**Goal for The Gathering Horde**

**Requirements**

lvl 140 - 170

**Solution**

Goal was made by charneus i think

The goal is level locked at 170 (if you have it open there are a [few] tasks
that will fire/add above that, but nothing will complete).

1. Kill the mob 'a watchtower guard' for the item '|Black tabarD|'
2. Wear the tabard (you'll need to leave it on for the majority of goal)
3. Go to Achemartla (run w2n from entrance)
4. Wait for the prog to finish. Say I will help
NOTE: This adds the main task that will be completed last, after all five
'subtasks' are completed. The subtasks do not need to be done in any order,
although they do have different level mobs, so some might not be possible at
lvl 140.

\*\* Goal Added : Help Achemartla restore order in the Horde's camp outside
Dak'Tai.
Type 'goals Gathering' for full details on this quest.

\*\* Task Added : Bring back proof that the all the troops are appeased.

5. From commander run 2sws
6. say need help?

\*\* Task Added : Help the hellhound handler heel in his hellish canines.

7. You have two options at this point. Either obtain the 'ice aura' from the
elemental task or do the following:
a) find the handsome soldier
b) beckon him
c) lead him to the succubus' tent in the northwest part of the camp
d) wear the 'dragon-scale boots'
8. go to the psion navigator;say to hell
9. go north, kill the 'Lord of the Se'irim'
10. run sws;give whistle hellbound
You receive 3 quest points.
You receive <\*><\*> from the hellhound handler.

\*\* Task Done : Help the hellhound handler heel in his hellish canines.

11. Put keep on the collar, you'll need it for the goal complete.
12. run 4n;give 10000 gold elemental
13. open north and enter the elemental tents, find the ice room
14. touch ice
15. kill the ice elemental
16. run s;drop chunk river, then kill the water elemental
17. run n2e;throw orb fire, then kill the fire elemental
18. run ws,drop brand tree, then kill the wood elemental
19. run n;sow seed earth, then kill the earth elemental
20. run es;drop earth bolt, then kill the lightning elemental
21. run wn;open north (hidden exit);run n
22. 'throw bolt dark';kill the dark elemental (no magic room, mob aggros)
23. After getting 'pulsating darkness,' go back to the air elemental.
You receive the elemental pact from the air elemental.
You receive 3 quest points.

\*\* Task Done : Shed some light on the dark elementals' mischief.

24. Put keep on the pact
25. run s3wdn

26. There must be ettin berserkers alive to get this task: kill them all.
(assisting mobs)

\*\* Task Added : Go to Tragh and prove your worth in the combat pits.

27. run su3e2sen;say to tragh;run 3ne
28. Go north (this will only work if there is no one in the room, there is a
timer to prevent people from stalling there)
29. bow to the ettin master (bow master)
30. This is how the combat will go:
a) Wait for the progs, then fight Grukken
b) At 75% he leaves and summons a spined terror
c) Kill the terror and Grukken comes back
d) At 50% he leaves and summons a behemoth
e) Kill the behemoth and Grukken comes back
f) At 30% he transfers you 'over the edge'
g) You get about a minute to fight the tentacles or be transfered out
h) Must dispel haste on the tentacles before you can kill them (leave 1)
i) When the last tentacle drops below 30% you will get a mprog prompting
you to 'climb up,' do so
j) Kill Grukken (there will be a different strength Grukken depending on
your tier) T0-2, T3-4, T5-6, T7-9
31. Keep the medal
32. recall/portal out and return to Commander Ushko
\*\* Task Done : Go to Tragh and prove your worth in the combat pits.

