



# Jiggiwatt's MetaQ

VERSION: 4.2.0

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# Release Notes

V4.2.0

## General Updates

- Added new Metas:
  - Bloodstone Investigation Flagging – The first 2 stages of the Bloodstone Investigation quest, which flags you for the third (Bloodstone Factory).
  - Bloodstone Factory – The third stage of the Bloodstone Investigation quest, which is repeatable daily without re-flagging if you don't turn in the final item.
- Added a new "MetaOpts" tab to Chaos Helper which allows you to set various options for individual metas. These are documented for each meta in the [Meta Information](#) section. Currently this is limited to just 2 settings for Bloodstone Factory.
- **Beta feature** - Added the ability to define a turn-in trinket (imbued with pyreal for XP/lum bonus) which will automatically be equipped during quest turn-ins. You must also set a 'default trinket' which will be assumed to be your normally equipped trinket, and re-equipped after turn-in is complete. Currently this has only been implemented with Apostate Finale for beta testing purposes.
- Enabled looting with "Loot Rares Only" for several metas where this was not being done previously, resulting in rare drops being missed.
- Removed the Watchdog functionality from most metas. Watchdog functionality is a component of VirindiTank where a state is triggered when a character does not move more than a specified distance within a specified time. Watchdogs were not always being cleared when instructed, causing metas to be abandoned prematurely.

## Apostate Finale

- **New Beta features**
  - Added automatic equipping of an xp bonus trinket (if defined in MetaQ) during turn-in, followed by re-equipping default trinket afterwards.
  - Added a check to see if a character is close to max luminance (1.49 million), and skipping the turn-in step if that's the case. The character will think to themselves so there's a record of why they skipped the turn-in to help differentiate between this scenario and a problem with the meta. This feature will be rolled out to other metas after more extensive testing.

## Lost City of Neftet

- Replaced the NAV file with a new one which should avoid cases where characters become stuck on ramps. The new NAV is a counter-clockwise route, repeatedly moving from the inside to the outside of the city.

## Requirements

To use this meta package, you must have the plugins listed below installed and running. For meta/quest specific requirements, please see the relevant section for that meta/quest.

- **VirindiTank** - <http://www.virindi.net/plugins/>
- **MagTools** - <https://github.com/Mag-nus/Mag-Plugins/wiki/Mag%E2%80%90Tools>
- **MagFilter** - <https://github.com/Mag-nus/Mag-Plugins/wiki/Mag%E2%80%90Filter>
- **Utility Belt** - <https://utilitybelt.gitlab.io/>
  - a. **IMPORTANT** – Vital Sharing must be enabled in Utility Belt. Beta builds of Utility Belt used by
- **Chaos Helper v2.2.5 (for UI)**- <https://www.immortalbob.com/phpBB3/viewtopic.php?t=282>

*Optional* - **Metaf** (<https://github.com/JJEll/metaf>) is an editor that allows you to easily edit metas and nav files. Using this will be much easier than configuring the metas in-game and you'll be able to see comments/instructions.

