Origins

A wooden cabin

listen traveler

A wise traveler asks, "Would you like to help me learn the truth about

this tribe?"

say truth

A wise traveler says, "Finally! A brave soul has come seeking the wisdom I

have obtained."

A wise traveler says, "I will teach you what I know about the Tairayden

tribe."

A wise traveler says, "But be warned, the outcome may not be what you are

hoping for."

A wise traveler says, "Just say ready when you are ready to begin."

\*\* Goal Added : Seek Bemethreln's Tairayden tribe wisdom.

Type 'goals Origins' for full details on this quest.

\*\* Task Added : Obtain Bemethreln's information

say ready

A wise traveler says, "As you can see, I've built a series of portals in

this cabin."

A wise traveler says, "These are the only connection that remains of my

discoveries."

A wise traveler says, "We will use each portal so you can see what I've

learned during my expeditions."

A wise traveler says, "First is the swirling portal."

A wise traveler says, "This will take you to a mining tunnel, where many

people are seeking riches."

A wise traveler says, "Since the origins of this tribe are not known, any

discovery is deemed very valuable."

A wise traveler says, "Enter the swirling portal and find ten Tairyden

artifacts."

A wise traveler says, "I'll be in the mines waiting for you once you've

completed this."

A wise traveler exclaims, "Good luck!"

\*\* Task Added : Complete the "swirling portal" task

enter swirling

kill mobs for a tribal artifact

Northwest lower cave

wise traveler says, "Ah, I see you've found ten artifacts."

A wise traveler exclaims, "I hope the miners weren't too hard on you!"

A wise traveler says, "Please go ahead and hand them over."

You give your tribal artifacts to Bemethreln.(automatic)

A wise traveler says, "Great! We can never have too many of these."

A wise traveler says, "Please enter the portal and meet me at the cabin

for your next task."

A wise traveler says, "Once there, say 'jails' to begin."

\*\* Task Done : Complete the "swirling portal" task

\*\* Task Added : Meet Bemethreln in the cabin

enter portal

say jails

A wise traveler says, "I'm glad to see such an eager person ready to learn

the truth."

A wise traveler says, "I was able to piece the artifacts together, and I

was shocked from what I learned."

A wise traveler says, "I was not certain that the jails I found were used

by the tribe."

A wise traveler says, "But the writings on the artifacts confirmed it."

A wise traveler says, "Without your help, this would still be a mystery to

me."

A wise traveler says, "Enter the vibrating portal and explore the

jails."

A wise traveler says, "Try to find some sort of solid proof the tribe used

those cells."

A wise traveler says, "Return to me, in the jails, when you think you've

found something."

\*\* Task Done : Meet Bemethreln in the cabin

\*\* Task Added : Complete the "vibrating portal" task

enter vibrating

kill mobs for mark

You get Mark of the Tairayden Tribe from the electrified corpse of ghost of a berserker.

Basement of a prison

give mark traveler

You give Mark of the Tairayden Tribe to a wise traveler.

A wise traveler says, "Perfect! I have suspected for some time these jails

were used by the tribe."

A wise traveler says, "It's too bad we couldn't make it in time to save

all these prisoners."

A wise traveler asks, "Of course, this leads to the question, why?"

A wise traveler asks, "Why was the tribe holding so many people as

prisoners?"

A wise traveler says, "I'm thinking the tribe is much bigger than I had

first thought."

A wise traveler says, "Let's move on."

A wise traveler says, "Return to the cabin and say 'warehouse' when you're

ready to continue."

\*\* Task Done : Complete the "vibrating portal" task

\*\* Task Added : Meet Bemethreln in the cabin

enter portal

say warehouse

say warehouse

A wise traveler says, "I'm worried, Landion. I'm afraid the tribe is

preparing for another attack."

A wise traveler says, "We MUST do everything in our power to avoid

this."

A wise traveler says, "But first, we must confirm this is the case."

A wise traveler says, "Inside the iron portal is an old warehouse."

A wise traveler says, "All I've been able to find are bugs and used insect

cans."

A wise traveler says, "If you can enter the warehouse and once again find

proof they were there,"

A wise traveler says, "this is all the evidence we need to determine they

are planning another,"

A wise traveler says, "larger attack on Andolor."

A wise traveler says, "When you've found something, I'll be waiting for

you above the warehouse."

A wise traveler says, "Good luck, and stay safe."

\*\* Task Done : Meet Bemethreln in the cabin

\*\* Task Added : Complete the "iron portal" task

enter warehouse

kill mobs

You get Tribal Stench from the electrified corpse of a stinkbug.

remove curse

Above a factory

give stench traveler

You give Tribal Stench to a wise traveler.

A wise traveler says, "Yuck! Nasty, but this will do."

A wise traveler says, "This... item... confirms the tribe used this

factory at some point."

A wise traveler says, "And I know exactly what they were using this place

for."

