aid someone in need.

-\*- You have been assigned a quest! -\*-

The old man is wandering around the streets of Chiiron.

An old man tells you: "You must be the great adventurer whom the priestess said could help me with my immensely important problem - it's a life and death matter you know."

An old man tells you: "Long, long ago, when I was a young and valiant adventurer such as yourself, I met a most wonderful woman. A beautiful young human cleric she was, always helping the poor and unfortunate. Reminds me of my days when I fought to help the poor and down-trodden."

An old man tells you: "Well anyways...on one of her adventures she found the most beautiful of all rings in the world. And before she died, may Taranth bless her soul, she gave me this ring so I would always remember her."

#### **ask man ring**

You ask an old man about a ring.

An old man tells you: "Ring? What ring?"

An old man tells you: "Oh yes...I almost forgot, the ring of true love - as I like to call it. I call it that because it reminds me of the true love that was between my late wife, may Taranth bless her soul, and me."

An old man tells you: "Well...I have lost it...I have somehow misplaced the only thing now dear to me. If I was to lose it for good something terrible might happen, I might even lose my mind...we wouldn't want that would we. No, of course not."

An old man tells you: "The ring is of a rare red glass that glitters when held to the light. I have heard from several adventurers that it has been seen on a witch."

#### **ask man witch**

You ask an old man where the witch is.

An old man mumbles something about dwarves, mountains and a great view.

#### **ask wit ring**

You ask the witch about the old man's ring.

A witch tells you: "So...that crazy old man wants his ring back eh?"

A witch tells you: "Well I'm not just going to give it back to him you know. I was the one he was supposed to marry so many years ago. But alas, I stole from one of those damn beggars in that awful town. It turned out Taranth herself was watching me, and well, she turned me into what you see before you today."

A witch tells you: "But I suppose if you were to help me find some reagents I need I might give it to you. Unfortunately I see little reason to keep the ring any longer."

#### **ask witch reag**

You ask the witch about reagents.

A witch tells you: "I suppose if you were to bring me some reagents I could return the ring to you to give to that old bastard."

A witch tells you: "So then, bring me the intestines of a giant sewer rat, the ear of a rabbit, and the toe of a deer."

A witch tells you: "Go now! Bring me these reagents in all possible haste."

#### **give int wit**

You give a messy pile of rat's intestines to a witch.

A witch tells you: "You still must bring me the ear of a rabbit."

**give ear wit**

You give a chopped off rabbit ear to a witch.

A witch tells you: "You still must bring me the toe of a deer."

**give toe wit**

You give a small hard deer toe to a witch.

A witch tells you: "Bah! I never figured you'd care enough to go through all this trouble. I suppose you can have the damn ring then."

The witch gives you a red glass ring.

**give ring man**

You give an old man's ring -1 to an old man.

An old man tells you: "Akralyte! You have returned with my ever so important ring."

An old man tells you: "You are truly a good person, Akralyte. I hope for you to have a long and prosperous life, just as mine once was."

An old man tells you: "Go now young one and see the priestess."

A priestess of Taranth tells you: "You are a good person Akralyte for helping out that poor old man find his missing ring."

-\*- You gain 2 quest points! -\*-

A priestess of Taranth tells you: "For your act of kindness, please accept this gift."

She reaches deep into the folds of her robes and draws forth a royal blue potion which she then hands to you.

A priestess of Taranth tells you: "Quaff it, and it will heal you when you are wounded. Go now and continue your kind acts. May Taranth smile upon you and grant you his blessings."

**Bring a black otter pelt to Bennis, the hardy shopkeeper in Pennan. (whistle of returning) – 1qp**

After completing the kill 15 rabbits quest, you'll get a lead on a new quest from the swordsman in Chiiron above the bar:



A fur trader tells you: "A friend of mine, Berdeth, the local swordsman, was muttering something about needing help hunting. You did so well looking for rabbits, I am positive you are the right person for the job. He hangs out above the bar. Why don't you go check it out? "

#### **ask sword hunt**

You ask a swordsman about the job.

A swordsman tells you: "I was talking to my old friend Bennis, the hardy shopkeeper in Pennan last week. He mentioned seeing a very rare black otter while fishing on the Elhanni River. He said he tried to trap it, but failed multiple times. So we made a bet: if I could get him a pelt of a black otter he would eat his own socks. So I need you to find it for me. You can find this creature by heading out the west gate, and following the path west. Once you get past the bridge over the river, head south. You should find one in the river where all the brown otters congregate. Once you get a pelt, go to Pennan and give it to Bennis. "

-\*- You have been assigned a quest! -\*-

You are swimming on the cool, running waters of the Elhanni. The width of the river extends a good distance from north to south before reaching a riverbank on both ends. The depth of the water is substantial, but a few rocks have managed to jut up randomly along the river. The Elhanni continues to flow swiftly from the east, but more slowly down toward the southeast.

**A black otter surfaces and swims lazily on its back.**

**You skin the corpse of a black otter producing a black otter pelt.**

**You give a black otter pelt to Bennis.**

-\*- You gain 1 quest point and 3000 experience points! -\*-

You give Bennis the black otter pelt.

Bennis tells you: "Did Berdeth put you up to this? How about we keep this between you and me? This should help you cope with any distress you might feel."

Bennis gives a tin whistle to you.

Bennis tells you: "I had no intention of eating my socks! Now take it, and begone. "

### **Medienne Knight Quest (Medienne Knight's Tabard) – 0qp**

In the town of Medienne seek out Sir Kincaid.

#### **ask knight knight**

You ask the recruiter about the Knights.

The recruiter smiles pleasantly and explains, "The Medienne Knights are an old but small order that defended Medienne in its earliest days. As Medienne grew, its need for defense waned and the Knight's numbers also waned."

He continues, "Recently, our noble lord and benefactor, Lord Richard, has decreed that he would like to see our knightly order rekindled and the spirit of the town revived. Lord Richard has provided funding for the refurbishing of the manor house. As Medienne grows and enters a new golden age, so shall the Medienne Knights arise again as its champions."

He finishes, "In recent days, we've had more and more promising citizens join our numbers as squires and a few have even earned the title of knight. If you're interested in learning more, I can tell you about our code of ethics or even about joining the Medienne Knights."

#### **ask knight code**

You ask the recruiter about the code of the Knights.

The recruiter happily explains the codes of the Medienne Knights. "There are four main precepts among the code of the Medienne Knights. Unity, Protection, Lawfulness, and Honor."

"Unity of the order. What once was two orders, the Brotherhood and the Sisterhood of the Knights, has been joined into one family. The Unity of Knights shall stand together as one on all matters. Knights may disagree but it is best if disagreements are handled personally and not aired publicly.

Knights shall set aside any differences, personal or racial, and stand together as Knights; knowing that those higher than them in the order can and should help resolve any personal issues they themselves can not."

"Protector of the people. Knights shall protect and defend the innocent and the lawful. Those who obey the laws of Medienne and those who are unable to defend themselves should be championed by the Knights who are their protectors. Those who are too weak or too young to defend themselves shall bear the protection of the Knights."

"Servant of the law. The Medienne Knights are the champions of righteous order and law. While we serve foremost the laws of Medienne, we must understand and respect that other lands have other laws. Whether we feel those laws to be just or not, we are to respect the laws and order of other lands while in them. In the untamed wilds where no law prevails or against those who violate the laws of ordered lands it is the duty of the Knights to enforce lawful order as permitted. Within Medienne and the surrounding countryside it is the duty of all Medienne Knights to maintain the order."

"Honor of the just. While serving honorably, no man, woman or being shall lay harm upon a Medienne Knight without honorable redress. You are not an island unto yourself as you are within the Unity of the Knights but you are expected to be bold and strong in your duties and defend your own honor.

The just shall prevail."

The recruiter concludes, "Those are the codes of the Medienne Knights and those who wish to join or serve the order."

#### **ask knight joining**

You ask about joining the Medienne Knights.

The recruiter looks you over then nods in approval. "So, you want to join the Medienne Knights? I think there may be a chance you could manage to do just that."

The recruiter continues, "First, you'll need to pass a test to see if you're ready to join. The Medienne Graveyard is rife with unholy activity and the dead have risen again to walk the grounds. Among the bodies that were lain to rest were those of several Knights and those who served well with them. Fetch for me from the skeleton of one of the squires a Squire's Ring and I will begin the process of allowing you to join the Medienne Knights."

Go to the Medienne Graveyard area and start killing skeletons until you receive this message:

"As the skeleton crumbles, returning again to the sleep of death, a silvery ring dislodges itself from where it was hidden in the finger joints and rolls to your feet. Perhaps this is the ring you need! You quickly snatch it up from where it lays."

The Squire Ring will appear in your inventory automatically.

#### **give ring knight**

You give a Squire's Ring to a Knight.

The recruiter smiles at you with pride and says, "Congratulations Uni, you have passed the first test. I have full faith you will soon be a Knight of Medienne if you choose to continue."

He continues, "For now, you may bear the rank of Squire of Medienne until you complete your next task."

He concludes, "Your next task is to garb yourself in the gear of a Knight. You must acquire a Medienne Knight's Tabard. To do this, you should speak with Chet. Chet deals in fine items and often has the cloth and thread needed to make the tabard. Finding Chet and his shop will be the next task laid before you followed by acquiring the tabard. Once done, return to me and I will tell you what to do next."

Now go to the well-dressed man (Chet) north of the Medienne bank where you will need to custom the Medienne Knight's tabard:

- unemblazoned Knight's tabard
- silver and gold thread

#### **ask chet tabard**

You ask the proprietor about Knightly tabards.

The proprietor looks you up and down then says in a pinched voice, "Oh, I see yet another person has decided to join the oh so gallant Knights of Medienne. Fine, far be it from me to stand in your way. First you will need an unemblazoned tabard. It so happens I have one here but you will have to perform a task for me if you wish to earn it, that is the way of things now isn't it?"

The proprietor continues, "I am low on some hard to acquire stock and am expecting a shipment from Voaleth at some point in the future. This should be a simple enough task even for the likes of you. Go to Voaleth, ask that insufferable nuisance Javod about my supplies. Likely he'll give you a note with some other excuse about the delay yet again. Just return with his note and I will give you the tabard."

So Javod is the jeweler in Voaleth. Head on over to Voaleth and ask him about the shipment.

#### **ask jav ship**

You ask the goblin about Chet's expected shipment.

Hearing that Chet sent you, the goblin's skin goes a pale, ashen shade and his squinting eyes go white wide. This only lasts a moment, though, until he sees you aren't here to hurt him. Once he's quite sure you are just here to ask him about the shipment he looks a bit more sure of himself and says, "As to that, ahem, well there's a bit of a problem, you see."

The goblin continues, "You see, well, its like this. The shipment was late to begin with and when it stopped for the night out in the black hills, they were beset by curious dwarves. Well, at least they seemed to be curious dwarves but in the end several things went missing, including the goblet for Chet."

The goblin looks like he has a sudden idea and says, "Hey, I know. If you could find the blasted rogue dwarves that took Chet's goblet and recover it for me, I could get to work setting the stones in it. If you bring it back for me, I'll write Chet a note telling him it'll be ready within the next day or so and I'm sure he'd be in a good enough mood to reward you for it. Just bring me the missing goblet and I'll give you the note."

Ah super, so now we are off to Renegade Dwarf Warrens to find this goblet so we can get the note so we can get the tabard. Keep killing the rogue dwarves until you receive a message like this:

"Spotting a fancy, shining goblet among the dwarf's gear, quite likely the one you're looking for, you quickly snatch it up before some other fate befalls it."

The goblet, just like the ring, will appear in your inventory.

#### **giv gob jav**

You give a fancy goblet to Javod.

The goblin looks quite relieved when you hand over the goblet.

The goblin quickly puts away the cup, pulls out a blank sheet of parchment and scrawls a note which he then hands to you. "Many thanks. Please hurry back to Chet and give him this, I'm sure he will be quite pleased."

#### **give parch chet**

You give a parchment note to Chet.

You hand the proprietor the note from Javod.

The proprietor quickly scans the note, then looks up at you with surprised admiration and says, "It takes me weeks to get anything out of that nuisance. I don't know how you did it, but you actually managed to get him to come through nearly on time for once. I'm quite impressed."

The proprietor looks at you with some shred of respect now and says, "As promised, here is the tabard. You will notice it is, as yet, unemblazoned. You will need the proper silver and gold thread before it can be emblazoned and it just so happens I am the sole supplier of the thread for the Knights."

The proprietor continues, "When you are ready to begin the next step, emblazoning the tabard, simply ask me about the thread."

#### **ask chet thread**

You ask the proprietor about special thread.

With a great sigh, the proprietor looks beleaguered and tells you, "Alas I am out. I have been expecting another shipment of thread for some time but the last two shipments never arrived and the latest is days overdue."

He continues, "The supplies come on a caravan from Kha-da through the Cairn mountains. A few years back bandits took up hiding on the trail and ambushing the caravans and I fear that may be the case again. If you find them and retrieve my shipment, I'll provide the thread to you free of charge."

Walk along the Cairn Mountain road a bunch. Eventually you'll see three grimy bandits appear out of nowhere and attack you. I found the best spot was near the Cairn Mountain Road POD entrance. One of them will die and cause the Note to appear in your inventory.

"As the bandit dies, you noticed something flutter to the ground as it falls from his hand and you pick it up. It appears to be a note of some sort."

#### **look note**

You look at a Note of Receipt you are carrying.

A freshly written note of receipt that reads: Received, one box of goods to be held until transfer of note to new bearer. Bearer of the note should return this note to Drhumble for delivery of goods. Drhumble

can normally be found in the usual place just a short ways outside of town where he can safely conduct his business without the guards prying into it.

DrHumble is the gnome thief just outside of Chiiron on the way to Chiiron Dungeon. Give him the note and you'll get the shipment.

give note drh

You give a Note of Receipt to Drhumble.

The gnome looks over the receipt carefully.

The gnome looks over the note and says, "Yes, that's my receipt so I guess that makes you the person who's supposed to receive the goods. Here they are!"

give carg chet

You give a cargo shipment to Chet.

You hand the proprietor his missing goods.

The proprietor looks over the gear then does something odd that you don't quite follow with the bands and wood pressing and twisting in various places and, suddenly, the shipment casing opens easily. How odd. Picking through it, he only seems to find one set of silver and gold thread inside.

The proprietor looks them over with a slight frown and says, "It appears he only sent one set this time. Quite a shame, I have several more orders requiring the thread but I keep my word. Here, good squire, is your thread." He then hands the one set over to you.

Now you can finally have Chet custom the Medienne Knight's Tabard for you.

You hand Chet 5 pp.

You give an unemblazoned Knight's tabard and a worked set of silver and gold thread to Chet.

Chet creates a Medienne Knight's tabard.

Chet gives you a Medienne Knight's tabard.

Chet tells you: "Good luck"

-----

#### A Medienne Knight's Tabard

-----  
Base Cost: 0      Level: 10      Weight: 0.50 lbs  
Armor Class: 5  
Acid: 15%      Fire: 5%      Cold: 90%

Rarity: scarce  
Condition: perfect  
Materials: cloth, gold, silver  
Wear Loc.: body  
Layer: over

Affects:  
Fire by +3.  
Cold by +3.  
Mind by +3.  
Poison by +3.  
Acid by +3.  
Electricity by +3.  
Magic by +3.  
Is magical.  
Cannot be auctioned.  
Is specific to a single owner.

-----  
Now go back to Sir Kincaid.

The recruiter spots you entering and says, "Ah, you've completed the task of garbing yourself as a Knight. Wonderful! You're nearly there. All you need do now is enter and acquire a Knight's Shield and Knight's Weapon and you will be permitted to join. The door guards won't stop you from entering while you have your tabard on."

He continues, "Granted, the shield and weapon chosen may not be useful to everyone but its an image issue as much as a test to prove you can accomplish the tasks of getting them created. I believe the smith, at least, has some weapon any Knight can use so there's that. Just make them, bear your tabard, weapon and shield before the Knight Marshal and he will induct you. Good luck."

Now go south and custom a shield and a weapon. Then go to the Knight Marshal and kneel before him.

#### **kneel mars**

The Knight Marshal takes note of you kneeling before him and a hush falls upon the room as he begins the brief but solemn ceremony.

The Knight Marshal looks you over, scrutinizing you carefully, and says "Ah, I see you have completed all the tasks required before you can be made a Knight. You have done so valiantly and well. Kneel before me that I may make you one with the Knights of Medienne."

The Knight Marshal speaks loudly and clearly so all may hear, saying "Uni, you have come before the Knights of Medienne to join our order."

The Knight Marshal draws his blade brandishing it momentarily skyward.

"You have completed the task of earning the garb of a Knight. Bear your tabard proudly. It symbolizes the Unity of our order."

The Knight Marshal lays the flat of his blade to your left shoulder.

"You have completed the task of arming yourself as a Knight bearing the shield of our order which symbolizes that a Knight is the Protector of the people. Bear it in faith and defend all those who also bear it."

The Knight Marshal lays the flat of his blade to your right shoulder.

"You now bear the arms of a Knight which symbolizes the right you have been granted to defend those in need and champion the cause of Lawful and Righteous order."

The Knight Marshal lays the flat of his blade to the top of your head.

Letting go of his sword with one hand, leaving it to rest in his left hand, the Knight Marshal draws his left hand back...

Knight Marshal's Heavy-Handed Blow maims you!

...and once the stars clear from your vision, you realize you are now sprawled back on the floor from a heavy-handed punch from the Knight Marshal!

"On your Honor, know that that is the last time that you may allow another to strike a blow upon you without you avenging it. Your honor and courage shall be in question should you allow such a blow to land uncontested and to stand unredressed. It is with that blow that I also name you a Knight of Medienne."

"Arise Knight of Medienne and bring honor to your order from this day forward."

-\*- You have become a Medienne Knight! -\*-

The Knight Marshal offers you a hand up with a broad, companionable smile.

You stand up.

**Return to Sumehra with the tooth of a fire drake. (stylized flame charm of Kryoth) – 3qp**

Wait for the festival of Kryoth to arrive, then go to the woman in the lower right of the festival.

A slender, bronze-skinned woman with long, dark hair tells you: "Honor Kryoth! Will you complete a holy task? "

**to wom yes**



You say to a slender, bronze-skinned woman with long, dark hair (in goblinish): "yes"

A slender, bronze-skinned woman with long, dark hair tells you: "Bring me the tooth of a fire drake to honor my mistress, Kryoth!"

-\*- You have been assigned a quest! -\*-

This is the tooth from the drakes in the Dragon Hatchery.

Give drake wom

You give a drake tooth to a slender, bronze-skinned woman with long, dark hair.

A slender, bronze-skinned woman with long, dark hair nods.

A slender, bronze-skinned woman with long, dark hair tells you: "Your service to Kryoth will not be forgotten. Wear this charm in her honor!"

-\*- You gain 3 quest points! -\*-

A slender, bronze-skinned woman with long, dark hair gives you a stylized flame charm.

### **Bring Cartuse a chunk of hardened tree sap (hypermetabolism) – 5qp**

A thin and gnarled man paces back and forth.

prac

A thin and gnarled man tilts his head to one side, considering you...

A thin and gnarled man tells you: "You may have the raw skill required to master hypermetabolism, but without the proper mental discipline your body will be ripped apart by the strength of the magic."

A thin and gnarled man pauses, lost in thought.

A thin and gnarled man tells you:

"I happen to know of an ancient enchantment that will strengthen the link between the body and mind, enabling you to master hypermetabolism. It requires a chunk of hardened tree sap to be effective. Bring this item to me and I will consider sharing the enchantment with you."

-\*- You have been assigned a quest! -\*-

You can pop the sap in the area Goblin Brigade. Just keep trying to get it, should eventually work.

**give sap gnar**

You give a chunk of hardened tree sap to a thin and gnarled man.

A thin and gnarled man nods.

A thin and gnarled man tells you: "Very well, you really are serious about mastering hypermetabolism. I warn you, its magic is powerful. Stand ready, I will prepare the enchantment."

A thin and gnarled man lights a ceremonial candle and holds it in his left hand. He places a chunk of hardened tree sap in a small tin and holds it over the flame.

As the sap begins to soften, a thin and gnarled man closes his eyes and begins to chant in an unknown tongue...

A thin and gnarled man dips his fingers in the sap and draws an ancient rune on your chest.

A thin and gnarled man places his hand on your forehead and utters the final verse! You begin to feel a strong magical bond between your mind and body.

A thin and gnarled man tells you: "Young wizard, you are now ready to learn the magic of hypermetabolism."

-\*- You gain 5 quest points and 1000000 experience points! -\*-

### **Return Sir Gallopalot's golden shield to him. (mounted fighting and regeneration) – 3qp**

Evil paladins only have to complete a quest in order to practice great cleave (warriors can practice great cleave without a quest).

Go to Med Crypt – refer to that area for how to get to this specific spot.

In the room where you kill the (A frost-wreathed cloud of shadow is DEAD!! -- room 1909) perform a touch shield to open an exit to the south.

#### **ask spir shield**

You ask a radiant spirit dressed in ancient armor about his golden shield.

A radiant spirit dressed in ancient armor tells you: "My shield means everything to me. It was a gift to me from my deity herself."

A radiant spirit dressed in ancient armor tells you: "During the final tourney, while I was resting in my tent, an assassin snuck up on me and...well...killed me."

A radiant spirit dressed in ancient armor tells you: "As the light of life was leaving my eyes forever, I suspected that perhaps it was my old foe Cuthred who had dishonorably hired an assassin against me."

#### **ask spir ass**

You ask a radiant spirit dressed in ancient armor about the assassin.

A radiant spirit dressed in ancient armor tells you: "I know my opponent, Sir Cuthred, the one I was to joust with in the final tourney, sent the assassin to kill me. He has no honor. But none of that matters to me now."

A radiant spirit dressed in ancient armor tells you: "Only my shield matters, now. Will you help me find it?"

**to spirit yes**

You say to a radiant spirit dressed in ancient armor (in ogrish): "yes"

A radiant spirit dressed in ancient armor tells you: "I wish you all the luck in finding my golden shield. Assassins like the one that killed me are rare and cloak themselves in shadow and rumor."

-\*- You have been assigned a quest! -\*-

Now go back to the paladin in wastes (just past the forgotten soldiers) and duel him to get his shield.

**ask pal duel**

The ghost of a fallen paladin says (in primal): "An honorable duel between two combatants can, by definition, allow no interference or outside help. Any attempts by your comrades to assist you, whether by blade or spell will mark the end of the duel."

The ghost of a fallen paladin says (in primal):

"Your steed may assist you as a Paladin's Mount is a symbol of his connection with his God. If you attempt to flee or pray, I will consider that your desire to surrender. If you accept these terms and wish to duel me, tell me yes and we shall begin."

**to pal yes**

You say to the ghost of a fallen paladin (in ogrish): "yes"

The ghost of a fallen paladin says (in primal): "So you accept the terms of my challenge? Very well, let the duel begin."

You and the ghost of a fallen paladin each bow your heads and pray to Algesa and Lonil respectively.

With grim resolve, you and the ghost of a fallen paladin tap blades to salute your foe.

Get the golden shield and give it to Sir Gallopilot's in Med Crypt.

**give golden spirit**

You give a golden shield -1 to a radiant spirit dressed in ancient armor.

A radiant spirit dressed in ancient armor takes the golden shield and places it reverently at his side.

A radiant spirit dressed in ancient armor tells you: "I am forever grateful for your kindness. If you ever need anything, please, come see me. Perhaps I can help you."

-\*- You gain 3 quest points! -\*-

### **Seek the blessing of Osse's Devout. (shining blue umbrella) - 2qp**

In the festival of Osse, buy an umbrella from the stand in the southeast corn, then go one north and the below will happen.

A devout of Osse looks you over before declaring, "Oh! That umbrella! I may know something interesting about it. Just ask if you'd care to learn."

#### **ask oss umb**

You ask a devout of Osse about your umbrella.

A devout of Osse places a finger on the top of the umbrella and declares, "The paint along the top of this umbrella, this was made with a dye sacred to Osse. Were you to prove your loyalty to the Sea King, I could bless this object for you."

A devout of Osse continues, "It just so happens I am in need of an algae, a very special algae. It is a deep blue and beloved by Osse, able to quench both hunger and thirst, and capable of absorbing magic in the right hands."

A devout of Osse nods, "If you would do this errand for me, simply tell me of your acceptance and I shall begin my preparations."

#### **to oss accept**

You say to a devout of Osse (in ogrish): "accept"

A devout of Osse claps her hands, "Terrific! As for where this algae is, I cannot truly say. Osse would prefer you accomplish this journey on your own for it to be worthwhile. Look to the sea, my friend, for it should always be your guide."

-\*- You have been assigned a quest! -\*-

The algae can be popped in Sea Sprites.

#### **give alg oss**

You give a clump of blue algae to a devout of Osse.

A devout of Osse claps her hands and shouts, "Terrific! You've done it! I shall keep my end of our promise as well! Hand me your umbrella and I shall bless it with the favor of Osse."

#### **give umb oss**

You give a wooden umbrella to a devout of Osse.

A devout of Osse smiles and takes the umbrella.

A devout of Osse holds up the blue algae and calls out a prayer to Osse.

Suddenly a blue light bursts overhead, flashing violently for several seconds before fading away.

A devout of Osse pants, "The Sea King is mighty indeed. He has answered my prayer and blessed this umbrella, but to gain its full power, you must be a follower of Osse as well. Good luck from here my friend, know the sea is always out there for you!"

-\*- You gain 2 quest points! -\*-

### **Priest of Kantos**

A priest of Kantos looks towards the festival, smiling happily.

A priest of Kantos bows politely, "Welcome, welcome! Enjoy the festival of Kantos, lord of autumn, earth, and all the creatures which walk across the land."

A priest of Kantos looks you over and says, "You have the touch of the earthlord about you. Have you managed to acquire one of his holy symbols?"

#### **ask pri holy**

You ask a priest of Kantos about a holy symbol of Kantos.

A priest of Kantos looks you over, then says, "You need to find a fragment of elemental earth. It's limestone with a grayed reddish-brown cast to it. It's just not an easy spot to get to, many trolls dwell within the cave, and they make very good guards."

A priest of Kantos continues, "If you find it, come back and tell me that you've found it. I'll relate the next step to you at that time."

A priest of Kantos mumbles to himself, "That will give me time to find out who can help with the next step."

#### **to pri found it**

A priest of Kantos smiles happily! "I hope it was not too difficult to find." If you can find an altar dedicated to Kantos, you must sacrifice the fragment to him. If you are faithful to him, he will reward you."

"The proper way to make the sacrifice is don't drop it onto the altar as you would any other type of sacrifice. Kantos himself will collect it from you if he finds you worthy."

"I shouldn't relate this to you, but Kantos has only two altars dedicated to him. One is in the Dragonspire mountains...

Lowering his voice to a whisper, a priest of Kantos excitedly tells you, "The other is here, at this very festival!"

### **Retrieve the encrusted wand from the hill giants. – 7qp 500000xp**

**Min Level to get quest assigned = 21**

#### **Step 1: Get the quest**

Go to "Quzar's Reliable Magic Shoppe" in the Kha-da town. It is on the west side of the upper level. Merely entering the shop should get you the quest assigned.

#### **Step 2: Pop the encrusted wand**

Farm the hill giant chieftain until he pops the encrusted wand, and bring it back to Quzar.

You give a small diamond-encrusted wand to an alchemist.

-\*- You gain 7 quest points! -\*-

An alchemist says, "Thank you, friend. This is the wand I have needed so dearly."

### **Kill the hill giant chief to avenge the weary dwarf. – 4qp 500000xp**

**Min Level to get quest assigned = 21**

#### **Step 1: Get the quest**

Go to the dwarf outside the Hill Giants zone.

#### **ask dwa hill**

The dwarf nods in your direction and says, "Hello there Stranger. You look like you might be able to handle those Hill Giants up the path. They were too tough for me and now I'll be back working in the mines to get enough equipment together again."

The dwarf trembles slightly as he speaks, "I would feel avenged if you would kill the hill giant chief for me."

-\*- You have been assigned a quest! -\*-

Simply go kill the hill giant chieftain, and you'll immediately receive the quest points. Refer to the Hill Giant area if you have any troubles.

-\*- You gain 4 quest points! -\*-

## Solve the mystery of Mist Island (slate, grey bracer) – 13qp

### Step 1: Get the folded note

The folded note is located in a satchel inside the tower within the Isle of Broken Promises. Satchel will just be lying on the floor inside the tower. It is a fairly frequent pop.

### Step 2: Give the folded note to the mage in Narak

You give a folded note to a dark-skinned mage of mighty powers.

A dark-skinned mage of mighty powers takes the note, and examines it carefully. As he turns it over in his hands, a tear comes to his eye.

A dark-skinned mage of mighty powers tells you: "It began about a year ago. My two children, Jayrid and Eema, both completed apprenticeships with me... they were so eager to follow in my footsteps. As part of their studies, I taught them of course about the misty island and its sordid past - and for some reason they became obsessed with it. Not knowing when to really leave something dangerous alone, they took it upon themselves to see what might be worth salvaging from that cursed spot."

A dark-skinned mage of mighty powers tells you: "Unable to dissuade them, I gave them what material support I could. If I could not keep them from putting themselves in harm's way, I wanted them as prepared as possible. But I feared the worst, and now the worst has come to pass. My sweet children, Jayrid and Eema, my Mop-Head and my Little Bear, are lost. Almost half a year has passed since they headed out... and no word back."

A dark-skinned mage of mighty powers tells you: "If you should find them, let me know. Help them to return safely. Jayrid could be impulsive, and Little Bear, Eema, adored him... Wherever he is, she is sure to be near. When you find them, let them know I am thinking of them... Let my Little Bear know she is not forgotten. They might spurn your assistance initially, but a friendly word can work miracles."

-\*- You have been assigned a quest! -\*-

### Step 3: Find Jayrid and Eema in the tower on the Isle of Broken Promises

Once you get to the tower, turn on searching "opt search" and you'll eventually notice a door to the north with a man inside.

#### yell little bear

A fair-haired sorceress appears in a cloud of mist.

A fair-haired sorceress tells you: "Little Bear... You must know my father Gavlin... He would be ashamed... He warned us... We failed him in so many ways... Jayrid is broken... He was so sure of himself, but he was wrong. I was wrong. We were not ready!"

A fair-haired sorceress tells you: "We found something, yes... We found what Leyf was working on... That was his name, the wizard. He was mad, but so, so powerful... Only now is his spell of forgetfulness wearing off. Did you know that he erased his own name from the world?"

A fair-haired sorceress tells you: "Scrubbed his name from the world, desperate to hide from his own failures... but he should have been more attuned to his successes. It was something from the portals that killed him. And something from those portals which also did this to Jayrid... Be brave, you will need to travel through the portals to bring me what I need..."

#### **ask sor port**

You ask a fair-haired sorceress about the portals on the island.

A fair-haired sorceress tells you: "Leyf found a way to open portals to a mist-world. Powerful and terrible creatures... Beware! Leyf was clever, though, the portals are one-way. It seems he wanted to use them to further isolate himself. We thought we could control the mist demon, but it was strong... and cruel. Having overpowered us both, it took Jayrid's mind, locked away in a small black crystal, leaving his body alive..."

A fair-haired sorceress tells you: "For months, I've kept him alive, but I am out of time. You must hurry - this is but the first step! Find that crystal! It is somewhere in the mist world! Have faith and leap from the top of the world... It is the only way!"

#### **Step 4: Get the black marble from the mist king**

Go to the top of the tower (it dead ends) then **jump south**.

You'll land in a pkill area with whisper drakes in every direction.

Follow this path: U S N N S N E N U

The mist king will be up and the mist dragon will be down.

Go up and kill the mist king.

If he is going to pop the marble, you'll get a message like this on death:

*A black crystalline marble drops from the mist-king's body, and you quickly pick it up!*

**NOTE:** The broken marbles will not work for the quest.

To leave, after you kill the mist king, go down, then enter portal. (this will take you back to the base of the tower)

#### **Step 5: Now that you have the marble, go back to Eema**

Go back into the tower to where you found Jayrid and yell little bear again.



You yell (in ogrish): "little bear"

A fair-haired sorceress appears in a cloud of mist.

give marb sorc

You give a black crystalline marble of soul-stealing to a fair-haired sorceress.

A fair-haired sorceress tells you: "This is it! I knew you could do it! Now there is another task before you... You must go to the caverns below the island and retrieve a special liniment which I left there."

A fair-haired sorceress tells you: "Unfortunately, the only way to get to the caverns now is to go through the portals that Jayrid and I made to escape there... back to the mist world, then find the portal to the cave... return here with the liniment... then I can make Jayrid right again..."

A fair-haired sorceress tells you: "Oh hurry, Jayrid is growing so very weak... If he dies, I will probably lose my sanity!"

#### **Step 6: Find the liniment in the strange caves**

Go back to the spot where you jump south. From the portal, go E S N N S N D then **enter portal**. You'll be in the strange caves. Navigate around until you go down and see some hunter eels, and finally a gigantic owlbear. In the room with the gigantic owlbear, there is a chance to pop a satchel. The satchel will just be there laying on the ground. Inside the satchel is the liniment. The liniment will only pop AFTER you give the marble to Eema.

Once you are done in the strange caves, go back to where you came out of the portal, and **enter portal** again. To get back to the first portal room, go W N then **enter portal** again, to get back to the base of the tower.

NOTE: The liniment is no.save, so be sure to give it to her right away!

#### **Step 7: Give the liniment to Eema**

give lini sor

You give a viscous milky liniment to a fair-haired sorceress.

A fair-haired sorceress tells you: "This is it! With this liniment and the soul-stone, I'm pretty sure that I can heal Jayrid!"

A fair-haired sorceress puts a small dollop of the special liniment into her brother's mouth.

Murmering an incantation beneath her breath, a fair-haired sorceress places the black marble in her brother's hand.

Holding her brother's hand in her own, a fair-haired sorceress completes her quiet spell.

A young, disheveled man slowly grips a fair-haired sorceress's hand, and blinks.

A fair-haired sorceress says (in primal): "Jayrid, you will live!"

A fair-haired sorceress sobs uncontrollably.

A young, disheveled man says (in primal): "Oh Eema, my dear sister...."

A young, disheveled man says (in primal): "You are so dedicated..."

A young, disheveled man says (in primal): "But wrong. My time is very short... Get me a quill and something to write on, for I must get a message to father..."

Looking a bit hurt, a fair-haired sorceress produces a small quill and tiny bound book from her gown and hands it to a young, disheveled man.

A fair-haired sorceress says (in primal): "Use my journal."

A young, disheveled man flips quickly to the back, and begins writing. After a moment, he drops the quill and tears the sheet of paper from the journal.

Folding the paper in half, a young, disheveled man speaks a quick spell and seals the paper shut.

Looking directly at you, a young, disheveled man shoves the folded paper into your hands.

A fair-haired sorceress tells you: "You look reliable... You must take this back to my father, and put it in his hands... no matter what happens to us. Please do not read the paper, it is private..."

A young, disheveled man tells you: "Quickly! Take the paper to my father in Narak!"

A young, disheveled man motions for his sister to come close.

A young, disheveled man kisses his sister gently on her forehead, taking her head in both his hands...

Lightning fast, a young, disheveled man casts some kind of spell which causes a fair-haired sorceress's head to implode!

A young, disheveled man's powerful spell \*\*\* ANNIHILATES \*\*\* a fair-haired sorceress! [ DEAD! ]

+-- --+

A fair-haired sorceress is DEAD!!

+-- --+

Suddenly engulfed by a thick veil of mist, a young, disheveled man disappears without even looking back!

**Step 8: Give the folded note to the mage of mighty powers**

Give folded mage

You give a folded piece of paper to a dark-skinned mage of mighty powers.

A dark-skinned mage of mighty powers unseals the paper, and reads it carefully.

With the flick of a dark-skinned mage of mighty powers's finger, the paper burns into ashes.

A dark-skinned mage of mighty powers tells you: "I don't understand. I tried to warn them... You do the best you can for your children, and then you find it is not enough. Such is my terrible burden..."

A dark-skinned mage of mighty powers tells you: "Still, you've more than held up your end of things. I have something for you."

A dark-skinned mage of mighty powers hands you a slate, grey bracer, and quickly turns away.

-\*- You gain 13 quest points! -\*-

-----

A Slate, Grey Bracer

-----

Base Cost: 11000      Level: 70      Weight: 2.00 lbs

Armor Class: 10

Acid: 5%      Fire: 9%      Cold: 10%

Rarity: very rare

Condition: perfect

Materials: glass, leather

Wear Loc.: wrist

Layer: base

Anti-Flags: anti-mage, anti-druid, anti-monk

Affects:

Damroll by +2.

Deflection by +5.

Hit\_points by +5.

Afflicted with the hunger of the undead.

Is magical.

-----

first step: give folded note to mage in narak, note is in a satchel from the zone, very high % pop

then go and see sorceress by yelling little bear, who tells you to pop marble

second step: kill the king - he pops black marbles which broken ones wont work

jump south at the tower to enter void

---

fastest exit is from where you enter S S - enter portal

from entrance to king U S N N S N E N U

D - enter portal to leave from king

to get to king (from where you enter) U S N N S N E N U

Cave from entrance - E S N N S N D - Enter portal

Cave is N D from the first chrono drake

Return to 1st Portal from 2nd Portal W N

---

third step: give marble to sorceress - note liniment WILL NOT

LOAD until you have given the marble

fourth step: goto the cave, theres an owlbear near water, theres a shredded satchel on the ground that pops liniment

NOTE: the liniment is NO.SAVE

fifth step: go back to sorceress, give her liniment. Note the one doing the quest must yell out little bear

note the leader or others, this is a bug

sixth step: return to narak and give folded letter to mage for reward

### **Bring the Peridot to Lanthar. – 3qp**

You get this quest from the battle-hardened orc in Darkhaven.

ask orc per

Lanthar looks up in response to your question.

"Why yes, I am looking for a peridot...I would consider it a great personal favor if you could get one for me."

-\*- You have been assigned a quest! -\*-

Pops off the rainbow-colored dragon in Zarander's tower. **Touch carpet** in the room east of the small wizard.

give peri lanth

You give a tiny peridot to Lanthar.

Lanthar smiles earnestly.

"Thank you. I will not forget your help in this."

-\*- You gain 3 quest points! -\*-

### **Free Mali from Palkaht's chamber. (Random Resistance Ring) – 4qp**

Go to the area, "Tomb of the Order". Clear the entire zone. After you kill the boss, search. You will see a search room to the east with a gorgeous, dark-haired woman in it (this is Mali). This is where you get assigned her quest. Her father is just outside the zone, one east of repop.

A gorgeous, dark-haired woman stands up with a start, clutching her robe to herself.

A gorgeous, dark-haired woman says (in primal): "You... you're not Palkaht..."

A gorgeous, dark-haired woman says (in primal): "Then you're here to rescue me?"

A gorgeous, dark-haired woman smiles happily.

**to woman yes**

A gorgeous, dark-haired woman smiles happily.

-\*- You have been assigned a quest! -\*-

A gorgeous, dark-haired woman tells you:

"Palkaht made that perverted priest, Chorundh, give me this brand. When I try to leave the chamber, I can feel it start to burn. In order to escape, I will need to remove it. I need you to go ask my father about such brands, he will know how to get this filth off of me."

#### **ask man brand**

You tell a wrinkled old man with a long, white beard about Mali's branding and ask him what he knows about brands.

A wrinkled old man with a long, white beard tells you:

"I can create a salve that will cleanse my daughter of that brand, but I need your help finding the ingredients. I need a piece of swamp briar and some blessed electrum shavings. You should be able to find the swamp briar somewhere southwest of Sos-kul, but it may be difficult to find a suitable piece that lacks thorns. The electrum shavings can probably be taken from a priest who lays such brands."

- Electrum shavings come from the priest in Tomb of the Order – very low pop rate.
- Briar comes from the skliss (push bamboo) in giant pandas – not as bad as the shavings pop rate.

#### **give briar old**

You give a piece of swamp briar to a wrinkled old man with a long, white beard.

A wrinkled old man with a long, white beard smiles happily.

A wrinkled old man with a long, white beard tells you: "Great! This will do nicely for the salve."

#### **give ele old**

You give a handful of electrum shavings to a wrinkled old man with a long, white beard.

A wrinkled old man with a long, white beard smiles happily.

A wrinkled old man with a long, white beard tells you: "Great! This will do nicely for the salve."

A wrinkled old man with a long, white beard tells you: "I have everything I need now. Let me get this salve ready."

A wrinkled old man with a long, white beard chants some phrases and carefully prepares a salve from some swamp briar and electrum shavings, handing it to you on a piece of cloth.

You will now have "a shimmering salve" in your inventory. You must take it to Mali.

#### **give salv wom**

You give a shimmering salve to a gorgeous, dark-haired woman.

-\*- You gain 4 quest points and 2000000 experience points! -\*-

A gorgeous, dark-haired woman tells you: "Thank you so much! This should lift the binding curse. With it gone I can use my magic at will and leave, once I finish up something here.... but for right now I'll send a message to my dad for you - I have a feeling he'll give you a reward!"

**Now go back and merely walk into the room with the old man.**

A wrinkled old man with a long, white beard tells you: "Although I can never repay what you have done for Mali and me, take this ring as a token of my appreciation."

**He will give you a random resistance ring:**

- green-veined stone ring (ring of acid resistance +20 acid resist)
- purple-veined stone ring (ring of mind resistance +20 mind resist)
- silver-veined stone ring (ring of shock resistance +20 electric resist)
- blue-veined stone ring (ring of cold resistance +20 cold resist)
- yellow-veined stone ring (ring of magic resistance +20 magic resist)

### **Find and bring back the sapphire crown to Jarihei (helm of infravision) - 4qp**

Get the quest – Go to Frost Giants until you get to the area the is a huge square shape. On the top leftish side, dig mound to open the way to the dragon.

A good enormous crystal dragon sits atop a massive treasure pile.

A dazzling array of color begins to dance around blinding you as a deep, bellowing chuckle fills the air.

After your eyes adjust to the light you stand in horror at the sight of a HUGE crystal dragon looming before you. The dragon quickly snaps its tail down behind you, blocking your exit out and then arches back, ready to strike.

Jarihei stares intently at you for a moment then speaks, "So what do we have here? Another band of raiders to steal my treasure? The last men that tried to do that did not fare so well."

Jarihei points out the skeletal remains of the last raiders to enter here.

Jarihei lets out a earth-shaking chuckle and says "Somehow you do not seem to be the type to raid my home, but I believe there is one way you could repent for your intrusion. I have a small quest that requires the services of someone like you. If you accept you can leave here and will gain my trust, reject and you will be no different then the others and will become just another pile of bones upon the floor. Will you accept my quest?"

So kill the Frost Giant Lord until he pops the sapphire crown, then give to the dragon. He will reward you with a helm of infravision and 4 quest points.

### **Soothe the grief of the fisherman's ghost. – 2qp**

A ghost of a large fisherman sighs sorrowfully and moans something about his wife.

**ask fish wife**

You ask a ghost of a large fisherman about his wife.

A ghost of a large fisherman tells you: "My wife was once of the best healers and midwives there ever was. But her god forsook her when she herself grew ill. I buried her near this place."

A ghost of a large fisherman tells you: "Often, I used to visit my wife's grave, but I have lost the whistle which allowed me to open the passage to her grave."

A ghost of a large fisherman tells you: "If I had a bone whistle, I could meet her spirit again. Will you help me?"

#### **to ghost yes**

You say to a ghost of a large fisherman (in gobligh): "yes"

A ghost of a large fisherman tells you: "I will be ever grateful if you can help me find a bone whistle, so that I might be with my wife even in death."

A ghost of a large fisherman tells you: "Made from the skull of a dragon sire, only the most skilled bone shaper can make a replacement. Good luck to you."

-\*- You have been assigned a quest! -\*-

#### **give whist gho**

You give a bone whistle to a ghost of a large fisherman.

A ghost of a large fisherman tells you: "I cannot believe it! You have brought me a bone whistle. Now, whenever I play it, I can open the passage to my wife's grave."

A ghost of a large fisherman tells you: "You have my eternal thanks. If you ever wish to visit my wife and pay your respects, just ask me to open the way for you!"

-\*- You gain 2 quest points! -\*-

If you have already completed the quest, then go to the middle room in the far north east side of grems  
> "move rug" > "ask fish open"

### **Bring Lenala Widdershins' family together again. – 6qp**

See Construct Golem spell.

#### **Unknown – ask sage demon**

Ask the sage wandering around Medienne about a demon "ask sage demon"

A fragile, ancient sage's face pales and he begins to speak: "The demon lord known as Gza'r has been awakened within the depths of the Nine Hells. The last time he awoke several races were exterminated. To put it in simple terms, he is a Tanar'ai demon, one of the worst kind. He is able to control hordes of demons at his own free will."



A fragile, ancient sage stares at you and says: "The only way to stop him is to slay him with the staff of the four winds. Its last known location was the Temple of the Phoenix within the Black Wastes. The location of the temple is unknown but legends hint of it being to the northwest of the mountains. Find the staff and return to me when you have it. Then I shall inform you on how to use it. Make haste, the demon lord arrives soon."

Not sure what this is about.

### Gather five animal skins for Bumble. (Amethyst Earrings) - 0qp

**NOTE: This was a temporary quest as a thank you to the active players. The quest has currently been disabled.**

**Get the quest:** There is a dwarven mage, "Bumble" that is wandering around near the gate stones. Travels around a lot.

Seeing you enter a frantic dwarven mage runs up to you and falls to her knees. "Please help me! I tried to create some simple animals, but I have them all mixed up. I know I can fix this if you can help me. Please ! Will you help me?

**to dwa yes**

You say to a frantic dwarven mage (in ogrish): "yes"

I will need to perfect a new spell to undo this mess I have made. This new spell requires the skins of each of the five animals involved. I have depleted my supply and need you to get me some more. I do not have time to tell you each animal you need to skin, just look at the creatures I have created. Im sure you will figure it out. I will reward you the best I can.

-\*- You have been assigned a quest! -\*-Ok

- **rabbit skin** – lots of them wandering around. Especially Chiiron. Can also go into Rabbit warrens.
- **bear skin** – wandering around Medienne Forest. I don't believe it matters if it is a black bear or brown bear, or grizzly bear, or bear cub.
- **raccoon skin** – ent hol in the Balsa Tree east of Chiiron.
- **brown squirrel fur** – in the great icalah tree in lynxes (far east side).
- **skunk pelt** – cute animal in lynxes (near Cys). Only one in the zone that I've seen.

Have you found me all the animal parts I need? Remember there are five different animals I need parts from.

**to mage yes**

You say to a frantic dwarven mage (in ogrish): "yes"

A frantic dwarven mage peers at you closely her her stare seeming to pierce your soul. a frantic dwarven mage chuckles softly "I see you are an old soul to this world. As your soul is becomes more experienced with each new mortal life you are given you will learn less from helping me, but I hope this small boost will make up for it."

You gain 2800 experience points!

[You feel quite a bit tougher.]

Thank you for gathering these for me! I am certain I will have this mess straightened out in no time.

Please accept this as a small token of my appreciation.

-----

An A Pair Of Small Amethyst Earrings

-----  
Base Cost: 0      Level: 5      Weight: 0.01 lbs  
Armor Class: 2  
Acid: 75%      Fire: 99%      Cold: 98%

Rarity: unique  
Condition: perfect  
Materials: stone  
Wear Loc.: head  
Layer: bottom

Affects:  
Cannot be enchanted with major enchant.  
Provides light.

-----

### Confront the bride's betrayer and close the rift. - 2qp

**Get the quest:** Go the area "The Rift".

The ghost of a bride floats here, clad in a tattered wedding gown.

The ghost wails, then looks pleadingly at you. "Help me...."

#### ask gho help

You ask the ghost how it is you can help her. "I was betrayed!!" she hisses. "I was foully murdered by my own husband on our wedding day. The crime brought a terrible curse".

#### ask gho curse

You ask the ghost about the nature of her curse. "I had been warned by Talya, Taranth's priestess in Chiiron, that my future husband was practicing the dark arts, but my love was stronger than my fear and I chose to believe him. Rather than heeding the warning, I married him."

"On our wedding night, I caught him in the act of performing some dark ritual. It was then I discovered that he'd only married me to have me serve as a willing and innocent sacrifice in an evil rite to the Ebon Triumvirate. He never loved me. He betrayed my love, trust, and faith when he slew me for their dark purposes."

"Because my death was in innocence, and his crime was of such a foul nature, the act opened up a rift between the world of the living and the world of the dead. As penance for my mistrust, I must guard the rift until it can be closed."

#### **ask gho rift**

You ask the ghost how the rift can be closed.

"You must enter the rift and confront my betrayer in the underworld, and once he sees you with my mark (she touches you on the forehead) the rift can be closed."

-\*- You have been assigned a quest! -\*-

Go into the rift and kill the Dark Appirition.

The betrayer howls as he is destroyed, once and for all, "My death gives thee power Lord! Grant my return that I may serve thee better!"

-\*- You gain 2 quest points! -\*-

#### **Deliver the ward of light from Corulgate to Francis (blessed leather-laced gloves of Lonil)**

**Get the quest:** walk into the room with Francis with the seal in your inventory. Refer to the Last Outpost of Luerna area for how to get to him.

The priest raises his head slowly and looks at you with surprise.

The priest says: "What is that, I see? You have taken my seal from the guards? Perhaps you are the one Lonil has sent to free me from this place. If you could take that seal to Corulgate, an arch-priest of Lonil, he would know I am prisoner and perhaps give you what you need to release me from this place.. To think; a ward of light was so commonplace before, but now it is my only salvation. Quickly now; go to Corulgate, get me the ward!"

-\*- You have been assigned a quest! -\*-

Corulgate is the an arch-priest of Lonil in that Cathedral area east north of Chiiron. Since you are evil, I use linked commands

### Take the corrupted ward of light to Francis (crimson and black bandana of temohpab) – 4qp

Get the “**Deliver the ward of light from Corulgate to Francis**” quest assigned. Leave the zone. Wait for repop. Now re-enter the zone slowly room by room and you’ll get the darkie version of the quest.

Plumage fully displayed, a large peacock seems to walk into the room from nothingness. As it approaches it changes shape, taking on a spectral human form.

The dark spectre glances at you, and a booming voice echos through your mind: "You've been given a task by Francis, the priest of Lonil who resides within... If you know what's best for you, you will take his seal to Corulgate but bring the ward of light to ME."

-\*- You have been assigned a quest! -\*-

Corulgate is the an arch-priest of Lonil in that Cathedral area east north of Chiiron. IF you are evil, use linked commands like this:

**e & give seal coru & w**

Corulgate says (in primal): "Plague of the lands! Evil filth! Get out of my sight, or be slain. GO!"

You give a holy seal of the priest, Francis to Corulgate.

Corulgate looks at the holy seal in disbelief for a moment before composing himself again.

Corulgate murmurs softly until a shimmering white portal appears, delivers a glowing ward of light into your hands, and winks back out of existence.

Corulgate pushes you roughly out of the room, shouting: "Take this to Francis, now LEAVE MY SIGHT!"

Ok, so now you’ve got the seal, go back to the spectre and give the spectre the ward.

**give ward spec**

You give a ward of light to a dark spectre.

The dark spectre takes the ward of light in his hands and smiles broadly while staring intently at its core. His red eyes glow softly and a single swirl of darkness enters the ward and swirls around; blending into the light perfectly.

The dark spectre hands you the ward of light and says: "There, take this ward on to Francis. When you have finished, you will be given the key to your reward."

**give ward prie**

You give a ward of light to an elderly human priest.

An elderly human priest closely examines the ward and gives you an odd look before proceeding:

"It seems to be true.. my apologies for my skepticism, friend. You have secured my freedom!"

An elderly human priest holds the ward above his head, and leaps towards the portal of light while reciting words of prayer. As his feet leave the ground, a loud \*POP\* can be heard from the ward as it begins to violently glow red. The priest's face changes to an expression of horror as the corrupted red ward touches the portal. As soon as contact is made, the portal's swirling quickly reverses direction; it's color darkening to black before glowing as violently red as the ward.

Screaming in horror, yet unable to release the ward, the priest is slowly dragged into the now red portal. As he crosses the threshold, his skin can be seen pulling from his flesh. Within just a few moments, he has been consumed.

The red portal pulses gently and a black ward emerges; it floats directly toward you and lands in your hands.

-\*- You gain 4 quest points! -\*-

Your ward of darkness hums softly, and the image of a dark portal flashes through your mind.

Now go to the room with the two clan warlords guarding a locked door. Go one west, and “**step tile**” to unlock the door. Then kill the clanlords, open the door and kill the priest. After killing the priest, sacrifice 2 corpses and “**get gem**”. This will reveal a secret exit to the south. Go south and your ward of darkness will start reacting, type “**use ward**” to complete the quest and get the reward.

The ward of darkness you are carrying begins to vibrate as you approach the portal.

#### **use ward**

You approach the portal, holding the ward of darkness in outstretched arms. The ward begins to pulse and vibrate as it gets closer, while the portal swirls and surges violently.

The ward is suddenly ripped from your hand by an unseen force and plunges deep into the heart of the portal. A loud maniacal laughter fills the room as a piece of cloth appears in your hands; swirling into existence out of pure darkness.

After this, the bandana will be in your inventory.

-----

#### **A Crimson And Black Bandana Of Temohpab**

-----

Base Cost: 50000      Level: 53      Weight: 2.50 lbs  
Armor Class: 5  
Acid: 5%      Fire: 5%      Cold: 85%

Rarity: rare

Condition: perfect  
Materials: cloth, leather  
Wear Loc.: head  
Layer: base

Anti-Flags: anti-good

Affects:  
Mana\_regen by +2.0.  
Age by +2.  
Is evil.  
Is magical.  
Cannot be sacrificed.  
Cannot be junked.  
Cannot be auctioned.  
Cannot be enchanted with minor enchant.

-----

### Bring Etrahnin the words of the Oracle of Ages regarding a coming battle (Sword of Glory or Staff of Valor – Part 1) – 5qp

**Get the quest:** Go to the sage (Etrahnin) in Pennan.

#### ask etrahnin temple

You ask Etrahnin about the temple.

Etrahnin's eyes suddenly become piercing and intense, all pretense of vagueness gone. "Tread softly if you venture within its walls, young one. If you are determined to go, then I shall not stop you. However, the priests there may. Harm none within the walls, or their wrath will descend upon you."

"I have heard that the followers of Ri'lahl have raised the battle standard of the ancient god of war and fly it within sight of Medienne's walls. I feel a storm gathering, child..." Etrahnin looks deep into your eyes, considering for a long moment before continuing. "I believe Anaya constructed a gateway to the Oracle of Ages, and perhaps Ri'lahl holds her secrets in His great library. Find the Oracle, young one, and ask it of the coming trouble. I must know."

-\*- You have been assigned a quest! -\*-

**NOTE:** Before you "recite incantation", ensure you have all the reagents in your inventory. For example, if you are missing the vial of holy water and you attempt, then that will use up your stick of black chalk.

- get a mage above lvl 60
- get a thief to pick the doors
- give mage vial of holy water (can buy at most reagent shops)
- give mage stick of black chalk (pops in the desk in vyan tombs)

- give mage orb of dark crystal (pops on tasloi shaman in talonwood - shaman is 2se4susu from entrance)
- goto wn of room with chest in temple
- have mage "read book"
- have mage "recite incantation"

#### **enter vortex**

You step into the shimmering vortex.

A thick, billowing cloud of vampiric mist hangs in the air.

You try to pass the mist but its gaseous tendrils pull you back!

#### **Kill the mist and go one north to the old man.**

An old robed man stands here serenely watching you.

As you enter the room, the doorway through which you passed is swallowed by a veil of greenish mist.

The old man turns his gaze your way and says: "Greetings, child. Have you come to consult the Oracle of Ages?"

#### **to man yes**

You say to a robed man (in ogrish): "yes"

The old man smiles slightly and says: "Indeed? I charge one platinum coin for the service of gathering the Oracle. Pay me the fee or depart."

#### **give plat man**

You give a platinum coin to a robed man.

A robed man nods in agreement.

The old man raises his withered arms and the brands on the backs of his hands glow with a white light.

The luminous green mists of the room coalesce into a vaguely humanoid figure in the middle of the octagon.

The old man turns back to you. He gives you a searching look then asks, "What do you wish to ask the Oracle? Sometimes the answer is not what you would wish to hear, or what you might expect. Ask your question, child, but only you can interpret the answer."

The old man pauses for a moment before speaking again. "The Oracle of Ages will speak on these matters: Love, Battle, and Death. Choose which you will ask. When the Oracle has spoken, simply tell me of your desire to return and I will transport you back to your point of origin."

An old robed man stands here serenely watching you.

A misty humanoid form drifts in the middle of the room.

#### **ask form battle**

Ripples and streaks of black lightning run through the misty oracle, and a rumbling fills the chamber.

The old man frowns worriedly but says nothing.

The rumbling resolves itself into a resounding voice which echoes through the vaulted hall.

"No, there is not a glimmer, nor a call, For one that welcomes, welcomes when he fears, The black and awful chaos of the night; For through it all, - above, beyond it all, - I know the far-sent message of the years, I feel the coming glory of the Light."

The Oracle coalesces into a brilliant pillar of light, then quickly fades away, leaving a purple after-image before your eyes.

The robed man sighs loudly. "So, young Etrahnin sends you to ask his question. Take him this phial of twilight. In it, he shall find the answer you have just heard, and may puzzle it out on his own. I doubt one such as you could remember the Oracle's answer. Seldom have mortal men heard its voice."

The robed man hands you a phial of twilight.

#### **to man return**

You say to a robed man (in ogrish): "return"

The old man nods solemnly and makes a gesture. The room is engulfed in a white light and you are transported to another place.

An old robed man stands here serenely watching you.

The old man smiles benevolently and fades out of existence.

#### **give twi sage**

You give a phial of twilight to the sage.

The sage gladly takes the phial of twilight from you, clasping it close to him. he removes the silvery stopper and twilight pours out of the crystal phial, drifting up to wreath his head in pale blue. his eyes flicker and he gives a small start. his jaw drops, and he heaves a great sigh of relief. The twilight begins to dissipate, then suddenly coalesces, becoming the solid silver of a blade. The mist clears away and the sage is left holding a softly pulsing sword of silver and sable.

The sage examines the sword with a bemused expression. "It seems that this is your reward for aiding me. This sword was the weapon of Ri'lahl's Knight Protector, passed down from father to son for many



years. It still holds a portion of the souls of that great line. It is alive, though not in a human sense. Be wary of it, and use it wisely."

-\*- You gain 5 quest points! -\*-

The sage starts to hand you the sword, but then thinks better of it. You see a mischievous glint in his eye as he looks you over.

The sage smiles and says, "You have done well. I have another small task for you, should you choose to accept it." The crafty old sage glances at the sword and winks at you.

Proceed to the, "Return to Tsarith with the words of the Oracle of Ages" quest.

### **Return to Tsarith with the words of the Oracle of Ages. (Sword of Glory or Staff of Valor- Part 2) - 5qp**

Must have just completed the quest, "Bring Etrahnin the words of the Oracle of Ages regarding a coming battle" first.

#### **ask sage task**

You ask the sage about the task at hand.

The sage nods thoughtfully. "What I have learned here must be told to Tsarith, the sage of Voaleth. He will, perhaps, not like the omens for his race, but the knowledge must be passed on. Take this to him, and he will be able to see what has transpired by invoking the runes inscribed upon it."

You nod eagerly, ready to take on whatever task the sage will set for you, if only he'll give you that sword!

The sage rummages around in his desk for a moment, before producing a runed ivory coffer.

"Simply have Tsarith open this coffer, and it will invoke the spell." the sage pauses and fixes you with a stern glare. "You must remember that only Tsarith can invoke the enchantment around this container. If you try to open it, the magic will misfire and I cannot promise that you will survive it. This is very powerful magic."

The sage hands you the ivory coffer, still glaring at you meaningfully.

#### **give coff tsa (vyan librarian in Voaleth City)**

You give a runed ivory coffer to Tsarith.

You explain to the impatient vyan that Etrahnin has sent you with a message. You hand over the ivory coffer, telling Tsarith of Etrahnin's instructions.

Muttering about sub-standard human magic -- and its messengers --, Tsarith opens the coffer. A wreath of pale blue haze drifts up around the vyan sage's head. His eyes widen and he gasps in surprise. Then his brows draw down in an angry scowl.

"THIS is what the Oracle proclaims!?" The enraged scholar hurls the delicate ivory coffer against the wall. Looking faintly surprised at his own outburst, he continues in a calmer voice. "This is unacceptable. You will return to the Oracle and ask it of death. I wish to know the manner of the death of our victory, and you will bring to me the answer of the Oracle."

You stammer out excuses, unwilling to go back through the vortex. Tsarith will have none of it, however, and fixes you with a steely gaze. You finally stop babbling, and accept the inevitable.

-\*- You have been assigned a quest! -\*-

**NOTE:** You can bypass the all the below steps if you have the phial of moonlight, and just give the phial to the librarian.

- get a mage above lvl 60
- get a thief to pick the doors
- give mage vial of holy water (can buy at most reagent shops)
- give mage stick of black chalk (pops in the desk in vyan tombs)
- give mage orb of dark crystal (pops on tasloi shaman in talonwood - shaman is 2se4susu from entrance)
- goto wn of room with chest in temple
- have mage "read book"
- have mage "recite incantation"
- enter the vortex again
- kill the mist again
- go one north
- to man yes
- give plat.coin man

#### **ask form death**

The luminous green color drains away from the Oracle, leaving behind a deep, midnight black.

Images, flashes of light and dark, dance before your eyes. The sounds of battle fill your ears.

A slant of sun on dull brown walls A forgotten sky of bashful blue Toward God a mighty hymn A song of collisions and cries...

Rumbling of wheels, hoof-beats, bells, Welcomes, farewells, love-calls, final moans, Voices of joy, idiocy, warning, despair...

The unknown appeal of brutes, The chanting of flowers The senseless babble of hens and wisemen-

A cluttered incoherency that cries at the stars: "Oh, God, save us."

The Oracle shimmers and dissipates into a thin green mist.

The old man sighs softly. "So, you've returned. Few find their way here twice in a lifetime."

"The phial which contains Tsarith's answer lies with the sorceress Aurelia. She beat you here, and demanded it. Rather than kill her, I gave it. You must take it from her, if you choose to complete your task."

#### **Give phial librarian**

You give a phial of moonlight to a vyan librarian.

The sage smiles mirthlessly and snatches the phial from your hand.

The vyan opens the phial and stares deeply into its contents. His eyes narrow angrily. After a moment, he turns back to his books, muttering to himself.

He looks up, and seems surprised you're still here. He waves his hand in an imperious gesture, and says, "You may go."

-\*- You gain 5 quest points! -\*-

Now go back to the sage in Pennan...

#### **ask sage sword**

You ask the sage about the lovely sword you've been promised.

"Ah yes, the sword..." the sage rummages around in a giant chest and pulls out the lovely silver and sable bastard sword. he runs his finger down the silvery blade. "Use this wisely, child. It is alive, in its own way."

The sage clasps your hand briefly, then gives you a silver and sable bastard sword.

**If you would rather have the staff of valor, simply give the sword back to the sage and he'll reforge into a staff.**

#### **give glory sage**

You give a sword of glory to the sage.

You give the sword to the sage, explaining that you cannot use such a weapon. he frowns at the sword for a moment, then

makes an obscure gesture while muttering a few arcane words. The sword pulses in his hands, and becomes a length of sable wood, streaked with silver!

-----  
A Sword Of Glory  
-----

Base Cost: 36000    Level: 70    Weight: 6.00 lbs  
Damage: 4d10    Class: sword    Attack: slash  
Acid: 65%    Fire: 70%    Cold: 90%

Rarity: rare  
Condition: perfect  
Materials: mithril, silver  
Wear Loc.: right\_hand  
Layer: base

Anti-Flags: anti-mage, anti-cleric, anti-druid, anti-monk

Affects:  
Is possessed by memories of the past.  
Strikes with lightning speed.

-----  
A Staff Of Valor  
-----

Base Cost: 1625    Level: 70    Weight: 5.00 lbs  
Damage: 3d12    Class: staff    Attack: swing  
Acid: 60%    Fire: 5%    Cold: 97%

Rarity: priceless  
Condition: perfect  
Materials: wood  
Wear Loc.: right\_hand  
Layer: base

Anti-Flags: anti-thief, anti-warrior, anti-paladin, anti-ranger, anti-druid, anti-bard

Affects:  
Grants the blessing of the gods.  
Gives you the anger of gods.

-----  
**Free Aenah from her possession. (class specific item) – 10qp**

**Get the quest:** Go to Zafreil in Korrigans and give him a **hastily-scrawled note**. The note pops off possessed students in Ahriman's Academy. It is a low pop.

**Give note zaf**

You give a hastily-scrawled note to Zafreil.

Zafreil mutters, "This had better be important. You do realize what will happen if no one stops the taint, don't you?"

Zafreil reads the note, "Oh... most unfortunate. Well, I suppose we can't have that. Aenah has work for me she hasn't completed. Listen... whatever your name was... I'm busy here, but I'll instruct you on how to unbind that girl."

Zafreil nods, "Possession is such boorish work, Aenah's probably lost her wits entirely by this point. It's likely she'll attack you on sight. So the first thing we'll need is a potion to isolate her and hold her still. Bring me a flask and we'll get started."

Zafreil waves his hand, shooing you away, "Go on. I don't expect you to work for free, you can have... mmm... something when you finish my tasks. I'll worry about it when it's done."

-\*- You have been assigned a quest! -\*-

#### **Ask zaf flask**

You ask Zafreil where to find a flask.

Zafreil sighs, "Really? You're already making my trust feel ill-placed. It's a glass flask, many people and even some creatures will have them. I'm told there's some group of yahoos near Medienne that are known to have them aplenty."

