**Goal for Brightsea and Glimmerdim**

**Requirements**

**Solution**

NOTE: Must have hide & sneak, must be evil align.  
  
To start:  
  
Run n3e5n;o d;d  
Say “Yes”;‘give 200 coin character’  
Say “I am interested”;‘agree’  
  
\*\* Task Added : Steal from a renowned sailor.  
  
From the character, run 2w2s2e;o d;d  
Kill the thief for the skeleton key.  
Hide/sneak  
O u;run u2w2n2e;o u;run u2s3w;o w;w  
‘steal trophy honora’ for the gold trophy  
O e;run 4e2s;o d;d  
‘give trophy character’ to task update.  
  
\*\* Task Added : Steal from a ship's navigator.  
  
Hide/sneak  
O u;run u7s3w  
‘steal sextant navigator’ for the brass sextant  
Run 3e7n;o d;d  
‘give sextant character’ to task update.  
  
\*\* Task Added : Steal something from the Prince's residence.  
  
Hide/sneak  
From the character, run es2es;o s;run sw  
‘steal boots valet’ for the shiny black boots.  
E;o e;run 2n2wnw;‘give boots character’ to task update.  
  
\*\* Task Added : Assassinate your targets and bring back proof.  
  
Run 2wse;‘buy 1’;‘buy 2’;‘buy 3’  
‘wear black’;‘wear black’;‘wear black’  
Hide/sneak  
Run wn3es2es;o s;run sw  
Kill the Valet for the bloodied Valet’s uniform.  
Hide/sneak  
E;o n;run 2n2wnw;o u;run u2s3w;o w;w  
Kill Honora for the bloodied Maid’s uniform.  
Hide/sneak  
O e;run 4e5s3w  
Kill the navigator for the bloodied Navigator’s uniform.  
Run 3w7n;o d;d to goal complete.

**Reward**

+-----------------------------------------------------------------+  
| Keywords : got port chapter |  
| Name : GoT, Brightsea Chapter |  
| Id : 983841090 |  
| Type : Armor Level : 26 |  
| Worth : 1,000 Weight : 1 |  
| Wearable : wrist |  
| Score : 45 |  
| Material : cloth |  
| Flags : unique, invis, magic, burn-proof, V3, saveable |  
| Found at : Brightsea and Glimmerdim |  
+-----------------------------------------------------------------+  
| Stat Mods : Damage roll : +2 Dexterity : +1 |  
| Strength : +1 Intelligence : +1 |  
+-----------------------------------------------------------------+  
| Resist Mods: All magic : +1 All physical : +2 |  
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