**Goal for Gypsy Caravan**

**Requirements**

SH goal

**Solution**

Caravan
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1. Enter room 'The Hanging Gardens' wait for mobprog to finish and type 'investigate'.
2. Go to room 'Courthouse' and say 'judge is dead'.
3. Go to the room 'A Florist's Shop' and say 'seen anything strange'.
4. Go back to 'The Hanging Gardens' and type 'clip flowers' and kill Elvira the Gardener for flowers.
5. Return to 'A Florist's Shop' with the flowers.
6. Go to the room 'Butcher Shop' and say 'flora sent me' and wait for mobprog to finish. Type 'enter the back room' and kill the goat for 'Fresh Side of Goat'.
7. Return to Adamu, the Butcher and say 'beast is dead'.
8. Go to the room 'Stones and Silver' and say 'adamu sent me'.
9. Go back to the room 'A Florist's Shop' and type 'give the jewels to flora'.
10. Go to the room 'Fine Clothing' and say 'brishan'.
11. Go to the room 'A room in the Pub' and say 'crimson hood' then type 'chase after brishan'.
12. Kill the gypsies then go north to get sent to 'Bottom of a deep pit'. Type 'climb out'.
13. Now in the room 'Alleyway above the pit' kill Brishan. After fighting him type 'listen brishan' and then type say 'live'.
14. Go to the Courthouse and type say 'tawno'.
15. Go to the room 'The Bar' to find Pias the Bartender and type say 'tawno' and then say 'not looking for trouble' and then type 'twist his arm'.
16. In the 'The Bar' type 'squeeze through' to fight the boss which does a lot of damage. Have lots of incs and hp.

Reward:

To reach the back alleys, return to Pias anytime and
type enter the alleys.

This is a mainly non-aggro evil aligned area with stacks of mobs.

| +-----------------------------------------------------------------+
| | Keywords : Ruby Fire unnatural gemstone |
| | Name : Tawno's Enchanted Fire Ruby |
| | Id : 1468026110 |
| | Type : Treasure Level : 200 |
| | Worth : 10,000 Weight : 1 |
| | Wearable : neck |
| | Score : 14 |
| | Material : ruby |
| | Flags : invis, magic, held, nolocate, auctioned, V3 |
| +-----------------------------------------------------------------+
| | Stat Mods : Intelligence : +7 Wisdom : +7 |
| | Damage roll : +15 Hit roll : +9 |
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| | Resist Mods: All physical : +20 All magic : +30 |
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Complete
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**Reward**