## Installation

**Video** - <https://youtu.be/UKTh0gpqCAk>

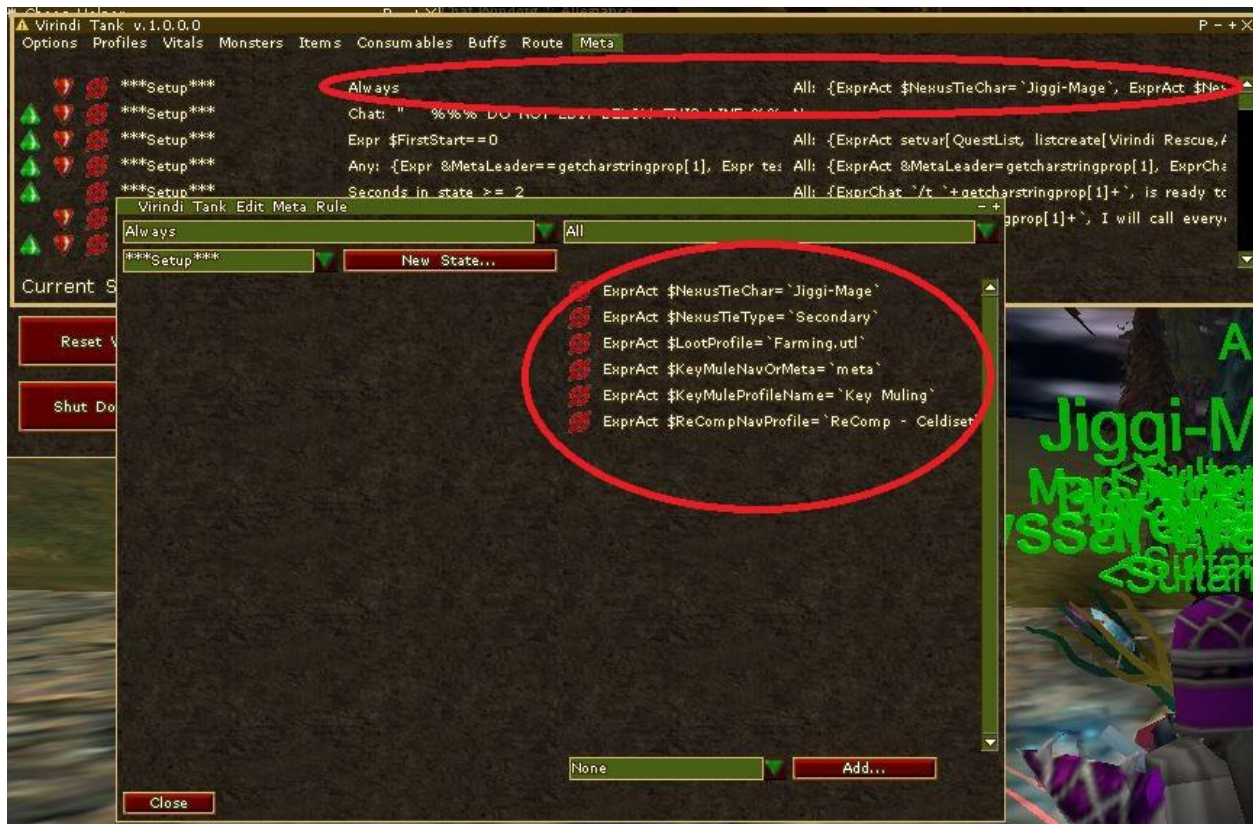
1. Go to your VirindiTank directory (example - *C:\Games\VirindiPlugins\VirindiTank*).
  - a. Copy all of the .met files to this directory.
2. Go to the Chaos Helper directory (example - *C:\Games\Decal Plugins\Chaos Helper*)
  - a. Copy the **MetaQ.txt** and **metaqueue.layout** files to this directory.
3. Launch the Asheron's Call client and load the MetaQ meta profile from the drop-down list.
4. Configure the meta as described in the [Configuration](#) section.

# Configuration

## MetaQ

Currently there are no configuration steps required for the MetaQ meta itself to function, however some metas and features require you to make some configuration changes to the MetaQ meta. If you are interested in adding your own quests to the MetaQ, see the [Advanced](#) section.

With MetaQ selected in the 'Profiles' tab of VirindiTank, go to the 'Meta' tab. Being careful not to click on the red circle with X symbol, click on the FIRST \*\*\*SETUP\*\*\* line at the top of the list. You can then modify these setting as required. Note that were quotation marks are used, this is the character beside the '1' key on your keyboard (other quotation marks will not work).



## Available Settings

Setting	Accepted Values	Purpose
NexusTies	Key: Character Name Value: 'Primary' or 'Secondary'	Required for Nexus Crawl.  A 'dictionary' that indicates which character(s) have a portal tie to the Nexus dungeon surface portal, and if the tie is Primary or Secondary.
LootProfile	Loot Profile Name	Loot profile name with .utl file extension (e.g. Looting.utl)
KeyMuleNavOrMeta	'nav' or 'meta'	Required for Key Muling (optional). Indicate if your Key Muling routine is a nav route, or meta (see note below for more info)
KeyMuleProfileName	Nav or Meta Profile Name	Required for Key Muling (optional). Profile name for the meta or nav defined above WITHOUT file extension.
ReCompNavProfile	Nav Profile Name	Nav Profile name for your preferred ReComp nav route WITHOUT file extension. Default 'ReComp – Celdiseth' is provided with MetaQ.