33. run su4n;look gnome;wait for the prog;wink gnome

\*\* Task Added : Find the gnomish blueprints in Crizal and return them.
\*\* Task Added : Collect some icirask hides for the gnome.
\*\* Task Added : Collect a few steel-webs' webs from the magical forest.
\*\* Task Added : Deforest Crizal and bring back the magical wood.
34. run 4s3e2sen;say to Crizal
35. To go west you have to say the answer to the secret keeper's riddle,there are 10:
1) What rushes past all of us the same but leaves no one unchanged?
A: time
2) These come from every direction, but they all have the same voice.
A: winds
3) What is the greatest sustainer of life, though it has none of its own?
A: water
4) What member of the forest starts with one finger and ends with many?
A: the branch
5) What touches the earth every day but never leaves its perch?
A: the sun
6) What digs and strangles, drinks and divides, but in life never sees
the light of day?
A: the root
7) What exists that can give both shade and sustenance, darkness and fury?
A: a cloud
8) What are the two most powerful things all mortals share?
A: life and death
9) What is the single source of all fear?
A: ignorance
10) What creeps and pools, spills and covers, but can never be bottled or
drank?
A: darkness
36. Once in the forest:
NOTE: You can return and give them them to the gnome at any time to subtract
dynamically. All three tasks must be completed to finish the goal.
a) collect 30 hides from killing icirasks
b) collect 20 silks from steel-web spiders
c) collect 50 magical woods from the saplings and dendroid soldiers
37. Find the final room in the Crizal maze (with a description of a tree)
38. Touch trunk
39. Kill Crizal
40. When you return to the gnome and give him the blueprints you will get a
piece of coal. Keep it.
\*\* Task Done : Collect some icirask hides for the gnome.
\*\* Task Done : Collect a few steel-webs' webs from the magical forest.
\*\* Task Done : Deforest Crizal and bring back the magical wood.
\*\* Task Done : Find the gnomish blueprints in Crizal and return them.
41. remove the tabard;run 4ses;say pillage
42. go s and wait for the task add

\*\* Task Added : Get your hands bloody for the gnolls' captain.
\*\* Task Added : See to the captain's offender at the gates.

42. Kill 8 hellhounds
43. Kill 12 watchtower guards
44. Return to the Gnoll Captain and nod to him.

You receive 3 quest points.
You receive Seal of the Gnolls from the gnoll captain.

\*\* Task Done : Get your hands bloody for the gnolls' captain.
\*\* Task Done : See to the captain's offender at the gates.
45. Keep the seal;remove hellhound;wear tabard;run 3n2e2se2n

\*\* Task Done : Bring back proof that the all the troops are appeased.
INFO: Tombfyre has infiltrated the Black Horde's encampment and is one step
closer to Sarcoph.

\*\* Goal Completed: Help Achemartla restore order in the Horde's camp outside
Dak'Tai.

You now have the ability to get the masterpiece items:
1. Killing mobs in the siege factory now gives you a chance drop of a
blueprint shred.
2. Go the the far southeast corner of the siege factory and find the master
tinker.
3. For 3 blueprints you can say 'stud' or 'bangle' for the following eq:
NOTE: The items are identical statistically, one is an ear, one is a wrist.
Stud (4 options, random chance)

**Reward**

+-----------------------------------------------------------------+
| Keywords : gnomish stud earring |
| Name : [[>]>gnomish stud<[<]] |
| Id : 299613741 |
| Type : Armor Level : 171 |
| Worth : 0 Weight : 3 |
| Wearable : ear |
| Flags : unique, invis, magic, V3 |
+-----------------------------------------------------------------+
| Stat Mods : Constitution : +11 Damage roll : +13 |
| Hit roll : +7 |
+-----------------------------------------------------------------+
Bangle (4 options, random chance)
+-----------------------------------------------------------------+
| Keywords : gnomish bangle |
| Name : [[>]>gnomish bangle<[<]] |
| Id : 299613635 |
| Type : Armor Level : 171 |
| Worth : 0 Weight : 6 |
| Wearable : wrist |
| Flags : unique, invis, magic, V3 |
+-----------------------------------------------------------------+
| Stat Mods : Dexterity : +11 Damage roll : +13 |
| Hit roll : +7 |
+-----------------------------------------------------------------+

base can be str int dex con.