**Get the flask:** I found that one pops off the ranger wraith in Vyan Tombs. Fairly common pop.

#### **Give flask zaf**

You give an empty glass flask to Zafreil.

Zafreil takes the flask and nods, "Well, this will serve. Your tasks will only be getting tougher from here though. What we need next is a candle, but not just any candle will do. I've heard of a crystalline candle that is said to have a much heightened capacity as a magical conductor."

#### **Ask zaf candle**

You ask Zafreil where to find a crystalline candle.

Zafreil nods, "The clerics of the world are frequently using sacred candles in their spells and chants. We'll be doing something similar, but our task is more demanding. So too must we be in the candle we use. Try finding a place that has a goodly amount of the normal candles and see if you can find one that stands above the others in magical potency."

**Get the candle:** The candle comes the Temple of Ri'lahl. On the upper level near where you find Xalia, there is an alter. There is a chance to pop the candle there. I believe it is "get all alter".

#### **Give candle zaf**

You give a crystalline candle to Zafreil.

Zafreil nods, "Yes, this seems to be the candle we need. The next step will be much more trying I'm afraid. What we'll need is a Mallos Flower."

Zafreil continues, "The Mallos Flower is a rare alchemical flower in a bright gold color, quite distinct to see. They are said to occasionally grow in high, hot places. If you ask me though, you're better off finding powerful alchemists who may already have grown some. I don't imagine they would be thrilled to part with it however.

#### **Ask zaf flower**

You ask Zafreil about mallos flowers.

Zafreil thinks, "Hmm yes, this one is tricky. Maybe a few hundred years or so ago the flower would be a lot easier to find, but now they are extremely rare. What you're looking for is a golden flower known to grow in high hot places and extremely potent in alchemy. Perhaps start with looking for a powerful alchemist?"

**Get the flower:** The flower has a chance to appear in your inventory after killing the Alchemist in minotaurs. You will see a message like this:

**As the minotaur begins to fall, you notice a golden flower on the ground, and quickly pluck it before it can be crushed.**

#### **Give mallos zaf**

You give a mallos flower to Zafreil.

Zafreil holds the flower up in the light, "Hmm, not as beautiful as I'd heard, but this must surely be the flower. On to the next thing then."

Zafreil pulls out a glass extractor and hands it to you, "Now comes the fun part. Aenah is stuck partially between our world and the fae. We will need to simulate that state of between worlds, but I can't exactly bottle the fae."

Zafreil continues, "So what we need is the blood of a creature similarly trapped between two worlds. A werecreature will serve perfectly. What you'll need to do is find the creature in its transformed state, then simply wield this extractor like you would a dagger and get a good jab on them.

The extractor will handle the rest. Bring me the extracted blood."

Zafreil ponders, "Actually, if Ahriman has bound someone as powerful as Aenah we'll need powerful blood as well. We need the blood of a werecreature who has been transformed via a magic curse rather than simply from the bite of another lycanthrope."

Zafreil nods, "Rumors seem to be swirling throughout Brembledon lately. Perhaps look into confirming those, they may be a perfect fit."

**NOTE:** a blood extractor will appear in your inventory.

**Get the sample:** Wear the extractor as a weapon and head to Brembledon Plantation at night. Kill the first wear creature you find (doesn't matter which one), and you'll notice during combat that you'll switch over to punching. Check your inventory, and you'll find that "a perfect sample of dark blood" is now there.

#### **Give sample zaf**

You give a perfect sample of dark blood to Zafreil.

Zafreil nods, "Excellent. Wait a moment and I shall finish my end of these inconvenient errands."

Zafreil pulls out a flask and begins heating it over a flame before slowly pouring blood out from the extractor into the flask. As the blood begins to bubble, he crushes the mallos flower and carefully sprinkles it in."

Zafreil takes the flask off the fire and holds it up for inspection. Concentrating power into his fingertips, he snaps and a bright green spark goes off inside the flask, turning all the contents lime green. He then nods, pours some of the contents into a bottle and hands you the bottle.

Zafreil looks you over, "My end of this is complete. The rest is up to you. You'll need to go up to Aenah and use that potion in her presense. After that you will need perform a ritual, but to do that you'll need three reminders of life on this side of the fae. Ask me about them when you're ready, you may even want to write this down."

#### **ask zaf ritual**

You ask Zafreil how to perform the ritual.

Zafreil scoffs, "You thought I was counting on you to learn and perform the ritual? Hardly. Because you were the one running around to get all the ingredients of the potion and the ritual, some of your own energies and spirit have become attached to the reagents."

Zafreil continues, "When you use the potion, it will temporarily connect you with Aenah. For a time, you'll intuitively know the things she knows, and AENAH is the one who will know the ritual. Just follow what you feel her compelling you to do while you focus on the concept of freeing her.

She'll handle the rest."

Zafreil remembers, "Oh yes! Once you're transported out of the tower, the ritual will have already begun, but you need to perform the main part. If you leave the area without performing the ritual, you'll break Aenah's binding and fail to free her. I'll keep a bit of the potion with me in case you fail and need another chance."

Zafreil nods, "Just remember to bring the shard of crystallized fire, lock of golden hair, and whatever personal item of hers you acquired as the reminder of her world. The ritual will fail if you're missing anything."

#### **ask zaf use**

You ask Zafreil what to do with the potion of binding.

Zafreil nods, "Yes I know, it sounds odd to be binding someone further to free them from being bound, but in her current state Aenah will attack anything around her. That would make performing the ritual difficult."

Zafreil continues, "You don't want to be trying to actually make her drink this potion, so luckily you just need to use it while you're in the room with her. The potion will stop her from fighting and get you out of that academy with her long enough to perform the ritual."

#### **Ask zaf Reminder**

You ask Zafreil about the three reminders.

Zafreil nods, "Aenah is trapped between our world and the fae at the moment. When you perform the ritual, you will need reminders of our world to bring her consciousness back here and restore her sanity."

Zafreil thinks, "You will need reminders for three important aspects of Aenah's existence. First, you must remind her of herself, then you must remind her of magic, then finally you must remind her of her world."

#### **ask zaf magic**

You ask Zafreil about the reminder of magic.

Zafreil raises a hand and pulses of magic trace across his fingers, "Like me, Aenah is a mage. It is part of who we are and part of what defines us. Reminding her of her own magic will be crucial to reminding her of her identity."

Zafreil continues, "Other than the rare exceptions like myself or that Olle fellow, the inherent magic of most mages is strongest in one or two elements. So it is for Aenah, who specializes in fire magic. I've heard that in higher level fire summonings, a shard of crystallized fire can form within the body of the summoned creature."

Zafreil nods, "As a shard of pure fire magic, that would be perfect for our purposes, but I don't know where you would find a fire summoning exactly. It's unfortunate that Ahriman himself is fallen, he certainly knew about elemental bindings."

#### **ask zaf herself**



You ask Zafreil about the reminder of self.

Zafreil scratches his head, "Yes, you'll need to remind Aenah of her own body, strange as that may sound. If I remember correctly she had bright gold hair that was quite exceptional to look at, almost like a nymph's.

Zafreil nods, "That's what I remember most distinctly about her, so that's our best bet. Remind her of her hair and that should be enough to make her remember her own body."

Zafreil continues, "Now, you won't actually need HER hair, but rather you simply need to remind her of it. A lock of similarly colored golden hair should work just fine."

#### **ask zaf world**

You ask Zafreil about the reminder of her world.

Zafreil asks, "Do any of us exist solely as ourselves? Of course not, so we can't just remind her that she exists. She must be reminded that her world exists. What you'll need is something incredibly personal to Aenah, the more it means to her the better."

Zafreil shrugs, "I don't really remember much about her that doesn't involve magic... nor do I particularly care about those things under normal conditions, but I remember she came to me from Narak, so someone there should surely know her. I'll send a letter to my contacts in Narak to tell whoever is concerned to expect you."

Zafreil mumbles, "Of course, you could always try that old chatterbag up in Pennan. She seems to stick her nose into everyone's business. It wouldn't surprise me if her and Aenah had crossed paths."

**Find Benedict:** Now go to Narak and find the ancient paladin (Benedict).

#### **ask bene aenah**

You ask Benedict about Aenah.

Benedict sighs, "So it's true. The priestess came with word from Zafreil that Aenah was in trouble and told me someone would come who needed an item that was meaningful to her."

Benedict frowns, "I haven't seen my little Aenah in more than five years. Ever since her parents passed away she says it's too hard on her to see Narak and know they aren't here anymore, and it's not easy for me to get out of here myself at this old age."

A tear heads down Benedict's cheek as he picks a tiny card up off the nearby table, "Even through all these years she keeps writing me letters. When the priestess said you would need something important to her, I knew this would be it, but I'm honestly scared to part with it... this is the first letter she ever wrote me I suppose."

Benedict sighs as he hands you the card, "Just promise me you'll be careful with this... and if you can... have Aenah bring it back to me. All those years of war were easier to live through than these small few without my family have been."

You'll need the following 3 things before you use the potion and start the ritual:

1. Lock of golden hair – comes from the nymphs in Titans.
2. glowing red shard – comes the daemon in Ahrimans Academy (rooms past the Drider). \*\*\* I suspect that the shard color may change depending on class.
3. heart-shaped card – which you just got from Benedict.

Now you are ready to use the potion and perform the ritual.

Just a friendly reminder that Aenah is the gaunt female mage in blood-splattered robes there is usually wandering with the possessed students.

#### **Use potion**

You pull the cap off the potion and throw it at a gaunt female mage in blood-splattered robes!

There is a deafening \*POW\* before a light pulls you from the academy!

(you and your entire group are teleported just outside the zone)

A gaunt female mage in blood-splattered robes screams and falls to her knees as a bright green light begins to glow on the ground!

Suddenly a voice rings out from the back of your mind, "Please! Perform the ritual and free me!"

#### **perform ritu**

You allow your body to move on its own, and begin sprinkling out golden hairs from the lock as you chant an arcane phrase.

You grip the shard of elemental fire tightly in your left hand and a warmth begins to pulse through your palm as you continue chanting.

You lay the heart-shaped card down on the ground over several of the hairs before pointing at it with your left index finger and yelling, "AENAH!"

A gaunt female mage in blood-splattered robes's eyes suddenly stop pulsing purple and she begins to breathe more normally.

A gaunt female mage in blood-splattered robes begins crying, "I... I don't know what to say... thank you doesn't even begin to sum it up. When you performed that ritual... I could see everything you've gone through to rescue me. I actually saw my grandfather's face in your mind."

A gaunt female mage in blood-splattered robes wipes her eyes, "Thanks to you, I'll be able to see him again. More than that, I HAVE to see him again. You deserve to have me stay here thanking you all day, but I need to get to Zafreil as soon as possible so he can make sure I am entirely free."

A gaunt female mage in blood-splattered robes picks up the card off the ground and hugs it tightly before walking over and kissing you on the cheek. "One more time, thank you" she says, before casting teleport and disappearing with a loud \*SNAP\*.

**Go see Zafreil:** Go back to Zafreil. Just walking into the room should trigger a series of messages.

Zafreil smiles happily.

Zafreil grins, "Well, well, the prodigal one returns. Even I have to give you credit, you managed to overcome incredible odds and your own stupidity to accomplish something great."

Zafreil nods, "Aenah herself just left here, she's going home to Narak for now. You can probably gather from my letting her leave that she's going to be fine. She was very lucky, she had the perfect combination of magical talent as well as strong attachment to this world to allow her to return to this side of the fae."

Zafreil ponders, "From what Aenah told me only the other teachers would have stood a chance at all in terms of magical strength. However, Leerling, with his heart broken, couldn't possibly have held a strong enough attachment to the world, and Daevas spirit was broken when he was virtually enslaved by his own master."

Zafreil grimaces, "That leaves Ahriman himself, but I choose not to even consider helping him after what he's done. There is no repentance for that level of mistake."

Zafreil shakes his head, "Anyway, what matters now is that you managed to save the only one who COULD be saved, and managed to aid my work at the same time. I do not make light of these accomplishments, here, take this as a sign of my thanks."

Zafreil hands you a blue-edged great pike.

-\*- You gain 10 quest points! -\*-

**Warrior Reward:**

-----

The Great Pike 'Arcane Knight'

-----

Base Cost: 17000	Level: 70	Weight: 11.35 lbs
Damage: 4d10	Class: polearm	Attack: slash
Acid: 65%	Fire: 80%	Cold: 98%

Rarity: priceless  
Materials: electrum, steel, stone  
Wear Loc.: right\_hand

Layer: base

Anti-Flags: anti-mage, anti-cleric, anti-thief, anti-paladin, anti-ranger, anti-druid, anti-monk, anti-bard

Restrictions: bladed

Affects:

Damroll by +2.

Strength by +1.

Is glowing.

Is magical.

Is rust-proof.

Requires two hands.

Provides light.

Has a mage-forged edge.

-----  
**Cleric Reward:**  
-----

-----  
An Emerald Star Necklace  
-----

Base Cost: 14750    Level: 70    Weight: 0.85 lbs  
Armor Class: 2    Global Armor: 1  
Acid: 75%    Fire: 50%    Cold: 98%

Rarity: unique

Materials: gold, stone

Wear Loc.: neck

Layer: over

Anti-Flags: anti-mage, anti-thief, anti-warrior, anti-paladin, anti-ranger, anti-druid, anti-monk, anti-bard

Affects:

Mana\_points by +20.

Mana\_regen by +1.5.

Constitution by +1.

Strength by +1.

Dexterity by -1.

Is a divine symbol.

Is rust-proof.

-----  
**Mage Reward:**  
-----

-----  
A Ring Of Sage Sights (banded blue ring)  
-----

Base Cost: 21200    Level: 70    Weight: 0.12 lbs

Armor Class: 3  
Acid: 75%      Fire: 99%      Cold: 98%

Rarity: unknown  
Condition: perfect  
Materials: stone  
Wear Loc.: finger  
Layer: base

Anti-Flags: anti-cleric, anti-thief, anti-warrior, anti-paladin, anti-ranger, anti-druid, anti-monk, anti-bard

Affects:  
Intelligence by +1.  
Strength by +1.  
Mana\_regen by +1.5.  
Mana\_points by +5.  
Is magical.

-----  
**Paladin Reward:**  
-----

The Halberd 'Salvation'

Base Cost: 17000      Level: 70      Weight: 13.37 lbs  
Damage: 4d10 (22.0) Class: polearm      Attack: slash  
Acid: 65%      Fire: 80%      Cold: 98%

Rarity: Priceless  
Materials: electrum,steel,stone  
Wear Loc.: right\_hand  
Layer: base

Anti-Flags: anti-mage, anti-cleric, anti-thief, anti-warrior,  
anti-ranger, anti-druid, anti-monk, anti-bard

Restrictions: bladed

Affects:  
Constitution by +1.  
Damroll by +2.  
Is magical.  
Is rust-proof.  
Requires two hands.

-----  
**Druid Reward:**  
-----

A Grove Keeper's Ring

-----  
Base Cost: 19500    Level: 70    Weight: 0.12 lbs  
Armor Class: 3  
Acid: 75%    Fire: 99%    Cold: 98%

Rarity: very rare  
Materials: stone  
Wear Loc.: finger  
Layer: base

Anti-Flags: anti-mage, anti-cleric, anti-thief, anti-warrior, anti-paladin, anti-ranger, anti-monk, anti-bard

Affects:  
Wisdom by +1.  
Mana\_regen by +1.7.  
Mana\_points by +10.  
Hit\_points by +10.  
Is magical.

-----  
**Monk Reward:**  
-----

A Roll Of Medicated Tape  
-----

Base Cost: 13500    Level: 70    Weight: 0.50 lbs  
Armor Class: 0  
Acid: 10%    Fire: 5%    Cold: 10%

Rarity: priceless  
Condition: perfect  
Materials: cloth, organic  
Wear Loc.: hands  
Layer: under

Anti-Flags: anti-mage, anti-cleric, anti-thief, anti-warrior, anti-paladin, anti-ranger, anti-druid, anti-bard

Affects:  
Hit\_regen by +1.0.  
Wisdom by +1.  
Hitroll by +1.  
Occasionally alleviates pain.

-----  
**Bard Reward**  
-----

A Helm Of The Maestro

-----  
Base Cost: 14800    Level: 70    Weight: 4.75 lbs

Armor Class: 5  
Acid: 5%    Fire: 5%    Cold: 85%

Rarity: unique  
Condition: perfect  
Materials: bone, cloth, leather, silver  
Wear Loc.: head  
Layer: over

Anti-Flags: anti-mage, anti-cleric, anti-thief, anti-warrior, anti-paladin, anti-ranger, anti-druid, anti-monk

Affects:  
  Damroll by +2.  
  Hitroll by +1.  
  Dexterity by +1.  
  Is rust-proof.

-----  
**Ranger Reward**  
-----

-----  
A Crown Of The Pack Leader  
-----

Base Cost: 16000    Level: 70    Weight: 1.20 lbs

Armor Class: 3  
Acid: 5%    Fire: 5%    Cold: 10%

Rarity: priceless  
Materials: brass, leather, organic, wood  
Wear Loc.: head  
Layer: top

Anti-Flags: anti-mage, anti-cleric, anti-thief, anti-warrior, anti-paladin, anti-druid, anti-monk, anti-bard

Affects:  
  Wisdom by +1.  
  Strength by +1.  
  Damroll by +1.  
  Hit\_points by +20.  
  Ferocity by +1.  
  Is rust-proof.

-----  
**Discover who stole Dorgonnag's child from her and find it. – 2qp**

**NOTE: You'll need to learn Disbelieve before you can get into the down. See Disbelieve quest.**

**Get the quest:** Go to the crabwoman librarian in the crabman village. You'll go to the southwest corner of the village and type "**get peb**" to get to her.

A crabman librarian mutters to herself sadly about the dangers of the desert.

**ask lib dange**

You ask a crabwoman librarian about the desert.

A crabwoman librarian tells you: "The desert is full of dangers. But I don't have time to fill you in on anything right now or do any research for you in the library above. Someone has stolen my child."

**ask crab child**

You ask a crabwoman librarian about her child.

A crabwoman librarian tells you:

"Late last night, I was in the upper part of my tower getting a book I needed to further my astronomy research. Suddenly, I heard a noise. I ran down the ladder as quick as I could to investigate, but I was too late! Someone had already stolen my egg! Please, will you help find it for me?"

**to crab yes**

You say to a crabwoman librarian (in ogrish): "yes"

A crabwoman librarian tells you: "Oh, thank you for agreeing to help me. I have no idea where to start, though. Perhaps someone in town saw something."

-\*- You have been assigned a quest! -\*-

You give a large red chitinous egg to a crabwoman librarian.

A crabwoman librarian tells you: "I thank you for returning my child for me. It cannot have been an easy task."

-\*- You gain 2 quest points! -\*-

A crabwoman librarian tells you: "I cannot offer you much in return, for I am but a librarian of my people. However, I will tell you this. Lesser Sphinxes and Androsphinxes love the desert, but they love desert blossoms and riddles more. That knowledge has served me more than once. Perhaps it will help you

---Her "child" is the red egg that is sometimes dropped by the invisible darkness at the bottom of catacombs



**Bring a thick redwood branch and a gemstone of the elements to Ramodo.  
(class specific titan item) – 8qp**

The good elder earth titan hovers here, lost in thought.

The elder earth titan looks up for a second, then mutters something about potions and reagents.

**ask eld reag**

You ask the elder earth titan about what potions and reagents he was thinking about.

The elder earth titan looks at you.

The elder earth titan tells you:

"What? Oh yes. I was thinking about the reagents that I need to give life to my creations. I need to create and imbue a staff with life giving properties, but I need to find a way to get the items necessary to do such a thing."

The elder earth titan strokes his beard in deep cogitation.

The elder earth titan tells you: "Are you willing to aid me in locating the necessary items so that I can complete my project? I promise that you will find that a titan's appreciation is most valuable indeed. Tell me yes or accept, and I will explain to you what needs to be done."

**to tit yes**

You say to the elder earth titan (in ogrish): "yes"

The elder earth titan smiles happily.

The elder earth titan tells you:

"Splendid! In order to fashion my staff, I need a thick redwood branch from the eternal tree in the titans' palace courtyard. His wood has survived the millennia, and something about its properties will hold the key to the lifegiving force necessary for my project."

The elder earth titan tells you:

"I will also need a gemstone of the elements from the titan queen. It is most valuable in crafting elemental earth to my desires."

The elder earth titan tells you:

"Please bring me back both items, and I will be most appreciative."

-\*- You have been assigned a quest! -\*-

First thing you'll need to do is go to the eternal tree in Area 1 of Titans, and ask the tree for its branch.

#### **ask tree branch**

You ask the eternal tree about the elder earth titan and a thick redwood branch.

The eternal tree's leaves shake quietly.

The eternal tree tells you:

"So Ramodo is still after the secrets of my branches, is he? Long has he envied me for living so long -- even longer than he. I have seen all of the great wars from up here in Cirrus Titus. I have outlived all the kings of the land and will continue to do so."

The eternal tree tells you:

"Very well. I shall let you bring him one of my redwood branches if you do me a favor."

The eternal tree tells you:

"The Everhurst Forest has been infested by wretched creatures known as bulettes. They resemble land sharks and have an insatiable appetite. They devour everything in their path. The woodland nymphs are strong, but they have been so far unable to eradicate this menace."

The eternal tree tells you:

"Bring me back the scale of their mother, and I will give you one of my branches."

The branches and leaves of the eternal tree become perfectly still again.

So the eternal tree is referring to a major bulete scale from Area 4 (circled in red) in Titans.

Next you'll need to chat with the titan queen about the gemstone.

#### **give major tree**

You give a major bulette scale to the eternal tree.

The eternal tree's branches wave in approval.

The eternal tree tells you: "Thank you for helping us in eliminating the bulette menace."

The eternal tree tells you: "As we agreed upon, I will give you one of my branches."

One of the branches from the eternal tree snaps off and falls into your clutches.

#### **give bran tit**

You give a thick redwood branch to the elder earth titan.

The elder earth titan smiles happily.

The elder earth titan tells you: "Thanks for bringing me this thick redwood branch. It will be most valuable in crafting the staff."

#### **ask queen gemstone**

You ask the titan queen about the gemstone of the elements.

The titan queen raises an eyebrow.

The titan queen tells you: "Why would you want to know about my gemstone of the elements? Is Ramodo sending you to ask me for it?"

You nod.

The titan queen tells you: "Very well. I will give you the gemstone if do me a favor. My sister, the titaness of beauty, has borrowed my mirror. Go to the palace garden and ask her about the mirror, then get the mirror back to me. I will then give you my gemstone."

#### **ask tita mirr**

You ask the titaness of beauty about the titan queen's mirror.

The titaness of beauty sighs loudly.

The titaness of beauty tells you: "I was afraid she'd want it back eventually... I didn't want to tell her that I've lost it some time ago in one of my travels to the realms below."

The titaness of beauty blushes.

The titaness of beauty tells you:

"The only way to replace it is to have it remade. My brother, the titan of the forge, can make you a new one. He lives in his hot cavern in Cirrus Titus. The ingredients for the mirror can be found in the possession of the ancient green dragon in Everhurst Forest and the desert ogres that live near Tarik Nor."

The titaness of beauty tells you: "I wish you the best of luck!"

The titaness of beauty blows you a kiss.

#### **give mirr queen**

You give a jewel-encrusted mirror to the titan queen.

The titan queen smiles happily.

The titan queen tells you: "Thank you for retrieving the mirror for me. As we agreed upon, here is my gemstone of the elements."

The titan queen gives you a flawless multi-colored gemstone.

**give gem tit**

You give a flawless multi-colored gemstone to the elder earth titan.

The elder earth titan smiles happily.

The elder earth titan tells you: "Thanks for bringing me this gemstone. It will be most valuable in crafting the staff."

The elder earth titan tells you: "Now I have both components and can create my staff. Thank you very much for bringing me these items."

The elder earth titan tells you: "Please accept this small token of my appreciation."

-\*- You gain 8 quest points! -\*-

- Warrior = crimson warrior's sash
- Thief = crimson satin muffs
- Monk = crimson gauntlet
- Ranger = crimson anklets
- Mage = thick, crimson cloak
- Cleric = crimson satin gloves
- Bard = furred, crimson cloak
- Druid = singular crimson armlet
- Paladin = crimson crusader helm

**Yell the name of your beloved! (bracelet of adoration) – 0qp**

Get the quest: Festival is all south of the cross roads of Medienne. Wait for the festival of Anor to start, then go to the devout priest (south east corner).

A devout of Anor stands here, smiling happily.

A devout of Anor smiles, "Hello, dear friend! Do you wish to seek Anor's blessing?"

to anor yes

You say to a devout of Anor (in ogrish): "yes"

-\*- You have been assigned a quest! -\*-

A devout of Anor grins, "How wonderful! Anor, as you know, is goddess of love. Love is simple! There is no beast to slay, no mountain to climb. Picture the one you love and yell their name to the heavens! Anor will always hear those in love!"

Now all you have to do is yell any name to the heaven's.

**Yell <name>**

You yell '<name yelled>' to the heavens!

Suddenly your vision blurs into a pink mist through which you can make out nothing but the silhouette of a woman.

A woman with long black hair and silver eyes suddenly steps from the mist!

The woman smiles, "Hello, mortal. I am Anor, the goddess of love. I see you are not one of my children, but this is not a time to celebrate me alone. It is a time for all love."

The woman's silver eyes sparkle as she says, "Even if you do not honor me, you honored love itself by calling that name. Take this bracelet, and may you always remember the one who's name you called when you see it."

The mist fades and you find yourself back in reality, with a bright red bracelet in your hand!

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-----
                                A Bracelet Of Adoration
                                - - - - -
Base Cost: 5000           Level: 1           Weight: 0.25 lbs
Armor Class: 0
    Acid: 75%           Fire: 99%           Cold: 98%

Rarity: rare
Condition: perfect
Materials: stone
Wear Loc.: wrist
Layer: top

Affects:
    Cannot be enchanted with major enchant.
    Cannot be enchanted with minor enchant.
    Is specific to a single owner.
    Blessed with Anor's love.
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### **End the reign of the tyrant. (crown of the martyr/spirit) – 8qp**

Quest starts in Voaleth Palace. From the entrance, go a few south and all west until you get to the kitchen serf.

**to serf hi**

You say to a kitchen serf (in ogrish): "hi"

The serf looks up at you and shivers slightly.

A kitchen serf tells you:

"Thank you so much for destroying my evil master. Now, if you could just end the reign of tyranny that the tyrant has held over the entire city, we'd all be eternally grateful."

**ask serf tyrant**

The serf winces, as she remembers the great evil.

A kitchen serf tells you:

"I was captured and put to work here in the kitchens five years ago. The tyrant that conquered Voaleth sends out annual raiding parties, as you know, to replenish his slaves. The evil he has brought, and the cruelty performed by the Watchers, far surpasses the evils of the traditional rulers of the city."

A kitchen serf tells you:

"A very careful person could vanquish him, and bring back our traditional town. I know that I would be very grateful, as would all of the people of the town. You can find him usually hidden away somewhere in the palace, for he fears greatly for his safety."

-\*- You have been assigned a quest! -\*-

Now go kill the tyrant (frowning vyan) until you skin his head. Give the head to the serf and you'll receive 8 quest points and the crown of the martyr (or if you are a class that uses energy, you'll receive crown of the spirit instead)

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**A Crown Of The Martyr**

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Base Cost: 42000    Level: 75    Weight: 2.00 lbs

Armor Class: 3

Acid: 75%    Fire: 50%    Cold: 98%

Rarity: very uncommon

Materials: gold, stone

Wear Loc.: head

Layer: top

**Affects:**

Constitution by +1.

Hit\_regen by +1.0.

Hit\_points by +20.

Is glowing.

Is magical.

Effects are additive.

Cannot be auctioned.

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### **Retrieve the Orb for Camondrel. (cap of infinity) – 5qp**

**NOTE:** You need to be evil or neutral AND have at least 46\* (may be less, but 46 is confirmed to work) quest points to get this quest.

A skinny, narrow-eyed man tells you: "Pssst. I see that you are someone who might be interested in what I have to offer. Ask me about my offer, and we can "negotiate"."

#### **ask skinn offer**

A skinny, narrow-eyed man tells you: "I'm offering you this really nice item if you will do something for me."

A skinny, narrow-eyed man tells you: "Tell me "accept", and I will let you know what you can do for me in order to get this item."

#### **to skin accept**

You say to a skinny, narrow-eyed man (in ogrish): "accept"

A skinny, narrow-eyed man tells you: "Excellent! There is an item in Cirrus Titus, the heavenly realms of the titans, that I really want. It is the legendary Orb of Celestial Light. This magnificent item is often recounted as the ultimate weapon that these titans possessed when they were able to defeat Ulthi and his legions of orcs, trolls, goblins, and ogres in the battle of Syrowek many ages ago."

A skinny, narrow-eyed man tells you: "Retrieve this orb for me and I will reward you most generously."

A skinny, narrow-eyed man tells you: "But beware. These titans are extremely powerful and guard their treasure fiercely. We shall see if you are worthy enough to take it from them."

A skinny, narrow-eyed man grins.

-\*- You have been assigned a quest! -\*-

The orb he is referring to is the orb of celestial light and it pops in the chest in Titan's palace.

#### **give orb skinny**

You give an intense, shimmering orb to a skinny, narrow-eyed man.

A skinny, narrow-eyed man throws back his head and cackles with insane glee!

A skinny, narrow-eyed man tells you: "This is excellent! I have to admit, I didn't believe you could do it."

A skinny, narrow-eyed man gives you a jewel-encrusted cap.

-\*- You gain 5 quest points! -\*-

## Frenzy – Oqp

Go to the dwarf behind the warlord in the desert ogres area.

Get the Quest:

Simple try to prac frenzy.

A scruffy, weary-looking dwarf says (in primal):

"I will show you the art of frenzying during battle. But first, I ask that you do me one big favor. Please tell me yes if you accept."

You say to a scruffy, weary-looking dwarf (in entish): "yes"

A scruffy, weary-looking dwarf says (in primal):

"Long have I been confined in this dungeon, tortured and beaten by these nefarious desert ogres."

A scruffy, weary-looking dwarf says (in primal):

"I know the powerful skill of frenzying during combat that these vile creatures desperately want to learn, but I have refused to comply. These ogres have been somehow imbued with incredible powers and always seem to reappear. After one warleader has been vanquished, another one always succeeds him."

A scruffy, weary-looking dwarf says (in primal):

"My brother, Serge, in my home city of Kha-da trains all of our young clansmen there. Please give him this letter I have written and hidden from the ogres."

Tarnak gives you a crinkly letter.

A scruffy, weary-looking dwarf says (in primal):

"Please go seek him out and when you return with his seal as proof that you have given him this letter, I will be able to live out the remaining few years of my life with more peace of mind, as well as training you in the art of frenzy for all your troubles."

His brother is the sergeant in Kha-da. He is in the north east corner of the second level of Kha-da. So go there and give him the letter.

You give a Serge's seal to a scruffy, weary-looking dwarf.

A scruffy, weary-looking dwarf smiles happily.

A scruffy, weary-looking dwarf thanks you heartily.

A scruffy, weary-looking dwarf says (in primal):



"Thank you for sending the note to my brother. This is indeed his seal.

You may now learn frenzy from me."

### Disbelieve – 0qp

This is done at the mind flayer in Chiiron Caves.

#### Directions to Mind Flayer:

From outside the north gate of chiion > go all north > one east > "ent cre" > one west > all north > "twi tor" > all north again > "cli dow" (will be some bats) > "jump down" (will be some crocodiles) > for all north (ya there!)

"Ask mind disb"

You ask a mind flayer about illusions and magic.

A booming voice fills your mind: " Fool. Do you really seek to master the magics of the mind? Very well, bring me an emerald whose surface gleams with the froth of the sea. I can use it in my studies. If you do that, I will teach you about illusions and how to disbelieve in them!"

The mind flayer is referring to a sea green emerald. Fortunately one pops 100% of the time off the wraith in the Silent Pines (refer to Hills of Pennan area above for details).

You give a sea green emerald to a mind flayer.

The mind flayer accepts the sea green emerald with much greed.

A booming voice fills your mind:

"Very well. You have upheld your end of the bargain and now I shall uphold mine. Illusionary magic gathers its strength from ignorance and the weak of mind. In order to defeat it, you must bring your will down upon the illusion to disbelieve it. "

\*\* You have been taught the ability to disbelieve. \*\*

**Pro tip:** If you are strong enough, you can kill the mind flayer and get your emerald back.

### Placate the evil witch (silver cap) – 2qp

In the enchanted garden area, go to the middle north of the zone and open the door and go one north. There will be an old wrinkled woman there.

NOTE: If you have killed her plants then you'll need a lock of dark hair from the citadel to get back on her good side.

#### to woman hi

The wrinkled woman looks up at you, trying to see into your very soul.

A wrinkled old woman tells you:

"Hello, young traveller. I see that you have found your way to me without harming my babies."

A wrinkled old woman tells you:

"Each of my babies needs a special gift to satisfy them, and if they are not happy, neither am I. Start with the oldest, the raspberry patch, and prove to me your merit."

-\*- You have been assigned a quest! -\*-

You ask the plant about helping the wrinkled woman.

A raspberry patch tells you: "My worst enemy is the grizzly bear. Bring me his hair, and I will be forever in your debt."

You give a grizzly hair to a raspberry patch.

A raspberry patch tells you: "Thanks for helping defeat the grizzly bear. If you talk to the wisteria, and give it this token, it may have something interesting to tell you."

The raspberry quivers and hands you a twig.

You give a raspberry twig to a wisteria vine.

A wisteria vine tells you: "Ahh... so my brother the raspberry has sent you to help me. I am constantly disturbed by the giant bees that live not far from here. Bring me the venom gland from their queen, and I will be most grateful."

**The giant bumble queen pops the gland, check out the Giant Bumble Bees area, which is almost straight east from Garden.**

You give a giant bee venom gland to a wisteria vine.

A wisteria vine tells you: "Thanks so much for vanquishing the cruel bees. I fear, however, your task is not yet done. My sister the tomato plant needs your assistance. Give her this token from me, so she knows you are my friend."

The wisteria seems to smile as it hands you a blossom and returns to you the twig.

You give a tiny wisteria flower to a giant tomato plant.

A giant tomato plant tells you: "Ah, I see you have been able to help the wisteria. Perhaps, now, you can help me. In order to sleep peacefully, I need to know my enemy, the cobra, has been vanquished. Please bring me its fangs so I know it is dead."

**The snakes in the desert west of Pennan are the best place to pop a set a snake fangs.**

You give a set of snake fangs to a giant tomato plant.

A giant tomato plant tells you: "Thank you so much for your help. Unfortunately, my sister the rose is in dire trouble. Please take this to her so she knows you are a friend."

The tomato bobs a bit, then hands you a tomato and returns to you the wisteria blossom.

You give a raw giant tomato to a giant rose bush.

A giant rose bush tells you: "Ah, I see you have been able to aid the tomato in ridding our world of pests. Unfortunately, my life is a very difficult one, filled with danger. The evil yeti that live not far away make my life very tenuous. If you could bring me proof of their demise, I would be very grateful."

**The yetis in the Dragonspire Mountains will pop the yeti food.**

You give a yeti foot to a giant rose bush.

A giant rose bush tells you: "Thank you so very much for killing the evil yeti. If you could just talk to my brother, the pepper plant, he could tell you more of our plight. Just give him this bouquet, and I'm sure he'll talk to you."

The rose curtsies and hands you a beautiful bouquet and returns the tomato to you.

You give a bouquet to a brightly-colored pepper plant.

A brightly-colored pepper plant tells you: "I see you have been able to help my sister, the rose. If only you could help to protect me from the evil lions that sneak in from the far away west, just to steal my precious fruits."

**The lions in the Savannah just outside Brithbarad will pop the lion claws.**

You give a lion claw to a brightly-colored pepper plant.

A brightly-colored pepper plant tells you: "My thanks for vanquishing the ravaging lions. If you will but give this token to my mother, she will reward you for your kindness to myself and my kin."

With a flash of color, the pepper plant hands you one of its fruits and a lovely bouquet.

You give a raw red pepper to a wrinkled old woman.

Oh look what you have brought me, you must have cared for my babies well. But I have no need of this pepper, my babies have given me all I need. You should keep it. Now that you have proven your worth to me, I would reward you if you would but do a simple task for me.

My babies require such special care and only the best will do, but I do not want to leave them for as long as it will take to fetch a special item for them. If you could find for me a set of gardening shears I would be most grateful and would reward you with a very special gift indeed.

**Travel to the maze gardener near castle lag and custom the gardening sheers using the extra components you got from the plants. The gardener is near where you pop the crystal ring, just keep going westish.**

You give a pair of gardening sheers to a wrinkled old woman.

A wrinkled old woman tells you: "Thank you so very much for ridding my garden of all of its pests. I know payment is difficult, but here is a small token of my appreciation."

-\*- You gain 2 quest points! -\*-

**Her small token of appreciation is the silver cap of magical thinking.**

### **Shuvanaguard Quest (Elven longsword) – 0qp**

**From the Blade rock gate stone, go speed e3n4w3n.** The room will have the word "butterfly" in the description. I usually make a trigger to fire off to let me know which room. Once you find it, keep leaving the room and entering (slowly) until you get a special acode:

**Oddly, you feel a strange desire to follow the butterfly through the woods.**

**"fol butterfly"**

You follow the butterfly as it dances its hypnotic dance. Just as you begin to think its odd attraction was a moment of madness on your part, you break into a clearing.

(an alternative to the butterfly is...

this acode pops one east of the stone altar (druid/ranger only room)

**By chance you spy space just large enough to squeeze through between two roots.** is the acode that

is shown

**"squeeze root"**

North you'll see a druid and guardian of the Eleint. Go north, and ask the druid guardian about the shuvanna guard. Thank you Itenias!)

**From the Blade rock gate stone, go speed eseeesee.** Also, another way to get to the druid is by following the moonlit path.

**In a stray ray of moonlight you notice that one of the deer trails is lined by small stone markers on either side. Perhaps that trail is older than it looks, and may lead somewhere.**

**"ask drui shuv"**

Long, long ago we elves lived in peace knowing complete harmony with our homeland here in the Vaasa. The peace was total and complete and our lives very fulfilling. An elf could spend an age merely contemplating a change or perfecting a craft. The land itself was at peace.

Then it all ended as the changewinds brought the stench of carnage, of brutal, senseless death.

First we were to learn of the violence inherent to the baser races, the orcs, ogres, goblins and their ilk. We tried to befriend them, bring them into the harmony of the world, but they rebelled calling us weak slaves chained to philosophies weaker than the grass upon which we stand. It was in those days that the Shuvanaguard was first formed to protect the Vaasa from their vile encroachment. Not to slaughter our foes with the senseless brutality they brought to our lands, but to repel them with wisdom and righteous strength.

In the centuries since its inception, the Guard has grown and changed as all things must. When we first learned of dwarves and humans we had our troubles. Treat them as all other visitors who had thus far come to our land or grant them the same trust we initially granted those firstcomers who did so much harm to our precious woods? Even now there are some who would close our borders to them in hopes of repairing the inestimable damage that remains. Yet the Guard still grows, and a handful of humans has joined its number, aye, even a dwarf wears the name. Many see that alone as a sign of the new change winds, ones that blow our fortune in the guise of integration.

That is the history of the Shuvanaguard as all know it. There is little more to tell. Only that they know their own, and that they carry their badge of kinship, a finely crafted sword that is their honor.

**ask druid sword**

Ah, you seek a weapon of steel.

**to druid yes**

Ah, you accept then. Good.

To earn the right of the Guard, you must first prove your worth. While all life should be revered, there are those who would also defile all life and it falls to the Guard to defend the defenseless. Right now the Vaasa itself is under attack by a force it cannot repel and the balance has been disturbed. To prove your worth, I ask that you do your part in ending this threat.

Go forth and slay the source of the woodworms. Return with proof that you have slain their queen, perhaps her exoskeleton, and I shall set you upon the next steps of your path.

The white stag is my emissary. Should you need to return here, seek him out. You have but to ask the stag to follow it. Be warned however, that should you slay him neither he nor I will help you and your quest will be at an end.

**IMPORTANT:** Don't kill the white stag.

So now, if you leave in any direction, you'll be transported back into the Vaasa. Your next stop is Woodworms to kill the queen and skin her for the exoskeleton, so refer to the Woodworms area for how to get there. After you get that, either use the white stag or the room trick to get back to the druid.

#### **give exo druid**

You give an exoskeleton of a woodworm to a druid and guardian of the Eleint. Ah, I see you have brought forth the exoskeleton of the woodworm queen. You have done your task well.

By this one act alone the forest stands one pace closer to the peace it once knew. For this, I will set you upon the trail. If you still seek the blade, then listen close.

The making of the blades requires much. Foremost among these is the steel from which it is to be formed. More importantly you will need unsullied water of the earth touched by the stars. Bring to me the starwater and 2 ingots of steel that I may fashion the blade. The steel may come from anywhere. There is a ranger in the Medienne Wood, seek him if you would know the location of the starwater.

So now go back to the forest of Medienne and look for the elven forest ranger. I find the is usually on the east side of the river in the north east quadrant.

#### **ask ranger starwater**

Greetings Uni, I've been expecting you. I guess you could say that a little bird told me you were coming.

I once knew of a few places where the starwater could be found, alas they have all run dry. I know of someone who might know where to find it.

I can reason out easily enough why it is you ask me about the starwater. It can only be that you seek it for the High Druid. If he has sent you to me then it is also because he expects me to speak to you of honor as well. If you would listen to me and hear of honor, then I will tell you of one other who knows more of starwater than I.

#### **ask ranger honor**

Honor is the measure and worth of a person. It is the fundament of true nobility.

As long as you remain honorable, your blade shall strike truer and fairer.

Your mind's eye will see unclouded the taint on the souls of others.

If you are to earn the mark of the Shuvanaguard, you are also accepting all that stands with it; both the honor and the duty.

Your duty remains with the Guard no matter where you travel. You must place your faith in each other and use your adopted kinship to protect the woods and all life.

As long as you remain true to your duty, the strength of your blade will reflect your station.

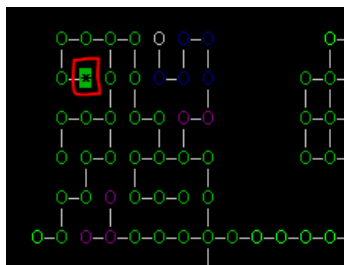
Break with that duty and your honor is sullied. Once sullied, the taint will mar your blade and it may very well shatter when it is most needed.

Your blade is a reflection of your honor and duty. In essence your blade is your honor. Lose it and you lose your honor though your duty remains.

The ranger pauses a moment to let you digest what he has told you.

If you would hold your honor so high, if you would accept that heavy burden of unyielding duty, then go forth towards Castle Lag. Near the gates of Castle Lag resides a champion of the forest, a dryad. She may be last to know if any source of starwater remains in the realms.

Castle Lag is located in the southeastern part of Medienne Forest. I've circled in red the location of the dryad.



#### ask dryad starwater

Ah, starwater, not many come to me asking of it. The last was a tall lanky elf off on some quest. I told him of it after he offered to help me with some small deed, perhaps you would be so kind as to help me as well.

Let's make a deal, shall we? I will tell you the location of some starwater if you do a favor for me first.

The dryad smiles at you charmingly.

Perhaps you know of our war against the humans in the castle? If not I can tell you more of the wars if you are interested, but for now suffice it to say that I have need of an instrument for a bard friend who will help our cause.

Bring to me a gilded harp and I will trade you the knowledge of where to find the starwater, and the secret of keeping it pure.

If you go to the luxury shop (well-dress man) you can buy the gilded harp for about 5 plat.

#### give harp dryad

You give a gilded harp to a dryad.

Ahhh.. many thanks Uni. With this, my bardic friend should be able to grandly sing the praise of our cause and we will recruit many people to aid us.

Now, I believe I owe you some information.

Once, long ago several stars fell down from the heavens, burying themselves deep withing the ground. Over time they yielded their energy slowly back into the sky, as small flashes of light released into the deep waters. As the water bubbled forth upon the lands, the light was released for any who looked to see. Over time, most have returned fully to the sky.

The starwater only exists in one place now, a single spring located in the Vaasa itself. Go forth into the Vaasa and seek out a spring that sparkles with captured energy of the stars.

Be warned, however, that the starwater must be collected properly or it will become nothing more than water. For it to retain its magical properties, it must be gathered in a special container by one blessed by a dryad. Along the shores of the Elhanni river you can find the remnant of earth that once held one of the falling stars. Gather clay from its shores and bring it to Chrysl so that she may fashion the proper container for the waters, then you will have what you seek.

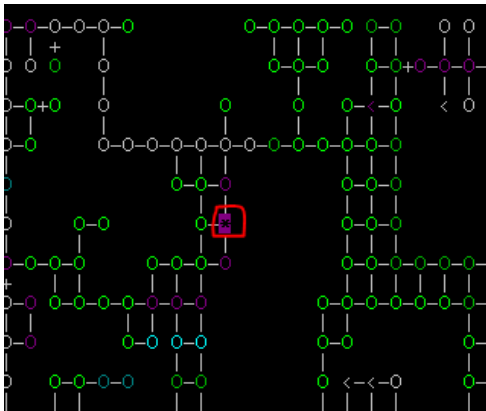
The dryad offers you her blessing that you may collect the starwater. Reaching forth the dryad lays a leaf-entwined hand lightly upon your brow and whispers something sounding like nothing so much as a gentle breeze rustling through the leaves of a tree.

The blessing will last until you have gathered enough starwater to fill the container Chrysl will fashion for you. Should you drop it or lose it before you complete the quest it will not work for you again. Guard the starwater well, for you will have but one chance in this.

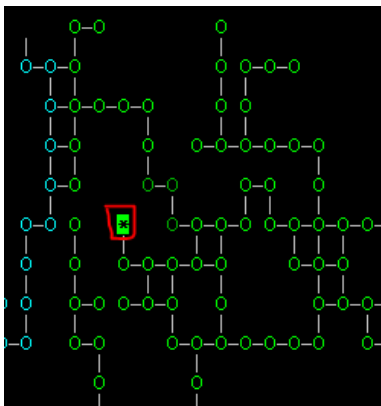
The dryads voice calls after you a final bit of advice. Try not to touch the water of the spring while filling the cup, merely dip the cup into the spring and gather what starwater you can that way. If you do it right, the water will respond to your actions with a gentle glow.

Go to the Elven shopkeeper (Chrysl), on the far east side of Medienne Forest (middle of the map) there is a closed door. This is where you'll custom the cup of clay of simple design, but in order to custom it you need a lump of clay. You'll need to travel to the otters area between Chiiron and Pennan. The rooms on the east side of that area, north of the river, "get clay". There are two rooms that do it. One of the rooms that pop the clay is circled in red below.





Now that you've made the cup, you'll need to venture back into the Vaasa and look for a spring. When you find the spring, the command is "dip cup spring" and it will have a little message letting you know that was the place.



You reverently dip the cup into the spring, filling it with the sparkling water. The spring seems to glow with a gentle luminosity as the dryad's blessing affects both you and the starwater.

Now, you need to get two steel ingots. Any two will do. Then back to the Vaasa again to find the butterfly, and give the druid the two steel ingots first. He will automatically take the starwater from you when the time is right.

#### **give ingot druid**

You give a steel ingot to a druid and guardian of the Eleint.

That is one ingot, now give me the other.

**give ingot druid**

You give a steel ingot to a druid and guardian of the Eleint.

Ah, now both ingots are collected. Now the starwater, do you have it?

Ah, yes, I see you have it. Now hold onto it while I perform the magic. I will take it when I need it.

A druid and guardian of the Eleint places both ingots of steel upon the stone altar.

From within the folds of his robes he pulls forth a small ritual hammer and several packets of herbs.

He looks about for something he seems to have misplaced. When he sees you are still holding the starwater, he motions for you to hand it to him and you comply.

A druid and guardian of the Eleint closes his eyes, and for awhile even the forest seems to join in silence with him.

Suddenly his eyes snap open and he begins chanting strange, liquid words in a mellifluous voice.

He reaches forth in the midst of his chant and tosses the herbs over the ingots. Before your eyes they seem to sizzle and melt into a single glowing mass.

His voice seems to grow deeper as the chanting continues. He reaches forth and strikes the mass with the hammer and it begins to glow faintly, slowly taking the shape of a sword.

He steps back from the altar and his voice grows deeper still and seems to resonate throughout the forest. You begin to feel an odd build up of power and step back several paces yourself.

Then as suddenly as he started, the high druid ceases his chant and silence reigns supreme.

KAAAABOOOOOOOOM!!!!!!! a searing bolt of lightning crashes upon the altar emanating from a cloudless sky.

Temporarily blinded by the bright flare of light, you only hear the sizzle of water striking hot metal as the high druid pours the starwater over the sword.

When you can see again, a gleaming sword rests upon the altar in all its glory. The high druid picks up the sword, and presses its sharp tip lightly against your chest.

He speaks, his voice somewhat raw from the incantations, saying "By your word and deed you have accepted the duties of the Shuvanaguard. You are charged by your honor to fulfill those duties. Go forth, and bear your honor brightly member of the Shuvanaguard". So saying, he reverses the sword and hands it to you with a warm smile.

This sword, although it has no specials, is still rather awesome. Nice damage for level 15 AND you almost never have to repair it.

An Elven Longsword

Base Cost: 5000      Level: 15      Weight: 3.50 lbs  
Damage: 3d6 (10.5)    Class: sword    Attack: slash  
Acid: 65%      Fire: 93%      Cold: 98%

Rarity: Very Rare  
Materials: steel  
Wear Loc.: right\_hand  
Layer: base

Restrictions: bladed

Affects:  
Cannot be auctioned.  
Is rust-proof.  
Is water-proof.  
Hitroll by +1.

### Retrieve the purple gemstone for Graedin, the titan king. (cap of infinity) – 5qp

**NOTE:** You need to be good or neutral AND have around 60 quest points to get this quest.

Quest begins in Titans – go the palace area and go up to the titan king.

The titan king tells you: "Hello, adventurer."

**to king hi**

The titan king tells you:

"I have heard of your heroic exploits throughout the realms. Perhaps you can help me with something."

The titan king tells you:

"I am looking for a purple gemstone that I was going to give as a present to my wife, Eumaria. Would you want to go find and retrieve it for me? Please tell me yes or accept."

**to king accept**

You say to the titan king (in entish): "accept"

The titan king smiles happily.

The titan king tells you:

"Thank you for accepting this task. I believe the purple gemstone has been stolen by an ancient green dragon that lives in Everhurst Forest."

The titan king tells you:

"Please retrieve the purple gemstone for me, and I will be most grateful. You will find that the gratitude of a titan king will be most rewarding."

-\*- You have been assigned a quest! -\*-

The purple gemstone pops in the chest with the Chimera is located.

You give a flawless purple gemstone to the titan king.

The titan king smiles happily.

The titan king tells you: "Thank you for bringing me back the purple gemstone."

The titan king tells you:

"As a token of my appreciation, please accept this small gift."

The titan king gives you a jewel-encrusted cap.

-\*- You gain 5 quest points! -\*-

### **Find and kill the warlock chief. – 10qp**

On Level 4 of the Warlock Coven mines area, inside one of the prison cells is a dwarf slave (Grunnod).

#### **to dwarf help**

Relieved, the dwarf begins to tell his tale, "I was captured when the warlocks came and took over our mine. I've spent the last 10 years in slavery to them. They work us day and night, preparing the Krynite ore for their evil purpose. I was put here in this cell for trying to remove my collar. They are using the magic metal for the creation of a horrible golem, which when finished, will be unleashed upon the earth. Given the strange properties of Krynite, it is unclear what horrible things the golem will be able to do to us all, but one thing is clear. The warlocks must be prevented from completing it, or the world as we know it will surely be destroyed."

Use the instructions from the Warlock Coven mines to get to the chieftain and kill him.

Having slain the chief of the warlocks, you feel confident that peace will once again be returned to the dwarves captured by the evil warlocks. The giant Krynite golem will remain uncompleted and all the lands of this world will be safe.. at least for a while.

-\*- You gain 10 quest points! -\*-

## Free Grunnod from the evil warlock coven. – 8qp

Get the quest:

From outside the west gate of Medienne > speed w3ne2nene5n2en2e > open north > talk with the dwarf

### ask dwa mine

With a little sigh Gimnod begins to tell his tale, "Many years ago my clan found this mountain to contain a rich vein of iron ore. We set up here and began to mine. One day a strange ore was found in one of the new tunnels. This metal which was later named Krynite, was magical in nature and stirred up alot of commotion. With all the ruckus surrounding it, word of it soon spread across the land.

Before we even knew what had happened, a coven of Warlocks and their horrible golems came and drove us out of the mine. They sealed off the tunnel where the ore was found with a great iron door.

Many of my people were captured and even now serve them as slaves, deep under the closed off earth. Among them was my brother Grunnod. My father and two of my other brothers were slain while defending this place. I myself managed to escape when a fire broke out, sending many of the golems into confusion."

### ask dwa warlock

Gimnod's face turns a bit white as he speaks, "They are shapers of the natural magics that spread havoc and destruction in their incessant pursuit to control and dominate everything around them. They have taken over our mine and are using the magical ore found there for some unknown purpose, undoubtedly to further their evil goals. They use golems for protection and heavy excavation and have enslaved many of my people to aid them in their evil. My brother Grunnod is one of their slaves, I wait here until the day I can return to the mine again to rescue him."

### ask dwa grun

A solemn look comes over Gimnod's face as he speaks, "Grunnod was captured by the golems and enslaved by the hags that took control of this mine. I managed to find a way around the great iron door blocking passage to the lower mines and went in to find him. Alas however, I was overtaken by the huge golems and fled before I could reach him. Someday I hope to go back and try again, but I am not as young as I once was. Perhaps I need help if I'm ever going to see him alive again."

### ask dwa help

Gimnod sizes you up as he speaks, "Hmm.. You look like you might be able to handle the perils of the mine. Enter then, and release my brother from within."

-\*- You have been assigned a quest! -\*-

So the dwarf is referring to the Warlock Coven Mines areas. You'll need to find Grunnod in the mines, which will lead to another quest, "Find and kill the warlock chief." After you complete that quest, return to the dwarf where you started the quest and you'll be rewarded.

An old dwarf smiles happily.

An old dwarf tells you:

"You have defeated the warlock chieftain and saved my brother. You are a true hero!"

-\*- You gain 8 quest points! -\*-

### **Help the adventurers around Ahriman's Tower – 6qp**

Quest starts in Ahriman's Academy, at the old man just inside the zone on level 1.

**You ask a badly-scarred man in tattered red robes what kind of help he needs.**

A badly-scarred man in tattered red robes moves his hand to show his entire torso wrapped in bandages and covered in dried blood.

A badly-scarred man in tattered red robes sighs, "There were five of us originally, we came to look for our friend who had gone missing. He was supposed to have gone to see Ahriman for training, but when we went into the castle some... I don't know what it was... a... creature... of some kind attacked."

A badly-scarred man in tattered red robes continues, "It tore right through two of us like fire against dead grass. I thought it would kill the rest of us, but suddenly some of the mages in that tower came out... with eyes glowing purple. They scared off that thing, and we thought we were safe."

**You say to a badly-scarred man in tattered red robes (in entish): "yes"**

A badly-scarred man in tattered red robes wipes his eyes, "Thank you. Just try. Please... at least give them that much."

-\*- You have been assigned a quest! -\*-

Now go south eastish to a locked door. You'll have a kill a few powerful daemons. Once you get through them there will be a locked down exist. You'll need the purple key to unlock it. Go down, there will be a man in shackles.

**"free man"**

A thin human man with filthy black hair rubs his wrists, "Eibon sent you didn't he? I know him, I know he'll blame himself for us getting caught, but that's not true. That damned Ahriman knew we were near from the minute we entered the forest... and he wasn't going to let us leave."

A thin human man with filthy black hair continues, "He's using people, LIVE people, to summon creatures from through the fae. He even used our comrade, Bronagh. He's making himself a damn army. Someone has to put him down before he spreads out from here."

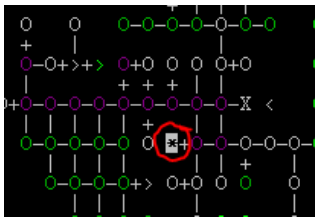
A thin human man with filthy black hair tries to laugh, "I know I'm asking a lot... but call it a request from a dying man. He did too much to me... I'm not getting out of here... but please... kill him for me... make it hurt."

From where the Drider spawns, go all west, unlock the door to the north, then go all up and kill Ahriman. You don't have to get the final blow, just be in the group when he dies.

You will get 6 quest points for completing. There is no other reward.

### Bring the Drukkha hide to Etrahnin. – 2qp 2000000xp

Sage is located a couple rooms south of the heart of Pennan. See screenshot circled in red.



You hear the sage sigh and mumble something to himself about a Drukkha...

ask sage druk

The sage raises an eyebrow and looks at you for a moment. "I really need its special living hide for my research, and I'm not as young as I used to be."

the sage chuckles. "Fortunately, you look like the enterprising soul. Perhaps you can track down and find the fabled Drukkha somewhere in the hills west of here. Good luck to you."

-\*- You have been assigned a quest! -\*- as moss covered something > it is agro on sight

Drukka is located in the hills of pennan in the most south eastern section > climb up > the drukka appears as a moss covered monster. Skin it for a chance to get the hide.

You give a drukka hide to the sage.

-\*- You gain 2 quest points! -\*-

The sage smiles. "Thank you."

### Retrieve the healing potion for the tired and haggard elf's wounds. – 1qp

I believe you get the quest from the elf starting in the center of Chiiron. You custom the potion of cure twine finger from the alchemist in Chiiron.

#### To elf hi

You say to a weary elf (in gobligh): "hi"

A weary elf tells you: "Hello Akralyte, what can I do for you? If you need help, please feel free to ask me for advice."

A weary elf tells you: "In my recent travels to the mighty Vaasa, far to the east, I seem to have gotten an odd disease called the twine-finger from a poisonous plant. I am in need of a healing potion, please help me!"

#### ask elf heal

You ask a weary elf about the healing potion.

A weary elf tells you: "Please, you must go to the alchemist in town and ask him about the healing potion, I hope he can help. And no, a normal cure poison potion will not do."

-\*- You have been assigned a quest! -\*-

Potion of cure twine-finger customs at the Chiiron Alchemist for the cost of: four frog legs, rabbit skin

#### give twine elf

You give a potion of cure twine-finger to a weary elf.

-\*- You gain 1 quest point! -\*-

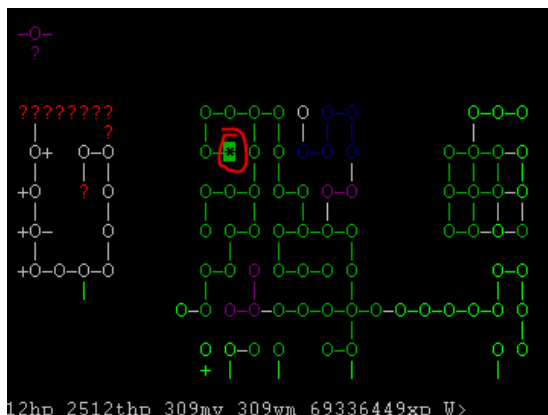
The weary elf raises his head and says, "Thank you kindly for this potion. I offer you my sincerest gratitude and thanks for the troubles you might have gone through in order to retrieve this.

### Find and shake the hand of the fairy king. – 1qp

#### Step 1: Get the quest

Find the dryad near Castle Lag.





The dryad turns and squints at you suspiciously. "Hello, traveller. Do you come in peace?"

#### to dry yes

You say to a dryad (in ogrish): "yes"

"Oh! Thank heavens! Since our wars with the inhabitants of the castle, the other faeries and I have become overly-suspicious of newcomers. Forgive my rude greeting."

#### ask dry war

"You mean you haven't heard? We're at war with the humans in the castle. We have been for quite some time. We've been sending bards out to sing of our heroic battles in hopes that we'd find more enlisters in our cause. We've suffered considerable loss in our ranks now that others have been coming to the aid of those brutish creatures. That was why I acted suspicious when you approached me."

#### ask dry loss

"We waited until the king left on a tour of his other properties. He took most of his guard with him, as he always does. We waited until the third day to attack. We didn't know that he was going to send half of the garrison back to the castle after the second night. They arrived back at the castle early on the fourth day. We had just taken control of the castle when they returned. We suffered many losses, but they suffered even more. "Now the faerie folk inside are worried that they will not be able to hold the castle much longer, especially if the king finds out and orders his entire escort back. We haven't gotten the enlistees we thought we'd get after the castle was won. We've had surprise raids on us by the surviving humans, desertions from our tender-hearted faeries who have no stomach for the brutality of war, and general confusion since our leader died in a raid five days ago. "We also lost our leader in the attack, which saddens me greatly."

#### ask dry king

"He's a terrible man. He has long-suppressed our kind, spreading lies about our people for years to keep other humans afraid of us. He was once cheated by a leprechaun and has taken his anger out on all of the wee folk of the lands. Now he has humans so afraid of us and angry at us that they

hunt us, fed by stories of treasure we'll give up if our lives are spared. What a crop of lies! We have no treasure. We are peaceful people, on the whole. He shall pay for the hatred he's caused toward our kind."

#### **ask dry humans**

"There is only one human I have any respect for. The gardener, who has been allotted a corner of the castle's grounds and garden. I am only one dryad, and none among my people have the ability to care for the plants and trees the way I do. This gardener, however, has a certain talent for

growing beautiful flowers. He is not our captive; we extended an offer of peace toward him if he wished to remain with us and share his craft. So far, he has lived peacefully among us here on the grounds. We do not allow him in the castle while the wars continue, but he doesn't seem to have any

desire to fight. He does worry me, however. He sometimes stands in front of the monument to our now-dead leader with such a look of rage on his face that I... well, I'm worried, is all."

#### **ask dry leader**

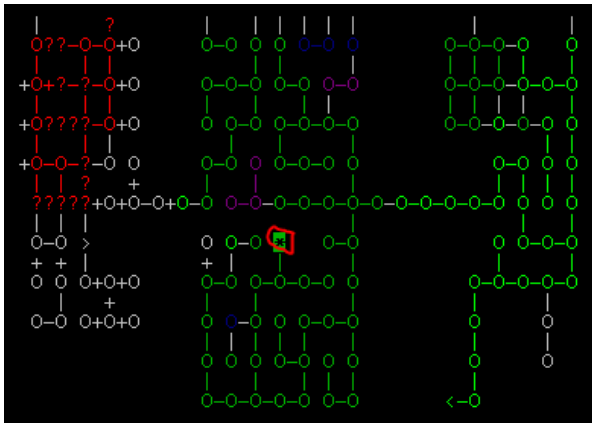
You ask the dryad about the fairy leader.

The tiny dryad snuffles quietly into a tree leaf for a minute. Then, in a tiny, choked voice, she continues: "He fell just as we stormed the final watchroom in the guards' quarters. I was standing near to him when he was run through the neck with an arrow. His lovely, slender neck. Such a noble man. I didn't see which human shot the bolt, but I hope he suffered at least as horribly as our Lord King. I caught him as he slumped to the ground, and his queen closed his eyes after he breathed his last. He died in the throneroom... the room from which he would have ruled us with the kindness and gentleness that came so natural to him. Faeries never really die, you know. We just change forms. Be sure to shake the hand of my lord if you should see him on your journeys. He led us well. He is worthy of honor."

-\*- You have been assigned a quest! -\*-

#### **Step 2: Shake his hand**

Walk back around to the southern side of to the location circled in red, and "**shake hand**".



You pull the statue's arm.

-\*- You gain 1 quest point! -\*-

You hear the faint whisper of the dryad in your ear, "You bring much honor to our king."

### Kill 15 rabbits and return to the Chiiron Fur Trader. (rabbit-skin belt) – 2qp

Quest assigned by the fur trader in Chiiron. This one is nice, because you get xp AND quest points from completing.

#### Ask fur rabb

A fur trader tells you: "Those darn rabbits have been eating my wife's tulips, and I'm getting tired of listening to her complain. I don't have time to leave my shop and deal with it. If you kill 15 rabbits and get back to me, I'll give you a custom-made belt. Make sure when you come back to tell me that you're done with the job."

-\*- You have been assigned a quest! -\*-

You will receive a message like this when your task is complete:

**You have killed enough rabbits to appease the Fur Trader. Return to him to report your progress!**

A fur trader tells you: "Hey, thanks! Now maybe I can get through dinner without my wife squawking about rabbits. Here's your belt!"

A fur trader gives you a rabbit-skin belt.

-\*- You gain 2 quest points and 4000 experience points! -\*-

### Recover the keyring for Uath (jewelled keyring) – 1qp

Go to the springs, and go to the west side of the west/east split (up, n, d from where you can go up). Find the sad xanas named Mik. Ask him about love or lover. Go back to east side, and then go down where you can go down. Look at the boulder. Now go back to the Urik shopkeeper guy. He should say something about losing something or having something stolen. I think you ask him about lost or stolen, but you might be able to ask directly about keyring. Now, at some point while leaving the Xanas area, but before you go out through the log, you should come across a dying man. I tried to save him, and he stole from me while I tried to heal him. Screw him. This is the thief that stole the keyring. Put him down, and then you will get a message about a sacrifice and the keyring will be 'taken.' Go back to the deep part of the spring, look boulder, and tell the creature you will help her make her sacrifice. Afterwards, you should be able to find the keyring in the remains.

When I did it, I didn't know the back story of the lovers, so the whole episode with the thief and the keyring being sucked underground made no sense.