**NOTE: All entries above are case-sensitive. If you are using a Meta for Key Muling, see the information in the [Advanced section](#) on how to have your Meta hand control back to MetaQ on completion.**

## Loot Profiles

No loot profiles are provided with MetaQ. In order for quests to work where collection of multiple items is required, these items will need to be added to your loot profile and defined in MetaQ. See [Meta Information](#) for specific information about items that might need to be in your loot profile.

## Chaos Helper

Chaos Helper is a plugin that was designed to work with the [ChaosControl](#) meta, however it has been repurposed for use with MetaQ. Installing Chaos Helper is simple:

1. Download the ZIP files
2. Extract the files to the desired folder (recommend using wherever your other plugins are installed)
  - a. Note – You may need to right click each of the files afterwards and under ‘properties’, click ‘unlock’.
3. Copy the files referenced in the [Installation](#) section to the Chaos Helper folder.
4. Launch Decal and go to Add > Browse
  - a. Browse to the Chaos Helper folder and select the **ChaosHelper.dll** file.

In-game, click on the Chaos Helper plugin.

1. Select the ? Tab
  - a. Select **MetaQ.txt** from the Config File drop-down
  - b. Click Load
  - c. Delete the contents of the Chat Command setting
  - d. Click Set
2. Optionally, click ‘Save Defaults’ so you do not have to make these changes on every startup.



# User Guide

## Starting MetaQ

To start MetaQ, perform the following steps with the character you wish to use as the leader of your group.

### Method 1

1. In VirindiTank, select MetaQ meta in the profiles tab.
2. Ensure that meta is enabled, with combat, looting, and navigation turned OFF.
3. Start VirindiTank.

### Method 2

1. In VirindiTank, ensure that 'meta' is enabled.
2. Open Chaos Helper and select MetaQ.txt from the drop-down and click 'Load'.
3. In the Config tab, select 'Load MetaQ' and then 'Start VT'

Note: The first time you launch MetaQ, it will designate that character as the leader automatically. You can change the leader by selecting them and clicking the appropriate button in the Chaos Helper UI.

## Setting up MetaQ

MetaQ settings are retained from the last time that the meta was used. At a minimum, you will need to ensure that your full group is in the fellowship however you will be warned if a setting has not been configured properly. More information is provided in the next section, however know that you must have the following:

1. The group must have been defined and added to a fellowship (Set Group button)
2. There must be valid metas/quests configured in the queue (Queue Setup tab)



## Using MetaQ

These controls can only be used as the leader of the group, and most require MetaQ to be running and will not work while one of the queued metas is running (except where indicated).

### Config



*\*To manually remove a group member, type  
"/ub opt set Networking.tags remove  
MetaBuddies" from the client in question.*

**Load MetaQ** – Loads the MetaQ meta in VirindiTank

**Start VT** – Starts VT and the MetaQ meta

**Set Group** – Adds all currently active AC clients to the group\* (new clients will not be automatically added) and creates a fellowship with them.

**Start Group** – Loads MetaQ and starts VT for all members

**Start Next Meta** – Force starts the next meta in queue, required if auto-start is OFF.

**Auto Start on/off** – Toggles the auto-start of metas.

**Restart Queue** – Sets the MetaQ back to the first configured meta.

**Reset VT** – Loads the most recent automatic VT profile backup for all group members.

**Change Leader** – Sets the selected character as the leader.

**Shut Down** – Stops MetaQ for everyone.

**Turn-In Item** – Sets the selected item so that it is automatically equipped before completing a meta (e.g. Pyreal imbued trinkets, XP leveled equipment, etc).

**Default Item** – Part of the 'Turn-in Item' feature, this sets the selected item as the default equipment the character should revert back to after turn-in is completed.

**Clear Item** - Part of the 'Turn-in Item' feature, this clears both the turn-in item and default items so nothing special is equipped prior to meta completion/turn-in.

## Queue Setup



**Edit Queue** – Starts the queue setup.

**Save Queue** – Stops/finishes the queue setup.

**View Queue** – Lists the currently configured queue

**Clear Queue** – Clears the queue

**Set Start Position** – Use the +/- buttons to change the queue position MetaQ will start from (default is 0).

**Add/Del Quest** – Adds or removes a quest from the queue

**Exit Queue Config** – Stops/finishes the queue setup.

## Controls



**Pause All** – Stops VT for all characters except the leader

**Resume All** – Starts VT for all characters, resuming where the left off.

**Abort Meta** – Aborts the current meta and returns all characters home

**Force Complete KT** – During Kill-Task metas, this will send characters to turn-in what they have completed so far and finish the meta.

