**Goal for Mount DuNoir**

**Requirements**

Be Awesome

**Solution**

Goal (map is Shayol Ghul - vec)
Note: When interacting with each of the goal mobs, you have to wait a while for the mprog to finish before moving on to the next step. So be patient. A lot of the mprogs are very slow to start and finish. Must have been written by a Canadian.
\*\* Goal Added : Battle the evil caged in the bowels of duNoir.
• Say 'yes' to Nesfan the Ranger to trigger the goal.
\* Task Added: Stop Bhazhat from escaping his ancient prison!
\* Task Added : Eliminate the corrupters of natural order.
• Kill 15 corrupters (Twisted Necromancer) - no message on kill untill all are done
\*\* Task Added : Destroy the vile magicians at their research.
• Kill 15 magicians (Insane Mage) - no message on kill untill all are done
• Return to Nesfan
\*\* Task Added : Soothe the anthbeast abominations.
• Go to the Lush Green Oasis (thru Red Pool) and to the Plant Man say 'soothe the anthbeast'
• Gather the following items:
• Mistletoe - Yggdrasil - on Hod
• Cauldron - Tirna n0g - on Daghda
• Branch - Werewood - in room 'Entering the Were Wood' on ground
• Acorn - ToL - On Busy Squirrel - may have to kill all and wait for repop to get one
• Mint - Eternal Atumn II - Lying on ground in room 'In the New Forest'
• Frankincense - Mount Dunoir - Path towards doom inside the Boswellia Tree
• Then return to the Plant Man. He then says you are done so return to Nesfan.
\*\* Task Added : Venture into the deep and forge the singing blade.
• Go to the Armoury and say 'singing blade' to the Blacksmith
• Type 'pilfer supplies' to get tongs and ore
• Get hammer off ground.
• Go 1e to other Armoury.
• Type 'pump bellows'
• Hold/wield the tongs
• Type 'put ore anvil'
• Remove curse, then wield hammer (neutral align - vec) and hold tongs in your offhand
• Type 'hammer ore' and wait til it's done
• Type 'dip blade basin' to get the singing blade (there is a chance of this failing, if so start again at the pilfer supplies stage)
• Walk back to Blacksmith and wait for him add a hilt.
• Return to Nesfan for the next task.
\*\* Task Added : Lead Cheoj's companions from their cells.
• Wield the fancy sword and go to the Dungeon and attack Bhazhat's Guards. Will trigger a new task.
• Go to the cells (blood-spattered key on guard dog).
• Go into each cell and beckon to Nurh, Maurm, and Yublem.
\*\* Task Added : Find assistance for dispatching Cheoj's guards.
• Now go back and attack guards and the companions will jump in.
\*\* Task Added : Rescue the prophesied one.
• Enter cell (Key is one floor up in room)
• Beckon Cheoj (task will close)
• Go back to Nesfan
\*\* Task Added : Enter Bhazhat's cell, and make it out alive.
• Down to the Plant Man and say Bhazhat to get to the maze.
• Key is on Limethe to door.
• Bhazhatisnt too tough but 3 other mobs in there are longer kills
• After clearing room say 'when' to Cheoj to complete task and goal
\*\* Goal Completed: Battle the evil caged in the bowels of duNoir.

**Reward**

You receive 20 quest points.

Once you collect the items for Plant Man the mobs at the beginning no longer aggro.