**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 |
+-----------------------------------------------------------------+