Easy entrance into Empyrean

– You will not need to obtain the tunic or wait

to get into Empyrean.

Say ‘escort’ to the gateguard to enter.

.

Access to all sections of Empyrean

– Most of Empyrean is locked out unless you do the goal.

The various sections are great neutral pupping areas with high mob density.

You will not need to change forms to access the sections.

(The above sentence will make more sense later on.)

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5 QPs

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From starting room, run 3w to reach a caraven. Say ‘i would like to join’.

The leader of the caraven starts talking sloooooowly.

When he finally asks for the rebel leader’s name, say ‘tulpext’.

Wait a bit more to recieve a peasant’s tunic. Wear it.

Spam west until you reach the gatehouse, it’s random.

At the gatehouse, wait a bit to be transported inside the city.

.

Remember to be wearing the tunic every time you enter Empyrean,

at least until you complete the goal.

Otherwise, you will be thrown into a room of aggros

whenever you try to enter Empyrean,

and mobs will aggro you even after you enter the city.

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The mobs in these goal take a lot more time than usual

to finish talking and update your tasks.

When a mob talks, please wait patiently until

the mob has finished his/her/its speech.

This guide will tell you what to look for

to tell when the mobs are really done talking.

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You will end up at Through the Gate, Into the Market.

Go 1 south to Out of the Market, into the Southern Slums.

This is the room with the rotund fellow.

Andela (A woman, lounging) appears only at night in that room.

Remember to have detects up.

Wait here, and keep ‘look’ing, until you see:

.

(Hidden)(Golden Aura) A cloaked woman leans against the fortress wall,

waiting for something.

.

As soon as she appears, say ‘fate sent me’ to start the goal.

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\*\* 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.

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

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

.

run sw;open up;run ue to reach Tobazi in A Rooftop Rendezvous

Upon entering, he should talk to you.

Wait until your tasks update.

.

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

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

.

Portal/recall out and return to Through the Gate, Into the Market.

to reach an ogre mage at A Hidden Sanctuary.

‘sit’ to get him talking. Wait until he adds a task.

.

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

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Portal/recall out and run to Dak’tai

(from recall, run 2ndn2e to go though

Daoine’s clanexit to Gathering Horde and then to Living Mines)

.

If you don’t have the adamantite shard from Living Mines,

get it again. From Heading west from Dak’tai,

you

to The hidden den, then kill the ancient for the shard.

.

With the adamantite shard, go to The ‘Tai smithy,

and say ‘figurine’ to get adamantite figurine.

Return to Empyrean, wearing the tunic and go west

until you are at Through the Gate, Into the Market.

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Have the figurine in your inventory (not bag)

From Through the Gate, Into the Market,

run 2w3nwn to return to A Hidden Sanctuary.

Upon entering the room, the ogre mage should talk.

Wait until he updates your tasks.

.

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

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

\*\* Task Added : Use your ability to change forms.

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Look for a sleeping ogre warrior in nearby rooms,

and kill it. Upon death, you should see:

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Sparks of blue light spill into your vision:

a sleeping ogre warrior’s lifeform merges with your own.

.

Return to An Oddly Incongruous Home,

and then ‘change ogre’. You should see:

.

A strange sensation surges through your body

and you feel a foreign strength in your new limbs.

You are now an ogre warrior.

.

Go 1 north and then ‘flex ogre’.

Again, wait a while until your tasks finally update

to complete 2 tasks, and add 6 tasks.

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

\*\* Task Done : Return to 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.

.

From A Hidden Sanctuary (ogre mage),

run se3s2e4sd to From Slums to Sewers.

Kill a discolored catfish for its lifeform.

run unw to Inside an Enigmatic Abode,

then ‘change catfish’

.

run esd to return to From Slums to Sewers.

‘swim through the grate’ to Deeper in the Sewers

run 2wn to Up a Feeder Tunnel, and kill all mobs in the room

(disintegrate/banishment/etc work too),

then ‘change self’.

.

run sws to The Sewer Hub, an Island Among Tunnels

Wait until he says ‘I will be ever grateful’, then

go east (yes, there appears to be no exit there, just go east)

to return to From Slums to Sewers.

.

run u4n2w3nwn to return to A Hidden Sanctuary,

then say ‘ignorance’.

.

run se4se to A Slightly Quieter Section of the Market,

where Azhil, Empyrean alchemist is (shopkeeper).

‘listen azhil’ then wait for him to finish talking.

When you see ‘available for purchase here’,

‘buy 10 4′ to buy 10 ebony staves of .o(slumber)o.

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- to An Unsafe Hovel.

There is a set of wooden drawers there.

‘pick drawer’ to use the Pick lock skill on the drawers.

(This requires the Thief class, such as a Thief remort.

If you don’t have the skill, you have to wait until you get it.)

‘open drawer’ and ‘get mold drawer’

to get a clump of purple mold.

.

run esd;swim through grate to Deeper in the Sewers.

Look for venomskulks (‘scan venomskulk’ helps)

and kill them until you get the stomach juices of a venomskulk.

Portal/recall out and return to starting room of Empyrean

(A Long and Treacherous Road).

.

run 2w to see a corpse of a camel.

‘look corpse’ to get provoked camel spiders to attack you.

Kill the spiders until mother of all the provoked camel appears.

Kill the mother to recieve a tuft of camel hair.

After that, you can flee.

.

Go west until you reach Through the Gate, Into the Market.

run ws to return to Azhil, then

‘give 1000000 gold azhil’ (1 million gold, with 6 zeros)

and wait until you recieve a vial of magical acid.

.

run ne3sw to Inside an Enigmatic Abode then ‘change catfish’.

run esd;swim through grate;run 2wn to Up a Feeder Tunnel.

Kill all the mobs in the room, then ‘change self’.

run sws to return to Ignorance.

