

GIANTHOLD / REAVER'S FATE WORKSHEET

To get to GH speak to Cydonie next to the fountain by the MP bank. The farshifter will now port you to the GH camp.

QUESTS CHECKLIST

Quests can be completed in any order.

- The Crucible** You'll want players with 20+ diplo, 18+ intim, high REF and either high or low WIS.
- Madstone Crater** Take an arcane caster with FW and invis, rogue helpful for optional XP.
- The Prison of the Planes (PoP)** Bring someone that is Lawful Good. Vorpals and a rogue are helpful.

RELICS CHECKLIST

Each wilderness rare chest gives you a single relic and quest end chests give you 1-3. When you get twenty of each, give them to the giant walking around the campfire in camp.

- 20x Dragon Relic** PoP, Cry for Help and Foundation of Discord
- 20x Elven Relic** The Crucible, Feast or Famine and A Cabal for One
- 20x Giant Relic** Madstone Crater, Maze of Madness and Trial by Fire

GIANTHOLD TOR CHECKLIST

Tor is a quest that you may run until ransack on while killing a trio of dragons. Each dragon's chest has a chance to drop the corresponding-colored scale. Twenty-five scales will make you a suit of armor.

If you're looking for elite favor, just kill the gatekeeper and FO. Dragons should be dealt with on normal.

Dragons need to be killed within a few seconds of their guardians.

- White Dragon** FoM helps in here, but gets dispelled quickly. Cold resist.
- Blue Dragon** Zone in and have everyone run for the blue barrier. Stay off the gold. Elec resist.
- Black Dragon** Keep the giant facing away from the dragon so he doesn't heal it! Acid resist.

REAVER'S FATE

After talking to Cydonie, Reaver's fate is available to you. The good thing is that the raid usually bears a fair amount of [raid loot](#) and requires no additional reflagging, so you can run it every 2 days, 18 hours for minimal effort.

RESOURCES @ DDO SOURCE.COM

[GH Wilderness Map](#)

[The Crucible's Maze](#)

[Reaver's Fate Puzzle Solver](#)

[Reaver's Fate Loot](#)