#### ask uri keyr

The urisk tells you: "Och! Some thievin' git got into m' things whil' I was out. I hurt the blaggart sore, but he got away wit' a keyring I was makin' fra a customer. He's comin' fra it soon an I need it back, or he'll have me hide in its place! Say! Yer an able-lookin' body. Would ye be kind enou' to fetch it back fra me?"

#### to uri yes

You say to the urisk (in goblith): "yes"

The urisk tells you: "Oh! Tha' mortals should walk wi' angels! I'd be grateful if ye can fetch it back safe fra me. The blaggart couldna have gone far's I thrashed 'im sorely. I'll wager he'll rue th' day he filched fra ol' Uath! Hurry nou, an I'll reward ye fra yer pains."

-\*- You have been assigned a quest! -\*-

Enter Bamboo and go 2 west. You'll come across a dying man. Kill the asshole.

#### k man

Your chop maims a dying man's leg [32]! [ DEAD! ]

+-- --+

A dying man is DEAD!!

+-- --+

You receive 4 experience points.

A dying man flings a lovely jeweled keyring at you!

A dying man screams with his last breath: 'May cold earth swallow what you've come for!'

You get a poet shirt from the corpse of a dying man.

A hollow rocky female voice screams out! 'A sacrifice for Osse's altar! Now I can be with my beloved Mykal!'

A low rumble rings through the canyon, echoing off the high cliffs. The bedrock beneath your feet begins to shudder and split....

With a loud, grinding crack a dark arm of stone bursts from the bedrock, grasps the keyring and sinks back into the earth as if it was never there.

Ok, now go east x2, climb up x2, east, down, look boulder.

#### **look boulder**

Leaning against each other, two boulders, each about three feet tall, stand out from the surrounding rocks because of their curious smooth texture and slate-grey surface.

One of the boulders shudders, emitting a strange keening wail.

The boulder uncurls from a fetal ball, standing to reveal a creature of stone resembling a young maiden.

#### **ask ore keyring**

An oreid tells you: "I have done things I have no pride in heaping trouble and grief upon myself. Yes, I took your jewelled object. I thought if it was treasure enough for that thief to steal, then it must be of great value. I need something unique and precious, worthy of the great boon I am asking of Osse. I wish to become flesh like my beloved Mykal. I wish to breathe, to know warmth, to know real love. I can not have that as this lump of rock that I am. I mourn so much already. It would ease my heart a little to hear you say that you can forgive me for what I've done."

#### **to ore forgive**

You say to an oreid (in goblsh): "forgive"

An oreid tells you: "I thank you for your understanding. I wish the dieties were as compassionate. As it is, your thief chipped the enamel of the keyring, ruining its perfection. Even should I choose to try and sacrifice it, it would not make a pleasing enough offering now in exchange for what I desire."

#### **ask ore desire**

An oreid sighs loudly.

An oreid stares blankly off into the distance.

An oreid tells you: "I wish to become a being of flesh and blood - a Xanas faerie - so I can share what days I'm granted with Mykal. I have searched for something fitting to sacrifice to Osse, the father of the Xanas, so he would hear my plea and transform me, but I have found no object precious enough. There is just one possibility left to me now...."

An oreid thinks really hard.

An oreid looks down.

An oreid tells you: "The only precious thing I have to offer to my love and his lord is my life. I can think of no greater offering for my love than that. Perhaps...perhaps if I offer myself as a sacrifice, he will find it worthy enough to grant my desire. Should Osse reject me as fitting and let me slip into the darkness of oblivion, then at least I would be free from misery at last. I would need someone to assist me in my death. Would you be willing to help me? You need only tell me YES or NO."

**to ore yes**

You say to an oreid (in gobligh): "yes"

An oreid tells you: "Thank you, mortal! It is mercy that surely touched your heart. I can no longer live as I am. If Osse sees fit to honor my sacrifice, then, perhaps, we shall meet again. If not, then I thank you sincerely for relieving me of my burden. Strike swift and true!"

**k ore**

Your cut maims an oreid's head [32]! [ some cuts ]

Your slice maims an oreid's body [31]! [ badly wounded ]

You bring the axe back for a second ruthless chop.

Your slice SAVAGES an oreid's hand [38]! [ bleeding freely ]

Your hack maims an oreid's neck [33]! [ mostly dead ]

Your hack SAVAGES an oreid's body [36]! [ DEAD! ]

+-- --+

An oreid is DEAD!!

+-- --+

You receive 1431 experience points.

An oreid tells you: "Thank you for ending my suffering!"

To get anything from a heap of rubble, you must search through it.

#### sear rubble

You scatter a heap of rubble searching through it.

You push aside the heap of rubble and find a jewelled keyring.

Now go back to Urisk and give him the keyring.

#### give keyring urisk

You give a jewelled keyring to the urisk.

The urisk tells you:

"Och! Cynnis an' all the faeries bless ye fra returnin' m' goods. Weel demons take 'im! The blaggart chipped t' enamelin'. Bah... I canna sell it nou. Weel, since ye showed yerself t' be a kind soul, take this as m' gift. I'll make another t' replace it. Nou... Where'd I put m' tools?"

The urisk hands you a jewelled keyring.

-\*- You gain 1 quest point and 100 experience points! -\*-

#### Kill the Leaper (pike tooth ear stud) – 2qp

Keep climbing up. Go to top and tap tree. Ask the dryad about her wounds to start another useful quest (to kill the leaper), for a +1 resist earring slot item

Commented [DF11]: I did this but didn't get earring,

#### tap tree

You tap a fairly young alder tree.

A pair of large green eyes sprout in the bark, blinking at you. They study you a moment, then from out of the trunk steps a very young dryad, no more than chest high. A dark green liquid is leaking from her left side, staining her leafy raiment. She cradles her wound with one arm. Trembling, she stares at you fearfully.

The wounded dryad holds her poorly-bandaged side.

#### ask dry wound

The wounded dryad tells you: "My wound pains me and will not heal. I was foolish enough to stay out after dark and that vile creature that hides in the pool attacked me. Now that it's got a taste for my flesh, it comes back in the dark for more. I'm afraid to come out of my tree for fear of it. What I wouldn't give for a night's unbroken rest!"

#### ask dry leap

The wounded dryad tells you: "A malevolent beast! It's a horrid creature that lives in the pool below. It prefers the dark, but isn't afraid to come out in the day if there's warm flesh to be had. Be wary! It

attacks without warning and kills without mercy. It's an enemy to all living things. I wish it were destroyed entirely! I've longed to hear someone say they will kill the leaper."

#### to dry yes

You say to the wounded dryad (in gobligh): "yes"

The wounded dryad tells you: "After all this time, I never expected Uni to be my savior! Well then, if you can manage to slay the beast, bring me back his tail stinger. Do be careful with it, though. It contains a foul and potent poison. May all the favor Algesa can grant go with you!"

-\*- You have been assigned a quest! -\*-

Now go East to enter xanas spring. Go to the far south / middle room and **search branch** and kill the leaper. Repeat until you skin the leaper for a stinger to finish dryad quest.

You skin the corpse of Myukugnigkip producing a gristly poisoned stinger.

You give a gristly poisoned stinger to the wounded dryad.

The wounded dryad gazes at you, her eyes shining with sincere admiration.

The wounded dryad tells you: "O sweet peace! I can scarce believe it, Uni. A mere mortal such as yourself slaying such a beast. It's certain Algesa was standing with you! A brave and compassionate creature such as yourself certainly deserves an enchanted gift. Take this as my end of the bargain. May it aid you in whatever noble deeds you hope to accomplish."

The wounded dryad presses a pike tooth ear stud into your hand.

-\*- You gain 2 quest points and 1000 experience points! -\*-

The wounded dryad tells you: "The beast still lives, then? Oh, Uni! Please, I beseech you! Do not rest until this foul plague is obliterated. None are safe while it still draws breath... including you."

The wounded dryad looks over her shoulder, a mournful look on her face, then disappears into her tree.

#### Get scale medicine for Coll, the prismatic Salmon. (blue silver bar part 2) – 2qp

Get the **Get the Hazelnut of Wisdom for Uath** quest assigned first.

#### to salmon hi

You say to a salmon (in humanic): "hi"

A salmon tells you: "I'm so glad you've come. The Xanas and other fish are nice enough, but I do so enjoy a chat with someone from the outside now and then. Have you come on some errand, or is this a social visit?"

#### to sal errand



You say to a salmon (in humanic): "errand"

A salmon tells you: "Ah! Very well. Did someone send you to me? Who was it?"

**to sal uri**

You say to a salmon (in humanic): "uri"

A salmon tells you: "Old Uath? He's a bit on the emotional side, but a good creature nonetheless. He often complains that his hooves are becoming arthritic so he sends messengers like you when he needs my help. What did he ask for?"

**give mark sal**

You give a Mark of Uath to a salmon.

A salmon smiles happily.

A salmon tells you: "Yes, that is his mark. I'll be happy to give you a hazelnut for him, but I desperately need a favor in return. My scales itch horribly and I need medicine for them. Would you be kind enough to assist me in obtaining some? Just tell me if you WILL or WON'T assist me."

**to sal will**

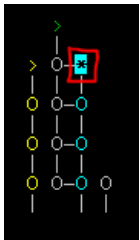
You say to a salmon (in humanic): "will"

A salmon tells you: "Excellent! I need an ingredient for a draught that relieves the intolerable itch under my scales. If you would be so kind, go to the Howler's Cave and obtain five scuttlebug shells. You'll need to take them to Narak and find my old friend Liam Sea-Worn. He's a morose fellow and can be a bit gruff, but once you give him the philter, he'll know what to do. Bring me what he gives you and I'll grant you a hazelnut of wisdom for Uath."

A salmon gives you an etched philter containing shimmering crystal clear liquid.

-\*- You have been assigned a quest! -\*- **(Get scale medicine for Coll, the prismatic Salmon.)**

Scuttlebug shells pop in howlers cave. Shells replicate!!! Directions to the cave: go to the troll bridge (the humpback one) at savannah (near Brithbarad) > north of there is a river > you need to keep going north and go west to limestone shelf > go all north > go one south and one east > "enter waterfall" (chance current will take you downstream). Can also refer to the Cave of the Howler area.



After 5 shells, he gives you the anti-itch potion for Coll. Take this back to Coll, give it to him, receive a raw hazelnut of wisdom. **IMPORTANT:** The raw hazelnut of wisdom is edible, so move to a safe location after receiving to avoid accidentally eating. If you do eat it, you will receive +6 wisdom temporarily.

give phil salm

You give a philter of scale medicine to a salmon.

A salmon tells you: "Oh, words cannot express my gratitude for your service! You have absolutely no idea how badly this malady has pained me. This certainly earns you your hazelnut for Uath. Here, take it with my profound thanks! I shall go apply this immediately!"

A salmon gives you a raw hazelnut of wisdom.

A salmon disappears into the shadows under the shore with a flick of his shining tail.

-\*- You gain 2 quest points and 1000 experience points! -\*-

### Get the Hazelnut of Wisdom for Uath (blue silver bar part 1) – 2qp

Refer to the Xanas Spring area for directions on how to get to the zone.

First, go to the urisk. "Ent Log" > speed ee > "Enter bamboo" until it works (takes several tries sometimes).

**ask uri silver**

The urisk tells you: "Oho! Ye've been jawin' w' wee Saphal, I see. Thinkin' about makin' somethin' special are ye? Well nou, tha won't come wi'out a price. Tha's a metal hard to come by. If tha's wha ye've got yer heart set on, then I'll be wantin' somethin' of ye in return. 'Ere ye still interested? If ye be, then tell me ye'd like a wee bar o' Xanas silver."

**to uri bar**

You say to the urisk (in humanic): "bar"

The urisk tilts his head to one side, considering you.

The urisk tells you: "Weel aren't ye t' adventurous soul! Verra good. I need ye t' battle aff t' the pool an' find Coll fra me. Ask 'im fra a hazelnut of wisdom. Fetch it back here an' I'll forge th' silver fra ye. Donna be shocked if he asks ye fra a task himsel'. The hazelnuts he owns are rare as frog's fangs and he doesna pass 'em t' many. Best do as he asks an we'll both get wha' we desire. Take this wee trinket. Give it t' Coll an he'll know yer workin' fra me. Nou, aff wit ye!"

The urisk presses a Mark of Uath into your palm, closing your fingers around it.

-\*- You have been assigned a quest! -\*- **(Get the Hazelnut of Wisdom for Uath)**

You will receive a Mark of Uath in your inventory. Now off to find the slammin salmon. "Enter bamboo" until it works (takes several tries sometimes) > Climb Up x2 > Enter Pool > speed nen (to the slammin' Salmon - Coll)

You have to complete another quest for Coll before he'll give you what you need (refer to the **Get scale medicine for Coll, the prismatic Salmon** quest)

Give the hazelnut to Urisk and receive a Xanas blue-silver bar for customs. These bars are a part of the two good customs, and can only be done once per character (unless someone else does quest and gives you a bar).

You give a raw hazelnut of wisdom to the urisk.

The urisk tells you: "Ye've more than earned this bit o' precious. May it keep ye hale an' bring ye happiness fra the nou till Kingdom come."

Gingerly, the urisk places a softly glowing blue silver bar in your hands.

-\*- You gain 2 quest points and 2000 experience points! -\*-

#### **Custom the Reward**

Now, your travels take you to Vaasa - you want to go to the Talonwood area. Not all the way there, mind you, but most of the way. You will pass by a room next to some water (NE trail, SW water exits) and it will have Symbols in its room description. Go 2 steps east and "Sing Osse". This will summon the avatar.

#### **Brooch:**

Large iolite crystal, blue-silver bar, 3 large spring pearls, 3 tiny iolite crystals, 10 small spring pearls

#### **An Iolite And Spring Pearl Brooch**

Base Cost: 10000	Level: 35	Weight: 2.50 lbs
Acid: 10%	Fire: 10%	Cold: 10%
Rarity: Very Rare		
Materials: organic, silver, stone		
Wear Loc.: neck		
Layer: over		

Anti-Flags: anti-thief, anti-warrior, anti-paladin,  
anti-ranger, anti-monk, anti-bard

Affects:  
Cannot be enchanted with minor enchant.  
Cannot be auctioned.  
Is water-proof.  
Is magical.  
Is glowing.  
Mana\_regen by +0.50.  
Mana\_points by +15.  
Cannot be stolen.  
Provides light.

#### Bracelet:

Blue-silver bar, silver ring, 20 tiny iolite crystals, 3 medium spring pearls

#### A Xanas Lotus Bracelet

Base Cost: 10000	Level: 35	Weight: 1.50 lbs
Armor Class: 4		
Acid: 10%	Fire: 10%	Cold: 10%

Rarity: Scarce  
Materials: organic,silver,stone  
Wear Loc.: wrist  
Layer: over

Affects:  
Has been sanctified.  
Is magical.  
Mana\_regen by +0.50.  
Hitroll by +2.  
Wisdom by +1.  
Is rust-proof.

#### Find if girl is alive ( chiiron bandits ) – 2qp

**Get the quest:** Go to the bar in Chiiron

A drunk is resting on a long wooden bench.

The drunk mumbles about life being cruel...

#### ask drunk cruel

The drunk tries to straighten himself, and looks you in the eyes, "Aye, life is a cruel mistress. She has visited much pain on me."

He slumps a little, as if beaten down by his memories, "First, my lovely wife was taken from me while giving birth to my daughter. And now, my daughter, my only child, was kidnapped by bandits while picking flowers south of town. I fear for her life, and the local authorities are too busy dealing with those renegade dwarves to check into the matter."

The drunk looks at you expectantly, "Could you help me?"

#### **to drunk yes**

You say to a drunk (in vyanian): "yes"

-\*- You have been assigned a quest! -\*-

#### **Refer to the Chiiron Bands area for instructions on how to complete.**

Get the tattered dress from the bandit zone as outlined in the guide.

You give a tattered dress to a drunk.

The drunks face melts as he recognizes the tattered rags that once clothed his only child. He cradles the cloth as he would a baby, and tears stream down his face as he begins to sob uncontrollably.

He gives you a sad look, mixed with relief and despair, the emotions wracking his alcohol addled brain. He manages to stutter out a strained "Thank you, thank you for your help," before walking out of the bar, fighting back tears.

-\*- You gain 2 quest points! -\*-

#### **Lord Richard's citizen kidnappings – 4qp 60000xp**

How to get the quest: go to the priest of Algesa. Usually upon entering the room, you'll get something like this...

A priest of Algesa stands quietly within the Temple of his goddess.

Brother Thomas makes his way over to you, and says, 'You are an adventurer aren't you? Citizens of Medienne have been disappearing lately. Kidnappings maybe, but the Lord is looking for someone like you, who might be able to help. Lord Richard should be in his mansion at the northeast corner of town, if you are interested.'

So go over to Lord Richard (northeast part of Medienne).

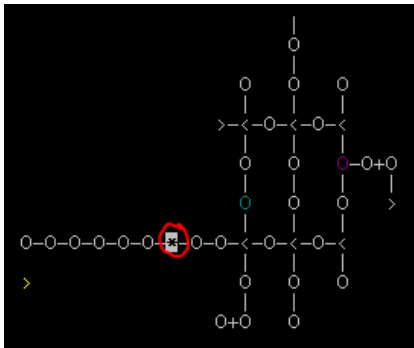
#### **ask lord kid**

You ask the Lord of Medienne about the citizens disappearing.

The Lord of Medienne says, "I don't think it's kidnappings really. Nothing is ever heard from them again. It started a couple weeks ago, about the time we started losing sewer cleaning workers. I think there is a connection. There is an entrance to the sewers on the west side of town, in an alley. You must find out what happening to the citizens, and find a way to keep it from reoccurring."

-\*- You have been assigned a quest! -\*-

Now go into Medienne Sewers



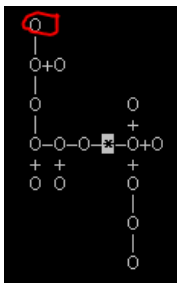
Go to the location circled in red, and **"open grate"**.

Follow the path down until you get to a closed door. **"touch carving"** will open the door.

Follow the path north until you arrive at the...

A Statue of Rat'ka towers above the altar, fangs glinting in the dim light.

Kill the small and cute little rat (actually a giant rat-demon). After the rat is dead you can **"pry eye"** to get it out of the statue. (circled in red below)



Now, leave the sewers and go back to Brother Thomas and sacrifice it.

#### **sac eye**

You begin the prayer before the altar, the eye resting on its top. Suddenly you feel a heavy presence fill the temple around you, and you open your eyes. The light outside seems darker than you remember. Hazily you think you hear thunder somewhere, as you come to know, a larger attention turned your way: a hostile attention. But through this, you finish the prayer.

Your vision clears and the eye is gone. You are distracted by the sense of a conflict going on somewhere, but then the light seems normal again, and the temple feels as it always has been.

-\*- You gain 4 quest points! -\*-

### Avenge the ghost of an elf. (Amulet Of The Drowned Sailor ) – 0qp

Get from ghost elf (Malana) who appears after midnight at the dock.

To get to the dock go ... From "Outside the West Gate of Medienne" > speed 2wn5wnw

ask mala revenge (or ask Ghost revenge or avenge)

Malana tells you:

"I am encouraged by your brave undertaking. There are so many of those vile creatures."

-\*- You have been assigned a quest! -\*-

Malana roves east.

Malana tells you:

"Simply return and ask me if your revenge will let my soul finally rest."

I believe she wants you to kill 200-300-1000 (not sure how many) aqua goblins

Once the quest is complete, the ghost will give you An Amulet Of The Drowned Sailor.

#### An Amulet Of The Drowned Sailor

Base Cost: 15000      Level: 70      Weight: 2.00 lbs

Armor Class: 2

Acid: 5%      Fire: 9%      Cold: 85%

Rarity: Rare

Materials: leather,stone

Wear Loc.: neck

Layer: under

Affects:

Is water-proof.

Is magical.

Grants the ability to breathe underwater.

Second attack by +1.

Hit\_points by +10.

Is rust-proof.

### Find the castle servant's bucket for him – 1qp

The servant is located on the main level, usually just north of the entrance.

As you walk by the servant, you hear him mumbling something about a bucket.

#### **ask serv buck**

You ask the servant about his bucket.

A castle servant tells you: "Please retrieve my bucket for me. I do not have the time or energy to look for it."

-\*- You have been assigned a quest! -\*-

u tells you: "BUCKET: 33346, loo wall, ope east, e, move crate, d,d,n,n,u, west a few times, open a door, search shelf, it pops after a few repop"

You give a bucket to a castle servant.

The servant inspects the bucket and tells you, 'Thanks! I am so glad that you have taken the time to find my bucket. Now I will be able to clean the floors.'

-\*- You gain 1 quest point! -\*-

### **Find an amulet of Sst'rasa for the scarred lizardman. – 2qp**

You just have to custom an Amulet of Sst'rasa at the bone shaper. The kicker is you have to get a python skull which is a really low pop.

#### **give amu old**

You give an amulet of Sst'rasa to an old scarred lizardman.

The old scarred lizardman thanks you heartily, as he lovingly rubs the amulet with his claws.

-\*- You gain 2 quest points! -\*-

### **Prenslie's scavenger hunt**

This is the mage in Chiiron.

### **Find the dragon statuette and return it to the king's personal guard. (Castle Lag Part 1)– 2qp**

#### **Step 1: Get the quest**

Find the king's personal guard in the second level of castle lag. Just walking into the room with him will get the quest assigned. (Room #33426)

The King's Personal Guard turns to you and exclaims, 'Someone has stolen King Lag's dragon statuette. Will you please find it and bring it back to me? I shall give you a reward upon its return.'

-\*- You have been assigned a quest! -\*-

Graveyard of Castle Lag Room# 9025 look carving for a chance to pop the dragon.

Give drag king

You give a dragon statuette to the personal guard to the King. 'You have done well! Please accept this royal medallion as your reward. Worthy adventurer, if you have the time...would you be willing to complete one more task? I ask that you take your reward to the king and set him free. Please be extremely careful, that is the only medallion of its kind. Although I am not sure myself, I believe the



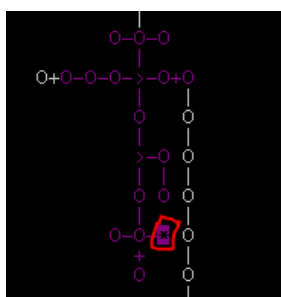
King's son may know the proper procedure for saving his dead father. Ask him about the royal medallion, Lagora.'

-\*- You gain 2 quest points! -\*-

Upon completion of this quest, you'll be assigned another quest.

### Place the royal medallion on King Lag's tomb. (Castle Lag Part 2) – 4qp

King's tomb is on the lower level, same level as the Castle Lag Graveyard, but up past the Royal Guards. All the way south., and then one east.



Place the "a royal engravings 'Lagora'" on the sarcophagus.

#### put lag circle

You place the royal medallion into the circle set in the sarcophagus. Suddenly, the King's spectre rises from within his sarcophagus and states, 'You have done well, my friend! You have relieved my soul from this hellish nightmare. Now I may go join my wife in the heavens.

-\*- You gain 4 quest points! -\*-

### Retrieve Fuzzelgrimm's secret blueprints for the village idiot of Pennan. (Pointy Red Gnomish Cap) – 3qp

#### Step 1: Get the quest

Quest starts in Pennan - ask village idiot about maze > then give him a clump of chicken feathers (pop off the chickens wandering around Pennan)

You give a clump of chicken feathers to the village idiot.

The village idiot looks you dead in the eye and starts spouting gibberish.

Then, his face a few scant inches from your ear, whispers quite lucidly:

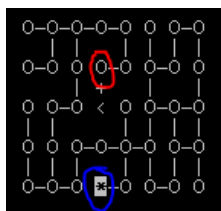
"Bring me Fuzzelgrimm's blueprints for the ice machine!"

-\*- You have been assigned a quest! -\*-

### Step 2: Ice Maze of the Mad Gnome

Do you know that long e-w path between kha-da and great north road > about 3-4 maybe 5 rooms from the east end, there is a crack (Room #28016) > there is a random that goes off in there about water streaming out of it > but i just walk and 'look crack' until i find it > enter crack takes you into the maze > reach hole to open door

Go to middle of ice maze (see room circled in red below). The room circled in blue is where you started.



Reach hole to open door (where sleet automaton is)

Enter and kill gnome

doing 'search parts' will sometimes spawn automaton

doing a regular search will sometimes find an iron bar

roll rug to find trapdoor, open and down

kill all automatons

do a 'search south' to find secret door

open and enter, kill gnome engineer (he will have a onetime use frost key to open the chest from the prior room)

not 100%, but if you have quest, the plans will drop into your hands

return plans to idiot

You give the set of Fuzzelgrimm's secret blueprints to the village idiot. The village idiot cackles with insane glee and clutches the set of Fuzzelgrimm's secret blueprints tightly for a moment. The moment complete, he stares intently at the set of Fuzzelgrimm's secret blueprints at length, nodding his head from time to time and exclaiming nonsense such as "Of course!" and "Why didn't I think of that!" By and by, however, he begins to get agitated. "No... no... that can't be right..." Finally he throws his hands into the air. "Argh!" And promptly eats the set of Fuzzelgrimm's secret blueprints.

The village idiot searches his person and eventually comes up with a bright red cap. Handing the cap to you, he chuckles and murmurs something about being too bigheaded.

The village idiot throws back his head and cackles with insane glee!

-\*- You gain 3 quest points and 3500 experience points! -\*-

#### A Pointy Red Gnomish Cap

Base Cost: 2000	Level: 35	Weight: 2.00 lbs
Armor Class: 3		
Acid: 10%	Fire: 5%	Cold: 10%

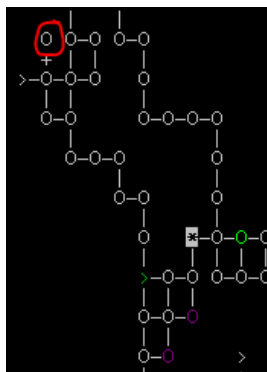
Rarity: Very Rare  
Materials: cloth,organic  
Wear Loc.: head  
Layer: base

Affects:  
Cannot be sold.  
Cold by +2.  
Hit\_points by +10.  
Constitution by +1.

#### **Convince Caedmon the Bold to teach you what he knows. (Riposte) – 10qp**

**IMPORTANT:** If you are evil the high priest of Lonil will leap to attack you, and easily dropped me at level 88 with a group including a level 90 cleric. So just carefully avoid the priest and you'll be fine.

Location of the Riposte trainer is circled in red, so whatever you need to do to get to him and avoid the priest.



#### **Step 1: Get the Quest**

Go to Sighere (A tall, graying man with a well-trimmed beard), in the cathedral directly north of the Fork in the Trail. From outside the east gate of Chiiron go, speed 4euesen2ed4e3ne5nwn2wnw2n

You ask Sighere about Caedmon the Bold.

Sighere says (in primal):

"I left that life behind when I left the name, my prize, and my friend behind."

**NOTE:** If you stand next to Sighere long enough, he will mention the name Caedmon: *You hear Sighere whispering something, you only manage to catch the word "Caedmon" from it.*

-\*- You have been assigned a quest! -\*-

You ask Sighere about the prize he left behind.

Sighere continues writing as he replies.

Sighere says (in primal):

"I told you that I left that part of my life behind. If you're just looking for the gladius like all the other treasure hunters, it's probably where I left it near the spring north of the arena. I don't want to talk about this anymore, so leave me in peace."

### Step 2: Get the Gladius

Next you'll want to go to the south side Bamboo Forest. The Bamboo Forest is located south west of Sos-kul. From outside the west gate of Sos-kul go, speed 3s3wsw2s4w > then "climb up" > Go "down" > then "search rack" (you will find a golden, ceremonial gladius) > Give the gladius to Sighere.

You give a golden, ceremonial gladius to Sighere.

Sighere finally looks up from his desk and slowly lowering his quill to his desk.

Sighere says (in primal): ""Wh.. where did you find this?""

Sighere looks at the gladius a moment before he turns away, shoulders shaking with emotion.

Sighere nods slowly.

Sighere says (in primal): "Very well, I can see that you are intent on learning what I can teach you. Since it will take me time to recall my skills, time which I do not have, you will need to help me in my work."

Sighere says (in primal): "I require three texts for my research. The first, a tome about the cyclic qualities of time, was being moved from an archive near the monastery on the Great North Road when it was captured by some of the Tyrant's minions."

Sighere says (in primal): "Bring me the first text, and I will tell you of the second."

### Step 3: Get the Tome

Go to the room with the palace librarian in Voaleth Palace, and c. Go give the tome to Sighere.

If you are a goodie goodie, then you'll have to go through wandering orc monks (secret way) to get into Voaleth. After you fight your way through that, you'll see a Vyan priest at the end of the tunnel. He is not agro. Starting from him, go North > North > South > Down > West to get to palace librarian. You will have to kill the palace librarian first before you can take the tome.

You give a large, dusty tome to a tall, graying man with a well-trimmed beard.

A tall, graying man with a well-trimmed beard says (in primal):

"Ahh, excellent! I was afraid this tome had not survived. You have done well, young one."

A tall, graying man with a well-trimmed beard says (in primal):

"My next requirement is a very rare scroll. I nearly possessed this very item once, but I was foolish and let it slip out of my grasp."

A tall, graying man with a well-trimmed beard says (in primal):

"Several months ago, a young woman came to me, just as you have, and begged that I teach her the arts of combat. I declined, as those years are behind me, and I am a simple priest. She offered me a scroll she had found on her travels, hoping to persuade me. I sent her away. What a fool I was!"

A tall, graying man with a well-trimmed beard sighs loudly.

A tall, graying man with a well-trimmed beard says (in primal):

"Since she left, I have discovered that the scroll was really the masterwork of Merius, who was either the seventh or the ninth High Priest of Meriada, depending on which school of thought you follow. Merius spent his life studying the magical manipulation of time, searching for the very thin line where probability and paradox intersect."

A tall, graying man with a well-trimmed beard says (in primal):

"I need you to find this woman and retrieve her scroll. She was a striking woman, very obviously a warrior - massively muscled, tall, but with a delicate, almost elfin face. Alas, I never got her name. When last I saw her, she said she was heading to make her devotions to her god, in a temple somewhere to the south east."

Sighere fixes you with a stern gaze.

A tall, graying man with a well-trimmed beard says (in primal):

"Do not attempt to take this scroll from her by force! It was very old and it might be destroyed in a struggle. You will have to either barter for it or buy it out right. Either way, murder is not an option."

A tall, graying man with a well-trimmed beard smirks.

A tall, graying man with a well-trimmed beard says (in primal):

"Besides, I think she could take you."

#### **Step 4: Get the Musty Scroll**

Go to Xalia in the temple. 'ask xalia vials' and then 'to xalia deal'.

You ask Xalia about the empty vials.

Xalia says (in primal):

"This is the truly disgusting part. They want me to get all this blood myself! I don't mind blood in the heat of battle, but hunting down and murdering innocent little pixies and what not? That is just nauseating. And do they really expect me to go looking for a greater ice demon? I don't think so."

Xalia rolls her eyes.

Xalia says (in primal):

"However, I think I see an opportunity for us both, friend! You need this scroll and I need three vials of blood. If you bring them to me, the scroll is yours. Deal?"

You say to Xalia (in entish): "deal"

You inform Xalia that you will accept her offer.

Xalia says (in primal):

"Great! Here are the vials. The quartz one is for pixie blood - find the most powerful pixie sorceress and fill the vial with her blood. The crystal one is for the essence of lava, I'm not sure where you get that, but you're a smart one. Look around. The ebony one is for the ichor of a greater ice demon - watch out for those, the templars tell me that it's the most dangerous of the bunch by far!"

Xalia hands you three stoppered vials and a slip of paper.

Xalia says (in primal):

"Oh, and by the way, try not to die, will you? I don't want to have to explain to the high priest how I lost my vials. Good luck!"

1. Kill the pixie high sorceress (DO NOT SKIN HER). Get out your quartz vial, and 'fill vial'.

The pixie high sorceress is found in the Pixie Forest area.

2. Kill the lava elemental. Get out your crystal vial, and 'fill vial'.

Near khiren – go east away from khiren and all down.

3. Kill the greater ice demon (he doesn't always spawn, and DO NOT SKIN HIM). Get out your ebony vial, and 'fill vial'.

Ask khiren demon and/or refer to Ice Demons zone above for details. Greater ice demon pops on the middle west side of the zone.

4. Return to xalia and give her all 3 vials.
5. Give the musty scroll to Sighere.

You give an old, musty scroll to Sighere.

Sighere says (in primal):

"Fabulous! I see that you have managed to retrieve the scroll without resorting to violence! Think on that, young one, there may come a time when your brains will be more valuable to you than your brawn."

Sighere says (in primal):

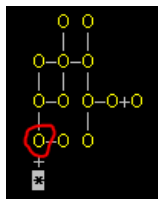
"And now, young warrior, the last text I require from you is a treatisewritten by the mighty Gyrael, one of the most skilled practitioners of temporal magic ever to live. Sadly, he was struck mad by a spell gone wrong, and his brilliance was lost. His last work was his greatest – and his rarest."

Sighere says (in primal):

"One copy exists of the Treatise of Gyrael. If you can retrieve it, I will teach you what you seek. I've heard that he wandered into the desert in his madness, and was never seen again. A sad end to a brilliant man."

#### Step 5: Get the Treatise

The Crabman Village is located in the south east part of the desert (west of Pennan). You'll need to get disbelieve (follow Disbelieve quest) before you can get into the Village. Once in the village, go to the south west corn, and type "get peb".



Go south and ask the crabman librarian and 'ask librarian gyrael'.

You ask a crabwoman librarian about the ancient sage, Gyrael.

A crabwoman librarian says (in primal):

"Ahh, Sighere is a very wise human, I am told. Even here, in the depths of the desert, we have heard his name. I will lend this treatise to him on the condition that he returns it to me once he has finished."

A crabwoman librarian gives you an old, yellowed parchment.

Give the treatise to Sighere.

You give a yellowed, parchment treatise to Sighere.

Sighere says (in primal):

"Well, you are truly an exceptional warrior, my friend. You have completed tasks that I thought no one could accomplish. This treatise will aid me greatly in my work."

Sighere says (in primal):

"Well, our bargain is complete. I shall teach you the special move that cost me everything I thought I loved. May it bring you a happier fate, and I hope that you have learned somewhat from me besides violence."

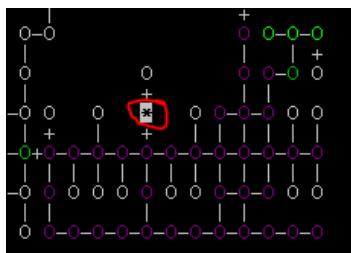
-\*- You gain 10 quest points! -\*-

Practice riposte.

## Give the Iguana King's dented crown to the master hunter. (Third Attack) – 2qp

### Step 1: Get the Quest

Go to the master hunter in Sos-kul



The master lizardman hunter tells you:

"You look as if you need the warleader's help. He alone can teach you the skills you need to swing your weapons more than twice in combat."

ask hunt warleader



The hunter tells you, 'The warleader is free now, simply ask me if you would like to meet him.'

ask hun meet

The hunter tells you 'I cannot let you into visit the warleader, not until you are ready. You must prove yourself to me first by completing a minor task.'

ask hunt task

You ask the master lizardman hunter about the minor task.

The master lizardman hunter tells you:

"If you wish to prove yourself and gain entry into the warleader's chamber, you must prove your worth. Nearby, there is a lair of Iguanas which used to come in and steal our eggs and sell them to the vyans. We drove them off, but they still manage to thrive somewhere to the south of Sos-kul. Bring me proof that you have killed their king, and your worth will be proved to this village."

The master lizardman hunter tells you:

"I require an answer so that I may know whether your intentions are honorable. Are you willing and ready to prove yourself?"

You say to the master lizardman hunter (in ogrish): "yes"

The master lizardman hunter tells you:

"The Iguana Lair lies south of our village. When you have the king's dented crown, give it to me to prove yourself."

-\*- You have been assigned a quest! -\*-

## **Step 2: Get the dented crown**

Refer to the "Iguana Lair" area for details.

## **Step 3: Give the dented crown to the hunter**

You give a green ringed dented crown to the master lizardman hunter.

The master hunter smashes the crown of the Iguana King.

The master lizardman hunter tells you:

"May the Iguana's rule end up like their king's crown. You have proved yourself to me and my people. May you live to fight a thousand more battles."

-\*- You gain 2 quest points! -\*-

#### **Step 4: Ask the hunter to see the warleader**

Ask hun war

He will only see you at certain times, so you usually have to wait until morning or afternoon.

#### **Find the book of spells and give it to Zarander's Assistant (Bag of Holding) – 2qp**

Refer to Zarander's Tower area for details.

#### **Heal the rift between Proditoris and his friend, Jergault. (Guard and Berserk) – 3qp**

##### **Step 1: Get the quest**

Go to the ghost of a blacksmith near the Toy Tower area and ask him about his shortsword.

NOTE: I think the key word for the quest is just "to ghost help"

You say to a ghost of a human smith (in ogrish): "help"

A ghost of a human smith tells you: "Excellent, I knew you would help me!"

A ghost of a human smith tells you:

"Take this sword - it is the same sword which I removed from my friend Jergault's possession. Return it to him in his watery grave beneath the broken obelisk."

-\*- You have been assigned a quest! -\*-

Directions: From Pennan well speed e4nw6nw16nw should be the toy tower repop. The ghost is slightly north of the path that takes you to the toy tower.

##### **Step 2: To the Desert**

To get to desert you need to head west out of Pennan, and go as far west as you can and then move landslide. You'll need to move a little west, but you'll want to stay mostly to the east and head south to find the obelisk. Once you find it, in the eastern face there is a secret entrance. "touch lotus" to open the door way, enter and move slab to reveal down exit. Go down and "throw sword" to complete quest and summon trainer.

Gripping the short sword of Alegra in your hand, you kiss its hilt and cast it out into the pool.

A thick, yellow mist swirls around the edges of the pool.

A large zombie steps forth from the water and comes to stand at its edge.

A zombie of a fierce warrior tells you:

"You have summoned me from my watery grave. What would you have of me?"

-\*- You gain 3 quest points! -\*-

**Yell Jergault** to get him to return if you ever need to prac stuff from him again.

**Tips:** Centipedes or millipedes are agro... can't remember which. I think the scorpions around the obelisk are agro too. Scorpions poison.

**Tips:** The guy that drops the gloves of deftness is just south of the obelisk too for reference... he's not an easy kill though"

### **Get a bundle of firewood for the cold citizen of Medienne. – 1qp**

The Firewood will be laying on the floor in Renegade Dwarves. Very easy pop.

You give a bundle of firewood to a poor Medienne citizen.

The citizen is profusely grateful for your help in saving his life.

Congratulations on completing this quest!

-\*- You gain 1 quest point! -\*-

**Tip:** Usually after you give the bundle to the citizen, he will drop it to the ground, so you can just pick it up and reuse it later on.

### **Find a giant owl feather for the alchemist in Chiiron – 2qp**

As you enter the shop, you hear the alchemist mumbling about needing a feather and not sure who to ask for it.

**ask alch feat**

The alchemist looks at you and tells you he needs the feather of a giant owl for a spell he is trying to cast and wonders if you could go find it for him.

-\*- You have been assigned a quest! -\*-

giant owl is in a tree medienne forest on the NW side

You give a dark feather to an alchemist.

-\*- You gain 2 quest points! -\*-

The alchemist inspects the feather and tells you 'Thanks! That is exactly what I needed. Now maybe I can get the spell to work.'

### Return Relanya's lost boys to her, or proof of their deaths (Belt of Demonic Fortitude Part 1) – 6qp

Step 1: Get the quest

In Medienne, from the cross roads go straight north to the grieving mother. She usually starts crying as soon as you enter the room.

Start the quest by, "Ask mother boys"

A slight glimmer of hope flashes across her face as she looks at you. "My boys, they meant the world to me. I can only pray that they are still alive. I hired a band of mercenaries to go and find them, to seek out that horrid swamp and bring back my boys, or at least news of their deaths. But alas, I have not heard from them since they left the city and I fear that they have been killed." With an almost pleading look in her face, Relanya looks at you and asks "Would you please bring my boys back to me or at least news so that I may mourn for them?"

Ok, now head to Tireth's swap and pop the tunic.

You give a child's bloody tunic to a grieving mother.

With tears welling up in her eyes, Relanya holds the bloody tunic close to her heart, and inhales deeply.

This... this tunic was one of my son's... it was Sorin's. No one could have survived after receiving a wound such as the one this tunic shows...but what of my other son...what of Talen..have you found any evidence of him?

And next you'll need a crystal of seeing.

You give a **crystal of seeing** to a grieving mother.

**Commented [DF12]:** Pops off Xarleek in Tireth's Swamp.

Staring into the Crystal of Seeing, Relanya suddenly gasps with astonishment!

Oh, Talen is still alive, I can see him! He is right here in this crystal...

Oh thank you very much. You must go find him and rescue him. At least one of my sons is still alive. I do not know what I would do if they were both gone.

-\*- You gain 6 quest points! -\*-

### Rescue Relanya's son, Talen from the demons holding him (Belt of Demonic Fortitude Part 2)

You will automatically be assigned this quest once you complete the quest, "Return Relanya's lost boys to her, or proof of their deaths."

-\*- You have been assigned a quest! -\*-

A grieving mother tells you:

"Their uncle will at last be able to put his mind to rest, now that we know what has happened to the children!"

#### **ask moth uncle**

You ask a grieving mother about her brother, her children's uncle.

A grieving mother tells you: "When he found out, he was devastated. But he, like any druid, cannot leave his grove, which lies somewhere in a great desert. If he did, he would lose all his healing powers and influence over nature and lightning and the grove would die."

**Kudos: Thank you to Shingo for typing up these steps.**

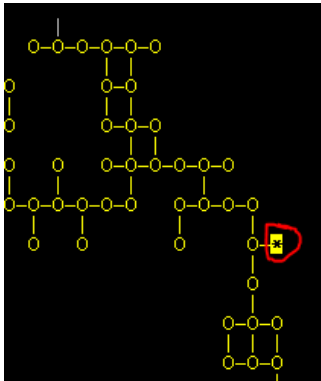
**Step 1:** Complete the quest, "Return Relanya's lost boys to her, or proof of their deaths."

Suggestion: Get your 4 moonstones (pop in the troll warrens) and your 4 tattered shreds of black demon skin (pop off Xarleek in Tireth's).

**Step 2:** Complete the quest, "Disbelieve". As you will need the ability to disbelieve the illusionary wall that prevents you from entering into the crabman village in the desert.

**Step 3:** Ok, so first thing you want do is acquire the desert pebble.

You can get the pebble from the Oasis room.



The room circled in red is Room# 48208

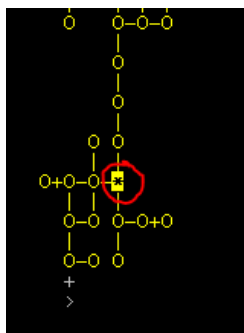
Type "move rock" the rocks will move and then you must type "enter gap"

Once inside this room type "get peb" there will be some description of your searching and if you get a pebble it will say something to the effect "you knock one of the pebbles loose". If you fail to get the pebble, just keep doing "get peb" until you get a nice-looking pebble (Pebble Embedded With Diamond Chips).

**Step 4:** Now use the pebble to get the masterful sketch.

To get to the search spot you must use the pebble you recently acquired.

The room to place the pebble is: 48158



The room for the Masterful Sketch is: 48169

Room #48158 - place pebble the statue will perform an action and the drawbridge will open east, then type "get peb", the statue will hit you once, and knock the pebble out of your inventory, so make sure you get all, to get the pebble again.

Room #48169 - Search Sketch

Type "search sketch" most will turn to dust, but eventually you will get one for keeping.

**Step 5:** Then you need to get a block of sandstone.

The mob is called a sandstone, the room will have "A sandstone rock with a sandy trail behind it sits here." This is a mob, even though it doesn't look like it, it is. Kill it. The sandstone mob won't show up on scan, and won't appear to be a mob that you can even attack.

**Pro Tip:** Use the Desert Scarab zone as repop so you don't have to walk in and out of the desert and/or deal with the endless desert maze.

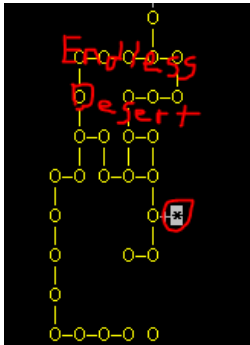
To get to the sandstone mobs, head into the endless desert and head southwest. Follow the trail and there will be serpentmen around but they don't bother anyone, and kill the sandstone rocks, there's one room you can't kill them in (I don't know if this is a bug or something because the mob will be there, but you can't kill it, u can see it but can't kill it), but wait they will move, there's usually 5 of them.

This is the message you get when you pop the sandstone rock:

A block of stone fractures off the moving rock, landing in your hands.

This is the second and last part of the custom.

**Step 6:** Take the sandstone and the masterful sketch to the Gnome Hermit. (circled in red below)



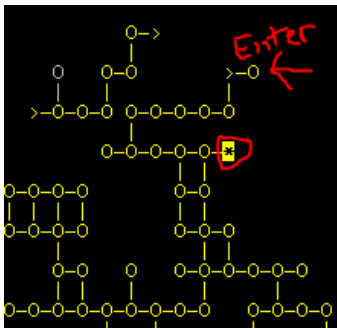
Room #48061 - Untie the east flaps of his tent, then open east, and custom the head of the statue.

carved stone feline head 1000 1 sketch of a cat-headed female

block of sandstone

make the custom and move on.

**Step 7:** Place the customized head in its spot, and get the woman to appear.



Room #48010 - type "place head"

Important, listen to everything she says. Apparently you need to have her blessing to enter the columns.

### place head

Carefully, you place a carved stone feline head onto the fractured neck of the lithesome stone statue of a woman.

After a few moments, there is a flash of bright blue light. When you are next able to see, the feminine statue is no longer a concern. Next to it stands a woman dressed in a flowing gossamer gown. Like the statue, her body is firm and lithe and her head bears strong characteristics of a feline. About the woman there is a sense of presence. So strong is this presence, that you initially neglect the fact that you can see right through her.

The translucent, cat-headed spirit begins to speak into your mind: "Well met, traveler. You have my deepest gratitude for restoring this statue, for only through it may I visit the mortal realm."

"Many years ago, the desert which stretches before you was a rich, fertile valley, surrounded entirely by mountainous walls. All varieties of plants and animals thrived here, including mighty dragons and any number of colorful and fragrant flowers which the world will never see again."

"My people were a young culture then, barely past the point of tribal war. I brought them here, taking them across great distances, in hopes that they could escape the barbarisms of those nearest them and thus thrive in this valley."

"And thrive they did for many, many years. Until I was betrayed."

"Please, you must help me. If I am to reverse my foul betrayal, I must be allowed to regain my powers. Only you, the one who restored my statue, my link to the mortal realm, can do this."

"To the southwest stands a colossal monument, a tribute built to the despicable mortal who sought to replace me. Within it, there are artifacts that, when tossed into the Well of Souls there, will release my spirit from the Land of the Dead. At least for a time. Only then will I be able to regain my powers fully."

"Go now, please, with my blessing. But hurry, for if there is one thing I have learned for certain while in this dreaded Land is that..."

You watch as the spirit of the cat-headed goddess fades out of existence.

As the cat-headed spirit shimmers out of sight, her last words reach you like a whisper in the wind: "...even a goddess may die..."

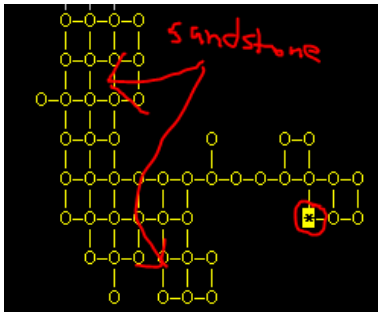
-\*- You have been assigned a quest! -\*-

(This is the quest --- Summon the cat-headed spirit to help her regain her powers.)

**Step 8:** Time to talk to the Druid

Room #48123 - Get Gem then enter column (TWIN COLUMN ROOM)





Enter the column and find the druid, he won't be far, but he can move around a little in here. He'll show as "an Elderly man".

You will need to ask him a few things before you can go to custom the belt, but your almost done.

Do these in order:

1. Ask Druid Talen

An elderly man tells you: "At least now I can go on, now that I know what has happened to them."

An elderly man tells you: "I wish I could do more, but I cannot leave the grove. I tried sending a friend to help, but Donnic has been detained."

2. Ask Druid Donnic

You ask an elderly druid about his friend Donnic.

An elderly druid tells you: "Perhaps friend is too strong a word to use for my goblin ally, though we have aided one another in the past. I sent him to help Relanya once I heard of my nephews' plight."

An elderly druid tells you: "Several days later, though, a small demon arrived in my grove, having been conjured by Donnic. The demon handed me a key and a scrap of paper and vanished into thin air. I can only assume Donnic was captured on his way to help my sister."

3. Ask Druid PAPER

You ask an elderly druid about the scrap of paper.

An elderly druid tells you: "Within the scrap of paper was a tiny moonstone of the kind I know Donnic used to carry. He often gave them to me as presents. Also, upon the paper itself was a charcoal sketch of a citadel, surrounded by a forest shrouded in darkness."

4. Ask Druid Key

You ask an elderly druid about the key the demon gave him.

An elderly druid tells you: "The key is very rusty and old. It has to be somewhat important, for Donnic to have it brought to me right before his disappearance. I would gladly give you the key, if you tell me you will help him."

#### 5. To druid help

You say to an elderly druid (in ogrish): "help"

The elderly druid gives you an iron cell door key.

An elderly druid tells you: "This key is the key to Donnic's freedom. Go forth and find him!"

An elderly druid tells you:

He gives you the key, now, with the key, go to the dark citadel and use the key to get to the goblin in the basement, and he will now custom your belt.

-----

This is in no way a real quest, as nothing is solved and you actually gain a second unsolvable quest in the process. Two quests you can't finish for a belt that is really impressive.

### **Summon the cat-headed spirit to help her regain her powers (Belt of Demonic Fortitude Part 3)**

This is automatically assigned to you while completing the quest, "Rescue Relanya's son, Talen from the demons holding him."

To my knowledge it is incomplete and not worth attempting.

### **Find the Brembledon Child's Bear – 1qp**

A small halfling tugs at your sleeve. "'scuse me, I wost..." and he breaks down in tears. – This Halfling boy was found on the southeast side of town but he seems to wander around.

#### **ask small lost**

You ask a small halfling boy if he is lost.

A small halfling boy wipes the tears from his eyes with the sleeve of his tunic and looks up at you. "Mah beaw is wost. I fowgot mah favowite beaw when we move wast time," he says. "What if sometin happen to him befow I can go get him?"

A small halfling boy sniffs slightly. "Mah beaw ain't too fwuffy, but he soft. He got pwitty button eyes. I hope no one taked him!"

A small halfling boy looks to you, lip quivering, and asks, "Can you find mah beaw fo me?"

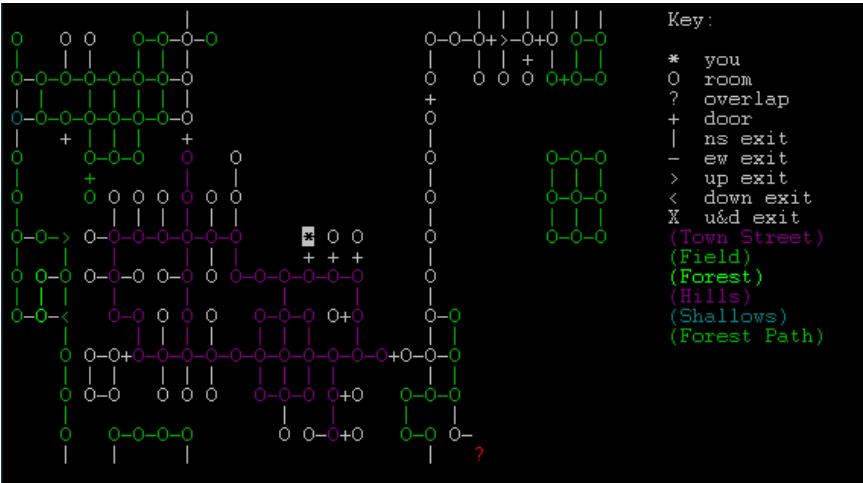
**to small yes**

You say to a small halfling boy (in thennish): "yes"

-\*- You have been assigned a quest! -\*-

A small halfling boy wipes his nose on his arm and says, "Tank you."

Go to this room in town.



When you have the quest the following will appear:

You notice a stuffed bear lying next to the bed!

Get bear, then go find the small halfling boy again

**give bear half**

You give a battered stuffed bear to a small halfling boy.

A small halfling boy's eyes light up and he hugs a battered stuffed bear tightly. "Tank you so much!"

-\*- You gain 1 quest point! -\*-

**Play out the "Tower Maiden" story for Louella. - 4qp**

In Sunnydale Park NW corner, A bright-eyed halfling girl is resting on a white stone bench. A bright-eyed halfling girl pouts and mumbles, "I want to see the play."

**ask lou play**

You ask Louella about the play.

Louella looks at you and says, "You're a halfling, surely you know about "The Tower Maiden"? Well, I'll tell you what I know anyway."

She continues, "It's a story my grandma used to tell me for bedtime when I was a baby, it's called "The Tower Maiden" and everyone in Brembledon knows it."

She sighs, "But my grandma was special. She had dolls filled with magic that could perform the story as a play. I want to see it all the way through just one time... and my grandma isn't around to play it for me anymore."

She looks up at you and implores, "If you ever find dolls like that, do you think you could show me the play all the way through?"

#### **ask hal dolls**

You ask Louella about the magic dolls.

Louella says, "Well, there are three of them, one for each character in the story. There's the evil wizard, the beautiful princess, and the noble knight."

Louella continues, "I don't know exactly where they might be, but it's a Brembledon story, so probably somewhere not far from here. Though, I guess it IS called "The Tower Maiden", so maybe they could be in a tower somewhere?"

#### **to lou yes**

You say to Louella (in thennish): "yes"

Louella smiles at you and says, "Thanks so much! I can't wait to finally see it!"

-\*- You have been assigned a quest! -\*-

- I popped "a Halfling princess doll" from the chest in plantation during the day.
- I popped "a vyan wizard doll" from ???
- The knight doll pops from Olle's Tower – search in room where the cigar pops.

#### **ask girl perform**

You ask a bright-eyed halfling girl how to perform the play.

A bright-eyed halfling girl says, "The magic on the dolls responds more strongly when they know another doll is nearby.

Grandma used to hold one in each hand, then they could interact with each other."

Ok so hold the princess doll in one hand, and the wizard in the other, then...

#### **pull rope**

You hold up a princess doll in one hand and a wizard doll in the other, facing them to each other.

When the wizard faces the princess his eyes begin to blink and he cackles,

"You're coming with me, Princess! I'll feed you to my orcs and give your clothes to my pet goblins!"

The princess cries and shouts, "Well I hope I taste terrible!... and your goblins are going to look hideous!"

The wizard continues to cackle and the princess cries out, "Oh! Who will save me from my plight?!" as the magic in the dolls runs out and they fall limp in your hands.

A bright-eyed halfling girl bites her nails and says, "Poor Princess! She must have been so scared! What happens next?!"

**rem princess**

You remove a halfling princess doll from your left hand.

**wear knight**

You hold a knight doll in your left hand.

**pull cord**

You hold a wizard doll in one hand and a knight doll in the other.

As you pull the cord on the knight's back, both dolls spring to life!

The wizard shouts, "Mikhail! You fiend! How did you find me?!"

The knight shouts back, "With this!" and holds up his lance before continuing, "Your end is now, Xavier!"

Xavier replies, "The Lance of Brembeldon?! How could you possibly have that?!"

Mikhail boldly proclaims, "The lance will always come to one with a pure heart! Enough of your games! Where is the Princess?!"

The dolls continue to glare at each other, but the magic in them fades and they fall limp in your hands.

A bright-eyed halfling girl bounces up and down, "Oh! Oh! I know this fight! They fought each other for two whole days, and Mikhail would have lost, but the Lance of Brembledon gave him the strength he needed to finally defeat Xavier!

Please, please finish the story!"

Just before the magic fades off of him, the knight slams his lance into the wizard's chest, and the wizard explodes into brilliant blue sparks!

### **wear princess**

You hold a halfling princess doll in your right hand.

### **pull cord**

You hold up your princess doll in one hand and your knight doll in the other, facing them to each other.

The knight sees the princess and shouts, "Arabella! I've found you at last!"

The princess gleefully shouts back, "Mikhail! I always knew you'd save me!"

The knight and princess dolls leap to the ground, kiss and run off into the distance.

A bright-eyed halfling girl wipes her eyes and says, "That was so beautiful. Thank you! Thank you so very much! Now I know why my grandma loved this story so much."

-\*- You gain 4 quest points! -\*-

At the completion of the quest, all 3 dolls will be consumed.

## **Dracolich Quest – 15qp 25000000xp**

Need to be at least above level 79 to get quest assigned.

### **Step 1: Get the quest assigned**

Before you start you need parchment of lesser summoning (pops either in librarian or historian rooms in minos) and sage (it is the Sage, Cedar and Cinnamon found all around the game).

Find the invisible and hidden grizzled serpentman at Fire Giants repop, at the campfire.

**to shaman destroy** to get the quest assigned.

A grizzled serpentman shaman tells you:

"You are brave. You will need to hang onto that bravery - this will not be a simple task. Your first step will be to get the creature's attention with a summoning spell. This will bind you to the creature's soul, so that you will know its phylactery when you see it."

A grizzled serpentman shaman tells you:

"Then, you must recover the phalactery from the fire giant priestess. I have heard that she keeps it hidden among her prized possessions, but I cannot tell you more than that - my magical cloaking skills can only safely get me so far inside their tower. You must then find me again, and let me examine the phylactery. I know a number of agents which could potentially help us accomplish our goal, but to know exactly which one, I will need to see the soul-cage."

A grizzled serpentman shaman tells you:

"Once you have both the phylactery and the necessary agent, you must destroy the dracolich's corporeal body once again - only this time, when the soul tries to travel back into the soul-cage, we will divert it, and be able to destroy the phylactery and the dracolich for ever!"

A grizzled serpentman shaman tells you: "You should know a few things, however. If the dracolich kills you after you have summoned it, you will fail in this quest, and it will take part of your soul as a prize. You may never be quite the same."

Without blinking, a grizzled serpentman shaman's long forked tongue emerges from his fanged mouth and licks his eyes.

A grizzled serpentman shaman tells you: "Also, should something happen in the middle of this quest, you will have to restart the quest by again summoning the dracolich."

A grizzled serpentman shaman tells you:

"Finally, and perhaps most importantly, you will need a group of companions to help you in this quest... as many powerful friends as you can bring together! They must be brave, for they will stand next to you during this difficult and harrowing journey. The dracolich will come at you again and again. You will only be safe in places where its magics cannot take it, or places where it might be uncomfortable. The journey will take you inside the fire giants tower, and perhaps to other dangerous places. Be ready."

A grizzled serpentman shaman tells you: "Should you succeed, I shall endeavor to show my gratitude in the most appropriate manner."

-\*- You have been assigned a quest! -\*-

## **Step 2: Give the lesser summon parchment to the shaman**

give parch sham

You give a parchment of lesser summoning to a grizzled serpentman shaman.

A grizzled serpentman shaman unrolls a parchment of lesser summoning and makes a few modifications to the magical symbols. He then spreads a viscous yellow ointment on the bottom of the parchment, and incants a strange spell, humming and clicking. Changes completed, he re-rolls the parchment.

A grizzled serpentman shaman gives a parchment of undead summoning to you.

## **Step 3: Summon the dracoliche**

Head south to room #92534. If its not this room its around there. First **sprinkle sage**, then **recite parchment**. This will summon the Dracolich and he will attack you.

After you kill the Dracolich he will come back every 5 mins, some rooms he can't attack you. I haven't figured out why yet. He will send you a tell when he repops. Also he can't attack you when you are in a safe room, so I go to room with shaman and pfull everyone.

Run fire giants all the way up to the tippy top with the fire giant lord, and pop open the chest. Whoever has the quest assigned will get something – should be an empty vial.

XXXXXXX spies something in the chest, and quickly grabs it!

Run back to the shaman.

#### Step 4: Get the 2 flowers

Sham will tell you to get 2 flowers from 2 random zones. All you have to do is walk into the room in the zone and a message will appear that you picked the flower. Everyone in the group will see it too.

A grizzled serpentman shaman immediately spots the phylactry you carry.

A grizzled serpentman shaman tells you: "I will need two flowers to make an agent which will destroy this phylactry - a mallow and a columbine flower. While there are many varieties of these flower I need two very specific blossoms."

- "I will need a sun-blossom columbine flower, which you can only find outside the large cave in Cirrus Titus." [this is **titans** – entrance to cave just before you attack the ropers]
- "I will also need an ice mallow from the edge of the frozen lake near the Ice Troll haven." [this is **mountain bears**]
- I will also need a frosted mallow flower from an abandoned village atop the Dragonspire Glacier. [This is **frost giants** – go past the door where you yell friend, it is near there]
- I will need a blackened columbine flower, which you can only find in the plains of the black wastes. [The **Black Wastes** – in a room near the where you enter to get to the dark unicorns, wereboars etc...]
- I will also need a spring mallow flower from an ent training camp deep in the heart of the Vaasa. [**Vanguard Outpost** – north middle of the zone Room #23528]
- I will need a desert columbine flower, which you can only find atop a butte in the fiery desert. [In the **Fiery Desert** (on the way Minos) there is a room you can cli butte - Room # 98854 has the flower – northwest butte]

#### Step 5: Take the flowers back to the shaman

Just walk back into the room with the shaman, and he will give you the power to destroy the draco once and for all.

#### Step 6: Kill the dracoliche one last time

Now kill him one last time.

#### Step 7: Go back to the shaman to claim your reward.

-----  
-----



A Serpent-shaped Ring

- - - - -

Base Cost: 32000      Level: 40      Weight: 0.10 lbs

Armor Class: 1

Acid: 65%      Fire: 70%      Cold: 90%

Rarity: rare

Materials: silver

Wear Loc.: finger

Layer: under

Affects:

Hit\_points by +10.

Is magical.

Effects are additive.

Can cure its wearer of poison, acidic poison, blindness, and  
confusion if

charged with sufficient energy.

-----  
=====

## Towns

Usually if you type "help <town name>" a nice map will displace on the screen.

### Brembledon

South of Pennan – new Halfling town.

Guards do triple star damage to random group members, and certain guards can blind you. In addition to the constables wandering around, the man in the star robes is agro to you, but everyone is happy to see you!

[Quest opportunity](#) – A good small halfling boy wanders around here, sniffing.

[Quest opportunity](#) - A bright-eyed halfling girl is resting on a white stone bench

You can sneak into town by going to the fence and using the acode "enter board" which will let you end up in the pub.

Room #11323 – open gate and walkin...

As you enter the room a halfling woman panics, climbing over the fence and disappearing between some trees.

As she climbs the fence, she drops a small bag onto the ground.

A **small bag of feed** lies here, its contents spilling.

### Brithbarad

Brithbarad is a large orcish outpost several miles north of the Black Hills. The outpost is surrounded by grassy plain regions home to several varieties of dangerous animals. Many dark races as well as orcs call this home due to the tolerance the orcs have for other races which someday may be needed as allies.

### Chiiron

The city of Chiiron lies a few miles west of the Sea of Stars. This city is the primary home of the humans in this region of the realms. Although it started out as a trading post Chiiron quickly grew to be a thriving community and welcomes all light races. Chiiron is also the starting point for many new and brave adventurers.

Mage Guardians of Chiiron will auto kill any evil race or anyone of evil alignment upon entering the city. The normal guards will ignore you.

Chiiron priest will aid you, type "services" or "serv revit" and she'll help revitalize you or other things.

Directions from outside Chiiron East Gate to Medienne: speed  
eeeeueseneedeeennneneneneeeennnnnnnnneennnnnneneeeeeeeeeeeeeeeeseeeseeeseeessssws  
wsswsse

## Crabmen Village

Notes to self...

Need to learn disbelieve to get into the village (see quests)

“open bark” to get to the priestess

“knock draw” to get to the blacksmith

“get peb” to get to the librarian. Sometime need to “bash door” to get to her if the get peb didn’t work.

“move beam” to get to familiar

Search sketch in room with king and queen

Stand center to open the way to a furry creature that pops a collar

“give gold.coin scout” to unlock the town if it goes on lock down.

## Darkhaven

Darkhaven is a small underground city which is home to the evil beings of the realms. Many humans, vyans, ogres, trolls and the like call this city home due to its hidden location. No light race has ever ventured into the city and returned to tell what lies inside it.

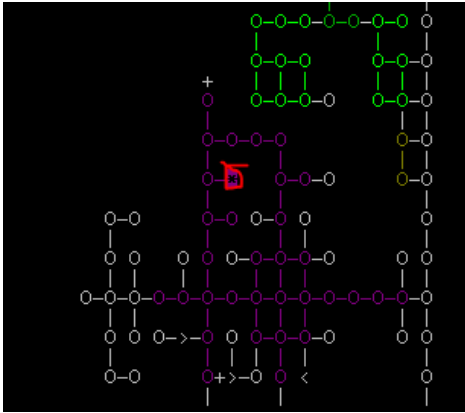
### Directions to Town:

On the way from yeti repop to the Vaasa, “Clear Debris” to reveal the hidden entrance. Must be evil to enter the city.

Bank Guard pops Silver Bracer.

## Denab-Knur

Located in the side of the Dragonspire Mountains, this ruined town was once a thriving human settlement. After several brutal battles the ogres of the land slaughtered all the townsfolk and claimed it as their own. Since then it has become more decrepit and ruined. The main home for ogres, the town also holds a tolerance for other dark races.



“Move gran” to get down to the ogre magus, who sells a bunch of reagents.