**BoostNav/Combat/Nav ON/OFF** – Toggles these VT settings for all characters except the leader.

**Follow** – Tells all characters to follow the leader

**Set Q Position** – Use the buttons below to set the current queue position. Works when running other metas. Note that setting the current queue position to '2' prior to completing the current meta, means MetaQ will move to queue position '3' when it next starts.

## MetaOpts



*Note: The buttons on the left are just labels and have no function when clicked.*

### Bloodstone

- **Turn-in on/off** – Toggles turning in the final item for Bloodstone Factory so you can repeat it daily without re-flagging. This is a GLOBAL option for all characters and is defaulted to OFF every time MetaQ is run.
- **Turn-in Wand** – Toggles turning in the Bloodstone wands for additional Luminance. Only works if Turn-in (above) is ON. This is a CHARACTER SPECIFIC option and is RETAINED until changed. Default is OFF.

## Death

- If a character dies, they will return to the mansion and quit the fellowship.
  - If there is another meta to complete, the character will wait until the leader returns, request to be re-added, then move to the next quest with the group.
- There are some metas (Kill Tasks metas) where the character will return to the area and resume fighting with the rest of the group.
- If the leader dies, they will abort the meta for all characters. They will re-attempt the same meta and not advance the queue.

## Advanced

### Standalone Metas

Each Meta included with MetaQ can be run on it's own without use of MetaQ itself. To do this, you will need to modify the meta to specify your character's names and desired loot profile. This can be done easily with MetaF, but you can also do this in-game by modifying the contents of the **\*\*\*SETTINGS\*\*\*** state where the character names and loot profile are defined.

```
STATE: {***SETTINGS***} ~ ~ {  
  IF: Always  
    DO: DoAll  
      ~ ~ Replace the 'CHARACTERNAME' text below with each of the characters you wish to include in this  
      ~ ~ Accomodation has been made for up to 9 characters only.  
      DoExpr {$CharacterOne='Jiggiwatt'}  
      DoExpr {$CharacterTwo='Jiggi-Mage'}  
      DoExpr {$CharacterThree='Werrecur'}  
      DoExpr {$CharacterFour='Al Organic'}  
      DoExpr {$CharacterFive='Airmed'}  
      DoExpr {$CharacterSix='Abyssal Watchman'}  
      DoExpr {$CharacterSeven='Void Rage'}  
      DoExpr {$CharacterEight='Mad Jack Churchill'}  
      DoExpr {$CharacterNine='Artsin Crafts'}  
      ~ ~ Set the file name of the loot profile that you wish to use.  
      ~ ~ Your loot profile should include any items that are being collected (i.e. tusker blood)  
      DoExpr {$LootProfile='Farming - Trophies.utl'}
```

### Adding your own Meta

You can add your own meta to the MetaQ, however this requires both a change to the MetaQ.met file and your Meta as well. You can do this via the in-game UI, however instructions here are provided only for MetaF.

#### Add Your Meta

Open **MetaQ.met** and in the Setup state, add your meta name to the QuestList variable:

```
IF: Expr {$FirstStart==0}  
  DO: DoAll  
    DoExpr {setvar[QuestList, listcreate[Virindi Rescue,Apostate Finale,Nexus Crawl,Lost City of  
    DoExpr {$AutoStart=1}
```

### Return to MetaQ

In your own Meta, if you wish to hand your characters back to MetaQ on completion, you will need to do the following:

1. Have ONE character advance the queue position on completion with **DoExpr**  
**{&MetaStage=&MetaStage+1}**
2. Launch MetaQ, for example: **ChatExpr {`/vt meta load MetaQ`}**

Optionally, you can conduct a check to see if your Meta was initiated from MetaQ by evaluating **Expr**  
**{&MetaQueueStart==1}**:

**Example:**

```
IF: Expr {&MetaQueueStart==1}  
    DO: ChatExpr {/vt meta load MetaQ`}
```

## Meta Information

The following information provides a brief overview of the meta, important configuration information, and a link to more detailed information.

