nDamastes: Empyrean

Edited By: Roninleader

Note from Roninleader: I did most of this goal at SH. Really make the constant killing of mobs a lot easier.

Go to the second area (just keep going west, the guard will let you through given time) find the furtive kender (should be in the room you're teleported too)

He looks around and makes sure no one can hear what he's about to say.

A furtive kender says, "I've heard from the Fol''Dak that you aided them greatly. We are in need of someone like you here, you have arrived at a pivotal moment in history. The rebellion needs an experienced leader. If you're interested, give me a nudge."A furtive kender stops following you. nudge kender A furtive kender says, "There will be a woman waiting for you in the southern slums tonight. Tell her that Fate sent you." With a nod and a wink he walks away slowly, humming a tune.

\*\* Goal Added : Only the best warmongers boast the ware civil.

Type ''goals Empyrean'' for full details on this quest.

\*\* Task Added : Rendezvous at the southern slums: nighttime.

go to the ''Out of the Market, into the Southern Slums'' room and say the fate sent me (check time, have to do it at nighttime) A woman, lounging shakes her head. A woman, lounging says, "Nevermind, I am glad you are here." A woman, lounging says, "I'm only a pawn in this growing scheme; I have little power to help you and very little information to give. What I can tell you is this: the revolution''s "recruiter" is here in these very slums."

\*\* Task Done : Rendezvous at the southern slums: nighttime.

\*\* Task Added : Search the slums for the recruiter.

A woman, lounging says, "He'll be able to connect you with the right people." the recruiters name is Tobazi (no hunt/where)\ngo to the ''An Unsafe Hovel'' and open up, Tobazi up their

Tobazi says, "It''s customary for new recruits to spend a probationary period running errands and doing the dangerous jobs, but I''m told you're something special. You don''t look all that special to me, but it''s not my call." Tobazi says, "North of the plaza, before the northern slums, there is an ogre mage hidden in a safehouse. He is waiting for you."

Tobazi asks, "How will you recognize him?"

Tobazi says, "Don''t worry, he'll recognize you."

\*\* Task Done : Search the slums for the recruiter.

\*\* Task Added : Consult with the ogre mage.

find the orge mage, he''s in the room called ''A Hidden Sanctuary (G)'' (north of the ''The Fountain of the Conqueror'' section, a room on the left)\n\nThe ogre mage says, "Welcome, Damastes, you can''t begin to imagine how glad I am to see you've decided to assist us. Please sit and I will explain everything."\n\ntype sit\n\nThe ogre mage says, "Sarcoph made a mistake the day he commanded his army to invade the ogre lands."\n\nThe ogre mage says, "We started out humbly, tentatively establishing alliances between ogre tribes long-divided and aspiring only to free our own from his grasp."\n\nThe ogre mage says, "Soon, however, we recognized the plight of the countless other peoples under his heel. Many long conversations in dark corners and back rooms revealed a throng of willing allies, desiring nothing more than autonomy and the end of Sarchoph''s reign."\nThe ogre mage scratches his chin with a sharpened nail and gathers his next thought.\n\nThe ogre mage says, "Yet, despite his cruelty, Sarcoph is not without his own staunch supporters. I have spent the recent months roaming the lands he has conquered, disguising myself, trying to discern with whom the respective populaces would side in an open rebellion."\nA troubled look passes over the ogre''s face.\n\nThe ogre mage says, "My findings were not entirely favorable: The closer I got to the center of the empire''s holdings, the places where we''d need the most support, the more loyal followers I encountered."\n\nThe ogre mage says, "This capital is filled to the brim with brainwashed lunatics, all ready to die for Sarcoph. My delicate inquiries intended to search out like-minded inhabitants within the walls met utter failure."\The ogre mage grins and shakes his head.\n\nThe ogre mage says, "For several days I probed, and at most missteps just my tongue was threatened, but it was not long before I had asked the wrong question of the wrong person. There is now a bounty on my head and even with my magic I fear I wouldn''t make it to the city walls before being discovered."\n\nThe ogre mage says, "I have reached the end of my resources and am at a loss for what to do. I was hoping..."Your moral standing is no longer cloaked. The ogre mage says, "I was hoping you would be able to pick up where I left off. The revolution cannot fail here because of my inability; too many fractured lives are in the balance." The ogre mage says, "I will, of course, lend you all of my power, insight, and intel gathered during my investigations. But first, before I can grant you my greatest boon, I must ask you to bring me a totem of power from my village." You feel more vulnerable as the spirits leave your side. The ogre mage says, "The village is called Dak''Tai, and is nestled north of the Plains of Hathzor between the Great Desert and the northern mountains."\n\nThe ogre mage says, "There is a blacksmith there who can work miracles with metal, he can forge the totem I require for my magic. Retrieve from him this figurine and then return to me."