An ogre-magus muddles about with a beaker.

Item	Price	Weight	Level	Number	Condition
a sprig of germander	112	0.30	1	5	perfect
a mandrake root	666	0.30	1	6	perfect
a vial of holy water	22	0.20	1	5	perfect
an unripe berry	1	0.05	1	9	perfect
a pebble	3	0.05	1	15	perfect
a lodestone	25	0.05	1	9	perfect
a quartz prism	3000	0.50	1	4	perfect
a tiny black spinel	211	0.05	1	14	perfect
a pouch of silver powder	1200	0.50	1	5	perfect
a bit of darkish powder	333	0.10	1	6	perfect
a pinch of mithril filings	428	0.10	1	4	perfect
a pouch of powdered alum	1500	0.50	1	5	perfect
a pinch of sulfur	225	0.20	1	5	perfect
a pinch of iron filings	100	0.10	1	3	perfect
a vial of sacramental oil	69	0.30	1	10	perfect
a piece of flint	30	0.10	1	1	perfect
a small handful of gravel	30	0.10	1	1	perfect
a pristine emerald	7500	0.01	1	5	perfect
a shard of glass	37	0.05	1	5	perfect
a stick of blessed incense	14000	0.02	1	3	perfect
an acid-filled globe	15000	0.15	1	1	perfect
a glass prism	4500	0.50	1	1	perfect

Ent'moot

Also known as the city without walls, many consider Ent'moot little more than a gathering of Ents in one location. Ents themselves view it as sacred ground given into their guardianship from time before

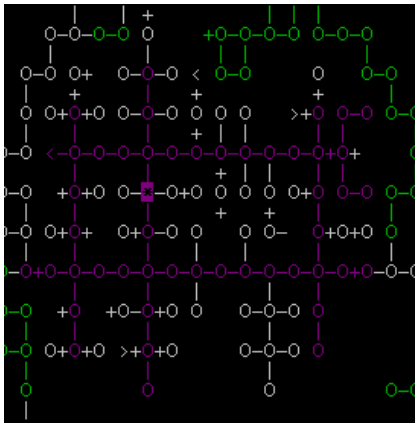
## Kha-Da

**Directions:** From well in Pennan to Junction and Obelisk just outside Kha-da: speed  
ennnnnnwnnnnnnnnnnnnnnnnnneeeeseeeeuuunneeessssseenuendnnnnnn

The bank is all east of the main gate, you'll need to use the acode "cross bridge" to get to the bank.

## Medienne

Despite its hazardous locale many adventurers call Medienne home due to its tolerance for both light and dark races.



**Directions:** From Medienne West gate to Chiiron East gate:

speed w3ne2nene5n3w2n2w2nwn16wsw6s2w9s6w2swwsw3s4wu2wswnwd4w

**Directions:** From End of Kha-da tunnel to Medienne West gate: speed  
6suswds4eded2es5en3ed4esen5en3esd19esd2e4sw11s3e4swwssw3se

### Osse Festival

Enter waterfall > go to northeast corner, search sand to pop an empty blue glass bottle

### Narak

**Directions to town:** Follow the faint trail through the savannah like you are going to training grounds, except take the west exit at the split and take that all the way to the west. On the way, you pass by fire newts.

A city founded in the heart of the Naraki desert, its people are fiercely independent from other nations. Narak has weathered many hardships to become the strong people that it now is, home to a thousand wonders and a thousand hidden dangers. Many come from all places across the realm to sample this mysterious city's delights.

Forked-tongue assassin (in private room in the bar – west side of Narak) dagger 'assassin', hard to identify, recommend killing them a lot, and selling the daggers to identify them

### Orlumber

**Directions to town:** generally speaking, north of Kha-da.

Search near town: search pile – size Q gear, chunk of junk ore, twisted piece of wire

NOTE: Town will attack, and call anyone who is of evil alignment.

**Crystal Butterfly** - In the room with the astral gate stone 'midnight', you can type "get

butterfly" with a small chance to pop a crystal butterfly.

**Crystal snowflake** - They pop in the room north of the astral stone 'Midnight'. You type 'get crystal' in that room for a rare snowflake pop.

In room 76605, you can move slab and kill something that skins an olm skin.

No idea what it's for. In that room, you can search shel and it pops algae,  
maybe other stuff

Room 29853

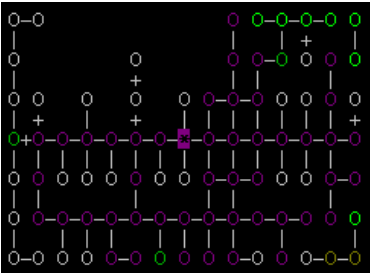
This room pops a fragment of meteorite if you search pile.

**Pennan**

Pennan is a very large farming community a few miles west of Chiiron. Surrounding the city are lush, green hills which the farmers of the town allow their herds to graze. Pennan is under constant attack by the many monsters which live dangerous close to its walls. Pennan is known for their superior armorsmiths which have setup shops and make finely crafted armors.

**Sos-Kul**

Most would call the Kss'sk swamp a dark, damp creation where only monsters and leeches dwell, but to the lizardmen, the swamp is known as home. Nestled within the swamp is the lizardman city of Sos-Kul. Although not as advanced as other races, the lizardmen pride themselves upon being able to live in such an unforgiving environment. The city lies far to the south and the path is dangerous to all but the most experienced adventurer.



**Vaasa**

Little is known about this elven city for only a selected few of non-elven heritage have ventured into it. Those that have seen it have come back to tell about its beautiful view overlooking the Vaasa and its marvelous construction. Hidden among the trees only elves seem to be able to find its extremely well hidden locale.

Follow directions for Dragonspire Pass > speed dseesdeeneeneennnnnnwne > climb root > east > speed eeseeee > ent fern > cli up

**NOTE:** For the climb up, there will be an acode if you are a light race.

## Voalet

Voalet is an underground city which is home to many of the dark races of the realms. Many vyans, ogres, trolls, orcs, goblins and even a few humans of darker intent call this city home. Its location is hidden but is rumored to dwell somewhere deep in the heart of the Dragonspire mountains.

### Directions to town:

Follow directions to Troll warrens > go one east > “move bush” > go east > “move moss” > speed esdne2desdend3ed > “climb down” > speed e3ses > “pound gate”

Secret entrance to voalet caves (room 20086) – search crack

Another secret entrance to voalet is via wandering monks (Near Voalet Entrance, you can “open west”.)



## Customs

### Cairn Peak Ruins

The good spectre of a dwarven smith hammers at a long broken anvil.

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Eldrich bracelet	1000	0.50	50	silvery-black eldrich ingot
Myconid skin spiked shield	13000	8.00	50	twelve shriveled myconid skin four mithril ingots
Myconid skin bladed buckler	10000	4.50	40	nine shriveled myconid skin three mithril ingots
Leaf-bladed spear of living sparks	14000	6.00	50	five mithril ingots three clear gems of living sparks
Ice-tipped spear of living frost	15000	7.00	55	six mithril ingots three blue gems of living frost
Spiked flail 'Manticore Tail'	17000	8.00	50	five manticore tail spikes eight mithril ingots
Ethereal blue bracer	14000	0.90	***	four swatches of translucent blue cloth
Myconid skin breastplate	15000	9.50	50	twenty shriveled myconid skin
Myconid skin sleeves	13000	5.00	50	twelve shriveled myconid skin
Myconid skin leggings	13000	5.00	50	twelve shriveled myconid skin

The good spectre of a gnomish forge-maiden tends to her forge.

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Spidersilk robe	14000	2.00	40	two intact spinnerets of a crevice spinner
Wyrms claw amulet	13000	2.25	50	braided leather cord five platinum coins broken tip of a wyrm claw
Yellow beak amulet	9500	2.50	40	three chips of owlbeak beak

				braided leather cord
				rhino horn
Yellow and black beaded neckband				
	7000	0.75	40	braided leather cord
				handful of yellow porcelain beads
				handful of black porcelain beads
White and red beaded neckband				
	5000	0.75	35	braided leather cord
				handful of red porcelain beads
				handful of white porcelain beads
Green and white beaded neckband				
	5000	0.75	***	braided leather cord
				handful of green porcelain beads
				handful of white porcelain beads
Braided leather cord	300	0.55	1	gold coin, three leather cords

## Orlumber

A chubby alchemist with wild white hair

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Phial of fire shield	200	0.30	1	five pieces of flint phial of mystic shield
Phial of infravision	200	0.30	1	phial of detect magic blindfish

A slender gnomish jeweler

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Ruby and sapphire scales	200	0.15	1	tiny leather pouch, gemfish

Crystal snowflake necklace	450	1.50	14	light gold chain two spiked crystals two small chunks of clear crystal crystal snowflake
Necklace of Ryatana	500	0.60	30	spool of gold thread spool of silver thread waxy green turquoise many-faceted amethyst, red ruby

**Commented [DF13]:** They pop in the room north of the astral stone 'Midnight'. You type 'get crystal' in that room for a rare snowflake pop. I think it's 1%.0 I've been running it for 24 straight hours and popped 3. (Thank you Trea)

#### A sweaty gnomish tanner

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Turtle-shell arm plates	1350	5.00	15	four tiny turtle shells hard leather sleeves
Turtle-shell leg plates	1350	5.00	15	four tiny turtle shells hard leather leggings
Turtle-shell breastplate	1500	6.00	15	five tiny turtle shells hard leather vest

#### A blond-haired slender female gnome

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Stormcaller's bracelet	13500	0.65	***	bracelet of starfish ossicles fragment of octopus beak
Staff of nightmares	15000	3.50	80	rock of elemental earth shard of crystallized fae ironwood branch

#### A portly, red-faced gnome

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Shot of gnomish concoction of gin				
	100	0.10	1	handful of juniper berries orange peel jar of cinnamon sticks

#### A stubby gnomish butcher

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Salmon sashimi	150	0.85	1	ruby-striped salmon

#### An obese gnome

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Glaive 'Ankoku'	1100	7.10	***	shard of twilight five mithril ingots
Glass-backed brass dagger	375	1.33	7	block of brass, tiny glass gem
Twin-hooked pole axe	1250	6.55	***	two gnomish axes block of brass

#### A sneering gnome in a patchwork jacket

Item	Price	Weight	Lvl	Ingredients
Willow-leaf broom	150	0.50	1	handful of fresh willow leaves slightly bent sycamore branch

A kindly old gnomish lady

Item	Price	Weight	Lvl	Ingredients
Mechanized toy troll	275	0.20	1	oversized green toy troll two size D gears
Mechanized toy dragon	300	1.00	1	size M gear, size D gear fearsome toy black dragon
Mechanized toy elven mage	500	0.55	1	lovable toy elven mage size D gear, size Q gear

A plump gnomish baker

Item	Price	Weight	Lvl	Ingredients
Blackberry tart	75	0.25	1	pouch of flour, pouch of sugar ten blackberries
Mint chocolate cookie	15	0.10	1	pouch of sugar, pouch of flour sprig of mint

Chokeberry pie            100   1.00   1   two handfuls of chokeberries  
   pouch of flour, pouch of sugar

A well-groomed gnome

Item	Price	Weight	Lvl	Ingredients
----	----	-----	---	-----
Lynx fur stole	400	2.15	10	thick lynx fur, leather cord
Fox fur coat	250	4.00	5	red fox fur soft leather jacket
Silver fur-trimmed gloves	290	1.10	5	soft leather gloves silver fox pelt

A bald gnome clothier

Item	Price	Weight	Lvl	Ingredients
----	----	-----	---	-----
Frock overlaid with gold-toned lace	300	1.90	***	ten strands of spider silk spool of gold thread
Sundress of sky-blue cotton	400	1.70	***	five clumps of cotton clay pot of blue dye
Sleek, fitted gown of crimson samite	400	2.65	***	spool of gold thread three silk fibers

Ruby and sapphire dress 1500 2.00 \*\*\* ruby and sapphire scales

four lengths of watersilk

Silk gloves 100 0.35 10 three silk fibers

Silk socks 300 0.35 10 three silk fibers

Watersilk sleeves 100 1.80 15 three lengths of watersilk

Watersilk gloves 1200 0.35 15 three lengths of watersilk

Wool-lined leather boots 200 3.15 5 three clumps of wool

fine leather boots

Wool gloves 150 1.75 5 three clumps of wool

-----\*\*\*\*\*

Gadgets and Toys Aplenty

+-----  
--=+  
| Lighting: Lit Time: ??? Terrain: Room  
|  
| Exits: E Moon: ??? Room Size: Horse  
|  
| Weather: cold; calm  
|  
+-----  
--=+

The walls of this room are practically alive, covered in whirling gears and tiny ticking clock hands. Tiny belts whirl and purr within the walls and little spouts of steam escape from tiny slots near the ceiling. Little dolls along the many shelves shuffle about, some walking, others mouthing silently, and still more pantomiming various activities.

Nona Fiddlewise, a good kindly old gnomish lady, tends to her shop with a smile.

Copper Pieces: 0

Item	Price	Weight	Level	Number	Condition
----	-----	-----	-----	-----	-----
a size M gear	180	0.50	1	6	perfect
a size Q gear	337	0.05	1	5	perfect
a size D gear	147	0.05	1	8	perfect
a wind-up toy mouse	687	0.10	1	8	perfect
a smirking toy vyan	561	0.80	1	5	perfect

Item	Price	Weight	Lvl	Ingredients
Mechanized toy troll	248	0.20	1	oversized green toy troll two size D gears
Mechanized toy dragon	270	1.00	1	size M gear, size D gear fearsome toy black dragon
Mechanized toy elven mage	450	0.55	1	lovable toy elven mage size D gear, size Q gear

#### Merchant's Lane

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+=====
--=+
|   Lighting: Lit           Time: Night           Terrain: Town Street
|
|   Exits: NESW            Moon: None             Room Size: Horse
|
|   Weather: cold; partly cloudy; moderate breeze from ESE
|
+=====

```

The open shopping plaza known simply as the Marketplace spreads out towards the east. The wide flagstone paved courtyard is bounded by many different styles of buildings, and luxurious trees are planted so as to break up the monotony of the open space. To the north sits a small shop with ornate windows, occasional puffs of steam issuing from pipes in the roof. A stone building of large proportions rests firmly to the south, a clean white smoke bursting in gouts from the stack on its roof.

Sahana BluePetal, a good gnomish flower girl, walks about, peddling her flowers.

Copper Pieces: 0

Item	Price	Weight	Level	Number	Condition
an aster flower	1	0.10	1	10	perfect
a rose	1	0.10	1	10	perfect
a sprig of peppermint	27	0.20	1	11	perfect
a blue rose	1	0.10	1	10	perfect
a yellow tulip	12	0.20	1	6	perfect

#### Duleman's Clothing

```

+=====
--=+
|   Lighting: Lit           Time: ???           Terrain: Room
|
|   Exits: W               Moon: ???           Room Size: Horse
|
+=====

```



```

|      Weather: cold; calm
|
+=====
--=+
Rows of clothing hang in decorative wooden racks along the walls, the
smell of
laundered cloth wafts gently through the air. A comfortable chair sits
alongside one wall, and a full-length mirror hangs nearby. On a large
table
behind the counter sit various sewing implements. An open doorway leads
west
and out of the clothing shop.

A bald gnome clothier rocks on his heels.
You look at Habervash Duleman.

Dressed in fancy clothes and looking dapper, this gnome is the height of
civility and graciousness. His head is shaved bald, and waxed to a
high-shine. His smile comes easily, and small wrinkles around his eyes
and mouth are the obvious result. His beard and mustache are brown and
neatly trimmed.
=====
===-
Habervash Duleman is standing here, and is in perfect health.

Habervash Duleman has nothing equipped.

Habervash Duleman shakes his head, "I'm sorry, but we no longer keep
inventory on hand. All our orders are custom made to assure the highest
quality."

Copper Pieces: 0

Item                Price  Weight  Lvl  Ingredients
-----
Frock overlaid with gold-toned lace      270    1.90  ***  ten strands of spider silk
                                           spool of gold thread
Sundress of sky-blue cotton      360    1.70  ***  five clumps of cotton
                                           clay pot of blue dye
Sleek, fitted gown of crimson samite    360    2.65  ***  spool of gold thread
                                           three silk fibers
Ruby and sapphire dress      1350    2.00  ***  ruby and sapphire scales
                                           four lengths of watersilk
Silk gloves                90    0.35  10   three silk fibers
Silk socks                270    0.35  10   three silk fibers
Watersilk sleeves          90    1.80  15   three lengths of watersilk
Watersilk gloves        1080    0.35  15   three lengths of watersilk
Wool-lined leather boots   180    3.15   5   three clumps of wool
                                           fine leather boots
Wool gloves                135    1.75   5   three clumps of wool

<361wm 124928214xp ??>

```

```

<Sc|1438hp 361mv W>
gt Frock overlaid with gold-toned lace                270
1.90 *** ten strands of spider silk
spool of gold thread
Sundress of sky-blue cotton    360    1.70 *** five clumps of cotton
clay pot of blue dye
Sleek, fitted gown of crimson samite                    360
2.65 *** spool of gold thread
three silk fibers
Ruby and sapphire dress      1350    2.00 *** ruby and sapphire scales
four lengths of watersilk
Silk gloves                  90      0.35  10 three silk fibers
Silk socks                   270      0.35  10 three silk fibers
Watersilk sleeves            90      1.80  15 three lengths of watersilk
Watersilk gloves             1080     0.35  15 three lengths of watersilk
Wool-lined leather boots    180      3.15   5 three clumps of wool
fine leather boots
Wool gloves                  135      1.75   5 three clumps of wool

```

#### Nitmink's Fine Furs

```

+-----+
--=+
|   Lighting: Lit           Time: ???           Terrain: Room
|
|   Exits: E                Moon: ???           Room Size: Horse
|
|   Weather: cold; calm
|
+-----+

```

```

--=+
Light varnished woods panel the walls of this comfortable shop. Several
bearskin rugs are arranged carefully on the floor, interspersed among the
chairs and racks of clothing. Set against the south wall is a counter
that runs across the shop. Behind the counter you can see a small
workshop where the custom items are made. You can leave the shop through
the doorway to the east.

```

A good well-groomed gnome stands happily behind the counter.

You look at Gelgus Nitmink.

This trim gnome has quite a refined look about him. His beard is trimmed neatly and his hair is combed back into a pompadour of sorts. He is thin for a gnome, which makes his round face and large nose look even larger. His black hair only shows a few sparse grey hairs, giving the only indication of his age that you can see.

```

-----
==

```

Gelgus Nitmink is standing here, and is in perfect health.

Gelgus Nitmink has nothing equipped.

Copper Pieces: 0

Item	Price	Weight	Level	Number	Condition
a rabbit skin	61	0.50	1	4	perfect
a goat skin	129	2.00	1	2	perfect

Copper Pieces: 0

Item	Price	Weight	Lvl	Ingredients
Lynx fur stole	360	2.15	10	thick lynx fur, leather
cord				
Fox fur coat	225	4.00	5	red fox fur
				soft leather jacket
Silver fur-trimmed gloves	261	1.10	5	soft leather gloves
				silver fox pelt

#### Kaaks Bakery

Lighting: Lit	Time: ???	Terrain: Room
Exits: W	Moon: ???	Room Size: Horse
Weather: cold; calm		

Warm woods and several indoor plants make this a comfortable little shop. The warm smell of fresh pastries fills the air, and the thick scent of a strong coffee brewing in the back. The brightly tiled floor gleams, while samples of the various confections available sit under a glass cover. A shuttered doorway leads west and out to the street.

A good plump gnomish baker bustles about behind the counter.

You look at Pattie Kaaks.

This plump gnomish woman seems a cheerful sort, smiling and laughing as she works behind the counter. Her long hair is filled with flour dust, and loose strands fly about her as she rushes about. She wears a white apron that covers most of her small body.

Pattie Kaaks is standing here, and is in perfect health.

Copper Pieces: 0

Item	Price	Weight	Level	Number	Condition
a delicious pastry	8	0.30	1	10	perfect

a cake	24	1.00	1	10	perfect
a pouch of flour	7	0.04	1	20	perfect
a pouch of sugar	5	0.04	1	17	perfect
a jar of frosting	29	0.10	1	8	perfect
a ginger snap cookie	49	0.10	1	8	perfect
a white marble mug of coffee	30	2.12	1	6	perfect

Copper Pieces: 0

Item	Price	Weight	Lvl	Ingredients
Mint chocolate cookie flour	14	0.10	1	pouch of sugar, pouch of flour
Chokeberry pie	90	1.00	1	sprig of mint
chokeberries				two handfuls of
sugar				pouch of flour, pouch of

#### Bistro de Roche

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+-----+
--=+
| Lighting: Lit           Time: ???           Terrain: Room
|
| Exits: S               Moon: ???           Room Size: Horse
|
| Weather: cold; calm
|
+-----+
--=+

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This room is an absolute assault on the eyes with seemingly every surface covered in glittery gold or sparkling jewels. Several long, gilded tables stretch out here and there, though very few seem to actually be occupied.

A bar decorated with an odd combination of golden art fixtures and seashells is positioned along the eastern wall, with several patrons smugly sipping at glasses of heady wine and conversing more at one another rather than with one another.

A smarmy maitre d' stands with perfect posture.  
Three gilded tables wait to be used.  
Twelve golden chairs await worthy patrons.

Copper Pieces: 50100

Item	Price	Weight	Level	Number	Condition
A commoner's swill bottle of wine	82	2.76	1	5	perfect
a cooked pauper's steak	19	0.66	1	7	perfect
a fancily-carved steak	243000	1.00	1	7	perfect
A degoutant boisson bottle of wine					

122770 3.30 1 8 perfect

#### Emalan's Doll Shop

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+-----+
--=+
| Lighting: Lit           Time: ???           Terrain: Room
|
| Exits: N               Moon: ???           Room Size: Dinosaur
|
| Weather: cold; calm
|
+-----+
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Colorful shelves line the walls and other items hang from strings attached to hooks on the ceiling. The shelves are crammed with all manner of toys, tastefully displayed. A thick glass-topped counter sits towards the back of the shop. An open doorway leads north and out of the shop.

A good elderly gnomish woman rests behind the glass counter.

You look at Emalan Thimbleson.

Long white hair pulled back into braids frames the round face of this elderly gnome. Deep wrinkles around her nose and mouth show her age, although her eyes still gleam with life. She hums quietly to herself as she works behind her counter.

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Emalan Thimbleson is standing here, and is in perfect health.

Emalan Thimbleson has nothing equipped.

Copper Pieces: 0

Item	Price	Weight	Level	Number	Condition
----	-----	-----	-----	-----	-----
an oversized green toy troll	1800	0.20	1	3	perfect
an aged toy dark orc	687	0.15	1	8	perfect
a lovable toy elven mage	1114	0.55	1	5	perfect
an adorable blue toy frost giant	2700	0.10	1	9	perfect
a fearsome toy black dragon	1333	1.00	1	6	perfect
a rosy-cheeked halfling doll	600	0.28	1	6	perfect
a fluffy toy efreet	700	0.26	1	9	perfect
a ghastly toy ghoul	540	0.50	1	13	perfect
a bedraggled blue toy ice demon	556	0.21	1	10	perfect
a blackened toy dark unicorn	3240	0.15	1	7	perfect

#### An Armorer's Forge

```

+-----+
--=+
|   Lighting: Lit           Time: ???           Terrain: Room
|
|   Exits: N               Moon: ???           Room Size: Horse
|
|   Weather: cold; calm
|
+-----+

```

A forge burns white hot as smoke is sucked silently up a chimney. Several suits of metal armor hang on fitting dummies near the back of the shop. Unlike the road to the north, which is carefully paved, the floor is solid limestone, covered in a thin layer of ash. The floor area immediately surrounding the forge is the same color as the rest of the floor, but seems to be made from powder, rather than solid limestone. The powder seems fairly thick, As evidenced by the inch-deep footprints around the forge. The stone walls seem to radiate heat, making this an uncomfortable room to be in. The only way out of this shop is through the doorway to the north.

A tremorous gnomish armorer with a vapid expression tends to the forge.

You look at Bludge.

For a gnome, this armorsmith is reasonably tall and broad. However, in comparison to most races he is really quite little. Unlike many of his race, this gnome's beard is only about an inch long, and perfectly matches the short, curly, black hair that covers his head. Fine beads of sweat cover this gnome's beard and head hair, like winter dew on a mossy bank. Tremors rack his body, causing his head and arms to flail madly, sending horrible sweaty missiles around the room. This gnome's left hand alternates frantically between shielding his eyes and cupping his left ear, as though he can't decide whether he would rather hear more clearly or see more clearly, and can achieve neither. Judging by this gnome's expression of stupor, poor eyesight and hearing are not his only lacking faculties.

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Bludge is standing here, and is in perfect health.

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Bludge has nothing equipped.

Copper Pieces: 0

Item	Price	Weight	Level	Number	Condition
----	-----	-----	-----	-----	-----

a studded leather bracer	300	1.80	5	6	perfect
a small wooden shield	98	5.00	1	8	perfect
a studded leather jacket	1012	7.00	5	5	perfect
A pair of studded leather sleeves	439	4.00	5	5	perfect
A pair of studded leather leggings	390	4.00	5	6	perfect
a studded leather cap	135	1.50	5	7	perfect
a pair of studded leather gloves	462	1.60	5	4	perfect

#### Eye-N-Stein Alchemist Shoppe

```

+-----+
--=+
| Lighting: Lit           Time: ???           Terrain: Room
|
| Exits: S               Moon: ???           Room Size: Horse
|
| Weather: cold; calm
|
+-----+
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A thick tangle of gleaming metal pipes and long glass tubes sit over small heating fires and cooling baths. An occasional gust of steam issues from a crack in the piping, releasing a sweet smell. The back of the shop is quite cluttered, but the waiting area and the counter are spotless. An open door leads south and out to the marketplace.

A chubby alchemist with wild white hair looks up from his work.

You look at Gimblefizz.

A huge growth of bushy white hair waves about his head like sea fronds in the ocean. His white walrus-like mustache is just as wild and shaggy as his eyebrows. A long white beard makes it difficult to see what clothes he wears beneath his facial hair, which reaches all the way down to his dark-booted toes.

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Gimblefizz is standing here, and is in perfect health.

Gimblefizz has nothing equipped.

Copper Pieces: 0

Item	Price	Weight	Level	Number	Condition
----	----	-----	-----	-----	-----
a frog's eye	12	0.20	1	6	perfect
a pebble	6	0.05	1	7	perfect
a piece of flint	10	0.10	1	7	perfect
a small piece of spider's web	7	0.03	1	11	perfect
a vial of holy water	21	0.20	1	5	perfect
a snail shell	6	0.01	1	7	perfect

a glass bead	13	0.08	1	5	perfect
a dried-out beetle shell	4	0.20	1	10	perfect
a robin feather	19	0.01	1	11	perfect
a pinch of iron filings	54	0.10	1	7	perfect
gemfish bait	579	0.25	1	4	perfect
a shard of glass	46	0.05	1	3	perfect
a pinch of mithril filings	675	0.10	1	1	perfect

Copper Pieces: 0

Item	Price	Weight	Lvl	Ingredients
Phial of fire shield	180	0.30	1	five pieces of flint phial of mystic shield
Phial of infravision	180	0.30	1	phial of detect magic blindfish

#### Fimbletink's Leather Lodge

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| Lighting: Lit           Time: ???           Terrain: Room
|
| Exits: N               Moon: ???           Room Size: Horse
|
| Weather: cold; calm
|
+-----+
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The old wooden floor is scarred and stained in this small shop. Various leather forms, and a large cauldron filled with boiling wax take up much of the space inside. A stack of tanned leather sits in the back, as well as spools of leather thongs. A good assortment of tongs and other implements are scattered around the back of the shop. To the north you can head towards the marketplace.

A good sweaty gnomish tanner walks about, tanning some leather.

You look at Fimbletink.

This average looking gnome has what little hair he has left slicked back with oil. Sweat drips down his face, glistening in his beard, and clumping the hair. His hands and arms are covered in nasty-looking burn scars.

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Fimbletink is standing here, and is in perfect health.

Fimbletink has nothing equipped.

Copper Pieces: 0

Item	Price	Weight	Level	Number	Condition
a soft leather bracer	98	0.80	1	8	perfect



a hard leather vest	180	2.50	1	12	perfect
a pair of hard leather leggings	108	2.50	1	7	perfect
a soft leather cap	27	0.75	1	7	perfect
a pair of fine leather boots	540	3.00	1	9	perfect
a hard leather bracer	216	0.85	1	2	perfect
a pair of soft leather leggings	54	2.00	1	7	perfect
a pair of soft leather gloves	54	0.80	1	7	perfect
a leather-wrapped medallion	163	0.03	1	2	perfect
a studded leather bracer	540	1.80	5	2	perfect
a hard leather cap	204	0.80	1	1	perfect

Copper Pieces: 0

Item	Price	Weight	Lvl	Ingredients
Turtle-shell arm plates	1215	5.00	15	four tiny turtle shells hard leather sleeves
Turtle-shell leg plates	1215	5.00	15	four tiny turtle shells hard leather leggings
Turtle-shell breastplate	1350	6.00	15	five tiny turtle shells hard leather vest

#### Orlumber's Luster

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|   Lighting: Lit           Time: ???           Terrain: Room
|
|   Exits: S                Moon: ???           Room Size: Horse
|
|   Weather: cold; calm
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+=====
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This room is full of glass cases which contain many different types of gems. Examples of the settings available can be seen in some of the cases. In the back corner is a well lit table, with all sorts of crystal lenses, picks and tiny hammers. A scale sits nearby and a thick pile of polishing rags. An open doorway allows egress to the south.

A good slender gnomish jeweler stands waiting to help you.

You look at Dodinkle Twinkle.

Though she is tall and slender for her race, this gnomish woman still has the large facial features one would expect. She is immaculately dressed and bedecked in ruby and sapphire crystals. Her hands are larger than one would expect, with long tapering fingers that end in perfectly manicured nails. Her

long, black hair has been tightly braided with intermingled emerald gems woven into the braids. She has a very pretty face with dark green eyes and thick ruby-colored lips.

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Dodinkle Twinkle is standing here, and is in perfect health.

Dodinkle Twinkle has nothing equipped.

Copper Pieces: 23100

Item	Price	Weight	Level	Number	Condition
----	-----	-----	-----	-----	-----
a tiny black spinel	249	0.05	1	10	perfect
a fairy stone ring	498	0.20	1	6	perfect
a red ruby	432	0.20	1	2	perfect
a blue sapphire	4050	0.10	1	5	perfect

Copper Pieces: 23100

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Ruby and sapphire scales gemfish	180	0.15	1	tiny leather pouch,
Crystal necklace	405	1.50	10	four crystal snowflakes
Necklace of Ryatana	450	0.60	***	spool of gold thread spool of silver thread waxy green turquoise many-faceted amethyst, red ruby

The Three Bears

+=====		
--=+		
Lighting: Lit	Time: ???	Terrain: Room
Exits: NU	Moon: ???	Room Size: Elephant
Weather: cool; calm		
+=====		
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The wood-paneled interior of this bar seems excessively dim, as though something in the corners of the room is drawing out nearly all of the light. A few tables are set up near the center of the bar. Along the western wall lies a beautifully sculpted bar top. To the rear of the establishment is a

broad, wooden staircase leading upstairs. On the wall at the foot of the stairs is a shiny brass plaque with something engraved on it.

A good portly, red-faced gnome works away, sipping at his ale.

You look at Jorfiz Barleybane.

This gnomish man is clearly somewhere on the border between tipsy and drunk off his own product. His cheeks are a bright red, comically matching the natural redness of his nose. His eyes are bloodshot but the blue irises still shine through with a happy light. He wears a brown leather vest over a black shirt and slacks. His brown patent shoes are somewhat scuffed, but still adequately professional.

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Jorfiz Barleybane is standing here, and is in perfect health.

Jorfiz Barleybane has nothing equipped.

Copper Pieces: 23100

Item	Price	Weight	Level	Number	Condition
----	-----	-----	-----	-----	-----
a glass bottle of water	13	2.76	1	9	perfect
a glass bottle of ale	12	2.76	1	9	perfect
a frosty mug of beer	1	1.38	1	6	perfect
a wineskin of wine	186	3.64	1	3	perfect
a glass bottle of brandy	25	2.76	1	6	perfect

Osidia's House of Wonder

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--=+		
Lighting: Lit	Time: ???	Terrain: Room
Exits: S	Moon: ???	Room Size: Horse
Weather: cold; calm		
+-----		
--=+		

The counter of this store is very close to the door, leaving very little space in which to peruse the merchandise. Row after row of glass shelves line the back of the store, covered with many bottles and vials. On a desk in one corner is a large number of feather pens, and a stack of brown scroll paper that appears to be blank. Above the desk several purple balls of light hover in the air. An open doorway leads south out into the marketplace.

A good blonde-haired slender female gnome minds the store.

You look at Osidia.

Known throughout Orlumber as one of the most wise and deadly mages of the gnomish race, Osidia is also one of the most beautiful of the gnomish race. Her long blonde hair nearly touches the ground and has been done up in braids adorned with small yellow ribbons. Her sapphire-blue eyes twinkle in the light and convey a look of innocence. Although rather tall for a gnome, her form is perfect and she is not plump like so many other female gnomes.

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Osidia is standing here, and is in perfect health.

Copper Pieces: 50100

Item	Price	Weight	Level	Number	Condition
----	-----	-----	-----	-----	-----
a scroll of cure poison	180	0.20	1	12	perfect
a scroll of magic missile	154	0.20	5	4	perfect
a scroll of identify	3085	0.30	1	4	perfect
a scroll of flight	135	0.03	1	5	perfect
a scroll of sanctify	2250	0.30	1	9	perfect
a scroll of water summoning	432	0.35	1	2	perfect
a scroll of recall	27000	0.30	1	1	perfect

Copper Pieces: 50100

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Staff of nightmares	13500	3.50	***	rock of elemental earth shard of crystallized fae ironwood branch

Food Store

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--=+		
Lighting: Lit	Time: ???	Terrain: Room
Exits: N	Moon: ???	Room Size: Horse
Weather: cold; calm		
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This clean establishment smells of fresh meat. Several carcasses hang from iron hooks that hang on an rail that leads into the back of the shop. Several large butcherblock tables are arranged carefully behind the counter, and a dazzling array of sharp knives and cleavers are proudly displayed along the wall within easy reach of the tables.

A stubby gnomish butcher cuts into a fresh slice of meat.

You look at Alston.

Even by gnomish standards, this stubby man is quite tiny in height. What he lacks in height however he more than makes up in weight, being so round he appears to nearly be a ball with a face. His brow is sweaty and his cheeks reddened as if he has just completed some grueling labor. His white apron is stained in several different shades of red.

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Alston is standing here, and is in perfect health.

Alston has nothing equipped.

Copper Pieces: 50100

Item	Price	Weight	Level	Number	Condition
----	----	-----	-----	-----	-----
a piece of raw rabbit meat	9	0.10	1	8	perfect
an iron ration	30	0.20	1	4	perfect
a piece of raw turtle meat	8	0.10	1	10	perfect
a raw onion	39	0.40	1	4	perfect
a raw juicy steak	12	1.00	1	11	perfect
a piece of raw goat meat	9	0.20	1	6	perfect
a lemon	193	0.10	1	4	perfect
a rice cake	27	0.05	1	5	perfect
a piece of raw squirrel meat	7	0.10	1	5	perfect
a cooked slice of meat pie	102	0.20	1	5	perfect
a raw fish fillet	15	0.20	1	1	perfect
a raw slab of beef	21	2.00	1	5	perfect

Copper Pieces: 50100

Item	Price	Weight	Lvl	Ingredients
----	----	-----	---	-----
Salmon sashimi	135	0.85	1	ruby-striped salmon

Weapons by Pantell

+=====			
--=+			
	Lighting: Lit	Time: ???	Terrain: Room
	Exits: S	Moon: ???	Room Size: Horse
	Weather: cold; calm		
+=====			
--=+			

This is among the cleanest of shops ever seen. Weapons hang from racks in

neat rows, displayed proudly and highly polished. The waxed and polished wood floor practically gleams, reflecting the bright metals of the weapons. Several small tabards of the Home Guard hang from wooden dowels in the back of the shop. The heavy stone walls are clean and dust free, with obviously used sets of weapons and old shields hanging as decorations. To the south is a wide doorway.

A good obese gnome waddles merrily about the room.

You look at Pantell.

This gnome can only be described as horribly overweight. From his round cheeks down to his pudgy fingertips, he is covered in rolls of fat. His large belly hangs over his stretched belt, and jiggles as he walks. Despite his weight, he appears to be quite active and smiles as he moves.

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Pantell is standing here, and is in perfect health.

Pantell has nothing equipped.

Copper Pieces: 50100

Item	Price	Weight	Level	Number	Condition
-----	-----	-----	-----	-----	-----
a bronze shortsword	180	2.00	1	9	perfect
a small wooden hammer	41	1.00	1	10	perfect
a small wooden spear	120	3.00	1	6	perfect
a bronze dagger	86	2.00	1	9	perfect
a hooked gnomish axe	648	2.15	***	7	perfect
a small bronze-tipped spear	432	3.00	1	2	perfect
a yew shortbow	1620	2.00	5	2	perfect
a small bronze mace	204	2.00	1	1	perfect

Copper Pieces: 50100

Item	Price	Weight	Lvl	Ingredients
-----	-----	-----	---	-----
Glaive 'Ankoku'	990	7.10	17	shard of twilight five mithril ingots
Glass-backed brass dagger	338	1.33	7	block of brass, tiny glass gem
Twin-hooked pole axe	1125	6.55	***	two gnomish axes block of brass

Practice Points: 151      Copper Pieces: 50100

Skill	Level	Cost	Prac
-----	-----	-----	-----
dagger	10		

sword	10		
club	unk	6	3
staff	unk	5	2
mace	unk	16	5
axe	unk	24	6
spear	unk	10	4

# General Store

Lighting: Lit	Time: ???	Terrain: Room
Exits: N	Moon: ???	Room Size: Horse
Weather: cold; calm		

The plain wooden walls of this store are hung with lanterns, bags and other implements necessary to the intrepid adventurer. Unopened crates fill the back of the store, and barrels filled with torches and flasks of oil sit within easy reach. Despite the variety of merchandise, the store is comfortable to shop in. The doors to the north open to the hustle and bustle of Merchant's Lane.

A sneering gnome in a patchwork jacket tends to his wares.

You look at Belworth.

A relatively lean gnomish man, this fellow is clad in an odd hodgepodge of clothing. His jacket is made from furs of at least five different creatures, with easily distinguishable patches of rabbit, deer, bear, fox, and lynx. At the shoulders of his jacket are even an oddly colorful array of feathers. His jet black hair is braided to the right side with several red and white beads interwoven within.

Belworth is standing here, and is in perfect health.

Belworth has nothing equipped.

Copper Pieces: 50100

Item	Price	Weight	Level	Number	Condition
a torch	9	1.00	1	26	perfect
a small burlap bag	21	0.20	1	12	perfect

a flask of oil	38	1.00	1	11	perfect
a hooded brass lantern	225	3.00	1	9	perfect
a green ball of light	1	0.10	1	31	perfect

Copper Pieces: 50100

Item	Price	Weight	Lvl	Ingredients
Willow-leaf broom	135	0.50	1	handful of fresh willow leaves
branch				slightly bent sycamore

### Vas Seravas Hunters

Solvakis, a lizardman craftsman tans a sheet of leather.

Item	Price	Weight	Lvl	Ingredients
Tail ring of the wilds	4500	0.90	***	black and grey wolf pelt (Slens) sturdy fang (Slens), bronze ring (frogs north of Chiiron)
Willow pattern leggings	7000	4.20	***	green leather leggings (custom Narak) perfectly frozen willow leaf (Slens)
Horned spear 'Pride'	22000	6.15	***	three steel ingots electrum ingot (temple chest) shard of elemental water (Ahrimans Academy) two fragments of deer antlers (Slens)

### Dark Citadel

A lanky goblin is busy drawing a diagram on the floor.

Item	Price	Weight	Lvl	Ingredients
Belt of demonic fortitude	25000	1.00	70	four small moonstones; four tattered shreds of black demonskin

### Essyn Festival

Call Ess to return to town.



**A wispy azure air elemental waits patiently for you to browse the wares.**

Item	Price	Weight	Lvl	Ingredients
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Pair of pristine white feathered wings

9500	3.00	***	white feather of the gynosphinx
			pure white feather
			ivory mammoth tusk

Blue-threaded white forearm pads

3600	2.00	20	clay pot of blue dye
			thin cotton sheet
			spool of coarse thread

Blue-threaded white leg pads

3600	2.00	20	clay pot of blue dye
			spool of coarse thread
			thin cotton sheet

Blue-threaded white torso pad

4500	2.00	20	clay pot of blue dye
			spool of coarse thread
			thin cotton sheet

### Kryoth Festival

If you ask the right questions she'll give you the blessing of Kryoth which will temporarily give you 50 percent fire resistance.

**A flickering man composed of pure flames arranges his wares on the tables before you.**

Item	Price	Weight	Lvl	Ingredients
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Tiny shotglass of unfinished queimada

5000 0.05 1 three clumps of herbs  
flame-shaped sugar cookie of Kryoth  
flame-inscribed tankard  
honeysuckle flower

Cactus waterskin of cactus juice

100 0.80 1 eight juicy cacti  
thick leather cord

**A slender, bronze-skinned woman with long, dark hair strides confidently about, bartering with customers.**

Item	Price	Weight	Lvl	Ingredients
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Glittering ruby earrings set in gold

5000 0.02 15 unfinished gold post earrings  
two star-shaped rubies

Crimson silk garter 8000 0.30 \*\*\* small length of elastic  
strip of crimson silk  
stylized flame charm of Kryoth

### Kantos Festival

**An animated statue of a man is here, tending to his wares.**

Item	Price	Weight	Lvl	Ingredients
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------	------	-------	----	-------

Mithril greatsword 'Big Daddy'

19000 9.00 \*\*\* three pinches of black earth  
mithril bastard sword  
feather and bone charm of audacity

**A skinny, dirt-covered woman is here, idly chewing a piece of candy.**

Item	Price	Weight	Lvl	Ingredients
Blueberry ice cream	15	1.12	1	small block of ice three handfuls of blueberries
Raspberry ice cream	15	1.12	1	small block of ice three handfuls of raspberries
Strawberry ice cream	15	1.12	1	small block of ice three ripe strawberries

**A grouchy, white-haired old woman shuffles about, mumbling constantly.**

Item	Price	Weight	Lvl	Ingredients
Boots of arcane travels	300	5.00	***	boots of travel three grains of red sand

### Osse Festival

**A marid smiles, "Welcome! Welcome! Come, wrap yourself in the beauty of the seas!"**

Item	Price	Weight	Lvl	Ingredients
Engraved compass	2300	1.25	1	block of gold ore, graphite rod

**A small sea sprite woman stirs a large kettle of bisque.**

Item	Price	Weight	Lvl	Ingredients
Fried calamari	100	0.25	1	small squid
Turtle soup	200	0.90	1	turtle meat, tomato clove of garlic

**Commented [DF14]:** Granted +1 to cartography and magic mapping

**Brembleton**

**Olia's Bakery**

A good stout female halfling stands here ready to sell you some bread.

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Honey nut bread	15	0.20	1	crunchy walnut, honeycomb loaf of rye bread

**Noemo's Pie Shop**

A good portly male halfling is here, ready to serve you some pie.

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Slice of pecan pie	100	0.20	1	twenty-five pecans

**Beredin's Alchemy Supplies**

A good gaunt male halfling stands closely beside the cauldron.

Item	Price	Weight	Lvl	Ingredients
----	-----	-----	---	-----
Twisted root amulet of terra might	7000	1.00	30	marble of acidic enhancement three gnarly pieces of tree root five pebbles

**Zaklar's Wizard Emporium**

sells scrolls of recall, armor, etc.

**Hirith's Fine Clothing**

1) Feathered Headdress

Cost: 15000

Weight: 2.0

Level 55

Ingredient(s): two bone-white feathers, two brilliant white feathers, tuft of

downy white feathers, painted leather-wrapped circlet

2) Set of Rainbow-Scaled Bangles

Cost: 3100

Weight: 0.30

Level: 45

Ingredient(s): two tiny bits of bones, pouch of rainbow scales, golden bracelet

**Bludderdeck's Leather Works**

1) Leather-wrapped circlet

Cost: 2500

Weight: 0.60

Level: 1

Ingredients(s): golden circlet, leather strap

**Zaalez's Trinkets and Baubles**

1) Rainbow-scaled Earrings

Cost: 1750

Weight: 0.10

Level: 40

Ingredient(s): pouch of rainbow scales, two tiny bits of bones, two colorful peacock feathers

**Bockatak's Hides and Furs**

1) Predator's Shoulder Guards

Cost: 12000

**Commented [DF15]:** Custom the seashell paint at Hraat. Then give Hraat the paint, then give him the circlet and he'll hand you back the painted one.

**Commented [DF16]:** Pops in Brembledon plantation

**Commented [DF17]:** Customs off fisherman near Halfling fisherman Brembledon

**Commented [DF18]:** Pops off ghosts in darken wood zone

**Commented [DF19]:** Pops in brembledon plantation

**Commented [DF20]:** Pops in brembledon plantation

**Commented [DF21]:** Customs at Halfling fisherman near Brembledon

**Commented [DF22]:** Pops in Brembledon Plantation, and other places

Weight: 0.40

Level: \*\* (anti-monk)

Ingredient(s): werelion tooth, weretiger tooth, werebear tooth, werejackal tooth, wereleopard tooth

### Diri's Weapons Shop

**A good robust male halfling presides behind the counter.**

Item	Price	Weight	Lvl	Ingredients
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Braided whip 'Miasma'	15000	3.00	70	two catfish spines essence of wolfsbane werebear skin

### Near Brembleton

**A halfling fisherman (Gilly) is resting on a rickety, wooden chair.**

Item	Price	Weight	Lvl	Ingredients
-----	-----	---	-----	
Catfish spines	50	0.10	7	catfish
Pouch of rainbow scales	250	0.15	1	tiny leather pouch, rainbow trout

Item	Price	Weight	Level	Number	Condition
-----	-----	---	-----	-----	
a shoddy fishing pole	250	3.50	1	9	perfect
a standard fishing pole	1333	5.00	1	6	perfect
a superlative fishing pole	10000	3.50	1	3	perfect
widemouth bass bait	700	0.25	1	3	perfect
rainbow trout bait	840	0.25	1	2	perfect
canister of eel bait	1020	0.25	1	2	perfect

**Commented [DF23]:** Pops off firegiant huntress (maybe other places too)

**Commented [DF24]:** Have rod and rainbow bait in inventory, then type FISH n the room with Gilly

### Fire Giants

**A dirty, long bearded male dwarf considers his next project.**

Item	Price	Weight	Lvl	Ingredients
-----				
Sunflower globe	30000	0.10	1	ten yellow sunflowers chunk of pure glass
Engemmed mithril plate skirt	23000	6.00	***	six small blackened mithril plates chain-linked mithril belt ethergem
Greathelm of authority	30000	11.50	***	two minotaur's horns mithril greathelm
Double-layered silk leg pads	25000	3.00	75	four quilted silk pads silver knitting needle length of silver thread
Double-layered silk forearm pads	25000	3.00	75	four quilted silk pads length of silver thread silver knitting needle
Adamantine beard rings	40000	0.50	***	three adamantine nose rings
Horseshoe necklace	50000	3.50	***	three clumps of crimson hair fire djinn heartstone crimson heart stone mithril horseshoes smooth yellow stone
Phoenix feather necklace	20000	1.00	30	golden chain

piece of golden thread  
small piece of amber  
two phoenix feathers

### From Shaper inside Fire Giants:

Vulcanized adamantine cuirass  
150000 15.00 \*\*\* fifteen chunks of vulcanized adamantine ore (shaper's chest)  
Pair of vulcanized adamantine greaves  
130000 13.00 \*\*\* thirteen chunks of vulcanized adamantine ore (shaper's chest)  
Pair of vulcanized adamantine rerebraces  
110000 11.00 \*\*\* eleven chunks of vulcanized adamantine ore (shaper's chest)  
Metal fists called 'Two-Face'  
45000 3.00 \*\*\* six adamantine chains (human corpse in barrel)  
two metallic fists (POD)  
crystal of duality  
two tiny adamantine blades (Fire Sprite)  
Spear 'Beguile' 40000 6.00 \*\*\* ironwood branch (Med Forest)  
mithril spear point (sand pit, butcher corpse, smash skull?)  
eight strips of shrieker flesh (Wastes)  
Titanium-laced mace 'Kraw' 45000 7.00 \*\*\* two titanium ingots (Titans)  
rock of elemental earth (Titans)  
stoppered beaker of elemental fire (Mino Aquamancer)  
stoppered beaker of elemental ice (Mino Aquamancer)  
four cubes of purest granite (fire giant lord)

### Sos Kul's Surrounding Area

#### Petrolicus. East of Bullies in garden.

Ornamental bulb of festivity 30000 0.56 \*\*\* red leather leggings  
green leather leggings  
golden bracelet of striking  
Blazing orange ring 'Knarl' 83000 0.30 \*\*\* diamond ring of strength  
black opal ring  
black dragon claw  
pouch of lizard scales

**Commented [DF25]:** Pops in the treasure room behind Morioh

**Commented [DF26]:** Pops in Temple

**Commented [DF27]:** How to pop black dragon claw  
Castle Lag is southwest of Medienne.

In the room near the entrance titled "Courtyard" - speedwalk  
ssswsswwnnnen

do 'shake hand', and then quickly go speedwalk  
swssseenneennnnwnwnnwsssws

this will take you to the drawbridge. go west across it...then  
Chimera will ask you riddle. answer is 'needle'

to get to the basement - from chimera - 2west, south, open  
east, move crate

follow that down

All north, open sarcophagus

down down, open trap, down all north, move rock, west, north,  
east, down all north is dragon

He's tough. Strong against acid. Weak against Fire.

**Commented [DF28]:** You can buy this from the sutlers shop. It  
doesn't show up all the time.



**Crocha, a bedraggled old lizardwoman in Pandas**

Pair of clawed black moccasins	12000	3.50	30	soft, low boots
				ten tiny obsidian claws *from ash newts in fire newts*
				two scraggly black rodent pelts *behind move bamboo*
				fragment of elemental magic
Longspear 'Uncouth'	45000	6.00	48	perfectly straight length of seasoned bamboo
				beautiful obsidian spearhead
				eight flawless teeth of giant pandas
				spool of coarse thread
				four scarlet and gold feathers

- Commented [DF29]: Giant skliss room in giant pandas
- Commented [DF30]: Search on the weapon rack in pandas
- Commented [DF31]: Giant pandas
- Commented [DF32]: Pops in multiple locations, the easiest is the flesh golems in Zar’s Tower
- Commented [DF33]: Illithid in Titans

**Clevus, a weamtherworn human (east side north of the pond)**

Ovular dragonscale buckler	50000	11.00	***	gigantic wyvern scale
				deep-red dragon scale
				large green dragon scale
				crystalline dragon scale
				mud wyrm's hide
Tear-shaped dragonscale shield	60000	16.00	***	gigantic wyvern scale
				deep-red dragon scale
				large green dragon scale
				crystalline dragon scale

- Commented [DF34]: From Minotaurs - wyvern
- Commented [DF35]: From the dragon in Titans
- Commented [DF36]: From the dragon in Darken Wood
- Commented [DF37]: From Korrigans – great wyrm

				mud wyrm's hide
Clawed leather palmrake	32000	1.00	***	three ethereal dragon claws two lammasu claws clawed gauntlet
Dragon claw gauntlets	30000	4.00	40	ethereal dragon hide eight ethereal dragon claws
Ethereal dragon scale sleeves	50000	4.00	40	two ethereal dragon hides handful of shimmering dragon scales
Ethereal dragon scale leggings	50000	3.00	40	two ethereal dragon hides handful of shimmering dragon scales
Ethereal dragon scale vest	50000	6.00	40	three ethereal dragon hides two handfuls of shimmering dragon scales
Dragon-claw circlet	25000	0.50	45	thick leather cord five ethereal dragon claws

Sos Kul  
Weaponcrafter

Carved spear	8500	4.00	15	large wooden spear scroll of bless scroll of sanctify
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Armorshaper

Outer robe of minotaur hair 15000	7.00	***	twelve smooth stone rings phial of red cochineal dye fourteen clumps of minotaur fur
Golden brown leather jerkin 40000	10.00	***	lammasu's pelt, dragon brain

Commented [DF38]: Titans  
Commented [DF39]: Skins off Morioh

Magi skull cap	5000	0.60	***	skull of a python
				onyx gemstone, hard leather cap
Mottled green vest	5000	3.00	25	five bullywug skins
Mottled green leggings	4000	3.00	25	four bullywug skins
Mottled green sleeves	4000	3.00	25	four bullywug skins
Flowered ankle bracelets	300	0.50	5	six pink budding flowers
Dragon boots	15000	5.00	35	two blue dragon claws
				two red dragon claws
				two green dragon claws
				two crystalline dragon claws
				high hard boots
Grey scaled stockings	30000	0.50	45	two pieces of dusky grey troll flesh
				silvery thread
				two dusky grey demon scales

**Commented [DF40]:** Pops from Dragon Hatchery

**Commented [DF41]:** Tireth's swamp

**Commented [DF42]:** Pops off the Warlock chieftain from Warlock Coven mines

**Commented [DF43]:** Tireth's swamp

### Leatherworker

Tiny leather pouch	20	0.40	1	rabbit skin
Snakeskin belt	5000	1.50	35	serpent's eye, python skin
				three tan snakeskins
				three brown snakeskins

**Commented [DF44]:** Glacial serp south of Kha-da

### Boneshaper

Scaled buckler	10000	5.00	22	four elongated slarg ribs
				five wyvern scales, skliss skin
Rose-laced, bone spurs	12000	1.00	***	three heavily gnawed femurs
				leather strap, black wreath

Ethereal dragon scale knuckles	2450	1.05	***	thick leather cord carved wooden knuckles two handfuls of shimmering dragon scales
Wyvern scale knuckles	1950	1.05	***	thick leather cord carved wooden knuckles four wyvern scales
Drake scale knuckles	1450	1.05	***	carved wooden knuckles four fire drake scales thick leather cord
Lizard scale knuckles	950	1.05	***	carved wooden knuckles two lizard scales thick leather cord
Amulet of Sst'rasa	100	1.00	10	skull of a python
Bone whistle	4000	0.50	1	dragon sire skull, iron ingot cobalt blue topaz
Carved bone key	200	0.01	1	bone dagger

### **Master of Visions**

Sardonyx ring	3000	0.40	15	banded sardonyx gem
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### **Lizardman Shaman (In the temple – not the old one outside the city)**

Item	Price	Weight	Lvl	Ingredients
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Sunflower globe	10000	0.10	1	five yellow sunflowers chunk of pure glass fragment of elemental fire
Feathered talisman	20000	0.05	1	owl feather soft, buff-colored feather (pops off bamboo partridge) brown duck feather (light brown feather) – ducks near pond

carnation-red feather (woodpecker)

robin feather

### Master lizardman hunter

Clawed gauntlet      5000   3.00   \*\*\*   three ettercap claws

black leather gauntlets

**Commented [DF45]:** Pops off mobs in Chiiron Dungeon and other places

### Medienne

#### Leathersmith

Pair of blue diving fins

8000   4.50   20   small   strip of sharkskin

**Commented [DF46]:** Pops off the tiger sharks in the Elephant Colony area

two aqua-goblin fins

**Commented [DF47]:** Skins off the goblins in aqua goblins.

Blackened strip of leather

36500   1.42   50   two leather straps

pinch of black sand

shard of obsidian

### Jeweler

Item	Price	Weight	Lvl	Ingredients
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Gem-encrusted bracer	1000	2.50	10	hard leather bracer two sea green tourmalines two sea green aquamarines
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Diamond-encrusted bracer	5000	1.00	25	hard leather bracer four small diamonds
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### Armourer

Steel-tipped boots      2500   7.50   10   four steel ingots

polished black boots

Crude steel plate      3500   6.00   1   ten steel ingots

Stack of steel links      1400   2.00   1   five steel ingots

Tortoise shell shield      500   7.00   5   large tortoise shell

Dark orc hide shield      500   11.00   13   three dark orc hides

medium wooden shield

iron ingot

Steel ingot      1000   1.00   1   five steel rings

Steel token	1000	0.10	1	steel ingot
Heavy furred belt	5000	2.00	55	scarred leather belt lion's mane

### **Old Man, Wanders North of Med usually**

Potion of cure light	100	0.50	1	piece of troll flesh, pebble
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### **Weaponsmith**

Living thorn whip	5000	3.00	40	living thorn whip three branches of living thorn plants
Curved tusk knife	500	2.00	5	boar tusk

### **Rogue Shopkeeper 2s1e of Xroads**

Belt of mischief	2250	4.50	***	broken belt of mischief electrum file, electrum ingot
Copper serpentine bracer	1100	2.50	10	two serpentine stones fifty copper coins hard leather bracer

### **Mage**

Carnelian necklace	625	1.50	10	bright orange carnelian three lengths of silver thread five silver coins
Silver cloak clasp	2000	0.50	1	two blocks of silver ore
Iron-banded staff	10000	6.00	***	ironwood branch four vials of true iron
Talisman of deep water	15000	2.50	20	eight vials of deep water two pieces of gold ore two pieces of silvery ore

### **Baker**

Moist little pumpkin cake	100	0.50	1	small, raw pumpkin jar of cinnamon sticks
Pineapple upside down cake	100	0.50	1	juicy pineapple
Banana bread	50	0.20	1	three bananas

### **Priest of Algesa**

Silver, cudgel-shaped talisman	9000	0.25	50	block of silver ore thirty vials of holy water
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**Commented [DF48]:** Block of silvery ore works too

### **Gnome Alchemist**

Ceramic jar of dust	1000	0.50	1	five pinches of dust
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### **Blacksmith**

Handful of iron nails	250	0.20	1	iron ingot
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### **Tavernkeeper 2n1w of Xroads**

Brandied peaches	100	0.15	1	small ceramic crock two peaches
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### **Eithne, a good waifish flower girl**

Multicolor bouquet of asters	100	0.01	1	ten aster flowers, silk ribbon
Bouquet of yellow tulips	100	0.01	1	ten yellow tulips, silk ribbon
Bouquet of white lilies	100	2.69	1	ten white lily flowers silk ribbon
Bouquet of roses	125	1.30	1	silk ribbon, twelve roses

**Commented [DF49]:** Sold in a shop in Pennan

### **An Armourer hammers out the dents in a shield**

Medienne Knight's Ceremonial Buckler	2500	4.00	10	black buckler
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					two iron ingots
Medienne Knight's shield	2500	7.00	10		basic kite shield
					two steel ingots

Kate, a Weaponsmith, is sharpening a sword

Medienne Knight's longsword	2500	7.00	10	two steel ingots
Medienne Knight's mace	2500	4.00	10	two steel ingots
Medienne Knight's dagger	2500	1.50	10	steel ingot

Chet, well-dressed man

Solitaire diamond engagement band	1750	0.10	1	smooth ring of gold
				very shiny diamond
Feathered wide-brimmed hat	250	1.00	5	blue Ulannu jay feather
				silk ribbon, wide-brimmed hat
Smooth ring of gold	1000	0.10	1	five gold coins
Clawed sceptre	2500	2.00	13	flockleader's claw
Wedding band	3000	0.10	1	two small diamonds
				smooth ring of gold
Sea green earrings	300	0.10	1	two sea green fake gems
Medienne Knight's tabard	5000	0.50	10	unemblazoned Knight's tabard
				silver and gold thread
Rosewood disc	100	0.01	1	rosewood log, whittling knife
Smoothed rosewood rod	100	0.01	1	rosewood log
				five pinches of sand
				whittling knife

**Commented [DF50]:** Sells at the Woodchopper near Medienne.

## Medienne Forest

**Chrysl, a good elven shopkeeper. Fast east side of Med forest**

Crystal lattice	4500	2.50	1	white spirit crystal
				green spirit crystal



	red spirit crystal
	blue spirit crystal
	prismatic spirit crystal
Clay cup of simple design	100 2.00 1 lump of clay
Necklace of mystic strength 10000	1.00 20 two grizzly hairs
	two moorhound hairs
Platinum bowl	15000 3.00 1 three platinum bars
Talisman of bone and mistletoe	12500 1.40 *** twenty-five bits of bone
	sprig of mistletoe
	sea green emerald
Ironwood recurve bow	8000 2.00 30 ironwood branch
	enchanted bowstring
Small ceramic crock	100 0.10 1 lump of clay

## Pennan

### Regal sorcerer robed in shimmering white

**Directions: (on the way to the spiral staircase)**

From Pennan well > speed e6nw3nw14n4esess > touch oval > south

NOTE: Evil alignment characters are not allowed into the tower.

