**Goal for Elemental Chaos**

**Requirements**

**Solution**

To get to Dra'ork part, run 2n2u and say mayhem  
To get to Loud'ra part, run 2e2n2u and say peace  
  
Acknowledgements: Kelst and Miracle did most of it. I just typed out the solution.  
  
1. From beginning of Elemental Chaos, run 2e2n2u to get to Guardian of the Loud'ra and say either peace or harmony. You will be teleported.  
Task 1 : Make the perfect element.  
Given the right location, the proper ingredients can be combined to make the   
perfect element.  
Task 2 : Help the Loud'ra make the perfect element.   
Only Lord Zhein knows how to make the perfect element.  
  
2. Run n2w;open n;run n to get to Lord Zhein and say perfect element.  
You say 'perfect element'  
Lord Zhein says, "So, you're here to help us make the perfect element eh? Well, I don't deal personally with the raw elements. I have people for that. Try talking to Danskel or Warhina and tell them I sent you."  
  
3. Run s2eu2wn to get to Danskel and say lord zhein sent me.  
You say 'lord zhein sent me'  
Danskel says, "Oh, Lord Zhein sent you? Well, I will need samples of all four elements: Air, Water, Earth and Fire. You will need something to capture the samples in, return to me when you have them. By the way, both of us masters need the same things so don't bothering asking again."  
  
4. Run s4es and buy 100 small tube.  
  
5. Run n2wd2w and type 'move painting'. Run d;enter orb to return to the fire subarea.  
  
6. Kill fire mobs in the fire subarea. There is a chance you will get fire in a tube (sample). When you get one, put it into a container immediately or you won't be able to collect another sample. Do this till you have 5 fire in a tube.  
  
7. From beginning of Elemental Chaos, run nw to get to earth subarea. Kill earth mobs. Same rules apply as the fire mobs. Do this till you have 5 earth in a tube.  
  
8. Go to the southern part of the area, (from entrance run 2ed), to get to water subarea. Kill water mobs. Same rules apply as the fire mobs. Do this till you have 5 water in a tube.  
  
9. Go back to the first room of Elemental Chaos. Run 2ne and type 'jump' to get to air subarea. Kill air mobs. Same rules apply as the fire mobs. Do this till you have 5 fire in a tube.  
  
10. Go to the center of air subarea and type 'land' to return to fire subarea. Run e2u and say peace or harmony to be teleported. Run nu2wn and give 1 each of fire, earth, water and air in a tube to Danskel. You will get peace in a tube.  
  
11. Run 2s and give 1 each of fire, earth, water and air in a tube to Warhina. You will get harmony in a tube.  
  
12. Run n2ed2w;open n;run n to get to Lord Zhein. Give both peace in a tube and harmony in a tube to Lord Zhein. You will get Loud'ra's perfect element.  
You give peace in a tube to Lord Zhein.  
Lord Zhein says, "Thank you, but peace is only half of it."  
You give harmony in a tube to Lord Zhein.  
Lord Zhein says, "Excellent. Thank you for getting the required samples. One second."  
Lord Zhein leaves the room.  
Lord Zhein returns to the room with a tube in his hand.  
Lord Zhein says, "Here you go, the perfect element of the Loud'ra. I can make it for you anytime, just give me the ingredients."  
You receive Loud'ra's perfect element from Lord Zhein.  
\*\* Task Done : Help the Loud'ra make the perfect element.  
  
13. Run s and type 'move painting'. Run d;enter orb;run 2w2u to get to Guardian of the Dra'ork. Say either mayhem or destruction. You will be teleported.  
  
14. Run 2n2un to get to Tiasi and say perfect element.  
You say 'perfect element'  
Tiasi says, "So you want to make the perfect element huh? Well, first you will have to talk to Yver and Poldra our resident masters. They are the ones that   
  
use the raw elements. Tell them I sent you and come back to me when you finish with them."  
  
15. Run s2ds2en to get to Yver and say lady tiasi sent me.  
You say 'lady tiasi sent me'  
Yver says, "Ahhh, ok, Lady Tiasi sent you. First off, both of us masters need the same things. Please don't keep asking, our time is precious. As far as what we need, well, we need one sample of each element: fire, earth, air and water. You will need something to collect each one with."  
  