\*\* Task Added : Retrieve the figurine from the blacksmith in Dak''Tai.

hope you''ve done the Livingmine goal, Anyway do the living mine goal and get a figurine from the blacksmith go back to the ogre mage The ogre mage smiles broadly at your entrance.\nThe ogre mage exclaims, "I can smell the stirrings of destiny on the wind!"\n\nThe ogre mage says, "With that figurine I can now extend my magic of physical transformation to another, namely, you."\n\nThe ogre mage says, "Once I cast the spell, you will be able to change your physical form at will. There are some limitations though, and I cannot stress enough how important it is to be mindful of them."\nThe ogre mage gets a very serious look on his face.\n\nThe ogre mage says, "First: To acquire the form of another you must first kill them. It will not do for notable persons to turn up missing for extended periods, however useful their forms may seem initially."\n\nThe ogre mage says, "Second: Regarding the first rule, you may find some creatures have a lifeforce far too strong to imitate. The spilling of their blood is futile in this attempt."\n\nThe ogre mage says, "Third: It is imperative that no one learn of the abilities I share with you. Your usefulness is tied to your ability to remain an unknown. Never transform when others are around."\n\nThe ogre mage says, "Finally: You will find your ability to change form only exists within the walls of the city. My powers are limited by distance and it would be unsafe to try anything that far from me."\n\nThe ogre mage says, "Before I give you any further information about the city, I want to be sure you understand the power you are to be bestowed and how to use it."\n\nThe ogre mage says, "After I perform the incantation, come back as a fellow ogre and flex for me. I will then give you the intel you need to proceed."\n\nThe ogre mage says, "Now, give me the figurine."\nYou hand the ogre mage the [[>]>adamantite figurine<[<]].\nThe ogre mage begins chanting and a blue light emanates from all around.\n\nWith a sharp crack the light recedes and the ogre mage smiles.\nThe ogre mage says, "You are ready."\n\n\*\* Task Done : Retrieve the figurine from the blacksmith in Dak''Tai.\n\*\* Task Added : Return the ogre mage in the form of his kin.\n\*\* Task Added : Use your ability to change forms.\n\ntype task empyrean to get the commands and a quick run down on how to change forms (do it NOW)\n\nI just charged around collection different forms untill I got a orge\n\nonce you have a ogre form, find a room with noone in it and type change ogre then go back to the ogre mage and type flex ogre

the ogre mage claps at your performance. The ogre mage says, "Excellent! Now I will tell you what I know." The ogre mage says, "For a rebellion to succeed here, within the capital, the entire city must unite as one. The city''s architecture is such that even a small faction of dissidents could hold off a large force until reinforcements arrive. Our first strike must be swift and topple the stronghold in one decisive act."\n\nThe ogre mage says, "Unfortunately, besides Sarcoph himself, there is no single leader who can rally the totality of Empyrean''s citizenry. The city is divided into five factions; five separate camps that despise each other due to incessant infighting and betrayals jockeying for Sarcoph''s favor." The ogre mage says, "There is some good news though: Each faction is controlled by a single, powerful leader. My research leads me to strongly believe that if any of the leaders chose rebellion, their respective faction would follow."\n\nThe ogre mage says, "If you can convince all five leaders to rebel, we will have a fighting chance. But remember, it is all or nothing, an aloof faction stands in a position to betray us and ruin this opportunity that might only come once."\n\nThe ogre mage says, "You will undoubtedly meet firm opposition as you begin and find movement through the city nearly impossible. However, I think you will find the abilities I have gifted you with supremely useful in this regard. If you find yourself lost on this quest, return to me and I will assist you if I am able."\n\nThe ogre mage says, "The five factions and their leaders are as\n follows:"\n\nThe ogre mage says, "Beneath the fine streets of this city are extensive sewers, guarded by a host of ferocious amphibious creatures. They are led by a terrible creature called Ignorance."\n\nThe ogre mage says, "In the slums north of here there is a power-hungry mob intent on rising to the top of Sarcoph''s ranks. All of this body''s treacherous deeds can be linked back to the brain, a man named Treason."\n\nThe ogre mage says, "A twisted breed of aristocracy, feeding off the greed and corruption of Sarcoph''s world empire, gorges itself in the hand of High Noble Voracity."\n\nThe ogre mage says, "The Captain of the Empyrean Elite, Might, a juggernaut of physical strength and keen intellect, guards the imperial palace with unrelenting attention and the aid of fearsome underlings."\n\nThe ogre mage says, "The final piece of the puzzle is the at the pinnacle of Empyrean''s misguided religious fervor: High Priest Delusion, chief among the sacrificial cult''s Unholy Zealots. In many ways he is Sarcoph''s mouthpiece, and his influence cannot be underestimated."\n\nThe ogre mage pants with a mixture of excitement and exhaustion from the telling of it.The ogre mage says, "That is all I know, the rest is up to you."

\*\* Task Done : Consult with the ogre mage.

