

VALE OF TWILIGHT / SHROUD WORKSHEET

You'll likely run Shroud more often than any other raid in the game. Ready to craft your own weapons?

TO MERIDIA!

At level 12+, go to The Twelve, enter the building and go through the door in front of you. Talk to **Gustavine Kyerrh**. Exit and ascend the ramp to the South, then enter The Vale. Follow the broken walkway left, then to the old road. Follow the road and its forks right then left. Speak to **Aaseamah Screven** on the platform to your left as you enter Meridia. Now you're ready to quest!

QUESTS CHECKLIST

Quests can be completed in any order, should do them on at least Normal difficulty at first.

- The Coalescence Chamber** Arcane or arcane archer helpful.
- Let Sleeping Dust Lie** Caster with instadeath spells handy for ogres. Avoid glancing blows.
- Rainbow in the Dark** Arcane caster w/ level drain and instadeath handy.
- Ritual Sacrifice** Elec resist.
- Running with the Devils** Elec resist. CON damage handy.

WHERE YA GET WHAT

Each quest drops different a stone and one of two crafting ingredients.

The Coalescence Chamber Stone of Victory (blue) and twig or funk

Let Sleeping Dust Lie Stone Strategy (yellow) and husk or funk

Rainbow in the Dark Stone of Foresight (green) and twig or pebbles

Ritual Sacrifice Stone of Might (purple) and petal or fungus

Running with the Devils Stone of Battle (red) and fungus or pebbles

FOOTWORK

Make sure you have your end rewards from each of the above 5 quests. Next, return to Meridia and speak to Valairea Satnarine. She'll give you 5 objects to forge together in the Altar of Fecundity below Meridia. Once you forge them, forge your five stones (Victor, Strategy, etc.) together. Make sure the newly crafted Glowing Orb and your new Signet Stone is not in your ingredients bag. Talk to Valairea twice for some XP and return to Aaseamah for some additional XP. Now you're flagged for Shroud.

RESOURCES @ DDO SOURCE.COM

[Vale Wilderness Map](#)

[Shroud Part 3 Solver](#)

