**Goal for Thandeld's Conflict**

**Requirements**

**Solution**

To open the goal, find Thandeld, and say yes. He is n2u4n;open n;2nwnu2n;open n;n  
(note-speedwalks are from that point in the goal except aboves, they arent from entrance.)  
  
He asks you to find his binoculars. Run 3s3w;open w; w to find Xairu. Say Binoculars. Run   
4ed2se4s2wnd2n; open n (either pick the lock or kill a guard);2n. Type 'look under table' to get your clue.  
The clue says go to the library, so run es2e;open e; enu. Read the red book for the next clue.  
The pantry is ds;open w; 6w;open w;5wsw. The head cook kicked me back to the foyer a few times, so avoid her. Once in the pantry, lift box for the next clue.  
Go to the ballroom. (run 2en2en;open n;2nw) check tiles in all four rooms until you find the next clue.  
Run (from ne ballroom) e3se;open e;6e;open n;n. Kill Greguri for the binoculars.  
Return to Thandeld.  
  
The key for the collection rooms is on the head chef, kill her. The collection rooms are 2n2d from the locked door to the vampire's manor. Open s, go down. This whole section is PK rooms. There is a room to the north, one to the east, one to the south, and one to the west. When you enter each, there will be aggro mobs. In each room, check locks in all four parts until you are attacked by vampire guards. Then move on to the next room. Once you've checked all the locks, you'll be told to return to Thandeld.  
  
Now, go to the lizards side of the area. (n2un2end from entrance) Find and kill the wandering guard. Find the room called 'a storage hut', it has a crate in it. The room is 4n2e;open n;n from where the previous speedwalk to lizards part left you. Open the crate and get all.  
Run s2wn;open n;4nd4w;open s;s. There are PK rooms. The tigers take the meat, so return to Thandeld.  
  
Run 3sd2se4s2end4nw;open s;s. Say collar to finish the goal.  
  
Edit: After the goal, you can go to Xairu's room by entering his room with less than 600 moves. (You can reach that room without goal by Ninkano).  
  
EXTRA INFO  
Key for trunk -> Low chance drop from Junrei (a very feeble trunk key)  
Reward: lvl 26 ring 2dex/1str (all 3 enchants avaliable)  
  
Key for trapdoor (run n2un2end2n2wn from entrance) -> Low chance drop from A weaponsmith (!!>> MaStEr ExPlOrEr'S KeY < Reward: a handful of perfect crystals (key for locked room run n2u6nwnu3e)

**Reward**

15 qps  
  
41 level neckpiece,(&)Thandeld's Slave Collar(&)  
Dex +2 Luck +2 HR +1 DR +2  
Resist mods  
All physical +2 All magic +1