**Goal for Deathtrap Dungeon**

**Requirements**

**Solution**

GOALS

1. Go to Alimnar's Soul and say: I am willing to help.
2. Have autoloot on and run the old AQ for items to get to Masters. or major create these items
You receive a coat of arms from Ultimate.
You receive tattoo of an Owl in flight from Ultimate.
You receive Robes of Energy from Ultimate.
You receive White Flowing Robes from Ultimate.
You receive boots of the Journeyman from Ultimate.
You receive a Lieutenant's badge from Ultimate.

3. Kill each master & keep its item. Return to Alimnar.
4. Wear all the items from Masters and enter stairs.
5. Run all north;open up.
6. Kill alert guard to get transported.
7. then kill in this order: N D W U E S
8. then open south, kill the overlord.
9. Give Sign to Alimnar to complete.

Alimnar's Soul bows before you.
Alimnar's Soul says, "So you have destroyed the Overlord, and freed us
all. You are a hero to us all. Here, please take this so that you may walk
amongst us undetected. If you are wearing that, there is a good chance
that the people won't recognize you. Thank you for your help."
You receive the cloak of anonymity from Alimnar's Soul.

Reward: i suppose rangers don't aggied if wearing this cloak.

I did this as pranger. Let me know if your reward is different for another pclass.

\*+-----------------------------------------------------------------+
| Keywords : cloak anonymity |
| Name : the cloak of anonymity |
| Type : Armor Level : 121 |
| Worth : 100 Weight : 12 |
| Wearable : back |
| Flags : magic, nolocate, V3 |
| Found at : Deathtrap Dungeon |
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| Stat Mods : Damage roll : +12 Intelligence : +6 |
| Wisdom : +6 |
+-----------------------------------------------------------------+
| Resist Mods: All magic : +5 All physical : +7 |
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OLD AQ

1) Buy the Whisper of Chaos key from Alimnar

\*\*\*\* Hint: If you don't have hunt, you can still find Alimnar's soul if you walk around in each area until you find a room that has no down exit. Open down and go down to get to Alimnar's Soul. \*\*\*\*

2) Master Warrior - If you listen to wounded warrior, he will tell you to kill the Adept Riosha. Get the Tome of Knowledge from Riosha and return to Lord Khraken. Give the Tome of Knowledge to Lord Khraken and you will be given Lieutenant's badge. Now hunt Alimnar's Soul and give the badge to it. You will be teleported to Master Warrior. Kill it for Scar of Battle.

3) Master Mage - If you listen to Adept Riosha, he will tell you to kill the Destroyer of Minds. Get the Inner Child from the Destroyer of Minds and return to Adept Riosha. Give the Inner Child to Adept Riosha and you will be given boots of the Journeyman. Now hunt Alimnar's soul and give the boots to it. You will be teleported to Master Mage. Kill it for Ward of Binding.

4) Master Psionicist - If you listen to Destroyer of Minds, he will tell you to kill the Assassin. Kill the Assassin for the Hood of Concealment and return to the Destroyer of Minds. Give the Hood to Destroyer and you will be given Robes of Energy. Now hunt Alimnar's soul and give it the robe. You will be teleported to Master Psionicist. Kill it for the Belt of Consciousness.

5) Master Thief - Listen to the Assassin who mentions the Paladins. Kill the Holy Knight for the Soul Saver. Give the Soul Saver to the Assassin for the tattoo of an Owl in flight. Give the tattoo to Alimnar's Soul to be teleported to the Master Thief. Kill the Master Thief for Intent of Death.

6) Master Paladin - If you listen to Holy Knight, he will tell you to kill the Holy Bishop. The Holy Bishop has the Ankh of Faith. Get the Ankh and return to Holy Knight. Give the Ankh to Holy Knight and you will be given coat of arms. Now hunt Alimnar's soul and give the coat to it. You will be teleported to Master Paladin. Kill it to get Faith of Steel.

7) Master Cleric - If you listen to Holy Bishop, he will tell you to kill the Lord Khraken. Get the sword (:::[======-) from Lord Khraken and return to Holy Bishop. Give the sword to Holy Bishop and you will be given White Flowing Robes. Hunt Alimnar's soul and give the robes to it. You will be teleported to Master Cleric. Kill it for Aura of Divinity.

8) When you have all six items from the masters, wear them. From Alimnar's soul, enter stair to get to the cells. Run 3n and open hidden door up. Kill the alert guards while wearing the six items to be teleported to a special room with 6 exits (doors).

9)Kill in this order: N D W U E S
When you get them finished the last guard which was south will unlock
and open a door south to the overlord.
go south kill overlord
get Sign of the Overlord then go to soul and give that item to
soul to receive your prize ;)

c major conscience belt consciousness => master psi
c major intent death => master thief
c major scar battle => master warrior
c major beliefs paladin faith steel =>master paladin
c major aura divinity =>master cleric
c major ancient symbol ward binding => master mage

**Reward**

GOAL reward: You get a cloak that masks your pclass (good for rangers I suppose).

If you are the first person to complete the quest since reboot you
will get the following 6 items.

Object 'gaze overlord' is type treasure
Extra flags: glow hum evil magic bless no-locate burn-proof.
Weight is 0, value is 500, level is 121.
Worn take eyes.
Affects damage roll by 6.
Affects hit roll by 6.
Affects intelligence by 2.

Object 'cape overlord' is type treasure
Extra flags: glow hum evil magic bless no-locate burn-proof.
Weight is 0, value is 1000, level is 121.
Worn take neck.
Affects strength by 2.
Affects hit roll by 9.

Object 'belt overlord' is type treasure
Extra flags: glow hum evil magic bless no-locate burn-proof.
Weight is 0, value is 500, level is 121.
Worn take waist.
Affects save vs spell by -5.
Affects hit roll by 12.

Object 'bracer overlord' is type treasure
Extra flags: glow hum evil magic bless no-locate burn-proof.
Weight is 0, value is 300, level is 121.
Worn take wrist.
Affects dexterity by 2.
Affects damage roll by 9.

Object 'leggings overlord' is type treasure
Extra flags: glow hum evil magic bless no-locate burn-proof.
Weight is 0, value is 5000, level is 121.
Worn take legs.
Affects constitution by 2.
Affects save vs spell by -5.
Affects hit roll by 12.
Affects damage roll by 12.

Object 'shroud overlord death' is type treasure
Extra flags: glow hum evil magic bless no-locate burn-proof.
Weight is 0, value is 500, level is 119.
Worn take body.
Affects hit roll by 12.
Affects damage roll by 12.