Apostate Finale		
<a href="#">Wiki Link</a>	<b>Requirements</b> <ul style="list-style-type: none"> <li>Gear Knight Invasion Area Recall</li> <li>Level 150+ (recommend 200+)</li> </ul>	<b>Type:</b> Small Group/Fellowship <b>Time:</b> ~25 minutes
Rewards	<b>Experience</b>	<i>First = 430,962,225 (30% up to level 220)</i> <i>Repeat = 215,481,112 (15% up to level 220)</i>
	<b>Luminance</b>	<i>35,000</i>
	<b>Items</b>	<i>Apostate Grand Director's Mask</i> <i>Strengthened Mana Forge Key (3 uses)</i>
Configuration	none	
Notes	Quest to find 3 apostate shards, using each in turn at a specific location to open a portal to find the next one. <ul style="list-style-type: none"> <li>Characters will buff for three minutes, then recall to the Gear Knight Invasion Area to flag and then start running to the first dungeon.</li> <li>Characters will run through in a loose group, but will wait for all members to loot a shard before proceeding to the next step.</li> <li>On death, characters will return to the mansion, drop from the fellowship, and wait for the return of the fellowship leader before attempting to rejoin and begin the next meta.</li> </ul>	

Virindi Rescue		
<a href="#">Wiki Link</a>	<b>Requirements</b> <ul style="list-style-type: none"> <li>Level 150+ (recommend 200+)</li> <li>Allegiance Hometown set to Zaikhal</li> </ul>	<b>Type:</b> Solo/Small Group/Fellowship <b>Time:</b> ~15 minutes
Rewards	<b>Experience</b>	<i>315,000,000</i>
	<b>Luminance</b>	<i>15,000</i>
	<b>Items</b>	<i>Mana Forge Key</i>
Configuration	None	
Notes	A quest to run through a dungeon, free captive Virindi, and defeat Dravaan (Hollow Minion) <ul style="list-style-type: none"> <li>Quest leader will automatically loot jailors for keys and unlock doors. Others will wait in front of locked doors until they open.</li> <li>Each character will try speaking to the Virindi captives using a random timer</li> <li>Characters will run through in a loose group, but can become separated</li> <li>Characters will buff for three minutes before recalling to the allegiance hometown (Zaikhal) to begin flagging.</li> <li>On death, characters will return to the mansion, drop from the fellowship, and wait for the return of the fellowship leader before attempting to rejoin and begin the next meta.</li> </ul>	

Nexus Crawl		
<a href="#">Wiki Link</a>	<b>Requirements</b> <ul style="list-style-type: none"> <li>Level 150+</li> <li>Allegiance Hometown set to Zaikhal</li> <li>Portal Tie to Nexus Dungeon</li> </ul>	<b>Type:</b> Solo/Small Group/Fellowship <b>Time:</b> ~15 minutes
Rewards	<b>Experience</b>	297,235,856 (30% up to level 200)
	<b>Luminance</b>	12,000
	<b>Items</b>	Nexus Crawler's Mask (only picked up by the leader - can be turned in for ~49 million xp)
Configuration	One character requires a tie to the surface portal inside the Nexus dungeon, and this character and tie must be set in the meta settings.	
Notes	<p>A quest to run through 2 dungeons and hand an Aetheric Resonator to an Apostate Aetherium Deposit.</p> <p><i>Estimated Duration: 15 minutes</i></p> <ul style="list-style-type: none"> <li><b>One character requires a tie to the surface portal inside the Nexus dungeon, and this character and tie must be set in the meta settings</b></li> <li>Characters will buff for 3 minutes, then start the flagging for the quest via recalling to the Allegiance Hometown (Zaikhal).</li> <li>A rally is included at a lever in the second dungeon, where all characters will wait until everyone has arrived before the leader pulls the lever</li> <li>On death, characters will return to the mansion, drop from the fellowship, and wait for the return of the fellowship leader before attempting to rejoin and begin the next meta.</li> </ul>	