\*\* Task Done : Return the ogre mage in the form of his kin.

\*\* Task Added : Light the fire of rebellion in the busy streets of Empyrean.

\*\* Task Added : Sway the foundation''s guardians to your warful pipes.

\*\* Task Added : Lead the unfaithful to committing one more betrayal.

\*\* Task Added : Convince the nobles of their erring desires.

\*\* Task Added : Bring the mighty dogs of war to heel.

\*\* Task Added : Show the Unholy lot that their devotion is misplaced.

The ogre mage says, "I suggest you start in the sewers; every solid foundation is built from the bottom up."Go to the sewer (all the way south of the southern slums)

your form should be a catfish type swim west

Go to Up a Feeder Tunnel room, change to self.

Run sws to mob named Ignorance.

Type listen Ignorance

He will speak for a long while. Just let him speak till he says “This is my request: Free me, and I will be ever grateful."

Go back to the orge mage and say Ignorance The ogre mage asks, "He asked you to break him free?" The ogre mage says, "Maybe there is someone in the marketplace who could help you. There are all sorts of things for sale there."

Go to the market and find Azhil, then listen Azhil

He will speak for a while, then say “If you can agree to the price of one million gold coins, give me the aforementioned amount once you have in your possession the following: A specimen of purple mold, a handful of camel hair, the stomach juices of the venomskulk, and at least ten staves of sleep (those are conveniently available for purchase here)."

In the first area theres a ''The rotting corpse of a camel is decomposing here'' type look corpse, mobs will aggro you, then give you ''a tuft of camel hair”

\*In the sewer section kill a venomskulk for ''the stomach juices of the venomskulk''

\*In the Southern Slums section there's a room called ''An Unsafe Hovel'', pick the lock on the wooden drawers and get the ''A specimen of purple mold''

\*buy 10 ''ebony stave of .o(slumber)o'' from azhil give 1000000 gold azhil

He will say stuff, then give you a vial of magical acid

Go back to Ignorance and type give acid Ignorance

Chain will melt, and Ignorance will join your cause.

\*\* Task Done : Sway the foundation's guardians to your warful pipes.

You receive 5 quest points.

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Treason\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

Go west and up

your form should be snubwing

Then go west at the end, your form should be informant. will need to find and kill him first.

Go to a room called ''The Laughing Horse'' and open west and go south

Kill the noble to get his form

Go back to the orge mage and say treason

he will say lots of stuff.

Go back to Treason, your form should be informant

say 'the word on the street is rebellion

He will talk and talk, but nothing important is said. Just go to next area.

\*\*\*\*\*\*\*\*\*\*\*\*\*Voracity\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

your form should be noble

enter area

your form should be servant

Find the bath room with a male drunk noble mob in it

He’ll ask you to run back to Treason and buy some ale. Return and give it to him.

He will talk crap about Voracity, then hint about how to get what you want from him

“A noble drunkard says, "Voracity is so superstitious, he actually believes that if a dove steals food from your hand while eating..." His eyes go blank.\n\nHe snaps back to your conversation.\nA noble drunkard says, "...while eating..."\nA noble drunkard says, "...then you are indebted to the next person who asks something of you..."

A noble drunkard says, "...no matter what it is."

A noble drunkard says, "Strange, strange, strange..."

go to a room called ''Peristyle,” your form should be dove

To get dove form, go to shop in temple area, buy dove, type “release dove,” then kill dove.

This part of the goal by: Nokian

'You have to go up at 6:00 AM through north up entrance, keep checking the room until it says voracity is eating bacon, type ''steal bacon'' and mobprog will fire. Leave, change to self, and just walk back up, this time through the south up entrance. Say your name, then say rebellion

\*\* Task Done : Convince the nobles of their erring desires.

You can now walk straight up to might. Going to him will start the text spam.

Then, go out and kill peasants around him. When there are none left, go back to him and he will say there are more. Rinse and repeat, until he says job well done, and the task completes. Basically, clear the palace completely of peasants, four times.

\*\* Task Done : Bring the mighty dogs of war to heel.

go back to might and say treason, you get his breastplate

turn into a werewolf, wear the breastplate, go to treason, say rebellion.

that finishes the task

go back to the ogre mage, say delusion, then go back to treason, say delusion

go to the priest part, move around the west end until a priest starts talking, it does the whole mobprog thing and you can change into a priest now

go back to the ogre mage, say delusion

\*\* Task Added : Retrieve the sealed letter from Tobazi.

go to tobazi and be form self, he will give you the new speech

go to the high priest, kill him, type switch the speeches, then hide the body

go back to the ogre mage, say yes

\*\* Goal Completed: Only the best warmongers boast the ware civil.

Note from Kinjin: 'You need to complete the Living Mines of Dak''Tai goal and get the adamantite figuring before seeking out the kender or he won't acknowledge you'