(976, 'lordsation', 30, '68.23.87.209', NULL, '(unfinished)

1. find furitive kender, nudge him

A furtive kender starts to follow you.

A furtive kender refuses to leave you alone.

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.

2. find woman. say fate sent me

A woman, lounging exclaims, "Welcome to the wonders of the Southern Slums,

where everyone can live in squalor!"

''fate sent me

You say ''fate sent me''

Andela looks around to see if anyone is listening.

A woman, lounging says, "I was told to be expecting you, but I didn''t know

it would take this long."

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."

3.

Tobazi asks, "So you''re interested in aiding us?"

He looks at you for an answer but continues speaking before you can reply.

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."

''recruit

You say ''recruit''

''yes

You say ''yes''

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 chuckles at your joke.

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

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

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

4. sit

(R)(W) A tiny ogre floats several feet off the floor, his eyes lifted up.

The ogre mage says, "Welcome, LordSation, 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."

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."

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."

The 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.

5. get adamite figurine in your inv (from dak''tai goal - you can go back and redo the end part for item)

The ogre mage says, "Now, give me the figurine."

You hand the ogre mage the [[>]>adamantite figurine<[<]].

The ogre mage begins chanting and a blue light emanates from all around.

With a sharp crack the light recedes and the ogre mage smiles.

The ogre mage says, "You are ready."

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

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

\*\* Task Added : Use your ability to change forms.', 0, 1299190544, NULL, NULL, 452),

(982, 'Nokian', 44, '142.68.151.248', NULL, 'Go kill a sleeping ogre

Type ''form ogre''

return to the ogre mage, type ''flex mage''

\*\* 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.

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The ogre mage says, "I suggest you start in the sewers; every solid

foundation is built from the bottom up."', 0, 1301567706, NULL, NULL, 452),

(983, 'Nokian', 44, '142.68.205.177', NULL, 'Go back to the sewer in the slums, kill a catfish.

Change catfish

swim west

go west then south, kill the mobs in the room and then

change self

go nws

say rebellion, or listen to the guy, or both, either way he''ll start talkin''.', 0, 1301748014, NULL, NULL, 452),

(984, 'Nokian', 44, '142.68.205.177', NULL, 'go to azhil and listen to him

he''ll rant on, and tell you to buy stuff

buy 10 sleep staves from him

go to the entrance of the area, examine the corpse by the sign, kill a buncha camel things until you get camel hair

go to an unsafe hovel in the slums, pick lock on the drawers, get everything (mold) from inside

go back to the underwater part, kill the venomsk thing for the last item

give 1000000 coins azhil

wait, he rants, and eventually gives you some acid

to back to the d00d downstairs (ignorance)

give him the acid

he rants

wait

more rants

task completes and you get 5qp

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