Notes:

-Contains PK rooms, so be aware/careful.

1. Run w;say i will help;run n;say help;say thievery;say someone stole a necklace. (wait for task to update)

2. Give 10000 gold pawn

3. run e;op e;run 2e4s4w; find "a yellow dragon" and give necklace to it.

4. Go to room The Guildmaster’s Office. give complaint leela (From where step 3 leaves you off)

5. run n;give 1000 gold receptionist;run 2wn2w2nwn;op w;w

6. Find "A stealthy thief" and give warrant to it. Do this until you find one that attacks you; kill it.

7. Return to Leela.;give head leela (From where step 6 leaves you off)

8. run 2n;give head ivrel

Reward: Portal. (the badge of the Draconic Intelligence Service.)

Source:

(532, 'Pheonixs', 51, '96.24.16.254', NULL, '- - - - - Unearthly Bonds - - - - -

After paying the recep the 1k go back

She''ll ask for help. say ''i will help''

Go north to Ivrel and say help

Then say thievery

then say help

then say ''someone stole a necklace''

Give 10000 gold pawn

go to the yellow dragon and give him the necklace.

He will give you a complaint.

Go south of reception and give complaint Leela.

You get a warrent.

give the warrant to thieves till you get the right one.

He will attack you. you will recieve a head when killed.

Give the head to Leela, she gives you haxor''s head.

Give head to Ivrel then Complete!

Reward - Portal to Bonds.

- - - - - Complete - - - - -', 0, 1217709610, NULL, NULL, 257),

(538, 'Damastes', 40, '77.99.83.131', NULL, 'two little things I noticed

when your starting the goal go to the receptionist and say I will help

the last thing you say to Ivrel is

say someone stole a necklace

yes I know it should be ''the'' but when I typed

someone stole the necklace, it didnt work', 0, 1218401104, NULL, NULL, 257),

(847, 'tinky', 34, '58.182.121.46', NULL, '[color=navy]Credits: Thanks to [/color][color=purple]Schen, Phoenixes and Damastes[/color][color=navy] for posting the original AQ and goal solution. I have added some directions.[/color]

[color=blue]Note: This goal was done with sneak and invis off. Use at own risk.[/color]

[color=red]WARNING: The underground area has PK rooms. Beware.[/color]

[color=green]1. From the first room of Unearthly Bonds, run w and give 1,000 gold to receptionist to enter.[/color]

A smiling receptionist smiles happily.

A smiling receptionist says, "Hello there! For a small donation, you can tour the Bonded Guild and wander the grounds as you like."

You give 1,000 gold to a smiling receptionist.

A smiling receptionist says, "Thank you for your donation, Tinky."

The receptionist pins a visitor''s pass to your

armor and ushers you through the door behind her.

You receive a visitor''s pass from a smiling receptionist.

[color=green]2. Run east to go back to the receptionist. The mobprog will activate when you enter the room.[/color]

A smiling receptionist says, "Say, I''ve seen you visiting here a lot lately. Have you heard the gossip? Apparently someone stole a necklace."

A smiling receptionist looks around suspiciously.

A smiling receptionist says, "I heard that the Pawnbroker might''ve been involved. Seems like he fled town in the middle of the night."

A smiling receptionist nods sagely to herself.

A smiling receptionist says, "Ivrel is mighty upset. Let me tell you. Anyone who mentions the thievery around him gets his ears chewed out. Um hm. He''s that upset. So don''t you be saying anything unless you want an earful."

A smiling receptionist says, "I don''t suppose you''d be willing to help out? With crime being what it is, we could sure use the help. I could give you a badge but the final word is up to Ivrel. So what do you say? Will you help? Please say you''ll help."

[color=green]3. Say i''ll help.[/color]

You say ''i''ll help''

A smiling receptionist says, "Oh good, I''m so glad you will help us. Please hurry along. I know Ivrel will like you. Remind him of the thievery that occurred so he''ll know why you''re there."

\*\* Goal Added : Solve the case of the missing necklace.

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

\*\* Task Added : Talk to Ivrel about the crime.

[color=green]4. Run north and say help.[/color]

You say ''help''

Ivrel asks, "I see you''ve talked with the receptionist and she thinks you''re crime fighting material. Did you have something to tell me about a crime?"

[color=green]5. Say thievery.[/color]

You say ''thievery''

Ivrel says, "I know, I can''t believe all the thievery we''ve had lately. But I don''t need a busybody like you to remind me what''s going on in my own town. You seem to think you know more than everyone else. I don''t know why you gotta rub my nose in the fact that a thief runs around uncaught by my deputies. Think of the people who could be hurt by them, and you sit around talking trash to me about it. That really gets my goat. I should throw your worthless hide in jail and let you rot until the thieves get caught. Obviously you think you''re better than me. Well, why don''t you just go pound sand. It''s not my fault that someone stole a necklace. I can''t stop everything with deputies who sleep on the job all day long, and then leave work for a night on the town. I slave and I slave to keep this town safe. And then I have to deal with idiots like you who visit the town and think you know how to run it better than me."

