**Goal for Tairayden Peninsula**

**Requirements**

**Solution**

From : Escobar: Tairayden Peninsula
Forum : Personal - #381496
To : Light
Date : Sun Mar 18 23:47:25 2012
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To start:
run 5n3es3en;open e;e;open d;d
say "Accept" to update.

\*\* Task Added : Dispose of the tribe lookouts.

o u;u;o w;run 2wsw
Kill the lookouts here.
run w2s
Kill the lookouts here.
run 2n3en;o e;e;o d;d
say "The lookouts are dead" to update.

\*\* Task Added : Find the hostage's belongings.

o u;u;o w;run 2ws2wn3ws
Kill Chelia for the shovel
'enter castle';'dig'
Kill all 4 thieves here for the hostage belongings.

NOTE: The hostage's belongings have a timer of 5 minutes.

'climb';run wn3es3en;o e;e;o d;d
'give belong orm' until task update.

\*\* Task Added : Find the shackle keys and give them to the hostages.

NOTE: At this point, all of the tribesman will aggro. They detect hidden and
invis.

o u;u;o w;run 2ws2w2se2s
Kill Aughvery the commander for 1 shackle key with 10 min rot timer.
o n;run ne;o e;e
'give key prisoner'
run 2wnw2n3ene
'give key hostage'
o d;d
say "The hostages are free" to goal complete.

GOAL COMPLETED!

**Reward**

Rewards:

10 QPs.

+-----------------------------------------------------------------+
| Keywords : tribe armor tairayden |
| Name : The Tairayden Tribe Armor |
| Id : 1019693223 |
| Type : Armor Level : 111 |
| Worth : 6,000 Weight : 12 |
| Wearable : body |
| Score : 285 |
| Material : metal |
| Flags : invis, magic, burn-proof, nolocate, nosteal, V3 |
| Found at : Tairayden Peninsula |
+-----------------------------------------------------------------+
| Stat Mods : Strength : +5 Dexterity : +5 |
| Hit roll : +15 Damage roll : +15 |
| Moves : -110 Saves : +1 |
+-----------------------------------------------------------------+
| Resist Mods: Fire : +4 |
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