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Amarr COSMOS Guide

Please note: This walkthrough does not follow the agent missions in order of the agent level lowest to highest. Some agents will, as their final reward, give you an instruction to talk to another agent and an item to give to them. It is therefore generally recommended to start with the low level agents first or you may find an agent you talk to asks you for an item from

a previous agent - they don't always tell you which though, and of course mission offers are time limited. You don't want to be running around looking for an item with the clock ticking. Once an offer expires you cannot talk to that agent again. This may therefore lock out more than one chain, unless you can buy the required item on contract.

Hefaka Chubid

Level 1, Required standing n/a

Corporation: Royal Khanid Navy

Location: Polfaly System - Imperial Data Center (Beacon)

- Suite - The Graduation Certificate

1) Courier 1 unit of Amarr Graduation Certificate 0.1m3

Reward Amarr Graduation Certificate (signed) (requested by Arizam Gimit) + ISK
+2.65% Corporation and +0.82% Faction standing increase.

Sevan Fagided

Level 1, Required standing n/a

Corporation: Royal Khanid Navy

Location: Kudi System - Imperial Data Center (Beacon)

- Suite - The Graduation Certificate

1) Courier 1 unit of Amarr Graduation Certificate 0.1m3

Reward Amarr Graduation Certificate (signed) (requested by Arizam Gimit) + ISK
+2.65% Corporation and +0.82% Faction standing increase.

Shafra Gulias

Level 1, Required standing n/a

Corporation: Khanid Works

Location: Ferira System - Imperial Data Center (Beacon)

- Suite - The Graduation Certificate

1) Courier 1 unit of Amarr Graduation Certificate 0.1m3

Reward Amarr Graduation Certificate (signed) (requested by Arizam Gimit) + ISK
+3.30% Corporation and +0.82% Faction standing increase.

Arizam Gimit

Level 1, Required standing n/a

Corporation: Ministry of Assessment

Location: Lossa System - Lossa II, Ministry of Assessment Information Center (Station)

■ Prequit:

1 x Amarr Graduation Certificate (signed) is requested.

■ Suite - Quelling the Insurgency

1) courier Cargo (0.1m3)

Reward: ISK

2) encounter: Find Khanid Marine (2.0m3)

Warp to location, Khanid Marine drops after killing all Khanid Rookies

Reward: ISK

3) trade: 10 units Dairy Products

Reward: ISK

4) Visit Mamin Choonka - Ashab System Planet II Moon.

Get Choonka's Coordinates (visit Choonka and do his quest chain, as a reward you'll get coordinates)

Chain's to: Mamin Choonka

Reward: ISK

5) encounter: Destroy the bounty hunters

Reward: Hardwiring - Eifyr and Co. 'Gunslinger' Small Projectile Turret SP-603

+4.1667% Corporation and +1.25% Faction standing increase.

Mamin Choonka

Level 1, Required standing n/a

Corporation: Sarum Family

Location: Ashab System - Ashab II, Moon I

■ Suite - Choonka's Request

1) encounter: Destroy the drones

Reward: ISK

2) encounter: get Encoded Data Chip

Reward: ISK

3) encounter: get Secret Documents (0.1 m3)

Reward: ISK

4) courier: Transport Mercenary Pilot (10.0 m3)

Reward: ISK + Choonka's Coordinates

+4.1667% Corporation and +0.3109% Faction standing increase.

Chain's back to Arizam Gimit (4 of 5).

Hint: You should have a Faction standing of +4.00 or higher with the Amarr Empire to start working the rest of these agents. If not, complete tag missions for Amarr and Ammatar agents located at the Imperial Data Centers

Nossa Farad (Level 3 - Security - Kador Family):

System: Chanoun / Governor's Audience Chamber (Beacon)

Governor's Aide (1 of 5)

This is a drone killing mission. You warp to a beacon, and find yourself about 65km away from 8 drones. They all go down rather easily, so take out the closer ones first before they get on top of you and cause unnecessary problems. Once done, clean up the cans for good drone-style loot, and head back to claim your reward.

Reward/Bonus = 300K ISK / 200K ISK if completed within 3 hours.

Governor's Aide (2 of 5)

Your target is the Strain Drone Matriarch, so head to the mission bookmark, and use the acceleration gate. You come in upon a whole lot of drones. Take care of the initial drones 30km away from your warp in position and then get to work on the ones further out. You'll have to wait a bit for the Strain Drone Matriarch to show up (between 30 and 60 minutes), but that gives you plenty of time to take out the little stuff and clean up all the cans. Once it shows up, it's not too much of a big deal to kill it either. Take care of it, and finish the mission. The next one is a long waiting one too, unfortunately. Also has 3 nice size Omber roids in the corner of this deadspace spot... 160,000 units of Omber is better than the 600K ISK bonus reward trust me.

Reward/Bonus = 1 x 'Greaves' Medium Armor Repairer I BPC / 600K ISK if completed within 3 hours.

Governor's Aide (3 of 5)

This mission has you head to a deadspace location to kill a select number of NPCs. I guess the goal here is to sit around waiting for your targets to arrive. As you sit there more NPCs arrive one at a time, at a seemingly random time interval. Some arrive faster than others, but nothing more than a frigate or cruiser. The NPCs will spawn at less than 10km away from you each time (assuming you stay where you warped in), but because they come in small waves (generally, one at a time) you shouldn't have much of a problem picking them off each time. When a 90k bounty Shadow Corelum Chief Sentinel arrives, destroy it and your mission is complete. It's the hardest cruiser you'll face, but also the last one. Once taken care of, head back and finish the mission. This Mission has 7 Omber roids in it but I didn't Mine them out it took me too long to mine out the last 3 in the previous mission.

Reward/Bonus = 1 x 'Joust' Heavy Pulse Laser I BPC / 1 x Amarr Navy Infrared M Crystal if completed within 4 hours.

Governor's Aide (4 of 5)

You are asked to transport 100 m³ of military persons a few jumps away. First head to the Kador Military Outpost beacon in Chanoun. Jump at that gate, head to the next gate directly and jump, and the same for the next area. Seems there is open warning they will kill you for not doing this. I'm flying an expensive ship, so I decided to not test their patience, and trust the gates to guide me through. On the 3rd section, head to the Supply Depot gate and jump through, then to the Kador Marine Bunker gate. Once in, head to the Kador Bunker cargo containers. There will be 8 bunkers in space, but only 2 of which (for me at least) were accessible like cargo cans. The 50 needed transporting were in 1, so I decided to leave the other. Head to complete the delivery, and move on to the final mission in the sequence.

Reward/Bonus = 1 x 'Censer' Medium Capacitor Battery I BPC / 500K ISK if completed within 6 hours.

Governor's Aide (5 of 5)

Head to Manel's mansion. There's a warning about it being completely deadly, I wouldn't know how true this is, because when you warp to the beacon you'll find a stranded transport near the acceleration gate. Head over to it, pretend it's like a cargo container, and get the 14 servants you need. I didn't even bother entering the mansion, there's no need unless you are blindly daring. Take this back and finish an incredibly easy mission. Your reward is to be given to Odan Poun, who is thankfully at the same place as where you finish this mission.

Reward/Bonus = Nossa Farad's Voucher (give it to Odan Poun) / 1 x Social Adaptation Chip - Basic (+3 Implant) if completed within 6 hours.

Nossa Farad gave me +0.5988% Faction standing increase.

While we are in the same system and the last agent gave us a voucher might as well just finish this system off. Odan's 5 part mission is like this: (Don't be surprised when you need to hop around)

Odan Poun (Level 3 - Security - Imperial Navy):

System: Chanoun / Governor's Audience Chamber (Beacon)

Manel's Disappearance (1 of 5)

After being given the voucher for finishing the Nossa Farad missions, give the voucher to Odan. He'll give you a voucher for Ader Finn in Munory. Take it over there, because the next mission requires information from Ader Finn, which is a single mission after the delivery of the message.

Reward/Bonus = 1 x Odan Poun's Message (Give to Ader Finn in Munory) / 150K ISK if completed within 4 hours.

And now off to see Ader Finn in Munory. Ader Finn's 2 part mission is fast:

Ader Finn (Level 3 - Distribution - Imperial Trade Registry):

System: Munory / Planet V - Moon 3

Contacting Ader (1 of 2)

Get Odan's Message from Odan Poun - Deliver this, and do the other necessary mission.

Reward/Bonus = 1 x Amarr Navy Microwave M Crystal / 800K ISK if completed within 4 hours.

Hint: You can find Ader at Munory V - Moon 3

Contacting Ader (2 of 2)

This one has you courier Reports (0.1 m³) a few jumps out. This lets you continue the missions with Odan Poun, and also gets you a really nice reward if you do it within 4 hours, and unless you plan on delivering with a double webbed freighter, you'll be done in far less than 4 hours. Take the reward back to Odan Poun, and enjoy the nice boost in standings for it being an important mission.

Reward/Bonus = 1 x Ader's Message (to be taken back to Odan Poun) / 1 x Amarr Navy Radio L Crystal if completed within 4 hours.

