**Goal for Necromancers Guild**

**Requirements**

Visibility :(

**Solution**

Goal solution:  
  
1. At village elder, \*nod to start.  
2. run 2e; open cabinet, get a tarnished and broken silver locket from the cabinet  
3. from elder, run nwn into graveyard. Used to be multiple ways to enter second part, often waiting for zombie to drag you down into grave and then killing zombie works. If you can find a shovel, unlocking down in graveyard works too and then killing zombie.  
4. run nes, give locket to restless spirit.  
5. go nw2n, open down, kill cell keeper and open west, north and east. (be VIS) Enter each room, triggering "freeing" each set of prisoners, return to restless spirit.  
6. run nwnwn; kill all mobs, get all shelves  
scatter powders  
taint elixirs  
return to restless spirit and say DONE  
7. Head to the Animal Pens and get the wheat seeds off the  
ground.  
8. Drop one in a room (BE VIS) with a chicken and wait. Sometimes they  
drop a large egg.  
9. Get egg and drop it with an Animal Keeper and go in and  
out of the room and he will hatch the egg.  
10. Kill new-born chicken and get feather off floor.  
11. Give feather to one of the head Necromancer's assistants (The Room of the Pentragram) for the last key, get it off the floor.  
12. Run sed2sl open down; get all from the floor as Bone dragon attacks you. After the Bone dragon dies, he transports you back out.  
13. Return to restless spirit and say the treasure is gone  
14. kill cleaning zombie for mop and hold mop  
15. type clean floor in pentagram room w/ head necro.  
15.5 go n, type snuff candles  
16. Go to asardotlan and say help me  
gives you the ceremonial candle freezer  
17. Return to head necromancer room and type snuff candles, should trigger prog that kills head necro and drops silver pentagram  
18. Get silver pentagram and return to restless spirit  
19. Give pentagram to spirit to complete goal.  
  
Goal information for: Necromancers' Guild - Completed   
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  
Trouble is brewing in this tiny village. Ravaged and picked over by an evil   
group of necromancers, the village has been left mostly abandoned. Visit the   
village elder and see if you can somehow right the wrongs and avenge the lost  
souls that were tortured in the name of The Necromancers' Guild.  
  
The village elder is willing to transport you to the crypt if you simply   
say crypt.  
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  
Difficulty : Medium   
Recommended Level: 30  
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  
Tasks:  
1 - Help a restless spirit remember the past. : Completed  
2 - Release the imprisoned villagers. : Completed  
3 - Disrupt the vile teachings of the Necromancers. : Completed  
4 - Get rid of the Necromancers' funding. : Completed  
5 - Stop the Head Necromancer's summoning ceremony! : Completed  
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  
  
  
  
Old Solution:   
  
1. Kill Elder for shovel.  
2. Head to graveyard and open a grave and kill a zombie to be  
transported.  
3. Head to the Animal Pens and get the wheat seeds off the  
ground.  
4. Drop one in a room with a chicken and wait. Sometimes they  
drop a large egg.  
5. Get egg and drop it with an Animal Keeper and go in and  
out of the room and he will hatch the egg.  
6. Kill new-born chicken and get feather off floor.  
7. Give feather to one of the head Necromancer's assistant for the last  
key, get it off the floor.  
8. Go down in the dungeon and open down and get all from the  
floor, after the Bone dragon dies, he transports you back  
out.

**Reward**

+-----------------------------------------------------------------+  
| Names : eye dust protector mask |  
| Desc : a dust protecting mask |  
| Type : Armor Level : 21 |  
| Worth : 0 Weight : 1 |  
| Wearable : take eyes |  
| Flags : magic no-locate |  
+-----------------------------------------------------------------+  
| Armor : Pierce : 5 Bash : 9 |  
| Slash : 6 Magic : 6 |  
+-----------------------------------------------------------------+  
| Stat Mods : Strength : +1 Hit roll : +2 |  
| Mana : +10 Damage roll : +2 |  
+-----------------------------------------------------------------+  
| Resist Mods: Adds +1 resistance to earth |  
| Adds +1 resistance to light |  
| Adds -2 resistance to shadow |  
+-----------------------------------------------------------------+  
  
New Reward:  
  
say crypt at village elder for quick trans to crypts.