**Goal for Shayol Ghul**

**Requirements**

**Solution**

Bracer of Flesh  
  
1. Kill Gholam and check ground for a piece of unknown matter.  
It pops on death randomly so keep trying.  
2. Go 3suw3ne;open s;s and give the matter to the Artificer for one  
of the two different Bracers of Flesh. One is common and one is  
very rare.  
  
Common one 95% of time.  
+-----------------------------------------------------------------+  
| Names : bracer flesh ring gholam matter |  
| Desc : Bracer of Flesh |  
| Type : Armor Level : 200 |  
| Worth : 8,200 Weight : 5 |  
| Wearable : take wrist |  
| Flags : glow hum magic no-locate burn-proof auctioned |  
+-----------------------------------------------------------------+  
| Armor : Pierce : 81 Bash : 83 |  
| Slash : 85 Magic : 75 |  
+-----------------------------------------------------------------+  
| Stat Mods : Hp : +100 Hit roll : +10 |  
| Damage roll : +15 |  
+-----------------------------------------------------------------+  
| Resist Mods: Adds +3 resistance to slash |  
+-----------------------------------------------------------------+  
  
Rare one 5% of the time.  
+-----------------------------------------------------------------+  
| Names : matter bracer flesh ring gholam |  
| Desc : (EXCLUSIVE) Bracer of Flesh |  
| Type : Armor Level : 200 |  
| Worth : 9,600 Weight : 5 |  
| Wearable : take wrist |  
| Flags : magic no-locate burn-proof held |  
+-----------------------------------------------------------------+  
| Armor : Pierce : 79 Bash : 76 |  
| Slash : 89 Magic : 77 |  
+-----------------------------------------------------------------+  
| Stat Mods : Damage roll : +10 Save vs spel : +15 |  
| Hp : +150 Hit roll : +20 |  
| Strength : +3 Mana : +100 |  
+-----------------------------------------------------------------+  
  
The Dark One's Eq  
  
1. Kill Gholam then enter blood.  
2. Be vis and say 'tarmon'.  
3. Navigate the lava maze and get by all the Beguiler and their teleport  
mprogs until you reach Shaidar Haran.  
4. Kill him for the Cuendillar key.  
5. Open south and go south, make sure u are fully healed up and such.  
6. During the fight The Dark one will call for Ishamael to help him.  
This is random and can get alot of Ishamael's in the room with him.  
7. After you kill The Dark One you get his eq and Rand Al'thor appears.  
8. To leave you say 'when'.  
  
  
+-----------------------------------------------------------------+  
| Names : set heavy armbands manacles bonding |  
| Desc : Manacles of Bonding |  
| Type : Armor Level : 201 |  
| Worth : 2,500 Weight : 60 |  
| Wearable : take arms |  
| Flags : dark evil magic nodrop anti-good anti-neutral |  
| : noremove v3 |  
+-----------------------------------------------------------------+  
| Armor : Pierce : 72 Bash : 69 |  
| Slash : 61 Magic : 78 |  
+-----------------------------------------------------------------+  
| Stat Mods : Dexterity : -3 Strength : -3 |  
| Hit roll : +30 Save vs spel : +12 |  
| Mana : +50 |  
+-----------------------------------------------------------------+  
  
+-----------------------------------------------------------------+  
| Names : flesh claws rending |  
| Desc : Claws of Rending |  
| Type : Armor Level : 201 |  
| Worth : 3,258 Weight : 43 |  
| Wearable : take hands |  
| Flags : dark evil magic anti-good anti-neutral v3 |  
+-----------------------------------------------------------------+  
| Armor : Pierce : 77 Bash : 67 |  
| Slash : 57 Magic : 48 |  
+-----------------------------------------------------------------+  
| Stat Mods : Hit roll : +21 Damage roll : +21 |  
+-----------------------------------------------------------------+  
| Resist Mods: Adds -4 resistance to bash |  
| Adds +4 resistance to pierce |  
+-----------------------------------------------------------------+  
  