A wise traveler says, "To prepare their arms for the next attack."

A wise traveler says, "We must find out where this attack will be."

A wise traveler says, "Let's move on once again."

A wise traveler says, "Return to the cabin and say 'graveyard' when you're

ready to continue."

\*\* Task Done : Complete the "iron portal" task

\*\* Task Added : Meet Bemethreln in the cabin

enter portal

say graveyard

A wise traveler says, "Now we're finally starting to get somewhere."

A wise traveler says, "Beyond the portal covered in ice is an old

graveyard."

A wise traveler says, "It has not been used in a very long time."

A wise traveler says, "Maybe you'll be able to find something there that

may give us a hint"

A wise traveler says, "as to where they are planning their next attack."

A wise traveler says, "I'll be at the western end of the graveyard when

you're ready."

\*\* Task Done : Meet Bemethreln in the cabin

\*\* Task Added : Complete the "cold portal" task

enter graveyard

search the pile in various room

You search through the pile of bones and find a map!

The map is fragile and the wind is picking up.

You feel as if you won't be able to hold onto it for long!

give map traveler

You give a torn, stained map to A wise traveler.

A wise traveler exclaims, "You found a map? Excellent job!"

A wise traveler says, "Let's see what we can find here..."

A wise traveler studies the map for a few seconds.

A wise traveler says, "I have no earthly idea where this is."

A wise traveler says, "I'll send this map off to be analyzed while you

complete my final task."

A wise traveler says, "Let's head back to the cabin for now."

A wise traveler says, "Once there, say 'battlefield' for your last

task."

\*\* Task Done : Complete the "cold portal" task

\*\* Task Added : Meet Bemethreln in the cabin

enter portal

say battlefield

A wise traveler says, "While the scholar is researching the map, I have

one last task for you."

A wise traveler says, "We have a possible location, now we just need a

timeframe."

A wise traveler asks, "Are they planning to attack tonight, or next

year?"

A wise traveler says, "You should be able to find something in the

battlefields,"

A wise traveler says, "through the heated portal."

A wise traveler exclaims, "As usual, I'll be there awaiting your

discovery. Good luck!"

\*\* Task Done : Meet Bemethreln in the cabin

\*\* Task Added : Complete the "hot portal" task

enter battlefield

kill mobs

You get a ripped page from a book from the electrified corpse of a dying paladin.

give page traveler

You give a ripped page from a book to a wise traveler.

A wise traveler says, "Interesting. Although this page is very difficult

to read,"

A wise traveler says, "I see the words 'distant future'."

A wise traveler says, "This must mean an attack is definite, but the

tribe"

A wise traveler says, "is nowhere near ready for it."

A wise traveler sighs.

A wise traveler says, "Let's meet back at the cabin and discuss what we've

learned here."

A wise traveler says, "Once there, say 'done' and we'll begin."

\*\* Task Done : Complete the "hot portal" task

\*\* Task Added : Meet Bemethreln in the cabin

enter portal

say done

A wise traveler says, "Have a seat, Landion. We have a lot to discuss."

A wise traveler says, "Let us review what we've discovered here."

A wise traveler says, "First, we know the Tairayden tribe has used this

area"

A wise traveler says, "to prepare for an upcoming battle against

Andolor."

A wise traveler says, "Second, the scholar was able to confirm the land

mass"

A wise traveler says, "from the map either does not exist, or has yet to

be found."

A wise traveler says, "Lastly, we know an attack is incoming, in the"

A wise traveler says, "distant future. I'm afraid this attack is going

to"

A wise traveler says, "be unlike any others we've ever seen."

A wise traveler says, "We can prepare. We can search for this land

mass,"

A wise traveler says, "and we can ready our armies for when this day

comes."

A wise traveler says, "Your time spent here is invaluable."

A wise traveler says, "I hope you'll accept my rewards for your hard

work."

\*\* Task Done : Meet Bemethreln in the cabin

\*\* Task Done : Obtain Bemethreln's information

\*\* Goal Completed: Seek Bemethreln's Tairayden tribe wisdom.

INFO: The Tairayden tribe grows more nervous as Landion learns of their plans.

You receive 10 quest points.

You receive Protection from the Tairayden Tribe from a wise traveler.

A wise traveler bows before you.

A wise traveler says, "Safe travels, friend."

A wise traveler says, "I'm sure we'll meet again in the future."

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| Keywords : protection tairayden tribe |

| Name : Protection from the Tairayden Tribe |

| Id : 1428293353 |

| Type : Armor Level : 171 |

| Worth : 8,344 Weight : 21 |

| Wearable : body |

| Score : 220 |

| Material : cotton |

| Flags : invis, magic, burn-proof, nosteal, V3 |

| Found at : Tribal Origins |

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| Stat Mods : Damage roll : +20 Constitution : +10 |

| Wisdom : +12 |

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| Resist Mods: All magic : +7 All physical : +10 |

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