16. Give 1 each of fire, earth, water and air in a tube to Yver. You will get destruction in a tube.  
  
17. Run 2s and give 1 each of fire, earth, water and air in a tube to Poldra. You will get mayhem in a tube.  
  
18. Run n2wn2un and give both destruction in a tube and mayhem in a tube to Tiasi. You will get Drao'rok's perfect element.  
You give destruction in a tube to Tiasi.  
Tiasi says, "Excellent. Thank you for getting the required samples. One second."  
Tiasi leaves the room.  
Tiasi returns to the room with a tube in her hand.  
Tiasi says, "Here you go, the perfect element of the Dra'ork. I can make it for you anytime, just give me the ingredients."  
You receive Dra'ork's perfect element from Tiasi.  
\*\* Task Done : Help the Dra'ork make the perfect element.  
\*\* Task Added : Find the Master Elementalist.  
  
19. Run s2ds2e2n and type 'pull book'. Run d;open e;run 2es;open u;Run u;open s;run s to get to Master of the Elements.  
\*\* Task Done : Find the Master Elementalist.  
Master of the Elements says, "So, you've found me. Well, I see that you have helped both the Dra'ork and Loud'ra. Problem is, they are both wrong. The key to making the perfect element isnt within having all mayhem or all peace in the process. It's a combination of both, however, I still can't quite make it.   
  
Get me samples of the all the elements and I'll show you what I have come up with."  
\*\* Task Added : Help the Master of the Elements make the master element.  
Master of the Elements says, "Oh yeah, if you want out, just 'leave'."  
  
20. Ensure that 1 each of fire, earth, water and air in a tube are in your inventory. Give any one to the Master of the Elements to get The Master Element.  
You give water in a tube to Master of the Elements.  
You receive water in a tube from Master of the Elements.  
Master of the Elements exclaims, "Ah, I see you have them all!"  
Master of the Elements takes the elements from you and combines them before your eyes.  
You receive The Master Element from Master of the Elements.  
\*\* Task Done : Help the Master of the Elements make the master element.  
  
21. Run 1n and with Loud'ra's and Dra'ork's elements as well as the Master Element in your inventory, type 'combine elements'.  
You place the Loud'ra's and Dra'ork's perfect elements on the workbench  
Staring at them for awhile, you decide to stack them up and hit them with a hammer.  
They smash together, then you put the Master Element on top of that and hit it with a hammer.  
Rays of light shine from the newly created element, and you realize that you have done it.  
You have created the Perfect Element.  
You receive (,^.~) The Perfect Element (~.^,) from Master's Assistant.  
\*\* Task Done : Make the perfect element.  
\*\* Goal Completed: Create the perfect element.  
INFO: Tinky has made the perfect element.  
  
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SubQuest: Adamantite Armor  
from NE corner go 2u, say "harmony" to be transported  
go e to get to Smithy who will say:  
  
Loud'ra's Blacksmith says, "Wow, you've made the perfect element? Well,  
surely if you can do that, you can find ingredients for my armor. Check  
out my list. It includes the ingredients required."  
  
heres the list:  
1) A copper helm infused with air.  
a)slab of copper  
b)large jar of air  
2) An iron shield infused with water.  
a)slab of iron  
b)large jar of water  
3) A bronze breastplate infused with earth.  
a)slab of bronze  
b)large jar of earth  
4) A steel sword infused with fire.  
a)slab of steel  
b)large jar of fire  
5) A pair of adamantite leggings infused perfectly.  
a)slab of adamantite  
b)perfect element  
  
:: the slabs and jars come from the vendor you got the small jars from (wnu2es from smithy)::  
once you have the large jars in inven, kill one of each element to fill it  
give slabs, one at a time to blacksmith to receive armor pieces  
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How to get real adam.  
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Make item 1 to 4 from blacksmith and give to Poldra in the following sequence:  
give helm poldra  
give shield poldra  
give brea poldra  
give sword poldra

**Reward**

Level 101 Back piece, 12 DR and its stats are based off of your pclass  
  
In my case, as a mage, it was 8 int 4 luck  
In my case, as a paladin, 8 int, 4 con  
In my case, warrior, 8 str, 4 dex, 12 dr  
  
and ability to make level 101 legs from blacksmith:  
(,^.~) Perfectly Infused Adamantite Leggings (~.^,)  
  
random 10 to 16dr, 10 stats depending on pclass.

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