**Goal for Tanravea**

**Requirements**

**Solution**

To start: run 6e2s2e2se  
‘enter ruins’;‘sit’  
Say “Yes” when prompted.  
  
\*\* Task Added : Kill the evil that has taken up residency in the forest.  
  
‘stand’  
Run 2w  
In this section, you need to kill 20 mobs total. The mobs that work are:  
  
- evil spider  
- strands of webbing  
- a cocoon hatchling  
  
When you’ve killed, make your way back to Tahlia.  
  
\*\* Task Added : Visit the chieftain in the Skrean village.  
  
Run 2w2n3wn  
‘listen chieftain’  
Say “Food”  
  
\*\* Task Added : Find an alternative food source for the Skreans.  
  
You will need to give the chieftain 10 different food sources. They can be found from the following:  
  
NOTE: To get back to the first section from the second, look for the room ‘An Underground Lake’. There’ll be a custom exit, ‘enter pool’, that’ll take you to the room with the anaconda.  
  
First section (Forest with Chieftain)  
  
- Strips of Snake Flesh from a baby anaconda  
- run s3e5sw and kill the snake here.  
- run e5n3wn, ‘give snake chief’ to update.  
  
- Chunks of Meat from a wombat  
- run swse, find and kill wombat around here.  
- run back to chieftain, ‘give meat chief’  
  
Second section (located 3ne2d from chieftain)  
  
- a large rack of ribs from a wyvern  
- Should be nearby from drop off, follow path.  
  
- lizard meat from a giant lizard  
- Should be nearby from drop off, follow path.  
  
- a fresh rat carcass from a rat  
- Run 2eu2e2s to reach caves, find and kill rat.  
  
- parsnip flavoured roots from white ropey vines  
- In the caves section, along with the rats.  
  
- some edible fungi on the ground in the caves section.  
  
Third section (located w2s2w from chieftain, ‘enter crater’)  
  
- a cluster of yellow fruits from a large fruit bearing tree  
- run 2e;‘get all tree’  
  
- a handful of blackberries from a wild thicket of berries  
- from tree, run wsws;‘get all thicket’  
  
- a deep pink dragon fruit from fruit trees.  
- from thicket, go s;‘get all tree’  
  
Run es2e2se  
‘enter ruins’  
When prompted, say “I will help you find your peace”.  
  
\*\* Task Added : Bring peace to the undead Tanra'veans.  
  
In this section and the rooms below, kill the undead. Need to kill 30 to task complete. Below is a list of the following mobs:  
  
- A shadowy figure  
- A spectre  
- A ghostly figure  
- A ghoulish creature  
  
When you’ve killed 30, make your way back to Tahlia to goal complete  
  
GOAL COMPLETE!

**Reward**

20 Quest Points.  
  
+-----------------------------------------------------------------+  
| Keywords : shimmering aura tranquillity |  
| Name : -=)Shimmering aura of tranquillity(=- |  
| Id : 995906371 |  
| Type : Armor Level : 200 |  
| Worth : 6,700 Weight : 20 |  
| Wearable : float |  
| Score : 475 |  
| Material : light |  
| Flags : invis, magic, V3 |  
| Found at : Tanra'vea |  
+-----------------------------------------------------------------+  
| Stat Mods : Hit roll : +20 Damage roll : +20 |  
| Strength : +10 Dexterity : +5 |  
| Constitution : +5 |  
+-----------------------------------------------------------------+  
| Resist Mods: All physical : +11 All magic : +8 |  
+-----------------------------------------------------------------+  
  
Mob Drops:  
  
-from Dryad  
+-----------------------------------------------------------------+  
| Keywords : circlet autumn leaves |  
| Name : (O)Circlet of Autumn Leaves(O) |  
| Id : 995387414 |  
| Type : Armor Level : 200 |  
| Worth : 6,700 Weight : 20 |  
| Wearable : head |  
| Score : 375 |  
| Material : plant |  
| Flags : invis, magic, V3 |  
| Found at : Tanra'vea |  
+-----------------------------------------------------------------+  
| Stat Mods : Damage roll : +20 Hit roll : +20 |  
| Intelligence : +10 Dexterity : +5 |  
+-----------------------------------------------------------------+  
| Resist Mods: All physical : +11 All magic : +8 |  
+-----------------------------------------------------------------+  
  
  
-halfling female  
+-----------------------------------------------------------------+  
| Keywords : fallen star |  
| Name : /\*\Fallen Star/\*\ |  
| Id : 995058129 |  
| Type : Armor Level : 200 |  
| Worth : 6,700 Weight : 20 |  
| Wearable : finger |  
| Score : 280 |  
| Material : topaz |  
| Flags : invis, magic, burn-proof, V3 |  
| Found at : Tanra'vea |  
+-----------------------------------------------------------------+  
| Stat Mods : Hit roll : +15 Damage roll : +15 |  
| Constitution : +4 Dexterity : +4 |  
| Luck : +3 |  
+-----------------------------------------------------------------+  
| Resist Mods: All physical : +11 All magic : +8 |  
+-----------------------------------------------------------------+