This guy also sells hand mirrors for 30pp

Item	Price	Weight	Lvl	Ingredients
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Shining claymore	1000	8.25	35	dark claymore
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Ethereal diamond bracelet	10000	0.50	***	four black diamonds
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polished bracelet of white silver				
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Spiked white arm guards	1000	4.00	***	spiked black arm guards
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Spiked white greaves	1000	4.00	***	spiked black greaves
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**Commented [DF53]:** Dark Citadel, dark lord and the chest

**Commented [DF54]:** Pops in Orog's

**Commented [DF55]:** Dark Citadel

**Commented [DF56]:** Dark Citadel

Helm of light	1000	6.05	20	helm of darkness
Amulet of light	1000	1.00	40	amulet of darkness
Hammer of light	1000	4.00	35	hammer of darkness
Blade of light	1000	4.00	40	blade of darkness
Shield of light	1000	3.00	40	shield of darkness

### A ghost of a human smith hovers before the forge.

Item	Price	Weight	Lvl	Ingredients
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Amulet of cheetah teeth	8500	1.55	33	carved wooden totem, garter five sharp cheetah teeth
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Fiery claws	5000	2.00	***	two steel claws fragment of elemental fire
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**Commented [DF57]:** Pops off Sham just outside the west gate of sos-kul

**Commented [DF58]:** Pops in theater

**Commented [DF59]:** Pops in Savannah (just outside Brithbarad). Teeth can be replicated.

### Bennis/Hardy Shopkeeper

Maple storage chest	0	25.00	1	fifty platinum coins two maple planks, steel ingot
Corncob pipe	20	0.10	1	corn cob
Woolen cloak	150	3.00	6	four clumps of wool
Woolen scarf	100	0.20	4	three clumps of wool
Woolen cap	25	0.15	4	two clumps of wool
Woolen blanket	250	3.00	5	brass needle spool of coarse thread five clumps of wool
Woolen socks	50	0.50	1	two clumps of wool
Robe of cotton and wool	1000	3.00	5	ten clumps of wool ten clumps of cotton

**Commented [DF60]:** Pops in the barn in Pennan (swwn – from bank) search hay

**Commented [DF61]:** Pops off flesh golems in Zar's tower

### rosy-cheeked woman

- - - -----

Arborcloak	6000	2.50	20	thin cotton sheet
				three woven pine bracelets
				twelve talonwood leaves
				twelve oak leaves
				spool of coarse thread
Feather-tipped rod	12000	0.20	1	cottonwood branch
				rufous-colored feather
				cormorant feather
				colorful peacock feather

Sage

Charged rod of true silver	100000	0.50	20	rod of true silver
				fragment of elemental lightning
Spirit shield	12000	7.00	50	drukkha hide, crystal lattice
Lapis lazuli pendant	1000	1.50	10	small piece of lapis lazuli
				<div>fine silver chain</div>
Cap of stars	10000	3.50	***	silk cap
				pinch of powdered krynite
				five strands of twilight
				silver bauble
Silver-chased horn of battle	10000	2.00	25	ram horn
				two chunks of silver ore
				<div>fine silver chain</div>
Belt of the elements	5000	1.50	35	fragment of elemental magic
				fragment of elemental cold
				fragment of elemental lightning
				fragment of elemental fire

Commented [DF62]: Kobalds chieftain

Commented [DF63]: Kobalds chieftain

	wide leather belt
Pinch of powdered mournberry seeds	3000 0.02 1 two mournberry seeds
<b><u>Hattier</u></b>	
Mithril helm	8000 4.50 35 four crude mithril plates soft leather cap ten piles of mithril rivets
Steel helm	4000 5.00 25 four crude steel plates soft leather cap ten piles of steel rivets
Iron helm	2000 5.50 20 four crude iron plates soft leather cap ten piles of iron rivets
Mithril cap	2000 2.50 15 soft leather cap two crude mithril plates
Steel cap	1000 3.00 10 soft leather cap two crude steel plates
Iron cap	500 3.00 5 soft leather cap two crude iron plates
Bronze cap	200 3.00 1 soft leather cap two crude bronze plates
Bronze helm	1000 6.05 15 four crude bronze plates soft leather cap ten piles of bronze rivets

**Elvish Hattier**

Oddly-shaped hat	10000 1.00 30 brains of a grell, skliss skin
Mithril greathelm	12500 7.50 40 six crude mithril plates

Commented [DF64]: Pops off the grells in Aspects

Commented [DF65]: I believe this is the skliss on the way to Sos-kul

				twenty piles of mithril rivets
				soft leather cap
Steel greathelm	10000	9.00	35	six crude steel plates
				twenty piles of steel rivets
				soft leather cap
Iron greathelm	7500	8.00	30	six crude iron plates
				twenty piles of iron rivets
				soft leather cap
Bronze greathelm	5000	9.00	25	twenty piles of bronze rivets
				six crude bronze plates
				soft leather cap

### **Old Woman**

Carved holy symbol	10000	1.00	***	heavy oak staff, piece of twine
Potion of cure serious	100	0.50	1	pinch of powdered antler
				glass vial, vial of holy water
				sprig of mistletoe
Thin cotton sheet	200	0.80	3	thirty clumps of cotton

**Commented [DF66]:** Must buy the cotton seed from sulter's shop, then plant then, then harvest

### **Hedge Wizard**

Bottle of black dye	225	0.50	1	three spring cephalos ink sacs
Chrysoberyl bracelet	2500	0.15	***	thin leather wristband
				three gemstones of finely cut chrysoberyl
Clay cup of simple design	100	2.00	1	lump of clay
Bag of black earth	1500	1.00	1	small burlap bag
				ten pinches of black earth

Small pot of yellow pigment	1100	0.30	1	twenty sour yellow berries
Small pot of red pigment	350	0.30	1	twenty bright red berries

### **Armor Smith**

Crude iron plate	2000	6.00	1	ten iron ingots
Stack of iron links	800	2.00	1	five iron ingots
Iron ingot	200	1.00	1	five iron rings
Iron token	500	0.10	1	iron ingot

### **Smithy Accountant**

Bronze ingot voucher	1000	0.01	1	ten bronze ingots
Iron ingot voucher	1000	0.01	1	ten iron ingots
Steel ingot voucher	1000	0.01	1	ten steel ingots
Mithril ingot voucher	1000	0.01	1	ten mithril ingots

### **Apprentice Smith**

Bronze ringmail vest	750	6.40	5	forty bronze rings soft leather jacket
Bronze ringmail sleeves	500	5.80	5	twenty bronze rings soft leather sleeves
Bronze ringmail leggings	500	5.80	5	thirty bronze rings soft leather leggings
Bronze ringmail bracer	250	2.80	5	ten bronze rings soft leather bracer

### **Apprentice Smith #2**

Iron ringmail vest	1000	5.80	10	soft leather jacket
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	forty iron rings
Iron ringmail leggings	750 5.30 10 soft leather leggings
	thirty iron rings
Iron ringmail sleeves	750 5.30 10 soft leather sleeves
	twenty iron rings
Iron ringmail bracer	500 2.60 10 soft leather bracer
	ten iron rings
Bronze chainmail bracer	1000 1.80 15 five stacks of bronze links
Bronze chainmail sleeves	2000 6.00 15 fifteen stacks of bronze links
Bronze chainmail leggings	2000 6.00 15 twenty stacks of bronze links
Bronze chainmail vest	3000 7.70 15 thirty stacks of bronze links

### **Apprentice Smith #3**

Iron chainmail vest	4000 7.00 20 thirty stacks of iron links
Iron chainmail leggings	3000 5.20 20 twenty stacks of iron links
Iron chainmail sleeves	3000 5.20 20 fifteen stacks of iron links
Iron chainmail bracer	2000 1.80 20 five stacks of iron links
Steel ringmail sleeves	1500 5.30 15 twenty steel rings
	soft leather sleeves
Steel ringmail leggings	1500 5.30 15 thirty steel rings
	soft leather leggings
Steel ringmail vest	2000 6.40 15 forty steel rings
	soft leather jacket
Steel ringmail bracer	750 2.40 15 ten steel rings
	soft leather bracer

### **Journeyman Smith #1**

Mithril chainmail bracer	5000	3.00	30	five stacks of mithril links
Mithril chainmail sleeves	6000	3.75	35	fifteen stacks of mithril links
Mithril chainmail leggings	6000	4.25	35	twenty stacks of mithril links
Mithril chainmail vest	8000	5.50	35	thirty stacks of mithril links
Bronze platemail bracer	3000	2.00	20	six stacks of bronze links crude bronze plate
Bronze platemail arm plates	4000	7.00	20	fifteen stacks of bronze links two crude bronze plates
Bronze platemail leg plates	4000	7.50	20	twenty stacks of bronze links four crude bronze plates
Bronze platemail breastplate	5000	10.00	20	thirty stacks of bronze links eight crude bronze plates

### **Journeyman Smith #2**

Mithril ringmail bracer	3000	2.20	20	soft leather bracer ten mithril rings
Mithril ringmail sleeves	4000	5.00	20	soft leather sleeves twenty mithril rings
Mithril ringmail leggings	4000	5.00	20	soft leather leggings thirty mithril rings
Mithril ringmail vest	6000	5.50	20	soft leather jacket forty mithril rings
Steel chainmail bracer	3000	3.00	25	five stacks of steel links
Steel chainmail sleeves	4000	4.80	25	fifteen stacks of steel links
Steel chainmail leggings	4000	4.80	25	twenty stacks of steel links
Steel chainmail vest	5000	6.30	25	thirty stacks of steel links

### **Journeyman Smith #3**



Bronze plate cuirass	7000	12.00	25	thirty crude bronze plates
Bronze plate cuisses	5000	10.00	25	twenty crude bronze plates
Bronze plate vambrace	4000	4.00	25	five crude bronze plates
Bronze plate rerebraces	5000	10.00	25	fifteen crude bronze plates
Iron platemail breastplate	6000	9.60	25	thirty stacks of iron links eight crude iron plates
Iron platemail leg plates	5000	7.10	25	twenty stacks of iron links four crude iron plates
Iron platemail bracer	4000	2.00	25	five stacks of iron links crude iron plate
Iron platemail arm plates	5000	6.60	25	fifteen stacks of iron links two crude iron plates

#### **Journeyman Smith #4**

Iron plate cuirass	10000	11.80	30	thirty crude iron plates
Iron plate cuisses	8000	9.00	30	twenty crude iron plates
Steel platemail bracer	5000	3.00	30	five stacks of steel links crude steel plate
Steel platemail arm plates	6000	6.20	30	fifteen stacks of steel links two crude steel plates
Steel platemail leg plates	6000	6.70	30	twenty stacks of steel links four crude steel plates
Steel platemail breastplate	7000	9.20	30	thirty stacks of steel links eight crude steel plates
Iron plate vambrace	5000	4.00	30	five crude iron plates
Iron plate rerebraces	8000	8.00	30	fifteen crude iron plates

#### **Journeyman Smith #5**

Mithril platemail bracer	8000	3.00	35	five stacks of mithril links crude mithril plate
Mithril platemail arm plates	11000	5.40	40	fifteen stacks of mithril links two crude mithril plates
Mithril platemail leg plates	11000	5.90	40	twenty stacks of mithril links four crude mithril plates
Mithril platemail breastplate	12000	8.40	40	thirty stacks of mithril links eight crude mithril plates
Steel plate vambrace	10000	3.20	35	five crude steel plates
Steel plate cuisses	14000	7.50	35	twenty crude steel plates
Steel plate rerebraces	14000	7.50	35	fifteen crude steel plates
Steel plate cuirass	15000	10.60	35	thirty crude steel plates
Pile of bronze rivets	50	2.00	1	two bronze ingots
Pile of iron rivets	75	2.00	1	two iron ingots
Pile of steel rivets	125	2.00	1	two steel ingots
Pile of mithril rivets	200	2.00	1	two mithril ingots

### **Master Armorsmith**

Mithril plate vambrace	15000	2.80	40	six crude mithril plates
Mithril plate cuisses	35000	7.20	45	twenty crude mithril plates
Mithril plate rerebraces	25000	6.80	45	fifteen crude mithril plates
Mithril plate cuirass	45000	9.40	45	thirty crude mithril plates

### **Egrham, a portly barkeep**

Haggis	40	0.70	1	sheep's entrails
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### **Hraat, a disheveled human with stringy hair**

Seashell paint	250	1.50	1	six seashells
Art kit	5000	1.50	1	black warthog tail

red warthog tail, set of paints

handful of anaconda scales

strip of caterpillar flesh

### **Tweery, a half-elf barkeep, in Warthogs South of Pennan**

Wide-rimmed shotglass of wyrm-eye cocktail    2000   0.10   1   mud wyrm's eye

Orange

### **Desert (West of Pennan)**

He is located after the sandstorm on the south east side behind a closed door.

### **A good gnarled old gnome hermit, west side of desert through maze**

Stone circlet of Enduraba    10000   3.50   35   eight sections of a stone circlet

adder's mouth orchid

pearl of insight

Carved stone feline head    1000   14.00   1   sketch of a cat-headed female

block of sandstone

Stone tablet of Enduraba    5000   4.05   1   a stone tablet ( middle-section )

a stone tablet ( lower right-section )

a stone tablet ( lower left-section )

a stone tablet ( upper-section )

ebony black pearl

### **Voaleth**

#### **Jeweler**

Pouch of crushed crystal    750   0.30   1   tiny leather pouch

three crystals of channelling

Wedding band    3000   0.10   1   smooth ring of gold

two small diamonds

Deathstone bracelet    10000   0.50   60   four llewyrn lifestones

tainted bracelet of white silver

Geode pendant 250 1.00 5 five small geodes, silk ribbon

**Small Goblin, Hargood**

Slick green waterskin 275 0.80 1 slug skin

**Small Goblin, Lefty**

Grappling hook and rope 150 5.50 1 very rusty iron hook  
long sturdy rope

**Proprietor of the Shop, Larblad**

Withered heart of ivy earring 1000 0.02 15 heart of ivy

Necklace 'Elfsbane' 4000 1.00 25 six bloody elf ears  
enchanted bowstring

Clawed circlet 100 1.00 5 four giant homonculous claws  
four mirefish teeth  
thick leather band

Pinch of powdered krynite 1000 0.10 1 small fragment of krynite ore

**Weaponsmith**

Spiraled stone dagger 2500 2.00 1 spiraled granite, bar of ivory

Granite dagger 75 2.00 1 block of granite

Dark obsidian pike 10000 7.00 40 five blocks of steel  
five blocks of obsidian

**Armorer**

Slug-skin frock 250 3.00 10 loose leather mantle  
five slug skins

Claad sash 500 2.00 5 two heads of imps

**Commented [DF67]:** Pops off Ja-Rain in Voaleth Caverns.

homonculous finger  
 two eel teeth, human ear  
 stout leather sash

## Monastary

### Paul, Small monk in Monastary – pull chain to get him to appear (west of sentry)

Necklace of dark hair	50000	0.60	***	long vine strand
				tear-shaped onyx
				six locks of dark hair
Runic girth	5000	2.50	***	polished brass buckle
				narrow leather belt
				vial of holy water

## Voaleth (nearby)

### The ghost of a bride floats here (on the way to Voaleth – climb down at the bridge)

Nether cloak	4000	0.50	25	silken death shroud
				two darker talons
				three strands of nether
Red wraithstone collar	4500	2.00	25	leather cord, leather collar
				five red wraithstones
Yellow wraithstone collar	5000	2.50	30	leather cord, leather collar
				five yellow wraithstones

### A lovely, petite vyan maiden stands here idly stirring a kettle. (on the way to Voaleth – go all the way down)

Item	Price	Weight	Lvl	Ingredients
Shadowbox	5000	2.00	1	block of obsidian two small moonstones

small jade box

### Cloak of Displacement

10000 2.00 40 two phase spider silk glands

shimmering black cloak

**Commented [DF68]:** Loads on death after you kill a phase spider – in the Ettercap area.

**Commented [DF69]:** Pops off the shade in Med Crypt (just before you get to Vadis)

## Denab

### Armorer

Steel-tipped boots 2500 7.50 10 four steel ingots  
polished black boots

### Weaponsmith

Mithril pole axe 7000 8.00 33 spear shaft, mithril axe-head  
Spark-branded mace 12000 4.25 40 mace of brandings  
ten fragments of elemental lightning  
Fire-branded mace 12000 4.25 40 mace of brandings  
ten fragments of elemental fire  
Ice-branded mace 12000 4.25 40 mace of brandings  
ten fragments of elemental cold  
Crescent axe 7500 9.50 25 iron-banded staff  
two iron bars, mithril ring

### Sargoth's Scavanged Supplies

Bag of red hot coals 2000 3.50 1 five red hot coals

### Argith Axehand, a filthy, grumpy-looking dwarf

**NOTE: He can be found on the way to the Black Wastes**

Adamantine knuckles	20000	2.00	***	two chunks of adamantine ore
Twisted wooden amulet	45000	0.10	60	black metal chain five strips of blackened bark
Adamantine longsword	20000	4.00	50	two chunks of adamantine ore sword hilt
Adamantine broadsword	20000	5.00	50	sword hilt two chunks of adamantine ore
Adamantine bastard sword	20000	7.00	50	sword hilt two chunks of adamantine ore
Adamantine dagger	20000	2.00	50	dagger hilt two chunks of adamantine ore
Adamantine mace	25000	4.00	50	two chunks of adamantine ore
Adamantine battle axe	20000	5.00	50	axe shaft two chunks of adamantine ore
Adamantine pike	20000	8.00	50	spear shaft two chunks of adamantine ore
Adamantine two-handed sword	20000	8.00	50	sword hilt two chunks of adamantine ore

## Kha-da

### Necklace Maker (1<sup>st</sup> FL in the square)

Runed shark tooth necklace	8000	0.50	15	runed necklace shark tooth necklace
Apatite talisman	250	0.15	5	hexagonal apatite crystal *kobold witch silk ribbon
Goblin ear necklace	555	1.15	5	six bloody goblin ears leather cord

### Hot Rock Shop, Aumren

Pouch of powdered red-green diamond dust	10000	0.11	1	red-green diamond
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**Commented [DF70]:** Pops off desert Ogres

**Commented [DF71]:** Pops of the trents in wastes

tiny leather pouch

### **Gawn's General Store**

Smooth dogskin canteen of water      400   0.70   1   two dog skins

### **Quzar's Reliable Magic Shoppe**

Pouch of faerie powder      150   0.30   1   three transparent faerie wings

tiny leather pouch

Tiny pouch of pixie dust      250   0.40   1   five transparent pixie wings

tiny leather pouch

Pinch of powdered krynite      1000   0.10   1   small fragment of krynite ore

Talisman of smoke      5000   2.80   20   eight smoke-filled vials

one thousand copper coins

platinum bar

### **Damon Hill's Fine Jewelry**

Pouch of diamond dust      500   0.45   1   tiny leather pouch

two nearly clear diamonds

Crystal bowl      25000   1.00   1   large chunk of clear crystal

Bag of opal dust      1000   0.50   1   three opals, small velvet bag

Small golden orb      500   0.40   1   three gold coins

### **Glond's Armory**

Rod of true silver      10000   0.50   1   two ingots of true silver

Crude mithril plate      5000   6.00   1   ten mithril ingots

Stack of mithril links      2000   2.00   1   five mithril ingots

Mithril ingot      500   1.00   1   five mithril rings



Mithril token	1500	0.10	1	mithril ingot
Ornate dwarven mithril breastplate	10000	9.40	50	five mithril ingots mithril plate cuirass
Ornate dwarven mithril arm plates	6000	6.80	50	mithril plate rerebraces three mithril ingots
Ornate dwarven mithril leg plates	7000	7.20	50	mithril plate cuisses four mithril ingots
Ornate dwarven mithril bracer	2000	2.80	45	mithril plate vambrace mithril ingot

### **Master Smith, Harkin**

Codite steel two-handed battle axe	4000	8.25	15	ten chunks of codite ore ten steel ingots
Codite steel warhammer	2400	5.75	15	six chunks of codite ore six steel ingots
Codite steel spiked battle chain	2020	3.25	15	two codite steel chains two chunks of codite ore two steel ingots
Tiny copper cube	1000	0.15	1	two copper ingots
Small zinc sphere	1000	0.20	1	two zinc ingots
Horn dagger	50	2.00	1	goat horn
Codite steel two-handed sword	4000	8.25	15	ten chunks of codite ore ten steel ingots
Codite steel bastard sword	3200	7.00	15	eight chunks of codite ore eight steel ingots
Codite steel battle axe	2800	5.75	15	seven chunks of codite ore seven steel ingots

Codite steel broadsword	2400	5.75	15	six chunks of codite ore six steel ingots
Codite steel longsword	2000	4.50	15	five chunks of codite ore five steel ingots
Codite steel shortsword	1600	3.00	15	four chunks of codite ore four steel ingots
Codite steel dagger	1200	0.70	15	three chunks of codite ore three steel ingots
Durable brass knuckles	650	1.00	10	two zinc ingots two copper ingots

### **Kha-da Surrounding Area**

#### **Ograhnnab, the Witch by Barbs/Kha-da**

Phial of red cochineal dye	3000	0.30	1	thirteen dead cochineal bugs
Mustapha's Anti-Ghost Powder	800	5.00	***	bag of flour vial of holy water
Small pot of yellow pigment	1100	0.30	1	twenty sour yellow berries
Small pot of red pigment	350	0.30	1	twenty bright red berries
Feathered bracer	10000	1.30	30	vrock feathers black zuralduur feather vulture feathers, harpy feather soft leather bracer
Warlock's headdress	500	1.00	11	twelve raven feathers white crow feather thirteen glass beads leather cord

#### **Bridle, Dwarf at start of Barbs**

Diamond-encrusted codite steel warhammer	8000	5.75	22	codite steel warhammer two small diamonds
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				two red-green diamonds
Ball of ice	200	2.00	1	ten piles of ice crystals
Cloak of battle frenzy	10000	6.00	35	two thick brown deer skins
				brass-plated clasp
				two dire wolf skins
				two aurochs' skins

Commented [DF72]: Pops off Direwolves in Darken Wood.

Commented [DF73]: Pops in Barbs

**In Durfs (The Keeper of the Tale rests here by the fire, weary age evident in his eyes.)**

Item	Price	Weight	Lvl	Ingredients
Talisman of Khedrus	20000	2.00	30	dwarven holy symbol
				fine silver chain
				nearly clear beryllonite
				green dragonscale
				small diamond-encrusted wand

**Brithbard**  
**Weaponsmith**

Feathered war hatchet	5000	3.25	20	carnation-red feather
				rufous-colored feather
				two glossy ebony feathers
				Xanas faerie skull
				two blocks of steel
Rod of true silver	10000	0.50	1	two ingots of true silver
Serrated iron shortsword	2000	2.00	15	six iron ingots, ash log
				alligator skin
Serrated steel knife blade	4000	1.00	1	four steel ingots
Notched falchion	5000	4.50	25	yeti foot
				three blocks of steel

### **Armorsmith**

Draconic circlet	18250	3.00	30	ten drake teeth
				ten fire drake scales
				shining silver circlet
Fish-scale vest	450	3.00	5	twenty white fish scales
				thick brown deer skin

### **Armorsmith #2**

Crude steel plate	3500	6.00	1	ten steel ingots
Crude iron plate	2000	6.00	1	ten iron ingots
Crude bronze plate	800	6.00	1	ten bronze ingots
Stack of steel links	1400	2.00	1	five steel ingots
Stack of iron links	800	2.00	1	five iron ingots
Stack of bronze links	200	2.00	1	five bronze ingots

### **Armorsmith #3**

Steel chainmail sleeves	3000	4.80	25	fifteen stacks of steel links
Bronze chainmail sleeves	1500	6.00	15	fifteen stacks of bronze links
Iron chainmail sleeves	2000	5.20	20	fifteen stacks of iron links
Steel spiked shoulder plates	15000	7.50	35	fifteen crude steel plates
Iron spiked shoulder plates	10000	8.00	30	fifteen crude iron plates
Bronze spiked shoulder plates	6000	10.00	25	fifteen crude bronze plates

### **Armorsmith #4**

Steel chainmail vest	5000	6.30	25	thirty stacks of steel links
Bronze chainmail vest	3000	7.70	15	thirty stacks of bronze links
Iron chainmail vest	4000	7.00	20	thirty stacks of iron links
Steel spiked breastplate	25000	10.60	35	thirty crude steel plates
Iron spiked breastplate	15000	11.80	30	thirty crude iron plates

Bronze spiked breastplate 10000 12.00 25 thirty crude bronze plates

#### **Armorsmith #5**

Bronze spiked leg plates 8000 10.00 25 twenty crude bronze plates

Iron spiked leg plates 12000 9.00 30 twenty crude iron plates

Steel spiked leg plates 17500 7.50 35 twenty crude steel plates

Steel chainmail leggings 3500 4.80 25 twenty stacks of steel links

Bronze chainmail leggings 2000 6.00 15 twenty stacks of bronze links

Iron chainmail leggings 3000 5.20 20 twenty stacks of iron links

#### **Armorsmith #6**

Steel helm 4000 5.00 25 four crude steel plates  
ten piles of steel rivets  
soft leather cap

Iron helm 2000 5.50 20 four crude iron plates  
ten piles of iron rivets  
soft leather cap

Horned bronze helm 500 6.05 5 two crude bronze plates  
soft leather cap  
two rhino horns

Bronze helm 1000 6.05 15 four crude bronze plates  
ten piles of bronze rivets  
soft leather cap

#### **Armorsmith #7**

Iron platemail bracer 1950 2.00 25 crude iron plate  
five stacks of iron links

Bronze platemail bracer 1500 3.00 5 crude bronze plate  
five stacks of bronze links

Steel platemail bracer 3500 3.00 15 crude steel plate

			five stacks of steel links
Bronze spiked plate bracer	2000	4.00	25 five crude bronze plates
Iron spiked plate bracer	7500	4.00	30 five crude iron plates
Steel spiked plate bracer	10000	3.20	35 five crude steel plates
Pile of steel rivets	125	2.00	1 two steel ingots
Pile of iron rivets	75	2.00	1 two iron ingots
Pile of bronze rivets	50	2.00	1 two bronze ingots

### **Armorsmith #8**

Hobnail boots	250	10.60	1 high hard boots
			three handfuls of iron nails

### **A small and compact orc, Sirig**

Sardonyx ring	3000	0.40	15 banded sardonyx gem
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### **An orc shaman, Orod**

Apatite talisman	250	0.15	5 hexagonal apatite crystal
			silk ribbon
Serrated steel knife	3500	1.00	25 blood-red horn, leather strap
			serrated steel knife blade
Wooden mask of Kroluk	3000	2.50	*** four mine rat teeth, oak log
			small pot of yellow pigment
			small pot of red pigment
Feathered bracer	10000	1.30	30 vrock feathers
			black zuralduur feather
			vulture feathers, harpy feather
			soft leather bracer
Lapis lazuli pendant	1000	1.50	10 small piece of lapis lazuli
			fine silver chain

**Klar, an orc trader**

Heavy canvas pack	500	8.00	1	huge canvas bag
				four bear skins
Rucksack	200	2.50	1	two large brown moose hides
Baggy quiltwork pants	65	1.00	5	quilted picnic blanket
				white rope belt

Commented [DF74]: Pops in Gnomish picnic.

Commented [DF75]: Pops in trops

**Witchdoctor**

Beaded choker	6500	1.50	15	block of quartz
				piece of red coral
				leather collar
Rattlesnake charm	3000	1.00	***	two rattlesnake rattles
Tiny pouch of onyx dust	1200	0.04	1	three onyx gemstones
				tiny leather pouch

**Narak**

**Kharssky, a white-cloaked serpentman**

Pendant of humanity	3	5000	1.00	***	two red tokens of the Seafoam Sisterhood
					yellow token of the Seafoam Sisterhood
Bowl of dried naraki tea leaves		100	0.65	1	Murkroot plant, bit of thyme
					simple wooden bowl
					sprig of peppermint, rhun leaf

**Fortune Teller**

Crystal pendant of the fae		35000	1.20	60	two red tokens of the Seafoam Sisterhood
					cyan token of the Seafoam Sisterhood
Necklace of deep thought		200000	1.00	***	three pearls of the deep
					two pearls of wisdom
					five thick strands of seaweed

Shark tooth necklace                      100   2.00   10   two pearls, leather cord  
three shark teeth, crab shell

### **A strong and limber vyan, Koheleth**

Tenacious Sergeant's clutch                      40000   7.00   \*\*\*   two red tokens of the Seafoam  
silver token of the Seafoam Sisterhood

### **Jharlo, an old crotchety vyan**

Orcish spear 'Bloodletter'                      45000   6.00   60   two red tokens of the Seafoam  
yellow token of the Seafoam Sisterhood

Spiked helm 'Gut-Ripper'                      20000   6.50   \*\*\*   two red tokens of the Seafoam  
silver token of the Seafoam Sisterhood

### **A slender, brown-eyed shopkeeper, Annorandai**

Keeper's gauntlets                      30000   5.00   \*\*\*   two red tokens of the Seafoam  
orange token of the Seafoam Sisterhood

Gauntlets 'Arborfist'                      30000   7.00   \*\*\*   two red tokens of the Seafoam  
yellow token of the Seafoam Sisterhood

### **A dark-skinned mage of mighty powers, Gavlin**

Shadowy rod                      15000   2.00   1   two shadow-filled vials  
smoothed rosewood rod

Cloak of unseen forces                      50000   4.00   \*\*\*   three red tokens of the Seafoam  
grey token of the Seafoam Sisterhood

Hourglass                      1000   1.50   1   fifty grains of sand



five shards of glass, oak log

### **An ancient paladin, Benedict**

Mithril helm 'Blood-Heart'	20000	6.00	***	two red tokens of the Seafoam orange token of the Seafoam Sisterhood
Mithril helm 'Glory-Heart'	20000	6.00	***	two red tokens of the Seafoam grey token of the Seafoam Sisterhood

### **A wiry shopkeeper, Salab**

Aged yellow eye ring	20000	0.10	***	two red tokens of the Seafoam yellow token of the Seafoam Sisterhood
Electrum samite sleeves	25000	2.00	***	fine silk sleeves spool of electrum thread
Krynite samite sleeves	17500	2.00	***	fine silk sleeves spool of krynite thread
Mithril samite sleeves	12500	1.70	***	spool of mithril thread fine silk sleeves
Gold samite sleeves	9500	1.80	***	fine silk sleeves spool of gold thread
Silver samite sleeves	7500	1.50	***	fine silk sleeves spool of silver thread

### **A small woman wearing a bright blue gown, Trick**

Pendant of pride	35000	1.50	***	two red tokens of the Seafoam grey token of the Seafoam Sisterhood
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### **A large-fisted barkeep, Ynerin**

Pendant of sonic accumen 30000 1.50 \*\*\* two red tokens of the Seafoam  
silver token of the Seafoam Sisterhood

**Hobin, a mischeivous thief**

Hood 'Shadow-Heart' 50000 1.50 \*\*\* two red tokens of the Seafoam  
cyan token of the Seafoam Sisterhood

Pumpkin pie 138 1.00 1 small, raw pumpkin  
jar of cinnamon sticks

**A powerfully-built monk, Tuluki**

Bone-handled punch-dagger 'Nail' 40000 1.00 \*\*\* two red tokens of the Seafoam  
cyan token of the Seafoam Sisterhood

Bone-laced palmrake 'Tooth' 40000 1.00 \*\*\* two red tokens of the Seafoam  
yellow token of the Seafoam Sisterhood

Armband of neutrality 10000 1.75 \*\*\* Token of Bog-Willow  
Token of Zafreil  
Token of Kieni'ume  
Token of Sskash

Ivory-hilted ryoushaka 20000 7.50 20 four crude steel plates  
rosewood log  
four strips of newt skin  
two curved ivory tusks

Rosewood-hilted ryoushaka 5000 7.50 10 rosewood log, goat skin  
four crude steel plates

Oak-hilted ryoushika 5000 3.25 10 oak log, two crude steel plates  
rabbit skin

Ivory-hilted ryoushika 20000 3.25 20 oak log

Commented [DF76]: Woodcutter near medienne

				two strips of newt skin
				curved ivory tusk
				two crude steel plates
Dragonbone-hilted ryoushika	100000	4.50	50	oak log, two crude steel plates
				two small strips of sharkskin
				leg bone of a dragon

### **A snobbish young woman, Areadle**

Guardian's red sash	35000	2.00	***	two red tokens of the Seafoam Sisterhood
				orange token of the Seafoam Sisterhood
Tiny golden hummingbird figurine	5000	1.00	1	potion of haste
				small wooden bird
				pair of hummingbird wings
				piece of gold ore
Silver necklace of bells	5000	1.10	***	six crude silver bells
				thin silver chain
Spool of bronze thread	320	0.10	1	block of bronze ore
Spool of mithril thread	800	0.10	1	block of mithril ore
Spool of silver thread	600	0.10	1	block of silver ore
Spool of gold thread	700	0.10	1	block of gold ore
Spool of krynite thread	900	0.10	1	block of krynite ore
Spool of electrum thread	1000	0.10	1	block of electrum ore

**Commented [DF77]:** Silvery - Search rubble north of the white gobbie chiefy

**Commented [DF78]:** Golden - Search rubble north of the white gobbie chiefy

**Commented [DF79]:** Silvery gold - Search rubble north of the white gobbie chiefy

### **Matina, a wispy-haired human crone**

Cottonwood rod of presage	5000	4.00	30	cottonwood branch
Ivy-wrapped circlet 'Redeemer'	25000	3.00	***	two red tokens of the Seafoam
				orange token of the Seafoam Sisterhood

Bracelet of starfish ossicles 33000 0.50 \*\*\* two red tokens of the Seafoam  
silver token of the Seafoam Sisterhood

### **A fork-tongued assassin, Kheffiss**

Clawed tail ring 30000 0.90 \*\*\* two red tokens of the Seafoam  
silver token of the Seafoam Sisterhood

### **A Master Weaver, Doromas**

Backpack of holding 18400 2.00 1 bag of holding, small backpack

Skirt of ferns 4600 2.00 \*\*\* ten sets of ferns  
spool of electrum thread

Gnomish wind-up assassin bug 40000 0.20 60 two red tokens of the Seafoam  
cyan token of the Seafoam Sisterhood

Robes of incantation 2000 3.00 \*\*\* robe of cotton and wool  
spool of bronze thread

Robes of wizardry 50000 3.00 \*\*\* robe of cotton and wool  
spool of electrum thread

Robes of sorcery 35000 3.00 \*\*\* spool of krynite thread  
robe of cotton and wool

Robes of conjury 25000 3.00 \*\*\* spool of mithril thread  
robe of cotton and wool

Robes of spellweaving 17000 3.00 \*\*\* spool of gold thread  
robe of cotton and wool

Robes of enchantment 10000 3.00 \*\*\* robe of cotton and wool  
spool of silver thread

### **A gnomish master chef in a large turban, Veglar**

Dwarven ancestral shield	50000	26.00	65	two red tokens of the Seafoam grey token of the Seafoam Sisterhood
Silver-threaded anklets	40000	0.50	***	two red tokens of the Seafoam cyan token of the Seafoam Sisterhood
Spicy dragon steak	1000	5.00	1	paprika, sprig of germander

### **A sad-looking half-elf, Liam Sea-Worn**

Cap of wise council	40000	3.50	***	two red tokens of the Seafoam grey token of the Seafoam Sisterhood
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### **Yhujar, a skilled worker of leathers**

Patchwork trolls skin socks	35000	2.00	***	two red tokens of the Seafoam Sisterhood orange token of the Seafoam Sisterhood
Fur and feather cape	8000	6.00	***	smooth velvet cloak thick lion skin two robin feathers two white eagle tailfeathers two raven feathers
Green leather leggings	15000	4.20	65	oozing acidic bladder clay pot of green dye red leather leggings
Newtskin sleeves	1000	2.00	15	ten strips of newt skin
Newtskin jacket	1500	4.00	15	twenty strips of newt skin
Newtskin leggings	1000	2.00	15	ten strips of newt skin
Newtskin boots	650	2.00	15	ten strips of newt skin
Newtskin gloves	600	0.50	15	five strips of newt skin
Newtskin belt	800	0.50	15	five strips of newt skin
Lion skin robe	1500	9.00	15	three thick lion skins

## Vaasa

### A good elf mage as old as the trees themselves, sits meditatively.

Item	Price	Weight	Lvl	Ingredients
-----	-----	-----	-----	-----
Glimmering pebble	9	0.05	1	lembas lichen bud, pebble
Shuvana wood ring	2250	0.10	***	piece of living shuvana wood
Tiny pouch of onyx dust	1080	0.04	1	three onyx gemstones tiny leather pouch

### A good weaponsmith is here pounding at some metal.

Item	Price	Weight	Lvl	Ingredients
-----	-----	-----	-----	-----
Sharp barb-tipped spear	90	3.00	10	bloody short barbed leg small wooden spear
Morningstar 'Preservation'	18000	5.00	***	two iron ingots two chunks of white krynite

### A good armorer works here, creating a new jacket of armor.

Item	Price	Weight	Lvl	Ingredients
-----	-----	-----	-----	-----
Small stiff skin shield	900	7.00	1	exoskeleton of the woodworm queen
Thorned bracer of shuvanawood	5850	1.00	***	five pieces of living shuvana wood three handfuls of large thorns

### A good elven clothier stitches a new tunic from fine cloth.

Item	Price	Weight	Lvl	Ingredients
-----	-----	-----	-----	-----
Silk skullcap	900	0.10	10	two silk fibers
Silk tunic	2700	0.30	10	four silk fibers
Pair of silk sleeves	2700	0.30	10	four silk fibers
Pair of silk pants	2700	0.30	10	four silk fibers

### A good shopkeeper comes over to help you.

Item	Price	Weight	Lvl	Ingredients
-----	-----	-----	-----	-----
Feathered cloak	900	2.00	5	six purified zuralduur feathers green cloak
Pebble necklace	225	1.00	5	four snail shells two glimmering pebbles leather cord

### A good ancient elf awaits his freedom

Pristine fade fur	16666	3.00	1	fade fur
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Cloak of fade fur	10000	5.00	40	four fade furs
				scroll of recall

**An avatar of Osse stands in all her splendor**

Iolite and spring pearl brooch	25000	2.50	***	large iolite crystal
				Xanas blue-silver bar
				three large spring pearls
				three tiny iolite crystals
				ten small spring pearls
Pair of watersilk slippers	20000	1.00	30	two strips of smooth salamander skin
				needlebrush needle
				two strands of watersilk
				pouch of silver powder
				length of watersilk
Xanas lotus bracelet	20000	1.50	35	Xanas blue-silver bar
				silver ring
				twenty tiny iolite crystals
				three medium spring pearls

**Wost, an elven fletcher**

Sleep arrow	500	0.20	1	ironwood arrow
				oblivion crystal
Siren arrow	200	0.20	1	ironwood arrow
				musk crystal
Acid arrow	100	0.20	1	ironwood arrow
				elemental acid crystal
Lightning arrow	100	0.20	1	ironwood arrow
				elemental electrical crystal
Sonic arrow	100	0.20	1	ironwood arrow

				elemental sonic crystal
Ice arrow	100	0.20	1	ironwood arrow
				elemental ice crystal
Flame arrow	100	0.20	1	ironwood arrow
				elemental fire crystal

## Dragonspire Mountains

### Khiren, a heavily-cloaked dwarf

War hammer 'Devotion'	35000	8.00	***	war hammer 'Righteousness'
				chunk of purest codite
Silvered shell arm plates	20000	4.00	50	four blocks of silver ore
				chunk of krynite ore
				thick silver-green shell
Bat-wing cloak	10000	6.00	25	two wings of a northern bat
				silver cloak clasp
Yeti hide boots	30000	6.50	40	three thick yeti hides
				stone knife
Yeti hide jacket	12000	5.00	35	five thick yeti hides
Dagger of magma	7500	1.50	55	four lava rocks, dagger hilt
				red ruby
Mithril mouthpiece	10000	0.40	1	fragment of purest mithril

## Darkhaven

### The dark-robed High Priest of Morkith quietly chants dark prayers.

Item	Price	Weight	Lvl	Ingredients
------	-------	--------	-----	-------------

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Defiled dwarven holy symbol	1000	1.00	25	dwarven holy symbol
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### Lystra's Precious Gem and Jewelry Shop

Pouch of diamond dust	750	0.45	1	tiny leather pouch
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Amethyst bracelet	two nearly clear diamonds
	1000 1.20 30 tainted bracelet of white silver
	three many-faceted amethysts
Coral and pearl bracelet	2000 0.10 20 three blocks of polished coral
	five pearls
	shiny silver bracelet

### **Lachdanion's Furs and Pelts**

Elf hide waterskin	500 0.40 1 three strips of elf skin
	leather waterskin

### **Zamkin's Quality Armor**

Heavy furred belt	5000 2.00 55 scarred leather belt
	lion's mane
Blue demonhide torso pad	10000 2.00 40 six strips of blue demonskin
Blue demonhide leg pads	8000 2.00 40 five strips of blue demonskin
Blue demonhide forearm pads	8000 2.00 40 five strips of blue
demonskin	

### **Castle Lag Gardener**

Gardening shears	100 1.00 20 raspberry twig
	tiny wisteria flower
	giant tomato, bouquet
	red pepper

### **Alchemist, down and inside tower from Knight Gatestone**

Ingot of true silver	2000 2.50 1 chunk of silver ore
	acid-filled globe
	pinch of sulfur, block of salt
Ingot of true silver	2000 2.50 1 two blocks of silver ore

				acid-filled globe
				pinch of sulfur, block of salt
Ingot of true silver	2000	2.50	1	five pieces of silvery ore
				acid-filled globe
				pinch of sulfur, block of salt

## Crabmen

### Young Crabman #1

Pinch of sand	0	0.10	1	ten grains of sand
Handful of sand	0	0.50	1	ten pinches of sand

### Young Crabman #2

Shiny diamond marble	250	0.05	1	pebble embedded with diamond chips
Pinch of blue sand	0	0.10	1	ten grains of <u>blue</u> sand
Handful of blue sand	0	0.50	1	ten pinches of <u>blue</u> sand

### Young Crabman #3

Pinch of red sand	0	0.10	1	ten grains of <u>red</u> sand
Handful of red sand	0	0.50	1	ten pinches of <u>red</u> sand

### Young Crabman #4

Pinch of black sand	0	0.10	1	ten grains of <u>black</u> sand
Handful of black sand	0	0.50	1	ten pinches of <u>black</u> sand

### Young Crabman #5

Pinch of black sand	0	0.10	1	ten grains of <u>white</u> sand
Handful of black sand	0	0.50	1	ten pinches of <u>white</u> sand

### A crabman blacksmith with bulging muscles sweats over a forge.

Glass pyramid	8000	0.80	1	four small glass pyramids
Ingot of blue glass	250	0.50	1	handful of blue sand
Glass prism	800	0.50	1	pinch of sand

pinch of red sand  
pinch of black sand  
pinch of white sand  
Smoky glass vial 5000 0.02 1 six grains of black sand  
thirteen grains of sand  
gold nugget

### Strangely Familiar Crabman shopkeeper

Crystal-encrusted rod 15000 0.75 1 four piles of dark gravel  
blue spirit crystal  
white spirit crystal  
red spirit crystal  
green spirit crystal  
Vial of glittering red dust 8000 0.50 1 handful of red sand  
red-green diamond, glass vial

### Northwood Farm

#### Nell, a round-faced woman, farm by Chiiron

Clay pot of black dye 500 0.50 1 tender strip of bark  
bunch of grapes  
Clay pot of red dye 200 0.50 1 six bright red berries  
Clay pot of blue dye 250 0.50 1 two handfuls of blueberries  
Clay pot of green dye 250 0.50 1 two bamboo shoots  
thick aloe leaf

#### Grivenmurg, a lone ogre. Ogre South of Khada high in Mts

Leather strap 300 0.10 1 goat skin  
Hand-carved drinking horn of water 50 0.50 1 ram horn  
Sheep hide boots 425 6.50 10 two thick sheep hides  
soft knee-high boots  
Sheep hide cloak 500 4.00 10 three thick sheep hides

**Commented [DF80]:** he's the one between the crystal of balance pop and the glacier serpent

### Uath, the scrawny urisk

Musselshell breastplate	200	6.00	3	two ebony mussel shells
				two woven ivy cords
Musselshell shield	95	3.50	3	woven ivy cord
				ebony mussel shell
Black willow whip	300	3.00	5	twelve black willow fronds
				digging stick
				six shards of glass
				leather cord
Archer's armguard	9000	2.00	***	six cormorant feathers
				thick brown deer skin
				rabbit skin, leather cord
				bottle of black dye

### Korheim (Ice Trolls)

Lute of the howling north	19000	3	50	unfinished block of rosewood
				three piles of bear entrails
Engraved ivory war horn	33250	2	60	ivory mammoth tusk
				mithril mouthpiece
				velvet-wrapped cord
Staff of the Grand Sorcerer	215000	4.42	**	charm of the elements
				red starite crystal
				two electrum ingots
				polished staff of stonewood

### From Ice trolls as well

Chitinous war helm	70000	5.00	75	twenty snowy-white hairs
				cowl of silvery chainmail <b>(Paladin gear)</b>

soft leather cap

obsidian needle

large, hooked beak of the Deepmurk

### **Toy Shop (south of Sjerdals Tower)**

#### **Gnomish workshop, Wibel**

Iron toy soldier      10000   1.00   1   three tiny iron ingots

two size D gears

pouch of casting powder

single-cavity casting mold

uncut brass key

Steel toy soldier      10000   1.00   1   three tiny steel ingots

two size D gears

pouch of casting powder

single-cavity casting mold

uncut brass key

Mithril toy soldier      10000   1.00   1   three tiny mithril discs

two size D gears

pouch of casting powder

single-cavity casting mold

uncut brass key

Electrum toy soldier      10000   1.00   1   three tiny electrum discs

two size D gears

pouch of casting powder

single-cavity casting mold

uncut brass key

Adamantium toy soldier      10000   1.00   1   three tiny adamantium discs

two size D gears

pouch of casting powder  
single-cavity casting mold  
uncut brass key

### **Gnomish workshop, Finnz**

Glass marionette	10000	1.25	1	three glass ingots
				two wooden lathes
				two lengths of wire
				roll of heavy twine
				large darning needle
Wooden marionette	10000	1.25	1	three blocks of soft pine
				two wooden lathes
				two lengths of wire
				roll of heavy twine
				large darning needle
Bamboo marionette	10000	1.25	1	three thin bamboo stalks
				two wooden lathes
				two lengths of wire
				roll of heavy twine
				large darning needle
Straw marionette	10000	1.25	1	three lengths of thick straw
				two wooden lathes
				two lengths of wire
				roll of heavy twine
				large darning needle
Clay marionette	10000	1.25	1	three blocks of pure clay
				two wooden lathes
				two lengths of wire

roll of heavy twine

large darning needle

### **Gnomish workshop, Selia**

Doll made of bone      10000   1.30   1   three small pieces of bone

two wooden lathes

two small buttons

large darning needle

roll of heavy twine

Doll made of vines      10000   1.30   1   three thick tendrils of vine

two wooden lathes

two small buttons

large darning needle

roll of heavy twine

Doll sewn from flesh      10000   1.30   1   three scraps of old flesh

two wooden lathes

two small buttons

large darning needle

roll of heavy twine

Doll armored in chitin      10000   1.30   1   three shards of chitin

two wooden lathes

two small buttons

large darning needle

roll of heavy twine

Doll made of seaweed      10000   1.30   1   three thick strands of seaweed

two wooden lathes

two small buttons

large darning needle

roll of heavy twine

**Gnomish workshop, Slight**

Brass figurine	10000	2.00	1	three tiny brass ingots
				two size M gears
				pouch of casting powder
				single-cavity casting mold
				wooden base
Copper figurine	10000	3.00	1	three tiny copper ingots
				two size M gears
				pouch of casting powder
				single-cavity casting mold
				wooden base
Lead figurine	10000	2.00	1	three tiny blocks of lead
				two size M gears
				pouch of casting powder
				single-cavity casting mold
				wooden base
Bronze figurine	10000	2.00	1	three tiny bronze ingots
				two size M gears
				pouch of casting powder
				single-cavity casting mold
				wooden base
Platinum figurine	10000	2.00	1	three tiny platinum ingots
				two size M gears
				pouch of casting powder
				single-cavity casting mold
				wooden base



### **Gnomish workshop, Segun**

Lizardman statuette	10000	16.00	1	top half of a lizard statuette bottom half of a claw-footed statuette vial of clear resin
Quartz statuette	10000	2.00	1	three perfect spheres of quartz diamond-bladed trim saw adjustable blade guard diagonal cutting guide sanding belt
Topaz statuette	10000	2.00	1	three perfect spheres of topaz diamond-bladed trim saw adjustable blade guard diagonal cutting guide sanding belt
Corundum statuette	10000	2.00	1	three perfect spheres of corundum diamond-bladed trim saw adjustable blade guard diagonal cutting guide sanding belt
Diamond statuette	10000	2.00	1	three perfect spheres of diamond diamond-bladed trim saw adjustable blade guard diagonal cutting guide sanding belt
Starite statuette	10000	2.00	1	three perfect spheres of starite diamond-bladed trim saw adjustable blade guard

diagonal cutting guide

sanding belt

### **Gnomish workshop, Lebtun**

Sand sculpture	10000	2.00	1	three small sacks of white sand
				two vials of clear resin
				angled chisel
				metal-tipped stylus
				modelling knife
Obsidian sculpture	10000	2.00	1	three chunks of flawless obsidian
				two vials of clear resin
				angled chisel
				metal-tipped stylus
				modelling knife
Stone sculpture	10000	2.00	1	three chunks of flawless stone
				two vials of clear resin
				angled chisel
				metal-tipped stylus
				modelling knife
Ash sculpture	10000	2.00	1	three pinches of grey ash
				two vials of clear resin
				angled chisel
				metal-tipped stylus
				modelling knife
Congeaed blood sculpture	10000	2.00	1	three vials of old blood
				two vials of clear resin
				angled chisel
				metal-tipped stylus

modelling knife

## Renegade Dwarves

### Angnier

Block of krynite ore	10000	1.00	1	three chunks of pure krynite
Krynite pike	15000	7.00	30	four steel ingots three chunks of krynite ore
Krynite sword	15000	4.00	30	three steel ingots two chunks of krynite ore
Krynite mace	12000	4.00	30	two steel ingots chunk of krynite ore onyx stone
Krynite single bladed axe	12000	5.50	30	three steel ingots three chunks of krynite ore
Krynite dagger	9000	1.20	30	steel ingot chunk of krynite ore
Mortar and pestle	9000	2.00	30	two chunks of krynite ore

## Minotaurs

### Furfunram, a minotaur thaumaturge

Rose-colored glass globe	1000	0.25	1	two brush-like rose-colored calliandra blossoms chunk of pure glass	<b>Commented [DF81]:</b> Bush that randomly appears on the east side of Fire Giants <b>Commented [DF82]:</b> Oozes in fiery desert
Compact portal	50000	80.00	1	sheet of mica block of krynite ore three chunks of codite ore	
Pair of obsidian banded sleeves	8000	7.00	55	banded sleeves two obsidian carapace segments five small pieces of obsidian spider's web four shards of obsidian	<b>Commented [DF83]:</b> Sold in Brithbarad <b>Commented [DF84]:</b> Obsidian spiders in Ash Newts
Pair of obsidian banded leggings	10000	6.50	55	banded leggings	

				three obsidian carapace segments
				five small pieces of obsidian spider's web
				five shards of obsidian
Obsidian banded jacket	12000	7.50	55	banded mail jacket
				four obsidian carapace segments
				five small pieces of obsidian spider's web
				six shards of obsidian
Pair of spiked obsidian leg plates	18000	11.50	55	fifteen obsidian spikes
				obsidian leg plates
Pair of spiked obsidian arm plates	16000	11.00	55	ten obsidian spikes
				obsidian arm plates
Spiked obsidian breastplate	20000	15.00	55	twenty obsidian spikes
				obsidian breastplate

Commented [DF85]: Ice Demons

### **Mardursol, a minotaur metallurgist**

Battle axe 'Flashstrike'	25000	6.00	***	battle axe 'Silverbolt' (Barbs Chiefy)
				vial of powdered thunder (Slens)
Heavy adamantine voulge	30000	13.00	75	four chunks of adamantine ore
				two ironwood branches
Adamantine spiked knuckles	30000	2.00	***	adamantine knuckles
				chunk of adamantine ore
Adamantine mace 'Summer Heat'	20000	5.00	65	two stoppered beakers of elemental fire
				adamantine mace
				parchment of elemental binding
Adamantine mace 'Winter Grip'	20000	5.00	65	two stoppered beakers of elemental ice
				adamantine mace
				parchment of elemental binding

### **Minotaur alchemist**

Tiny pouch of powder labeled 'Astol Vurgo'	50000	0.50	1	pinch of blue galica pinch of powdered diamond dust tiny pouch of pixie dust pinch of black earth
Sheet of mica	10000	4.00	1	twenty pinches of mica
Pinch of powdered diamond dust	5000	0.25	1	red-green diamond nearly clear diamond ice-blue diamond
Pinch of powdered copper sulfate	5000	0.25	1	rough broken crystal

### Chiiron

#### Prenslie (mage of vast powers)

Agate talisman	250	0.15	5	leather cord four deep red garnets fine-grained agate
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#### Jac (trader)

Baggy quiltwork pants	65	1.00	5	quilted picnic blanket white rope belt
Furred waterskin	75	1.00	1	three rabbit skins
Shell button	300	0.10	1	snail shell

#### Peter (fur trader)

Porcupine quill belt	1000	2.00	10	ten porcupine quills two thick lynx furs
Coon skin cap	15	0.60	2	raccoon skin
Deerskin cloak	75	4.50	1	five thick brown deer skins
Dire skin cloak	14654	3.50	39	dire wolf skin, cloak clasp three shell buttons

Sheepgut string 5 0.10 1 sheep's entrails

### **Alslaad (leathersmith)**

Cloak of nobility 2000 5.00 \*\*\* deerskin cloak

two cuts of platinum thread

sea green emerald

Faceted crystal shield 4500 3.00 32 crystal carapace, leather strap

two mithril rings

Crude bronze plate 800 6.00 1 ten bronze ingots

Stack of bronze links 200 2.00 1 five bronze ingots

Lizard scale gloves 40 0.30 1 lizard scales

soft leather gloves

Leather belt and pouch 250 1.00 1 small leather pouch

narrow leather belt

Bone ring 50 0.20 1 old skeleton

Bronze ingot 100 1.00 1 five bronze rings

Bronze token 200 0.10 1 bronze ingot

### **Trenhk (weaponsmith)**

Horn dagger 50 2.00 1 goat horn

### **Haved (alchemist)**

Pouch of crushed crystal 500 0.30 1 tiny leather pouch

three crystals of channelling

Potion of cure twine-finger 25 0.70 1 four frog legs, rabbit skin

Glass-scale anklet 1000 0.50 5 glass eye

two copper dragon scales

Duckfeather charm 550 1.50 5 five brown duck feathers

				silver coin
Potion of cure disease	500	0.50	1	snake's innards, three roses
Shell necklace	250	1.00	5	crab shell, five seashells
				leather cord
Pinch of powdered antler	25	0.15	1	rack of antlers

### **the locksmith**

Grappling hook and rope	150	5.50	1	long sturdy rope
				very rusty iron hook

### **Titans**

#### **Camondrel, a skinny, narrow-eyed man**

Gemstone bracelet	25000	0.50	70	yellow gemstone, green gemstone
				large titanium bracelet
Necklace of golden hair	50000	0.60	75	long vine strand
				shiny sapphire tear
				six locks of golden hair

#### **Zultas, the good titan of the forge**

Titanium spear	30000	4.50	80	two titanium ingots
				rock of elemental earth
Titanium naginata	30000	9.00	80	two titanium ingots
				rock of elemental earth
Jewel-encrusted mirror	15000	1.00	70	titanium ingot, violet gemstone
				five handfuls of darkened sand
Titanium forearm blades	30000	1.00	***	two titanium ingots
				rock of elemental earth

Titanium mace	30000	4.00	80	two titanium ingots rock of elemental earth
Titanium dagger	30000	2.00	80	two titanium ingots rock of elemental earth
Titanium axe	30000	5.50	80	two titanium ingots rock of elemental earth
Titanium longsword	30000	5.50	80	two titanium ingots rock of elemental earth

## Xanas

A silver-tongued Xanas princess sings a sweet, hypnotic song.

Item	Price	Weight	Lvl	Ingredients
----	----	-----	---	-----
Woven ivy cord	70	0.10	1	four ivy tendrils
Spring pearl necklace	1000	1.00	3	woven ivy cord large spring pearl three medium spring pearls ten small spring pearls
Abalone bracelet	375	0.30	3	soft leather bracer three abalone shells
Watersilk tunic	8000	4.00	15	four lengths of watersilk
Watersilk trews	8000	3.00	15	three lengths of watersilk
Watersilk skirt	8000	3.00	***	three lengths of watersilk
Length of watersilk	300	0.50	1	eight swatches of watersilk
Swatch of watersilk	100	0.05	1	twelve strands of watersilk

## Ent'moot

A robed ent tends the mandrake.



Item	Price	Weight	Lvl	Ingredients
Swirling heart of ivy	500	0.50	15	heart of ivy

**An armored ent polishes a shield.**

Item	Price	Weight	Lvl	Ingredients
Aurumvest	3000	3.00	10	aurumvorax's pelt

## Reference

### Services

#### Chiiron

A good white-robed priestess of Taranth quietly stands here. (Talya)

- Holy Anointment      1000    5    An energizing blessing from Taranth
- Revitalization        2000    5    Relieves you of the lingering touch of death

#### Dark Haven

A tall, beautiful vyan woman leans over the counter, examining her gems. (Lystra)

- Salt Cracking        3000    50    Crack a large natural salt crystal into smaller, fist-sized chunks.

#### Kha-da

A tall and skinny dwarf stands here, thinking about precious metals. (Damon Hill)

- Salt Cracking        2000    50    Create some fist-sized handfuls of salt from a very large salt block.

#### Medienne

A mage stands behind the counter mumbling incantations. (Krasnog)

- Remove Curse        950    5    Magically removes cursed worn items
- Fire Shield           300    7    Gives fire shield to players based on their level.
- Displace            1000    10    Gives a displacement shield to players based on their level.

A jeweler is here, engrossed in a fiery ruby. (jeweler)

- Gem-cutting        100    92

#### Narak

**An ash-covered elf ponders a reaction.** (Derkin)

- purify (Purify elemental fragments)

#### Pennan

**Pennan Druid Trainer (helfendra's shop)**

- pinch of sea-salt crystals – you take a barrel of sea water, fill basin barrel, then service sea – will hand you a tiny pouch of sea-salt crystals.

#### Voaleth

**A troll shopkeeper stands ready to help you.** (Snarblak.)

- bone-chipping (Trade in a small homunculus corpse for bone shards.)

## Weapon Trainers

<b>Axe</b>	Denab (master warrior), Sos kul, Kha-da
<b>Bow</b>	Medienne Forest (forest ranger), Brithbarad (ranger), Vaasa(Ilewyr woodsman), Vas Seravas Hunters (lizardman huntleader)
<b>Club</b>	Denab (master warrior), Voaleth (weaponsmith), Brembledon (Diri), Chiiron (weaponsmith), Ent'Moot
<b>Dagger</b>	Denab (master warrior), Voaleth (weaponsmith), Brembledon (Diri), Darkhaven (battle hardened orc), Chiiron (weaponsmith), Ent'Moot
<b>Mace</b>	Brembledon (Diri), Voaleth (weaponsmith), Darkhaven (battle hardened orc), Chiiron (weaponsmith), Ent'Moot
<b>Polearm</b>	Voaleth (weaponsmith), Medienne (Captain of the Guard)
<b>Spear</b>	Sos kul (lizardman warleader), Voaleth (weaponsmith), Darkhaven (battle hardened orc), Chiiron (weaponsmith), Vas Seravas Hunters (lizardman huntleader), Ent'Moot
<b>Staff</b>	Narak (powerfully built monk), Sos kul (weaponcrafter or lizardman warleader), Vaasa (Tiercen), Voaleth (weaponsmith), Brembledon (Diri), Darkhaven (battle hardened orc), Chiiron (weaponsmith), Ent'Moot
<b>Sword</b>	Denab (master warrior), Sos kul (weaponcrafter), Voaleth (weaponsmith), Brembledon (Diri), Darkhaven (battle hardened orc), Brithbarad (warlord), Chiiron (weaponsmith), Ent'Moot
<b>Unarmed</b>	Narak (strong and limber vyan), Sos kul (weaponcrafter), Brembledon (Diri), Darkhaven (battle hardened orc), Chiiron (swordsman), Pennan (heavily muscled man), Ent'Moot
<b>Whip</b>	Voaleth (weaponsmith), Brembledon (Diri), Darkhaven (battle hardened orc), Chiiron (weaponsmith)

## Language Trainers

<b>Dwarvish</b>	Medienne (priest of algesa), Kha-da (bearded priest), The Keeper of the Tale (Durfs)
<b>Elvish</b>	Medienne Forest (forest ranger), Medienne (priest of algesa), Vaasa (Tiercen), Pennan (Sage), Ent'Moot (ancient, gnarled ent)
<b>Entish</b>	Medienne Forest (forest ranger), Vaasa (Tiercen), Ent'Moot, Dal-Entil Village (shaggy bonsai tree shaman)
<b>Gnomish</b>	Pennan (Sage) , Kha-da (bearded priest), crab village (familiar)
<b>Goblish</b>	Narak (wiry shopkeeper) , Kha-da (bearded priest), Darkhaven (high priest of morkith), Voaleth (gypsy)
<b>Human</b>	Voaleth (Vyan Librarian), Medienne (priest of algesa), Pennan (Sage), Sos-kul (Master of Visions) , Kha-da (bearded priest), Darkhaven (high priest of morkith), crab village (familiar)
<b>Orcish</b>	Denab (ogre shaman), Brithbarad (witch-doctor)
<b>Ogrish</b>	Sos-kul (Master of Visions), Denab (ogre shaman), Darkhaven (high priest of morkith), Voaleth (gypsy)
<b>Ryoushi</b>	Narak (powerfully-built monk)
<b>Slisp</b>	Sos-kul (Master of Visions)
<b>Thennish</b>	Pennan (Sage)

<b>Trollish</b>	Sos-kul (Master of Visions) , Kha-da (bearded priest), Darkhaven (high priest of morkith), Voaleth (gypsy)
<b>Vyanian</b>	Narak (Master Weaver), Voaleth (gypsy)

### Trade Trainers

<b>Cartography</b>	Medienne (curly haired gnome with tiny spectacles)
<b>Cooking</b>	Northwood Farm (portly chef), Voaleth (petite vyan maiden)
<b>Fishing</b>	Narak (powerfully-built monk)
<b>Leatherworking</b>	???
<b>Metallurgy</b>	???
<b>Woodworking</b>	???

### Physical Trainers

<b>Appraise</b>	Elftown, Pennan (Sutler's Shop), Darkhaven (beautiful vyan woman), Kha-da, Ent'Moot, Brembledon (Zaalez), Vas Seravas Hunters (scruffy-looking peddler)
<b>Assassinate</b>	Sos-kul*
<b>Backstab</b>	Denab-Knur, Dark-haven, Voaleth(Lefty), Brithbarad, Chiiron(nearby cave, small gnome thief - Drhumble.)
<b>Bandage</b>	Pennan (Old Gwen), Elftown, Chiiron, Sos-kul (shaman), Brembledon (Karinna), Ent'Moot, Voaleth (vyan monk)
<b>Bash</b>	Sos-kul (master lizardman hunter), Pennan (heavily muscled man), Chiiron (swordsmen), Elftown, Voaleth(Captain), Darkhaven (bare-chested ogre), Brithbarad (warlord), Kha-da, Ent'Moot, Festival of Kantos (lumbering treant)
<b>Bear Grasp</b>	Pennan(Cowled Monk – Gemlongrin)
<b>Berserk</b>	Obelisk in Desert*
<b>Blind Fighting</b>	Medienne Sewer
<b>Butcher</b>	Pennan, Denab, Mangits(Butcher)
<b>Camouflage</b>	Medienne(Obsidian)
<b>Camping</b>	Vaasa(Druid), Med Forest(Ranger, Huntsman)
<b>Charge</b>	Dwarf on way to Black Wastes
<b>Cleave</b>	Temple (Battle Priest)
<b>Climb</b>	Vaasa(Llewyr Woodsman), Chiiron (locksmith), Elftown, Voaleth(down exit near magic shop), Brithbarad, Ent'Moot
<b>Combat amplitude</b>	pale, solemn wraithlord - vyan tombs
<b>Combat Waveform</b>	Statue of a Vyan - South of Voaleth
<b>Compress</b>	Ash-covered elf (Narak), tall bearded man (Med forest)
<b>Concoct Elixir</b>	Pennan (Old Gwen)
<b>Concoct Toxin</b>	<Unfinished>
<b>Conversion</b>	<del>see quest.</del>
<b>Convert</b>	Voaleth (Lefty)
<b>Counter Attack</b>	???
<b>Cover Tracks</b>	<Unfinished>
<b>Critical Hit</b>	Monestary(High Monk), Voaleth
<b>Death Strike</b>	Death
<b>Demon Slash</b>	Crazy Dwarf on way to Black Wastes*

<b>Dirty Fighting</b>	Minotuars (disgraced sergeant)
<b>Disarm</b>	Narak, Chiiron, Monestary, Denab-Knur, Pennan(Duelist), Sos-kul* (lizardman warleader)
<b>Disguise</b>	<Unfinished>
<b>Dodge</b>	Medienne (strange man with the look of a teacher), Kha-da, Denab-Knur, Darkhaven (bare-chested ogre), Vas Seravas Hunters (lizardman huntleader)
<b>Dragon Strike</b>	Cyclops Monk
<b>Eagle Claw</b>	Cyclops Monk
<b>Escape</b>	Med Forest(Gnome)
<b>Eye Gouge</b>	Demon in Tireth's Swamp*
<b>Fifth Attack</b>	Crazy Dwarf on way to Black Wastes* or Sighere
<b>Flamboyant Fandango</b>	Ghost of an entertainer - 1 north of cairn stone
<b>Focus</b>	Pennan(Cowled Monk – Gemlongrin)
<b>Forge</b>	Med Forest(Ranger, Huntsman), Brith-barad, Voaleth (troll shopkeeper)
<b>Fourth Attack</b>	Behind Chieftain in Barbarians or Sighere
<b>Frenzy</b>	Dwarf Behind Desert Ogre Warlord
<b>Garrote</b>	Medienne(Obsidian)
<b>Great Cleave</b>	Wastes (Paladin)*
<b>Guard</b>	Obelisk in Desert*
<b>Haggle</b>	Kha-da, Chiiron (trader), Darkhaven (beautiful vyan woman), Vas Seravas Hunters (scruffy-looking peddler)
<b>Hide</b>	Vassa(Llewyr Woodsman), Chirron (locksmith), Denab, Sos-kul (huntmaster), Dark-haven (tall, dark cloaked figure), Voaleth(Lefty), Brith, Med Forest(Gnome), Ent'Moot
<b>indomitable will</b>	Dwarf Behind Desert Ogre Warlord
<b>Inspect</b>	Chiiron (locksmith), Darkhaven (tall, dark cloaked figure)
<b>Intercede</b>	Ancient Paladin in Narak
<b>Kick</b>	Sos-kul(master lizardman hunter), Pennan (heavily muscled man), Narak (strong and limber vyan), Medienne (strange man with the look of a teacher), Chiiron (swordsman), Kha-da, Elftown, Voaleth(Captain), Ent'Moot
<b>Lay Hands</b>	Medienne(Lord Richard)
<b>Locust Kick</b>	Pennan(Cowled Monk – Gemlongrin)
<b>Mantra</b>	Pennan, Hill Giants
<b>Meditate</b>	Monestary, Chiiron(swami), Voaleth
<b>Melee</b>	Dwarf in Wastes
<b>Mounted Fighting</b>	Medienne Crypt(Sir Gallopilot, 3rd level)
<b>Observe</b>	Cowled Goblin (Voaleth Caves)
<b>Off-hand attack</b>	Behind Chieftain in Barbarians
<b>Off-hand parry</b>	Dark Citadel Prison
<b>Palliate</b>	bonsai tree shaman (good)
<b>Parry</b>	Sos'kul(master lizardman hunter), Narak (strong and limber vyan), Chiiron (swordsman), Kha-da, Elftown, Denab-Knur, Voaleth(Captain), Darkhaven (bare-chested ogre), Brithbarad (warlord), Ent'Moot
<b>Peek</b>	Chiiron, Elftown, Darkhaven, Voaleth (Lefty)
<b>Perilous Pirouette</b>	ghost of a performer - in the voaleth caves, there is a place

<b>Pick Lock</b>	Chiiron (locksmith), Denab-Knur, Darkhaven, Med Forest(Gnome)
<b>Poultice</b>	castle lag dryad
<b>Power Strike</b>	Dwarf on way to Black Wastes
<b>Punch</b>	Sos'kul(master lizardman hunter), Pennan (heavily muscled man), Medienne (strange man with the look of a teacher), Chiiron, Kha-da, Elftown, Denab-Knur, Voaleth, Ent'Moot
<b>Regeneration</b>	Medienne Crypt(Sir Gallopilot, 3rd level)
<b>Rescue</b>	Sos'kul, Chiiron, Elftown, Narak, Voaleth, Ent'Moot
<b>Riding</b>	Medienne, Voaleth (goblin blacksmith), Darkhaven (pale-skinned duerger dwarf), Narak (man who smells like a camel)
<b>Riposte</b>	Sighere*
<b>Salve</b>	old man with the grizzle wolf guarding the ice tunnel through the frozen wall (area north of Yetis)
<b>Scan</b>	Med Forest(Ranger), Brithbarad, Behind Chieftain in Barbarians
<b>Searching</b>	Vaasa(Llewyr Woodsman), Chiiron (locksmith), Sos'kul (huntmaster), Brithbarad (ranger), Ent'Moot, Voaleth (small goblin), Ent'Moot
<b>Second attack</b>	Sos'kul(master lizardman hunter), Chiiron (swordsman), Monestary(High Monk), Elftown, Denab-Knur (master warrior), Brithbarad (warlord), Ent'Moot, Kryoth Festival (man composed of pure flames)
<b>Second off-hand</b>	Temple(Xalia)
<b>Shadow Dance</b>	Pennan(Cowled Monk – Gemlongrin)
<b>Shield Block</b>	Medienne (Lord Richard), Elftown, Darkhaven (bare-chested ogre), Brithbarad (warlord), Ent'Moot
<b>Shield Strike</b>	Medienne(Lord Richard)
<b>Skewer</b>	Medienne(Obsidian)
<b>Sneak</b>	Chiiron (locksmith), Denab-Knur, Sos'kul (huntmaster), Darkhaven (tall, dark cloaked figure), Voaleth, Brithbarad, Med Forest(Gnome), Vaasa (Llewyr Woodsman), Ent'Moot
<b>Spin kick</b>	Warlock Coven Mines Prison(Wise Lizardman)*
<b>Steal</b>	Sos'kul
<b>Stun</b>	Warlock Coven Mines Prison(Wise Lizardman)*
<b>Swimming</b>	Vaasa(Llewyr Woodsman or Druid), Vaasa(Tiercen), Chiiron, Kha-da, Sos'kul (huntmaster), Voaleth(young goblin stableboy), Darkhaven (bare-chested ogre), Ent'Moot, Marid (festival of Osse)
<b>Terrifying Tarantella</b>	Ghostly Troubadour - southwest spur on trail between pennan and fire giants
<b>Third attack</b>	Sos'kul*(lizardman warleader)
<b>Tiger Paw</b>	Medienne, Monestary(High Monk), Voaleth
<b>Track</b>	Med Forest(Ranger), Brithbarad, Sos'kul, Vaasa(Llewyr Woodsman)
<b>Trance</b>	Pennan(Cowled Monk – Gemlongrin)
<b>Transfer Energy</b>	Warlock Coven Mines Prison(Wise Lizardman)*
<b>Trip</b>	Demon in Tireth's Swamp*
<b>Tumble</b>	Demon in Tireth's Swamp*
<b>Untrap</b>	Med Forest(agile, dark-haired gnome)
<b>Wayward Waltz</b>	ghost of an ogre singer - just north of med**See Quest

### Assassinate / Steal

Need search level 7. Middle eastish side of town there is a room with no one in it. Search a few times and you'll notice a down exit. Below is the trainer.