Ader Finn gave me +0.1206% Faction standing increase

Back to Odan (told you it was fast...)

Odan Poun (Level 3 - Security - Imperial Navy):

System: Chanoun / Governor's Audience Chamber (Beacon)

Manel's Disappearance (2 of 5)

After heading out to Munory to deliver the chip to Ader Finn, and doing the mission after that, you'll be given Ader's message, which is to be delivered back here. Easy money.

Reward/Bonus = 600K ISK / 400K ISK if completed within 15 hours.

Manel's Disappearance (3 of 5)

The first tier has 4 patches of cruisers and frigates that need killing. As typical with deadspace complexes, trigger one patch at a time, and then kill them, then move to the next group. Triggering on all the groups is just asking for unnecessary complexity. The next tier has 3 Cruisers and 3 Sentries. Not a whole lot of dangerous damage, but the sentries hit further than the cruisers, so fire on them first. Clear this tier, and head on to the final one to kill your mission target. You end up starting out about 70km away from Kardour Maxten (your target) and 3 of his frigate wingmen. Once he's down, head back and finish the mission. This one has 8 Omber roids in the second tier to mine if you find the time (I didn't).

Reward/Bonus = 1 x 'Halberd' Mega Pulse Laser I BPC / 1 x Amarr Navy Radio S Crystal if completed within 6 hours.

Manel's Disappearance (4 of 5)

Head over a few jumps and pick up Ader's Keycard (0.1 m³). This is a Shuttle-style delivery mission. Bring it back to the agent, and claim your reward.

Reward/Bonus = 1 x Key to Lord Manel's Mansion / 1 x Ocular Filter - Basic (+3 Implant) if completed within 4 hours.

Warning: DON'T ACCEPT "Manel's Disappearance (5 of 5)" JUST YET... we got something else to do first

Head over to Garisas and if your skills aren't as great as you like them to be.. bring help (The first and last parts are killers if you're not up to par).

See Baron Bartezo Maphante located at Port Maphante beacon in Garisas

Baron Bartezo Maphante (Level 3 - Security - Ducia Foundry):

System: Garisas / Port Maphante (Beacon)

Guild Wars (1 of 4)

You warp to the beacon about 25-30km away from 3 Cruisers and several frigs. Just to warn those that expect blood raiders, these are Caldari-shipped Mercenaries, so your tank may not hold as well here. They start off hitting fast and hard. So take them out quickly. They aren't hard to take out at all, but deliver fast damage. Just when you think you are complete and cleaning up cans, several Blood Raider cruisers, frigates, and transport ships jump in. Took me completely by surprise, looking back at the mission briefing, I should have expected this. The bold battleship looking icon aren't battleships, but transport ships, so don't be completely scared when you see it. Having cleared these ships, your mission is complete. If you are less than 200 m³ of free space, I suggest docking at this point and finishing the mission from there, and clearing your cargo holds for the next mission. If you don't have 200 m³ even when empty, it won't matter, just wanted to keep things running smoothly.

Reward/Bonus = 500K ISK / 500K ISK if completed within 2 hours.

Guild Wars (2 of 4)

Pick up two cargo containers a jump away and bring them back. It's 200 m³ of cargo, so may get away without needing a slow industrial ship. Simple courier mission, deliver and move on to the next mission.

Reward/Bonus = 1 x 'Squire' Small Energy Transfer Array I BPC / 1 x Amarr Navy Microwave M Crystal if completed within 6 hours.

Guild Wars (3 of 4)

This one is a lot like one of the missions you did long before in this long line of missions. You warp to the beacon and wait for targets to show up. They arrive in waves, which unlike before is actual waves of ships. The frigates have EWAR, so get them down fast, otherwise you'll be dealing with them the whole time circling you, or possibly scrambling you, which is worse. I personally couldn't deal with them circling me at 600 m/s, so plan your strike wisely. Also you're dealing with non-Bloods on this mission, so like the previous mission against them, be careful. After 3 waves of cruisers and frigates the final wave will arrive. I'm not sure what type of ship the Overlord is, it's the size of a battleship, but went down way too easily. It arrives with 3 frigates at the beacon, so if possible move away from it before the last wave arrives. Finish it off, and your mission is complete. Clean up the cans for some really good loot, and finish off this mission.

Reward/Bonus = 1 x Memory Augmentation - Basic (+3 Implant) / 500K ISK if completed within 2 hours.

Guild Wars (4 of 4)

You'll be entering the Mire Keep to find some cargo for this mission. You'll need 100 m³ of cargo space available to carry them back, so keep that in mind if you like picking up all loot like me. Warp to the Contested Amarr Mire Keep beacon, and head through with the Acceleration gate. Unfortunately I have no information about the first or second tiers for you, as somebody already cleared it out before I got there. However, there is a can on the lower region of the 2nd tier that says: laser-pistol stash. This is where your cargo is at. I'll guess it was a nasty complex of cruisers and frigates however. Once this mission is done, keep the reward for another set of missions, or take it over and complete the Manel Kador missions if this was another stop in the chain of missions.

Reward/Bonus = 1 x Bartezo's Message (Take this to Manel Kador) / 500K ISK if completed within 6 hours.

Baron Bartezo Maphante gave me +5.4000% Faction standing increase.

***Hint:** Ok now we can get that 5th mission from Odan Poun in Chanoun (I hated hopping around like this)*

Bring these items with you so you only need to go into the complex once:

Bartezo's Message

Key to Lord Manel's Mansion

And collect these loot items too:

**10 Blood Raider Grunt Tags*

**5 Blood Raider Lower-Tier Tags*

**2 Blood Raider Squad Leader's Heads*

you get these in the Multi-Tier Deadspace Complex on your way to see Manel Kador

Odun Poun (Level 3 - Security - Imperial Navy):

System: Chanoun / Governor's Audience Chamber (Beacon)

Manel's Disappearance (5 of 5)

Take your mansion key from the previous mission and head to Lord Manel's Mansion beacon. The first tier has several frigates and cruisers, take them out and move on to the next section, next tier is much like the previous. Clear all the cans from the two tiers, you'll want the tags for later, believe me. On the third level you meet Manel Kador. You have a few missions to complete with him. This is why there is a 5 day timer on the time-based reward. So you've got yourself a bit of time to complete these missions.

Reward/Bonus = 1 x Cybernetic Subprocessor - Standard (+4 Implant) / 1 x 'Ballista' Tachyon Beam Laser I BPC if completed within 5 days.

Hint: Warping to the moon no longer drops you inside the pocket, it now drops you on the initial locked gate (updated 27 July 2013)

Finally let's finish this chain off:

Manel Kador - Location: Lord Manel's Mansion in Chanoun

You will have to go through 2 tiers in this complex to get to him and NPC's will fight you all the way... blast them home to their mommies and pick up the loot.

*Warning: COLLECT THE CANS THROUGH THE DEADSPACE COMPLEX
If you don't you will have to go through it again for these missions*

Manel Kador (Level 1 - Security - Kador Family):

System: Chanoun / Lord Manel's Mansion (Beacon)

Neutralizing The Threat (1 of 3)

Bring 10 Blood Raider Grunt Tags to Manel Kador, these are easily found from the two tiers it takes to get to Manel Kador. It's suggested you go through these levels, kill everything and pick up everything, you'll end up with some extra stuff to make the next 2 missions a lot easier.

Reward/Bonus = 300K ISK / 250K ISK if completed within 3 hours.

Neutralizing The Threat (2 of 3)

Bring back 5 Blood Raider Lower-Tier Tags, also easily found from the two tiers before you got here.

Reward/Bonus = 1 x 'Palisade' Cap Recharger I BPC / 500K ISK if completed within 4 hours.

Neutralizing The Threat (3 of 3)

Bring 2 Blood Raider Squad Leader's Head, if you had the previous 2 missions complete, I'll bet you already have these heads. When you get the reward, take it to Odan Poun to complete that set of missions. You'll have more missions to do for Manel after this, but don't start it, you have some other missions to complete first with Baron Bartezo Maphante in Garisas.

Reward/Bonus = 1 x Lord Manel's Message / 1 x 'Strigoi' Medium Nosferatu I BPC if completed within 6 hours.

Manel Kador gave me +0.4956% Faction standing increase.

Culprit Revealed!

You'll probably end up having to clear the two tiers to get back to him this time, (unless you brought that stuff like I told you) unlike the previous three missions, so make your way through, bring the chip given to you by Bartezo and finish the missions for your big reward.

Reward/Bonus = 1 x Ocular Filter - Standard (+4 Implant) / 1 x 'Palisade' Cap Recharger I BPC if completed within 6 hours.

Manel Kador gave me +0.0135% Faction standing increase.

Take Lord Manel's Message back to Odan Poun to complete his final mission ({finally done with him}).

Odan Poun gave me +1.3750% Faction standing increase.

Now this chain is done but there is so much more to do here in the Araz Constellation.

In an effort to be complete - I would like to put a reminder here that you might get "Culprit Revealed!" first from Manel Kador, instead of "Neutralizing the Threat". This is why you do Bartezo's missions before you accept part 5 of Odan Poun's missions.

