**Goal for The Killing Fields**

**Requirements**

prac exotic, last weap you need to us

**Solution**

NEW GOAL

belt/gauntlets/robe are same as old goal
old AQ works for portal
-
go all s enter 17 say i will help you
say echoside for key
goto Vaida say damians favor
goto the flame triton
say help he will say hes been robbed
go kill magma wyrm for essence of flame
go back and give it to the flame triton
take the bracelet to vaida
wear zombie mask goto zayne and say key
take key to jump steady and give it to him
then goto rude boy and say yes
goto wraith and say dark lotus
-
after that run threw all the room to get the tasks
to free them
-
Task 9 : Free the Captives.
-
Task 10 : Free Armor.
goto grave ( its the room in the sw corner named Before a Huge Drop off) say secrets then go to living armor get your task then go back to grave and say living armor
give wedding ring to armor
say from Kilisanth
-
Task 11 : Free Hydra.
type remove bars
-
-
Task 12 : Free Priest.
kill trap mobs till you see the mprog post
The trap breaks into pieces at your feet.
take broken
return and give broken priest
-
Task 13 : Free Golem.
goto wagon with vaida
open wagon get skin wagon
return and pour out skin
-
Task 14 : Free Virgin.
goto wraith and pet cat
then return to virgin
-
Task 15 : Let the Wraith know they are free.
after all is done return and say they are free
-
now go Destroy the Magma Wyrm, the Doppelganger, the Archangel, and
the Pale Rider
return to wraith and say i have finished
-
goto rube boy and give him the dark lotus
-
listen jumpsteady after he appears in that same room
wear dark lotus and then say im ready
-
kill each mob as you appear int he room
-
-
after deafeating war open the door n
go n
-
this is odd and may go both ways
i said yes to the little boy
try saying no
-
after i said yes i had to
Admit your failure to Jumpsteady. (say i have failed)
Admit your failure to the Wraith. (say i have failed)
-
saying no may give another outcome
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OLD AQ
1. Begin by going all south and entering 17.
2. Once inside say 'echoside'
3. Kill Jumpsteady for the key.
4. Go to the well and unlock and open it to get the picklock set.
5. Take them to rudeboy and give them to him. He will give you
the shrine of death.
6. Take this to Zayne and give it to him. He will transport you to
a room, the mob here is very tough for a lower levels,
7. Make your way through the mini maze without taking a wrong
turn until you get to the shadowdemon exodus.
8. Kill him and enter '3.portal'.
9. Finally you are at Damian, kill him and you have a 40%
chance he will give a message and turn into a large dragon.
10. Once the dragon is there kill him for the rings and cape.
11. Have those in your inventory and return to Rudeboy.
12. Say 'damian has been destroyed'.
13. If done correctly Rudeboy will give you the area portal.
14. If you want another set of rings and cape you have to go
kill damian again

The Great Ring Of The Thieves Guild

Object 'ring thiefguild' is type treasure
Extra flags: invis magic no-locate burn-proof.
Weight is 2, value is 2600, level is 80.
Worn take finger.
Affects strength by 2.
Affects luck by 4.

The Great Ring Of Shadow Walking

Object 'ring shadowwalker' is type treasure
Extra flags: invis magic no-locate burn-proof.
Weight is 2, value is 2600, level is 80.
Worn take finger.
Affects luck by 2.
Affects strength by 4.

Damian's Cape Of Shadow Walking

Object 'cape damian' is type armor
Extra flags: invis magic no-locate burn-proof.
Weight is 5, value is 2600, level is 80.
Worn take back.
Armor class is 22 pierce, 30 bash, 27 slash, and 21 vs. magic.
Affects constitution by 5.
Affects wisdom by 3.

A Trip To The Killing Fields

Object 'trip forbidden' is type portal
Extra flags: magic no-locate burn-proof.
Weight is 1, value is 0, level is 60.
Worn take hold.

\*\*\*\*Gauntlets quest\*\*\*\*
Go to the triton and say secrets, now just kill him.

Gauntlets Of The Killing Fields

Object 'gauntlets' is type armor
Extra flags: invis magic no-locate burn-proof.
Weight is 5, value is 2000, level is 60.
Worn take hands.
Armor class is 23 pierce, 25 bash, 19 slash, and 12 vs. magic.
Affects strength by 4.
Affects constitution by 1.
Affects damage roll by 4.

\*\*\*\*Belt quest\*\*\*\*

1. Gather the sand off the ground in the desert
2. Get the magic powder from the room with the tornado
3. Search the wagon for the leather strap.
4. Give all 3 items to the shora and she will give you the Belt.

Belt Of The Sands

Object 'belt sands' is type armor
Extra flags: invis magic no-locate burn-proof.
Weight is 4, value is 0, level is 60.
Worn take waist.
Armor class is 4 pierce, -2 bash, -3 slash, and 1 vs. magic.
Affects save vs spell by 2.
Affects constitution by 5.

\*\*\*\*Robe quest\*\*\*\*

1. Head 2e4s4w from entrance and say 'secrets' to release the ghost.
2. Kill the ghost for the gravestone and unlock the hidden grave and
get the robe out.

An Elven Mystical Robe

Object 'elven robe' is type armor
Extra flags: invis magic no-locate burn-proof.
Weight is 3, value is 2000, level is 60.
Worn take body.
Armor class is 21 pierce, 20 bash, 21 slash, and 14 vs. magic.
Affects save vs spell by 4.
Affects intelligence by 4.
Affects luck by 1.

\*\*\*\*Wraith's Hood Quest\*\*\*\*

1. Get a portal, both rings, a cape, gauntlets, belt, and robe
2. Have them all and enter the room with the Wraith
3. He should tell you that all secrets are known and give you
the hood, this part is reboot only as a gift for completing everything.

Object 'hood pain' is type armor
Extra flags: invis magic no-locate burn-proof.
Weight is 5, value is 2600, level is 80.
Worn take head.
Armor class is 17 pierce, 30 bash, 20 slash, and 24 vs. magic.
Affects constitution by 2.
Affects dexterity by 4.

**Reward**

+-----------------------------------------------------------------+
| Keywords : tales echoside |
| Name : Tales Of The Echoside |
| Id : 401264034 |
| Type : Armor Level : 101 |
| Worth : 500 Weight : 3 |
| Wearable : hold |
| Score : 160 |
| Material : canvas |
| Flags : invis, magic, burn-proof, V3, saveable |
+-----------------------------------------------------------------+
| Stat Mods : Damage roll : +12 Dexterity : +8 |
| Strength : +2 |
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