Aardwolf Uprising Goal Guide

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Rewards:

Dark Lady’s blessing

– A level 131 light with good DR, Str and Dex. It’s obtained from

the repeatable AQ that’s unlocked after the goal.

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A note copy-pasted from ‘help uprising':

As a warning, starting this goal makes completion of quests and campaigns

within this area more difficult. Further to this, single class warriors and

rangers will require assistance from other players if they need to complete

certain quests or campaigns within this area while working on the goal (if

they do not yet have access to their level 201 skills).

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The goal involves mobprogs that impede movement withing the area,

which leads to the situation described above.

You have been warned.

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From starting room of Uprising (A Widening Cavern),

run sese2se3s to Twist in the Tunnels.

The dark elf high priestess should start talking.

After a while, she will ask you to say yes.

Say ‘yes’ to start the goal.

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\*\* Goal Added : A Dark Elf Dilemma

Type ‘goals Uprising’ for full details on this quest.

\*\* Task Added : Help the High Priestess

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Type ‘sign yes’ to add a task.

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\*\* Task Added : Rescue the Dark Elves from the Cyclopses

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run ws3w3n2w3n to A Sharp Corner (G), and ‘walk through wall’

to get to Cyclops Lair.

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You can set a trigger to ‘sit’ on the phrase

‘Maybe you should get down low!’,

and ‘stand’ on the phrase

‘The cyclops does not see you, it’s safe to continue!’.

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In addition, killing the cyclops stops them from stopping you,

It makes running through rooms easier (in between repops).

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Also, every time you get thrown out,

some of your spellup spells will be dispelled.

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Mist form does not work in many parts of Uprising.

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(Copy-and-pasting speedwalks doesn’t work due to blocking cyclopses.)

run 3w4s to A Sleeping Dormitory.

(have pass door to walk through the locked door)

(‘potsearch pass door’ to look for such a potion)

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Look for a dark elf priestess, and ‘beckon priestess’.

She should ask you to get a key.

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Walk to Before a Large Room, then look for a troll slave.

You should also see a bright magenta message saying

‘This troll slave is wearing something that might fit!’

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Kill the troll slave to loot a heavy cotton robe.

Wear the robe. You should see a bright white message

saying that ‘You slip into the troll’s robe’.

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From Before a Large Room, run 3nwn to A Lip over the Hole.

Here, ‘jump in’ to A Cyclops Pit.

The cyclops leader should say ‘try a lot harder’,

and throw you to A Sleeping Dormitory.

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From here, run 2ne to An Enchanter’s Room.

‘get all rack’ to get all potions from the rack.

‘id 1.potion;id 2.potion;id 3.potion’ until you find

the potion with long colored instructions on what to do.

Drop the other potions.

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Kill troll slaves until one random-drops a lock of troll hair.

Return to An Enchanter’s Room, then type the following in order:

fill flask;

add hair;

get bar table;

wear bar;

mix potion;

get straw table;

insert straw;

slurp potion;

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In the end, you should see the message

‘Your body contorts itself until it resembles that of the troll slave!’

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Check that you are wearing a heavy cotton robe,

then run w2nwn to return to A Lip over the Hole, and ‘jump in’.

You should stay in the room A Cyclops Pit.

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Kill the cyclopses(?) there until you see the message:

‘You get a key from the corpse of the cyclops!’

In your inventory, you will see a warped key.

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From A Lip over the Hole, run s4e to return to Cyclops Lair,

then ‘walk through wall to get out to A Sharp Corner (G).

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Be invis, hidden and sneaking, then

run 2en2ese2se3sws2w to Before the Gates (G).

open n;run 2n to Southern Temple Road.

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From Southeastern Temple Road, run 3n to A Burned-Out Forge.

‘get hammer’ to get a massive hammer off the floor,

then ‘open drawer;get tongs drawer’ to get some tongs.

‘wear tongs;wear key;heat it up’ to get a red hot warped key.

‘give key anvil;wear hammer;hammer anvil’ to get a perfect key.

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Don’t forget to re-wear your normal weapon before moving.

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While you’re in the dark elf city,

kill dark elf archers until you loot ‘a bolt and crossbow’

(if you don’t have it already).

Keep the crossbow, you will need it later.

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Get out of the city, to Before the Gates (G).

Be invis, hiding and sneaking, then

run 2ene3nw2nwn2ws2w;walk through wall to Cyclops Lair.

run 3w3s (watch out for cyclops, remember to sit)

to Before a Large Room.

In this room, ‘open south’

to unlock the door, and update tasks.

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\*\* Task Done : Rescue the Dark Elves from the Cyclopses

\*\* Task Added : Rescue the Dark Elves from the Cerejellums

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From Before a Large Room,

run 3n3e;walk through wall;run 2en2eses;squeeze through

to An ornate hallway.

Every time you move a room, you will get attacked.

Fleeing and retreating do not work.

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Slooooowly kill your way (e4nen,open n,nene)

to the The Birthing Chambers.

Upon reaching there, a long mobprog in dark yellow should occur.

Wait a bit… just a bit longer… until you see:

‘The chief dark gnome slave bows before you.’

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By now, the cerejellums have stopped mobprog-aggroing you.

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Portal/recall out, and head to recall.

From recall, run 4s;ride bucket to Tinkers’ Guild.

