**Goal for The Blighted Tundra of Andarin**

**Requirements**

**Solution**

\*almost every room aggro to under LV40 players, use invis/sneak unless you want this to take forever!\*  
  
1. run ununeu5esuse to chieftain, listen chieftain, say i will help  
2. run wnd5nwn2wnwn2ws and kill dragon, keep the key he drops  
3. return to chieftain and say i have slain the dragon  
4. run wnd4wnwd2w to Jane and say eternal cold  
5. return to chieftain and say wizards  
6. run wn2dw2s and kill wizard, get gem off ground  
7. run 2ne2n and kill wizard, get gem off ground  
8. return to chieftain and give him both gems  
9. go east and unlock trunk, get charm from trunk (if you are missing key, kill dragon again)  
10. run 2wn2d and open door, secret east entrance opens  
11. run 3e and kill wizard, get dust off ground (charm opens chest in room for some small gems and a 2str 20mana amulet)  
12. return to chieftain and give him the dust  
  
Note: type "get dust" specifically. It's a mobprog.

**Reward**

5 qps