Falatacot Depot		
<a href="#">Wiki Link</a>	<b>Requirements</b> <ul style="list-style-type: none"> <li>Level 150+</li> <li>Allegiance Hometown set to Zaikhal</li> </ul>	<b>Type:</b> Solo/Small Group/Fellowship <b>Time:</b> ~15 minutes
Rewards	<b>Experience</b>	500,000,000
	<b>Luminance</b>	15,000
	<b>Items</b>	Forging Gloves, Random Work 10 Salvage
Configuration	None	
Notes	<p>A quest to run through 1 dungeon, obtain a set of orders dropped by 'Zrikux' and translate them in Hebiant-To before turn-in at Linvak Tuka.</p> <p><i>Estimated Duration: 15 minutes</i></p> <ul style="list-style-type: none"> <li>Characters will buff for 3 minutes, then start the flagging for the quest via recalling to the Allegiance Hometown (Zaikhal).</li> <li>A rally is included at the start of the dungeon. All characters must arrive before the group will proceed.</li> <li>On death, characters will return to the mansion, drop from the fellowship, and wait for the return of the fellowship leader before attempting to rejoin and begin the next meta.</li> </ul>	



Lost City of Neftet		
<a href="#">Wiki Link</a>	<b>Requirements</b> <ul style="list-style-type: none"> <li>Level 200+</li> <li>Neftet Recall <b>OR</b> Allegiance Hometown set to Zaikhal</li> </ul>	<b>Type:</b> Small Group/Fellowship <b>Time:</b> ~60 minutes
Rewards	<b>Experience</b> <i>Kill tasks - 75,000,000</i> <i>Collection tasks - 172,000,000 (mostly from Desert Flowers)</i>	
	<b>Luminance</b> <i>Kill tasks - 16,000</i> <i>Collection tasks - 20,500 (mostly from Desert Flowers)</i>	
	<b>Items</b> <i>Kill tasks</i> <ul style="list-style-type: none"> <li>3 A'Nekshay tokens</li> <li>One random item (<a href="https://asheron.fandom.com/wiki/Desert_Cactus_Kill_Task">https://asheron.fandom.com/wiki/Desert_Cactus_Kill_Task</a>)</li> </ul> <i>Collection tasks</i> <ul style="list-style-type: none"> <li>12 Aged Legendary Keys</li> <li>1 Mana Forge Key</li> <li>3 MMD</li> </ul>	
Configuration	<p>You can enable the collection quests (A'Nekshay Bracers, Prickly Pears, Desert Flowers, Cracked Stone Tablets) however this carries risks (see notes). To enable these, set PickupLandscapeItems to 1 in the <b>***SETTINGS***</b> section of the meta.</p> <p>You need to include any of the collection items you wish to pick up from corpses in your loot profile.</p> <p>You can enable just the A'Nekshay bracers collection quest by adding them to your loot profile, however they will not be counted in the completion criteria.</p>	
Notes	<p>Consisting of multiple quests in the Tier 8 area "Lost City of Neftet", by default the meta will complete 4 different kill tasks.</p> <ul style="list-style-type: none"> <li>Characters will buff then commence flagging after 3 minutes. If the character has the Neftet Recall, they will use that route otherwise they will take a longer route starting with an Allegiance Hometown Recall to Zaikhal.</li> <li>Characters will rally after flagging at a spot just inside the rock formations before starting their patrol.</li> <li>On death, characters will attempt to return to the patrol.</li> <li>When the first character meets the completion criteria, ALL characters will attempt to complete the quests. If a specific task has not been completed, it will be resumed the next time the meta is run. This is to ensure individual characters are not left to fend for themselves in a high tier area.</li> <li>You can enable the collection quests (A'Nekshay Bracers, Prickly Pears, Desert Flowers, Cracked Stone Tablets) however this carries risks:             <ul style="list-style-type: none"> <li>Characters can easily become stuck when attempting to pick up landscape objects given the number of rocks and multiple levels</li> <li>The time it takes for a full fellowship to collect enough of all the items is considerable, typically several hours.</li> <li>Your loot profile will need to include any of the collection items you wish to pick up from corpses</li> </ul> </li> </ul>	