If you DO get "Culprit Revealed!" first, instead of "Neutralizing the Threat", you will receive "Neutralizing the Threat" after you complete "Culprit Revealed!" (Presuming you don't fail the mission).

Now let's start this one off the right way. These next sets of missions located at The Bonfire in Munory are not easy... in fact they are downright tough if you aren't ready for them. Remember this quote "H.A.C. FTW!!!" They send you to the Contested Amarr Bastion of Blood Complex located in Koon. Go in teams and help each other out because soloing really isn't an option if the complex hasn't been run lately and all the spawns are up. Why do I say this?... First: you can only go through the gate in a Cruiser sized ship or smaller. (Sorry no Battlecruiser's) Second: The NPC's are allowed anything they want (get the picture?) So be ready for a pounding or please ask for help.

Hetras Dakumon (Level 2 - Security - Imperial Armaments):

System: Munory / The Bonfire (Beacon)

Clean Hands - Blood Trail (1 of 5)

This mission had you go next door to Koono and deal with some Blood Raiders. Head to the Contested Amarr Bastion of Blood beacon, and enter the Slope gate. Make your way through level 1 and level 2. At the end of level 2 is a structure named "Blood Kernel", destroy it and get the can. Inside is the Blood Fund you need to complete the mission. You need not worry about the rest of this complex, so head back and claim your reward to move on.

Reward/Bonus = 1 x Amarr Navy Infrared M Crystal / 150K ISK if completed within 1 hour and 30 minutes.

Clean Hands - Rampart Cyst (2 of 5)

The agent sends you a few jumps out to take care of some NPC's at a beacon. Oddly this mission actually TELLS you what you need to do exactly, thank goodness. What it doesn't tell you is when you come out of warp you are instantly surrounded by 5 frigates 2km away from you, and more NPC's 30-40km away. So before you even embark on the trip out there, be sure you can either hit frigates at close range swarming you, or go faster than 300m/s to get enough range on them to take them out. They waste no time striking you and pack a nice little bite, so be careful. Thankfully the other NPC's don't target or engage you, so you can survive the frigs at least. Once clear take out the 4 cruisers and 2 frigs surrounding the tower. Then you need to destroy the alchemist tower, which is the gold tower perched upon the asteroid structure. The tower takes some work to destroy it, but its one gloriously big explosion when it does. Grab the can of plague spores, and head back to claim your reward.

Reward/Bonus = 600K ISK / 1 x Amarr Navy Radio M Crystal if completed within 1 hour and 30 minutes.

Clean Hands - Iron Lady (3 of 5)

Haul 2.0 m³ cargo out a few jumps. Another Shuttle-courier mission. I hate courier missions myself, I'm sure I'm not alone either, but its got to be done, and the pay isn't terrible, okay so it is, but the next missions are worth suffering this one. So, deliver the goods and move on to the next mission.

Reward/Bonus = 100K ISK / 1 x Amarr Navy Radio S Crystal if completed within 20 minutes.

Clean Hands - Rust in Peace (4 of 5)

This one has you head back to Koono to the Bastion of Blood complex, so take the Slope gate again, this time you need to kill the foreman of a construction bit and get his head. Make your way through the first 2 tiers, which you are already used to doing from the earlier mission. On the third tier you will meet builders. Take out the frigs that are under 10km away from you and start work on the cruisers that are near the large structure. One of them is the foreman, his loot can will contain his head. If you are lucky you can stay out of range of all the other NPC's around you if you want to avoid them. You only

really need the head, nothing more. When done, go back to agent and claim your reward, and get ready for the final mission in this line.

Reward/Bonus = 1 x 'Longbow' Medium Pulse Laser I BPC / 200K ISK if completed within 2 hours.

Clean Hands - Corpse Cauldron (5 of 5)

You warp into a beacon with 5 Cruisers 25-40km away. But my money is you'll be far more impressed by the surroundings. IT LOOKS AMAZING! Anyway, dispose of the 5 Cruisers then destroy the Cauldron structure, followed by the Chapel structure. Grab the can that the Chapel drops and return the Coat of Arms to finish off this mission and gain that much wanted faction standing. The Blood Reel is used to trigger another set of events with one of the agents in Koona. Remember that other gate at the Bastion of Blood in Koona? The agent is in there, talk to Thumal Ebotiz and bring the Blood Reel with you. (but not just yet we aren't done in Munory)

Reward/Bonus = 1 x Limited Cybernetic Subprocessor - Beta (+2 Implant) / 1 x Blood Reel if completed within 7 days, 15 hours and 20 minutes.

Hetras Dakumon gave me +1.3750% Faction standing increase.

In case you didn't notice, the agent really wants you to have that 'Blood Reel'. Make sure you keep it safe and don't lose it. Now let's talk to that other agent at The Bonfire - Ormon Parsik - before we go.

Ormon Parsik (Level 3 - Security - Theology Council):

System: Munory / The Bonfire (Beacon)

Pilgrim - Festival (1 of 5)

Haul 40 m³ of cargo a few jumps away, simple courier mission.

Reward/Bonus = 450K ISK / 1 x Bastion Master Key if completed within 7 days, 15 hours and 20 minutes.

Once again, in case you didn't notice, the agent really wants you to have that key since you'll be needing it for the next mission.

Pilgrim - Heretic (2 of 5)

Warning: BRING HELP; If you are forced to warp out from this you will not have a key to get back in

Make your way through the first 3 levels of the Contested Amarr Bastion of Blood complex in Koon. There is a description of the complex available here: Contested Amarr Bastion of Blood - Be warned, before even entering level 4, there are 2 spawns on either side when you enter, if you want to survive, please go to the right. Triggering the spawn on the left side will get 3 battleships which are unnaturally tanked and strike really hard to start attacking you, and will undoubtedly trigger the spawn on the right to attack, which has its own mess of strong ships. **If you are forced to warp out from this you will not have the key to get back in.** So I implore you, go right. You'll warp into the 4th level with 4 destroyers near you, take them out while going to the right side. You'll encounter a few frig and cruisers and frigs on the right, also you'll find your target structure. Destroy the Alter structure, get the loot and you'll have your mission requirements. After this point, you may take on the battleships, having already secured the target cargo, if you are forced to warp out, no loss. Please note: The frigates near the battleships web and warp scramble, so make sure you shoot them first if you decide to try and kill the battleships. Head back and claim your reward.

Reward/Bonus = 1 x 'Ditch' Medium Energy Neutralizer I BPC / 1 x Amarr Navy Radio M Crystal if completed within 1 hour and 30 minutes.

Pilgrim - Funeral (3 of 5)

You warp in to find yourself 30km away from 5 Corpse Harvesters (Maller-based Cruiser NPC). Waste them. Compared to the last mission, this mission is too easy. Each corpse harvester has 3 dead pilgrims inside, for your 15 total. Collect the cans, collect your reward.

Reward/Bonus = 1 x Amarr Navy Ultraviolet M Crystal / 1 x Ocular Filter - Basic (+3 Implant) if completed within 1 hour and 30 minutes.

Pilgrim - Shroud (4 of 5)

100 m³ cargo to haul. This is one of the longest hauls among COSMOS missions. I had to go 10 jumps each way, if you have an Interceptor or Frigate that can move fast, I suggest using it.

Reward/Bonus = 1 x 'Crossbow' Focused Medium Beam Laser I BPC / 500K ISK if completed within 1 hour.

Pilgrim - Temple (5 of 5)

Warping into this Deadspace pocket will probably get your adrenaline running really fast. You end up at only 20km away from Cruisers, Battlecruisers, 2 Battleships and multiple Frigates. Seems only a few (not counting the Battleships) engaged at first. Be prepared to put space between you and the fleet since they are right on top of you when you warp in. Kill off the Revelation structures when you are done (some frig and cruisers will respawn during this time). The Arc of Revolution (50 m³) is among the wreckage. Another set of missions completed.

Reward/Bonus = 1 x 'Portcullis' Reactor Control Unit I BPC / 1 x Amarr Navy Microwave L Crystal if completed within 2 hours.

Ormon Parsik gave me +5.0715% Faction standing increase.

Now that we are done in Munory grab that Blood Reel and lets head to Koonas (because its been so darn fun over there). Warp to the Contested Amarr Bastion of Blood, Gate to the Ravelin in Koonas and talk with Thumal Ebotiz.

Thumal Ebotiz (Level 3 - Security - Amarr Certified News):

System: Koonas / Contested Amarr Bastion of Blood (Beacon) - Gate to the Ravelin

The Herald

Drop off The Blood Reel that was given to you for completing the Hetras Dakumon missions in Munory. This will start your missions with Thumal.

Reward/Bonus = 10K ISK / 20K ISK if completed within 10 minutes.

What did you expect? All you did was deliver a reel... LOL

Clear Head - Throwing down the Gauntlet (1 of 5)

Go among the asteroid belts killing NPC's. Now I'm not sure what I was fully expecting, but I seem to have the worst luck finding this stupid ring. It took me 2 hours of hunting and I still ended up buying the ring on escrow for 3 mil (laugh all you want, at least I didnt waste 2 more hours). Eventually you'll find the Dynasty Ring in the loot needed to finish this mission. When you find the ring (or buy it), head back to the agent and rejoice. Have I mentioned how much this mission sucks?

