**Goal for The Uprising**

**Requirements**

Minimum Level 120

**Solution**

1. Locate The dark elf high priestess and say Yes to open the goal.  
  
Task 1 : Help the High Priestess  
1. Type 'sign yes'.  
2. Go to Task 2.  
3. After completing Task 4, return to the elves city, blind/strangle/slit your way to the pulpit, plant bomb, and be transported out of the city.  
4. Return to the dark elf high priestess, nod elf, and get transported.  
5. Go north and receive 25qp.  
  
Task 2 : Rescue the Dark Elves from the Cyclopses  
1. Locate "A Sharp Corner" and type walk through wall.  
a. When you see 'A cyclops hunter stops and carefully scans the upper half of this cavern. Maybe you should get down low!', you either rest or kill cyclops to get 'The cyclops does not see you, it's safe to continue!'.  
b. Otherwise, you get tossed back to "A Sharp Corner" and start over again.  
2. Make your way to the "A Sleeping Dormitory", beckon A dark elf priestess, and a mobprogram will play to tell you what to do next.  
3. Locate a troll slave and kill it for a heavy cotton robe.  
4. Wear the robe and wig, locate 'A Lip over the Hole', and 'jump in'.  
5. The task will update and tell you that you need to work on your disguise.  
6. Locate "An Enchanter's Room" and look instructions.  
7. Identify potion till you get one with a long detail at the end and type fill flask with that potion.  
8. Once this is completed, you can get 'a lock of troll hair' from a troll slave to the west.  
9. Go back east, add hair, hold bar, mix potion.  
10. Insert straw, slurp potion, and wear robe.  
11. Go west, 2 north, west, north, and jump in. Be careful to not get caught.  
12. Kill Cyclops Elder for a warped key.  
13. Make your way back to the locked door, try to open the door "Before a Large Room", and will see too warped to fit into the lock.  
14. Exit the side area you are in, go to the far south wall and look for a door.  
15. Open the door, make you way to "A Burned-Out Forge", move slowly, and blind and kill the guards as you go.  
16. Once in "A Burned-Out Forge", look/read sign, kill blacksmith for hammer, open drawer;get all drawer;wield tongs;hold key;heat it up;remove key;give key anvil;wear hammer;hammer anvil, and get a perfect key.  
  
Task 3 : Rescue the Dark Elves from the Cerejellums  
1. Locate the room "A Slippery Ledge", 'squeeze through', be ready for aggros to attack you, and make your way to "The Birthing Chambers".  
2. Wait in the room till the mobprogram finishs with 'The chief dark gnome slave bows before you.'  
3. Return to Aylor, make your way to 'Tinkers' Guild: The Grand Exposition!!!', and kill an exhibiting gnome for x-89q kakorrhaphiophobic super blazebomb plans.  
4. Now, look plans;read list;look bat;look elemental;look cobweb;look gas.  
5. While in Aylor, make your way to "Aeleron's Alchemy Supplies", and buy an empty vial.  
6. Return to "The Uprising", make your way to "A Swift Underground River", and type investigate.  
7. While in 'The Uprising', locate a colossal spider, listen to it, and locate and kill 8 x 'A big, juicy bug crawls out from the shadows' for 8 bugs (walk in and out of 'Approaching the City').  
8. Return to a colossal spider, bow spider, and receive the cobweb of a colossal spider.  
9. Return to the elven city, strangle and kill a dark elf patrol guard for 'a quiver of deadly arrows' and an Archer for 'a bolt and crossbow'.  
10. While in here, make your way to "A Burned-Out Forge", look hearth to get a cheerful fire elemental.  
11. Locate A giant dynamite bat, wear 'a quiver of deadly arrows' and a bolt and crossbow, and go kill the bat for a giant dynamite bat(1 minute timer).  
12. Return quickly to "The Birthing Chambers" with a giant dynamite bat in your inventory to close the task.  
  
Task 4 : Gather Twelve Dark Elf Weapons for the Priestesses  
1. Go kill 12 'dark elf infantry' and any 'dark elf patrol guard' in the city.  
2. Return to "The Birthing Chambers", you receive a blazebomb(2 minute timer).  
3. Go back to Task 1.  
  
Farmable: Go back to the dark elven city, kill dark elf blacksmiths, mercenaries, soldiers, guards, archers, bullriders, infantry, and child till you collect 5 'the Dark Lady's amulet'. Return to the dark elf high priestess, nod elf, and go north. This can be done over and over again.  
  
Note: To get to the last room, locate a gigantic dragon skull in "A Deep Gorge", get a pickaxe from the skull, locate a dark dwarf miner, give him a pickaxe for a bottle of dark dwarf fire whiskey, locate A relaxing dark elf soldier in "A Military Tent", give him the bottle for some red worm stew, locate a kobald slave for a little red dress, and wear it, be female, enter the tents at midnight, go east, give 1000 gold bouncer, and you are in "The Dark Elf Nightclub".

**Reward**

Reward: 25 qps, able to move able area without issues except for "A Cyclops Pit", and farmable level 131 light(different stats/dr).  
  
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| Keywords : dark ladys lady's blessing |  
| Name : the Dark Lady's blessing |  
| Id : 1375119334 |  
| Type : Light Level : 131 |  
| Worth : 524 Weight : 4 |  
| Duration : permanent |  
| Wearable : light |  
| Score : 175 |  
| Material : fire |  
| Flags : unique, invis, magic, burn-proof, nolocate, V3 |  
| Notes : Item has 4 resistance affects. |  
+-----------------------------------------------------------------+  
| Stat Mods : Damage roll : +14-17 Intelligence : +6 |  
| Dexterity : +7 |  
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