### Behind Chieftain in Barbarians

Look for the area Barbarian Camp. Kill the boss, then "move tap" then "touch notch". There is a dwarf back there that teaches of whole bunch of stuff.

### Cowled Monk in Pennan

In the weather worn barn a couple rooms west of the bank > Move Board, Enter Hole > Push BOLT, RAIN, untill they are dark then push BALL until it's lit > then push button to get to monk. West Hidden Meditation Chamber. Here is a quick way to look at the status of the 3 symbols (and what the symbols should be set to once you are done – aka right before you push the button):

I first & I second & I third

The first symbol, that of a runic lightning bolt, glows with the **darkness** of night.

The second symbol, that of a green raindrop, glows with the **darkness** of night.

The third symbol, that of a ball of flame, glows with a **brilliant red** light.

### Crazy Dwarf on the way to Wastes

place copper.cube, place incense, place prism, open trapdoor – to open the way to the dwarf (items will reappear in inventory after you open the trap door for use next mort) – Thank you Calimar

### Demon in Tireth's Swamp

If you are a light race (or good alignment), he will ask for a heart of a powerful beast, this is the bloody heart from an ice hound, which is the same reagent for hyper for mages. Give the heart to him, and he'll teach you.

He his hidden, so make sure to bring detect hidden with you. I find that using a phial works best at lower levels.

### Warlock Coven Mines Prison (Wise Lizardman)

A wise lizardman, Venefosk, teaches Stun, Spin Kick, and Transfer Energy. You need crooked iron key to unlock the door. A pass door phial will get the job done as well.

### Medienne (Obsidian)

Refer to Slay the assassin guildmaster's wizardly enemy quest above.

### Conversion

~~Thief Skill – Conversion~~

~~ask sho conv~~

~~You ask a shopkeeper about conversion.~~

-

A shopkeeper smirks, "So word's really starting to spread, huh? Well you heard right. I do know a thing or two about conversion. It lets you make a prayer to Ashallan through one of her necklaces, and she'll convert your money up a few grades."

-

A shopkeeper continues, "Course she's no fool herself, she might take a bit of a cut for her "services", but if you're out in the field, turning a giant pile of coppers into a nice small handful of platinum coins can be a lifesaver."

-

A shopkeeper looks you over, "I just so happen to have one of these blessed necklaces that you may be able to convince me to part with. Such a fine tool though, it would take more than a few coppers to convince me to part with it, though I do have a favor in mind."

-

A shopkeeper grins, "Once you have the necklace it's a simple matter to commit conversion wherever your travels may happen to take you".

-

ask sho fav

You ask a shopkeeper about his favor.

-

A shopkeeper sighs, "You're supposed to be getting me a black opal. Somewhere in with those dark faeries is a pile of crystals that the opal might be hidden within."

-

In dark Faeries, this is the location of the pile of crystals. Sea pile. Did not pop first time.

A shopkeeper's eyes light up, "Yes. Yes, this is the opal. It's just like I'd heard. I have no idea how those little faeries got their mitts on it, but now it's right where it belongs."

-

A shopkeeper breaks out of his trance, "Oh yes. Payment. Here, you've earned this necklace. All you need to do now is grab all the coins you can find and commit conversion and you'll turn that big hoard right into a nice, easy handful."

-

A shopkeeper tucks the opal into a back pocket of his clothes before handing you a small necklace.

-

You get from a wayfarer's set of saddlebags labeled BAGA:

-five hundred fifteen platinum coins

-thirty four silver coins

-seventy gold coins

-

commit conversion

Holding your gold necklace firmly in one hand, you lay your coins out before you.

-

You pass your necklace slowly over the coins, and the metals begin to change and convert.

-

You have complete your conversion.

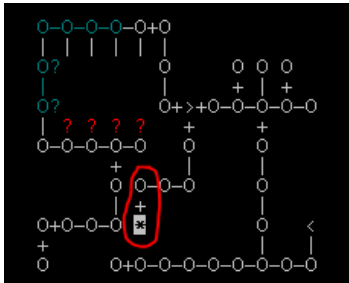
### Paladin in Wastes

Refer to the "Return Sir Gallopalot's golden shield to him." quest ☺



### Mounted Fighting and Regeneration

Touch shield in Med Crypt



### Transfer Energy

Transfer Energy is taught by the wise lizardman in Warlock Coven Mines. He is located passed the mine cart in the prisoner section. There is a special key to get into his cell that pops off the Warlock Chief (crooked iron key). You can get in with a pass door phial, but you need two to complete the quest without the key. To get the quest try to practice it and then agree with the wise lizardman. The wise lizardman will give you a tattered yellow scroll and then send you to find Kissk. Kissk is the Lizardman Shaman in Sos'Kol (in the temple). Give the scroll the Kissk and he will give you a leather scroll, which is a special recall scroll. **Don't ID it.** You have to give the wise lizardman this exact scroll. You can't just give him a general recall. Give him the scroll and then practice.

### Mantra

Get the quest from the monk in Pennan. He will have you get something from Hill Giants. Starts in the room with the hay pile > pry board > ent hole > See Cowled Monk in Pennan section.

## Spell Trainers

Spell	Level	Prereq	Trainer Location	Reagent
abundance	Druid 12th	Dowse at 7	Pennan - A rosy-cheeked woman minds the store, though her mind appears elsewhere. Medienne (Hollow-eyed hunter)	none
acid blast	Mage 25th, Ranger 45th	Corrosive touch at 10	Monastary (Invoker)	lemon
acid storm	Mage 55th	Acid blast at 10	Warlock Coven Mines (Arch Mage)	acid-filled globe
aether flux	Mage 35th	Probe at 7	Zafriel(old man) aka Mr Lava in Korrigans	handful of sparkling grit
anemogenesis	Druid 12th	Gust at 7	Voaleth Caves - Near Frost Imps - A disheveled orcess shuffles along the cavern walls, Vaasa(Druid - Tiercen), Med Forest (tall bearded man), Jashur (weather-worker Narak Docks)	blue Ulannu jay feather (solid blue feather)
animate clay	Cleric 45th	Greater animation at 7	Desert(Elderly Druid)*	lump of clay
animate dead	Cleric 17th	none	Medienne Forest (Twisted man – southeast quadrant)	divine symbol
aqueous spirit	Druid 37th	Aqueous surge at 7	Sea Sprite Aquamancer (Quest from pennan)	a pearl
aqueous surge	Druid 15th	Dowse at 7	Sea Sprite Aquamancer (Quest from pennan)	dowsing stick (sells in Medienne forest, or Voaleth)
arc lightning	Mage 67th	Chain lightning at 10	Frost Giant Dragon (Dig Mound 2 west of the north to go down)	charged rod of true silver
arcane-sight	Druid 19th	Life-sight at 7	Voaleth Caves - Near Frost Imps - A disheveled orcess shuffles along the cavern walls.	aster flower
Aridity	Druid 3rd	Observe at 3	<u>Voaleth Caves</u> - A cowed goblin ponders the enormity of it all	none

Spell	Level	Prereq	Trainer Location	Reagent
			<u>Pennan</u> - stone cottage in pennan, rosy-cheeked woman <u>Brembleton</u> – alchemist <u>Chiiron</u> - ?	
armor	Cleric 1st, Paladin 3rd	none	Elftown, Kha-da, Chiiron, Denab-Knur, Voaleth, Brithbarad, Narak (white- robed Priestess of Meriada)	dried-out beetle shell
astral gate	Mage 43rd	Float at 5, Blink at 3	Pixie Forest(High Pixie)	stick of white chalk, crystal of channeling
augury	Cleric 15th	none	Sos-kul (master of visions), Elftown	sheep's entrails
aura shield	Cleric 30th	Turn corrupted at 7	Gremlins(Fisherman's Wife)	Blessed candle
balm	Ranger 13th	Tame at 7	Med Forest(Ranger), Pennan(Duelist), Dal-Entil Village (shaggy bonsai tree shaman)	clump of herbs
banishment	Cleric 60th	Turn undead at 7	Vyan Tombs(Dark Figure)	divine symbol
barkskin	Ranger 30th, Druid 29th	none	Vaasa(Llewyr Woodsman), Brithbarad	strip of white birch bark
barrier	Druid 60th	Cloyinglight at 7	grizzled serpentman shaman	
battlemind	Paladin 60th	Holy wrath at 10	Evil = Barn in TG(west side where you lift beam and unlock door) Good = Corulgate (arch- priest of Lonil in the Cathedral NE of Chiiron.)	vial of holy water
binding	Paladin 15th	Mending at 7	Medienne Knights (recruiting office)	none
blaze	Druid 35th	Flare at 7	Name: A desert hermit skulks around the desert. Location: Outside of Narak	pouch of crushed crystal
bless	Cleric 1st, Paladin 10th	Armor at 5	Elftown, Kha-da, Chiiron, Denab-Knur, Voaleth, Brithbarad, Narak (white- robed Priestess of Meriada)	none
blind	Mage 23rd, Ranger	Faerie fire at 7	Med Forest(Twisted Man)	charred stick

Spell	Level	Prereq	Trainer Location	Reagent
	27th, Bard 33rd			
blinding light	Unfinished	Unfinished	Medienne, Voaleth, Brithbarad, Chiiron, Darkhaven	Unfinished
blink	Mage 30th	none	Chiiron Caves(Mind Flayer)	bit of darkish powder
blizzard	Druid 53rd	Storm at 10	white-robed dwarven druidess	cottonwood rod of presage
bond companion	Ranger 8th, Druid 10 <sup>th</sup>	none	Med Forest(Forest Ranger)	
burning hands	Mage 5th, Ranger 17th	none	Pennan(Hedge Wizard), Narak, Voaleth	none
cacophony	Bard 60th	Disharmony at 7	street musician in Narak	ancient bronze finger cymbals - buy in monestary
call lightning	Cleric 43rd	Cause critical at 7	Desert(Elderly Druid)*	divine symbol
calm	Mage 1st, Cleric 7th, Paladin 13th, Ranger 3rd, Druid 2nd, Bard 1st	none	Chiiron(Swami), Denab (ogre shaman)	none
caterwaul	Bard 30th	Offnote at 7	minstrel - Castle Lag	none
cause critical	Cleric 30th	Cause serious at 7, Cure critical at 7	Slime Caves(Cleric)*	divine symbol
cause light	Cleric 3rd	Cure light at 3	Sos'kul(priest), Pennan(Hedge Wizard), Denab-Knur, Voaleth, Brithbarad, Darkhaven	none
cause serious	Cleric 15th	Cause light at 7, Cure serious at 7	Gynosphynx	none
chain lightning	Mage 45th	Lightning bolt at 10	Pixie Forest(High Pixie)	pinch of mithril filings (sold at alchemist in Kha-da)
chilling touch	Mage 5th, Ranger 17th	none	Pennan(Hedge Wizard), Voaleth, Narak	none

Spell	Level	Prereq	Trainer Location	Reagent
clear-sight	Druid 55th	Knowing-sight at 7	South Vaasa (south of ents) - A towering ogress in pale blue garb stalks confidently through the forest.	snail shell
combat amplitude	Bard 70th	Combat Attunement at 7	Bard Wraithlord in Vyan Tombs	none
combat attunement	Bard 60th	Slow at 7, Deafen at 5	Weary bard outside Legendary battlefield	none
combat waveform	Bard 80th	Combat Amplitude at 7	Vyan statue in Voaleth Palace	
conflagration	Mage 80th	Flamet mar strike at 10	Frost Giants(Crystal Dragon)	ruby focus stone (pops off crystalline dragon in Darken Wood)
confuse	Mage 53rd	Hallucinate at 7	Palace (Illithid Inquistitor)	pouch of white powder (sold at alchemist in Kha-da)
conjure elemental	Unfinished	Unfinished	Master elementalist*	Unfinished
consecrate	Cleric 65th	Sanctify at 7, Purify at 5	Medienne (all north from the fountain)	long, needle-like beak, vial of holy water, divine symbol
construct golem	Cleric 60th	Animate clay at 10	See section on construct golem.	pristine emerald (sold at alchemist in Kha-da)
continual light	Mage 27th, Cleric 27th, Paladin 40th, Ranger 40th, Bard 35th	Create light at 10	Desert(Crabwoman Priestess)	twisted piece of wire
corrosive touch	Mage 10th, Ranger 25th	none	Narak (Gavlin's Magic Shoppe)	none
corrosive weapon	Mage 10th, Ranger 18th	none	insane druid inside Darken Wood (Dire Wolves)	none
create feast	Cleric 20th	Create food at 10	Pennan (Old Gwen)	none

Spell	Level	Prereq	Trainer Location	Reagent
create food	Mage 5th, Cleric 5th, Paladin 15th, Bard 15th	Create water at 7	Elftown, Kha-da, Chiiron, Denab (ogre shaman), Voaleth (troll shopkeeper), Brithbarad (shaman)	none
create light	Mage 1st, Cleric 1st, Paladin 5th, Ranger 5th, Bard 1st	none	Chiiron, Sos'kul, Kha-da, Denab (ogre-magus), Voaleth(troll shopkeeper or proprietor of the shop), Brithbarad (shaman), Elftown	none
create water	Mage 3rd, Cleric 3rd, Paladin 10th, Ranger 7th, Bard 7th	Create light at 7	Elftown, Kha-da, Chiiron, Denab (ogre shaman), Voaleth (troll shopkeeper), Brithbarad (shaman)	none
cure blindness	Cleric 10th, Paladin 33rd, Ranger 30th, Druid 19t	none	Pennan (Old Gwen), Sos'kul(priest), Voaleth, Desert(Crabwoman Priestess)	none
cure critical	Cleric 25th, Paladin 60th	Cure serious at 10, Holy wrath at 7	Desert(Crabwoman Priestess)	Divine Symbol
cure disease	Cleric 23rd, Paladin 45th	Cure poison at 7, Cure blindness at 7	Desert(Crabwoman Priestess)	Rose
cure light	Cleric 1st, Paladin 7th	None	Pennan (Old Gwen), Elftown, Chiiron, Medienne, Kha-da, Sos'kul(priest), Voaleth, Brithbarad, Narak (white-robed Priestess of Meriada)	None
cure poison	Cleric 7th, Paladin 23rd, Ranger 15th, Druid 9th	None	Pennan (Old Gwen or Hedge Wizard), Elftown, Kha-da (bearded priest), Chiiron, Sos'kul(priest), Voaleth (dark vyan priest),	None

Spell	Level	Prereq	Trainer Location	Reagent
			Desert(Crabwoman Priestess)	
cure serious	Cleric 10th, Paladin 20th	Cure light at 7, Bless at 7	Pennan (Old Gwen), Elftown, Medienne, Sos-kul(priest), Brithbarad, Denab-Knur, Narak (white-robed Priestess of Meriada)	None
curse	Cleric 3rd, Paladin 17th	Bless at 5	Witch near Kha-da	None
darklight	Druid 30th	Earthlight at 7, Arcane-sight at 7	Chiiron Caves - A lithe vyan druidess with long grey hair walks with assurance.	twisted piece of wire
deafen	Mage 15th, Bard 17th	None	Twisted Man in Med Forest	None
desiccate	Druid 50th	Parch at 7	Dire Wolves - An insane druid stands here drooling	pinch of sea-salt crystals (service at Pennan Druid trainer)
destroy corrupted	Cleric 58th	dispel corrupted [7]	Vyan Tombs (Dark Figure)	Divine symbol
detect chaos	Cleric 5th, Paladin 20th	None	Medienne, Swami, Voaleth	None
detect evil	Cleric 5th, Paladin 20th	None	Pennan (Old Gwen), Sos'kul(priest), Narak (white-robed Priestess of Meriada)	None
detect good	Cleric 5th, Paladin 20th	None	Sos'kul(priest), Voaleth, Darkhaven	None
detect hidden	Mage 10th, Bard 15th	Detect magic at 7	Medienne(Krasnog), Pennan (sage), Denab (ogre-magus), Gynosphinx	bat tongue
detect invisible	Mage 25th	Detect hidden at 7	Chiiron Caves(Mind Flayer)	grain of sand
detect law	Cleric 5th, Paladin 20th	None	Swami, Pennan (Old Gwen)	None
detect magic	Mage 1st, Bard 5th	None	Pennan (sage), Chiiron, Elftown, Denab (ogre-magus), Voaleth (proprietor of the shop), Narak (master weaver), Kha-da, Gynosphinx	glass bead

Spell	Level	Prereq	Trainer Location	Reagent
disharmony	Bard 50th	Caterwaul at 7	weary bard - outside of the legendary battlefield area off the great north road	ancient bronze finger cymbals - buy in monestary
dispel corrupted	Cleric 42 <sup>nd</sup>	Rebuke corrupted at 7	Desert(Crabwoman Priestess)	Divine symbol
displace	Mage 30th, Bard 35th	Fire shield at 7, Eagle eye at 5	Chiiron Caves(Mind Flayer)	Glass prism
dissonance	Bard 70th	Cacophony at 7	statue of a vyan - Palace Courtyard south of Voaleth	crude silver bell - kill dryad in korrigans
divine inspiration	Cleric 50th	Bless at 7, Holy wrath at 7	Medienne, priest (also customs reagent)	stick of blessed incense, silver, cudgel-shaped talisman
Dowse	Ranger 8th, Druid 5th	none	Medienne (Hollow-eyed hunter), Voaleth (Troll shopkeeper)	dowsing stick (sells in Medienne forest, or Voaleth)
drain life	Cleric 37th	Cause critical at 7	Gremlins (Fisherman's Wife)	none
Dry	Druid 1st	Observe at 1	Voaleth Caves - A cowed goblin ponders the enormity of it all.	grain of sand
eagle eye	Mage 27th, Bard 30th	Magic mapping at 5	Chiiron Caves (Mind Flayer), Narak (queer old woman)	none
earthen crush	Druid 73rd	Earthen grip at 7	Minotaur alchemist	pouch of powdered red-green diamond dust
earthen fist	Druid 28th	Rubble at 7	Chiiron Caves - A lithe vyan druidess with long grey hair walks with assurance.	
earthen grip	Druid 47th	Earthen fist at 7	Caves by Khiren, one south of Fire Elemental - A hunched, dark gnome draped in a brown robe almost blends in with the shadows.	pinch of mica
earthlight	Druid 25th	Flamelight at 7	Caves by Khiren, one south of Fire Elemental - A hunched, dark gnome draped in a brown robe	twisted piece of wire



Spell	Level	Prereq	Trainer Location	Reagent
			almost blends in with the shadows.	
elemental burst	Mage 43 <sup>rd</sup>	Prismic missile at 5, Acid blast at 7	desert mage, just east of the serpentmen beyond the Endless Desert	crystal-encrusted rod
embrace of earth	Druid 45th	Earthen fist at 10, Hardiness at 10	Caves by Khiren, one south of Fire Elemental - A hunched, dark gnome draped in a brown robe almost blends in with the shadows.	lump of clay
embrace of shades	Druid 38th	Gloom at 10	Chiiron Caves - A lithe vyan druidess with long grey hair walks with assurance.	shadowbox
Exsiccate	Druid 80th	Desiccate at 10	Minotaur alchemist	fist-sized salt cube
faerie fire	Mage 7th, Bard 13th	Create light at 7	Chiiron, Narak (dark-skinned mage of mighty powers or master weaver), Denab (ogre-magus), Elftown	bright red berry
far-sight	Druid 36th	Shadow-sight at 7	Dire Wolves - An insane druid stands here drooling	shard of glass
fear	Mage 60th, Ranger 85th, Bard 55th	Sleep at 10	Ice Princess in Frost Giants	none
ferocity	Ranger 55th	Tenacity at 7	Jules (human ranger, appears north of pennan and wandering around in Mountain bears)	Bouquet of white lilies
find familiar	Mage 20th	Lesser summoning at 7	Zuranders Tower(Small Wizard)	See Find Familiar Below
fireball	Mage 13th	Burning hands at 10	Zuranders Tower(Small Wizard), Medienne, Denab-Knur, Narak, Darkhaven	piece of flint
fireflies	Ranger 3rd, Druid 1st	none	Medienne (Hollow-eyed hunter), Voaleth (Red-skinned orc – Pet Shop owner)	none
fire shield	Mage 20th, Bard 25th	Faerie fire at 7, Mystic shield at 7	Witch near Kha-da	Pinch of sulfur

Spell	Level	Prereq	Trainer Location	Reagent
find mount	Paladin 70th	Mounted fighting at 7	Medienne(Lord Richard), Darkhaven(Dwarf)	Divine Symbol, See Find Mount Below
flame light	Druid 20th	Fireflies at 10	North of Sos-Kul - An aged lizardman garbed in orange robes	Twisted piece of wire
flame strike	Mage 50th	Fireball at 10	Warlock Coven Mines(Archmage)*, Ice Trolls (elderly ice troll woman)	Fragment of elemental fire
Flare	Druid 18th	Solarium at 7	Name: A desert hermit skulks around the desert. Location: Outside of Narak	Glass bead
float	Mage 40th, Cleric 40th, Bard 40th	Continual light at 5	Chiiron(Swami)	Brown duck feather (light brown feather)
freeze	Mage 17th	Chilling touch at 10	Witch near Kha-da	Shard of glass
frost weapon	Mage 66th	Ignite weapon at 7, Ice shield at 7	Ice Trolls (elderly ice troll woman)	Fragment of elemental cold
gale	Druid 55th	Wind shear at 7	grizzled serpentman shaman	Feathered talisman
gift of tongues	Cleric 40th, Paladin 57th, Bard 40th	None	Gremlins(Fisherman's Wife)	Frog tongue
gloom	Druid 22nd	Nocturne at 7	Voaleth Caves - Near Frost Imps - A disheveled orcess shuffles along the cavern walls.	Splinter of ebony
glorify weapon	Cleric 44 <sup>th</sup>	Aura shield at 7, Holy wrath at 7	Desert(Crabwoman Priestess)	vial of sacramental oil
greater animation	Cleric 35th	Animate dead at 7	Vyan Tombs(Dark Figure)	Vial of holy water
group critical	Cleric 65th, Paladin 75th	Group serious at 10, Cure critical at 10	Yell Aralaeia at spikes in Ice Demons	Blessed candle
group serious	Cleric 27th, Paladin 40th	Cure serious at 10	Desert(Crabwoman Priestess)	Set of prayer beads

Spell	Level	Prereq	Trainer Location	Reagent
gust	Druid 9th	Observe at 7	Voaleth Caves - Near Frost Imps - A disheveled orcess shuffles along the cavern walls. OR Pennan - A rosy-cheeked woman minds the store, though her mind appears elsewhere.	Robin feather
hallucinate	Mage 40th	Mists of sleep at 7	Zurandurs Tower	Small red mushroom
hallowed ground	Cleric 19 <sup>th</sup>	Animate dead at 7		Vial of sacramental oil
hardiness	Ranger 45th, Druid 14th	None	Med Forest (tall bearded man) Voaleth Caves - Near Frost Imps - A disheveled orcess shuffles along the cavern walls.	Handful of sage, cedar, and cinnamon
harm	Cleric 55th	Cause critical at 7, Heal at 7	Vyan Tombs (Dark figure)	Divine symbol
haste	Mage 23rd, Bard 25th	Slow at 7	Zuranders Tower(Small Wizard)	Giant rabbit's foot
hawks view	Ranger 43rd	Shadow-sight at 7	Oasis in Desert	Hawk feather
heal	Cleric 45th	Cure critical at 10	Desert(Elderly Druid) --- See Quest	Divine symbol, vial of holy water
healing mist	Druid 61st	Salve at 7, Aqueous spirit at 7	South Vaasa (south of ents) - A towering ogress in pale blue garb stalks confidently through the forest.	Dowsing stick
healing rain	Druid 75th	Healing mist at 7	South Vaasa (south of ents) - A towering ogress in pale blue garb stalks confidently through the forest.	Dowsing stick
holy wrath	Cleric 5th, Paladin 27th	Bless at 7	Medienne, Brithbarad, Darkhaven, Voaleth	Vial of sacramental oil
hypermetabolism	Mage 55th	Haste at 10, Ogre strength at 5	Ents (Gnarled man) ** see quest	Bloody heart
ice lance	Mage 73rd	Ice storm at 10	Frost Giants(Crystal Dragon)	Ice blue claw
ice shield	Mage 60th	Ice storm at 7, Fire shield at 7	Frost Giants (Shade)	Ball of ice

Spell	Level	Prereq	Trainer Location	Reagent
ice storm	Mage 47th	Freeze at 10	Pixie Forest(High Pixie)	Pile of ice crystals
identify	Mage 35th, Bard 37th	Eagle eye at 7	Desert(Familiar Crabman)	Pouch of silver powder
ignite weapon	Mage 33rd	Fire shield at 7, Fireball at 7	Monastary(Invoker)	Flask of oil
impede	Druid 33rd	Slow at 7	North of Sos-Kul - An aged lizardman garbed in orange robes	Sloth claw
incite undead	Cleric 34 <sup>th</sup>	None	Vyan Tombs (Dark Figure)	Shard of bone
infravision	Mage 17th	None	Chiiron, Brithbarad, Vaasa(Druid)	None
insight	Cleric 60th	Gift of tongues at 7	Swami	Vial of holy water
invisibility	Mage 53rd	Detect invisible at 5, Displace at 7	Palace Sorceress	Tiny pouch of pixie dust
Invulnerability	Mage 47th, Cleric 50th	Float at 7	Warlock Coven Mines(Arch Mage) – prac invul > ask mage heart > kill codite hound in Medienne > give heart to mage > prac invul	None
ion shield	Mage 70th	Arc lightning at 5, Ice shield at 7	Frost giants Ice Princess	Fragment of elemental lightning
ivy armor	Druid 15th	None	bansai shamon	None
knowing-sight	Druid 44th	Far-sight at 7	white-robed dwarven druidess, pixie high enchantress	Pouch of silver powder
landbinding	Druid 40th	Landwalk at 10	Caves by Khiren, one south of Fire Elemental - A hunched, dark gnome draped in a brown robe almost blends in with the shadows.	None
landwalk	Druid 23rd	None	Caves by Khiren, one south of Fire Elemental - A hunched, dark gnome draped in a brown robe almost blends in with the shadows.	None
lesser summoning	Mage 3rd	None	Voaleth (vyan librarian), Darkhaven, Pennan	See Lesser Summoning Below

Spell	Level	Prereq	Trainer Location	Reagent
life-sight	Ranger 10th, Druid 10th	fireflies at 5	Voaleth (Red-skinned orc, Pet Shop owner), Med Forest (tall bearded man)	night-blooming catchfly flower
lightning bolt	Mage 20th	Shock at 10	Monastery(Invoker)	a pinch of iron filings
living shield	Druid 33rd	Ivy armor at 7	Lizard Shaman near Soskul	Small wooden shield
locust swarm	Unfinished	Unfinished	Unfinished	Unfinished
maelstrom	Mage 30th	Magic missile at 10	Zuranders Tower(Small Wizard)	Small handful of gravel
magic mapping	Mage 15th, Bard 23rd	Searching at 5, Detect hidden at 5	Sos-kul (Master of Visions)	a divining rod (sold by old Gwen), a pouch of faerie powder
magic missile	Mage 1st	None	Chiiron, Pennan(Hedge Wizard), Kha-da, Denab-Knur, Voaleth, Brithbarad, Darkhaven, Elftown	Pebble
major enchantment	Mage 65th	Minor enchantment at 10, Replicate at 7	Efreets ---See quest	Blue starite crystal
major prowess	Cleric 75th	Minor prowess at 8	Elderly Druid in Grove in Desert --- See Quest	Divine symbol, a vial of holy water, a vial of sacramental oil
marshal mount	Paladin 60th	Mounted fighting at 7	Lord Richard	
mending	Paladin 3rd	None	Chiiron (swordsman), Voaleth (Captain of the Voaleth Guard)	None
meteor swarm	Mage 85th	Prismatic spray at 7, Maelstrom at 10	Medienne	Handful of hematite fragments, a vial of glittering red dust
minor enchantment	Mage 37th	Continual light at 5, Identify at 5	Desert(Familiar Crabman)	Pinch of powdered krynite, a vial of holy water
minor prowess	Cleric 30th	None	Elderly Druid in Grove in Desert --- See Quest	Divine symbol, a vial of holy water
mists of sleep	Mage 33rd, Bard 33rd	Sleep at 10	Monastary(Invoker)	None

Spell	Level	Prereq	Trainer Location	Reagent
mystic shield	Mage 7th, Bard 15th	None	Medienne, Denab-Knur (ogre-magus)	None
neutralize	Cleric 27th, Paladin 67th	Cure disease at 7	Slime Caves(Cleric)*	Divine symbol
nocturne	Druid 5th	Observe at 5	Voaleth Caves - A cowed goblin ponders the enormity of it all.	Shard of bone
obscure	Mage 50th	Identify at 8	Crabmen Town	Pouch of gold powder
<del>observe</del>	<del>Druid 1st</del>	<del>None</del>	<del>Voaleth Caves - A cowed goblin ponders the enormity of it all.</del>	<del>None</del>
Offnote	Bard 15th	None	orcish bartended - Voaleth Bar and Grill	None
ogre strength	Mage 15th	Vitality at 7	Pennan(Hedge Wizard), Voaleth(Larblad), Brithbarad	Mandrake root (humanoid shaped root)
one body	Ranger 40th	One mind at 7	orc ranger (Brithbarad), Dal- Entil Village (shaggy bonsai tree shaman)	bouquet of yellow tulips
one mind	Ranger 25th	Tame at 7	Forest Ranger (Medienne Forest), orc ranger (Brithbarad), Dal-Entil Village	aster flower
paralyze	Mage 70th	Fear at 7, Slow at 10	Frost Giants(Shade)	Bone dagger
Parch	Druid 32nd	Dry at 10	North of Sos-Kul - An aged lizardman garbed in orange robes	Block of salt
prismic missile	Mage 40th	Maelstrom at 7	Pixie Forest(High Pixie)	Lodestone
prismatic spray	Mage 63rd	Mage 63rd	See quest below.	Quartz prism
probe	Mage 10th, Druid 17th	None	hedge wizard	None
protect life	Cleric 80th	Restoration at 10, Purify at 7	Graedin (titan king)	soul gem, divine symbol
protection/chaos	Cleric 53rd	Detect chaos at 7	Black Wastes(Paladin)	Divine symbol
protection/evil	Cleric 53rd	Detect evil at 7	Black Wastes(Paladin)	Divine symbol
protection/good	Cleric 53rd	Detect good at 7	Black Wastes(Paladin)	Divine symbol
protection/law	Cleric 53rd	Detect law at 7	Black Wastes(Paladin)	Divine symbol

Spell	Level	Prereq	Trainer Location	Reagent
Protection/plant	Ranger 50th, Druid 25th	None	Vaasa(Druid - Tiercen), Castle Lag(dryad)	Unripe berry
poison cloud	Unfinished	Web at 10	Unfinished	Adder's tongue
puissance	Druid 46th	Quickening at 7	Insane Druid in Direwolves	soft, snow- white bear skin
purify	Cleric 47th, Paladin 83rd	Neutralize at 7	Desert(Elderly Druid)*	Divine symbol
quickening	Druid 24th	Hardiness at 7	Korrigans, head in to area and once you go down, go 1 south and move flower - Hunched over and grey- bearded, an old man barely notices you. (Zafreil) OR Dire Wolves - An insane druid stands here drooling	spotted cheetah skin
radiate	Druid 58th	Blaze at 10	grizzled serpentman shaman	sunflower globe
rally	Paladin 55th	Recovery at 7	Good – Sir ??? where you pop saddlebags of holding Evil = Barn in TG(west side where you lift beam and unlock door)	none
rebuke corrupted	Cleric 28 <sup>th</sup>	Turn corrupted at 7	Medienne (priest)	Divine symbol
recovery	Paladin 40th	Unify at 7	Sir Dragoon in basement of castle lag, room 9058	none
redintegrate	Paladin 70th	none	Ice trolls (evil), Corulgate (good)	none
remove curse	Cleric 17th, Paladin 47th	Bless at 7, Curse at 7	Kha-da, Medienne	none
replicate	Mage 45th	Minor enchantment at 7, Continual light at 7	High Pixie	Hand mirror
request ally	Mage 75th	Find familiar at 7	Brithbarad, Zaranders Tower(Small Wizard)	See Request Ally Below
resist acid	Cleric 33rd, Ranger 37th	None	Master Elementalist Near Sos'kul*	Giant slug skin

Spell	Level	Prereq	Trainer Location	Reagent
resist cold	Cleric 43rd, Ranger 47th	Resist acid at 7	Master Elementalist Near Sos'kul*	Lump of coal
resist fire	Cleric 47th, Ranger 57th	Resist cold at 7	Master Elementalist Near Sos'kul*	Ice-blue diamond
resist shock	Cleric 57th, Ranger 63rd	Resist fire at 7	Master Elementalist Near Sos'kul*	Graphite rod
restoration	Cleric 70th	Heal at 10	Temple(Battle Priest)* Need to custom adamantine mace at the dwarf in wastes first	Holy censer
revitalize	Cleric 13th, Paladin 40th	Create food at 7	Medienne, Slime Caves(Cleric)*	Piece of troll flesh
Rubble	Druid 7th	Dowse at 5	Voaleth Caves - A cowed goblin ponders the enormity of it all. Pennan - A rosy-cheeked woman minds the store, though her mind appears elsewhere.	pebble
sanctify	Cleric 33 <sup>rd</sup> , Paladin 63rd	Remove curse at 7, Bless at 10	Gremlins(Fisherman's Wife)	Pouch of powdered alum, vial of holy water, divine symbol
scry	Cleric 63rd	Summon at 7, True sight at 7	Yell Aralaeia at spikes in Ice Demons	crystal bowl (customs at skinny dwarf in Kha-da), vial of holy water
sense life	Cleric 25th	None	Desert(Crabwoman Priestess)	Fade's eye
shadow-sight	Ranger 30th, Druid 26th	Arcane-sight at 7	mindflyer	Black and white night-heron's feather
shadowstrike	Druid 40th	Gloom at 10	Chiiron Caves - A lithe vyan druidess with long grey hair walks with assurance.	Tiny black spinel



Spell	Level	Prereq	Trainer Location	Reagent
silence	Cleric 30th, Bard 45th	None	Medienne, Slime Caves(Cleric)*	Divine symbol
slay	Cleric 75th	Harm at 10, Restoration at 7	Death	Divine symbol
sleep	Mage 20th, Ranger 40th, Bard 20th	Slow at 7	Chiiron Caves(Mind Flayer)	None
slow	Mage 13th, Ranger 20th, Druid 13th, Bard 5th	Calm at 7	Elftown, Darkhaven (cloaked human), Chiiron(Swami), Kha-da	Snail shell
spark storm	Ranger 27th	Fireflies at 10	Med Forest (forest ranger), Brithbarad (ranger)	glowing swarm of fireflies
solarium	Druid 3rd	Observe at 3	Name: A desert hermit skulks around the desert. Location: Outside of Narak	Glass bead
song of the fae	Bard 50th	None	Fat Opera Singer - Theatre in the Hills**See Quest	None
song of fortitude	Bard 25th	Song of the sentinel at 7, Song of heroism at 7	Traveling Minstrel	None
song of grace	Bard 45th	Song of valor at 10	Traveling Minstrel	None
song of heroism	Bard 17th	Song of zeal at 7	Gynosphinx	None
song of the hummingbird	Bard 75th	Haste at 7, Song of grace at 10	Narak (street musician – main level)	None
song of legends	Bard 30th	Song of the mystics at 7	Gynosphinx	None
song of morale	Bard 1st	None	Chiiron (bartender), Voaleth (orcish bartender), Narak (sad-looking half-elf)	None
song of the mystics	Bard 20th	Song of the sentinel at 7	Castle Lag(Dryad)	None
song of the sentinel	Bard 10th	Song of the wanderer at 7	Pennan, Voaleth (gypsy)	None
song of the wanderer	Bard 5th	None	Traveling Minstrel, Narak (sad-looking half-elf)	None

Spell	Level	Prereq	Trainer Location	Reagent
song of the ward	Bard 70th	Song of grace at 10, Song of the wind at 7	Swami	None
song of the wind	Bard 50th	Song of the wanderer at 10, Float at 7	High Pixie Sorceress	None
song of valor	Bard 35th	Song of fortitude at 7	Traveling Minstrel	None
song of zeal	Bard 7th	Song of morale at 7	Medienne (Lord Richard), Denab (master warrior), Narak (sad-looking half-elf)	None
spark storm	Ranger 27th	Fireflies at 10		Glowing swarm of fireflies
Squall	Druid 25th	None	Jashur (weather-worker Narak Docks)	Cottonwood rod of presage
Storm	Druid 43rd	Squall at 10	grizzled serpentman shaman	Cottonwood rod of presage
summon	Cleric 23rd	None	Witch near Kha-da	None
surcease	Ranger 35th	Balm at 10	Sea Sprites(Delicate Sprite)	Handful of sage, cedar, and cinnamon, a clay cup of simple design
survey	Druid 8th	Observe at 7	Voaleth (vyan librarian)	None
sustenance	Cleric 35th, Bard 50th	Create water at 10, Create food at 10	Chiiron, Vyan Tomb (Maiden)	Aster flower
swam of shadows	Druid 36th	Viper nest at 7, Darklight at 5	Chiiron Caves - A lithe vyan druidess with long grey hair walks with assurance.	Peach pit
tame	Ranger 5th	Calm at 7	Med Forest(Ranger), Brithbarad, Sos'kul, Dal-Entil Village (shaggy bonsai tree shaman)	See list of available pets below**
teleport	Mage 77th	Astral gate at 7, Blink at 7	Coatl (titans)	Vial of liquid electrum – see list of teleport locations below**
tempest	Druid 85th	Tornado at 7	Korrigans, head in to area and once you go down, go 1 south and move flower - Hunched over and grey-bearded, an old man barely notices you. (Zafreil)	Cottonwood rod of presage

Spell	Level	Prereq	Trainer Location	Reagent
tenacity/canine	Ranger 35th	Tame at 7	Brithbarad	Bouquet of yellow tulips
tenacity/feline	Ranger 35th	Tame at 7	Brithbarad	Bouquet of yellow tulips
tenacity/other	Ranger 35th	Tame at 7	Brithbarad	Bouquet of yellow tulips
tenacity	Ranger 35th	Tame at 7	Orc Ranger (Brithbarad), Dal-Entil Village (shaggy bonsai tree shaman)	Bouquet of yellow tulips
thorn shield	Ranger 43rd, Druid 39th	Barkskin at 7	Barbarians (Hidesmaker) – need a direwolf skin to prac	Thorn
tornado	Druid 70th	Blizzard at 7	South Vaasa (south of ents) - A towering ogress in pale blue garb stalks confidently through the forest.	Cottonwood rod of presage
tranquility	Cleric 20th, Druid 20th, Bard 10th	Calm at 10	Lizardman Shaman - all west 2 south westish of saskol	None
tree prison	Unfinished	Unfinished	Korrigans, head in to area and once you go down, go 1 south and move flower - Hunched over and grey-bearded, an old man barely notices you. (Zafreil)	Unfinished
true sight	Cleric 50th	Sense life at 7	Pennan (Old Gwen), also sells the reagent	Sphere of clear glass
tsunami	Druid 65th	Aqueous spirit at 10	Adolescent AquaGobby	None
turn corrupted	Cleric 13th	holy wrath [7]	Medienne	Divine symbol
turn undead	Cleric 13th, Paladin 43rd	Holy wrath at 7	Medienne, Darkhaven, Narak (white-robed Priestess of Meriada)	Divine symbol
undergrowth	Druid 41st	None	Castle Lag(dryad)	None
unify	Paladin 30th	Binding at 7	Narak (Benedict)	None
veil of darkness	Druid 62nd	Shadowstrike at 7	white-robed dwarven druidess (under yetis where the ooz is)	Shadowy rod
viciousness/canine	Ranger 75th	ferocity/canine [7]	Brithbarad	Multicolor bouquet of asters

Spell	Level	Prereq	Trainer Location	Reagent
viciousness/feline	Ranger 75th	Ferocity/feline at 7	Brithbarad	Multicolor bouquet of asters
viciousness/other	Ranger 75th	Ferocity/other at 7	Brithbarad	Multicolor bouquet of asters
viciousness	Ranger 75th	Ferocity	Garant (old man draped in pelts – in Mountain Bears)	Multicolor bouquet of asters
vine armor	Druid 54th	Ivy armor at 7	Korrigans, head in to area and once you go down, go 1 south and move flower - Hunched over and grey-bearded, an old man barely notices you. (Zafreil)	None
viper nest	Ranger 13th, Druid 15th	Bond companion at 5	Tall Bearded Man (wanders med forest)	Set of snake fangs
vitality	Mage 7th	None	Chiiron(Swami)	Sprig of germander
ward	Cleric 25th	Turn undead at 7		Yellow sunflower
water breathing	Ranger 33rd, Druid 15th, Bard 30th	None	Sea Sprites(Delicate Sprite)	Seashell
web	Mage 7th, Ranger 15th, Druid 11th	None	Pennan(Hedge Wizard), Elftown, Brithbarad, Darkhaven, Dal-Entil Village (shaggy bonsai tree shaman)	Small piece of spider's web
whirlwind	Druid 80th	Gale at 10	Minotaur alchemist	feather-tipped rod
wind shear	Druid 30th	Gust at 7	Jashur (weather-worker Narak Docks)	White eagle tail feather
wither	Ranger 70th	Acid blast at 7	Castle Lag(dryad)	a talisman of bone and mistletoe
wizard lock	Mage 27th	None	Not implemented	Pouch of gold powder
xerotes	Druid 54th	Anemogenesis at 10, Desiccate at 7	Korrigans, head in to area and once you go down, go 1 south and move flower - Hunched over and grey-	None

Spell	Level	Prereq	Trainer Location	Reagent
			bearded, an old man barely notices you. (Zafreil)	

### Aralaeia

In Pennan, find the old woman just north of the Sulter's Shop. She is usually behind a closed door.

You ask Old Gwendolyn about scry.

An old woman thinks really hard.

An old woman tells you: "I believe the person you are looking for is a vyan priestess named Aralaeia."

An old woman tells you: "It was rumored that long ago, she was betrayed by someone she held dear to her icy heart. She became so distraught that she hid herself within an icy pillar, secluding herself from the rest of the world."

An old woman tells you: "If you find her icy crystalline dwelling and call for her, she might let you in."

### Yell Aralaeia

**You yell: "Aralaeia!"**

She will summon you inside the pillar.

Once in you can prac scry or group critical.

to Aralaeia return and she will will transfer you back out

### Arc Lightning

Go to the Crystal Dragon in frost giants.

prac arc lightning

A crystal dragon says (in primal): "Not until you have performed my errand."

ask dragon errand

You ask a crystal dragon about arc lightning.

A crystal dragon's eyes change hue to a pearly cream color as she peers at you a moment, considering.

A crystal dragon says (in primal): "I have learned of this spell and can teach you, but I require a favor before I can oblige you."

A crystal dragon says (in primal): "In search of a very ancient text which I desire, a mage named Kvaelm discovered a portal beyond which the text had been hidden. However, my scrying spells can no longer find him, so I believe he has fled this world. Locate him and retrieve the text which I paid him for, and I will teach you the spell you desire."

### Get the codex

\*you have to go to the invuln acid blast guy, he opens a portal, and you have to have invuln up - if you stay for more than one, you get stuck there (no gate, no summon, but remorting works!)\*

give codex dragon

You give a rust-red codex to a crystal dragon.

A crystal dragon's eyes slowly flood with an inky color until they are completely black in hue. She opens her maw in what could be construed as a draconic grin and the codex vanishes with the gesture of a claw.

A crystal dragon says (in primal): "Very well, you have done as I asked. I will teach you the spell you request."

### Archmage

**Invulnerability** - prac invul > ask mage heart > kill codite hound in Medienne > give heart to mage > prac invul

**Flame strike** – buy a small chisel from brithbarad, find a small diamond, custom the diamond-tipped chisel at the Archmage. Give the chisel to the Archmage. Then give him a fragment of burning red stone (elemental fire). He will cast flame strike on you after you give him the fragment so ensure you at full hp. He will keep the chisel and the fragment, so will need one of each per remort.

### Prismatic Spray

First, go see the desert ogre sorceress, she's the one that teaches it

Ask her about it, and tell her sure, to get a mini-quest to get an ice statue from frosties

Go up to frosties, past where you yell friend and head east and south to the blacksmith room. In the Blacksmith room, search supplies to pop an ice statuette (not sure how rare it is, took me two repops)

Bring the ice statuette back to the desert ogre sorceress and give it to her, then practice prismatic spray

### Elderly Druid in Grove in Desert

Refer to the "Rescue Relanya's son, Talen from the demons holding him (Belt of Demonic Fortitude Part 2)" quest. You'll need a sketch from crabman village and a block of standstone from the desert to custom the head of the sphinx. Then you'll place the head and receive the goddess' blessing to be able to enter the grove without the entire zone attacking you. To get into the area **Pry Gem** then **Enter Column**.

### Master Elementalist

You will need:

- rabbit skin – can be found anywhere.

- lemon – sells at the Sutler’s shop in Pennan or grocer in Medienne.
- ball of ice – can be customized from 10 piles of ice crystals at the dwarf next to Barbarian Encampment or balls of ice pop near the ice tree in mountain bears.
- lump of coal – sells at the Kha-da rock shop.
- emerald heart stone – 100% pop off the emerald golem in Warlock Coven mines.

Go to the “Sinking Circle Stones” room, southwest of the south gate of Sos-kul. It is near iguanas if that helps you with directions.

From the “Sinking Circle Stones” room go...

1. NE place coal
2. NW place ball
3. SE place lemon
4. SW place rab.skin
5. Then go back to “Sinking Circle Stones” room and sac heartstone.

If you ever need to come back, then “touch rune” should cause the Elementalist to reappear.

### Slime Caves

See the Slime Caves area for details on how to do this.

### Construct Golem

Directly south of Sjerdil's Tower are a group of gnomes that custom various toys. Find Selia.

ask Selia grandmother

Selia tells you: "Oh, how I wish you'd had the pleasure of meeting her, my lord! Granna Lenny was a truly powerful cleric but never arrogant or proud! She made toys dance for all of grandchildren, and we've all been inspired by her example. She was a priestess in the temple of Taranth near our home."

Selia tells you: "She left the temple suddenly and became a wandering cleric. She never said why, and my mother refused to speak about it when I asked her. Granna Lenny came less and less as the weeks went by and then she stopped coming at all. The last person to see her was a cleric named Rygael, an elf who wanders near the Great North Road. I'm afraid something terrible happened to her."

Selia shakes her head.

Selia tells you: "I just want to cry when I think about it! I can make you a lovely doll but I can't make it dance. If you want to find Granna Lenny, maybe she could show you. And if you do, tell her I miss her."

-\*- You have been assigned a quest! -\*- **(Bring Lenala Widdershins' family together again.)**

Rygael, the slender, platinum-blond elf with cerulean blue eyes, on the great north road, usually near the entrance to Voaleth.

ask elf Lenny

A slender, platinum-blond elf with cerulean blue eyes thinks deeply about the situation.

A slender, platinum-blond elf with cerulean blue eyes tells you: "Hrm, you are looking for that animation spell, I assume? Well, she hasn't taught it in years, and most people don't have the knowledge to even try to learn it. I guess it couldn't hurt to tell you the way to her hut, well, provided you don't antagonize her husband."

A slender, platinum-blond elf with cerulean blue eyes tells you: "Um well, I'd better give you a letter to show so that they know you come from me. Otherwise, you might get burned to cinders."

A slender, platinum-blond elf with cerulean blue eyes tells you: "Go to the south, past the abandoned house where those disgusting frog-like creatures have laired up. She lives in the dark forest, away from casual visitors. Her relationship is... unusual to say the least."

Rygael swiftly pens a brief letter, then hands the parchment to you.

Lena is the slender gnome with a mane of curling silver hair located east of bullwugs.

give letter gno

You give a brief letter to a slender gnome with a mane of curling silver hair.

A slender gnome with a mane of curling silver hair shakes her head.

A slender gnome with a mane of curling silver hair says (in primal): "Oh, that foolish spell!"

A slender gnome with a mane of curling silver hair tells you: "Well, I don't do that anymore and I don't know who told you about that. It was only a gift for my grandchildren when they were little."

Ask gno selia

A slender gnome with a mane of curling silver hair sighs loudly.

A slender gnome with a mane of curling silver hair tells you: "Those same grandchildren would rather spit at me than speak to me now, and I'll not thank you for reminding me of it! I bet they told you the whole story."

ask gno story

A slender gnome with a mane of curling silver hair tells you: "You mean you don't know? They didn't tell you? Well, they have to know, I'd think but..."

A slender gnome with a mane of curling silver hair tells you: "Oh, light, they must not know! This is wonderful! But wait how in the world would I explain this? What would I tell them? What would they think?"

A slender gnome with a mane of curling silver hair tells you: "You have to help me. I need you to take this letter to my grandchildren. Take it to Selia, she's the most understanding of the bunch. If you bring back a letter from Selia, I'll show you the spell."

Lenala walks swiftly to her dresser and takes out a sealed letter that looks old and worn. She then hands it to you.



Now take the letter and give it to Selia.

give letter sel

You give an old, worn letter to Selia.

Selia tilts her head slightly to one side.

Selia tells you: "Oh, can this be true? A letter from Granna Lenny!?"

Selia tears open the sealed letter and begins reading.

Selia gasps in astonishment.

Selia says (in primal): "Oh my goodness! A vyan!?"

Selia tells you: "Oh, Granna Lenny is alive! Oh, you must have met the vyan she married. Granna says in this letter that he is kind and very wise - a mage, no less! I can't wait to meet him, you must take this letter to her straight away!"

Selia goes over to her workbench and hastily scrawls a letter on a sheet of parchment. She then folds it and seals it, then hands it to you.

Now go back to Lena and give her the letter from Selia.

give letter gno

You give a hastily scribbled letter to a slender gnome with a mane of curling silver hair.

A slender gnome with a mane of curling silver hair gasps in astonishment.

Lenala snatches the letter and tears it open.

Tears well up in Lenala's eyes as she reads the letter from her granddaughter.

A slender gnome with a mane of curling silver hair tells you: "Oh, thank you so much, Kerrick! I didn't know that my grandchildren have their own shop near the old toy tower. They're so successful! I'm going to visit them very soon, and thank you so much for helping make that possible! "

-\*- You gain 6 quest points! -\*-

You can now practice construct golem up to level 4.

Good Golems:

- Copper Golem - tiny copper ingot (x3) – frost giant
- Brass Golem - tiny brass ingot (x3) – desert ogre sentry
- Lead Golem - tiny block of lead (x3) - from desert sentry, frost giant
- Bronze Golem - tiny bronze ingot (x3)
- Platinum Golem - tiny platinum ingots (x3)
- Iron Golem - tiny iron ingot (x3)
- Steel Golem - tiny steel ingot (x3)
- Mithril Golem - tiny mithril disc (x3)

- Electrum Golem - tiny electrum disc (x3)
- Adamantium Golem - tiny adamantium disc (x3) – from the Courtiers in Titans.

#### Neutral Golems:

- Clay Golem (conjure, not animate) - Block of pure clay (x3) – desert ogre sentry
- Sand Golem - small sack of white sand (x3) - from desert ogres, frost giant
- Glass Golem - Glass Ingot (x3) - from desert ogre sentry.
- Obsidian Golem - chunk of flawless obsidian (x3)
- Stone Golem - chunk of flawless stone (x3)
- Quartz Golem - perfect sphere of quartz (x3)
- Topaz Golem - perfect sphere of topaz (x3)
- Corundum Golem - perfect sphere of corundum (x3) – minotaur alchemist
- Diamond Golem - perfect sphere of diamond (x3)
- Starite Golem - perfect sphere of starite (x3) – from the Courtiers in Titans.

#### Evil Golems:

- Ash Golem - pinch of grey ash (x3) – from desert ogre sentry, frost giant
  - Level = 23 | Hp = 355 | Moves = 323
- Straw Golem - Length of Thick Straw (x3) – from greater in Cyclops, desert ogres, frost giant
  - Level = 25 | Hp = 338 | Moves = 343
- Bamboo Golem - thin bamboo stalk (x3) – from greater in Cyclops, frost giant
- Seaweed Golem - thin strand of seaweed (x3) – Guessing Sea Sprites or Aqua Goblins.
- Vine Golem - thick tendril of vine (x3)
- Wood Golem - Block of soft pine (x3) – Guessing Silent Pines or Goblin Brigade or wood imps.
- Bone Golem - Small piece of bone (x3) – on the ground in the cave lair, west of Bounty Hunters
- Blood Golem - vial of old blood (x3) – from the minotaur alchemist
- Chitin Golem - Shard of chitin (x3) – Guessing something desert related or the crab from Aqua Goblins?
- Flesh Golem - Scrap of old flesh (x3) – from the Courtiers in Titans.

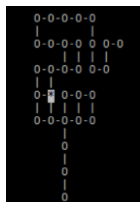
#### Major Enchantment

Trainer is at the spire in Lesser Efreets. Maybe 6 rooms or so inside the zone.

the acode is dig ground in the gargoyle room in Warlock Coven Mines.

the acode is pour urn.ash in the spire room in Lesser Efreets.

After you pour the ash, a woman will appear. Nothing special you need to do other than practice major enchantment to 7 ☺



### Song of the Hummingbird

See Quest - **Help the street musician in Narak fix his harp.**

### Song of the Ward

A swami says (in primal): "To prove your worth, I have a task that you must perform. I will give you four copper coins that I require you to give to four different people."

A swami says (in primal): "Those four people are Kissk, Ograhnnab, Gimnod, and Kaigen. You will have exactly one hour to complete this task."

**Kissk** (Soskul) – Shaman in the temple

**Ograhnnab** (West of Kha-da/South of Zarander's Tower) – the witch

**Gimnod** (Warlock Coven mines) he is just outside the zone

**Kaigen** (Monastery, White Oak) – high monk – move altar to get up to him

A swami gives you four copper coins.

A swami says (in primal): "Now go."

Give the copper coins to each, then run back to the Swami, she'll give you a complete message as soon as you enter.

### Animate Dead

- Brown ferret > zombie ferret – level 1 - 16hp
- Deer > zombie deer – level 1 – 17hp
- Goat > goat zombie – level 1 – 16hp
- Rabbit > rabbit zombie – level 1 – 10hp
- Silver / Red / Fennec fox > fox zombie – level 2 – 28hp
- Wild boar > zombie boar – level 2 – 32hp
- Timberwolf > wolf zombie – level 3 – 38hp
- Predatory cat (lynx) > zombie of a lynx – level 4 – 64hp
- Regal stag > zombie stag – level 4 – 59hp

- Brown / Black bear > bear zombie - level 5 – 61hp
- Eagle-headed lion (hieracosphinx) > zombie hieracosphinx – level 7 – 101hp
- Red-backed warthog > zombie warthog – level 7 – 166hp
- Grizzly bear > grizzly bear zombie – level 10 – 74hp
- Moorhound > moorhound zombie – level 15 – 153hp

Known mobs that I cannot animate dead: slarg, giant python, skliss, orc raider, brown rat, slime-covered fish, atomie sprite, red robin, coyote, bridge troll, tan-colored snake, wolverine, porcupine, screech bat, skunk, woodpecker, coyote, sea gull, large black drone ant, chipmunk, mutated salamander, gray squirrel, otter, gargantuan caterpillar, green anaconda, huge crocodile, lesser gremlin, moose, rhino, young lion, lioness, beaver, dark stirge, dark unicorn, wereboar, dark treant

## Marshal Mount

LE Paladin

### Mounts

- shadow-coated stallion (706/706 149/149 206/206): Is shielded by shadows. AND Is protected by alignment.
- black knight's steed (615/615 145/145 155/155): Is protected by alignment. OR Regenerates quickly. OR (Is tenacious. AND Resists fire.)
- huge red millipede (624/624 148/148 95/95): Unable to be tripped. AND Has an elemental acid attack.

### Fetishes

- lion claw: Marshal Mount fetish: Summons a manticore, grants a bonus to mount's traits.
- Eagle feather: Marshal Mount fetish: Summons a griffon, grants a bonus to mount's traits.
- Wyvern scale: Marshal Mount fetish: Summons a wyvern, grants a bonus to mount's traits.
- Snail shell: Marshal Mount fetish: Summons a giant snail, grants a bonus to mount's traits.
- Warthog tusk: Marshal Mount fetish: Summons a warthog, grants a bonus to mount's traits.
- Raw mountain bear's entrails: Marshal Mount fetish: Summons non-equine creatures of higher quality, grants a bonus to mount's traits.
- crumbled millipede shell: Marshal Mount fetish: Summons a millipede, grants a bonus to mount's traits.

## Find Mount

### Evil

- ~~Fragment of Elemental Lightning = Thundermare (lvl 22 – 315hp)~~
- ~~Fragment of Elemental Fire = Stallion of Flame (lvl 24 – 348hp)~~
- ~~Strand of Twilight = Shadow Stallion~~

- ~~Battle Standard = Red Wyvern~~
- ~~Pinch of Black Sand = Dire Panther~~
- ~~Sphinx Claw = Hydrosphinx~~
- ~~Blue Serpent Scale = Blue Dragon~~
- ~~Set of Snake Fangs = Vampiric Erguroth~~
- ~~Adder's Mouth Orchid = Black Griffon~~
- ~~Stem of a Nightshade = Nightmare~~
- ~~????? = Black Unicorn~~

## Find Familiar

### Good

- ulannu jay = Dead worm, from Robins, Harrier hawks, Green and gold bird
- giant white rabbit = Carrots from various rabbits
- white cat =
- fade = Slab of bear meat from Grizzlies, Brown bears, Blackbears, Owlbears
- white riding horse = Bale of hay from Medienne stables (it's a search)
- woodworm adult =
- war dog =
- mother eagle =
- white stag = Sprig of mistletoe from Clump of herbs in Enchanted Garden
- mote =

### Neutral

- moose = Birch bark from Hedge Wizard, Llewyr woodsman, twisted man, forest ranger
- giant brown rabbit = Carrots from various rabbits
- tabby cat =
- brown bear = Slimey fish from pelicans on beach
- grey wolf =
- riding horse = Bale of hay from Medienne stables (it's a search)
- psuedo-dragon = Dead worm, from Robins, Harrier hawks, Green and gold bird
- giant praying mantis = Slab of bear meat from Grizzlies, Brown bears, Blackbears, Owlbears
- adult white-tailed eagle =
- regal stag = Sprig of mistletoe from Clump of herbs in Enchanted Garden, climb tree pick sprig in chiiron bandits

### Evil

- twisted fox =
- giant wasp = Birch bark from Hedge Wizard, Llewyr woodsman, twisted man, forest ranger
- bone bear = Slimey fish from pelicans on beach
- twisted wolf = reagent is a clump of wool
- black riding horse = Bale of hay from Medienne stables (it's a search)

- screech owl = Dead worm, from Robins, Harrier hawks, Green and gold bird
- mountain lion = slab of venison from deer or stone giants
- giant bat = reagent is a peach, which can be bought just west of chiiron bandits
- rabid dog = Slab of bear meat from Grizzlies, Brown bears, Blackbears, Owlbears (dog is unable to carry anything)
- ornac =

### Greater Animation

- Rabbit > bone rabbit – level 1 – 11hp
- Wild boar > boar skeleton – level 3 – 48hp
- Silver / Red / Fennec fox > skeletal fox – level 4 – 49hp
- Grizzly bear > bone bear – level 9 – 142hp
- Regal stag > skeletal stag – level 9 – 113hp
- Red-backed warthog > skeletal warthog – level 16 - 226hp
- Moorhound > skeletal moorhound– level 30 – 488hp
- Predatory cat (lynx) >
- Brown / Black bear >
- Eagle-headed lion (hieracosphinx) >
- Brown ferret >
- Deer >
- Goat >
- Timberwolf >

### Gate Stones

Here is a list of known gate stone names:

- Brithbarad > Outback
- Chiiron > Wayward
- Medienne > Knight
- Kha-da > Cairn
- Voaleth > Whisper
- Vaasa > Blade
- Pennan > Hollow
- Narak > Corsair
- Sos-kul > Fire
- Orlumber > Midnight
- Brembledon > Amber

### Lesser Summoning

#### Good

- white rabbit - carrot

- chipmunk - acorn
- small bird - worm
- brown squirrel - walnut
- brown duck - fish fillet
- fawn - blade of grass
- tree sprite - talonwood leaf
- mouse - crumb
- bear cub - lily
- deer - corn

#### Neutral

- rabbit - carrot
- pond frog - lily pad
- small bird - worm
- fly - crumb
- dragonfly - lily
- gray squirrel - acorn
- robin - blade of grass
- dew sprite - talonwood leaf
- lobster - fish fillet
- deer - corn

#### Evil

- harrier hawk - worm
- twisted squirrel - acorn
- twisted rabbit - carrot
- chicken - biscuit
- tan snake - blade of grass
- toad - lily pad
- crab - fish fillet
- cockroach - crumb
- deer fly - lily
- quasit - chicken wing

#### Request Ally

##### Good

- Silver Dragon =
- Young Gold Dragon =
- Satyr =
- Marble Gargoyle =
- Aerial Servant =

- Hamadryad =

ask mage Hamadaryd

You ask a mage of vast powers about hamadryads and hamadaryds.

A mage of vast powers tells you: "Hamadryads are female spirits of the forest, whose spirit lies within the heart of a great tree. She lives only so long as the tree does. Typically, hamadryad spirits center around oak trees."

A mage of vast powers tells you:

"Hamadaryds live in much the same fashion but are male spirits of the forest. While a hamadryad lures away and kill young men would harm their forest, hamadaryds do the same thing to female trespassers. Like a hamadryad, a hamadaryd's spirit resides within a special tree. Hamadaryds though have only been known to center around pine trees."

- Weretiger = Phial of Moonlight from vyan maiden in vyan tombs
- Crystal Simulcrum = Chunk of clear crystal from chest off docks west of medienne
- Winged Savant = ?

You ask a mage of vast powers about reagents for the request ally spell.

A mage of vast powers tells you: "I'm really awfully busy. Unless you had a specific creature in mind that you are trying to summon, I'm afraid I don't have time bothering to find the information for you."

ask mage winged

You ask a mage of vast powers about a winged savant.

A mage of vast powers tells you: "I myself have never seen a winged savant. But from what I have read and been told, they are like great, winged angels. Perhaps you should ask Brother Thomas. He might know more about something of that nature more than I."

