THANK YOU DAMASTES FOR POSTING GOAL SOLUTION::

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God probly knows how I started this goal

anyway from what I have\n\n\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\n\n **goal - Ask a prison trustee about staying alive in prison. \n\n**

**hunt a Trustworthy Trustee and say staying alive**  
Dropping his accent he speaks perfectly with the ruse now gone.  
A Trustworthy Trustee exclaims, "So you want to know some history and  
 survive eh .. why would anyone want to live long here in this hole has me\n beat!"\n  
A Trustworthy Trustee says, "Let me get my pipe out since this is going to  
ake a while to explain properly."\n\nYou see him load his pipe and take a few puffs forming little rings and amusing himself.  
\n\nA Trustworthy Trustee says, "Oh that''s right I was going to speak to you  
\n about this joint."  
A Trustworthy Trustee says, "In shrouded history so distant that it may be  
expressed as Eternity Past, mankind has feared (and therefore hated)  
dragonkind. For their part, the dragons have been remarkably patient with  
man''s misconceptions."\n ^pA Trustworthy Trustee says, "They even endured periodic purges and\n outright wars directed at them. The First Ascent is a ''detention\n facility'', a prison if you will, where men have detained both dragons and\n creatures of every other description that have been accused of\n collaborating with dragonkind."  
The trustee again puffs on his pipe but this time furrows outline his heavy brow.  
A Trustworthy Trustee asks, "I guess I could tell you some of the rumours  
doing the rounds. You will hear them sooner or later. You seem to be  
hanging on my every word so I can''t go and disappoint you now, can I?"  
A Trustworthy Trustee says, "Perception and reality frequently do not\n agree. Many believe that both dragons and those friendly to them are\n unjustly imprisoned here."  
A Trustworthy Trustee says, "There are several stories of other prisons,\n less accessible than The First Ascent, but only reachable by obtaining an  
elusive Dragon Bridle."\n\nA Trustworthy Trustee says, "You shouldn''t place absolute faith in  
everything you hear while touring the facility, but it''s probably wise to  
pay close attention, to everything."  
A Trustworthy Trustee says, "Before being tragically killed in a freakish\n juggling accident, one escapee used to broadcast a notion that a specific\n sequence of ''dragon emblems'' would unlock the way from ''The First Ascent''\n to the next prison."\n\n  
A Trustworthy Trustee chuckles politely.\nA Trustworthy Trustee says, "Ok, my humour isn''t as good as it used to\n be."\nThe trustee tries to hide another chuckle at his own joke.\n\nA Trustworthy Trustee says, "Oh very important...."\n ^p  
A Trustworthy Trustee says, "Sprites have every reason to fear dragons.\n They find sprites particularly delicious when stewed, and delight in\n pulling their wings off for sport. Sprites are frequently employed by the\n prison to exact cruel revenge on dragon kind at every opportunity."  
\*\* Task Done : Ask a prison trustee about staying alive in prison.  
\*\* Task Added : Punish the dragon collaborators.\n\nA Trustworthy Trustee exclaims, "You might want to speak to Bagger again\n since it must have been him that sent you to me to find out about this\n place!"  
\*\* Task Added : Visit Bagger for more information.  
**go back to the first room of the area**  
\*\* Task Done : Visit Bagger for more information.  
Bagger, the entrance guard says, "You know it might be a way out of here  
early if she was to pardon you! I heard there is a princess imprisoned  
here that could use a clever hero to free her. You might want to start\n asking ''have you seen the princess'' to the prison population as you will\n find what you''re looking for faster with more eyes looking."  
\*\* Task Added : Find the wrongly imprisoned Princess!  
**run around and say “have you seen the princess” in every room and   
you should be autoattack by dragon collaborators**  
f**ind 15 of these draon collaborators**  
\*\* Task Done : Punish the dragon collaborators.  
The pink sprite says ''You have helped me punish the dragon collaborators. So now I will return the favour and help you.''\nThe pink sprite says ''I been hearing whispers that you''re a nutter wandering around asking big men if they are princesses. You realise that the princess was paroled a week ago. Before she left she spoke urgently with that Mercenary scum just before leaving the prison.'  
\*\* Task Done : Find the wrongly imprisoned Princess!  
The pink sprite says ''You might want to speak to him about helping the dragons find the light! The only good light a dragon sees is right before they shut their eyes for the last time.''\nThe pink sprite then makes stabbing motions with its tiny hands.\n  
\*\* Task Added : Visit a Dragon Mercenary  
The pink sprite suddenly disappears with a -POP-\nYou get 13 gold coins from the perforated corpse of A Dragon Politician.\nYou get Speech from the perforated corpse of A Dragon Politician.\nYou get Dragon Claws from the perforated corpse of A Dragon Politician.

