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P1999 iksar faction guide

Posted July 30, 2003 in games, or just A (not ~) guide to getting evil races into a city good race I was asked if I could summarize my steps to get my Iksar in most of Norrath, and I will. I will emphasize that these are my steps and not at all not the best way. Freeport A difficult but rewarding place to access because of the struggle between the militia and the knights. Step one For trader and rogue faction, I made a note about Repby-Quest. The object of the search that you return to complete the search is jet and tradable (Mustache Reppita), so you can do this with a blind hero, and then pass them on to your Evildoer. Evil races will start in dubious with rogues, so sneaking or wolf form is necessary to get to indifferent, where you can hand out objects. I did a lot of these (120, give or take) as I was told that this could also fix the militia's flick. THAT'S NOT THE CASE! You get a flush, but not enough. When I was Warmly on Rogues and Merchants, I was still a CoC to the militia. Faction movement: +Carson McCabe +Tradesfolk Coalition (FP Traders) +Tradesfolk Coalition, Illegal (FP Rogues) +Corrupt Guanaji +Freeport Militia -No negative facts. Step 2 To finish the militia faction, I made DeathFist Cut belts. It should be noted that because of the negative faction with Knights of Truth that you receive when you give them away, you have not done a favor by buying these belts. Hunt for them themselves, and the Knight faction only for balances - It really doesn't take long, at least for lvl 28 monk. I handed 45 Songa to become suspicious of the militia, but I had also made a few pawns, probably not enough to be significant. You pass them on to Captain Hazran, who is deep inside the Militia building, so you will need a wolf shape or invisibility - sneak in to take them to him. Factional movement: +Tradesfolk Coalition, Illegal +Freeport Militia -Knights of Truth -Priests of Marr (So evil pastors with dreams of training in the RP have to do something else, I think) ... In induction, perhaps it is better to exchange steps one and two. If you lift your militia fleet first, you can do both Jeanam and Repby for a significantly larger faction boost, but there may be IFSs and butts for that. Step 3 As a shortcut to Knight Fraktion, I found Fabian Bard at Grube and Grog Tavern in East Freeport. He was my bun, but if I sneaked in, I'd get him. Handing his 2gp gives a fraction with COT as well as with Antornicken Bardi, which is nice (They're everywhere). I spent about 650gp on it after being doubtful about the Bards, but unfortunately, KoS for the Knights. Still, I was happy to fix Bards. Fact Movement: +Antonnicon Bards League +Knights of Truth -Mayong Mistmoore -Ring of Scale Step Four There was no other way to do it... it was back in Jeladia, where an unbredied number of ores lost their lives on my Many lose figure will 5-600 Orc kills in total, after which I was doubtful about the Knights and (added bonus) doubtful about the monks, which means I can sneak up behind the coaches, and train at Freeport. BTW, while hunting, I still saved the orcs belts, and just sold them at auction for 1pp each, which actually made me quite a profit (100 + wed at least) Faction Movement: + Asen Order (FP monks) + Knights of Truth + Commons Residents +Guardians of the Valley -DeathFist Ork (Apparently) ... And that was Freeport. I still can not go near the Spell, but I wondered if there would be a way to make an illegible Cantrip -aspiration as an evil character. You're going to get a lot of apprentices while you're hunting the orcs, so maybe... Kelethin An important place for any self-respecting trader, but unfortunately at the price of Nariac. Step one (to one) go to Crushbone and kill everything that moves for a very, very long time. I can't give exact numbers or time spent, but as a rough guide, expect it to be 2/3-3/4 of the way it's done when your Crushbone Faction bottoms. If you do a little more, you'll become a non-KoS for security in and around Felvius, and a little more genocide will make dwarf fighters and guards resist you. After all, you'll be the banker's Co-S. I'm just from the FD in Celtic, but I understand that the faction can be repaired with the help of this task. On a small practical note: You can check your fractional progress in Crushbone without leaving. Just wash the various slaves to see when