[color=green]6. Say help.[/color]

[color=green]7. Say someone stole a necklace. You will be teleported to Pawnbroker''s Hideout.[/color]

You say ''someone stole a necklace''

Ivrel says, "Yes I know what''s been happening. I don''t need a busybody like you to remind me what''s going on in my own town. You seem to think you know more than everyone else. I don''t know why you gotta rub my nose in the fact that a thief runs around uncaught by my deputies. Think of the people who could be hurt by them, and you sit around talking trash to me about it. That really gets my goat. I should throw your worthless hide in jail and let you rot until the thieves get caught. Obviously you think you''re better than me. Well, why don''t you just go pound sand."

Ivrel says, "Hmm, my receptionist is a good judge of character though. I guess we''ll see what you can do. I need you to go find the pawnbroker. We found out he''s holed up in his hideout. It''s a secret place we just found."

Ivrel says, "I''ll try you out on a temporary basis, and if I like what you do I''ll hire you full time. So go get that necklace from the pawnbroker and return it to its rightful owner."

Ivrel says, "Oh yeah you don''t know where his secret hideout is. Well get ready cause I''ll lead you there. If you get stuck, you can always just ask me for some help."

\*\* Task Done : Talk to Ivrel about the crime.

\*\* Task Added : Get the necklace from the Pawnbroker, however you can.

[color=green]8. Give 10,000 gold to Pawnbroker to get a jewelled necklace.[/color]

You give 10,000 gold to The Pawnbroker.

The Pawnbroker says, "That Taryl works wonders. Look at this necklace she found. Looks just like that other one. I''m sure it''ll fool anyone you give it to."

You receive a jewelled necklace from The Pawnbroker.

The Pawnbroker says, "Now you''re interrupting my vacation. Get outta here."

[color=green]9. Run se;open e;run 2e4s4ws to find yellow dragon and give it the jewelled necklace to get a formal complaint.[/color]

You give a jewelled necklace to a yellow dragon.

The yellow dragon beams and carefully tucks the recovered necklace away. (Nah, you don''t want to know where.) "Thank you, Totipotent Tinky! I had lost all hope of getting my jewelry back. You know, something really must be done about this damnable thieving. I''m going to file a formal complaint." And he whips out paper and stylus, scribbling furiously. When he''s done, he peers at it, then hmphs in satisfaction. "That''ll do. Hey, you''ve been pretty helpful so far. Wanna file this for me? Take it right to the top!" You receive the formal complaint from a yellow dragon.

\*\* Task Done : Return the necklace to it''s rightful owner.

\*\* Task Added : Issue the complaint.

[color=green]10. Run n9es to find Leela and give her the formal complaint.[/color]

You give the formal complaint to Leela.

The Guildmistress looks over the complaint, and sighs. "I hate to admit it, but Sabiex is correct. We really need to do something about these thieves.

Just imagine, they''re striking in the very heart of the Guild itself!" She considers you for a moment, then gives a decisive nod. Pulling a form

from the piles of paperwork on her desk, she spends a few minutes filling it out. "Here, you take this, and if you can find the thief that stole

Sabiex''s jewels and bring that person in, I''m sure we can find a decent reward for you." The Guildmistress gives you a brilliant smile. "And Totipotent Tinky... from me, personally, thank you." You receive an arrest warrant from Leela.

\*\* Task Done : Issue the complaint.

\*\* Task Added : Deliver the warrant.

[color=green]11. Run n;give 1000 gold receptionist; run 4w4nw;open w;run w to get to underground area. Give arrest warrant to the stealthy thieves in the area until one of them attacks you. Kill him to get a thief''s bloody heady.[/color]

You give an arrest warrant to a stealthy thief.

The thief glances at the arrest warrant and snarls. "You ain''t never gonna take me alive, copper!" And with that, he attacks!!!

\*\* Task Done : Deliver the warrant.

\*\* Task Added : Return the head.

You get a thief''s bloody head from the unholy corpse of a stealthy thief.

[color=green]12. Go back to Leela and give a thief''s bloody head to her.

You give a thief''s bloody head to Leela.[/color]

The Guildmistress looks rather startled at the grisly delivery. "Why, that''s Haxor! Or was, anyhow. One of the Guild''s most deadly enemies,"

she explains. "Ivrel will need to know about this. Take it to him, will you? His office is right across the lobby."

You receive Haxor''s bloody head from Leela.

\*\* Task Done : Return the head.

\*\* Task Added : Seems like everyone has lost their head, return this head.

[color=green]13. Run 2n and give Haxor''s bloody head to Ivrel to get the area portal, a badge of the Draconic Intelligence Service.[/color]

You give Haxor''s bloody head to Ivrel.

The DIS Chief stares at the head, boggling. "You... you did this? I must

admit, I''m impressed. In fact," and he gives you a particularly evil

grin, "I''m going to hire you. And I don''t take ''no'' for an answer."

Ivrel conscripts you. Well, there''s something to be said for job security.

You receive the badge of the Draconic Intelligence Service from Ivrel.

\*\* Task Done : Seems like everyone has lost their head, return this head.

\*\* Goal Completed: Solve the case of the missing necklace.

INFO: Tinky has been conscripted by the Draconic Intelligence Service.

[code]+-----------------------------------------------------------------+

| Keywords : DIS badge |

| Name : the badge of the Draconic Intelligence Service |

| Id : 234150751 |

| Type : Portal Level : 130 |

| Worth : 750 Weight : 5 |

| Wearable : hold, portal |

| Flags : glow, hum, magic, held, V3 |

| Owned By : Tinky |

+-----------------------------------------------------------------+[/code]', 0, 1259226938, 1259226965, 'tinky', 257),