Frozen Valley		
<a href="#">Wiki Link</a>	<b>Requirements</b> <ul style="list-style-type: none"> <li>Level 200+</li> <li>Allegiance Hometown = Zaikhal</li> </ul>	<b>Type:</b> Small Group/Fellowship <b>Time:</b> ~60 minutes
<b>Rewards</b>	<b>Experience</b> 792,000,000	
	<b>Luminance</b> 60,000	
	<b>Items</b> 46 Aged Legendary Keys 6 MMDs	
<b>Configuration</b>	You need to include "Snow Tusker Blood Sample" in your loot profile.	
<b>Notes</b>	Consisting of multiple quests consisting primarily of kill tasks in the Tier 8 area "Frozen Valley". <ul style="list-style-type: none"> <li>Characters will buff then commence flagging after 3 minutes. After flagging, characters will rally at a cliff overlooking the valley before commencing their patrol.</li> <li>On death, characters will attempt to return to the patrol.</li> <li>When the first character meets the completion criteria, ALL characters will attempt to complete the quests. If a specific task has not been completed, it will be resumed the next time the meta is run. This is to ensure individual characters are not left to fend for themselves in a high tier area.</li> </ul>	

Tou Tou Kill Tasks		
<a href="#">Wiki Link</a>	<b>Requirements</b> <ul style="list-style-type: none"> <li>Level 180+</li> <li>Allegiance Hometown = Zaikhal</li> </ul>	<b>Type:</b> Small Group/Fellowship <b>Time:</b> ~20-30 minutes
<b>Rewards</b>	<b>Experience</b> 415,000,000	
	<b>Luminance</b> 23,000	
	<b>Items</b> 27 Aged Legendary Keys One random item (see <a href="https://asheron.fandom.com/wiki/Shadowy_Pillar_Kill_Task">https://asheron.fandom.com/wiki/Shadowy_Pillar_Kill_Task</a> )	
<b>Configuration</b>	Recommended that you add 'Shadowy Pillar' to your Monsters list in VirindiTank, and set it to a higher priority. This area tends to be heavily camped and given the rarer spawn rate for the Shadowy Pillars, they are usually quickly attacked.	
<b>Notes</b>	Consisting of multiple kill tasks in the Tier 8 area in the former town of Tou Tou. <ul style="list-style-type: none"> <li>Characters will buff then commence flagging after 3 minutes. After flagging, characters will rally on the path into Tou Tou.</li> <li>On death, characters will attempt to return to the patrol.</li> <li>When the first character meets the completion criteria, ALL characters will attempt to complete the quests. If a specific task has not been completed, it will be resumed the next time the meta is run. This is to ensure individual characters are not left to fend for themselves in a high tier area.</li> </ul>	

Graveyard Kill Tasks		
<a href="#">Wiki Link</a>	<b>Requirements</b> <ul style="list-style-type: none"> <li>Level 180+</li> <li>Graveyard Recall</li> </ul>	<b>Type:</b> Small Group/Fellowship <b>Time:</b> ~20-30 minutes
<b>Rewards</b>	<b>Experience</b> 320,000,000	
	<b>Luminance</b> 14,000	
	<b>Items</b> 20 Aged Legendary Keys	
<b>Configuration</b>	None	
<b>Notes</b>	<p>Consisting of multiple kill tasks in the Graveyard Tier 8 area.</p> <ul style="list-style-type: none"> <li>Characters will buff then commence flagging after 3 minutes. After flagging, characters will rally just outside the bunker in Graveyard.</li> <li>This may take close to a full in-game day cycle, as some kill tasks require it to be daytime and some require night time.</li> <li>On death, characters will attempt to return to the patrol.</li> <li>When the first character meets the completion criteria, ALL characters will attempt to complete the quests. If a specific task has not been completed, it will be resumed the next time the meta is run. This is to ensure individual characters are not left to fend for themselves in a high tier area.</li> </ul>	

Rynthid Kill Tasks		
<a href="#">Wiki Link</a>	<b>Requirements</b> <ul style="list-style-type: none"> <li>Level 180+</li> <li>Rynthid Plains Recall</li> </ul>	<b>Type:</b> Fellowship <b>Time:</b> ~30-45 minutes
<b>Rewards</b>	<b>Experience</b> 115,000,000	
	<b>Luminance</b> 36,000	
	<b>Items</b> 6 Durable Legendary Keys, Random Item, Random MMDs	
<b>Configuration</b>	None	
<b>Notes</b>	<p>Consisting of multiple kill tasks in the Rynthid Plains tier 8 area.</p> <ul style="list-style-type: none"> <li>Characters will buff then commence flagging after 3 minutes. After flagging, characters will travel to the Rynthid area and rally at a point just inside the boundary.</li> <li>On death, characters will attempt to return to the patrol. Unlike other Kill-Task metas, the character will run through the full navigation route trying to find the group leader. When the group leader comes into range, they will start following them and resume fighting. If the character does NOT find the group leader, they will run through the full navigation route, then re-attempt repeatedly.</li> <li>When the first character meets the completion criteria, ALL characters will attempt to complete the quests. If a specific task has not been completed, it will be resumed the next time the meta is run. This is to ensure individual characters are not left to fend for themselves in a high tier area.</li> </ul>	