A friend had this problem but I made a trip to Munory next door and in 5 minutes had 25 given free from the local miners. So try the belts in that system rather than Koonas.

Reward/Bonus = 1 x 'Portcullis' Reactor Control Unit I BPC / 600K ISK if completed within 4 hours.

Clear Head - Code of Chivalry (2 of 5)

This one sends you on a semi-long trip to pick up 0.1 m³ of cargo, and drop it off elsewhere. Rewards aren't bad, and it has to be done. Use a Shuttle if your ship isn't fast, will save you some time on the 17 jumps or so.

Reward/Bonus = 500K ISK / 1 x Hardwiring - Zainou 'Deadeye' ZGS100 (Implant) if completed within 1 hour.

Clear Head - The Joust (3 of 5)

Warp to beacon, and take the Acceleration gate to Jousting Grounds. You come out of warp 90km+ away from 7 cruisers and your target Aradim Arachnan. There are 2 groups, so you can choose (which is probably the wise thing to do anyways), to target one of the groups first, then take on the other. Makes it easier to handle just in case things go south. You need to at least get the can Aradim drops, because his head will be in there, but the other cans have some pretty nice loot. There are Amarr Navy tags in there also so collect up the loot, deliver the head and move on to the next mission.

Reward/Bonus = 1 x Amarr Navy Infrared L Crystal / 1 x 'Bastion' 400mm Reinforced Steel Plates I BPC if completed within 1 hour and 30 minutes.

Clear Head - Black Barbican (4 of 5)

This one sends you a few jumps out to deal with some NPC's in a deadspace complex. When in system, warp to beacon and jump through Acceleration gate. You warp in about 35km away from 4 cruisers, and possibly right on top of several frigates. I say possibly, because when you accept this mission it becomes a publicly visible beacon. I warped in to see the 4 cruisers, and while destroying them had a frig reappear. Not sure if they were there initially or not, so can't say anything for or against what's supposed to be there. I did see 4 cruisers, so no arguing that one. Either way, be warned you may need to take out several EWAR frigs right on top of you. When finished with the NPC's, destroy the Outer Keep structure, which goes down swiftly, and loot the cargo from inside. Like the last mission, the NPC loot also contains tags. Collect up the loot and take the 'Ancestral Armor' (2.0 m³) cargo back to agent and finish the mission.

Reward/Bonus = 1 x 'Palisade' Cap Recharger I BPC / 1 million ISK if completed within 2 hours.

Clear Head - Black Barbican (5 of 5)

This one sends you out a few jumps again to a deadspace complex. Head out and warp to the beacon, then jump through the Acceleration gate. When you come out of warp you'll be within 10km of 4 turrets/missile batteries. Take them out, then work on the 3 frigates and 4 cruisers. The frigates move fast and do EWAR, and the cruisers hit hard. So take out the frigs fast, then work on the cruisers fast too. There's an additional 6 turrets and missile batteries that will engage you when you get close enough, so take them out as well. Find the Manor House structure and start firing on that. Will take a bit for it to fall, but when it's down, grab the loot it drops which is your target cargo. Collect the rest of the loot, head on back and complete this line of missions.

Reward/Bonus = 1 x 'Chivalry' Large Energy Transfer Array I BPC / 1 x Memory Augmentation - Basic (+3 Implant) if completed within 2 hours.

Thumal Ebotiz gave me +5.1885% Faction standing increase.

Next up we head over to the Civic Court Plaza in Aphi so we can meet up with Chari Shakai.

Chari Shakai (Level 2 - Distribution - Nutura):

System: Aphi / Civic Court Plaza (Beacon)

All of Chari Shakai's missions are HIGH SEC courier. Preferably done with an INDY or another ship which has at least 500 m³ cargo space.

No Sincerer Love (1 of 5)

Haul 400 m³ of cargo a few jumps away, typical courier mission.

Reward/Bonus = 1 x 'Caltrop' Small Energy Neutralizer I BPC / 100K ISK if completed within 18 minutes.

No Sincerer Love (2 of 5)

Again haul 400 m³ of cargo a few jumps away, typical courier mission.

Reward/Bonus = 1 x 'Upir' Small Nosferatu I BPC / 150K ISK if completed within 10 minutes.

No Sincerer Love (3 of 5)

This time haul 500 m³ of cargo to another system, much like the previous missions.

Reward/Bonus = 1 x 'Longbow' Medium Pulse Laser I BPC / 180K ISK if completed within 20 minutes.

No Sincerer Love (4 of 5)

Haul 500 m³ of cargo from one system to another. Getting bored yet?

Reward/Bonus = 1 x 'Gauntlet' Medium Beam Laser I BPC / 180K ISK if completed within 20 minutes.

No Sincerer Love (5 of 5)

Haul 400 m³ of cargo from one system to another. Gain the faction standing and be glad those painful hauling missions are over... for now.

Reward/Bonus = 1 x 'Squire' Small Energy Transfer Array I BPC / 250K ISK if completed within 15 minutes.

Chari Shakai gave me +0.8460% Faction standing increase.

Next we see Stem Robikar also at Civic Court Plaza in Aphi... how convenient.

Stem Robikar (Level 2 - Security - Inherent Implants):

System: Aphi / Civic Court Plaza (Beacon)

Pawns on the Board (1 of 5)

Warp in 40km away from Targets, none of which engage you. You've got 2 cruisers and 6 frigates to take care of on this one. Once complete, destroy 2 Blood Raider Tactical Units, 2 Blood Raider Battery and the Blood Raider Main Outpost. Mission complete.

Reward/Bonus = 1 x 'Gorget' Small Armor Repairer I BPC / 1 million ISK if completed within 2 hours.

Pawns on the Board (2 of 5)

On this mission you are again sent through asteroid belts looking for another NPC to drop a Dynasty Ring.(Yes again with the stupid ring) Once you find your ring return and move to your next mission. (I didn't buy it this time, got lucky on the 3rd spawn)

Reward/Bonus = 1 x 'Squire' Small Energy Transfer Array I BPC / 230K ISK if completed within 4 hours.

Pawns on the Board (3 of 5)

This mission asks you to head off and pick up some documents, notably a 0.1 m³ piece of paper. I docked, bought a shuttle and completed this one. Head over, pick up the paper, head back. I had to make 6 jumps, and the shuttle had PLENTY of cargo room.

Reward/Bonus = 1 x 'Caltrop' Small Energy Neutralizer I BPC / 200K ISK if completed within 20 minutes.

Pawns on the Board (4 of 5)

Another courier, this time you are picking up a Special Delivery item (0.1 m³). Good news is you don't even need to leave your shuttle from having done the last mission. Pick it up, deliver it back, and claim your rewards.

Reward/Bonus = 1 x 'Mace' Dual Light Beam Laser I BPC / 280K ISK if completed within 20 minutes.

Pawns on the Board (5 of 5)

And finally, one last mission with that shuttle. Need to bring back Lord Arachan's Medal, which is 0.1 m³. When you have completed all your missions with Stem Robikar, you will receive a letter of recommendation for another agent, which is necessary for another set of missions.

Reward/Bonus = 1 x Robikar's Recommendation / 250K ISK if completed within 15 minutes.

Stem Robikar gave me +0.7809% Faction standing increase.

If you head over to Nidupad and talk to Torval Kerth in your shuttle, you can complete the mission there of delivering the recommendation letter, and do the next mission in your shuttle. Why not just make it 5 missions in a row?

So off we go to Nidupad and see Torval Kerth located at the Carchatur Outpost.

Torval Kerth (Level 3 - Distribution - Carthum):

System: Nidupad / Carchatur Outpost (Beacon)

Arachnan's Maneuver (Prelude)

Before you can complete work with Torval Kerth, you need a letter from Stem Robikar. (Good thing we brought it with us) Its best to avoid even conversing with Torval, because once you do there's a very small bonus timer to give him that letter.

Reward/Bonus = 10K ISK / 10K ISK if completed within 1 minute.

Arachnan's Maneuver (1 of 5)

Having delivered the recommendation letter, you must now pick up legal documents and make a delivery. I got myself a fast ship (shuttle), because its 0.1 m³ cargo needing transporting. Make the delivery and claim your reward. If you've been following through since the Stem Robikar missions and haven't seen another ship but a shuttle in a few missions, be sure to find your fighting ship, because shuttle missions are over for now.

Reward/Bonus = 1 x 'Knight' Medium Energy Transfer Array I BPC / 400K ISK if completed within 15 minutes.

Arachnan's Maneuver (2 of 5)

You'll enter the deadspace 25-40km away from all the targets. You have a few seconds to get yourself moving into a position to strike them. 5 frigates and 6 cruisers to take out, no need to worry about any of the structures.

Reward/Bonus = 1 x 'Arquebus' Heavy Beam Laser I BPC / 500K ISK if completed within 2 hours.

