**Goal for Sagewood Grove**

**Requirements**

Sagewood Grove

**Solution**

Goal information for: Sagewood Grove - Completed  
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The Sagewood Grove is home to nature's dryads, and they live there still.  
However, the woods are filled with resources that others seek to take  
advantage of, notably the Greenleaf soldiers. Although the Greenleaf soldiers  
have not been hostile, they still seek to coerce the dryads to their devices.  
While the dryads are not willing to bend just yet, something dark hovers over  
their land. Though they dislike the soldiers, they will accept aid from  
someone unattached, and that's where you can come in. Ask the captain's  
assistant about the dryads if you wish to start the goal. There are other  
people to help out as well.  
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Difficulty : Medium   
Recommended Level: 170  
Minimum Level : 150  
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Tasks:  
1 - Pass along the message to Silveroak. : Completed  
2 - Talk to the wisest dryad in Sagewood Grove. : Completed  
3 - Examine the dead woods. : Completed  
4 - Kill the darkness. : Completed  
5 - Bring what you've found to Hasalia. : Completed  
6 - Listen to Hasalia's story. : Completed  
7 - Destroy the darkness of Sagewood Grove's past. : Completed  
8 - Report what has happened to Silveroak. : Completed  
9 - Return to the captain. : Completed  
10 - What ideas do you have for the situation? : Completed  
11 - Give the gift basket to Hasalia. : Completed  
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run 3nw  
say 'dryads'  
run 2e;open n;run ne  
say get results soon  
run w;o s;s;run w3se2s2es2e (to Hasalia the wise)  
find a dark malice in "Devastated Wood"/"Dead Wood" (run 2wnen) and 'look malice' then kill it  
return to Hasalia  
give presence hasalia  
sit; listen Hasalia  
stand; enter pool  
run se;enter pool [Entering PK-Areas here]  
run se;enter pool  
find and kill warmage alestine and loot flames  
enter pool in southeast room and go n  
give flames hasalia [Item is rot-death so hurry up]  
run 2wn2w2nw3ne;open n;run ne  
say 'i have helped the dryads' and receive a leather canvas  
run w;open s;run s2w  
run 2e;open n;run ne  
say 'thank you'  
run w;open s;run s2w [Not sure the last 3 steps are necessary, maybe someone can try it out]  
say 'give a gift' and receive a welcome basket  
run e3se2s2es2e and 'give basket hasalia' to complete the goal  
  
  
NOTE: If you just want to get to the hidden rooms just 'run e2s2es2e;listen Hasalia;enter pool' and continue from there  
  
Thanks to Alcor!

**Reward**

Rewards:  
10 trains  
10,000 gold  
~vine ring~  
+-----------------------------------------------------------------+  
| Keywords : vine ring |  
| Name : ~vine ring~ |  
| Id : 1120768301 |  
| Type : Treasure Level : 161 |  
| Worth : 0 Weight : 8 |  
| Wearable : finger |  
| Score : 240 |  
| Material : plant |  
| Flags : magic, V3 |  
+-----------------------------------------------------------------+  
| Stat Mods : Intelligence : +12 Damage roll : +12 |