(897, 'Nokian', 44, '70.49.132.197', NULL, 'Get to the northwest corner of the village, where the blacksmith is:\n\n\n\n

Go kill the messenger in the sand/annoying/part and then go back to that room and say I swear allegiance to Fol''Dak\n\nGo to the southeast corner of the village, the next task will open\n\nGo to the lizard in the caverns underground, and he''ll say stuff.\n\nYou have to how get a pick axe, just kill a miner.\n\nGo back to the cavern where the lizard is, and type ''look'' to get the room descriptions. You need to ''mine diamond'' but replace diamond with the highlighted keyword in the room - theres about 5 items you need to collect. When you type ''mine itemname'' a monster will show up, kill it. Its random whether you get the item or not, I had to kill each about 4 times. With all the items in inventory, to back to the lizard, and he''ll push you into the next room.\n\nContinue north for a bit.\n\nCome to a room with a few mobs, and an ''ancient''. Kill the ancient. It seems to resist phys damtypes but I killed it pretty easy with eruption. Get an adamantite shard from its corpse.\n\nLeave area.\n\nGo back to the southeast corner of the village, to the blacksmith, and the goal is complete.', 0, 1272569004, NULL, NULL, 418),

(911, 'lordsation', 30, '68.23.85.189', NULL, '+-----------------------------------------------------------------+\n| Keywords : adamantite ring |\n| Name : [[>]>adamantite ring<[<]] |\n| Id : 334991941 |\n| Type : Armor Level : 131 |\n| Worth : 0 Weight : 13 |\n| Wearable : finger |\n| Score : 150 |\n| Material : adamantium |\n| Flags : unique, invis, magic, V3 |\n| Owned By : LordSation |\n| Found at : Living Mines of Dak''Tai |\n+-----------------------------------------------------------------+\n| Stat Mods : Strength : +4 Dexterity : +3 |\n| Intelligence : +3 Damage roll : +10 |\n+-----------------------------------------------------------------+\n| Resist Mods: All physical : +7 All magic : +5 |\n+-----------------------------------------------------------------+', 0, 1273605243, NULL, NULL, 418),

(961, 'Damastes', 40, '94.5.102.233', NULL, '+-----------------------------------------------------------------+\n| Keywords : adamantite figurine |\n| Name : [[>]>adamantite figurine<[<]] |\n| Id : 501076561 |\n| Type : Treasure Level : 110 |\n| Worth : 0 Weight : 2 |\n| Score : 0 |\n| Material : adamantium |\n| Flags : glow, hum, invis, magic, melt-drop, nosteal, V3 |\n| Found at : Living Mines of Dak''Tai |\n+-----------------------------------------------------------------+', 0, 1296232318, NULL, NULL, 418),

Rewards:

Access to equipment

– With easily farmable ingredients, you can make equipment.

In particular, adamantite bracer gives

nice Str, Dex, HR, and DR, and can be enchanted further.

The equipment are also owned, and therefore unpurchasable.

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Ablility to complete Empyrean goal

– The Empyrean goal requires adamantite figurine,

which is obtainable only after completing the Living Mines goal.

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Trick:

From recall, run 2ndn2e

to go though Daoine’s clanexit to Gathering Horde.

To the east of the starting room of Gathering, is Living Mines.

This skips the nomap, aggro-filled desert part of Living Mines.

.

Have detect invis and detect hidden up.

Have autoloot on.

Be vis.

.

From the starting room of Gathering,

run 2en to Fallur’s Trade Goods.

Say ‘i swear allegiance to fol’dak’ to start the goal.

.

\*\* Goal Added : Join the resistance and find the real treasure.

Type ‘goals livingmine’ for full details on this quest.

\*\* Task Added : Allegiance to the Fol’Dak.

\*\* Task Added : Retrieve the missing intel.

.

Watch out for the aggro foreman where you ‘ride lift’.

Being higher level than the recommended level helps.

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From Fallur’s Trade Goods,

run e3n;ride lift;run ne2ds to Before a natural cavern.

Kill a rebel to obtain coded=missive.

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(Alternatively, walk to the Buried in the Great Desert rooms,

and look for The mad messenger there.

Kill him to loot coded=missive.

The mad messenger is level 111, while the rebel is level 136.)

.

From Before a natural cavern,

run n2uws;ride up;run 3sw;say i swear allegiance to fol’dak

to return to Headquarters of the Fol’Dak.

As soon as you enter the room, you should receive

a letter with the Fol’Dak seal, and update tasks.

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\*\* Task Done : Retrieve the missing intel.

.

Have the letter in your inventory (not bag).

From Fallur’s Trade Goods, run 2s2e to The ‘Tai smithy.

Upon entering the room, Master Grothnar should add a task.

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\*\* Task Added : Search the mines.

.

Look for a Dvergar miner in surrounding rooms.

Kill him to loot a pick-axe.

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From The ‘Tai smithy,

run 2nw3n;ride lift;run ne2dsd2s3w

to A connecting tunnel.

‘listen lizardman’ then ‘say yea’ to add a task.

(Yea is spelled Y-E-A. There is no letter H.)

.

\*\* Task Added : Find a pretty prize.

.

From A connecting tunnel, run en2enun2uws;ride up

to Entrance to the mines.

Kill the mine foreman to get the foreman’s severed head

and leave it in your inventory.

.

From Entrance to the mines,

ride lift;run ne2dsd to In the cavern.

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If you look at the room descriptions (brief 0 helps),

some of the rooms have mounds of gems.

There are a total of 5 rooms that have gems.

Each room has one of the following:

sapphire, ruby, gold, jade, and diamond.

(Gold and jade aren’t really gems, we know.)

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Let’s use the room with rubies as an example.

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Wear the pick-axe,

then ‘mine ruby’.

You should get a special message.

If you ‘look’, a ginormous tortoise should appear in the room.

While wearing the pick-axe, kill the tortoise

to get a \*ruby crystal\*.

It’s random-drop, so if you don’t get it,

‘mine ruby’ and kill the tortoise again.

Repeat until you get the ruby item.

.

Repeat the above for the other gems

(mine gold, mine jade, etc.)

.

When you have done all 5 gems,

check your inventory for the following:

.

a \*chunk of jade\*

a \*ruby crystal\*

a \*golden nugget\*

a \*sapphire chip\*

a \*fist-sized diamond\*

the foreman’s severed head

.

Have all these items in your inventory (not bag).

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Before moving on,

check that you have a means of deal magic damtype

(any damtype that’s not pierce, bash, or slash),

such as a weapon with a magic damtype.

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Return to A connecting tunnel.

Upon entering the room, you should get transported

to A maze of crawling spaces, and complete a task.

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\*\* Task Done : Find a pretty prize.

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(If you need to get out and return to the ancient,

return to A connecting tunnel and ‘nod lizardman’)

.

run w2n to The hidden den.

Kill the ancient

(he’s immune to physical damtypes, so use magic ones)

to get an adamantite shard,

and complete a task.

.

\*\* Task Done : Search the mines.

.

The adamantite shard is random drop.

If you don’t get it.

wait for repop and try again.

You can get out while waiting, and

return easily by nodding to the lizardman.

.

With the adamantite shard in your inventory (not bag),

portal/recall out and return to Living Mines,

then go to The ‘Tai smithy.

Upon walking in, you should complete the goal.

.

\*\* Task Done : Allegiance to the Fol’Dak.

\*\* Goal Completed: Join the resistance and find the real treasure.

INFO: Player has proven his allegiance to the Fol’Dak.