**Goal for gnoll quarry**

**Requirements**

None (that I know of)

**Solution**

(edit: Vector - made a few changes in syntax and process - 072312, Rtoo added looted to items)  
To start goal: Go to Grak’ou (2sws from entrance) say maps then, say “I’m here to help investigate”  
  
Run nes;say medicine  
  
Look potion to get Overseer’s Saliva  
\*\*\*must loot the following from the corpse after message\*\*\*  
Kill “a large rat” until you collect a cloth dripping with rats blood  
Kill “an eating dwarf” until you collect a small sweaty hat  
Kill “a withered old gnoll” until you collect a tuft of white gnoll hair  
  
Go back to the Infirmary and say “have all of them”  
  
Wait a bit (not sure how long), then say ‘disappearances’  
  
Run nwd2seds;say caves;wait for the end of mobprog;say deal  
  
Run s;say axle  
Find heaps of broken and discarded metal tools on the quarry floor and ‘salvage metal’ till you get something. Return it to the blacksmith and he’ll tell you it’s not good enough. You must do this and return 3 times to him and give him the new piece of metal, and he’ll give you an axle.  
  
Kill “a dwarven slave” for an old wooden wheel (x3)  
Kill “a complex looking drilling machine” for an old wooden cog (x2)  
Kill “a Blacksmith’s Gopher” for a key on a long chain \*\*must loot it\*\*. It opens the locker east of the tinker. In the locker is a dirty can of grease.  
  
Return to the tinker and say ‘you can fix the cart’  
  
Run n2ed2sed2sd2w;say ‘cave entrance’  
  
Return to the Overseer (Grak’ou) and say ‘the caves have been sealed’ to get Orders to Open the Cave  
  
Run nd2sed2ed2sed2sd2w;give orders expert  
  
Kill “a dwarf holding a drill bit” for a worn drill bit (get a few)  
Kill “a giant muscular gnoll” for a mancrushing sledge  
Return to the expert  
be vis, have those in inventory not equipped and he will trigger next step  
  
Go east;wield sledge;hold bit;drill holes  
The bit will break, so go get more (if you don’t already have them) and do it again to finish then go back to the expert and say ‘I have finished’  
Go back east and ‘carefully pack the explosives’ then ‘gently place the blasting caps’  
Go west to the expert and ‘press plunger’ then go east again and ‘move rocks’  
  
Kill the fossils in here until you get attacked by a giant fossil creature  
  
Kill that creature and take the dwarf’s corpse to the overseer, give the corpse to the overseer.  
  
run 2n, be vis, listen to Aarrssa story  
  
Run sds;climb vines;n;say ‘fossils’ (kill gnoll guards first)  
go to aarrssa, Run s;climb vines;run nun;say ‘biscuits’  
Run sds;climb vines;n;say ‘never get any biscuits’  
Run s;climb vines;run nun;say ‘are you a shaman?’;say ‘I agree’  
Run s;wait for repop;run n to get biscuits and another task  
Run sds;climb vines;n;give biscuits nutzo  
  
Go back to the caves, and clear the rooms, then ‘check room’ in each till you find Aarrssa’s daughter, type listen daughter.  
wait for mobprog, then say 'yes'  
  
then say Xut eb Owine  
  
Kill the fossil  
  
Return to Aarrssa and say your daughter is sorry  
  
Return to the Overseer and he’ll take the maps from you and give you…nothing…nothing at all  
Note: If you go overseer b4 aarrssa you can go enter cave from arrssa and listen gnol and get another map

**Reward**

8 qp and shortcut from Overseer's Home to caves via 'enter cave'