+-----------------------------------------------------------------+  
| Names : heavy set rusty chains bonding |  
| Desc : Chains of Bonding |  
| Type : Armor Level : 201 |  
| Worth : 5,763 Weight : 55 |  
| Wearable : take neck |  
| Flags : dark evil magic anti-good anti-neutral v3 |  
+-----------------------------------------------------------------+  
| Armor : Pierce : 77 Bash : 79 |  
| Slash : 66 Magic : 72 |  
+-----------------------------------------------------------------+  
| Stat Mods : Dexterity : -3 Age : +25 |  
| Damage roll : +30 |  
+-----------------------------------------------------------------+  
  
+-----------------------------------------------------------------+  
| Names : set wings blood bladed |  
| Desc : Bloody bladed wings |  
| Type : Treasure Level : 201 |  
| Worth : 4,673 Weight : 40 |  
| Wearable : take back |  
| Flags : dark evil magic anti-good anti-neutral burn-proof |  
| : v3 |  
+-----------------------------------------------------------------+  
| Stat Mods : Dexterity : +4 Save vs spel : +15 |  
+-----------------------------------------------------------------+  
  
+-----------------------------------------------------------------+  
| Names : potion malevolence evil thoughts |  
| Desc : Evil Thoughts |  
| Type : Potion Level : 200 |  
| Worth : 7,500 Weight : 5 |  
| Wearable : take |  
| Flags : glow dark evil magic anti-good anti-neutral v3 |  
+-----------------------------------------------------------------+  
| Spells : |  
| Level 180 spell of 'wraith form' |  
| Level 180 spell of 'energy containment' |  
| Level 180 spell of 'holy aura' |  
+-----------------------------------------------------------------+  
  
+-----------------------------------------------------------------+  
| Names : shell energy chaos forcefield |  
| Desc : CHAOS Forcefield |  
| Type : Armor Level : 201 |  
| Worth : 7,500 Weight : 55 |  
| Wearable : take torso |  
| Flags : dark evil magic anti-good anti-neutral burn-proof |  
| : v3 |  
+-----------------------------------------------------------------+  
| Armor : Pierce : 85 Bash : 73 |  
| Slash : 69 Magic : 71 |  
+-----------------------------------------------------------------+  
| Stat Mods : Save vs spel : +25 Damage roll : +15 |  
| Hit roll : +12 |  
+-----------------------------------------------------------------+  
  
+-----------------------------------------------------------------+  
| Names : peace good betrayer hope |  
| Desc : Betrayer of Hope |  
| Type : Light Level : 201 |  
| Worth : 7,500 Weight : 55 |  
| Wearable : take |  
| Flags : dark evil magic anti-good anti-neutral v3 |  
+-----------------------------------------------------------------+  
| Stat Mods : Save vs spel : +30 Hit roll : +30 |  
+-----------------------------------------------------------------+  
  
+-----------------------------------------------------------------+  
| Names : evil intentions corrupted thoughts |  
| Desc : Evil Intentions |  
| Type : Armor Level : 201 |  
| Worth : 7,500 Weight : 55 |  
| Wearable : take head |  
| Flags : dark evil magic anti-good anti-neutral v3 |  
+-----------------------------------------------------------------+  
| Armor : Pierce : 80 Bash : 68 |  
| Slash : 66 Magic : 73 |  
+-----------------------------------------------------------------+  
| Stat Mods : Hp : +100 Wisdom : -2 |  
| Hit roll : +15 Damage roll : +30 |  
+-----------------------------------------------------------------+  
  
+-----------------------------------------------------------------+  
| Names : dread sensation mantle evil |  
| Desc : mantle of Evil |  
| Type : Treasure Level : 200 |  
| Worth : 7,500 Weight : 55 |  
| Wearable : take float |  
| Flags : dark evil magic anti-good anti-neutral v3 |  
+-----------------------------------------------------------------+  
| Stat Mods : Mana : +150 Hp : +150 |  
| Hit roll : +20 |  
+-----------------------------------------------------------------+  
  
Lava Tunnel Explore  
  
1. Get back to the Lava maze and find the door down and go down.  
You can recall from this room for quick way out of there.  
2. Go dudddu to get the last hard to explore rooms.

**Reward**