Arachnan's Maneuver (3 of 5)

This is a drone deadspace mission. You warp in and have to tackle 15 rogue drones.

Reward/Bonus = 1 x 'Harness' Medium Capacitor Booster I BPC / 650K ISK if completed within 1 hour and 30 minutes.

Arachnan's Maneuver (4 of 5)

This one requires a transfer of a small item from the agent to another system. Cargo is only 2.0 m³ so you can shuttle this one if you'd like, it's what I prefer. Get it moved, and get ready for the final mission in this chain, which is surprisingly another shuttle run.

Reward/Bonus = 1 x 'Greaves' Medium Armor Repairer I BPC / 600K ISK if completed within 10 minutes.

Arachnan's Maneuver (5 of 5)

Finally you meet the man you've been working for: Lord Arachnan, and how honored he will be to be stuck in the cargo of your shuttle. This is an important mission so enjoy the standings boost, and the big reward. You've made it through the shuttle missions (finally), congrats.

Reward/Bonus = 1 x 'Chivalry' Large Energy Transfer Array I BPC / 1 x Memory Augmentation - Basic (+3 Implant) if completed within 22 minutes.

Torval Kerth gave me +0.8112% Faction standing increase.

Amir Arshah (Level 3 - Distribution - Imperial Armaments):

System: Nidupad / Carchatur Outpost (Beacon)

Arming Araz (1 of 5)

Simple courier run, 500 m³ cargo.

Reward/Bonus = 1 x 'Strigoi' Medium Nosferatu I BPC / 250k ISK if completed within 15 minutes.

Arming Araz (2 of 5)

The mission suggests going to Aphi deadspace to kill off NPCs for the corpses. I on the other hand already had quite a few of these rolling around from previous missions, so it was a no work sort of mission. If anybody has information about that deadspace area, please post it and I'll update this mission properly. The Contested Amarr Bastion of Blood level 1 has NPC's that drop these too, if you are more familiar with that complex.

Reward/Bonus = 1 x 'Harness' Medium Capacitor Booster I BPC / 250K ISK if completed within 3 hours and 50 minutes.

Arming Araz (3 of 5)

Enter complex again 30km away from your targets. 9 Cruisers and Heavy Missile sentry/battery. Nail the battery, nail the other 9 cruisers. Loot and claim your prize.

Reward/Bonus = 1 x 'Lance' Medium EMP Smartbomb I BPC / 400K ISK if completed within 2 hours.

Arming Araz (4 of 5)

This mission has you move 600 m³ of equipment a few jumps away.

Reward/Bonus = 1 x 'Portcullis' Reactor Control Unit I BPC / 450K ISK if completed within 20 minutes.

Arming Araz (5 of 5)

You'll enter the deadspace again about 30km away from your entire set of targets. And they waste no time attacking. So be prepared to react to 2 Heavy Missile Battery, 5 Frigates and 11 Cruisers attacking the second you show yourself. Clear out the NPC's, then find the Munitions Depot structure which is located under the cathedral (hard to find without overview). Give it a few shots and it will blow. Head back and claim your reward and faction standings. Arming Araz missions are complete.

Reward/Bonus = 1 x 'Barbican' 800mm Reinforced Steel Plates I BPC / 800K ISK if completed within 2 hours.

Amir Arshah gave me +5.5192% Faction standing increase.

Thakor Udokas (Level 2 - Distribution - Royal Amarr Institute):

System: Zimse / Museum Arcana (Beacon)

Warning: You need the skill Archaeology and be fitted with an analyser module

Please note: Takmahl components can be found in this complex which are required for manufacturing the Cosmos blueprints. There is also a low possibility of finding the Takmahl Technology Skill book.

Head over to Zimse to the Museum Arcana and do these missions: Museum Arcana Gate needs Archaeology skill to get in and you will need an Analyser I fitted.

Trial of Skill (1 of 1) (Note: requires Archaeology skill)

After you go through the first gate you will see a second gate, an archaeology can, and a ship flown by Tahkor Udokas. Fly over to Thakor and speak with him and he will tell you all about how he is the Doorkeeper and how if you want to get into the Museum you need this key, and you only have 5 mins... Blah, Blah, Blah... , just accept the mission and lock the archaeology can and start up the Analyzer I. You should get the Runic Inscription and a Key of the Arcane inside fairly quickly. Give Thakor the Runic Inscription and the key is yours to keep.

Reward/Bonus = 100K ISK / 1 x 'Mangonel' Heat Sink I BPC if completed within 5 minutes.

Thakor Udokas gave me +0.7171% Faction standing increase.

Time to go through that second gate and meet The Curator.

The Curator (Level 3 - Distribution - Theology Council):

System: Zimse / Museum Arcana (Beacon) 2nd stage

Unearthing the Ancients (1 of 3)

This complex is hard to tank alone, so either get a gang together or go in when others are doing it since this is a public complex. Be prepared to take a lot of damage because you are up against 2 Battleship's, 10 Cruisers and 2 Frigates that are webbing and warp scrambling the hell out of you. I would love to say it's all one type of damage but forget it, it's not. You come up against 3 different types of race ships in here so take out the frigates when they spawn in case you need to warp out. As for the mission... look inside the Digital Archaeology Cans to find the Takmahl Centrifugal Primer (1.0 m³) you need to finish this part up.

Reward/Bonus = 800K / 1 x 'Ditch' Medium Energy Neutralizer I BPC if completed within 1 hour.

Unearthing the Ancients (2 of 3)

This time it's the Alluring Archaeology Cans you need to search to find the Holy Statue.

Reward/Bonus = 1 million ISK / 1 x Social Adaptation Chip - Basic (+3 Implant) if completed within 3 hours.

Unearthing the Ancients (3 of 3)

Finally you will need to pop them Arcana Patron Battleship's that have been hammering away at you to get the final piece of this mission set. Look inside the Arcana Patron wrecks to find the Ritual Text needed to be finished with The Curator's missions.

Reward/Bonus = 1 x Key to the Labyrinth / 1 x 'Bailey' 1600mm Reinforced Steel Plates I BPC if completed within 3 hours.

The Curator gave me +3.5932% Faction standing increase.

Please note: The entrance to The Labyrinth is at the Aphi sun. The Labyrinth is similar in most respects to the Museum, but with higher grade Takmahl components and higher possibility of finding the Takmahl Technology Skill book.

Hint: You should have a Faction standing of +6.00 or higher with the Amarr Empire to start working the rest of these agents.

Sheroz Amokin (Level 4 - Mining - Imperial Constructions):

System: Koona / Contested Amarr Bastion of Blood (Beacon) - Gate To The Ravelin

Blood Hunt - Symptoms (1 of 5)

"Mission briefing

I want you to enter the Slope and kill a few Corpse Dealers for me. Bring me back some of these inactive bug-ridden corpses; I want to investigate further what these bug devices can do.

The Corpse Dealers shouldn't be too much of a problem as they're not expecting anyone to engage them just yet, but be careful nevertheless."

Agent wants 3 x Bug-Ridden Corpse (3.0 m³) from "Corpse Dealers" located in first room of the 'Contested Amarr Bastion Of Blood' in Koona system. Hopefully you collected and saved all these 'special' items from your last visit to this complex. If not, take the 'Gate To Deadspace Warp Point' which takes you back to 'Gate To The Slope'. Use that gate to enter the first room of the complex.

Reward/Bonus = 1 x Imperial Navy Multifrequency L Crystal / 1 million ISK if completed within 1 hour.

Blood Hunt - Morbid Burden (2 of 5)

"Mission briefing

Go into the fortress and hunt them down. Once you've collected a sizeable amount of antiseptic biomass, return to me with it. Perhaps some bereaved families will at least be able to bury their loved ones, instead of having to anxiously wait for years for any news of them."

Agent now wants 2 x Antiseptic Biomass (2.0 m³) from "Corpse Collectors". If you didn't already pick up the items last time, then it's back into the Fortress again.

Reward/Bonus = 1 x 'Portcullis' Reactor Control Unit I BPC / 1 x Imperial Navy Xray M if completed within 1 hour and 30 minutes.

Blood Hunt - Remains (3 of 5)

"Mission briefing

Bring the remains of 'Daryd Kador' to his family for a proper burial."

This is just a simple courier mission to station a few jumps away. Cargo = 1 x Noble Remains (0.1 m³)

Reward/Bonus = 900,000 ISK / 1 x 'Bastion Master Key' if completed within 7 days, 15 hours and 20 minutes.

Warning: *In case you didn't notice, Agent really want's you to have that key. Make sure you keep it safe and don't lose it.*

Blood Hunt - Cut to the Heart (4 of 5)

"Mission briefing

The passkey I gave you, the Bastion Master Key, was built by Amarr Constructions centuries ago, which explains how I got my hands on it. It will give you access to the Treasure Chamber and allow you to bring some friends along. But be very careful because the gate reconfigures its access algorithms each time it's used, so you can use the passkey only once — which means you get only one shot at completing this assignment. Fail and we're through.

