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## Ddo the swiped signet

The Quickfoot gang from DDO Wiki has fought hard to locate the sewers. It will not voluntarily plunder 1. Overview Grinwhite lost his home, The Jorasco Signet Brooch, a quickfoot thief who ran into the sewer under the market. Retrieve the brooch by taking the thief to his hideout. Spoiler alert: The information below this point can be considered spoiler content! Reclaim Grinwhite's Signet Brooch from Quickfoot Hideout Quickfoot Gang (45 total) (optional) Quickfoot Warforge kill mercenaries - Bonus (25%): Vir (♣156 ♦337 ♥363 ♠389) (Optional) Slavic Ironlaw - Bonus (10%): Veer ♠ (66): 2 ♦135 ♥145 ♠156) (Optional) Slayer -Bonus (25%): Vir (♣156 ♦337 ♥363 ♠389) (Optional) Sled Hail -Bonus (2 5%): Heroic (♣156 ♦37 ♦37 ♥♦ &4&gt;363 ♠389) (Optional) Tornado - Bonus (25%): Vir (♣156 ♦337 ♥363 ♠389) (Optional) Murder -Bonus (10%): Vir (♣62 ♦135 ♥135 ♠1566) (Optional) Murder Complaint - Bonus (20%): Vir (♣12) 4 ♦270 ♥290 ♠311) (Optional) Murder Shampur - Bonus (15%): Veer (♣93 ♦202 ♥218 ♦233) What to expect Trap (Fixed, Fixed, Some rogue skills do not need to be disarmed) spawning/respawning monster rune (optional: requires a WIS probe) spot DC open lock and idle device dc skill dc and passive device for traps can be found in the above link by dc and all mesh drawings, control box locations, and closed door details hovering over the text. The first acid trap in the western passage is controlled by a valve, or a box located north of the valve. Valve produces turning DM text: A warning claxon blaines for a few moments, then suddenly goes silent. Bug: It eggs that seem to have no effect on numbers on enemies. The second acid trap in the corridor is a box on the corner before the trap, to the south. A poison trap on the western corridor after the acid trap. The box is just past the nets, on the south wall. The trap is not activated until you open the door to the hideout. Sound traps around the corner past the closed door to the hideout, in the water. The box is on a pillar in the north. Only once can there be a fire. Pneumatic doors trap the sound around the back corner. The box is on the north wall. Tips and Misc Caster opponents get tough enough on/off. Be prepared for their blindness and hail storm spells. They'll use this combination of spells on you as you try to cross thin platforms on a long drop in water. Though needless to accomplish, someone with high knowledge for a rogue (closed doors and trap) and gyan rune are definitely good to have here. Opening the rune-closed door in the north requires knowledge of ♦16normal ♥16Hard ♦16Elite; There are many mefits behind it, as well as many brackets. Valve after west bend The door will be behind you, many crowd eggs behind you, including a caster. Just before the poison trap, the last crisis of the second acid trap will appear. The complaint will appear in large rooms in the northwest. War forged mercenaries will appear in the water room past the valve closed door, up the stairs to your right as you enter. In the lower part of the shampur water room, debris can appear nearby. Quin Quickfoot will lay eggs in the northern alcove past the second trap, in front of the metal gate. The gate will rise and attack four dogs from the south. No bonus xp or chest for him; Always do not kill eggs but a necessary. Ironclaw will appear just past Quinn behind the closed door. Sizzle, hail or tornado runes may appear behind closed doors. Most of these three will have an egg, but it does not guarantee