Notes:

-Various PK rooms, so be aware/careful.

1. run 4e3s4ese;enter ruins;find Tahlia;sit (Wait for her to finish);say yes

2. run 2wnw (From where last step's speedwalk left off); kill 20 mobs in "dark forest" rooms. (May take multiple repops - Pushing mobs into these rooms does not work :( )

3. Return to Tahlia (Enter ruins section); Wait for task to update

4. run 2w2n3wn;say food (Wait for task to update)

5. run n5w;kill wombat

6. run 5es;give meat chieftain

7. run s3e5sw;kill anaconda

8. run e5n3wn;give flesh chieftain

9. run 3ne2d3e;kill giant lizard

10. run w;kill wyvern

11. run euese2s;kill vine

12. run e2s3d3w;kill rat

13. run 3e3u;get fungi

14. recall;return to area;run 4e3s2w;enter crater;run 2e;get all tree

15. run 3s2w;get all tree

16. run n;get all thicket

17. run e2nw;exit crater;run 2e2ne;give blackberries chieftain;give dragon chieftain;give yellow chieftain;give fungi chieftain;give rat chieftain;give parsnip chieftain;give ribs chieftain;give lizard chieftain

18. run es2e2se;enter ruins;find Tahlia (Wait for her to finish talking)

19. say I will help you find peace (Wait for task to update)

20. Kill all the 'undead'-type mobs around Tahlia (30 mobs - May take multiple repops)

21. Return to Tahlia; Wait for goal completion

Source:

(1121, 'Vinatia', 60, '24.3.144.172', NULL, 'TANRA\n\nGo to the ''Ancient ruins'' room and type Enter ruins\nGo to The ghost of a Tanra''vean (Tahlia)\nSit, then when he finishes his story say ''yes''\n\*\* Goal Added : Help to bring peace back to the forests of Tanra''vea.\n Type ''goals tanra'' for full details on this quest.\n\n\*\* Task Added : Kill the evil that has taken up residency in the forest.\n\nKill mobs in the rooms with the words ''Dark Forest'' in them until your counter goes to 0.\nReturn to Tahlia and wait for the mobprog to end to open new task.\nGo to the Centre Village and say ''food'' to start the chieftains mobprog.\n\n\*\* Task Done : Visit the chieftain in the Skrean village.\n\*\* Task Added : Find an alternative food source for the Skreans.\n\nKill wombat for wombat meat and give it to chieftain.\nKill a baby anaconda for snake meat.\nKill a wyvern for ribs.\nKill a giant lizard for lizard meat\nKill a vine for parsnip roots\nIn room ''Rim of a Crater'' get all tree for yellow fruits\nIn Room The rim of a crater get all tree for dragonfruit\nIn room A large crater get all thicket for berries\nKill a rat for carcass\nIn room A cool cave get all for fungi\n\nReturn to the chieftain and give him all of the items\n\n\n\*\* Task Done : Find an alternative food source for the Skreans.\n\*\* Task Added : Return to Tahlia and tell her how the task went.\n\nREturn to Tahlia and let the mobprog activate than say ''I will help you find peace''\n\n\*\* Task Done : Return to Tahlia and tell her how the task went.\n\*\* Task Added : Bring peace to the undead Tanra''veans.\n\nKill all the undeadish creatures around the ruins area(area with Tahlia). Will need to kill 30\n\nReturn to Tahlia to complete the goal\n\n\*\* Task Done : Bring peace to the undead Tanra''veans.\n\n\*\* Goal Completed: Help to bring peace back to the forests of Tanra''vea.\nINFO: Carpet has brought back a measure of peace to Tanra''vea.\n\n+-----------------------------------------------------------------+\n| Keywords : shimmering aura tranquillity |\n| Name : -=)Shimmering aura of tranquillity(=- |\n| Id : 643412869 |\n| Type : Armor Level : 200 |\n| Worth : 6,700 Weight : 20 |\n| Wearable : float |\n| Score : 400 |\n| Material : light |\n| Flags : glow, hum, invis, magic, V3 |\n| Found at : Tanra''vea |\n+-----------------------------------------------------------------+\n| Stat Mods : Hit roll : +20 Damage roll : +20 |\n| Strength : +10 Dexterity : +5 |\n| Constitution : +5 |\n+-----------------------------------------------------------------+\n| Resist Mods: All physical : +11 All magic : +8 |\n+-----------------------------------------------------------------+', 0, 1314454778, NULL, NULL, 508),