Before you panic, I've done some research to help you prepare. Most likely you'll be confronted by a squadron of Blood Raider destroyers the moment you enter the chamber. The generator building is guarded by a few battleships, supported by several battlecruisers and a few elite frigates. Be careful of the frigates, as they can warp scramble you. I want you to destroy the generator building, but otherwise I leave the planning of this operation in your capable hands."

Agent sends you back into the Fortress again. This time to the innermost room for this Item = 1 x Generator Debris (1.0 m³). Another agent, Ormon Parsik, sent you there earlier for his mission = Pilgrim - Heretic (2 of 5). Please re-read that mission info. Prepare for lot's of incoming DPS.

Reward/Bonus = 1 x 'Hauberk' Large Armor Repairer I BPC / 1 million 200K ISK if completed within 1 hour and 30 minutes.

Blood Hunt - Surgical Strike (5 of 5)

"Mission briefing

The Blood Raiders have a massive command outpost in Garisas. It is very well defended, so don't even think of entering it unless you have backup and are packing a lot of firepower. The Blood Raiders have a battle station there that acts as their command outpost, but that is not our concern. Instead, head for the innermost room in the outpost, the Commander Keep. There you should find the leader of the Blood Raider operation here in Araz, Archpriest Hakram.

Bring me the Archpriest's head to complete this assignment and you will have done not only Amarr Constructions, but the whole Amarr Empire a great service."

Agent wants you to acquire 1 x Archpriest Hakram's Head (0.1 m³). This mission objective can't be farmed so it won't be available in contracts. The mission location, a 2 pocket Deadspace site, is provided after accepting the mission. Each pocket contains 15 to 20 Blood Raider ships, mostly Frigates and Cruisers with a few Battleships. Be prepared for EWAR - Cap Neut (25km range), Web and Warp Scram. Make your way to the Commander Keep, kill Archpriest Hakram and his cohorts and return with Hakram's head for reward and glory.

Reward/Bonus = 1 x 'Halberd' Mega Pulse Laser I BPC / 1 x Neural Boost - Standard (+4 Implant) if completed within 2 hours.

Sheroz Amokin gave me +9.375% Faction Standing increase.

Kofur Karveran (Level 4 - Security - Kador Family):

System: Jakri / Caor Korduin (Beacon)

Secrets of the mire keep (1 of 4)

This is a combat mission that send you to the Garisas system and you have to bring back 5 Blood Raiders Scientist. When you warp to the beacon you get to an acceleration gate. The gate won't accept anything bigger than a BattleCruiser. As my BC was kind of far away I actually bought them on contract for 20M isk.

Reward/Bonus = 1 Million ISK / 250K ISK if completed within 6 hours.

Secrets of the mire keep (2 of 4)

This is a Deadspace combat mission. Apparently there was some blood raiders that followed you thru the gate and they are doing damage in Jakri. You have to settle this out. You warp directly into a pocket where a few ships are waiting. The mission states that you will be faced with multiple waves of ennemies, so sit there and wait for the waves.

Initial Spawn = 4 Frigate and 2 Cruiser

1st Wave = 2 Personnel Transport, 3 Frigate and 1 Cruiser

2nd Wave = 6 Frigate and 3 Cruiser

3rd Wave = 2 Frigate and 2 Cruiser

4th Wave = 3 Frigate and 3 Cruiser

5th Wave = 2 Frigate and 2 Cruiser

Reward/Bonus = 1 x 'Chainmail' 200mm Reinforced Steel Plates I BPC / 500K ISK if completed within 4 hours.

Secrets of the mire keep (3 of 4)

This is another Deadspace combat mission. You have to take care of some blood raiders in Jakri again. Expect EWAR - Tracking Disruption, Cap Neutralizing, etc. About half of the NPC's are Elite ships so be ready to spend some time doing this mission. You warp to acceleration gate that is guarded by 4 destroyers and 2 cruisers. Take them out, take the gate. You land near 4 groups of blood raiders, total amount is 3 battlecruisers, 5 cruisers, 5 destroyers and 7 frigates. The third pocket is composed of 6 battlecruisers, 15 cruisers and 7 destroyers. The next gate is located at 88km of distance from the warp in point. The last pocket is composed of 5 battlecruisers, 9 cruisers, 3 destroyers and 6 frigates separated into 4 groups. Most of these pockets contain various types of Asteroids.

Reward/Bonus = 1 x 'Hauberk' Large Armor Repairer I BPC / 1 x Social Adaptation Chip - Basic (+3 Implant) if completed within 6 hours.

Secrets of the mire keep (4 of 4)

You have to go back to Garisas and take the same acceleration gate that wouldn't let you take a battleship on the first mission. As it's only a trade mission and you need to give your agent the Anema Bluechip, I looked in the contract and found one for 10M. So I bought it and completed the mission. With what I have seen with the two other missions, seriously you can do this in a battlecruiser with no problem, a good fitted tank drake or myrmidon will do pretty well.

Reward/Bonus = 1 x Ocular Filter - Standard (+4 Implant) / 2 x 'Arquebus' Heavy Beam Laser I (Modules) if completed within 24 minutes.

Kofur Karveran gave me +2.6288% Faction standing increase.

Finally if you look at the expenses I did (30M total for buying stuff in the first and last mission) and the reward, I'm really winning just the two implants are worth more than 30M.

Hint: You should have a Faction standing of +6.75 or higher with the Amarr Empire to start working the rest of these agents.

Zar Forari (Level 4 - Distribution - Imperial Shipment):

System: Zimse / Imperial Administration Complex (Beacon)

Nidupadian Yorak Eggs (1 of 2)

"Mission briefing

What an outrage!

The Emperor's House requires the finest delicacies from around the region to be delivered to its local office for the royal lineage to feast upon. As their humble servants we are tasked with the timely delivery of Nidupadian Yorak Eggs from this system.

Those blasted Blood Raiders have attacked our main processing plant in this system, we believe that there are still some Blood Raider pirates in the vicinity of the plant lead by a skilled mercenary called 'Keron Vandafelt' who is looking for left over Eggs and killing incoming vessels unaware of the recent attack.

These pirates must be eliminated once and for all. I am sending you the co-ordinates to the attack site now. I want Keron's head on my desk before the end of the day!"

This is a combat mission, you're sent to a group of 4 battleship, 4 cruisers and 7 frigates. They do no aggro at warp in. As they are blood raider, be sure to have fitted your ship in consequence. They all aggro at once when you start firing on the first ship. The total DPS of the mission look like a normal lvl4 mission against the blood raider. Don't forget to loot the head of Keron before going back. And that's it, this part of the mission is finished

Reward/Bonus = 1 x Imperial Navy Ultraviolet L Crystal / 2 Million 300K ISK if completed within 4 hours.

Nidupadian Yorak Eggs (2 of 2)

***Warning:** This mission imply low sec and 100 m³ cargo so you can't use a shuttle. You'll have to do several low sec jump if you want the short route (31 jumps round trip) or be ready to do 8 low sec jumps with a total of 64 jumps for the round trip*

Other than that the mission is pretty straight forward. You go to Lela and pickup 100 m3 of nidupadian yorak eggs and drop them at Dresi.

You have to provide a colateral of 10 Million ISK.

Reward/Bonus = 1 x 'Hauberk' Large Armor Repairer I BPC / 1 x 'Chivalry' Large Energy Transfer Array I BPC if completed within 4 hours.

Zar Forari gave me +8.6109% Faction standing increase.

***Hint:** You should have a Faction standing of +7.00 or higher with the Amarr Empire to start working the rest of these agents.*

Zach Himun (Level 4 - Distribution - Imperial Constructions) :

System : Zimse / Imperial Administration Complex (Beacon)

King of the Hill (1 of 13)

"Mission briefing

While the royal family does not officially condone the fighting between Methros and Arachnan, they do not see it as any major threat to their claim to power in this region. To that end they are willing to let it continue as the infighting is bringing a much needed economic boost to the region.

With this in mind, it is our duty to monitor the conflict and inform the Emperor and his council should either of the parties engage in business detrimental to the empire.

We have a mission suited to your talents my friend. Lord Methros and Arachnan have secret outposts inside their

sphere of influence in Araz, from where they conduct various operations. We are of course aware of these outposts, as the Emperor Family has ears and eyes in all corners of the Empire, figuratively speaking of course. I want you to make an unannounced visit to these outposts and retrieve an encrypted data burst located inside them.

I want you to start with Lord Methros' outpost. I'll give you a bookmark to it's exact location, of course. I will inform his guards of your visit as soon as you arrive, since doing it any earlier would compromise your mission."

This is a combat mission that send you to the Koon system. You warp directly to a spot where there is Blood Raider NPC's. 6 Battleships, 8 Cruisers and 6 Frigates. They don't aggro at warp-in. But they all aggro at once when you start firing. The amount of dps here is like a normal lvl 4 mission of combat. What you're looking for is in the can but you can't open it until you've cleared almost all the frigates in there, so grab your gun (or launcher) and work this out. I've killed all the rat as the bounty is good and they are fast to kill.

