**Goal for Living Mines of Dak'Tai**

**Requirements**

**Solution**

run nenw4nw of entrance  
say i swear my allegiance to the fol'dak  
  
You say 'i swear my allegiance to the fol'dak'  
Fallur says, "Ah so you wish to join our cause. Then I shall take you to  
our leader. Together we shall overcome."  
Fallur ushers you into the back room.  
  
\*\* 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.  
  
Rebel leader Tulpext says, "So you wish to help our cause? Well we had a  
little mishap today and some of our intel has gone missing."  
Rebel leader Tulpext sighs.  
Rebel leader Tulpext says, "Your task is to retrieve that intel. Our  
messenger has gone missing. You must find him, his corpse, or retrieve  
the  
information he had."  
\*\* Task Added : Retrieve the missing intel.  
  
run ne of entrance and kill the messenger for coded=missive.  
With coded=missive in inventory,   
run nenw4nw of entrance  
say i swear my allegiance to the fol'dak  
You will be presented with a letter with the Fol'Dak seal.  
  
You say 'i swear my allegiance to the fol'dak'  
Fallur says, "At once, my brother in arms."  
  
Tulpext sees the missive you carry and his eyes light up.  
Rebel leader Tulpext says, "You've found it!! Thank you so much, this  
could be the information we needed to finally make our move against the  
Horde."  
You hand the missive over and he pores over its contents, brow furrowed.  
Rebel leader Tulpext says, "Ooops, forgive my rudeness. Here, take this  
letter, it will help you if you ever need the help of an ogre. I can't  
thank you enough for your delivery."  
You receive a letter with the Fol'Dak seal from rebel leader Tulpext.  
Rebel leader Tulpext smiles at you.   
Rebel leader Tulpext says, "Good luck on your quest, perhaps we shall join  
arms some day."  
  
\*\* Task Done : Retrieve the missing intel.  
  
Now, run 2s2e.  
The blacksmith smiles warmly as you present the letter.  
Master Grothnar says, "If you can bring me something I can work with, I'll  
do you proud. I am the finest blacksmith in the land, I am. I suggest  
you  
search the mines."  
\*\* Task Added : Search the mines.  
  
Now, run w5n, ride lift, run en2dsd2s3w  
listen to the dutiful lizardman.  
  
listen d  
The dutiful lizardman says, "Sarcoph's true treasure and the real asset  
under these mountains lies past me. We both know you don't stand a  
chance  
against me, and it would take a pretty prize to make me budge. So if you  
make it worth my while...."  
The dutiful lizardman shrugs nonchalantly.  
The dutiful lizardman says, "But if the foreman caught me letting you by,  
all the gems in the world wouldn't matter. So you'd need to take care of  
that for me too. You up for the challenge? A simple yea would do it."  
  
say yea  
You say 'yea'  
The dutiful lizardman says, "You get on that and get back to me."  
\*\* Task Added : Find a pretty prize.  
  
Now, run 3e2nune  
Find a fleeing miner with a pick-axe and kill him for it.  
  
  
Then, wear the pick-axe and head back to the lizardman part of the mines  
again.  
You need one each of gold, sapphire, ruby, jade and diamond.  
Sapphires are run 3en of lizardman.  
Rubies are south of sapphire room.  
Gold is run nw of sapphire room.  
Jade is run 2w of sapphire room.  
Diamond is run 2ws of sapphire room.  
  
In each of these rooms, type mine .  
For example, to mine sapphire, go to the sapphire room and type mine  
sapphire.  
A ginormous tortoise will appear. kill it and loot it for the gem  
(sapphire/ruby/gold/jade/diamond).  
Collect one of each.  
  
Head back to the mine foreman run nenw7n of entrance, kill him and loot it for head.  
Now head back to the lizardman again.  
  
The dutiful lizardman says, "Thanks for all this, I guess we'll both be on  
our ways then."  
  
He will transport you to another room.  
A maze of crawling spaces  
  
[Exits: west]  
  
\*\* Task Done : Find a pretty prize.  
  
Now, follow the exits until you reach a room The hidden den.  
  
The hidden den  
Hours of crawling through those forsaken tunnels finally deposit you   
somewhere else: in an animal den of fantastic proportions. The entire far  
wall is a sheet of metal, cratered and pocked like the surface of a  
planet.  
You spend a minute or two examining it when you have a revelation: your   
experiences here in Dak'Tai's mines give your answer. This tortoise is  
bigger  
than anything you have ever imagined, covering your entire field of  
vision.  
It appears to be sleeping.  
  
[Exits: south]  
(Red Aura) (White Aura) The ancient is here.  
(Invis) (Hidden) (Red Aura) (White Aura) Sarcoph's hunter hides in the  
shadows and waits on your move.  
(Invis) (Hidden) (Red Aura) (White Aura) Sarcoph's hunter hides in the  
shadows and waits on your move.  
(Invis) (Hidden) (Red Aura) (White Aura) Sarcoph's hunter hides in the  
shadows and waits on your move.  
(Invis) (Hidden) (Red Aura) (White Aura) Sarcoph's hunter hides in the  
shadows and waits on your move.  
  
Kill the ancient in the room for an ]>adamantite shard<[  
  
The ancient is damned forever by the holy power!!  
You receive 184+19 experience points.  
  
\*\* Task Done : Search the mines.  
You get 8,707 gold coins from the damned corpse of the ancient.  
You get an ]>adamantite shard<[ from the damned corpse of the ancient.  
You get >)> the ancient's beak <(< from the damned corpse of the ancient.  
  
Return to Master Grothnar to close the goal.  
  
Goal information for: Living Mines of Dak'Tai - Completed   
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  
The ogres are looking to spread a revolution far beyond their own clustered   
homes and make the Black Horde and its emperor regret ever setting foot in   
the 'Tai homeland. Can you join the resistance and find the real treasure in   
the mine before Sarcoph's mining minions do?  
  
Master Grothnar will make a ring, a bracer, or a figurine for you whenever   
you bring him a shard.  
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  
Difficulty : Medium   
Recommended Level: 140  
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~  
Tasks:  
1 - Allegiance to the Fol'Dak. : Completed  
2 - Retrieve the missing intel. : Completed  
3 - Search the mines. : Completed  
4 - Find a pretty prize. : Completed

**Reward**