**Goal for Mossflower Wood**

**Requirements**

**Solution**

ds1. Go to redtooth and say 'articles'.
2. Next kill redtooth and head to cluny.
3. At Cluny say 'first assignment' and he tells your to kill matthias.
4. Head to matthias and kill him.
5. Head back to Cluny and say 'second assignment'. He tells you to
kill the badger
6. Head to Constance and kill her.
7. Return to Cluny and say 'third assignment' and he will tell you to
kill the abbot.
8. Go kill the Abbot next and return to Cluny.
8. At Cluny say 'reward' to recieve the Tapestry.

Object 'tapestry warrior' is type treasure
Extra flags: glow magic bless no-locate burn-proof.
Weight is 24, value is 2200, level is 180.
Worn take neck.
Affects constitution by 3.
Affects damage roll by 10.
Affects dexterity by 3.
Affects wisdom by 3.
Affects intelligence by 3.

9. (removed, no longer valid, Rtoo)
10. Go to the foremole, in The Great Hall, say 'fourth step'. You will get
transported
11. say '25'. Get shield off of the floor.

(Magic) (Glow) the Shield of Martin the Warrior (181)
Object 'legendary shield warrior' is type armor
Extra flags: glow magic bless anti-evil no-locate burn-proof.
Weight is 100, value is 0, level is 182.
Worn take shield.
Armor class is 39 pierce, 40 bash, 41 slash, and 39 vs. magic.
Affects damage roll by 15.
Affects dexterity by 2.
Affects hit roll by 16.

12. Go to sister Stephanie and buy the ale.
13. Head to Basil Stag and give him the ale.
14. He tells you to go to the farmhouse and gives you a medal to
give to the adder so he wont eat you.
15. At the farmhouse, only captain snow is there, give him the medal
and he tells you to find the ferryshrew.
16. Return to Basil Stag and say 'silent sam'.
17. He will give you a dagger that silent sam wants
18. Go to silent sam and give him the dagger. He will teleport you to log-a-log.
19. At log-a-log you say 'log-a-log!'. He will teleport you into the quarry tunnel
20. You can find the Asmodeus, go west and get the sword from the ground.

(Magic) (Glow) the o-|====- of Martin the Warrior (180)
Object 'legendary sword warrior' is type weapon
Extra flags: glow magic bless anti-evil rot-death no-locate burn-proof nodisarm.
Weight is 30, value is 0, level is 180.
Worn take wield.
Weapon type is sword.
Damage is 10d70 (average 355).
Damage type is slash.
Weapons flags: vorpal.
Affects strength by 6.
Affects wisdom by 4.
Affects constitution by 2.
Affects hit roll by 14.
Affects damage roll by 12.

21. Go to Methuselah and say roof
22. Head up, kill Sparra warriors and loot an egg.
23. Go to The Bell Tower and get Joseph Bell off of the ground (it is there once every empty repop).
24. Head down to where the abbot (The Pond) and get the chestnut from the tree.
25. Go se to Stephanie and buy the butter
26. say 'candied chestnuts' to get the candied chestnuts.
27. Head back to Methuselah and say roof
28. Open up and head up, then up again to the king bull
29. Get the scabbard off the floor and give the bull the candied chestnuts.

Object 'joseph bell' is type portal
Extra flags: glow magic bless no-locate burn-proof.
Weight is 10, value is 0, level is 151.
Worn take hold.

Object 'legendary scabbard warrior' is type armor
Extra flags: glow magic bless anti-evil no-locate burn-proof.
Weight is 24, value is 0, level is 179.
Worn take waist.
Armor class is 36 pierce, 45 bash, 45 slash, and 42 vs. magic.
Affects constitution by 4.
Affects dexterity by 4.
Affects hit roll by 14.
Affects damage roll by 14.

30. Wear all 4 pieces of the Martin gear and head to Cluny.
31. As you walk into the room he will notice your gear and attack
32. The first hit will instant kill him. You will get his gear as a prize.

Object 'cluny tail' is type weapon
Extra flags: glow evil magic anti-good.
Weight is 20, value is 6400, level is 180.
Worn take wield.
Weapon type is whip.
Damage is 20d36 (average 370).
Damage type is whip.
Weapons flags: poison.
Affects dexterity by 4.
Affects strength by 4.
Affects damage roll by 12.
Affects hit roll by 12.

Object 'cluny standard' is type staff
Extra flags: glow hum evil magic anti-good no-locate.
Weight is 18, value is 6200, level is 180.
Worn take hold.
Has 3 charges of level 180 'apocalypse'.
Affects dexterity by 4.
Affects damage roll by 16.
Affects hit roll by 8.

33. Get glasses from the tree next to abbot and go to brother george.
34. Give him the broken glasses and he will fix them and give you a
regular pair of glasses.
35. Head to sister anna. Give her the glasses and she will give you the goggles.(if she says glasses are already found, kill and wait for repop)
36. Go to the otter and give him the goggles, he will transport you under water.
37. Get chain and ruby from chest there and return to brother george.
38. Give chain and ruby to george and he will put them together to make a
ruby pendant necklace.

Object 'ruby pendant necklace chain' is type treasure
Extra flags: glow magic bless no-locate burn-proof.
Weight is 24, value is 1300, level is 150.
Worn take neck.
Affects constitution by 2.
Affects luck by 4.
Affects damage roll by 12.
Affects hit roll by 12.

39. Get broken staff from the bush next to Anna and go to brother george.
40. Give him the broken staff and he will fix it and give you the fixed one.
41. Head to brother Randolf and give him the staff.
42. He will give you "The Hitchhiker's Guide To The Galaxy".

Object 'hitchhiker guide galaxy book' is type treasure
Extra flags: magic bless no-locate burn-proof.
Weight is 6, value is 5600, level is 170.
Worn take back.
Affects damage roll by 10.
Affects wisdom by 4.
Affects intelligence by 4.
Affects hit roll by 10.

43. Go to Tim and say 'play with you'.
44. Tim will give you the wreath and tell you to put it on.
45. Head to Tess and say 'play with you'.
46. She will give you a grass skirt and tell you to put it on, wear both of them.
47. Go to the room with Mrs. Churchmouse.(If already there, exit and reenter)
48. She will give you a stuffed mouse.

Object 'stuffed mouse toy' is type treasure
Extra flags: glow magic bless no-locate burn-proof.
Weight is 6, value is 0, level is 150.
Worn take finger.
Affects hit roll by 8.
Affects luck by 4.
Affects constitution by 4.
Affects intelligence by 2.

**Reward**