Reward/Bonus = 1 Million ISK / 1 x Imperial Navy Standard L Crystal if completed within 2 hours

King of the Hill (2 of 13)

"Mission Briefing

I am incredibly puzzled by the large presence of Blood Raiders around the outpost. In fact I am surprised any Blood Raiders were at that rendezvous point. But before we pursue an investigation of that any further I would like you to conduct a similar mission to Lord Arachnan's 'secret' outpost. Retrieve the data burst from there as well, and bring it to me. As before you should encounter no resistance from Arachnan's guards, as you are there on my behalf."

This is another combat mission really alike at the previous. You warp directly in the pocket, no aggro at warp in. You're faced with 5 Battleships, 5 Cruisers and 4 Frigates. No need to kill Arachnan's guards to complete this mission, just the Drone Battleship guarding the can.

Reward/Bonus = 500K ISK / 500K ISK if completed within 2 hours.

King of the Hill (3 of 13) (Part 1)

Warning: *You need to be able to use core probe for scanning in this mission*

"Mission briefing

While you were retrieving that data file for me, one of our agents, Amolah Kesti, was dispatched to retrieve more intelligence on Lord Methros and his troops and possible reasons to explain the Blood Raider presence along side his convoy. Unfortunately our agent was discovered as he was making his escape. Before his ship was destroyed he managed to launch several high security containers. Inside are fragments of information on Lord Methros. According to him, this information was too sensitive to send over a standard transmission.

Apparently he didn't have time to send the containers on a direct route to our station here in Zimse. Instead they are floating in space at a random location within the system. Hopefully they will have gotten caught in a moon or planet's gravitational pull, which would narrow down the search a bit. But the easiest way to find them would be to search for their cosmic signature, as they are programmed to release one after a certain amount of time has passed."

This is a rather unusual mission, you have to scan for a container in the system. If you don't know how to scan, you'll pass a killing time warping to the 48 moons of the system. I tried to warp to one moon to another, but there was pretty well armed POS so I got to a station and fitted a probe launcher on my ship and scanned the damn thing out. You can also look in contract, they are present and fairly cheap. For 15 Million you'll get the 3 items you need. If scanning, there's 3 sites all with the same name - 'Drifting Cask' - Best to just scan them all and go to each one to collect all the Fragments. No special module is needed to open the cans. There may be some Blood Raider NPC's at the sites so be prepared. 2 Battleships, 2 Battlecruisers and 4 Destroyers.

Reward/Bonus = 250K ISK / 100K ISK if completed within 4 hours.

King of the Hill (3 of 13) (Part 2)

"I need you to retrieve another data fragment from one of Amolah Kesti's ejected containers. Scour Zimse for any traces of it, or use a system scanner to find it's cosmic signature. Return to me once you have completed your objective."

Same thing as part one

Reward/Bonus = 250K ISK / 100K ISK if completed within 3 hours.

King of the Hill (3 of 13) (Part 3)

"As before, I need another data fragment from Amolah Kesti's message. Scour Zimse for any traces of it, or use a system scanner to find its cosmic signature. Return to me once you have completed your objective."

Same thing as part two

Reward/Bonus = 1 x 'Joust' Heavy Pulse Laser I BPC / 1 x Imperial Navy Microwave M Crystal if completed within 4 hours.

King of the Hill (4 of 13)

"Lord Methros' Encrypted Data Burst is too complex for me to decode, I want you to take your copy to a rendezvous site in Chanoun. There will be a courier waiting for you to deliver it to a top secret laboratory. Hopefully they will have better luck than me. Report back when you have delivered it or if you run into any difficulties."

This is a combat mission that takes you to Chanoun. You'll have to fight against some Blood Raiders. 2 Heavy Missile Battery, 4 Battleship, 4 Battlecruiser, 5 Destroyer.

Reward/Bonus = 500K ISK / 250K ISK if completed within 2 hours.

King of the Hill (5 of 13)

"Mission Briefing

That Data Burst must have incredibly valuable data on it; it must be why we keep encountering resistance whenever it is being transported. To that end I have decided to bring the scientists and equipment to me. But there is one issue I would like you to take care of before we move on. Our agent that was killed managed to write down the coordinates of a Blood Raider stronghold which he uncovered during his time undercover. It's located in Garisas, inside the Mire Keep. You should have no problems finding it, the Mire Keep is still bookmarked on most conventional starmaps.

He mentioned something about Corelum Commanders stationed there who are running the place. I want you to kill at least one of the commanders and return to me with a token of his worth. We'll see what effect that has on their operations in Araz."

This is a combat mission that take you to Garisas. In the mire keep. As the keep don't accept anything bigger than a Battlecruiser I bought the item on contract for 10 Million ISK. Agent want's 1 Corpum Commander Medallion.

Reward/Bonus = 1 x 'Hauberk' Large Armor Repairer I BPC / 1 x Imperial Navy Radio M Crystal if completed within 6 hours.

King of the Hill (6 of 13)

"It looks like your skills have been noticed by higher echelons of my section. There is somebody expecting you, he goes by the name of Ammargal Detrone. You can find him in Nidupad. However he's very formal, and requires an official ID card before he'll deal with you. Take this note to the Emperor Family station in Gensela and you'll get your ID card. Good luck my friend."

This is a transport mission that take you 6 jump from Zimse in high sec. To the next agent with whom we'll continue this cosmos.

Reward/Bonus = one unit of E.F.A. ID Card (Give to Ammargal Detrone) / 200K ISK if completed within 30 minutes.

Zach Himun gave me +1.5277% Faction standing increase.

Ammargal Detrone (Level 4 - Security - Emperor Family) :

System : Nidupad / Imperial Palace Complex (Beacon)

Please note: This agent offers the mission 'King of the Hill' 7 to 13 that you started with Zach Himun in Zimse

King of the Hill (7 of 13)

"Hmm is this you? You look taller than I imagined ... do you have it?"

This is a simple trade mission where you give him the card you aquired from the first agent

Reward/bonus = 100K ISK / 100K ISK if completed within 1 hour.

King of the Hill (8 of 13)

"I need you to go and collect a decoding device from the Emperor Family Bureau in Gensala. From there we can start to modify it to suit our needs."

Simple transport mission again. 14 jumps total. From Gensala to Nidupad.

Reward/bonus = 1 x Standard Decoding Device / 1 x 'Plough' Heavy Capacitor Booster I BPC if completed within 4 hours.

King of the Hill (9 of 13)

"That decoder you have does not work properly on the algorithms that Lord Methros is using, we need to get components from his machines which are fitted on almost every ship he has command over. But I have a more pressing task first for you, in order for us to program the machine correctly we need an Enigma Cipher Book, it is a set of codes that will allow us to help better decode his transmissions. Find this and collect as many Encoding Matrix components as you can find while you search for it."

Once you have proven your worth I will need you to assemble the modified encoding machine for me."

Oh and you should be able to acquire the Enigma Cipher Book from some of the pirates that infest our asteroid belts. They apparently use a very similar coding system as we found in Methros' Data Burst ..."

Instead of going around to each Asteroid Belt in the system killing rats until you find it, you can find it on contract for 4 Million ISK. Can just buy it and voila, mission completed ! If you decide to search the belts, Warrior Seeker (Blood Raider NPC) has Encoding Matrix Component and Warrior Engraver (Blood Raider NPC) has Enigma Cypher Book.

Reward/bonus = 1 x Methros Enhanced Decoding Device BPC / 850K ISK if completed within 6 hours.

King of the Hill (10 of 13)

"Well, if you were paying attention to me last time we spoke you should have the parts we need to assemble the machine. If you didn't manage to find them all go back to Lord Methros' compound and see what you can dig up ... Don't give away you're working for us; otherwise you will undermine our entire operation.

Take that blueprint I gave you and create a working decoder. Then bring it to me. "

Simple manufacturing mission, if you don't have enough material for it, either go back and roam the Asteroid Belts or look in contracts, there are a lot of them available. The manufacturing is kind of long, I have a couple of good skills and it took me 1 hour 36 minutes. While waiting for the manufacturing, be good idea to stock up on munitions from nearest Trade Hub for the next few missions.

Reward/bonus = 1 x 'Ballista' Tachyon Beam Laser I BPC / 500K ISK if completed within 3 hours.

King of the Hill (11 of 13)

"Mission briefing

I don't believe it! That treacherous swine. We finally managed to decode the transmission. From what we can tell it's an attack plan for Lord Arachnan and he's in league with The Blood Raider Covenant. We need to confirm this before we take it to the Emperor's House and the Imperial Navy. Go to these co-ordinates and see what you find.

Kill anything you find there and report back with any information you can find from them."

This is another combat mission. You get a way point in the system to destroy some more Blood Raiders. You warp to a pocket with an acceleration gate and 4 groups of NPC's. The total count is 5 Battleships, 11 Cruisers and 9 Frigates. They don't aggro at warp-in as usual. The second pocket is even tougher so be ready to take a lot of DPS. NPC's are separated into 2 groups and the first group will aggro a few seconds after warp-in. The total fleet is composed of 3 Sentry Guns, 2 Light Missile Towers, 5 Battleships, 9 Battlecruisers, 4 Destroyers and 5 Frigates. Some frigs scramble, so take them out first. Beware of Cap Neut. Agent want's 1x Encoded Data Transmission (50.0 m3) which is dropped in a can by the last Battleship you kill.