Lugian Assault		
<a href="#">Wiki Link</a>	<b>Requirements</b> <ul style="list-style-type: none"> <li>Level 180+</li> <li>Rynthid Plains Recall</li> </ul>	<b>Type:</b> Solo or Fellowship <b>Time:</b> ~20 minutes
<b>Rewards</b>	<b>Experience</b> 500,000,000	
	<b>Luminance</b> 20,000	
	<b>Items</b> Casting Stone, 8 x MMD, 2-use Legendary Key	
<b>Configuration</b>	None	
<b>Notes</b>	<p>Consists of bringing a letter to an NPC at the end of the 'Presk's Bunker' dungeon on the Rynthid Plains.</p> <ul style="list-style-type: none"> <li>Can be run solo, or as a group.</li> <li>Only the leader of the group will pull levers and loot the key to open the final door.</li> <li>When running as a group, non-leaders will wait in the hallways between rock rooms until the next door is open before being commanded by the leader to resume their journey.</li> <li>Navigation Priority Boost is used heavily here to try and keep the group moving through the rock rooms and avoid getting one-shot. Characters will only engage in combat while waiting between rooms, and in the final room with the 'boss' that drops the key.</li> <li>The Meta does NOT attempt to use the 2-use Legendary Key</li> </ul>	

Bloodstone Investigation Flagging Bloodstone Factory		
<a href="#">Wiki Link</a>	<b>Requirements</b> <ul style="list-style-type: none"> <li>Level 200+</li> </ul>	<b>Type:</b> Fellowship <b>Time:</b> Varies
<b>Rewards</b>	<b>Experience</b> 287,308,150 (20% up to level 220)	
	<b>Luminance</b> 40,000 – 45,000	
	<b>Items</b> Delicate Bloodstone Wand, 11 x MMD, Legendary Key	
<b>Configuration</b>	<p>Options available in Chaos Helper under MetaOpts:</p> <ul style="list-style-type: none"> <li><b>Turn-in on/off</b> – Toggles turning in the final item for Bloodstone Factory so you can repeat it daily without re-flagging. This is a GLOBAL option for all characters and is defaulted to OFF every time MetaQ is run.</li> <li><b>Turn-in Wand</b> – Toggles turning in the Bloodstone wands for additional Luminance. Only works if Turn-in (above) is ON. This is a CHARACTER SPECIFIC option and is RETAINED until changed. Default is OFF.</li> </ul>	
<b>Notes</b>	<p>This quest has been split into two separate metas, since the flagging component is lengthy and the final 'Bloodstone Factory' step can be repeated multiple times without reflagging, provided you do not turn-in the Shattered Master Bloodstone Shard.</p> <ul style="list-style-type: none"> <li>Characters will state in fellowship chat when the meta starts if they are set to turn in their wands.</li> <li>When Bloodstone Investigation Flagging is complete, it will check to see if Bloodstone Factory is next in queue. If it is, it will stay at the Cabin near Frozen Valley and begin from there instead of returning to the mansion between metas.</li> <li>Characters will rally and wait for the group at the locked door when arriving at the Frozen Tomb area. The leader will loot the key for the locked door while waiting, and use it to unlock and open the door once all characters have arrived, which will trigger the group to continue</li> </ul>	

## Known Issues

- In some cases, characters can be pulled off course by mobs and become stuck. If this happens, it will prevent some metas from moving forward if it relies on all characters to 'rally' at a particular location at some point (until you "unstick" the character).
- If characters arrive at a Rally point at the exact same time (within 0.25 seconds), they may not be added to the list of 'arrived' or 'rallied' characters. They should re-attempt within 30 seconds, but in the event that the characters are stuck at this stage you can manually advance the meta to the appropriate state.
- All clients must be run from the same PC
  - You cannot run more than 1 fellowship at a time on the same PC