#### Neutral

- Crystal Dragon = Chunk of clear crystal from chest off docks west of medienne
- Young Amethyst Dragon = Many-faceted gem from lesser gremlin and chest in gremlins
- Dune Stalker = Pinch of sand from sand golem in obelisk and on ground in sandstorm in desert
- Ice Gargoyle = small icicle (believe this comes from ice demons)
- Dao = rock with bits of mithril embedded in it (orc raiders)
- Djinn = opal
- Marid = sapphire circlet
- Werefox = grey fox pelt
- Lightning Simulcrum = fragment of crackling cyan stone



- Efreet = fragment of burning red stone

### Evil

- Black Dragon = Serpent Claw, phito, serpentman warriors, and vanguards in desert
- Young Red Dragon = Red Dragon claw, from red dragon in dragon hatchery
- Werepanther = Phial of Moonlight from vyan maiden in Vyan tombs
- Obsidian Gargoyle = Block of obsidian from greater cyclops
- Harpy = Harpy feather, from harpy huntress
- Vampiric Mist = Opal dust, Customed in Kha-da from Opal from fellow in Med Forest cave, bag from red-bearded dwarf in theatre
- Giant Cave Spider = Spider eye from Sandy-brown spider in northwest area of desert
- Spectral Minion = Grey powder, customed where?
- Flesh Simulcrum = Piece of troll flesh
- Shadow Demon = Black diamond from dark lord in citadel

### Teleport Locations

- winter.plain = Mountain Bears

### How to Improve Skills

- untrap –
- pick lock – get the key to the chest in iguanas, use the key to lock the chest, and your lock picks to open it. Easy way to spam pick lock to 10.
- parry – turn on opt parry, and stand in rabbit warrens. Keep an eye on your gear health.
- kick – kicking post in medienne, or make an alias for k where you start all fights with a kick instead of kill. Always good to get this to 10, as will have a chance to trip mobs in combat
- punch – punching bag in medienne, no real need to get this beyond 7
- climb – there is a rope you can climb in medienne, I like to send to 10 so as to not have to deal with all the failures
- swim – there is a cistern in medienne, I like this send to 10 as many areas drain moves a lot without swimming at 10

## Druidic Augments

CHECK OUT NOTE BUGS for a list of known items that cannot be augmented

wolverine hair – pops off the wolverine outside the west gate of Medienne (near Orog's entrance)

### Amethyst Bracelet

Bamboo	fragment of crackling stone (elemental lightning from efreet's)	shining	5 elec
Beach			
Cave	golden brown gem (tiger's eye)	savior's	1 rescue
Desert			
Forest			
Field/Hills	cobalt blue gem	amethyst and sapphire bracelet	hr
Jungle			
Mountain			
Swamp			
Tundra	icy blue claw (pops in ice demons)	clawed	5 hp

### Amulet of Battle Vigor

Bamboo			
Beach			
Cave	clear, smooth crystal (small diamond)	shimmering gray-stoned amulet	8 deflection
Desert			
Forest	none	amulet of battle hardiness	5 hp
Field/Hills	none	amulet of extra vigor	0.3 hpr
Jungle			
Mountain	small rock (rock shop)	toughened gray-stoned amulet	2 AC
Swamp	four-leaf clover (spot to pick one in sphinxes and another near duck pond)	amulet of lucky blows	2 hitroll
Tundra			

### Amulet of Cheetah Teeth

Bamboo			
Beach			

Cave			
Desert	clump of grey feathers	amulet of teeth and feathers	1 spear
Forest			
Field/Hills	flawless tooth of giant panda (Giant pandas)	amulet of cheetah and panda teeth	0.2 hpr
Jungle			
Mountain			
Swamp			
Tundra			

Commented [DF86]: Giant cliff condor in desert

#### Belt of the Resilience

Bamboo			
Beach	vial of deep water		
Cave	large flawless smoky gem (selenite)	smoky red belt/belt of the resilient warrior	1 guard
Desert			
Forest	wolverine hair (west of Medienne)	Belt Of The Resilient Beast	1 powerstrike
Field/Hills	cheetah claw	clawed orange-red belt/belt of the resilient hunter	1.0 move regen, 0.3 hp regen
Jungle			
Mountain			
Swamp	piece of glowing red moss		
Tundra			

#### Belt of the Winds

Bamboo	thin bamboo stalk (Giant Pandas)	yellow and grey/spearman's belt of the winds	+1 spear
Beach			
Cave			
Desert	ball of ice	bluish-silver/arctic belt of the winds	+5 cold
Forest	Stick (pops on the ground in mist forest)	?/pikeman's belt of the winds	+1 polearm
Field/Hills	blade of grass	Green & silver/swordman's belt of the winds	+1 sword
Jungle			
Mountain			

Swamp	tiny blue class totem (pops in forgotten tombs)	silvery-blue/insulated belt of the winds	-3 cold, +8 elec
Tundra			

#### Black Opal Bracelet

Bamboo	a strange dark strand	shimmering black opal bracelet/of deflection	7 deflection
Beach	thick strand of seaweed		
Cave	midnight-hued strand/strand of twilight (pops of grells)	midnight-hued black opal bracelet/black opal bracelet of twilight	3 mana, .1 mana regen, 1 magic
Desert			
Forest			
Field/Hills			
Jungle	strand of watersilk (pops in xanas)	wispy/watersilk black opal bracelet	1 ac, .2 hp regen
Mountain			
Swamp			
Tundra			

#### Bone Shield

Bamboo			
Beach			
Cave			
Desert			
Forest			
Field/Hills	golden brown pelt	golden fur and bone shield	0.2 hp regen
Jungle			
Mountain	winter wolf pelt	blue-grey fur and bone shield	5 cold, 0.2 hp regen
Swamp			
Tundra	wooly mammoth skin	coarse fur and bone shield	2 hp, 0.2 hp regen

#### Bracer of Elemental Defense

Bamboo			
Beach			
Cave			
Desert	sand-coloured snakeskin	snakeskin bracer of elemental accuracy	2 hr
Forest	brown snakeskin	rune-inscribed snakeskin bracer/of elemental deflection	+8 deflection
Field/Hills			
Jungle			

Mountain	tan snakeskin	rune-inscribed snakeskin bracer/of elemental resistance	+3 to all resists
Swamp	banded snakeskin		
Tundra			

#### Burning Skull Tabard

Bamboo			
Beach	xanas faerie skull		
Cave	small drake skull	burning drake skull tabard	int
Desert	mire serpent skull		
Forest			
Field/Hills			
Jungle			
Mountain	giant skull	burning giant skull tabard	8 hp
Swamp	skull of python		
Tundra			

#### Calf-length Kilt

Bamboo			
Beach			
Cave			
Desert			
Forest	woven ivy cord (custom in xanas)	corded kilt	2 hp, 0.2 hpr
Field/Hills	beaver pelt	beaver fur lined kilt	3 hp, 3 acid
Jungle			
Mountain	ferret pelt	ferret fur kilt	3 hp, 3 cold
Swamp	gopher pelt (west of Chiiron)	gopher fur lined kilt	+10 moves
Tundra			

#### Chrysoberyl bracelet

Bamboo			
Beach			
Cave	lodestone		
Desert			
Forest			
Field/Hills	black willow frond (pops in xanas)	willow-braided chrysoberyl bracelet	+5 mana, +1 to all resists
Jungle			

Mountain	rock with bits of mithril embedded (Orc Raiders)	toughened chrysoberyl bracelet	occasionally gives hardiness
Swamp			
Tundra	snowy-white hair		

#### Cloak Of Battle Frenzy

Bamboo			
Beach	red crab claw	A Red-streaked Cloak Of Battle Frenzy	+5 hp
Cave			
Desert			
Forest			
Field/Hills	four leaf clover	lucky silver and grey furred cloak/lucky cloak of battle frenzy	+1 hit
Jungle	tiny orange bloom (I think this is Isle)	A Toughened Cloak Of Battle Frenzy	+2 AC
Mountain			
Swamp			
Tundra	onyx gemstone	barbarian's silver and gray furred cloak/barbarian's cloak of battle frenzy	+1 axe, +5 hp

#### Copper Serpentine Bracer

Bamboo			
Beach	pearl of wisdom (Ettercap)	serpentine bracer of insights	provide occasional insights
Cave	translucent crimson gem		
Desert			
Forest			
Field/Hills	lustrous golden cube	student's serpentine bracer	2mana , 0.4mana regen
Jungle			
Mountain			
Swamp	cobalt blue gem		
Tundra			

#### Coral and Pearl Bracelet

Bamboo			
Beach			

Cave	lodestone	magnetized coral and pearl bracelet	+ 0.2 mr, 0.3 hpr, -5 elec, -5 fire
Desert			
Forest			
Field/Hills	black willow frond	willow-wrapped coral and pearl bracelet	+5 mana
Jungle			
Mountain	rock with bits of mithril embedded (Orc Raiders)	rough coral and pearl bracelet/toughened coral and pearl bracelet	+2 AC, can provide occasional hardness
Swamp			
Tundra	snowy-white hair		

#### Crystal Bracer

Bamboo	a piece of coppery ore	coppery/copper-laced crystal bracer	+ 0.2 hpr
Beach			
Cave			
Desert			
Forest			
Field/Hills	chunk of bluish-green ore	blue-green crystal bracer/codite-laced crystal bracer	+5 mana
Jungle			
Mountain			
Swamp			
Tundra	block of golden ore	silver-wrapped/berserker's crystal bracer	+1 berserk, +1 hr

#### Dark leather quiver

Bamboo			
Beach	Yellow gemstone		
Cave			
Desert			
Forest	Mountain lion skin		
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra			

#### Dark silk torso pad

Bamboo	enormous green bamboo leaf		
Beach			

Cave			
Desert			
Forest	pinch of powdered antler	chalky/deerhunter's dark silk torso pad	5 hp
Field/Hills			
Jungle	pinch of powdered krynite	mithril-flecked/Schemer's dark silk torso pad	5 mana
Mountain			
Swamp	marsh viper skin		
Tundra	crystalline leaf of ice	frosted/Tundra-walker's dark silk torso pad	0.1 hp regen, 5 cold

#### Demonhide Pad Armor

Bamboo	crumbling brown bamboo leaf (Giant Pandas)	blue demonhide pad streaked with green	+2 hp
Beach			
Cave			
Desert			
Forest			
Field/Hills			
Jungle			
Mountain	tallow candle	pair of glossy blue leather pads	+3 cold, +3 acid
Swamp			
Tundra			

#### Draconic Circlet

- **Cave, waxy green stone: a circlet of scales, teeth, and turquoise** (a turquoise-tipped draconic circlet: +3acid/+3elec/+3cold)
- **Forest: a glossy ebony feather:** +5 hps
- **Swamp: a black dragon claw:** a draconic circlet of scales and teeth (a bog-witch's draconic circlet: +5 acid)
- **Beach, a piece of red coral:** a circlet of scales, teeth, and coral (a coral-tipped draconic circlet: +.3 MPr)

**Commented [DF87]:** Pops off the Black Dragon under Castle Lag

Bamboo			
Beach	piece of red coral	circlet of scales, teeth, and coral/coral-tipped draconic circlet	+ 0.3 mpr
Cave	waxy green stone	circlet of scales, teeth, and	+3 acid, +3 elec, +3 cold



		turquoise/turquoise tipped draconic circlet	
Desert			
Forest	glossy ebony feather	feather-tipped circlet of scales and teeth/draconic feather-tipped circlet	+5 hp
Field/Hills			
Jungle			
Mountain			
Swamp	black dragon claw	bog-witch's draconic circlet	+5 acid
Tundra			

#### Dragon Hide Shield

Bamboo			
Beach			
Cave			
Desert			
Forest			
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra			

#### Ebony Ring

- **Tundra, a bar of ivory:** (an ebony and ivory ring: +1 to hit)
- **Mountains, ram horn:** (an ebony and horn ring: +5 hps)

Commented [DF88]: Pops off Ja-rain in Voaleth Caverns

Bamboo			
Beach			
Cave			
Desert			
Forest			
Field/Hills			
Jungle			
Mountain	ram horn	ebony and horn ring	+5 hp
Swamp			
Tundra	bar of ivory	ebony and ivory ring	+1 hit

#### Elven Boots

Bamboo			
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Beach			
Cave			
Desert			
Forest			
Field/Hills	rhino horn	horn-tipped, soft grey leather boots/pair of dodger's boots	10 move, 1.0 move regen, 5 hp
Jungle	simple stone holy symbol of Ionil		
Mountain	ivory mammoth tusk	reinforced soft grey leather boots/pair of veteran's elven boots	0.2 hp regen
Swamp			
Tundra	broken minotaur's horn	trickster's elven boots	5hp, tumble

#### Ethereal Dragon Armor

Bamboo			
Beach			
Cave	bulette scale	A Pair Of Hardened Ethereal Dragon Scale Vest, Sleeves, Leggings	+2 AC
Desert			
Forest			
Field/Hills			
Jungle	rough electrum chain	chain-lined ethereal dragon scale vest, sleeves, leggings	+3 mana, +0.2 mana regen
Mountain			
Swamp	patch of bat fur	grey furred dragon scale vest, sleeves, leggings	+1 AC, +3 cold, detect magic
Tundra			

#### Fiery Red Belt

- **Field, a raw large walnut:** (fiery red and brown belt, extra .2 mpr, -5 fire)
- **Hill, a raw large walnut:**
- **Forest, a piece of living shuvana wood:** Sylvan... occasional mana on forest spaces
- **Desert, a block of salt:** a fiery red belt (a nomad's fiery red belt: -5 Fire, Can channel energy from surrounding desert)
- **Jungle, holly berry:**

Bamboo			
Beach			

Cave			
Desert	block of salt	nomad's fiery red belt	0 fire, can channel energy from surrounding deserts
Forest	living shuvanawood	sylvan fiery red belt	0 fire, can channel energy from surrounding forests
Field/Hills	large raw walnut	fiery red and brown belt	.2 mana regen, 0 fire
Jungle	holly berry	regenerative fiery red belt	0 fire, can channel health from surrounding forests
Mountain			
Swamp			
Tundra			

#### Fine Electrum Chain

Bamboo			
Beach			
Cave			
Desert	red shard	fine electrum chain of fire	5 fire resist
Forest			
Field/Hills	yellow shard		
Jungle			
Mountain			
Swamp			
Tundra	blue shard	fine electrum chain of water	5 cold

#### Gem-encrusted Bracer

Bamboo			
Beach	grain of red sand	sandy gem-encrusted bracer	5 hp
Cave	pinch of mica	sparkling gem-encrusted bracer	2 AC
Desert			
Forest	ivy tendril	ivy-wrapped gem-encrusted bracer	.3 hp regen
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra			

### Gemstone bracelet

Bamboo	sapphire diamond	sapphire studded gemstone bracelet	3 hp, 0.4 hp regen
Beach			
Cave	uncut ebony gem	diamond studded gemstone bracelet	0.4 mana regen
Desert			
Forest			
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra			

### Giant Ring of Silver

- **Hill, A glossy ebony feather:** a feathered ring of silver (an ebony feathered ring of silver: +.3 Hit\_regen)
- **Desert, white feather with a golden brown tip:** (a pristine feathered ring of silver: +1 wis)
- **Swamp, broken and dirty feather:**
- **Forest, large white feather:**

**Commented [DF89]:** Pops off the female sphinxes in Sphinxes

Bamboo			
Beach			
Cave			
Desert	white feather with golden brown tip	pristine feathered ring of silver	1 wis
Forest	large white feather (white crow?)	raven feathered ring of silver	5 hp
Field/Hills	glossy ebony feather	ebony feathered ring of silver	0.3 hp regen
Jungle			
Mountain			
Swamp	broken and dirty feather	dirty feathered ring of silver	1 hr
Tundra			

### Gloves of Deftness

Bamboo			
Beach	sand-colored naga scale	gloves of fencing	1 parry
Cave			
Desert	gila scaleskin	gloves of deft action	+5 hp
Forest			
Field/Hills	brown dragon scale (sand dragon)	crusher's glove	mace, club

Jungle	rainbow naga scale	ruffian's gloves	punch
Mountain	collection of serpentman scales	vanguard's scaled gloves	+1 axe
Swamp	yellow dragon scale	gloves of deft thought	+5 mana
Tundra			

#### Grey-scaled stockings

Bamboo			
Beach	blue eel skin	blue and gray stockings/pair of cliffdiver's stockings	3 elec, 0.3 mana regen, 1 swimming
Cave	giant slug skin	pair of cavedweller's stockings	2 acid, 2 elec, 5 moves
Desert			
Forest			
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra			

#### Heavy Furred Belt

Bamboo	sprig of germander	fragrant/germander heavy furred belt	10 deflection
Beach			
Cave			
Desert			
Forest	sprig of peppermint	fragrant/minty-fresh heavy furred belt	5 mana
Field/Hills	sprig of rosemary	fragrant/rosemary heavy furred belt	.1 hp/mana/move regen
Jungle			
Mountain	sprig of wintergreen		
Swamp	sprig of mistletoe	leaf/mistletoe-laced heavy furred belt	1 hitroll
Tundra			

#### Helm of Infravision

Bamboo			
Beach			
Cave	blood-red horn	greyish spiked helm/spiked helm of infravision	1 charge
Desert			
Forest	dark unicorn horn	greyish horn-tipped helm/of infravision	2 hitroll

Field/Hills	rhino horn	rhino-horned grey helm/rhino-horned helm of infravision	5 cold
Jungle			
Mountain	evil-looking horn	greyish spike-tipped helm/spike-tipped helm of infra	0.3 hp regen
Swamp			
Tundra			

#### Icy Armguards

Bamboo			
Beach			
Cave			
Desert			
Forest			
Field/Hills	brains of a grell	pulsing icy armguards/of intuition	1 insight, 5 mana
Jungle	a green-colored stone	crumbling/demolisher's icy arm guards	1 club, 1 mace
Mountain			
Swamp			
Tundra	bloody heart	bloody/gladiator's icy arm guards	1 charge, 5 hp

#### Ivory Bracer

Bamboo			
Beach	fragment of crackling cyan stone	cyan/spark-gemmed ivory bracer	5 elec
Cave			
Desert	fragment of burning red stone	red/fire-gemmed ivory bracer	5 fire
Forest	fragment of swirling yellow stone	yellow/magic-gemmed ivory bracer	5 magic, 5 mind
Field/Hills			
Jungle			
Mountain	tiny metallic fragment (tiny fragment of purest mithril)	silvery/mithril-lined ivory bracer	3 hp, 0.3 hp regen
Swamp			
Tundra	fragment of chill white stone	white/frost-gemmed ivory bracer	5 more cold

#### Large Fur Wrap

Bamboo			
Beach			
Cave	pinch of black earth	An Odorous Large Fur Wrap	.1 hp regen, .1 mana regen, .1 move regen, 10 fire resist
Desert			

Forest			
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra			

#### Midnight black armband of Morkith

Bamboo			
Beach			
Cave	evil dusky grey scale	midnight-black armband of morkith's protection	8 deflection
Desert			
Forest			
Field/Hills			
Jungle			
Mountain			
Swamp	strip of black demonskin	darkened midnight black armband/of Morkith's favor	1 hitroll, 5hp, gives infravision
Tundra	strip of blue demonskin	blue-banded midnight-black armband/of Morkith's will	5 mana

#### Mottled Green Armor

Bamboo	Halfing finger	skirmisher	5 defl, 9 ac
Beach			
Cave			
Desert	piece of sandstone	pair of glossy mottled green vest, sleeves, leggings	5 Electricity
Forest			
Field/Hills	jet-black feather (zuraldur)	pair of mottled green vest, sleeves, leggings of energy	5 mana
Jungle			
Mountain	bloody goblin ear	mottled green leggings/of war	2 AC
Swamp			
Tundra			

#### Necklace of Golden Hair

Bamboo			
Beach	sand-coloured naga scale	eradicator's necklace of golden hair	1 str
Cave	rainbow naga scale		
Desert			
Forest			

Field/Hills			
Jungle	unblemished rainbow naga scale	destroyer's necklace of golden hair	2 hit, 1 power strike
Mountain	unblemished sand-colored naga scale	slaughterer's necklace of golden hair	1 str, 1 great cleave
Swamp			
Tundra			

#### Necklace of Dark Hair

Bamboo			
Beach			
Cave			
Desert			
Forest			
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra			

#### Necklace of Mystic Strength

- **Jungle, NOTHING:** (a necklace of mystic strength and rejuvenation... +.3 hpr)
- **Swamp, bit of bone:** (a necklace of mystic ogre strength ... +3 ogre str)
- **Hill, rabbit foot:** (A Necklace of Mystic strength And Accuracy ... +2 hitroll)
- **Cave, grain of black sand:** a shadowy woven hair necklace (a necklace of mystic shadowstrength: +1 nocturne, +1 swarm of shades, +1 embrace of shades , Provides Darkness.)

Bamboo			
Beach			
Cave	grain of black sand	shadowy woven hair necklace/necklace of mystic shadowy strength	1 embrace of shades, 1 swarm of shadows, 1 nocturn, provides darkness
Desert			
Forest			
Field/Hills	rabbit's foot	ivy woven hair necklace/ of mystic strength and accuracy	2 hitroll
Jungle	none	necklace of mystic strength and rejuvenation	.3 hp regen
Mountain			
Swamp	bit of bone	bone-woven hair necklace/necklace of mystic ogre strength	3 ogre strength
Tundra			

#### Necklace of Troll Bones

Bamboo			
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Beach	heavily-gnawed femur	necklace of troll and ogre bones (ancestor's bone necklace)	Sometimes calls upon the ancestors for strength
Cave			
Desert			
Forest	black wreath	necklace of roses and bones	5 deflection, 5 poison
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra			

#### Newtskin Armor

- **Jungle, strange glowing moss:** moss-inlaid... +.5 mpr
- **Bamboo: green bamboo leaf:**
- **Cave, handful of sparkling grit:** gritty... +4hp

**Commented [DF90]:** Not positive, but moss does pop off the young green dragon in Chiiron Caves.

Bamboo	green bamboo leaf	newtskin reinforced vest, sleeves, leggings	2AC
Beach			
Cave	handful of sparkling grit	jacket, sleeves, leggings of dark, gritty red skin (gritty newtskin jacket, sleeves, leggings)	4 hp (jacket) 4 hp 2 fire (leggings & sleeves)
Desert			
Forest			
Field/Hills			
Jungle	strange glowing moss	pair of moss-inlaid newtskin jacket, sleeves, leggings	2 fire, .2 mana regen
Mountain			
Swamp			
Tundra			

#### Obsidian Charm

Bamboo			
Beach			
Cave	mud wyrm's eye	shadowy dark charm/dim-striker's obsidian charm	2 shadowstrike
Desert	pinch of sulfur	fire-mage's obsidian charm	2 fireball, 2 ignite weapon
Forest			
Field/Hills			
Jungle			
Mountain			

Swamp	smoke-filled vial	dark smoky charm/smoky obsidian charm	1 dodge, provides darkness
Tundra			

#### Pair of Dragon Boots

Bamboo			
Beach			
Cave			
Desert			
Forest	giant black python skin	pair of snakeskin dragon boots	2 fire, 2 cold, 2 elec, 2 acid, 0.2 mana regen
Field/Hills	warthog tusk	spurred dragon boots	2 hitroll
Jungle			
Mountain			
Swamp	handful of muck	pair of greyish dragon boots/mystical dragon boots	5 mana
Tundra			

#### Porcupine Quill Belt

Bamboo			
Beach	mottled brown egg	chitin laced porcupine quill belt/desert maurader's belt	3 elec, 5 fire
Cave	translucent crimson jacinth	porcupine quill belt with a gem buckle (porcupine quill belt of the witch)	5 mana
Desert	grey fox pelt	hair-lined porcupine quill belt	2 hitroll
Forest			
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra			

#### Red Leather Armor

Bamboo			
Beach	handful of sand	tan-streaked red leather	2 ac
Cave			
Desert	handful of red sand	streaked red leather	5 hp
Forest			
Field/Hills			

Jungle			
Mountain	handful of white sand	white streaked red leather	5 mana
Swamp			
Tundra			

#### Ring of Fortitude

Bamboo	broad green leaf	ring of hardiness	1 hardiness
Beach			
Cave	pebble	grounded ring of fortitude	+5 elec
Desert			
Forest			
Field/Hills			
Jungle			
Mountain			
Swamp	thorn	gnarled ring of fortitude	+5 acid
Tundra	pile of ice crystals	Icy ring of fortitude	+5 cold

#### Riverman's Cloak

Bamboo			
Beach			
Cave			
Desert			
Forest			
Field/Hills			
Jungle			
Mountain			
Swamp	piney herbs	rivermaster's cloak	.3 hp regen, can remedy simple poison
Tundra			

#### Rune-ethered Ring of Glass

Bamboo			
Beach	shiny diamond marble	shiny/resonating rune-etched ring of glass	0.4 hp regen, 1 combat waveform
Cave			
Desert			
Forest			
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra			

#### Sand-coloured Desert Cloak

Bamboo			
Beach			
Cave			
Desert			
Forest	none	ivy-lined desert cloak	1 hr
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra			

#### Scaled Buckler

Bamboo			
Beach			
Cave	necklace of troll bones	hunter's scaled buckler	0 fire, 0.4 hp regen
Desert			
Forest			
Field/Hills			
Jungle			
Mountain	bone cameo		
Swamp			
Tundra			

#### Sheep Hide Boots

Bamboo			
Beach			
Cave			
Desert			
Forest	graphite rod	grounded sheep hide boots	4 elec
Field/Hills	graphite rod	pair of sheep hide boots lined with pink flowers	5 mana
Jungle			
Mountain			
Swamp			
Tundra			

#### Sheep Hide Cloak

Bamboo			
Beach			
Cave			
Desert			
Forest			

Field/Hills	clump of wool	thick sheep hide cloak	4 cold
Jungle			
Mountain			
Swamp	lump of clay	stained sheep hide cloak	4 acid
Tundra			

#### Silvery Silk Scarf

Bamboo			
Beach			
Cave			
Desert	a ringed tail	black and white/ringtail furred silk scarf	5 hp
Forest	golden brown pelt	golden/lammasu fur-lined silk scarf	.3 hp regen
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra	winter wolf pelt	furry silvery scarf	10 cold, -5 fire

#### Spiked Leather Collar

Bamboo	tiny brass ingot	spiked brass-studded collar	0.3 hp regen
Beach			
Cave	tiny platinum ingot	spiked platinum-studded collar/of singular thought	2 focus
Desert	tiny bronze ingot	executioner's spiked bronze-studded collar	+1 axe
Forest	tiny copper ingot	spiked copper-studded collar	1ac, 5hp
Field/Hills			
Jungle			
Mountain			
Swamp			
Tundra			

#### Sun-white arm Sash of Lonil

Bamboo			
Beach	shimmering gem	arm sash of lonil's light	leech continual light
Cave			
Desert	yellow sunflower	arm sash of lonil's favor	5 mana
Forest			
Field/Hills	white lily flower		

Jungle			
Mountain			
Swamp			
Tundra			

#### Tortoise Shell Shield

Bamboo			
Beach			
Cave			
Desert			
Forest	bullywug skin	mottled tortoise shell shield	3 hp
Field/Hills			
Jungle	dire wolf skin	fur-lined tortoise shell shield	0.1 hp regen, 0.2 mana regen
Mountain			
Swamp	skliss skin	scale-skinned tortoise shell shield	0.1 hp regen, 5 acid
Tundra			

#### Twisted Wooden Amulet

Bamboo	pinch of sky-blue powder		
Beach			
Cave	pinch of rust	rust-stained/bulwark's twisted wooden amulet	.2 hp regen, .2 mana regen, 1 shield strike
Desert			
Forest			
Field/Hills			
Jungle			
Mountain	pinch of fine red dust	twisted red-twined/Animist's twisted wooden amulet	1.0 move regen, 1 ferocity/canine/feline/other
Swamp	pinch of fine blue dust	windworn twisted wooden amulet/wooden amulet of twisting winds	1 gale, 1 tornado, 0.3 manaregen
Tundra	pinch of grey ash	hashishin's twisted wooden amulet	1hr, 1 assassinate

#### White Cloak Of Leadership

Bamboo			
Beach			
Cave			
Desert	blue velvet pillow	white blue-collared cloak/of leadership	.2 hp regen, .2 mana regen
Forest	tiny metallic fragment	white mithril-clasped cloak/of leadership	8hp, 1 club, 1 mace
Field/Hills	chunk of purest codite	white codite-trimmed cloak/of leadership	1 hitroll, 1 sword

Jungle			
Mountain			
Swamp			
Tundra			

#### White Ice-formed cuirass

Bamboo			
Beach			
Cave	wing of a northern bat	black/bat winged ice-formed cuirass	3 hitroll, 1 moveregen, provides darkness
Desert			
Forest	large crimson wing	rose/avenger's winged ice-formed cuirass	5 fire, 5 hp, 2 battlemind
Field/Hills	iron spike		
Jungle			
Mountain			
Swamp			
Tundra	obsidian spike	demon spiked ice formed cuirass	2cold, 0.3mana regen, 3mana

#### Yeti Hide Jacket

Bamboo			
Beach	fist-sized salt cube	sun-bleached yeti hide jacket	5 deflection, 3 hp
Cave			
Desert	seashell	somnolist's yeti hide jacket	1 sleep
Forest			
Field/Hills			
Jungle			
Mountain	raw hazelnut	stretched yeti hide jacket/ranger's yeti hide jacket	5 acid, 0.2 hp regen
Swamp			
Tundra	wool scarf	wool-lined yeti hide jacket	3 cold, 0.2 hp regen

#### Reagent Locations

- banded snakeskin - skins off the banded sea snake in Aqua Goblins
- wooly mammoth skin – skins off wooly mammoth in Mountain Bears
- tallow candle – sold in Medienne Trading Post

## Bard Pets

### Level 30

Fae maiden of autumn court

### Level 35

Fae knave of summer court (dodges, tumbles, attacks x2, heals during and after combat)

Fae dame of summer court

Fae dame of winter court

### Level 40

### Level 45

Duchess of the spring court

### Level 50

Princess of the spring court (763hp/274en/100mv)

## Ranger Pets

### Level 4

White cat (walking around Medienne city)

### Level 7

Mountain Ram (Medienne Forest)

Timberwolf (Medienne Forest)

[ 7 Mob Plt ] a tumbleweed 112/112 108/108 112/112 (from Slens)

### Level 8

Black Bear (Medienne Forest)

Red-Tailed Hawk (Mar Jagur Trail)

### Level 9

Regal Stag (Medienne Forest) Level 9

Brown Bear

Skink (Naraki Desert)



A small reptile (Serpentmen, south of Endless Desert)

**Level 10**

Lynx (Forest outside of Cycs)

Gila Monster (North and West of Narak or at the Cottonwood Branch tree west of Pennan)

Sidewinder (North and West of Narak – also in lower slen level, and I think Pennan Desert too)

Mountain Lion (North and West of Narak)

**Level 11**

Road Runner (Naraki Desert)

Heway Snake/Bright Orange Serpent (Naraki Desert)

Cobra (Naraki Desert)

**Level 12**

Moose (Medienne Forest/Abandoned Northern Road)

**Level 14**

Red-backed Warthog

**Level 15**

A Fuzzy Cave Bear (Deep in the Old Forest, west of the Abandoned Northerly Road)

Gorilla (Medienne, requires a thief to pick the door)

A Praying Mantis (Old Forest Road)

Ringtail Cat (Naraki Desert)

King Cobra (Naraki Desert)

Panda (Bamboo Forest)

Grizzly Bear (Medienne Forest)

**Level 16**

Hyena (Naraki Desert)

**Level 17**

A Giant Cliff Condor (Serpentmen)

**Level 20**

Giant Golden Eagle (Southern Trade Road?) (Bamboo Forest) - Mount

**Level 22**

Bull (Pennan) (mount)

**Level 25**

Desert Lions (North and West of Narak)

Rhino (Savannah)

- Can also be used as a mount.
- I personally loved the Rhino more as a mount, rather than being helpful in a fight. It can travel very long distances without needing a rest.
- And it's a fun to see everyone stare at you riding a rhino.
- Rhino can't swim.

**Level 29**

Spiders (Mist-Shrouded Forest/Fades)

**Level 30**

Lioness (Savannah)

Nether hound (Cairn Valley)

**Level 33**

Pygmy Elephants (Bamboo Forest) (Can also be used as a ride)

- When I tamed this animal, it had 524 hit points, but only 100 movement points.
- This animal has two special attacks against targets using it's trunk, and will attempt to attack its target 3-4 times per round.

**Level 35**

Cheetah (Savannah)

Shaggy buffalo (battlegrounds). Can mount.

Crimson-winged griffin (battlegrounds) – it floats! Can mount. Great for traveling!

**Level 40**

Python (Bamboo Forest) – has stun proc

Elephant (Savannah). Obvious size limitations.

Manta Ray (Aqua-gobs)

Flying snake (Cairn Valley). Is flying, so is easy on the moves and travels over water. Cannot mount. Breaths fireballs on enemies. Solid damage output.

#### **Level 45**

Giant Pandas (Bamboo Forest) Has size restrictions

Invisible direwolf (near entrance to Luerna)

#### **Level 50**

Dragon turtle

#### **Level 55**

Hippopotamus (Savannah)

A Great Glacial Serpent (Has Size Restrictions)

The Lion from PoD - you need to get a summons out, also need to be level 60 to enter POD.

Desert nightstalker (near cottonwood tree) – cannot swim. Has a special trip attack. Has a special electrical attack. Does standing MUTILATES damage.

#### **Level 60**

Shadow Wolf in training grounds - can't climb. You can mount him, but his moves are unimpressive. Over 1500 hp with tenacity on, however. (Thank you Ashera)

#### **Level 70**

Colossal Skliss – Does have some sliiiiiiiight size restrictions

Dark unicorn (black wastes)

#### **Level 75**

Snow-White Leopard (Frosties)

Cyan wolf (ahrimans)

#### **Level 80**

Red-Breasted Hawk (Titans)

Black Crab (Aqua Goblins) - only useful underwater \*\* if you tame, you can be summoned out of aqua goblins and it will follow you around.

Two-tailed Fox Kitten (Ahriman's Academy) - turns into A Powerful Two-tailed Demon Fox if you snap your fingers

Shaggy wolf (slens – level 2, need to calm him first) - [ 80 Mob Wlf ] a shaggy grey wolf 1354/1784 320/320 200/200 0

### Bard Instruments

- simple wooden harp – detect magic
- guilded harp – detect magic
- harp of fine vaasa oak – displace
- simple horn - flavor text displayed, no noticeable affect
- golden horn – (you feel tough) – thinking +1 con
- reed flute – flavor text displayed, no noticeable affect
- silver flute – flavor text displayed, no noticeable affect
- war drum – (angry) holy wrath
- lute of the howling north – flavor text displayed, no noticeable affect
- delicate glass whistle of bull headedness - +str,+con,-wis
- mystical horn - ????
- small drum - ????
- small silver whistle - ???
- silver-chased horn of battle - ???

### Ent Lawful Good Warrior Equipment Progression

Assumption is warrior is of lawful good alignment and that warrior will be using two handed weapons.

Body Location	Layer	Item
floating nearby	base	gem of brightness (lvl 45) or orb of celestial light (lvl 80)
right hand finger	base	cyrstal ring (lvl 13) > ebony ring (lvl 30) > diamond ring of strength (lvl 40) > black opal ring (lvl 45)
	over	orichalcum ring (lvl1)
	top	silver ring (lvl1)

left hand finger	base	cyrstal ring (lvl13) > ebony ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45)
	over	orichalcum ring (lvl1) > lustrous emerald ring (lvl 75)
	top	silver ring (lvl1)
worn around neck	bottom	spiked ivory collar (lvl 40) > spiked leather collar (lvl 65)
	base	necklace of mystic strength (lvl20) > sash of the palace guard of honor (lvl 50)
	under	Pebble necklace (lvl 5) > amulet of the drowned sailor (lvl70)
	over	Bone cameo (lvl 20) > amulet of cheetah teeth (lvl33)
	top	lapis lazuli pendant (lvl10) > twisted wooden amulet (lvl 60)
worn on body	under	blue-threaded white torso pad (lvl20) > dark silk torso pad (lvl 60)
	base	bronze breastplate (lvl 20) > iron plate cuirass > mithril cuirass > ethereal breastplate (lvl 65)
	over	Cloak of nobility (lvl 15) > cloak of battle frenzy (lvl 35) > shawl of fanaticism (lvl50)
worn on head	bottom	sea green earrings > pike tooth ear stud (lvl 10)
	under	draconic circlet (lvl 30) > adamantine chainmail cowl (lvl 65)
	base	cap of endurance (lvl 25) > cap of infinity (lvl 75)

	over	helm of light (lvl 20) > helm of battle toughness (lvl 50) > greathelm of authority (lvl 80)
	top	Iron crown (lvl15) > giant ring of silver (lvl 45)
worn on legs	under	blue-threaded white leg pads (lvl 20)
	base	black steel chainmail leggings > spiked white greaves (lvl 65)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50)
worn on feet	bottom	flowered ankle bracelets (lvl 5)
	under	woolen socks (lvl 1) > pair of grey scaled stockings (lvl 45) > pair of patchwork trollskin socks (lvl 64)
	base	Spike heeled boots (lvl 15) > yeti hide boots (lvl 40) > ivory boots (lvl 50)
	over	glass-scale anklet (lvl 5)
	top	anklet of battle (lvl 30)
worn on hands	base	icy-white gloves (lvl 15) > white dragonscale gauntlets (lvl 33) > gauntlets of might (lvl 35) > silver gauntlets (lvl 70)
worn on arms	under	blue-threaded white forearm pads (lvl 20)
	base	black steel chainmail sleeves (lvl 30) > mithril plate rerebraces (lvl 45) > spiked white arm guards (lvl 65)
worn about waist	under	grey sash (lvl 20) > black sash (lvl 50) > amber-studded bark sash (lvl 50) > crimson warrior's sash (lvl 75)
	base	Weight belt (lvl 20) > bone girth of increased body (lvl 35) > silver linked belt

		(lvl 40) > girdle of frost giant strength (lvl 50) > belt of the winds (lvl 60)
	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1)
right wrist	base	Diamond encrusted bracer (lvl 25) > crystal bracer (lvl 45)
	over	Golden bracelet of striking (lvl 15) > black opal bracelet (lvl 45) > ethereal bracelet (lvl 70)
left wrist	base	Diamond encrusted bracer (lvl 25) > iron-laced bone bracer (lvl 40) > pit fighter's bracer (lvl 75)
	over	Golden bracelet of striking (lvl 15) > black opal bracelet (lvl 45) > ethereal bracelet (lvl 70)
right hand	base	Elven longsword (lvl 15) > notched falchion (lvl 25) > mithril two handed sword (lvl 40) > ceremonial halberd (lvl 45) > Silver-blue Zweihander 'Reconciliation' (lvl 55) > adamantine claymore 'Widowmaker' (lvl 70) > heavy adamantine voulge (lvl 75) > titanium naginata (lvl 80)

### Ogre Lawful Evil Warrior Equipment Progression

Assumption is warrior is of lawful evil alignment and that warrior will be using two handed weapons.

Body Location	Layer	Item
floating nearby	base	gem of brightness (lvl45)
	over	darkgem (lvl 60)
right hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or ebony and ivory or

		steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45)
	under	serpent-shaped ring (lvl 40)
	over	orichalcum ring (lvl1)
	top	silver ring (lvl1)
left hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or ebony and ivory or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45)
	under	intricate ring of interwoven electrum (lvl 10)
	over	orichalcum ring (lvl 1) > lustrous emerald ring (lvl 75)
	top	silver ring (lvl1)
worn around neck	bottom	bronze collar (lvl 1) > sea star pendant (lvl 15) > yellow wraithstone collar (lvl 30) > spiked ivory collar (lvl40) > spiked leather collar (lvl 65)
	base	spring pearl necklace (lvl 3) > shell or goblin ear necklace (lvl 5) > shark tooth necklace (lvl 10) > necklace of mystic strength (lvl20) > ascot (lvl 25) > sash of the palace guard of honor (lvl 50)
	under	pebble necklace (lvl 5) > amulet of the drowned sailor (lvl 70)
	over	skull pendant (lvl 10) > bone cameo (lvl 20) > amulet of cheetah teeth or amulet of cheetah and panda teeth (lvl 33) > necklace of golden hair (lvl 75)
	top	lapis lazuli pendant (lvl10) > twisted wooden amulet (lvl 60)



worn on body	under	studded quilted torso pad (lvl 1) > blue-threaded white torso pad (lvl20) > blue demon hide torso pad (lvl 40) > dark silk torso pad (lvl 60) > fae-fused torso pad (lvl 70)
	base	leather jerkin (lvl 1) > bronze breastplate (lvl 20) > iron platemail breastplate (lvl 25) > steel platemail breastplate or suit of black steel chainmail (lvl 30) > mithril cuirass (lvl 45) > ceremonial armor (lvl65) > vulcanized adamantine cuirass (lvl 75)
	over	claad sash (lvl 5) > set of runed, bloody torturer's robes (lvl 15) > cloak of battle frenzy (lvl 35)> *cloak of displacement (lvl 40) > shawl of fanaticism (lvl50)> white cloak of leadership (lvl 65) >*cloak of flames (lvl 80)
	top	cape of the naraki guard (lvl 40)
worn on head	bottom	sea green earrings (lvl 1) > small amethyst earrings (lvl 5) >pike tooth ear stud (lvl 10)
	under	spectacles (lvl 1) > draconic circlet (lvl 30) > adamantine chainmail cowl (lvl 65)
	base	hard leather cap (lvl 1) > cap of endurance (lvl 25) > cap of infinity (lvl 75)
	over	cabasset helmet (lvl 1) > helm of darkness (lvl 20) > helm of battle toughness (lvl 50) > greathelm of authority (lvl 80)
	top	blue ulanna jay feather (lvl 5) > iron crown (lvl 15) > giant ring of silver (lvl 45) > crown of the martyr (lvl 75) > giant titanium signet ring (lvl 85)
worn on legs	bottom	pair of lacy satin panties (lvl 35)
	under	studded quilted leg pads (lvl 1) > blue-threaded white leg pads (lvl 20) > blue

		demon hide leg pad (lvl 40) > fae-fused leg pads (lvl 70) > double layer silk leg pads (lvl 75)
	base	studded leather leggings (lvl 5) > black steel chainmail leggings (lvl 30) > spiked black greaves (lvl 65)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50) > crude obsidian linked skirt (lvl 60)
worn on feet	bottom	flowered ankle bracelets (lvl 5)
	under	woolen socks (lvl 1) > pair of grey scaled stockings (lvl 45) > pair of patchwork trollskin socks (lvl 64)
	base	high hard boots (lvl 5) > spike heeled boots (lvl 15) > yeti hide boots (lvl 40) > ivory boots (lvl 50)
	over	glass-scale anklet (lvl 5)
	top	pair of bronze spurs (lvl 10) > anklet of battle (lvl 30)
worn on hands	base	icy-white gloves (lvl 15) > white dragonscale gauntlets (lvl 33) > gauntlets of might (lvl 35)
	top	fake claws (lvl 1)
worn on arms	under	studded quilted forearm pads (lvl 1) > blue-threaded white forearm pads (lvl 20) > demon hide arm pads (lvl 40) > fae-fused forearm pads (lvl 70) > double layer silk arm pads (lvl 75)
	base	black steel chainmail sleeves (lvl 30) > mithril plate rerebraces (lvl 45) > spiked black arm guards (lvl 65)

	top	midnight-black armband of morkith (lvl 50)
worn about waist	under	grey sash (lvl 20) > black sash (lvl 50) > crimson warrior's sash (lvl 75)
	base	wide leather belt (lvl 1) > rabbit skin belt (lvl 3) > weight belt (lvl 20) > bone girth of increased body (lvl 35) > silver linked belt (lvl 40) > girdle of frost giant strength (lvl 50) > belt of the winds (lvl 60) > belt of demonic fortitude (lvl 70)
	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1)
right wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > crystal bracer (lvl 45) > slate, grey bracer (lvl 70)
	over	golden bracelet of striking (lvl 15) > black opal bracelet (lvl 45) > deathstone bracelet (lvl 60)
	under	tracking bracelet
left wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > iron-laced bone bracer (lvl 40) > pit fighter's bracer (lvl 75)
	over	golden bracelet of striking (lvl 15) > *xanas lotus bracelet (lvl 35) > black opal bracelet (lvl 45) > deathstone bracelet (lvl 60)
right hand (TWO HANDERS)	base	large bronze warhammer (lvl 1) > old battered iron broadsword (lvl 10) > elven longsword (lvl 15) > dark steel broadsword (lvl 20) > notched falchion (lvl 25) > glaive 'iceflame' (lvl 30) > dark claymore (lvl 35) > mithril two handed

		sword (lvl 40) > ceremonial halberd (lvl 45) > long spear 'uncouth' (lvl 48) > silver-blue zweihander 'reconciliation' (lvl 55) > etched, ornate steel halberd (lvl 65) > adamantine claymore 'widowmaker' or the great pike 'arcane knight' (lvl 70) > heavy adamantine voulge (lvl 75) > titanium naginata or great adamantine two-handed mace 'terminus' (lvl 80)
right hand (ONE HANDERS)	base	large bronze warhammer (lvl 1) > old battered iron broadsword (lvl 10) > elven longsword (lvl 15) > dark steel broadsword (lvl 20) > notched falchion (lvl 25) > wasp-sting rapier (lvl 30) > ancient double-bladed axe (lvl 35) > double-headed spear 'gnomethrust' (lvl 40) > bastard sword 'flamerift' or bastard sword 'blackblade' (lvl 45) > battle axe 'silverbolt' (lvl 50) > mithril-tipped spear 'ogrebane' or forked spear 'syfmr' (lvl 55) > flaming longsword 'flame tongue' or sword of destiny or ice axe 'frostreaver' (lvl 60) > bloody meat cleaver or spear 'intimidator' or sword of glory (lvl 70) > sword of might (lvl 75) or sword of the elements > titanium longsword (lvl 80)
Left hand	over	medium shield (lvl 1) > tortoise shell shield (lvl 5) > shield of resilience (lvl 20) > heraldic shield (lvl 25) > dragon hide shield (lvl 30) > shield of invincibility (lvl 70) > tear-shaped dragonscale shield (lvl 78)
	base	rabbits foot (lvl 1) > owlbear claw (lvl 15) > ettercap claw (lvl 30) > crystalline dodecahedron (lvl 45) > vibrant ruby or crimson seal (lvl 60) > tenacious

		sergeant's clutch (lvl 75) or ancient sextant (lvl 80)
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### Goblin Lawful Evil Paladin Equipment Progression

Assumption is warrior is of lawful evil alignment and that warrior will be using two handed weapons.

Body Location	Layer	Item
floating nearby	base	gem of brightness (lvl45)
	over	darkgem (lvl 60)
right hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or ebony and ivory or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45) > ring 'Orphan-Maker' (lvl 55)
	under	serpent-shaped ring (lvl 40)
	over	orichalcum ring (lvl1)
	top	silver ring (lvl1)
	bottom	ring of electric resistance (lvl 40)
left hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or ebony and ivory or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45)
	under	intricate ring of interwoven electrum (lvl 10)
	over	orichalcum ring (lvl 1) > lustrous emerald ring (lvl 75)
	top	silver ring (lvl1)
worn around neck	bottom	bronze collar (lvl 1) > sea star pendant (lvl 15) > yellow wraithstone collar (lvl 30) > spiked ivory collar (lvl40) > collar of the elite guard (lvl 55) > spiked leather collar (lvl 65)

	base	spring pearl necklace (lvl 3) > shell necklace (lvl 5) > shark tooth necklace (lvl 10) > necklace of mystic strength (lvl20) > ascot (lvl 25) > sash of the palace guard of honor (lvl 50)
	under	pebble necklace (lvl 5) > amulet of the drowned sailor (lvl 70)
	over	skull pendant (lvl 10) > bone cameo (lvl 20) > amulet of cheetah teeth or amulet of cheetah and panda teeth (lvl 33) > yellow beak amulet (lvl 40) > necklace of golden hair (lvl 75)
	top	lapis lazuli pendant (lvl10) or talisman of deepwater (lvl 20) > sapphire pendant of courage (lvl 30) > twisted wooden amulet (lvl 60)
worn on body	under	studded quilted torso pad (lvl 1) > blue-threaded white torso pad (lvl20) > blue demon hide torso pad (lvl 40) > dark silk torso pad (lvl 60) > fae-fused torso pad (lvl 70)
	base	leather jerkin (lvl 1) > bronze breastplate (lvl 20) > iron platemail breastplate (lvl 25) > steel platemail breastplate or suit of black steel chainmail (lvl 30) > mithril plate cuirass (lvl 45) > ceremonial armor (lvl65) > vulcanized adamantine cuirass (lvl 75)
	over	claad sash (lvl 5) > set of runed, bloody torturer's robes (lvl 15) > cloak of battle frenzy (lvl 35)> *cloak of displacement (lvl 40) > shawl of fanaticism (lvl50)> white cloak of leadership (lvl 65) >*cloak of flames (lvl 80)
	top	cape of the naraki guard (lvl 40)

worn on head	bottom	sea green earrings or silver hoop earring (lvl 1) > small amethyst earrings (lvl 5) >pike tooth ear stud (lvl 10)
	under	spectacles (lvl 1) > harlequin mask (lvl 10) > draconic circlet (lvl 30) > cowl of silvery chainmail (lvl 45) > cowl of divine fury (lvl 65)
	base	hard leather cap (lvl 1) > cap of endurance (lvl 25) > pointy red gnomish cap (lvl 35) > cap of rigor or determination (lvl 40) > cap of infinity (lvl 75)
	over	cabasset helmet (lvl 1) > helm of darkness (lvl 20) > helm of battle toughness or helm of divine protection (lvl 50) > crimson crusader helm (lvl 75) > greathelm of authority (lvl 80)
	top	blue ulanna jay feather (lvl 5) > iron crown (lvl 15) > giant ring of silver (lvl 45) > crown of the martyr (lvl 75) > giant titanium signet ring (lvl 85)
worn on legs	bottom	pair of lacy satin panties (lvl 35)
	under	studded quilted leg pads (lvl 1) > blue-threaded white leg pads (lvl 20) > blue demon hide leg pad (lvl 40) > fae-fused leg pads (lvl 70) > double layer silk leg pads (lvl 75)
	base	studded leather leggings (lvl 5) > black steel chainmail leggings (lvl 30) > spiked black greaves (lvl 65)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50) > engemmed mithril plate skirt (lvl 62)

	top	fake dragon tail (lvl 1) > tassets of the black night (lvl 60)
worn on feet	bottom	flowered ankle bracelets (lvl 5) > herbal anklets (lvl 40)
	under	woolen socks (lvl 1) > pair of grey scaled stockings (lvl 45) > pair of patchwork trollskin socks (lvl 64)
	base	high hard boots (lvl 5) > spike heeled boots (lvl 15) > yeti hide boots (lvl 40) > ivory boots (lvl 50) > treads of the gate binder (lvl 80)
	over	glass-scale anklet (lvl 5)
	top	pair of bronze spurs (lvl 10) > anklet of battle (lvl 30)
worn on hands	base	icy-white gloves (lvl 15) > white dragonscale gauntlets (lvl 33) > gauntlets of might (lvl 35) > silver gauntlets (lvl 70)
	top	fake claws (lvl 1)
	under	pathwalker gloves (lvl 55)
worn on arms	under	studded quilted forearm pads (lvl 1) > blue-threaded white forearm pads (lvl 20) > demon hide arm pads (lvl 40) > fae-fused forearm pads (lvl 70) > double layer silk arm pads (lvl 75)
	base	black steel chainmail sleeves (lvl 30) > mithril plate rerebraces (lvl 45) > spiked black arm guards (lvl 65)
	top	midnight-black armband of morkith (lvl 50)
	over	worn leather satchel (lvl 1)
worn about waist	under	grey sash (lvl 20) > black sash (lvl 50)



	base	wide leather belt (lvl 1) > rabbit skin belt (lvl 3) > weight belt (lvl 20) > bone girth of increased body (lvl 35) > silver linked belt (lvl 40) > girdle of frost giant strength (lvl 50) > belt of the winds (lvl 60) > belt of demonic fortitude (lvl 70)
	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1)
right wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > crystal bracer (lvl 45) > polished, golden-edged steel bracer (lvl 50) > slate, grey bracer (lvl 70)
	over	golden bracelet of striking (lvl 15) > black opal bracelet (lvl 45) > tiger-eye bracelet (lvl 55) > deathstone bracelet (lvl 60)
	under	tracking bracelet (lvl 1)
left wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > iron-laced bone bracer (lvl 40) > polished, golden-edged steel bracer (lvl 50) > pit fighter's bracer (lvl 75)
	over	golden bracelet of striking (lvl 15) > xanas lotus bracelet (lvl 35) > black opal bracelet (lvl 45) > tiger-eye bracelet (lvl 55) > deathstone bracelet (lvl 60)
	top	delicate silver charm bracelet (lvl 20)

right hand (TWO HANDERS)	base	glaive 'iceflame' (lvl 30) > dark claymore (lvl 35) > mithril two handed sword (lvl 40) > ceremonial halberd (lvl 45) > longsphear 'uncouth' (lvl 48) > silver-blue zweihander 'reconciliation' (lvl 55) > maul of the defender (lvl 60) > etched, ornate steel halberd (lvl 65) > adamantine claymore 'widowmaker' or the halberd 'Salvation' (lvl 70) > <del>heavy adamantine voulge (lvl 75)</del> > titanium naginata or great adamantine two-handed mace 'terminus' (lvl 80)
right hand (ONE HANDERS)	base	large bronze warhammer (lvl 1) > old battered iron broadsword (lvl 10) > elven longsword (lvl 15) > dark steel broadsword (lvl 20) > notched falchion (lvl 25) > wasp-sting rapier (lvl 30) > ancient double-bladed axe (lvl 35) > double-headed spear 'gnomethrust' (lvl 40) > bastard sword 'flamerift' (45) > battle axe 'silverbolt' (lvl 50) > mithril-tipped spear 'ogrebane' or forked spear 'syfnr' (lvl 55) > flaming longsword 'flame tongue' or sword of destiny or ice axe 'frostreaver' (lvl 60) > bloody meat cleaver or spear 'intimidator' or sword of glory (lvl 70) > sword of might (lvl 75) or sword of the elements > titanium longsword > battle axe 'flashstrike' (lvl 80)
Left hand	over	medium shield (lvl 1) > tortoise shell shield (lvl 5) > Medienne Knight's Shield (lvl 10) > shield of resilience (lvl 20) > heraldic shield (lvl 25) > dragon hide shield (lvl 30) > spirit shield or joust champions shield (lvl 50) > shield of invincibility or fae champion's shield (lvl

		70) > tear-shaped dragonscale shield (lvl 78)
	base	rabbits foot (lvl 1) > owlbear claw (lvl 15) > ettercap claw (lvl 30) > crystalline dodecahedron (lvl 45) > vibrant ruby or crimson seal (lvl 60) > ancient sextant (lvl 80)

### Human Lawful Evil Cleric Equipment Progression

Assumption is warrior is of lawful evil alignment and that warrior will be using two handed weapons.

Body Location	Layer	Item
floating nearby	base over	golden ball of light (lvl 27) > gem of brightness (lvl 45) darkgem (lvl 60)
right hand finger	base	crystal ring (lvl 13) > ebony ring or steel needle ring (lvl30) or ring of fortitude > diamond ring of strength (lvl40) > frost-covered ring (lvl 60) > ring of the magi (lvl 80)
	under	serpent-shaped ring (lvl 40)
	over	orichalcum ring (lvl1)
	top	silver ring (lvl1)
left hand finger	base	crystal ring (lvl 13) > ebony ring or steel needle ring (lvl30) or ring of fortitude > diamond ring of strength (lvl40) > frost-covered ring (lvl 60) > ring of the magi (lvl 80)
	over	orichalcum ring (lvl 1) > lustrous emerald ring (lvl 75)
	top	silver ring (lvl1)

worn around neck	bottom	bronze collar (lvl 1) > sea star pendant (lvl 15) > red wraithstone collar (lvl 25) > collar of attrition (lvl 70)
	base	shell necklace (lvl 5) > necklace of mystic strength (lvl20) > ascot (lvl 25) > rough electrum chain (lvl 30) > fine electrum chain (lvl 50)
	under	pebble necklace (lvl 5) > torque of the conjurer (lvl 30) > silvery silk scarf (lvl 50) > choker of awareness (lvl 80)
	over	bone cameo (lvl 20) > amulet of cheetah teeth (lvl 33) > necklace of holy shielding (lvl 35) > emerald star necklace (lvl 70)
	top	lapis lazuli pendant (lvl10) > golden locket or twisted wooden amulet (lvl 60)
worn on body	under	studded quilted torso pad (lvl 1) silk torsp pad (lvl 10) > blue-threaded white torso pad (lvl20) > blue demon hide torso pad (lvl 40) > dark silk torso pad (lvl 60) > fae-fused torso pad (lvl 70)
	base	Robe of regeneration (lvl 20) > scorched robe of zarander (lvl 30) > robes of intellect (lvl 60) > robe of the magi (lvl 80)
	over	claad sash (lvl 5) > white outer robe (lvl 20) > loose rune embroidered green robe (lvl 50) > outer robe of minotaur hair (lvl 60)
	top	old canvas backpack (lvl 1)
worn on head	bottom	sea green earrings (lvl 1) > pike tooth ear stud (lvl 10)
	under	mystic circlet (lvl 25) > dragon-clawed circlet (lvl 45) > spectacles of research (lvl 55) > spectacles of seeing (lvl 80)

	base	cap of endurance (lvl 25) > cap of infinity (lvl 75)
	over	helm of darkness (lvl 20) > helm of devine protection (lvl 50) > priestly mitre (lvl 60)
	top	iron crown (lvl 15) > ivy wreath (lvl 20) emerald tiara (lvl 30) > crown of the spirit (lvl 75)
worn on legs	under	studded quilted leg pads (lvl 1) silk pants (lvl 10) > fae-fused leg pads (lvl 70) > double layer silk leg pads (lvl 75)
	base	pair of dusky, black leggings (lvl 60)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50) > engemmed mithril plate skirt (lvl 62)
worn on feet	bottom	herbal anklets (lvl 40) > pair of silver-threaded anklets (lvl 60)
	under	woolen socks (lvl 1) > pair of electrum-woven wool socks (lvl 35)
	base	spike heeled boots (lvl 15) > pair of clawed black moccasins (lvl 30) > red, fur-lined boots (lvl 50)
	over	flowered ankle bracelets (lvl 5)
	top	anklet of battle / shining or shadowy anklet of battle (lvl 30)
worn on hands	base	icy-white gloves (lvl 15) > gauntlets of might (lvl 35) > gloves of enhancement (lvl 50) > medicant gauntlets (lvl 60)
worn on arms	under	studded quilted forearm pads (lvl 1) > silk arm pads (lvl 10) > fae-fused forearm pads (lvl 70) > double layer silk arm pads (lvl 75)

	base	sunstone armbands (lvl 25) > pair of dusky, black sleeves (lvl 60)
	top	midnight-black armband of morkith (lvl 50)
worn about waist	under	grey sash (lvl 20) > black silk sash (lvl 35)
	base	weight belt (lvl 20) > bone girth of increased body (lvl 35) ritual dagger of eternal night (lvl 40) > girdle of frost giant strength (lvl 50) > giant electrum signet ring (lvl 85)
	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1)
right wrist	base	gem-encrusted bracer (lvl 10) > feathered bracer (lvl 30) > rash-ker's vambrace (lvl 55)
	over	golden bracelet of striking (lvl 15) > runed bracelet of the elders (lvl 30) > gemstone bracelet (lvl 70)
left wrist	base	gem-encrusted bracer (lvl 10) > feathered bracer (lvl 30) > rash-ker's vambrace (lvl 55)
	over	golden bracelet of striking (lvl 15) > coral and pearl bracelet (lvl 20) > xanas lotus bracelet (lvl 35) > gemstone bracelet (lvl 70)
right hand	base	great iron mace (lvl 10) > flanged battle mace (lvl 15) > mace of darkness (lvl 30) > krynite morningstar 'darkstar' (lvl 60) > titanium mace (lvl 80)

left hand	base	owlbear claw or small drake skull (lvl 15) > ettercap claw (lvl 30) > book of the ages (lvl 60)
	over	shield of resilience (lvl 10) > spirit shield (lvl 50) > coral shield of rejuvenation (lvl 60) > fae champion's shield (lvl 70)

### Goblin Lawful Evil Monk Equipment Progression

Body Location	Layer	Item
floating nearby	base	gem of brightness (lvl 45)
	over	darkgem (lvl 60)
right hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45)
	under	serpent-shaped ring (lvl 40)
	over	orichalcum ring (lvl1)
	top	silver ring (lvl1)
left hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45)
	over	emerald ring or orichalcum ring (lvl 1) > lustrous emerald ring (lvl 75)
	top	silver ring (lvl1)
worn around neck	bottom	<del>bronze collar (lvl 1)</del> > sea star pendant (lvl 15) > yellow wraithstone collar (lvl 30) > spiked ivory collar (lvl40) > spiked leather collar (lvl 65)

	base	spring pearl necklace (lvl 3) > shell necklace (lvl 5) > shark tooth necklace (lvl 10) > necklace of mystic strength (lvl20) > ascot (lvl 25) > sash of the palace guard of honor (lvl 50)
	under	pebble necklace (lvl 5) > amulet of the drowned sailor (lvl 70)
	over	skull pendant (lvl 10) > bone cameo (lvl 20) > amulet of cheetah teeth or amulet of cheetah and panda teeth (lvl 33) > necklace of golden hair (lvl 75)
	top	lapis lazuli pendant (lvl 10) or talisman of deepwater (lvl20) > sapphire pendant of courage (lvl30) > twisted wooden amulet (lvl 60)
worn on body	under	studded quilted torso pad (lvl 1) silk torso pad (lvl 10) > blue-threaded white torso pad (lvl20) > blue demon hide torso pad (lvl 40) > torso pad of the deliberate mind (lvl 50) > dark silk torso pad (lvl 60) > fae-fused torso pad (lvl 70)
	base	black robe of rat'ka (lvl 10) > mottled green vest (lvl 25) or scorched robe of zarander (lvl 30) or yeti hide jacket (lvl 35) > ethereal dragon vest (lvl 40) > red leather breastplate (lvl 65)
	over	claad sash (lvl 5) > set of runed, bloody torturer's robes (lvl 15) > cloak of battle frenzy (lvl 35)> *cloak of displacement (lvl 40) > shawl of fanaticism (lvl50)> white cloak of leadership (lvl 65)
	top	Cape of the Naraki guard (lvl 40)
worn on head	bottom	sea green earrings or silver hoop earring (lvl 1) > small amethyst earrings (lvl 5) >pike tooth ear stud (lvl 10)



	under	spectacles (lvl 1) > harlequin mask (lvl 10) > draconic circlet (lvl 30)
	base	hard leather cap (lvl 1) > cap of endurance (lvl 25) > pointy red gnomish cap (lvl 35) > cap of infinity (lvl 75)
	over	<del>casasat helmet (lvl 1) &gt; helm of darkness</del> (lvl 20) > oddly shaped hat? > orange headband (lvl 40)
	top	blue ulanna jay feather (lvl 5) > <del>iron</del> <del>crown (lvl 15)</del> > crown of s'aark (lvl 10) > giant ring of silver (lvl 45) or crown of the martyr (lvl 75) > giant titanium signet ring (lvl 85)
worn on legs	under	studded quilted leg pads (lvl 1) silk pants (lvl 10) > fae-fused leg pads (lvl 70) > double layer silk leg pads (lvl 75)
	base	pair of mottled green leggings (lvl 25) > pair of ethereal dragon scale leggings (lvl 40) > pair of red leather leggings (lvl 65)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50) > <del>engemmed mithril plate skirt (lvl</del> <del>62)</del>
worn on feet	bottom	flowered ankle bracelets (lvl 5) > herbal anklets (lvl 40)
	under	woolen socks (lvl 1) > pair of grey scaled stockings (lvl 45) > pair of patchwork trollskin socks (lvl 64)
	base	Soft, low high boots (lvl 1) > high hard boots (lvl 5) > spike heeled boots (lvl 15) > yeti hide boots (lvl 40) > ivory boots (lvl 50)
	over	glass-scale anklet (lvl 5)

	top	<del>pair of bronze spurs (lvl 10)</del> > anklet of battle (lvl 30)
worn on hands	base	icy-white gloves (lvl 15) > white dragon scale gauntlets (lvl 33) or gauntlets of might (lvl 35) > fate gripper gauntlets (lvl 80)
worn on arms	under	studded quilted forearm pads (lvl 1) > blue-threaded white forearm pads (lvl 20) > demon hide arm pads (lvl 40) > fae-fused forearm pads (lvl 70) > double layer silk arm pads (lvl 75)
	base top	pair of mottled green sleeves (lvl 25) > pair of ethereal dragon scale sleeves (lvl 40) > pair of red leather sleeves (lvl 65)  midnight-black armband of morkith (lvl 50)
worn about waist	under	grey sash (lvl 20) > black sash (lvl 50)
	base	wide leather belt (lvl 1) > rabbit skin belt (lvl 3) > clawed leather belt (lvl 7) or weight belt (lvl 20) or red leather belt (lvl 25) > <del>bone girth of increased body (lvl 35)</del> > <del>silver linked belt (lvl 40)</del> > elf skull belt (lvl 50) > girdle of frost giant strength (lvl 50) > belt of the winds (lvl 60) > belt of demonic fortitude (lvl 70)
	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1)
right wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > crystal bracer (lvl 45) > stitched silken bracer of the quiet master (lvl 50) > slate, grey bracer (lvl 70)

	over	golden bracelet of striking (lvl 15) > black opal bracelet (lvl 45) > deathstone bracelet (lvl 60)
left wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > iron-laced bone bracer (lvl 40) > stitched silken bracer of the quiet master (lvl 50) > pit fighter's bracer (lvl 75)
right hand	base	brass knuckles (lvl 1) > kestrel claw (lvl 5) > serpentman's claw (lvl 10) > lion claw (lvl 15) > bladed battle tools (lvl 20) > lammasu claw (lvl 26) > Fiery claws (30) > Clawed gauntlets (lvl 35) > silver talons (lvl 45) > punch dagger (lvl 50) > palmrake (lvl 55) > bear paw (lvl 60) > finger-knives (lvl 70) > spiked adamantine knuckles or metallic fist (lvl 75) > titanium forearm (lvl 80)
left hand	base	rabbit foot (lvl 1) > clawed scepter (lvl 13) > owlbear claw (lvl 15) > diamond scepter (lvl 20) > ettercap claw (lvl 30) > clawed gauntlets (lvl 35) > adamantine knuckles (lvl 50) > palmrake (lvl 55) > bear paw (lvl 60) > finger-knives (lvl 70) > runed nekode (lvl 80)

