**Goal for The Fire Swamp**

**Requirements**

Nothing special

**Solution**

First Goal  
  
1. Go to the Will-o-Wisp and follow him.  
2. Listen to the Fire Lizard and say 'yes' to open goal.  
3. Go and kill the traveler for his cloak.  
4. Find the dry leaves and twigs off ground somewhere in area.  
5. Give the cloak to Large Flames and kill for dancing flames.  
6. Go to the Flame Spurt and give him the leaves and kill for bright flames.  
7. Go to the burst of flame and give him the twigs and kill for hot flames.  
8. Kill the River Spirit.  
9. Wear all 3 flames items and kill the fire dragon while the River Spirit  
is still dead.(River spirit must be dead for this to work) You will get  
the dragon orb, wear it.  
10. Find the fire Essence and brandish the Orb in his room to finish the goal.  
  
3 Trains  
5,000 gold  
  
+-----------------------------------------------------------------+  
| Keywords : red sphere fire |  
| Name : a Red Sphere |  
| Type : Treasure Level : 1 |  
| Worth : 0 Weight : 1 |  
| Flags : magic, burn-proof, melt-drop, V3 |  
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Second Goal  
  
1. Find the lost Wanderer and say 'I will help you'.  
2. Now lead him to the south until he says its a dead end.  
3. Now lead him north and east until its a dead end again.  
4. Listen to him if he says he is hungry take him the to room  
with a bush that is behind a closed door. Get the berry from the  
bush and make sure you give it to him while you are in the room with  
that very bush.  
5. He says he is thirsty so take him to the farest east river room where  
you will be sucked into the river, kill the mobs and go back up and lead  
him towards the begining of the area and the goal should close.  
  
Rewards  
  
2 Trains

**Reward**