Reward/bonus = 1 x Social Adaptation Chip - Standard (+4 Implant) / 1 x Imperial Navy Infrared L Crystal if completed within 5 hours and 52 minutes.

King of the Hill (12 of 13)

Warning: You need to be able to scan for this mission. The use of a probe launcher and be able to use at least 4 probe's is required.

"Mission briefing

We've been deceived; an undercover operative of The Blood Raider Covenant, Yamia Mida, was found working within our ranks. Once he knew his position was compromised he fled into a fleet of waiting Blood Raider troops.

That Encoded Data Chip showed attack plans against Arachnan and the Imperial Navy stationed in his area of influence, it would seem that Arachnan wasn't in league with the Blood Raiders after all.

Find the traitorous bastard and bring him to justice. We received a tip that he's located in Zimse, but that's all we know. I suggest you use a system scanner to search for him, if he's located in the middle of nowhere I assume he either has a beacon or cosmic signature nearby for navigational purposes. "

This is another combat mission against Blood Raiders. I found the site and completed it when I was looking for Amolah Kesti's Data Fragments. These sites spawn at different locations in the system after downtime or when completed so bookmark is no good. You will have to scan again and just go for it. Be ready to take a lot of DPS, these missions are harder than normal lvl 4. Agent wants 1x Yamia Mida's Remains which is also available in contracts. Site has 2 Battleships, 5 Battlecruisers, 5 Frigates.

Reward/bonus = 1 x 'Moat' Heavy Energy Neutralizer I BPC / 1 x Imperial Navy Standard L Crystal if completed within 6 hours.

King of the Hill (13 of 13)

Warning: Pretty long mission, It took me around 4 hours to complete it and I have normal combat skill (When I wrote the walkthru)

"Mission briefing

This internal quarrel is turning into a massive political mess, we've been receiving rumors of Lord Methros' involvement with the Blood Raiders, we aren't sure but if it is true then recent activities you and I have encountered

would make a lot more sense. However this is to be resolved at another time. For now I have one final task for you to complete for me.

There is a large Blood Raider fleet assembling in Nidupad, which we believe is going to launch a full scale assault against Arachnan's forces. It must be quashed before it can grow any larger. If you fail I will have to deploy the Imperial Navy, but with the current situation that would cost us greatly."

This is the last mission of the series, and the last cosmos mission too. You have to warp to a bookmark in Nidupad and take down some Blood Raider ships. Various types of EWAR done by NPC's. You have been warned.

You warp to an acceleration gate, after that gate you get :

1. Pocket has 7 Battleships, 8 Battlecruisers, 3 Cruisers and 9 Destroyers separated into 4 groups. Warp-in lands you next to 1 group that will aggro. No aggro shared by other groups. The groups have proximity trigger, so keep your distance.
2. Pocket has 2 Heavy Missile Towers, 9 Battleships, 7 Battlecruisers, 2 Cruisers, 5 Destroyers and 5 Frigates separated into 4 groups. 2 groups aggro on warp-in. No aggro shared by other groups. Be aware that the Battleships neutralize your capacitor, so be ready to warp out if you have an active tank.
3. Pocket has 6 Battleships, 10 Battlecruisers, 7 Cruisers, 3 Destroyers and 3 Frigates separated into 4 groups. One group may aggro on warp-in. No aggro shared by other groups.
4. Pocket has 16 Battleships, 6 Battlecruisers, 4 Cruisers and 4 Frigates separated into 4 groups. Warp-in lands you next to 1 group that will aggro. No aggro shared by other groups. Even if I had an overkill tank my advice is take them group by group ... slowly. Blood Cathedral drops loot.
5. Pocket is last one (finally !!!) 5 Battleships (1 is named - High Priest Jafa Elnin), 10 Battlecruisers, 5 Destroyers, 3 Frigates and 4 Sentry Guns separated into 3 groups. Warp-in lands you inbetween 2 groups that will aggro. Blood Battlestation drops loot.

Reward/bonus = 1 x Cybernetic Subprocessor - Standard (+4 Implant) / 1 x 'Barbican' 800mm Reinforced Steel Plates I BPC if completed within 6 hours.

Ammargal Detrone gave me +9.000% Faction standing increase

Remaining Agents

The following agents are located at the Garisas stargate in Jakri and do not offer normal missions. Each agent offers a trade reward: deliver faction pirate tags in return for Amarr Navy ship blueprint copies. Access to each agent has a specific Amarr Empire faction standing requirement in order to be offered the trade.

Please note: Faction standing modified by social skills is accepted by agents.

- **Mandor Neek** (Level 4 - Security - Imperial Navy) / System: Jakri
 - Required faction standing: +8.50
 - Trade: 30 Sansha Silver tags
 - Reward: 2-run Imperial Navy Slicer BPC
- **Jeeta Neek** (Level 4 - Security - Imperial Constructions) / System: Jakri
 - Required faction standing: +9.20
 - Trade: 30 Sansha Gold tags
 - Reward: 2-run Omen Navy Issue BPC ME 20 PE 8
- **Zaestra Kuramor** (Level 4 - Security - Emperor Family) / System: Jakri
 - Required faction standing: +9.90
 - Trade: 30 Sansha Diamond tags
 - Reward: 2-run Apocalypse Navy Issue BPC ME 20 PE 8

After you've wrapped these up that's the Amarr Cosmos completed.

Complex List

Shopping List

Amount	Item name	Dropped by	System	Location	Notes
1	Enigma Cypher Book	Warrior ships	entire Araz constellation	Asteroid belts	

10	Encoding Matrix Component	Warrior ships	entire Araz constellation	Asteroid belts	
2	Dynasty Ring	Warrior ships	entire Araz constellation	Asteroid belts	
7	Bug-ridden corpse	Biomass recycling storage container	Aphi	Contested Amarr Sanguine Vaults (second stage)	Need 7 IN TOTAL. Also dropped by Corpse Dealers in Koon, see below
50	Amarr Light Marines	Kador Bunker	Chanoun	Kador Military Outpost (fifth stage)	
Manel's Servant	Stranded Personnel Transport	Chanoun	Lord Manel's Mansion (entrance)		
10	Blood Grunt Tag	Blood Phantoms and	Chanoun	Lord Manel's Mansion (first	Key needed (given by Odan Poun mission (4 of 5))

		Blood Templars		and second stage)	
5	Blood Low-Tier Tag	Blood Arch Sages	Chanoun	Lord Manel's Mansion (first and second stage)	Key needed
Blood Raider Squad Leader Head	Dark Blood Arch Templars	Chanoun	Lord Manel's Mansion (first and second stage)	Key needed	
5	Blood Raider Scientist	Blood factory	Garisas	Contested Amarr Mire Keep (first, second or third stage)	
50	Elite Laser Pistols	laser-pistol stash	Garisas	Contested Amarr Mire Keep (second stage)	
1	Corpum Commander Medallion	Corpum Blood Dukes	Garisas	Contested Amarr Mire Keep (second and third stage)	

1	Anema Bluechip	Rebuild Asteroid Station	Garisas	Contested Amarr Mire Keep (third stage)	
7	Bug-ridden corpse	Corpse dealers	Koona	Contested Amarr Bastion of Blood (first stage)	Need 7 IN TOTAL. Also dropped by Biomass Recycling Storage container in Aphi, see above
1	Blood Fund	Blood Kernel	Koona	Contested Amarr Bastion of Blood (second stage)	
2	Antiseptic Biomass	Corpse Collectors	Koona	Contested Amarr Bastion of Blood (second and third stage)	
1	Generator Debris	Generator building	Koona	Contested Amarr Bastion of Blood (fourth stage)	Bastion Master Key needed - used upon entering the stag. Rare spawn!
1	Foreman's Head	Blood Raider	Koona	Contested Amarr Bastion	

		Foreman		of Blood (fourth stage)	
The Apocryphon	Altar of the Blessed	Koona	Contested Amarr Bastion of Blood (fifth stage)	Bastion Master Key needed - used upon entering the stage	
1	Runic Inscription	Trial of Skill structure	Zimse	Museum Arcana	need relic/data analyzer
1	Takmahl Centrifugal Primer	Takmahl Digital Mezzotint structure	Zimse	Museum Arcana	need relic/data analyzer
1	Holy Statue	Takmahl Striking Curiosity structure	Zimse	Museum Arcana	need relic/data analyzer
Ritual Texts	Arcana Patron	Zimse	Museum Arcana (second stage)		
1	Amolah	Drifting	Zimse	Zimse I –	

	Kesti's Data Fragment I	Cask container		Asteroid Belt II	
1	Amolah Kesti's Data Fragment II	Drifting Cask container	Zimse	Zimse V	
1	Amolah Kesti's Data Fragment III	Drifting Cask container	Zimse	Zimse VI – Moon 6	
1	Yamia Mida's Remains	Yamia Mida's Residence	Zimse	signature that needs to be scanned down	
Created by:	Grevinsky				

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