Kill all the gnomes until you loot

x-89q kakorrhaphiophobic super blazebomb plans.

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From recall, ‘rt potions’ and ‘buy vial’ to buy an empty vial.

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Return to Uprising, and walk around the outer caves,

typing ‘investigate’ in each room until you

‘capture some of the explosive gas in your vial’.

‘a vial of explosive gas’ will be added to your inventory.

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‘where colossal’ to see where a colossal spider is,

then run to it and ‘listen colossal’.

It will ask for 8 bugs.

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Walk around until you see

‘A big, juicy bug crawls out from the shadows’.

Quickly ‘kill bug’ to attack a big, juicy bug.

Upon killing, you will get a juicy bug.

Do this until you have 8 bugs.

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Look for any colossal spider, and ‘bow colossal’

to recieve the cobweb of a colossal spider.

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Get to the Dark Elf city.

Now, getting around the city is tricky.

If you try to walk away from a room with a dark elf,

you will be thrown out of the city.

Same if you attack any of the dark elves.

Refer to the below section ‘Navigating the Dark Elf City’

whenever you need to travel within it

(until the goal is complete):

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Navigating the Dark Elf City:

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Use slit/disintegrate/banishment/holy word

on dark elf patrol guards to remove them.

It’s okay if you fail the instakill, just kill them normally.

The point is to get rid of them without getting transported.

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Panic works to drive them out of the room,

but it only makes them go into a neighbouring room.

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Certain spells e.g. blind, dispel magic, charm

can initiate combat without getting transported,

You can use them on dark elf archers,

then finish killing them to loot ‘a bolt and crossbow’

(if you didn’t get the crossbow earlier on).

Strangle also works.

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Walk to A Burned-Out Forge

Type ‘look hearth’ (‘examine’ does not work, only ‘look’)

A fire elemental will appear, and

‘(G) a cheerful fire elemental’ will be added to your inventory.

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run

Look for a giant dynamite bat in the outer caves.

Wear the ‘a bolt and crossbow’ you had obtained earlier on.

(If you did not manage to get ‘a bolt and crossbow’ earlier,

scroll back up to Navigating the Dark Elf City for details.)

Be vis before killing the bat.

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The giant dynamite bat expires shortly after you get it,

so stack your commands such that as soon as you attack the bat,

you run straight to The Birthing Chamber.

This would involve a speedwalk to A Slippery Ledge (G),

followed by squeeze through;run e4nen;open n;run nene

to run to The Birthing Chambers.

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Walk into The Birthing Chambers with all 5 items

(including plans)

Upon entering the room, leader should update tasks.

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\*\* Task Done : Rescue the Dark Elves from the Cerejellums

\*\* Task Added : Gather Twelve Dark Elf Weapons for the Priestesses

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Remember to re-wear your normal weapon.

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From The Birthing Chambers,

run wsw2sw4sw;squeeze through;run se3sws2w;open n;n

to Entering the City Proper.

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Same as before in the dark elf city.

Slit/disintegrate/banish the patrol guards

(you can also strangle/sleep the patrol guards),

strangle/blind/not-combat-spell the other dark elves.

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Every time you kill a dark elf, you should see

a yellow message mentioning a cerejellum sage,

and the number of weapons left to collect.

Keep killing dark elves until it’s

‘time to return to the cerejellum leader’.

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Get to Before the Gates (G), then

run 2ene3nwn;squeeze through;run e4nen;open n;run nene

to The Birthing Chambers.

Upon entering the room, you should recieve a blazebomb

and complete a task.

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\*\* Task Done : Gather Twelve Dark Elf Weapons for the Priestesses

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The blazebomb expires in a few minutes.

To get another bomb, run back to The Birthing Chambers.

Upon entering the room, you should recieve a blazebomb.

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Before planting the bomb:

Right after repop, kill all the dark elves in the city.

Time it such that they won’t repop when

you run in to plant the bomb.

Sense life can help with this.

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As before, use slit/distingrate/banishment/strangle/etc.

Refer to previous section on Navigating the Dark Elf City for details.

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With city dark elves dead, and at least a few min before repop,

return to (room west of birthing chambers),

run ewsws;open s;run 2sw4sw;squeeze through;

run se3sws2w;open n;run 2nenws2wn;plant bomb

to get to The Pulpit, and plant the bomb.

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You will be transported to Approaching the City,

and be told to find the high priestess.

run 3ene to Twist in the Tunnels.

Upon entering, she should ask you to nod to her.

‘nod high’ to get transported to In the Dark Lady’s Realm.

Go north to complete the goal!

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\*\* Task Done : Help the High Priestess

\*\* Goal Completed: A Dark Elf Dilemma

INFO: Player has earned the favor of the Dark Lady.

.There is a post-goal Area Quest here.

From starting room, run sese2se3sws2w;open n;n to Entering the City Proper.

Walk around the city, killing dark elves for the Dark Lady’s amulet.

You won’t get transported, since you completed the goal.

The amulet has a rather low chance of spawning,

so you have to kill a lot of dark elves. Keep going!

Kill until you have 5 Dark Lady’s amulets.

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Have all 5 amulets in your inventory (not bag).

Return to the dark elf high priestess,

then ‘nod high;north’ to return to the Dark Lady.

Upon entering the room, she will take your 5 amulets

and give you the Dark Lady’s blessing.