that any eggs will be there. If anyone would spawn eggs, an Air Mephit, a Fire Mephit, and an ice Mephit instead of eggs. All mefits have the chance to lay eggs to other weak mefits. This includes three distinguished people who may appear in this search. On hard and less difficulty they can spawn basic versions of Mefit but on elite they spawn greater air mefits, greater fire mefits, or greater ice mefits. Discretion bonuses are unattainable due to 45 essential kills to complete this search. Bonus XP Aggression Bonus: 53 or more monsters killed +10% bonus. (♣62 ♦135 ♥145 ♠156) attack bonus: 69 or more monsters killed +15% bonus. (♣93 ♦202 ♥218 ♦233) Victory Bonus: 85 or more monsters killed +25% bonus. (♣156 ♦337 ♥363 ♠389) Tamper Bonus: 3 or more Trap Disarm +10% bonus. Simple weakness bonus (♣62 ♦135 ♥145 ♠156): 4 or more Trap Disarm +30% bonus. (♣187 ♦404 ♥436 ♠467) Prank Bonus: 40 or more breakballs +8% bonus. (♣50 ♦108 ♥116 ♠124) Savage Bonus: 52 or more breakballs broke +10% bonus. (♣62 ♦135 ♥145 ♠156) Sabotage Bonus: 77 or more breakables broke +15% bonus. Loot Chest (♣93 ♦202 ♥218 ♦233) Loot Chest: 4-6 optional for one-crisis killing (glass spider, found last second acid trap and just before poison trap) 1 optional for complaint killing (Spider Brown, Found in large rooms in NW) 1 Quickfoot Warforge alternative to killing mercenaries (found in water room, right up stairs as you come in) optional for 1 evening killing (scorpion, not always eggs, found in the lower section of the water room, near debris) 1 alternative to the killing of ironclough (defender iron, found just behind closed door) 1 alternate to killing hail/hail. , closed down the staircase near the cabinet below along the eastern wall behind the rune Cabinet with South Wall closed door to just west debris past valve just next valve closed door NPC Awards: Random item name chest drop Last edited item type enhancements ML Bind Quest Update 46.3 One month and 22 days ruined signet brooch Trinket Heal + 1: Passive: +1 capacity bonus to heal skills. 1 Unbound Unbound: This item is unbound, and may cause permanent damage. Swipe signet, and chest (guaranteed) monsters name (picture) cr type race air mefet (view) ♦333hard ♥5hard ♦8Elite or another mephate called by: ♦3normal ♥♠3Elite Air Out Exterior Mefet Baby Glass Spider (see) ♦1normal ♥2Hard ♦5Elite or from eggs: ♦1normal ♥1Hard ♦1Elite; Vermin Spider Black Widow (See) ♦233Hard ♥4Hard ♦7Elite Vermin Spider Dog (See) ♦0.5Normal ♥14Rd ♦3Elite Animal Dog Dabba ♦4Normal ♥6Hard ♦10Elite Vermin Scorpion Fire Mephit (See) ♦3normal ♥5Hard ♦♦3Normal ♥5Hard ♦♦3 The ♥3Hard ♦3it Fire Outcummer Glass Spider (View) ♦8Elite Vermin Spider Greater Air Mefet (See) ♦6Normal ♥8Hard ♦11Elite ♦♦♦ ♥22Epic normal or called by another mephate : ♦6Elite air external mefat greater fire mephate (see) ♦6Normal ♥8hard ♦11Elite or another called by mephit : ♦6Elite Fire External Mephit Greater Ice Mef (see) ♦6Normal ♥8Hard ♦11Elite or another called by MEPHIT: ♦6Elite Air External Mephit Complaint (see) ♦5Normal ♥7Hard ♦10Elite Vermin Spider Human Apprentice (see) ♦23Harmed ♥3Hardhard ♦5Elite Humanoid Human Human Footpad (see) ♦2 ♥333Shed ♦5Elite Humanoid Human Hunter (see) ♦♦♦ &4&gt;4Clam ♥6hard ♦9Elite Humanoid Human Human thug (see) ♦233♥ ♦3Alite Humanoid Human Ice Mephate (See) ♦3Normal ♥5hard ♦8Elite or called by another mephit : ♦3Normal ♥3Hard ♦3Elite Air Exterior Mephit Ironclaw (see) ♦3normal ♥5Hard ♦8Elite Construction Iron Defender Crisis (see) ♦3Normal ♥5hard ♦8Elite Vermin Spider Syjal (see) ♦4333♥6Hard ♦9Elite Humanoid Human ♠ (see) ♦2Normal ♦2Normal ♦♥44hard ♦7E Humanlite Humanoid Humanoid Humanoid HumanOid Iron Defender (see) ♦3Normal ♥5Hard ♦8Elite Construction Iron Defender Iron Defender Crisis (see) ♦3Normal ♥5hard ♦8Elite Vermin Spider Syjal (see) ♦6Normal ♥8Hard ♥♦11Elite Fire Outcolor Mefet Hail (See) ♦6Ormal ♥8Hard ♦11Elite Air Outer Mefat War Forged Apprentice (View) ♦23normal ♥3Hard ♦5Elite Living 2Normal ♦♥4Hard Living Construction War Forged War Forged Barbarians ♠ (See) ♦4Normal ♥6Hard ♦9Elite Living) War Forged War Forged Hunter (See) ♦4Normal ♥6Hard ♦9Elite Living War Forged War Weapons on Forged War Forged Man (See) ♦4Normal ♥6Hard ♦9Elite Living Having war forged tornadoes (mephit) (see) ♦6Normal ♥8Hard ♦11Elite Air Exterior Mephit from DDO Wiki external links the Quickfoot gang has fought hard for a scrap of sewer to call a hideout. It will not voluntarily plunder 1. Overview Grinwhite lost his home, The Jorasco Signet Brooch, a quickfoot thief who ran into the sewer under the market. Retrieve the brooch by taking the thief to his hideout. Spoiler alert: The information below this point can be considered spoiler content! 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to cross thin platforms on a long drop in water. Although there is no need to complete, a crook (closed doors and traps) and Knowledge with high knowledge for Rune is definitely here are good. Opening the rune-closed door in the north requires knowledge of ♦16normal ♥16Hard ♠16Elite; There are many mefits behind it, as well as many brackets. After turning the valve west of the rune closed door, many crowds will spawn behind you, including a caster. Just before the poison trap, the last crisis of the second acid trap will appear. The complaint will appear in large rooms in the northwest. War forged mercenaries will appear in the water room past the valve closed door, up the stairs to your right as you enter. In the lower part of the shampur water room, debris can appear nearby. Quin Quickfoot will lay eggs in the northern alcove past the second trap, in front of the metal gate. The gate will rise and attack four dogs from the south. No bonus xp or chest for him; Always do not kill eggs but a necessary. Ironclaw will appear just past Quinn behind the closed door. Sizzle, hail or tornado runes may appear behind closed doors. Most of these three will have an egg, but it does not guarantee that any eggs will be there. If anyone would spawn eggs, an Air Mephit, a Fire Mephit, and an ice Mephit instead of eggs. All mefits have the chance to lay eggs to other weak mefits. This includes three distinguished people who may appear in this search. On hard and less difficulty they can spawn basic versions of Mefit but on elite they spawn greater air mefits, greater fire mefits, or greater ice mefits. Discretion bonuses are unattainable due to 45 essential kills to complete this search. Bonus XP Aggression Bonus: 53 or more monsters killed +10% bonus. (♣62 ♦135 ♥145 ♠156) attack bonus: 69 or more monsters killed +15% bonus. (♣93 ♦202 ♥218 ♠233) Victory Bonus: 85 or more monsters killed +25% bonus. (♣156 ♦337 ♥363 ♠389) Tamper Bonus: 3 or more Trap Disarm +10% bonus. Simple weakness bonus (♣62 ♦135 ♥145 ♠156): 4 or more Trap Disarm +30% bonus. (♣187 ♦404 ♥436 ♠467) Prank Bonus: 40 or more breakballs +8% bonus. (♣50 ♦108 ♥116 ♠124) Savage Bonus: 52 or more breakballs broke +10% bonus. (♣62 ♦135 ♥145 ♠156) Sabotage Bonus: 77 or more breakables broke +15% bonus. Loot Chest (♣93 ♦202 ♥218 ♠233) Loot Chest: 4-6 1 Optional