‘give vial ignorance’ and wait until you complete a task.

.

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

.

run wuw to Against the North Wall.

Walk around and look for Treason’s informant.

He’s nohunt, nowhere and noscan.

He appears as:

(Hidden)(Red Aura) A shadow moves across your field of vision.

Kill Treason’s informant for his lifeform.

.

Return to Against the North Wall, then ‘change informant’.

run swnwsw;open w;run ws to The Back Room of the Laughing Horse

.

Say ‘the word on the street is rebellion’.

2Wait for him to say ‘underestimate their emperor’ in bright cyan.

Kill an entitled noble in the same room for his lifeform.

.

run n2eswsw2seswswn to return to A Hidden Sanctuary.

Say ‘treason’.

Wait for the ogre mage to say ‘fall into place eventually’,

then say ‘voracity’.

.

Go 1 south, then ‘change noble’.

run e4s2wn to Security Checkpoint.

Look for an Empyrean noble (‘scan empyrean’ helps),

then ‘listen empyrean’.

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From Security Checkpoint,

run nwn2w to Outdoor Kitchen.

Kill the drunkard’s servant for her lifeform.

.

run 2e2n to A Pleasant Park,

then ‘change servant’.

.

run 2sws to Bath.

A noble drunkard should ask for ale.

.

run nese2s2e5nenw2nenenw to The Laughing Horse.

(Be in the drunkard’s servant form to get inside the Northern Slums.)

‘buy 1′ to buy a smooth, pale ale.

.

run eswsw2sesw5s2w2nwnws to return to a noble drunkard.

‘give ale drunkard’,

then wait until you see ‘Best leave him there’.

.

run nese5sw to The Onyx Courtyard (the one with a shop).

‘buy 1′ to buy a sacrificial dove, then ‘drop dove’.

If you ‘consider’, you should see a sacrificial dove.

Kill the dove for its lifeform.

.

time to Outdoor Kitchen,

then ‘change dove’.

.

The next part is time-based.

It helps to act quickly.

Read the next paragraph ahead.

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Wait until 6am (type ‘time’ to see, it’s base on ingame time),

then ‘run wus;steal bacon’

to go to Voracity’s Sitting Room, and take the bacon from Voracity.

Shortly after he says ‘not ignore your call’,

run nde to return to Outdoor Kitchen, then ‘change self’.

.

run wsu to Living Quarters.

You should be immediately transported to Voracity’s Sitting Room,

where Voracity says ‘what is your name?’.

Say your character name (the name in your finger and whois).

When he asks ‘What have you come to ask me for?’,

say ‘rebellion’, then wait until you complete a task.

.

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

.

From Voracity’s Sitting Room, run dnw2se2s5w

to The Keep’s Drawbridge, Over the Moat.

Wait until Might says ‘haunts our world’,

then go east, look for rebelling peasants (‘scan rebel’ helps),

and kill all of them.

.

Return to Might. If he says ‘I hear more rushing’,

go back and kill all the rebelling peasants (they have respawned),

and return to him again.

.

Rinse and repeat until he claps you on the back.

Wait until you get 5 QPs, and complete a task.

.

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

.

Say ‘treason’ to Might, then wait until you recieve Might’s breastplate.

.

Type ‘weather’ to see if any of the moons are up.

Wait until a moon is up, then go to nearby rooms,

look for a werewolf Elite (they randomly appear with moons up),

and kill him for his lifeform.

.

Walk to Approaching the Imperial Palace, then ‘change werewolf’.

‘wear mights’ to wear Might’s Breastp6late.

.

run 3e5nenw2nenenw;open w;run ws

to The Back Room of the Laughing Horse.

Say ‘rebellion’, then wait until you recieve 5 QPs, and complete a task.

.

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

.

n;open e;run 2eswsw2seswswn

to return to A Hidden Sanctuary, then say ‘delusion’.

Go 1 south then ‘change informant’

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From An Oddly Incongruous Home,

run enenw2nene2nwn to The End of the Road or a Mountain of Trash,

then ‘change self’.

.

run sesw;open w;run ws

to The Back Room of the Laughing Horse,

and say ‘delusion’.

Wait until Treason says ‘western cloister’.

.

n;open e;2eswsw2sesw5s2w6s2wn to The Western Cloister.

You will automatically kill the cultic priest and get his lifeform.

Wait until ‘you feel like a freshly slaughtered pig’.

.

run s2e2s to On the Temple Dais.

You should be told to ‘think better of it’.

.

run 7n2e4nwn to A Hidden Sanctuary, and say ‘delusion’.

Wait until the ogre mage adds a task.

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

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Go 1 south and ‘change self’, then

run e3s2e2sw;open up;run ue to reach Tobazi in A Rooftop Rendezvous.

Upon entering the room, you should recieve the forged speech,

and update tasks.

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

\*\* Task Added : Assassinate the High Priest.

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Go west and ‘change priest’.

Recall/portal out, return to Empyrean, and go west until

you get to Through the Gate, Into the Market, then

run ws3w8s to The Office of the High Priest.

Kill Delusion to update tasks.

.

\*\* Task Done : Assassinate the High Priest.

\*\* Task Added : Switch the speeches.

.

Type ‘switch the speeches’ to update tasks.

.

\*\* Task Done : Switch the speeches.

\*\* Task Added : Hide Delusion’s lifeless body.

.

Type ‘hide the body’ to complete a task.

.

\*\* Task Done : Hide Delusion’s lifeless body.

.

run 8n2e4nwn to A Hidden Sanctuary,

then wait until you complete the goal.

.

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

\*\* Task Done : Use your ability to change forms.

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

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

INFO: Smoldering Empyrean bursts into flame as Player incites open rebellion:

The siege begins.