**hunt Dragon Mercenary  
say (YOURNAME HERE)**  
\*\* Task Done : Visit a Dragon Mercenary  
\*\* Task Added : Interrogate the Dragon Mercenary  
A Dragon Mercenary asks, "With whom do you hold your allegiance?"  
**say dragon of light**  
You say ''dragon of light''  
A Dragon Mercenary exclaims, "This is a honourable task you have  
undertaken Damastes, yet a large burden for one person to bear!"  
\*\* Task Done : Interrogate the Dragon Mercenary  
You receive The First Dragon Emblem from A Dragon Mercenary.\nA Dragon Mercenary says, "I believe the friendly militia holds another\n emblem similar to this one. Godspeed in your journey."

\*\* Task Added : Visit friendly Militia.  
**find a friendly guard - the one I found was at the begining of the area**\n\n  
\*\* Task Done : Visit friendly Militia.  
A Friendly Guard says, "I don''t know why people come to see me about some\n   
emblem. Frankly it''s annoying because it interrupts my sleep. I always\n   
send people to the old wise one to point them in the right direction. He\n knows everything. When I have relationship problems he always has a\n solution."  
\*\* Task Added : Visit the old wise one.  
**hunt wise to get to him**  
*note the captain stops you, I bet theres a way to talk him but as people know I do things the manly way so I kicked his arse and then continued hunt the wise*

\*\* Task Done : Visit the old wise one.  
\*\* Task Added : Help Lo the Wise find his Glasses.  
Lo the Wise asks, "I have misplaced my glasses. Do you know where theyare?

**Find a dragon citizen. go to his room**Mprog should activate to add a task.

**Hunt gang, until you find a gang member then kill said gang member**  
\*\* Task Done : Sort a Gang Member out  
**then return to the dragon citizen**  
A Dragon Citizen exclaims, "Pheww!"\nThe dragon citizen looks relieved!\nA Dragon Citizen says, "You''re in luck. While you were gone I asked a mate\n to deliver the glasses we found to Lo the Wise. He just left."\n\n  
\*\* Task Done : Find the Dragon Citizen  
**Go to Lo the Wise**  
\*\* Task Done : Help Lo the Wise find his Glasses.  
Lo the Wise says, "Who knows your current destiny better than a reaper?\n Visit the reaper and know where fate takes you"\n  
\*\* Task Added : Visit the Reaper.\n\nreapers up and south from lo the wise\n\n  
\*\* Task Done : Visit the Reaper.  
Lifereaper says, "I know why you''re here. Do what I say and I will tell\n you some of what you want to know."\n  
Lifereaper exclaims, "I want all those mischievous sea hags dead!"\nLifereaper exclaims, "Everytime I go to kill them they seduce me, you know\n it does hurt after a while!"\n

**goto mob Lifereaper**  
\*\* Task Added : Kill those Sea Hags!  
**go to the pool area and kill all the sea hags the go back to the reaper room before repop**\*\* Task Done : Kill those Sea Hags!  
\*\* Task Added : Visit the Dragon Keeper!  
**the dragon keeper is where the sea hags were/are** :)  
\*\* Task Done : Visit the Dragon Keeper

Dragon Keeper exclaims, "Yesss finally a foolisssh adventurer has brought\n the emblems to me! You will never ensssslave usss!"\n\nDragon Keeper exclaims, "Be gonnne infidel!"  
\*\* Task Added : Kill the Dragon Keeper before he can use the emblems'' power!\n\n  
**he teleported you away so go back there and kill the dog**\*\* Task Done : Kill the Dragon Keeper before he can use the emblems'' power!\n\n  
\*\* Goal Completed: Survive the Dragon Ascent', 0, 1295188073, NULL, NULL, 439),

+-----------------------------------------------------------------+  
| Keywords : dragon keeper clasp |  
| Name : -=< Clasp of the Keeper >=- |  
| Id : 1095032518 |  
| Type : Armor Level : 16 |  
| Worth : 0 Weight : 1 |  
| Wearable : wrist |  
| Score : 30 |  
| Material : steel |  
| Flags : invis, magic, V3 |  
| Owned By : LordSation |  
| Found at : The First Ascent |  
+-----------------------------------------------------------------+  
| Stat Mods : Damage roll : +6 |  
+-----------------------------------------------------------------+  
| Resist Mods: All magic : +1 All physical : +1 |  
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1. Type 'sure' at the entrance.

2. Buy key, open up.

3. Run 2useue3n, say 'staying alive'

4. Return to Bagger at entrance.

5. Run around and kill 15 dragon collaborators ('where dragon')

6. Go to the dragon mercenary, say your name, say dragon of light.

7. Visit Militia (friendly guard).

8. Visit Lo the Wise.

9. Find a dragon citizen.

10. Kill a gang member.

11. Return to the dragon citizen.

12. Return to Lo the Wise.

13. Find the lifereaper (us from Lo the Wise).

14. Recall and return to the entrance. Kill all sea hags.

15. Return to the lifereaper who will attack you.

16. Back to entrance, go to the dragon keeper (around sea hags),

after he teleported you to the entrance, return again and kill

him to complete the goal.

The reward is dropped on the floor, so don't forget to pick it up!