they become dubious. I'm going to have to silence female dwarves, though. The males appear to be in a different faction and become suspicious earlier. Fractional movement: +Emerald Warriors +Faydark's Champions + Stormguard -Breaking Orcas -Indigo Brotherhood (bye bye neriak ...) Kaladim It's obvious you're almost there... Step one: When you're not a KoS of dwarves, you can lend a hand in all the Crasher Belts you need to Canloe Nusbak in the Warrior Guild in South Kaladim to raise most other dwarf factions. I don't have a number for how much you need it for. I made about 35, and I went from dubious to... Well... Doubtful, so more is needed. The point of this was to become a non-KoS for the Paladins, which is obscene for the next step. Fact Movement: +Kazon Stormhammer (Boss Dwarf) + Traders of Kaladim + Miners Guild 249 (Kaladim Paladins) +Buriest -Craknek Warriors (Warriors of Omok) Step 2 I haven't done it yet, but that's how it works (if you like) For the pastoral, you need many and many Chalice to implement at Gunlok Jure at the Paladin Guild. I can't say how much or what your faction needs to be to do it. I know it's possible with Indifferent Faction Movement: +Clerics of Underfoot + Miners Guild 249 +Kazon Stormhammer ... The only important faction that is now missing is the Gold Miners 628(Kaladim Rogues). This is the fact that the Banker is on and there are very few good searches that you can do to This. There are also scammers the bank as well, so sneaking and falling death is very difficult (But it's possible. Rivervale (Easy) For those who need a break when moving across the continent. Step one (in one) Go through Rivervall to Musty Tunde (somehow). In the far corner of the South East is joo! honeybugger's hut, which has a nasty bix-sting that needs a bandage. Of course, sneaking and wolf form, etc. will be obscene. I've heard that it takes 400 to 800 bandages to fix the Rivervale faction, and I'm currently camped out in Rivervale carrying 600 (-But I still have to make a dash through the city). The only faction that does not fix is Brestalban clerics, but careful sneaking and/or running at Rivervale entry will allow you to enter. Lloyd Long +Guardians of the Valley (Guards and Warriors) + Mayor Gubbin (Honcho of Rivervale) +Riverval Broscheri -Tradesfolk Coalition, Illegal (-But Apparently Very Small Loss) A'Anon It's just a few notes on what to do. First, kill the minotaurs for the Sentinels and the Warrior Faction. Then there are a few searches that will give traders a fraction, but they do not look so good. As for Pnnom Castre, the problem is that the searches they did to pass you by with these guys are given by themselves, and only to those with a relatively large faction, so it may not be possible at all, I do not know. You don't seem to need anything other than The Gemchoppers -faction for a bank here, provided traders start at least dubious. I have not checked this, but traders usually do, which is good enough for a sneaker like me (However, Gnome Trader in NFP (I forgot his name) obliged when I entered my store, and if it is the traders of Ak'Anon-Faction, things look very different.) -And that's all I can say. I hope to add a few more cities to my list (Highpass Keep and Qeynos) and add to this guide in the event of any breaches. I hope all this is useful, even if it's a little more curved. mentalized.net ©2003-2020 Jacob Skerring Subscribe to @mentalizer working with Jakob Substance Lab Front Lobby Progress Factors Activity Factors Hvad Bruges Pengene Til I have no experience of playing bad character, but after reading the leadership of Ceserдрикс, I want to try Iksar necro. However, I would like to be able to use a bank/merchants in Freeport as a minimum. If he hints he'll be fine. I read about a search in FP evil area with bones, but I'm not sure if it will be my hand if I eat in this tunnel. Thank you! Page 2 15 comments The experience of those who have come before can be of great help when adventuring in Norrath. Some of the guides on this page contain classic (i.e. written in 1999-2001) experience, but most contain wisdom from fellow players in Project 1999. If you find a specific guide useful, let others know! Add code {{GoodGuide| Example}}, except with your wiki username instead of Example to help others find the best guides. General Game Guides Class Specific Guides Zone Specific Guides

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