for Crisis Killing (Glass Spider, Second acid trap found last and just before poison trap) 1 complaint optional for murder (brown spider, found in large room in NW) 1 Quickfoot Warforge alternative to killing mercenaries (found in water room, stairs to right as you come in) optional for 1 evening killing (scorpion 1 alternative to the killing of ironclusion (Iron Defender, found just behind closed doors) alternative to murder 1, not always eggs, found in the lower section of the water room, near the debris) (Air Mefet/Ice Mefet/Fire Mefet, can lay eggs behind mutually exclusive, run-locked doors) Collectible: Five daring packs in the room for northwest moss in the water room, Bottom of the staircase near the cabinet below the eastern wall behind the rune-door cabinet with the south wall closed just close the door to the valve last-west debris just next valve closed door NPC Rewards: Random Item Name Chest Drop Final Edit Item Type Enhancements ML Bind Quest Update 46.3 1 month and 23 Days Wasted Signet Brooch Trinket Heal + 1Hel +1: Passive: + 1 For Ability Heal Bonus Skills. 1 Unbound Unbound: This item is unbound, and may cause permanent damage. Swipe signet, and chest (guaranteed) monsters name (picture) cr type race air mefet (view) ♦3333hard ♥5hard ♠8Elite or another mephate called by: ♦3normal ♥♦ 3Elite Air Out Exterior Mefet Baby Glass Spider (see) ♦1normal ♥2Hard ♠5Elite or from eggs: ♦1normal ♥1Hard ♠1Elite; Vermin Spider Black Widow (view) ♦2Normal ♥4Hard ♠7Elite Vermin Spider Dog (view) ♦0.5Normal ♥1Hard ♠3Elite Animal Dog Duskspur (view) ♦4Normal ♥6Hard ♠10Elite Vermin Scorpion Fire Mephit (view) ♦3Normal ♥5Hard ♠8Elite OR Summoned by another mephit: ♦3Normal ♥3Hard ♠3Elite Fire Outsider Mephit Glass Spider (view) ♦3Normal ♥5Hard ♠8Elite Vermin Spider Greater Air Mephit (view) ♦6Normal ♥8Hard ♠11Elite ♦♦22Epic Normal OR Summoned by another mephit: ♠6Elite Air Outsider Mephit Greater Fire Mephit (view) ♦6Normal ♥8Hard ♠11Elite OR Summoned by another mephit: ♠6Elite Fire Outsider Mephit Greater Ice Mephit (view) ♦6Normal ♥8Hard ♠11Elite OR Summoned by another mephit: ♠6Elite Air Outsider Mephit Grudge (view) ♦5Normal ♥7Hard ♠10Elite Vermin Spider Human Apprentice (view) ♦2Normal ♥3Hard ♠5Elite Humanoid Human Human Footpad (view) ♦2Normal ♥3Hard ♠5Elite Humanoid Human Human Hunter (view) ♦4Normal ♥6Hard ♠9Elite Humanoid Human Human Thug (view) ♦2Normal ♥3Hard ♠6Elite Humanoid Human Ice Mephit (view) ♦3Normal ♥5Hard ♠8Elite OR Summoned by another mephit : ♦3normal ♥3Hard ♠3Elite Air Exterior Mefet Ironclough (See) ♦3normal ♥5hard ♠8Elite Iron Defender Quickfoot Caster (See) ♦4Normal ♥6Hard ♠9Elite Humanoidfoot Humanfoot ♦ 43Clard ♥6Hard ♠9Elite Humanoid Human Quinn Quickfoot (see) ♦23normal ♥4Hard ♠7Elite Humanoid Humanoid Humanoid Iron Defender (see) ♦3Normal ♥5Hard ♠8Elite Construction Iron Defender Crisis (see) ♦♦ &lt;3&gt; &lt;6&gt;3normal ♥5Hard ♠8Elite Vermin Spider Sizzle (see) ♦6Normal ♥8Hard ♠11Elite Fire Outer Mephit Hail (See) Air Exterior Mefat War Forged Trainee (See) ♦2Normal ♥3Hard ♠5T Living Construction War Forged War Forged Bandit (Scene) ♦2Normal ♥4Hard ♠5Elite Living Construction War Forged War Forged Barbarians (See) ♦4normal ♥6Hard ♠9Elite Living War Lattice Build War Forged Hunter (See) ♦4normal ♥6Hard ♠9Elite Living Construction War Forged War Weapons on Forged Man (See) ♦4Normal ♥6Hard ♠9Elite Living Construction Forged War Tornado (MEPHIT) (see) ♦6normal ♥8Hard ♠11Elite Air External Mephit External Link Link

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