### Goblin Neutral Evil Druid Equipment Progression

Body Location	Layer	Item
floating nearby	base	gem of brightness (lvl 45)
	over	darkgem (lvl 60)
right hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or steel needle ring

	under	(lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45)  serpent-shaped ring (lvl 40)
	over	orichalcum ring (lvl1)
	top	silver ring (lvl1)
left hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45)
	over	orichalcum ring (lvl 1) > lustrous emerald ring (lvl 75)
	top	silver ring (lvl1)
worn around neck	bottom	<del>bronze collar (lvl 1)</del> > sea star pendant (lvl 15) > yellow wraithstone collar (lvl 30) > spiked ivory collar (lvl40) > collar of the elite guard (lvl 55) > spiked leather collar (lvl 65)
	base	spring pearl necklace (lvl 3) > shell necklace (lvl 5) > shark tooth necklace (lvl 10) > necklace of mystic strength (lvl20) > ascot (lvl 25) > sash of the palace guard of honor (lvl 50)
	under	pebble necklace (lvl 5) > amulet of the drowned sailor (lvl 70)
	over	skull pendant (lvl 10) > bone cameo (lvl 20) > amulet of cheetah teeth or amulet of cheetah and panda teeth (lvl 33) > necklace of golden hair (lvl 75)
	top	lapis lazuli pendant (lvl10) or talisman of deepwater (lvl20) > sapphire pendant of courage (lvl30) > twisted wooden amulet (lvl 60)

worn on body	under	studded quilted torso pad (lvl 1) silk torso pad (lvl 10) > blue-threaded white torso pad (lvl20) > blue demon hide torso pad (lvl 40) > dark silk torso pad (lvl 60) > fae-fused torso pad (lvl 70)
	base	black robe of rat'ka (lvl 10) > mottled green vest (lvl 25) or scorched robe of zarander (lvl 30) or yeti hide jacket (lvl 35) > ethereal dragon vest (lvl 40) > red leather breastplate (lvl 65)
	over	claad sash (lvl 5) > set of runed, bloody torturer's robes (lvl 15) > cloak of battle frenzy (lvl 35)> *cloak of displacement (lvl 40) > shawl of fanaticism (lvl50)> white cloak of leadership (lvl 65)
	top	Cape of the Naraki guard (lvl 40)
worn on head	bottom	sea green earrings or silver hoop earring (lvl 1) > small amethyst earrings (lvl 5) >pike tooth ear stud (lvl 10)
	under	spectacles (lvl 1) > clawed circlet (lvl 5) > draconic circlet (lvl 30)
	base	hard leather cap (lvl 1) > skullcap of mana focusing (lvl 10) > cap of endurance (lvl 25) > pointy red gnomish cap (lvl 35) > cap of infinity (lvl 75)
	over	<del>cabasset helmet (lvl 1) &gt; helm of darkness (lvl 20)</del> >oddly shaped hat? > orange headband (lvl 40)
	top	blue ulanna jay feather (lvl 5) > <del>iron crown (lvl 15)</del> > crown of s'aark (lvl 10) > giant ring of silver (lvl 45) or crown of the martyr (lvl 75) > giant titanium signet ring (lvl 85)

worn on legs	under	studded quilted leg pads (lvl 1) silk pants (lvl 10) > fae-fused leg pads (lvl 70) > double layer silk leg pads (lvl 75)
	base	pair of mottled green leggings (lvl 25) > pair of ethereal dragon scale leggings (lvl 40) > pair of red leather leggings (lvl 65)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50) > <del>engemmed mithril plate skirt (lvl 62)</del>
worn on feet	bottom	flowered ankle bracelets (lvl 5) > herbal anklets (lvl 40)
	under	woolen socks (lvl 1) > pair of grey scaled stockings (lvl 45) > pair of patchwork trollskin socks (lvl 64)
	base	Soft, low high boots (lvl 1) > high hard boots (lvl 5) > spike heeled boots (lvl 15) > yeti hide boots (lvl 40) > ivory boots (lvl 50)
	over	glass-scale anklet (lvl 5)
	top	<del>pair of bronze spurs (lvl 10)</del> > anklet of battle (lvl 30)
worn on hands	base	icy-white gloves (lvl 15) > white dragon scale gauntlets (lvl 33) or gauntlets of might (lvl 35) > fate gripper gauntlets (lvl 80)
worn on arms	under	studded quilted forearm pads (lvl 1) > blue-threaded white forearm pads (lvl 20) > demon hide arm pads (lvl 40) > fae-fused forearm pads (lvl 70) > double layer silk arm pads (lvl 75)
	base top	pair of mottled green sleeves (lvl 25) > pair of ethereal dragon scale sleeves (lvl 40) > pair of red leather sleeves (lvl 65)

		midnight-black armband of morkith (lvl 50)
worn about waist	under	grey sash (lvl 20) > black sash (lvl 50)
	base	wide leather belt (lvl 1) > rabbit skin belt (lvl 3) > clawed leather belt (lvl 7) or weight belt (lvl 20) or red leather belt (lvl 25) > <del>bone girth of increased body (lvl 35)</del> > <del>silver linked belt (lvl 40)</del> > elf skull belt (lvl 50) > girdle of frost giant strength (lvl 50) > belt of the winds (lvl 60) > belt of demonic fortitude (lvl 70)
	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1)
right wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > crystal bracer (lvl 45) > stitched silken bracer of the quiet master (lvl 50) > slate, grey bracer (lvl 70)
	over	golden bracelet of striking (lvl 15) > black opal bracelet (lvl 45) > deathstone bracelet (lvl 60)
left wrist	base	
		smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > iron-laced bone bracer (lvl 40) > stitched silken bracer of the quiet master (lvl 50) > pit fighter's bracer (lvl 75)
right hand	base	brass knuckles (lvl 1) > kestrel claw (lvl 5) > serpentman's claw (lvl 10) > lion claw (lvl 15) > bladed battle tools (lvl 20) > lammasu claw (lvl 26) > Fiery claws (30) > Clawed gauntlets (lvl 35) > silver talons (lvl 45) > punch dagger (lvl 50) >

		palmrake (lvl 55) > bear paw (lvl 60 > finger-knives (lvl 70) > spiked adamantine knuckles or metallic fist (lvl 75) > titanium forearm (lvl 80)
left hand	base	rabbit foot (lvl 1) > clawed scepter (lvl 13) > owlbear claw (lvl 15) > diamond scepter (lvl 20) > ettercap claw (lvl 30) > clawed gauntlets (lvl 35) > adamantine knuckles (lvl 50) > palmrake (lvl 55) > bear paw (lvl 60) > finger-knives (lvl 70) > runed nekode (lvl 80)

### Goblin Lawful Evil Mage Equipment Progression

Body Location	Layer	Item
floating nearby	base	golden ball of light (lvl 13) > shimmering ball of mage-light (lvl 60)
	over	darkgem (lvl 60)
right hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > silver and pearl ring (lvl 25) > runed ring of electrum (lvl 35) > frost-covered ring (lvl 60) > ring of the magi (lvl 80)
	under	serpent-shaped ring (lvl 40)
	over	orichalcum ring (lvl1) > jasper ring of might and power (lvl 30)
	top	silver ring (lvl1)
left hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > silver and pearl ring (lvl 25) > runed ring of electrum (lvl 35) > frost-covered ring (lvl 60) > ring of the magi (lvl 80)



	over	orichalcum ring (lvl 1) > lustrous emerald ring (lvl 75)
	top	silver ring (lvl1)
worn around neck	bottom	sea star pendant (lvl 15) > yellow wraithstone collar (lvl 30) > spiked ivory collar (lvl40) > collar of the elite guard (lvl 55) > spiked leather collar (lvl 65) > collar of attrition (lvl 70)
	base	spring pearl necklace (lvl 3) > shell necklace (lvl 5) > shark tooth necklace (lvl 10) > necklace of mystic strength (lvl20) > ascot (lvl 25) > sash of the palace guard of honor (lvl 50)
	under	pebble necklace (lvl 5) > amulet of the drowned sailor (lvl 70)
	over	Frosted tanzanite necklace 'princess' (lvl 67)
	top	lapis lazuli pendant (lvl10) or talisman of deepwater (lvl20) > sapphire pendant of courage (lvl30) > golden locket (lvl 60)
worn on body	under	studded quilted torso pad (lvl 1) silk torso pad (lvl 10) > blue-threaded white torso pad (lvl20) > blue demon hide torso pad (lvl 40) > dark silk torso pad (lvl 60) > fae-fused torso pad (lvl 70)
	base	black robe of rat'ka (lvl 10) > mottled green vest (lvl 25) or scorched robe of zarander (lvl 30) > robes of intellect (lvl 60) > robe of study (lvl 80)
	over	claad sash (lvl 5) > set of runed, bloody torturer's robes (lvl 15) > furred cloak (lvl 34) > loose rune embroidered green robe (lvl 50) > thick, crimson cloak (lvl 75)
	top	cape of the Naraki guard (lvl 40)

worn on head	bottom	sea green earrings or silver hoop earring (lvl 1) > small amethyst earrings (lvl 5) > pike tooth ear stud (lvl 10)
	under	spectacles (lvl 1) > harlequin mask (lvl 10) > draconic circlet (lvl 30)
	base	hard leather cap (lvl 1) > cap of endurance (lvl 25) > pointy red gnomish cap (lvl 35) > cap of rigor (lvl 40) > cap of infinity (lvl 75)
	over	oddly shaped hat (lvl 30)
	top	crown of the sprit (lvl 75)
worn on legs	under	studded quilted leg pads (lvl 1) > silk pants (lvl 10) > fae-fused leg pads (lvl 70) > double layer silk leg pads (lvl 75)
	base	pair of mottled green leggings (lvl 25) > pair of ethereal dragon scale leggings (lvl 40) > pair of dusky, black leggings (lvl 60)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50)
worn on feet	bottom	flowered ankle bracelets (lvl 5) > herbal anklets (lvl 30)
	under	woolen socks (lvl 1) > pair of electrum-woven wool socks (lvl 35)
	base	Set of red, fur-lined boots (lvl 50)
	over	pair of flowered anklet bracelets (lvl 5)
	top	anklet of battle (lvl 30)
worn on hands	base	pair of soft, white furred gloves (lvl 25) > gloves of enhancement (lvl 50)
worn on arms	under	studded quilted forearm pads (lvl 1) > blue-threaded white forearm pads (lvl 20) > demon hide arm pads (lvl 40) > fae-

		fused forearm pads (lvl 70) > double layer silk arm pads (lvl 75)
	base	pair of mottled green sleeves (lvl 25) > pair of ethereal dragon scale sleeves (lvl 40) > pair of red leather sleeves (lvl 65)
	top	midnight-black armband of morkith (lvl 50)
worn about waist	under	grey sash (lvl 20) > contemplative verdigris sash (lvl 35)
	base	wide leather belt (lvl 1) > rabbit skin belt (lvl 3) > clawed leather belt (lvl 7) or weight belt (lvl 20) or red leather belt (lvl 25) > fiery red belt (lvl 30) > ritual dagger of eternal night (lvl 60) > giant electrum signet ring (lvl 85)
	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1)
right wrist	base	gem-encrusted bracer (lvl 10) > feathered bracer (lvl 30) > bracer of the emerald moon (lvl 55) or rash-ker's vambrace (lvl 55)
	over	coral and pearl bracelet (lvl 20) > eldritch bracelet (lvl 50) > gemstone bracelet (lvl 70)
left wrist	base	gem-encrusted bracer (lvl 10) > feathered bracer (lvl 30) > bracer of the emerald moon (lvl 55) or rash-ker's vambrace (lvl 55)
	over	coral and pearl bracelet (lvl 20) > eldritch bracelet (lvl 50) > gemstone bracelet (lvl 70)

right hand	base	emgemmed ash staff (lvl 5) > staff of fang (10) or jade dagger (lvl 11) > rosewood staff (lvl 15) > krynite staff (lvl 30) > staff of zarander (lvl 40) > staff of the stars (56) > cottonwood staff of detection (65) > staff of destiny (lvl 75) or leather whip of biting frost (lvl 75)
left hand	base	strand of twilight (lvl 7) > silver bauble (lvl 12) > small drake skull (lvl 15) > ivory sceptre (lvl 25) > fiery red sardius (lvl 35) > book of the ages (lvl 60) or scarlet chert (lvl 65)

### Goblin Neutral Evil Thief Equipment Progression

Assumption is warrior is of lawful evil alignment and that warrior will be using two handed weapons.

Body Location	Layer	Item
floating nearby	base	gem of brightness (lvl45)
	over	darkgem (lvl 60)
right hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or ebony and ivory or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45) > ring 'Orphan-Maker' (lvl 55)
	under	serpent-shaped ring (lvl 40)
	over	orichalcum ring (lvl1)
	top	silver ring (lvl1)
left hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or ebony and ivory or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45) > yellow topaz ring (lvl 50)
	under	intricate ring of interwoven electrum (lvl 10)

	over	orichalcum ring (lvl 1) > lustrous sapphire ring (lvl 75)
	top	silver ring (lvl1)
worn around neck	bottom	leather collar (lvl 1) > sea star pendant (lvl 15) > yellow wraithstone collar (lvl 30) > spiked ivory collar (lvl40) > spiked leather collar (lvl 65)
	base	spring pearl necklace (lvl 3) > shell necklace (lvl 5) > shark tooth necklace (lvl 10) > necklace of mystic strength (lvl20) > ascot (lvl 25) > sash of the palace guard of honor (lvl 50)
	under	pebble necklace (lvl 5) > amulet of the drowned sailor (lvl 70)
	over	skull pendant (lvl 10) > bone cameo (lvl 20) > amulet of cheetah teeth or amulet of cheetah and panda teeth (lvl 33) > necklace of golden hair (lvl 75)
	top	lapis lazuli pendant (lvl10) or talisman of deepwater (lvl20) > sapphire pendant of courage (lvl30) > hashishin's twisted wooden amulet or pendant of pride (lvl 60)
worn on body	bottom	set of reaper robes (lvl 1)
	under	studded quilted torso pad (lvl 1) > blue-threaded white torso pad (lvl20) > blue demon hide torso pad (lvl 40) > dark silk torso pad (lvl 60) > fae-fused torso pad (lvl 70)
	base	leather jerkin (lvl 1) > newtskin jacket (lvl 15) > mottled green vest (lvl 25) > yeti hide jacket (lvl 35) > ethereal dragon scale vest (lvl 40) > red leather breastplate (lvl 65) > robe of the sprite-

		guardian (71) or golden brown leather jerkin (lvl 75)
	over	claad sash (lvl 5) > set of runed, bloody torturer's robes (lvl 15) > cloak of battle frenzy (lvl 35) > *cloak of displacement (lvl 40) > shawl of fanaticism (lvl 50)
	top	cape of the naraki guard (lvl 40)
worn on head	bottom	sea green earrings or silver hoop earring (lvl 1) > small amethyst earrings (lvl 5) > pike tooth ear stud (lvl 10) > pair of feathered, rainbow-scaled earrings (lvl 40)
	under	spectacles (lvl 1) > harlequin mask (lvl 10) > draconic circlet (lvl 30) > mask of the phantasm (lvl 80)
	base	hard leather cap (lvl 1) > cap of endurance (lvl 25) > pointy red gnomish cap (lvl 35) > cap of rigor or determination (lvl 40) > cap of infinity (lvl 75)
	over	cabasset helmet (lvl 1) > oddly shaped hat (lvl 30) > hood of attuned senses (lvl 50) > hood 'Shadow-Heart' (lvl 70)
	top	blue ulanna jay feather (lvl 5) > crown of S'aark (lvl 15) > giant ring of silver (lvl 45) > crown of the martyr (lvl 75) > giant titanium signet ring (lvl 85)
worn on legs	bottom	pair of lacy satin panties (lvl 35)
	under	studded quilted leg pads (lvl 1) > blue-threaded white leg pads (lvl 20) > blue demon hide leg pad (lvl 40) > fae-fused leg pads (lvl 70) > double layer silk leg pads (lvl 75)
	base	hard leather leggings (lvl 1) > studded leather leggings (lvl 5) > newtskin

		leggings (lvl 15) > mottled green leggings (lvl 25) > ethereal dragon scale leggings (lvl 40) > red leather leggings (lvl 65)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50)
worn on feet	bottom	flowered ankle bracelets (lvl 5) > anklets of the covert thief (lvl 30)
	under	woolen socks (lvl 1) > pair of grey scaled stockings (lvl 45) > pair of patchwork trolls skin socks (lvl 64)
	base	soft-low boots (lvl 1) > high hard boots (lvl 5) > spike heeled boots (lvl 15) > steel-capped hiking boots (lvl 35) > yeti hide boots (lvl 40) > pair of supple red-leather moccasins (lvl 65) or dark brown boots of the wind (lvl 70)
	over	glass-scale anklet (lvl 5) > anklets of the blind assassin (lvl 80)
	top	pair of bronze spurs (lvl 10) > anklet of battle (lvl 30)
worn on hands	base	icy-white gloves (lvl 15) > white dragonscale gauntlets (lvl 33) > pair of crimson satin muffs (lvl 75)
	top	fake claws (lvl 1)
worn on arms	under	studded quilted forearm pads (lvl 1) > blue-threaded white forearm pads (lvl 20) > demon hide arm pads (lvl 40) > fae-fused forearm pads (lvl 70) > double layer silk arm pads (lvl 75)
	base	hard leather sleeves (lvl 1) > studded leather sleeves (lvl 5) > newtskin sleeves (lvl 15) > mottled green sleeves (lvl 25) >

		ethereal dragon scale sleeves (lvl 40) > red leather sleeves (lvl 65)
	top	midnight-black armband of morkith (lvl 50)
	over	worn leather satchel (lvl 1) > green leather utility sheath (lvl 50)
worn about waist	under	grey sash (lvl 20) > gladiatorial opaline sash (lvl 40) > black sash (lvl 50) or guardian's red sash (lvl 65)
	base	wide leather belt (lvl 1) > rabbit skin belt (lvl 3) > weight belt (lvl 20) > bone girth of increased body (lvl 35) > silver linked belt (lvl 40) > girdle of frost giant strength (lvl 50) > belt of the winds (lvl 60) > belt of demonic fortitude or belt of mischief (lvl 70)
	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1)
right wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > iron-laced bone bracer (lvl 40) or crystal bracer (lvl 45) > slate, grey bracer (lvl 70)
	over	woven pine bracelet (lvl 1) > golden bracelet of striking (lvl 15) > bracelet enshrouded in shadows (lvl 35) > black opal bracelet (lvl 45) > tiger-eye bracelet (lvl 50) > deathstone bracelet (lvl 60)
	under	tracking bracelet (lvl 1)
left wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > iron-laced



		bone bracer (lvl 40) or crystal bracer (lvl 45) > pit fighter's bracer (lvl 75)
	over	woven pine bracelet (lvl 1) > golden bracelet of striking (lvl 15) > xanas lotus bracelet or bracelet enshrouded in shadows (lvl 35) > black opal bracelet (lvl 45) > tiger-eye bracelet (lvl 50) > deathstone bracelet (lvl 60)
	top	delicate silver charm bracelet (lvl 20)
right hand (ONE HANDERS)	base	filleting knife or iron dagger (lvl 1) > barbed dagger (lvl 10) > fiery dagger or crescent dagger (lvl 20) > fine, silver knife (lvl 25) > krynite dagger or shadow dagger (lvl 30) > mithril dagger 'Quicksilver' or jeweled krynite baselard or jeweled krynite gladius (lvl 35) > silvery crimson dagger 'Firethorn' (lvl 40) > acid filled dagger (lvl 45) > runed dagger of electrum or adamantine dagger or dagger of souls (lvl 50) > dagger of magma (lvl 55) > glass dagger 'psychosis' (lvl 60) > dark stone dagger of despair (lvl 65) > mercurial mithril shortsword (lvl 70) > butcher's knife (lvl 75) > titanium dagger (lvl 80)
Left hand	over	medium shield (lvl 1) > tortoise shell shield (lvl 5) > Medienne Knight's Shield (lvl 10) > shield of resilience (lvl 20) > heraldic shield (lvl 25) > should be using an off-hand weapon at this point
	base	rabbits foot (lvl 1) > owlbear claw (lvl 15) > ettercap claw (lvl 30) > crystalline dodecahedron (lvl 45) > should be using an off-hand weapon at this point

### Goblin Neutral Evil Ranger Equipment Progression

Assumption is warrior is of lawful evil alignment and that warrior will be using two handed weapons.

Body Location	Layer	Item
floating nearby	base	gem of brightness (lvl45)
	over	darkgem (lvl 60)
right hand finger	base	trollish ring (lvl 1) or beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or ebony and ivory or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45) > ring 'Orphan-Maker' (lvl 55)
	under	serpent-shaped ring (lvl 40)
	over	orichalcum ring (lvl1)
	top	silver ring (lvl1)
left hand finger	base	trollish ring (lvl 1) or beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or ebony and ivory or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45) > yellow topaz ring (lvl 50)
	under	intricate ring of interwoven electrum (lvl 10)
	over	orichalcum ring (lvl 1) > lustrous emerald ring (lvl 75)
	top	silver ring (lvl1)
worn around neck	bottom	leather collar (lvl 1) > sea star pendant (lvl 15) > yellow wraithstone collar (lvl 30) > spiked ivory collar (lvl40) > spiked leather collar (lvl 65)
	base	spring pearl necklace (lvl 3) > shell necklace (lvl 5) > shark tooth necklace (lvl 10) > necklace of mystic strength (lvl20) > ascot (lvl 25) or necklace elfsbane (lvl 25) > sash of the palace guard of honor (lvl 50)

	under	pebble necklace (lvl 5) > torque of champions (lvl 40)
	over	skull pendant (lvl 10) > bone cameo (lvl 20) > amulet of cheetah teeth or amulet of cheetah and panda teeth (lvl 33) > necklace of golden hair (lvl 75)
	top	lapis lazuli pendant (lvl10) or talisman of deepwater (lvl20) > sapphire pendant of courage (lvl30) > twisted wooden amulet (lvl 60)
worn on body	bottom	set of reaper robes (lvl 1)
	under	studded quilted torso pad (lvl 1) > blue-threaded white torso pad (lvl20) > blue demon hide torso pad (lvl 40) > dark silk torso pad (lvl 60) > fae-fused torso pad (lvl 70)
	base	leather jerkin (lvl 1) > newtskin jacket (lvl 15) > mottled green vest (lvl 25) > yeti hide jacket (lvl 35) > mithril platemail breastplate (lvl 40) > blackened steel breastplate (lvl 75)
	over	claad sash (lvl 5) > set of runed, bloody torturer's robes (lvl 15) > cloak of battle frenzy (lvl 35) > *cloak of displacement (lvl 40) > shawl of fanaticism (lvl 50)
	top	backpack of holding (lvl 1) or cape of the naraki guard (lvl 40)
worn on head	bottom	sea green earrings or silver hoop earring (lvl 1) > small amethyst earrings (lvl 5) > pike tooth ear stud (lvl 10) > pair of feathered, rainbow-scaled earrings (lvl 40)
	under	spectacles (lvl 1) > harlequin mask (lvl 10) > draconic circlet (lvl 30) > cowl of divine fury (lvl 65)

	base	hard leather cap (lvl 1) > cap of endurance (lvl 25) > pointy red gnomish cap (lvl 35) > cap of rigor or determination (lvl 40) > cap of infinity (lvl 75)
	over	cabasset helmet (lvl 1) > helm of darkness (lvl 20) > silvery helm (lvl 35) > helm of battle toughness (lvl 50) > spiked helm 'Gut-Ripper' (lvl 70)
	top	blue ulanna jay feather (lvl 5) > iron crown (lvl 15) > giant ring of silver (lvl 45) > crown of the pack leader (lvl 70) > giant titanium signet ring (lvl 80)
worn on legs	bottom	pair of lacy satin panties (lvl 35)
	under	studded quilted leg pads (lvl 1) > blue-threaded white leg pads (lvl 20) > blue demon hide leg pad (lvl 40) > fae-fused leg pads (lvl 70) > double layer silk leg pads (lvl 75)
	base	hard leather leggings (lvl 1) > studded leather leggings (lvl 5) > newtskin leggings (lvl 15) > mottled green leggings (lvl 25) > pair of mithril platemail leg plates (lvl 40) or red leather leggings (lvl 65)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50)
worn on feet	bottom	flowered ankle bracelets (lvl 5) > herbal anklets (lvl 40) > crimson anklets (lvl 75)
	under	woolen socks (lvl 1) > pair of grey scaled stockings (lvl 45) > pair of patchwork trollskin socks (lvl 64)
	base	soft-low boots (lvl 1) > high hard boots (lvl 5) > spike heeled boots (lvl 15) >

		steel-capped hiking boots (lvl 35) > yeti hide boots (lvl 40) or dark brown boots of the wind (lvl 70)
	over	glass-scale anklet (lvl 5)
	top	pair of bronze spurs (lvl 10) > anklet of battle (lvl 30) > rounded spurs of the diligent rider (lvl 55)
worn on hands	under	pair of pathwalker gloves (lvl 55)
	base	icy-white gloves (lvl 15) > white dragonscale gauntlets (lvl 33) > keepers gauntlets (lvl 70)
	top	fake claws (lvl 1)
worn on arms	under	studded quilted forearm pads (lvl 1) > blue-threaded white forearm pads (lvl 20) > demon hide arm pads (lvl 40) > fae-fused forearm pads (lvl 70) > double layer silk arm pads (lvl 75)
	base	hard leather sleeves (lvl 1) > studded leather sleeves (lvl 5) > newtskin sleeves (lvl 15) > mottled green sleeves (lvl 25) > pair of mithril platemail arm plates (lvl 40) or red leather sleeves (lvl 65)
	top	midnight-black armband of morkith (lvl 50)
	over	worn leather satchel (lvl 1)
worn about waist	under	grey sash (lvl 20) > gladiatorial opaline sash (lvl 40) > black sash (lvl 50) > guardians red sash (lvl 65) > scaletipper's sash (lvl 80)
	base	wide leather belt (lvl 1) > rabbit skin belt (lvl 3) > weight belt (lvl 20) > bone girth of increased body (lvl 35) > silver linked belt (lvl 40) > girdle of frost giant strength (lvl

		50) or belt of the winds (lvl 60) or belt of demonic fortitude
	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1)
right wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > iron-laced bone bracer (lvl 40) or crystal bracer (lvl 45) > golden-edged steel bracer (lvl 50) > slate, grey bracer (lvl 70)
	over	woven pine bracelet (lvl 1) > golden bracelet of striking (lvl 15) > black opal bracelet (lvl 45) > tiger-eye bracelet (lvl 50) > deathstone bracelet (lvl 60)
	under	tracking bracelet (lvl 1)
left wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > iron-laced bone bracer (lvl 40) or crystal bracer (lvl 45) > golden-edged steel bracer (lvl 50) > pit fighter's bracer (lvl 75)
	over	woven pine bracelet (lvl 1) > golden bracelet of striking (lvl 15) > xanas lotus bracelet (lvl 35) > black opal bracelet (lvl 45) > tiger-eye bracelet (lvl 50) > deathstone bracelet (lvl 60)
	top	delicate silver charm bracelet (lvl 20)
right hand (ONE HANDERS)	base	steel shortsword (lvl 1) > gleaming broadsword or elven longsword (lvl 15) > notched falchion (lvl 25) > wasp sting (lvl 30) > harand-da (lvl 35) > mithril broadsword 'Arachnis' (lvl 45) > Nature's fury (lvl 60) > sword of glory (lvl 70) > titanium longsword (lvl 80)

Left hand	over	medium shield (lvl 1) > tortoise shell shield (lvl 5) > Medienne Knight's Shield (lvl 10) > shield of resilience (lvl 20) > scaled buckler (lvl 22) > heraldic shield (lvl 25) > bone shield or dragon hide shield (lvl 30) > joust champion's shield or spirit shield (lvl 50) > should be using an off-hand weapon at this point
	base	<p>rabbits foot (lvl 1) &gt; owlbear claw (lvl 15) &gt; ettercap claw (lvl 30) &gt; crystalline dodecahedron (lvl 45) &gt; should be using an off-hand weapon at this point</p> <p>dagger of magma (lvl 55) &gt; dark stone dagger of despair (lvl 65) &gt; mercurial shortsword (lvl 70)</p>

### Goblin Neutral Evil Bard Equipment Progression

Assumption is warrior is of lawful evil alignment and that warrior will be using two handed weapons.

Body Location	Layer	Item
floating nearby	base	gem of brightness (lvl45)
	over	darkgem (lvl 60)
right hand finger	base	trollish ring (lvl 1) or beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or ebony and ivory or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45) > ring 'Orphan-Maker' (lvl 55)
	under	serpent-shaped ring (lvl 40)
	over	orichalcum ring (lvl1)
	top	silver ring (lvl1)
left hand finger	base	trollish ring (lvl 1) or beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or ebony and ivory or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45) > yellow topaz ring (lvl 50) > silvery ring of Anor (lvl 60)
	under	intricate ring of interwoven electrum (lvl 10)
	over	orichalcum ring (lvl 1) > lustrous emerald ring (lvl 75)
	top	silver ring (lvl1)
worn around neck	bottom	leather collar (lvl 1) > sea star pendant (lvl 15) > yellow wraithstone collar (lvl 30) > spiked ivory collar (lvl40) > spiked leather collar (lvl 65)
	base	spring pearl necklace (lvl 3) > shell necklace (lvl 5) > shark tooth necklace (lvl 10) > necklace of mystic strength (lvl20) >



		ascot (lvl 25) or necklace elfsbane (lvl 25) > sash of the palace guard of honor (lvl 50)
	under	pebble necklace (lvl 5) > torque of champions (lvl 40) > amulet of fae binding (lvl 70)
	over	skull pendant > bone cameo (lvl 20) > amulet of cheetah teeth or amulet of cheetah and panda teeth (lvl 33) > necklace of golden hair (lvl 75)
	top	lapis lazuli pendant (lvl10) or talisman of deepwater (lvl20) > sapphire pendant of courage (lvl30) > twisted wooden amulet (lvl 60) > pendant of sonic acumen (lvl 70)
worn on body	bottom	set of reaper robes (lvl 1)
	under	studded quilted torso pad (lvl 1) > blue-threaded white torso pad (lvl20) > blue demon hide torso pad (lvl 40) > dark silk torso pad (lvl 60) > fae-fused torso pad (lvl 70)
	base	leather jerkin (lvl 1) > newtskin jacket (lvl 15) > mottled green vest (lvl 25) > yeti hide jacket (lvl 35) or ethereal vest (lvl 40) > red leather breastplate (lvl 65) or golden brown jerkin
	over	claad sash (lvl 5) > set of runed, bloody torturer's robes (lvl 15) > cloak of battle frenzy (lvl 35) > shawl of fanaticism (lvl 50)
	top	backpack of holding (lvl 1) or cape of the naraki guard (lvl 40)
worn on head	bottom	sea green earrings or silver hoop earring (lvl 1) > small amethyst earrings (lvl 5) > pike tooth ear stud (lvl 10) > pair of

		feathered, rainbow-scaled earrings (lvl 40)
	under	spectacles (lvl 1) > harlequin mask (lvl 10) > draconic circlet (lvl 30)
	base	hard leather cap (lvl 1) > cap of endurance (lvl 25) > pointy red gnomish cap (lvl 35) > cap of rigor or determination (lvl 40) > musician's cap (lvl 45) > cap of infinity (lvl 75)
	over	cabasset helmet (lvl 1) > helm of darkness (lvl 20) > silvery helm (lvl 35) > helm of the maestro (lvl 70)
	top	blue ulanna jay feather (lvl 5) > iron crown (lvl 15) > giant ring of silver (lvl 45) > giant titanium signet ring (lvl 80)
worn on legs	bottom	pair of lacy satin panties (lvl 35)
	under	studded quilted leg pads (lvl 1) > blue-threaded white leg pads (lvl 20) > blue demon hide leg pad (lvl 40) > fae-fused leg pads (lvl 70) > double layer silk leg pads (lvl 75)
	base	hard leather leggings (lvl 1) > studded leather leggings (lvl 5) > newtskin leggings (lvl 15) > mottled green leggings (lvl 25) or ethereal leggings (lvl 40) > red leather leggings (lvl 65)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50)
worn on feet	bottom	flowered ankle bracelets (lvl 5) > herbal anklets (lvl 40)
	under	woolen socks (lvl 1) > pair of grey scaled stockings (lvl 45) > pair of patchwork trollskin socks (lvl 64)

	base	soft-low boots (lvl 1) > high hard boots (lvl 5) > spike heeled boots (lvl 15) > steel-capped hiking boots (lvl 35) > yeti hide boots (lvl 40)
	over	glass-scale anklet (lvl 5)
	top	pair of bronze spurs (lvl 10) > anklet of battle (lvl 30)
worn on hands	under	
	base	icy-white gloves (lvl 15) > white dragonscale gauntlets (lvl 33)
	top	fake claws (lvl 1)
worn on arms	under	studded quilted forearm pads (lvl 1) > blue-threaded white forearm pads (lvl 20) > demon hide arm pads (lvl 40) > fae-fused forearm pads (lvl 70) > double layer silk arm pads (lvl 75)
	base	hard leather sleeves (lvl 1) > studded leather sleeves (lvl 5) > newtskin sleeves (lvl 15) > mottled green sleeves (lvl 25) or ethereal sleeves (lvl 40) > red leather sleeves (lvl 65)
	top	midnight-black armband of morkith (lvl 50)
	over	worn leather satchel (lvl 1)
worn about waist	under	grey sash (lvl 20) > gladiatorial opaline sash (lvl 40) > black sash (lvl 50) > guardians red sash (lvl 65)
	base	wide leather belt (lvl 1) > rabbit skin belt (lvl 3) > weight belt (lvl 20) > bone girth of increased body (lvl 35) > silver linked belt (lvl 40) > girdle of frost giant strength (lvl 50) or belt of the winds (lvl 60) or belt of demonic fortitude

	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1)
right wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > iron-laced bone bracer (lvl 40) or crystal bracer (lvl 45) > slate, grey bracer (lvl 70)
	over	woven pine bracelet (lvl 1) > golden bracelet of striking (lvl 15) > black opal bracelet (lvl 45) > tiger-eye bracelet (lvl 50) > deathstone bracelet (lvl 60)
	under	tracking bracelet (lvl 1)
left wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > iron-laced bone bracer (lvl 40) or crystal bracer (lvl 45) or pit fighter's bracer (lvl 75)
	over	woven pine bracelet (lvl 1) > golden bracelet of striking (lvl 15) > xanas lotus bracelet (lvl 35) > black opal bracelet (lvl 45) > tiger-eye bracelet (lvl 50) > deathstone bracelet (lvl 60)
	top	delicate silver charm bracelet (lvl 20)
right hand (ONE HANDERS)	base	<p><b>SWORDS</b></p> <p>steel shortsword (lvl 1) &gt; gleaming broadsword or elven longsword (lvl 15) &gt; notched falchion (lvl 25) &gt; wasp-sting rapier (lvl 30) &gt; singing scimitar (lvl 45) &gt; longsword 'sleepsong' (lvl 59) &gt; sword of glory (lvl 70) or tulwar 'Tintinnabulum' (lvl 70)</p> <p><b>SPEARS</b></p>

		hollow wooden lance (lvl 1) > large iron-tipped spear (lvl 5) > hunter's heavy spear or white iron spear (lvl 10) > sharp stout spear (lvl 20) > gold-inlaid ebony spear (lvl 30) > jeweled krynite javelin (lvl 35) > double-headed spear 'Gnomethrust' (lvl 40) > leaf-bladed spear of living sparks (lvl 55) > antique, mithril battle lance 'Hiemalthorn' (lvl 60) > spear 'Intimidator' (lvl 70)
Left hand	over	medium shield (lvl 1) > tortoise shell shield (lvl 5) > Medienne Knight's Shield (lvl 10) > scaled buckler (lvl 22) > heraldic shield (lvl 25) > bone shield or dragon hide shield (lvl 30) > joust champion's shield or spirit shield (lvl 50) > should be using an off-hand weapon at this point
	base	rabbits foot (lvl 1) > owlbear claw (lvl 15) > ettercap claw (lvl 30) > crystalline dodecahedron (lvl 45) > vibrant ruby (lvl 60) > small drum (lvl 70)  dark stone dagger of despair (lvl 65) > mercurial shortsword (lvl 70)

### Goblin Neutral Evil Battle Cleric Equipment Progression

Assumption is warrior is of lawful evil alignment and that warrior will be using two handed weapons.

Body Location	Layer	Item
floating nearby	base	golden ball of light (lvl 27) > gem of brightness (lvl 45)
	over	darkgem (lvl 60)
right hand finger	base	crystal ring (lvl 13) > ebony ring or steel needle ring (lvl 30) or ring of fortitude > runed ring of electrum (lvl 35) > diamond ring of strength (lvl 40) > frost-covered ring (lvl 60) > ring of the magi (lvl 80)

	under	serpent-shaped ring (lvl 40)
	over	orichalcum ring (lvl1)
	top	silver ring (lvl1)
left hand finger	base	crystal ring (lvl 13) > ebony ring or steel needle ring (lvl 30) or ring of fortitude > diamond ring of strength (lvl40) > frost-covered ring (lvl 60) > ring of the magi (lvl 80)
	over	orichalcum ring (lvl 1) > lustrous emerald ring (lvl 75)
	top	silver ring (lvl1)
worn around neck	bottom	bronze collar (lvl 1) > sea star pendant (lvl 15) > red wraithstone collar (lvl 25) > collar of attrition (lvl 70)
	base	shell necklace (lvl 5) > necklace of mystic strength (lvl20) > ascot (lvl 25) > rough electrum chain (lvl 30) > fine electrum chain (lvl 50)
	under	pebble necklace (lvl 5) > silvery silk scarf (lvl 50) > choker of awareness (lvl 80)
	over	bone cameo (lvl 20) > amulet of cheetah teeth (lvl 33) > necklace of holy shielding (lvl 35) > emerald star necklace (lvl 70)
	top	lapis lazuli pendant (lvl10) > golden locket or twisted wooden amulet (lvl 60)
worn on body	under	studded quilted torso pad (lvl 1) silk torsopad (lvl 10) > blue-threaded white torso pad (lvl20) > blue demon hide torso pad (lvl 40) > dark silk torso pad (lvl 60) > fae-fused torso pad (lvl 70)
	base	Robe of regeneration (lvl 20) > scorched robe of zarander (lvl 30) > robes of intellect (lvl 60) > robe of the magi (lvl 80)

	over	claad sash (lvl 5) > white outer robe (lvl 20) > loose rune embroidered green robe (lvl 50) > outer robe of minotaur hair (lvl 60)
	top	old canvas backpack of holding (lvl 1)
worn on head	bottom	sea green earrings (lvl 1) > pike tooth ear stud (lvl 10) > withered heart of ivy earring (lvl 15) > feathered, rainbow-scaled earrings (lvl 40)
	under	mystic circlet (lvl 25) > dragon-clawed circlet (lvl 45) > spectacles of research (lvl 55) > spectacles of seeing (lvl 80)
	base	cap of endurance (lvl 25) > cap of infinity (lvl 75)
	over	helm of darkness (lvl 20) > oddly shaped hat (lvl 30) > helm of devine protection (lvl 50) > priestly mitre (lvl 60)
	top	iron crown (lvl 15) > ivy wreath (lvl 20) emerald tiara (lvl 30) > crown of the spirit (lvl 75)
worn on legs	under	studded quilted leg pads (lvl 1) silk pants (lvl 10) > fae-fused leg pads (lvl 70) > double layer silk leg pads (lvl 75)
	base	pair of dusky, black leggings (lvl 60)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50) > engemmed mithril plate skirt (lvl 62)
worn on feet	bottom	herbal anklets (lvl 40) > pair of silver-threaded anklets (lvl 60)
	under	woolen socks (lvl 1) > pair of electrum-woven wool socks (lvl 35)

	base	spike heeled boots (lvl 15) > pair of clawed black moccasins (lvl 35) > red, fur-lined boots (lvl 50)
	over	flowered ankle bracelets (lvl 5)
	top	anklet of battle / shining or shadowy anklet of battle (lvl 30)
worn on hands	base	icy-white gloves (lvl 15) > gauntlets of might (lvl 35) > gloves of enhancement (lvl 50)
worn on arms	under	studded quilted forearm pads (lvl 1) > silk arm pads (lvl 10) > fae-fused forearm pads (lvl 70) > double layer silk arm pads (lvl 75)
	base	sunstone armbands (lvl 25) > pair of dusky, black sleeves (lvl 60)
	top	midnight-black armband of morkith (lvl 50)
worn about waist	under	grey sash (lvl 20) > black silk sash (lvl 35)
	base	weight belt (lvl 20) > bone girth of increased body (lvl 35) ritual dagger of eternal night (lvl 40) > girdle of frost giant strength (lvl 50) > giant electrum signet ring (lvl 85)
	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1)
right wrist	base	gem-encrusted bracer (lvl 10) > feathered bracer (lvl 30) > ethereal blue bracer (lvl 50) > rash-ker's vambrace (lvl 55)
	over	golden bracelet of striking (lvl 15) > runed bracelet of the elders (lvl 30) > gemstone bracelet (lvl 70)



left wrist	base	gem-encrusted bracer (lvl 10) > feathered bracer (lvl 30) > ethereal blue bracer (lvl 50) > rash-ker's vambrace (lvl 55)
	over	golden bracelet of striking (lvl 15) > coral and pearl bracelet (lvl 20) > xanas lotus bracelet (lvl 35) > gemstone bracelet (lvl 70)
right hand	base	Large bronze warhammer (lvl 1) > flanged battle mace (lvl 15) > hammer of destruction (lvl 20) > mace of darkness or topaz engemmed warhammer (lvl 30) > hammer of darkness (lvl 35) > branded mace (lvl 40) > long-handled Warhammer 'Righteousness' or mace of disruption (lvl 50) > krynite morningstar 'darkstar' (lvl 60) > adamantine mace 'Summer Heat' or adamantine mace 'Winter Grip (lvl 65) > two-handed war hammer 'Devotion' (lvl 75) > titanium mace or great adamantine two-handed mace 'Terminus' (lvl 80)
left hand	base	owlbear claw or small drake skull (lvl 15) > ettercap claw (lvl 30) > book of the ages (lvl 60) > tome of the savior (lvl 80)
	over	shield of resilience (lvl 10) > bone shield (lvl 30) > spirit shield (lvl 50) > coral shield of rejuvenation (lvl 60) > fae champion's shield (lvl 70)

### Ogre Lawful Evil Battle Cleric Equipment Progression

Assumption is warrior is of lawful evil alignment and that warrior will be using two handed weapons.

Body Location	Layer	Item
floating nearby	base	golden ball of light (lvl 27) > gem of brightness (lvl 45)
	over	darkgem (lvl 60)

right hand finger	base	crystal ring (lvl 13) > ebony ring or steel needle ring (lvl30) or ring of fortitude or heartflame ring > runed ring of electrum (lvl 35) > diamond ring of strength (lvl40) > frost-covered ring (lvl 60) > ring of the magi (lvl 80)
	under	serpent-shaped ring (lvl 40)
	over	orichalcum ring (lvl1)
	top	silver ring (lvl1)
left hand finger	base	crystal ring (lvl 13) > ebony ring or steel needle ring (lvl30) or ring of fortitude or heartflame ring > runed ring of electrum (lvl 35) > diamond ring of strength (lvl40) > frost-covered ring (lvl 60) > ring of the magi (lvl 80)
	over	orichalcum ring (lvl 1) > lustrous emerald ring (lvl 75)
	top	silver ring (lvl1)
worn around neck	bottom	bronze collar (lvl 1) > sea star pendant (lvl 15) > red wraithstone collar (lvl 25) > collar of attrition (lvl 70)
	base	shell necklace (lvl 5) > necklace of mystic strength (lvl20) > ascot (lvl 25) > rough electrum chain (lvl 30) > fine electrum chain (lvl 50)
	under	pebble necklace (lvl 5) > silvery silk scarf (lvl 50) > cashmere scarf of the royal court (lvl 66) > amulet of the drowned sailor (lvl 70) > choker of awareness (lvl 80)
	over	bone cameo (lvl 20) > amulet of cheetah teeth (lvl 33) > necklace of holy shielding (lvl 35) > emerald star necklace (lvl 70)

	top	lapis lazuli pendant (lvl10) > sapphire pendant of courage (lvl 30) > obsidian charm (lvl 45) > golden locket or twisted wooden amulet (lvl 60)
worn on body	under	studded quilted torso pad (lvl 1) silk torso pad (lvl 10) > blue-threaded white torso pad (lvl20) > blue demon hide torso pad (lvl 40) > dark silk torso pad (lvl 60) > fae-fused torso pad (lvl 70)
	base	Robe of regeneration (lvl 20) > scorched robe of zarander (lvl 30) > obsidian banded jacket (lvl 55) > robes of intellect (lvl 60) > robe of study (lvl 80)
	over	claad sash (lvl 5) > white outer robe (lvl 20) > loose rune embroidered green robe (lvl 50) > <del>outer robe of minotaur hair (lvl 60)</del>
	top	old canvas backpack of holding (lvl 1)
worn on head	bottom	sea green earrings (lvl 1) > pike tooth ear stud (lvl 10) > withered heart of ivy earring (lvl 15) > feathered, rainbow-scaled earrings (lvl 40)
	under	mystic circlet (lvl 25) > dragon-clawed circlet (lvl 45) > spectacles of research (lvl 55) > spectacles of seeing (lvl 80)
	base	cap of endurance (lvl 25) > cap of rigor (lvl 40) > cap of infinity (lvl 75)
	over	helm of darkness (lvl 20) > helm of devine protection (lvl 50) > priestly mitre (lvl 60)
	top	iron crown (lvl 15) > ivy wreath (lvl 20) emerald tiara (lvl 30) > crown of the spirit (lvl 75)

worn on legs	under	studded quilted leg pads (lvl 1) silk pants (lvl 10) > fae-fused leg pads (lvl 70) > double layer silk leg pads (lvl 75)
	base	obsidian banded leggings (lvl 55) > pair of dusky, black leggings (lvl 60)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50)
worn on feet	bottom	herbal anklets (lvl 40) > pair of silver-threaded anklets (lvl 60)
	under	woolen socks (lvl 1) > pair of electrum-woven wool socks (lvl 35)
	base	spike heeled boots (lvl 15) > pair of clawed black moccasins (lvl 35) > red, fur-lined boots (lvl 50)
	over	flowered ankle bracelets (lvl 5)
	top	shining or shadowy anklet of battle (lvl 30)
worn on hands	base	icy-white gloves (lvl 15) > gauntlets of might (lvl 35) > medicant gauntlets (lvl 60)
worn on arms	under	studded quilted forearm pads (lvl 1) > silk arm pads (lvl 10) > fae-fused forearm pads (lvl 70) > double layer silk arm pads (lvl 75)
	base	sunstone armbands (lvl 25) > pair of silvered shell arm plates (lvl 50) > pair of obsidian banded sleeves (lvl 55) > pair of dusky, black sleeves (lvl 60)
	top	midnight-black armband of morkith (lvl 50)
worn about waist	under	grey sash (lvl 20) > black silk sash (lvl 35)

	base	weight belt (lvl 20) > bone girth of increased body (lvl 35) ritual dagger of eternal night (lvl 40) > girdle of frost giant strength (lvl 50) > giant electrum signet ring (lvl 85)
	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1)
right wrist	base	gem-encrusted bracer (lvl 10) or smooth black bracer (lvl 20) > feathered bracer (lvl 30) > ethereal blue bracer (lvl 50) or rash-ker's vambrace (lvl 55)
	over	golden bracelet of striking (lvl 15) > runed bracelet of the elders (lvl 30) > eldritch bracelet (lvl 50) > gemstone bracelet (lvl 70)
left wrist	base	gem-encrusted bracer (lvl 10) or smooth black bracer (lvl 20) > feathered bracer (lvl 30) > ethereal blue bracer (lvl 50) or rash-ker's vambrace (lvl 55)
	over	golden bracelet of striking (lvl 15) > coral and pearl bracelet (lvl 20) > xanas lotus bracelet (lvl 35) > gemstone bracelet (lvl 70)
right hand	base	Large bronze warhammer (lvl 1) > great iron mace (lvl 10) > flanged battle mace (lvl 15) > hammer of destruction (lvl 20) > mace of darkness or topaz engemmed warhammer (lvl 30) > hammer of darkness (lvl 35) > branded mace (lvl 40) > long-handled Warhammer 'Righteousness' or mace of disruption (lvl 50) > krynite morningstar 'darkstar' or maul of the defender (lvl 60) > adamantine mace 'Summer Heat' or adamantine mace 'Winter Grip (lvl 65) >

		two-handed war hammer 'Devotion' (lvl 75) > titanium mace or great adamantine two-handed mace 'Terminus' (lvl 80)
left hand	base	owlbear claw or small drake skull (lvl 15) > ettercap claw (lvl 30) > book of the ages (lvl 60) > tome of the savior (lvl 80)
	over	shield of resilience (lvl 10) > scaled buckler (lvl 22) > bone shield (lvl 30) > myconid skin bladed buckler (lvl 40) > spirit shield (lvl 50) > coral shield of rejuvenation (lvl 60) > fae champion's shield (lvl 70)

#### Goblin Lawful Evil Warrior Equipment Progression

Body Location	Layer	Item
floating nearby	base	gem of brightness (lvl45)
	over	darkgem (lvl 60)
right hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or ebony and ivory or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45) > yellow topaz ring (50)
	under	serpent-shaped ring (lvl 40)
	over	orichalcum ring (lvl1)
	top	silver ring (lvl1)
	bottom	ring of electric resistance (lvl 40)
left hand finger	base	beaten copper ring (lvl 5) > crystal ring (lvl 13) > ebony ring or ebony and ivory or steel needle ring (lvl30) > diamond ring of strength (lvl40) > black opal ring (lvl 45) > ring 'Orphan-Maker' (lvl 55)

	under	intricate ring of interwoven electrum (lvl 10)
	over	orichalcum ring (lvl 1) > lustrous emerald ring (lvl 75)
	top	silver ring (lvl1)
worn around neck	bottom	bronze collar (lvl 1) > sea star pendant (lvl 15) > yellow wraithstone collar (lvl 30) > spiked ivory collar (lvl40) > collar of the elite guard (lvl 55) > spiked leather collar (lvl 65)
	base	spring pearl necklace (lvl 3) > shell necklace (lvl 5) > shark tooth necklace (lvl 10) > necklace of mystic strength (lvl20) > ascot (lvl 25) > sash of the palace guard of honor (lvl 50)
	under	pebble necklace (lvl 5) > amulet of the drowned sailor (lvl 70)
	over	skull pendant (lvl 10) > bone cameo (lvl 20) > amulet of cheetah teeth or amulet of cheetah and panda teeth (lvl 33) > yellow beak amulet (lvl 40) > necklace of golden hair (lvl 75)
	top	lapis lazuli pendant (lvl10) or talisman of deepwater (lvl 20) > sapphire pendant of courage (lvl 30) > twisted wooden amulet or pendant of pride (lvl 60)
worn on body	under	studded quilted torso pad (lvl 1) > blue-threaded white torso pad (lvl20) > blue demon hide torso pad (lvl 40) > dark silk torso pad (lvl 60) > fae-fused torso pad (lvl 70)
	base	leather jerkin (lvl 1) > bronze breastplate (lvl 20) > iron platemail breastplate (lvl 25) > steel platemail breastplate or suit of black steel chainmail (lvl 30) > mithril

		cuirass (lvl 45) > ceremonial armor (lvl65) > vulcanized adamantine cuirass (lvl 75)
	over	claad sash (lvl 5) > set of runed, bloody torturer's robes (lvl 15) > cloak of battle frenzy (lvl 35) > *cloak of displacement (lvl 40) > shawl of fanaticism (lvl50) > white cloak of leadership (lvl 65) >*cloak of flames (lvl 80)
	top	Backpack or backpack of holding (lvl 1) or cape of the naraki guard (lvl 40)
worn on head	bottom	sea green earrings or silver hoop earring (lvl 1) > small amethyst earrings (lvl 5) > pike tooth ear stud (lvl 10) > pair of feathered, rainbow-scaled earrings (lvl 40)
	under	spectacles (lvl 1) > harlequin mask (lvl 10) > draconic circlet (lvl 30) > cowl of divine fury (lvl 65)
	base	hard leather cap (lvl 1) > cap of endurance (lvl 25) > pointy red gnomish cap (lvl 35) > cap of rigor or determination (lvl 40) > cap of infinity (lvl 75)
	over	cabasset helmet (lvl 1) > helm of darkness (lvl 20) > helm of battle toughness or horned greathelm 'Lamentations' (lvl 50) > silver helm (lvl 60) > spiked helm 'gut- ripper' (lvl 70) > chitinous war helm (lvl 75) > greathelm of authority (lvl 80)
	top	blue ulanna jay feather (lvl 5) > iron crown (lvl 15) > giant ring of silver (lvl 45) or crown of the martyr (lvl 75) > giant titanium signet ring (lvl 85)
worn on legs	bottom	pair of lacy satin panties (lvl 35)



	under	studded quilted leg pads (lvl 1) > blue-threaded white leg pads (lvl 20) > blue demon hide leg pad (lvl 40) > fae-fused leg pads (lvl 70) > double layer silk leg pads (lvl 75)
	base	studded leather leggings (lvl 5) > black steel chainmail leggings (lvl 30) > mithril plate rerebraces (lvl 45) > spiked black greaves (lvl 65)
	over	baggy quiltwork pants (lvl 5) > calf-length kilt (lvl 10) > pair of plankton pantaloons (lvl 50) > engemmed mithril plate skirt (lvl 62)
worn on feet	bottom	flowered ankle bracelets (lvl 5) > herbal anklets (lvl 40)
	under	woolen socks (lvl 1) > pair of grey scaled stockings (lvl 45) > pair of patchwork trollskin socks (lvl 64)
	base	high hard boots (lvl 5) > spike heeled boots (lvl 15) > yeti hide boots (lvl 40) > ivory boots (lvl 50)
	over	glass-scale anklet (lvl 5)
	top	pair of bronze spurs (lvl 10) > anklet of battle (lvl 30) > pair of rounded spurs of the diligent rider (lvl 55)
worn on hands	base	icy-white gloves (lvl 15) > white dragonscale gauntlets (lvl 33) or gauntlets of might (lvl 35) or silver gauntlets (lvl 70)
	top	fake claws (lvl 1)
	under	pair of fingerless gloves of sure grip (lvl 55)
worn on arms	under	studded quilted forearm pads (lvl 1) > blue-threaded white forearm pads (lvl 20) > demon hide arm pads (lvl 40) > fae-

		fused forearm pads (lvl 70) > double layer silk arm pads (lvl 75)
	base	black steel chainmail sleeves (lvl 30) > mithril plate rerebraces (lvl 45) > spiked black arm guards (lvl 65)
	top	midnight-black armband of morkith (lvl 50)
	over	worn leather satchel (lvl 1)
worn about waist	under	grey sash (lvl 20) > gladiatorial opaline sash (lvl 35) > black sash (lvl 50) > crimson warrior's sash (lvl 75)
	base	wide leather belt (lvl 1) > rabbit skin belt (lvl 3) > weight belt (lvl 20) > bone girth of increased body (lvl 35) > silver linked belt (lvl 40) > girdle of frost giant strength (lvl 50) > belt of the winds or belt of the resilient beast (lvl 60) or belt of demonic fortitude (lvl 70)
	over	feather-patterned white leather sack (lvl 1)
	top	silver keyring (lvl 1) or jewelled keyring (lvl 1) > keyring of polished stone (lvl 7)
right wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > iron-laced bone bracer (lvl 40) > crystal bracer (lvl 45) > golden-edged steel bracer (lvl 50) > slate, grey bracer (lvl 70)
	over	golden bracelet of striking (lvl 15) > black opal bracelet (lvl 45) > tiger-eye bracelet (lvl 55) > deathstone bracelet (lvl 60)
	under	tracking bracelet (lvl 1)
left wrist	base	smooth black bracer (lvl 20) > diamond encrusted bracer (lvl 25) > iron-laced bone bracer (lvl 40) > crystal bracer (lvl

		45) > golden-edged steel bracer (lvl 50) > pit fighter's bracer (lvl 75)
	over	golden bracelet of striking (lvl 15) > xanas lotus bracelet (lvl 35) > black opal bracelet (lvl 45) > tiger-eye bracelet (lvl 50) > deathstone bracelet (lvl 60)
	top	delicate silver charm bracelet (lvl 20)
right hand (TWO HANDERS)	base	glaive 'iceflame' (lvl 30) > dark claymore (lvl 35) > mithril two handed sword (lvl 40) > ceremonial halberd (lvl 45) > longspear 'uncouth' (lvl 48) > silver-blue zweihander 'reconciliation' (lvl 55) > etched, ornate steel halberd (lvl 65) > adamantine claymore 'widowmaker' (lvl 70) > titanium naginata or great adamantine two-handed mace 'terminus' (lvl 80)
right hand (ONE HANDERS)	base	large bronze warhammer (lvl 1) > old battered iron broadsword (lvl 10) > elven longsword (lvl 15) > dark steel broadsword (lvl 20) > notched falchion (lvl 25) > wasp-sting rapier (lvl 30) > ancient double-bladed axe (lvl 35) > double-headed spear 'gnomethrust' (lvl 40) > bastard sword 'flamerift' (45) > battle axe 'silverbolt' (lvl 50) > mithril-tipped spear 'ogrebane' or forked spear 'syfnr' (lvl 55) > flaming longsword 'flame tongue' or sword of destiny or ice axe 'frostreaver' (lvl 60) > bloody meat cleaver or spear 'intimidator' or sword of glory (lvl 70) > sword of might or sword of the elements or horned spear 'pride' (lvl 75) > titanium longsword or battle axe 'Flashstrike' (lvl 80)
Left hand	over	medium shield (lvl 1) > tortoise shell shield (lvl 5) > Medienne Knight's Shield (lvl 10) > shield of resilience (lvl 20) >

		heraldic shield (lvl 25) > dragon hide shield (lvl 30) > myconid skin spiked shield or joust champion's shield (lvl 50) > shield of invincibility or fae champion's shield (lvl 70) > tear-shaped dragonscale shield (lvl 78)
	base	rabbits foot (lvl 1) > owlbear claw (lvl 15) > ettercap claw (lvl 30) > crystalline dodecahedron (lvl 45) > vibrant ruby or crimson seal (lvl 60) > tenacious sergeant's clutch (lvl 75) > ancient sextant or blue-steel circumferentor (lvl 80)
	top	cold stone (lvl 20)

## Avatar

### Social Editors Primer

Please refer to help tedit, tset, variables, tstat, and social fields files for additional help.

Here are the basic steps to writing a social:

I. Type 'tedit new <social table name> <social name>'

Example: tedit new soc.elf laugh

II. Type 'tset <social field> <social entry>'

Example: tset ch.self You laugh quietly at what \$N did.

Example: tset position resting

NOTE: Typing tstat will keep you updated on the various entries of the current social that you are editing.

Typing just tset position, tset aggressive, tset disrupt, or tset reveal will show the various possible entries for those social fields. Also, read help variables for the particular variable to use and help social fields for a description of what each field does or shows.

III. Continue to add as many entries to the social table as you can think up.

IV. When you are done with all the entries to the socials, type 'write tables' to save your work. You no longer need to sort the social tables.

Feel free to look at other examples of socials for hints, ideas, or more help by typing 'tedit <social table name> <social name>' and then typing 'tstat'.

Furthermore, please avoid writing socials that are considered too obscene, such as 'fart', 'pee', etc. Write only socials that apply to medieval times -no airplanes, machine guns, etc.

### Social Fields

This help file describes what each social field does:

**position:** Determines when the social can be done. For instance, typing 'tset position resting' means you can do the social when resting, standing, fighting, etc., but not when sleeping.

**aggressive:** Setting this field to 'true' makes it so that if you do the social to a mob, it will attack you. (This feature has been currently disabled.)

**disrupt:** Setting this field to 'true' causes someone doing the social to have the spell he or she is preparing or casting to be disrupted.

**reveal:** Setting this field to 'true' will cause the person who does the social while hiding to stop hiding and be seen by everyone in the room.

**no\_arg.self:** What the person doing the social will see if he or she only typed the social without any target, such as only typing in 'laugh'.

Example: no\_arg.self : You look around for someone to poke.

**no\_arg.others:** What others will see if the person doing the social types the social without a target.

Example: no\_arg.others : \$n, finger extended, looks around for someone to poke.

**ch.self:** What the person doing the social will see if he or she does the social to a target player or mob, such as 'laugh Olah'.

Example: ch.self : You poke \$N.

**ch.others:** What everyone else but the person doing the social or the person that is the target of the social will see.

Example: ch.others : \$n pokes \$N.

**ch.victim:** What the target of the social will see.

**ch.sleep:** What the target of the social will see if he or she is sleeping.

**self.self:** What the person doing the social will see if he or she targets the social to him or herself.

**self.others:** What others will see when the person doing the social targets him or herself.

**obj.self:** What the person doing the social will see if he or she targets the social with an object, such as 'laugh corpse'.

**obj.others:** What others will see if the person doing the social targets the social with an object.

**dir.self:** What the person doing the social will see if he or she targets the social with a direction, such as 'laugh west'.

**dir.others:** What others will see if the person doing the social targets the social with a direction.

**ch/obj.self:** What the person doing the social will see if he or she targets a player or mob with an object, such as 'spank Olah whip'.

**ch/obj.victim:** What the target player will see if the person doing the social targets him or her with an object.

**ch/obj.others:** What the others will see if the person doing the social targets a player or mob with an object.

**ch/obj.sleep:** What the target player will see if he or she is sleeping when the person doing the social targets him or her with an object.

**self/obj.self:** What the person doing the social will see if he or she targets him or herself with an object.

**self/obj.others:** What others will see if the person doing the social targets him or herself with an object.

## **tedit**

### SYNTAX

**tedit** : lists all tables

**tedit <table\_name>** : lists all entries in a table

**tedit <table\_name> <entry>** : edits that entry of the table

**tedit new <table\_name> <entry>** : creates a new entry

**tedit delete <table\_name> <entry>** : deletes the entry in the table

### DESCRIPTION

Tedit is the command to edit various data tables of the mud. To look at a table entry the command is tstat. To set any field in an entry the command tset is used.

## **tstat**

### SYNTAX

**tstat**

### DESCRIPTION

Tstat shows the stats on a given table file you are editing. Information such as the messages on socials to the spell requirements on spells can be quickly viewed in this manner

## **variables**

Variables to be used in strings:

**\$n** - name of char/mob

**\$x** - name of char/mob without a preceding article (a, an, the)

**\$h** - name of char/mob with "the" if appropriate.. "the rabbit", etc.

**\$m** - him or her

\$s - his or her

\$e - he or she

\$g - god player worships (defaults to "the gods" if none)

\* All the above are for players, use capital letters for mobs.

\$p - object

\$y - object with singular field only (no prefix or article)

\$q - object with location ( you are carrying, he is holding, etc. )

\$r - like \$q, but with char name (you are carrying, Joe is holding, etc.)

\$t - method of movement in a direction ( leaves, flies, swims, etc )

or body location for wear and remove triggers (head, arms, etc.)

\$T - direction of movement (north, east, up, etc.)

\$d - door/exit.

\$z1 - "s" if object is singular, empty string otherwise.

\$z2 - "es" if object is singular, empty string otherwise.

-Deprecated, do not use-

\$1, \$2, \$3

\$d for movement direction

-date and time-

These all start with \$c (for "clock") followed by a case-sensitive letter that is consistent with the format of the "date" command on a UNIX system.

\$cA - day of the week

\$cB - month name

\$ce - day of the month (0-31)

\$cY - year

\$cl - hour (1-12)



\$ck - hour (0-23)

\$cM - minute (00-59)

\$cP - AM/PM

-Case Modifiers-

\$>x - capitalize variable x, e.g. \$>n.

\$<x - lowercase variable x, e.g. \$<cB.

Variables to be used in programs:

-type pointer to char-

ch - assigned to char who triggers code (usually)

mob - assigned to mobile in mob programs

rch - assigned by the loop command

victim - assigned to char who is victim during an attack

## tset

### SYNTAX

tset <table field> : lists the possible entries in the field if any

tset <table field> <entry> : sets the table field

### DESCRIPTION

This command is used to set values in a table.

## Change Log History

### Change Log for v9, posted 12/26

- Regal sorceror robed in shimmering white pop info updated (Avlis)
- Super duper detailed amazing notes on Desert West of Pennan (Meral)
- Significant improvement to Harpies notes (Meral)
- Crystal snowflake, Crystal butterfly, Olm skin pop locations (Trea)
- More marshal mount fetishes located (Corim & Uni)
- Medienne Sewers pops (Trea)
- Avenging elf (Trea)
- Bard Gear (Lafiel)
- Monk Gear (Darraki)

### Change log for v8, posted 11/11

- Durfs pops (Migs)
- Evil rally quest outlined (Uni)
- Rainbow trout update (Thank you Trea)
- Aqua Goblin updates (Thank you Trea)
- Spark Storm trainer update (Thank you Kathaar)
- Vyan Tombs updates (Thank you Itenias)
- Voaleth Palance, Voaleth Statues, Wandering Orc Monks pops updated (Thank you Ashera)
- Troll Warrens QuickSilver dagger pop updated (Thank you Aleron)

### Change Log for v7, posted 10/14

- Minor update to Desert Ogres / DarkenWood (Uni)
- Palliate, Rally, and Redintigrate (good version) quests outlined (thank you Corim)
- Minor typo “since osse” should’ve been “sing osse” (thank you Chundrick)
- Desert creature pops updated (Uni)
- Mirefish pops curving fang (thank you Myrra)
- Minor update to shuvanna guard quest (thank you Itenias)
- New spell trainer locations (thank you Corim)
- Minor updates to Cairn (Uni)
- Update to Aspects (thank you Ashera)
- Tame creatures update (thank you Ashera)

### Change log for v6, posted 9/24

- Yeti hide augment update (thank you Ashera)
- Update Kobolds chest (Uni)

- Update to Crabman Catacombs (thank you Trea)