**Goal for The Curse of the Midnight Fens**

**Requirements**

**Solution**

new fens goal  
  
you will need to kill mobs for tokens and kill the nothing for curse pieces  
the curse pieces are around 1 in 20 or 1 in 25 random  
Tokens are marginally better but not much, plan on being here a few days  
  
Start the goal by listening to the adventurer marked by a green!  
say i can help  
  
you can read text on tokens for clues but here is the list:  
  
metal token give to midget titan  
then give skull mug to midget  
(skull mug is on bog mucks but random)  
  
water token to dot frog  
  
light token to mold  
then give club to mold (from midget titan)  
  
fire token give to blue hornet  
  
earth token give to beetle  
  
wood token give to reed with this description (other reed doesn't work)  
(R) Some withered, brown reeds sway gently in the wind.  
task will open to kill 45 marshgrasses and other reeds  
once you hit 0 left be vis and walk in and out of are 2 rooms s  
will autoclose task  
  
air token give to dragonfly  
  
shadow token give to snipe then attack snipe  
he will want you to chase him around area, so hunt him till snipe is dead.  
  
  
  
  
  
  
  
  
old fens  
1. You MUST be a maxed SH with plenty of brewed Complete Heals or  
alot of healers.  
2. In order to do this you will have to defeat the Black Nothing  
room entirely.  
3. The Black Nothing hits incredible hard and the Souless mobs  
next to him aren't a pushover either. On top of that you must  
be prepared for the random teleport to another room in fens  
that the black nothing loves to do to you.  
4. If you shall actually kill the Souless and The Black Nothing  
there are some nice rewards. Sometimes(Oh how we love low  
randoms) At times one of the Souless Mobs will pop the area  
portal.  
  
+-----------------------------------------------------------------+  
| Names : dreary hole despair |  
| Desc : a dreary hole of despair |  
| Type : Portal Level : 200 |  
| Worth : 100 Weight : 5 |  
| Wearable : take hold |  
| Flags : glow hum magic no-locate melt-drop held |  
+-----------------------------------------------------------------+  
  
5. Even more rare times The Black Nothing will pop a piece of the  
broken curse.  
  
+-----------------------------------------------------------------+  
| Names : lmnkp piece broken curse |  
| Desc : a piece of a broken curse |  
| Type : Trash Level : 400 |  
| Worth : 0 Weight : 500 |  
| Wearable : take |  
| Flags : evil magic no-locate melt-drop donated held |  
+-----------------------------------------------------------------+  
  
6. You can give the curse item to certain mobs and get a piece  
of tier eq randomly seems to be 30%. Below are the following  
rewards.  
  
Give to Blue Hornet and you will get.  
  
+-----------------------------------------------------------------+   
| Names : broken curse |   
| Desc : a broken curse |   
| Type : Armor Level : 280 |   
| Worth : 25,000 Weight : 100 |   
| Wearable : take finger |   
| Flags : invis magic no-locate burn-proof held |   
+-----------------------------------------------------------------+   
| Armor : Pierce : 85 Bash : 85 |   
| Slash : 85 Magic : 65 |   
+-----------------------------------------------------------------+   
| Stat Mods : Save vs spel : +8 Luck : +2 |   
| Dexterity : +2 Intelligence : +2 |   
| Strength : +2 Hit roll : +24 |   
| Damage roll : +24 |   
+-----------------------------------------------------------------+  
  
Give to Dragonfly and you will get.  
  
+-----------------------------------------------------------------+   
| Names : abysian maledictions |   
| Desc : Abysian Maledictions |   
| Type : Armor Level : 280 |   
| Worth : 5,000 Weight : 10 |   
| Wearable : take wrist |   
| Flags : invis magic no-locate burn-proof held |   
+-----------------------------------------------------------------+  
| Armor : Pierce : 100 Bash : 100 |   
| Slash : 100 Magic : 100 |   
+-----------------------------------------------------------------+   
| Stat Mods : Hit roll : +10 Save vs spel : +23 |   
| Strength : +4 Damage roll : +23 |   
| Intelligence : +3 |   
+-----------------------------------------------------------------+   
  
Give to Blood Beetle and you will get.  
  
+-----------------------------------------------------------------+   
| Names : stir of shadows |   
| Desc : stir of shadows |   
| Type : Armor Level : 260 |   
| Worth : 5,000 Weight : 40 |   
| Wearable : take waist |   
| Flags : invis magic no-locate burn-proof held |  
+-----------------------------------------------------------------+   
| Armor : Pierce : 125 Bash : 125 |   
| Slash : 125 Magic : 125 |   
+-----------------------------------------------------------------+   
| Stat Mods : Save vs spel : +10 Damage roll : +28 |   
| Wisdom : +6 Hit roll : +28 |   
| Strength : +2 Luck : +2 |   
| Intelligence : +3 |   
+-----------------------------------------------------------------+  
  
Give to Dot Frog and you will get.  
  
+-----------------------------------------------------------------+   
| Names : cover darkness |   
| Desc : the cover of darkness |   
| Type : Armor Level : 240 |   
| Worth : 5,000 Weight : 20 |   
| Wearable : take body |   
| Flags : invis magic no-locate burn-proof held |   
+-----------------------------------------------------------------+   
| Armor : Pierce : 80 Bash : 80 |   
| Slash : 80 Magic : 60 |   
+-----------------------------------------------------------------+   
| Stat Mods : Save vs spel : +10 Damage roll : +24 |   
| Intelligence : +4 Strength : +5 |   
| Dexterity : +5 Wisdom : +5 |   
| Hit roll : +6 |   
+-----------------------------------------------------------------+