**Goal for The Drageran Empire**

**Requirements**

Level between 130 to 155

**Solution**

Goal information for: Drageran
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Welcome to the Empire. The land lives in a careful balance between peace and
war. However something threatens to disrupt that balance. An assassin has
appeared in the Empire. But who is the target? That is less clear. You are
hereby recruited to find the assassin and rescue the target.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Difficulty : Difficult
Recommended Level: 155
Minimum Level : 130
Maximum Level : 155
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Tasks:
1 - Save Morrowe from being assassinated. Check with Aliza. : Completed
2 - Musicians hear things many other don't. Talk to them. : Completed
3 - Harbor may have heard something. Go talk to him. : Completed
4 - Talk to Shalandra : Completed
5 - Get ingredients from Katheran and return them to Harbor. : Completed
6 - Talk to her co-conspirators : Completed
7 - Show the leaflet to Katheran. : Completed
8 - Give the herbs to Harbor. : Completed
9 - Speak to the goddess : Completed
10 - Kill Shadow and return his weapon to Lady Charity : Completed
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

1. From the Outer Courtyard go 2n and then west and see if the Sorceress moves
to hide something in her cloak (mobprog). If not enter again.
2. Once mobprog triggers, kill Sorceress for a (M) a burned piece of paper
that appears to be a list.
3. Go es and give paper to Lady Charity to start the Goal and Task 1.
4. Go 2nuw and give paper to Aliza. (Task 1 complete, Task 2 added)
5. Go 2e, enter cityscape, go west and buy herb.
6. Go 3n and buy Amber.
7. Go 3se and enter sketch.
8. Go ws and give amber to Jesiphe.
9. Give herb to Jesiphe.
10. Give pass to Anitan. (Task 2 complete, Tasks 3 and 4 added)
11. Go ne and enter cityscape.
12. Go n and say Morrowe is in trouble. (Tasks 5 added)
13. Go sw3nwned and kill Keeper for the jailor's key.
14. Open n and go north and say ingredients. (Task 6 added)
15. Go suwse and enter trapdoor.
16. Say Katheran is in jail to receive leaflet. (Task 6 complete, Task 7 added)
17. Enter trapdoor and go wnedn and give leaflet Katheran. (Task 7 complete)
and receive a small bag of herbs.
18. Go suw2se2se and enter sketch.
19. Go wdw and kill Luo for an ornate silver key.
20. Go eu and open north and go north.
21. Open up and go up, kill Watcher or blind/awe/retreat and enter portal.
22. Kill one of the spirits for a rusted key.
23. Go all north and open east, go e.
24. Open cage and kill Shalandra the Younger for Glyph of Passing.
25. Go w and open n, go n.
26. Say morrowe is in trouble and receive living dagger. (Task 4 complete)
27. Go back to Harbor and give living harbor to receive the living blade.
28. Give herb Harbor to receive a path. (Tasks 3,5,8 complete, Task 9 added)
29. Hold path as portal and enter.
30. Say morrowe to be transported to Shadow. (Task 9 complete, Task 10 added)
31. Kill Shadow (vulnerable to Holy) and get Stiletto.
32. Give Stiletto to Lady Charity (Task 10, Goal complete) to receive this.

------------------------
NOTE: If you end up fleeing from Shadow before you kill him and need to get back, go to Harbor and "say tell the fisherman his shipment is ready"
------------------------
Sub AQ : To get to the Planetarium part, kill hostler, wear crop and give steak (from hostler) to dragon.

[Backstage Pass]
From 2nd part of Drageran, you buy herbs west of enter cityscape and amber 3n from there, then give amber to jes and then herbs. Then she gives you pass.

**Reward**

+-----------------------------------------------------------------+
| Keywords : black tunic |
| Name : a black tunic lined with silver |
| Type : Armor Level : 151 |
| Worth : 0 Weight : 25 |
| Wearable : back |
| Flags : unique, invis, magic, nolocate, V3 |
+-----------------------------------------------------------------+
| Stat Mods : Damage roll : +15 Hit roll : +5 |
| Intelligence : +10 Wisdom : +1 |
| Dexterity : +1 Luck : +2 |
+-----------------------------------------------------------------+