**Goal for Empyrean Streets of Downfall**

**Requirements**

[[>]>adamantite figurine<[<]]

**Solution**

NOTES:

\* You need to have the Living Mines of Dak’tai goal completed.

\* You will need a [[>]>adamantite figurine<[<]] from the Living Mines. If you don’t have one, below explains how to get one.

From the blacksmith, run 2nw3n;‘ride lift’;run en2dsd2s3w
‘nod lizard’ to be sent to the tunnels section.
Run w2n and ‘kill ancient’ for an adamantite shard.
Make your way back to the smithy.
Say “figurine” to be given ‘[[>[>adamantite figurine<[<]]’.

\* The room with the caravan has a random chance to not let you pass. Say “Tulpext” for a tunic to not get aggro from the guards. ‘listen caravan’, then wait for him to finish, before going west to increase your chance to get past this prog. Or, just spam west.

To start: Find ‘a furtive kender’. When it speaks, ‘nudge kender’.

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

Go to the room ‘Out of the Market, into the Southern Slums’ and wait for night.
When ‘a woman, lounging’ spawns, say “Fate sent me”.

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

From Andela, run se;o u;run uw to find Tobazi.

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

From Tobazi, o d; run d2n2w3nw;o n;n to reach the ogre mage.
‘sit’ to learn some backstory and get your next task.

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

Leave the room and come back with figurine in inventory.
He will give you a new power and take the figurine away from you.

\*\* Task Added : Return the ogre mage in the form of his kin.
\*\* Task Added : Use your ability to change forms.

You need to find and kill an ogre nearby.
Run to any room that is clear of mobs and ‘change ogre’.
Go back to the mage and ‘flex ogre’ to task update.

NOTES:

\* Type ‘forms’ to see your available forms.

\* Certain mobs will give you forms that are needed to advance the goal. A list of the forms can be found here, and will be listed as you continue.

Available Forms: Key:
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self --- 'self'
master architect --- 'architect'
rebel cartographer --- 'cartographer'
discolored catfish --- 'catfish'
temple curator --- 'curator'
sacrificial dove --- 'dove'
measures enforcer --- 'enforcer'
showy glassblower --- 'glassblower'
chimera grotesque --- 'grotesque'
Treason's informant --- 'informant'
sweaty merchant --- 'merchant'
entitled noble --- 'noble'
ogre warrior --- 'ogre'
a culted priest --- 'priest'
soft-shelled sahuagin --- 'sahuagin'
wagon salesman --- 'salesman'
drunkard's servant --- 'servant'
foreign shopper --- 'shopper'
Catisu Snubwing --- 'snubwing'
slum urchin --- 'urchin'
werewolf Elite --- 'werewolf'
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\*\* 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 the Ogre mage, o s;run se3s2e4sd.
Kill a catfish here, then run unw. ‘change catfish’.
Run esd, then ‘swim through the grate’.
Find and kill a sahuagin, then go to an empty room.

NOTE: The surging current counts as a mob, so find one without that. [There may be no naturally empty rooms so you may have to manually clear a room (2wn from the grate room has no currents) and change there.]

‘change sahuagin’, then run 3ws from the first room to find Ignorance.
When he’s done speaking, go east to return to the first part of sewers.
Run u4n2w3nw;o n;n to the Ogre mage, say “help Ignorance”.
Run se4se, ‘listen azhil’. You will need to collect 13 items:

- a specimen of purple mold: From Azhil, run ne2se;’pick drawer’;’open drawer’;’get all drawer’.
- a handful of camel hair: the camel corpse near the entrance (must leave city to get, 'look corpse')
- the stomachjuices of a venomskulk: venomskulk in second part of sewers.
- 10 x an ebony stave of .o(slumber)o. – buy 10 4 from Azhil.

When you have all of these on you, ‘give 1000000 coin azhil’.
He will take the items from you and give you a vial.
Run ne2sw;‘change catfish’;run e2sd;‘swim through the grate’;run 2wn
Kill all the enemies here, ‘change sahuagin’;run sws
‘give vial ignorance’ and wait for the task to update.

From Ignorance, you can go west to reach the slums.
Find and kill ‘a slum urchin’ for its form.
Run all north and west to find an empty room, ‘change urchin’.

NOTE: Urchin form is needed to enter the slums, in case you wander out.

Find and kill ‘Treason’s informant’, run all north and west, ‘change informant’. Informant is ‘no-where’. Actual mob will be disguised as one near the bar Treason is located.
Run to the room ‘The Laughing Horse’;o w;run ws to find Treason.
Run n2eswsw2seswsw;o n;n to the Ogre mage, say “help Treason”.
o s;run senenw2nenen2ws;say “The word on the streets is Rebellion”.
Kill the noble in this room for this form.
Run n2eswsw2seswsw;‘change noble’;run e4s2w2n to reach the Noble section.
From here, run wn2w;‘kill servant’ for their form.
Run wn;‘change servant’;run s;o s;s - noble mentions wanting ale.
Run nese2s2e5nenw2nenenw;buy ale;run eswsw2sesw5s2w2nwnw;o s;s
‘give ale drunk’ to get some info about Voracity.
Run nese5sw;buy dove;‘free dove’;kill dove for its form.
Run e5nw3n;‘change dove’;run se

NOTE: The locked door is passable.

In this room with the guard, you have to go up in dove form. However, there is a specific timeframe when you can go. To be safe, anytime between 6am-9am gametime will get you up there.

Go south to Voracity’s room and look at his ldesc. If it mentions him eating breakfast, bacon in hand, ‘steal bacon voracity’ to update.
Go north, then down. If you cannot leave, recall and run back to the city.
[Basically, go back to Voracity]
run dnwn;‘change self’;run sesu
say “(Your character name)”, say “Rebellion” to update.
Run dnw2se2s5w to get to Might. Once he is done speaking, go east and kill the rebelling peasants. Make sure all of them are dead before going back to Might.
When you’ve killed enough – no counter – Might will update your task.
Say “Treason” to receive Might’s breastplate.
You will need to kill "a werewolf elite", wait for nighttime in the courtyard for "an Empyrean elite" to change, kill for form.
From Might, run 4e;‘change informant’;run 3e5nenw2nene2nwn;'change werewolf';wear might;run sesw;o w;run ws;
Say “The word on the streets is Rebellion” to task update.
Run back to Ogre Mage and say "Delusion" before running back to Treason.
Run n2enwn;‘change noble’;run ses2ws
Say “Delusion” to prog a priest in the church area.
Run n2eswsw2sesw5s2w6s2wn to reach the priest, who will mprog an attack. When this is over, you will take his form and change to it.
Run s2e6n2e4nw;o n;n
Say “Delusion” to update.

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

Run se3s2e2se;o u;run u;‘change self’;w to get to Tobazi, who will give you the sealed letter and task update.

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

From here, go e;‘change priest’;w;o d;run d2n3wsw8s to reach Delusion.
Kill Delusion to task update. Stay in this room.

\*\* Task Added : Switch the speeches.

Type ‘switch the speeches’ to task update.

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

Type ‘hide the body’ to task update.
Run 8n2e4nw;o n;n to go back to the Ogre mage to task complete.

When you done the goal, to get into the area, Say escort to guard.

**Reward**

25 QPs.