

Amarr COSMOS guide

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Araz constellation

Introduction

My aim with this guide is to provide a thoroughly description of all available agent mission and deadspace complexes in the Araz constellation. I have tried with this guide to gather as much info of the story going on in Araz between the unscrupulous Lord Methros and the „no-so-unscrupulous“ Lord Arachnan, the attempted assassination of Lord Manel and all the other interest groups in the constellation. As such, I try to include interesting message pop-ups and mission debriefings where appropriate. Hopefully this can be of interest for some.

I do not believe there is a „correct order“ to access the agents in. Instead you should look at those that your standings give you access to and read through their mission descriptions. You will quickly find out if the agent requires previous missions to be completed before you can access them, or if their missions are too difficult for you to handle. It is important to note, that most COSMOS missions can be done only once per character, so failing a storyline mission will close off all following missions for that agent as well as mission from agents that requires certain items that you no longer can possibly achieve.

I try to give as good as possible descriptions of the encounter/combat missions by listing the hostile guard ships you will meet at the mission site. The listed ship class and eventual bounty should make it possible to approximate how difficult the encounter will be. I have not listed any info regarding pick up and drop off stations for courier missions, as there is nothing difficult in setting a destination and press autopilot. The “Trade/hunt” mission type tag means that to complete this mission you need to go fight some NPCs to get a specific item from their wreck or from a container they will drop upon destruction (often in one of the public deadspace complexes). The “Trade/search” mission tag means that either the required item is given to you by another agent or that the item can be found in a structure/container which requires little to no combat to access. Often the items required for Trade missions can be bought off the market from people who have been able to acquire spares.

Mission rewards

I care little for listing potential item rewards and standing increases that other guides do, as I believe that a better guide focus on helping you through to the reward, which by its nature will be a pleasant surprise anyhow. You do not want to know what is your present on beforehand, do you? Though in general, you will achieve standing increase with the corporation any particular agent belong to for any storyline mission you do for him/her and a major boost to corporation and faction when completing the last storyline mission in the agents mission chain (the ones marked **Important!**). The actual increases will be dependent on the mission difficulty, agent level and how fast previous mission runners have completed the mission. Many missions will also payout monetary rewards and some will hand out attribute enhancing implants. The level of the implant will be dependent on mission difficulty and agent level, but which attribute the implant enhances will be random. Other times you will be rewarded blueprint copies (always 3 runs) of special COSMOS related weaponry and modules (the ones listed as Storyline under

module variations). These require either Blood Raider components that can be found inside spawn containers (requires a Codebreaker module to open) in the second stage of the Port Maphante complex in Garisas, or Takmahl component found inside spawn containers (requires Analyzer module to open) in the second stage of the Museum Arcana complex in the Zimse system or in the centre stage of the Labyrinth complex in the Aphi system. The Takmahl Technology skillbook can be found at the Zimse and Aphi locations too (random spawn), but the Amarr Encryption Methods skillbook and the decryptors needed to construct Blood Raider type of storyline modules can only be found randomly at Radar type of exploration sites throughout the EVE starcluster.

[Index by System/Complex](#)

[Index by Agent Names](#)

Systems

System Name	Security Level	Complexes	DED Rating	Agents
Aphi	0.5	Civic Court Plaza	None listed	Chari Shakai
		Stem Robikar		
		Contested Amarr Sanguine Vaults	4	-
		Labyrinth ¹⁾	None listed	-
Chanoun	0.5	Governor's Audience Chamber	None listed	Nossa Farad
		Odan Poun		
		Khodesa (Kador Military Outpost)	5	-
		Lord Manel's Mansion ²⁾	None listed	Manel Kador
Garisas	0.5	Contested Amarr Crimson Keep (Contested Amarr Mire Keep)	3	-
		Port Maphante	None listed	Bartezo Maphante
Jakri	0.5	Caor Korduin	None listed	Kofur Karveran
		Gate to Garisas	None listed	Jeeta Neek
				Mandor Neek
				Zaestra Kuramor
Koonaa	0.5	Contested Amarr Bastion of Blood	4	Thumal Ebotiz
				Sheroz Amokin
Munory	0.5	Ader's Roadhouse	None listed	Ader Finn
		The Bonfire	None listed	Hetras Dakumon
				Ormon Parsik
Nidupad	0.5	Carchatur Outpost	None listed	Amir Arshah
		Imperial Palace Complex	None listed	Torval Kerth
				Ammargal Detrone
Zimse	0.5	Imperial Administration Complex	None listed	Zach Himun
		Museum Arcana ³⁾	None listed	Zar Forari
				Thakor Udokas
				The Curator

1): You need 1 Key to the Labyrinth obtained from the third storyline mission by [The Curator](#) to be able to enter the [Labyrinth](#).

2): You need 1 Ader's Keycard obtained from the fourth storyline mission by [Odan Poun](#) to be able to enter [Lord Manel's Mansion](#) complex.

3): You need to have the Archaeology skill trained to at least level 1 before you can enter the [Museum Arcana](#).

Agents

Agent name	Location	System	Faction	Corporation	Level/Qual ¹⁾	Diff. Rating ²⁾	Repeat. Mission? ³⁾
Ader Finn	Ader's Roadhouse	Munory	Amarr	Imperial Trading Registry	1/0	Listed: 1 Level 0	No
Amir Arshah	Carchatur Outpost	Nidupad	Amarr	Imperial Armaments	3/0	Listed: none Level 3	No
Ammargal Detrone	Imperial Palace Complex	Nidupad	Amarr	Emperor Family	4/20	Listed: 8 Level 4	No
Bartezo Maphante	Port Maphante	Garisas	Amarr	Ducia Foundry	3/-20	Listed: 6.5 Level 3	No
Chari Shakai	Civic Court Plaza	Aphi	Amarr	Nurtura	2/0	Listed: none Level 0	No
Hetras Dakumon	The Bonfire	Munory	Amarr	Imperial Armaments	2/0	Listed: none Level 3	No
Jeeta Neek	Gate to Garisas	Jakri	Amarr	Imperial Navy	4/20 ⁶⁾	N/A	No
Kofur Karveran	Caor Korduin	Jakri	Amarr	Kador Family	4/0	Listed: none Level 3	No
Manel Kador	Lord Manel's Mansion⁴⁾	Chanoun	Amarr	Kador Family	1/-20	Listed: 5.5 Level 2	No
Mandor Neek	Gate to Garisas	Jakri	Amarr	Imperial Navy	4/20 ⁶⁾	N/A	No
Nossa Farad	Governor's Audience Chamber	Chanoun	Amarr	Kador Family	3/0	Listed: 5.5 Level 3	No
Odan Poun	Governor's Audience Chamber	Chanoun	Amarr	Imperial Navy	3/0	Listed: 6 Level 3	No
Ormon Parsik	The Bonfire	Munory	Amarr	Theology Council	3/0	Listed: none Level 4	No
Sheroz Amokin	Contested Amarr Bastion of Blood	Koona	Amarr	Imperial Construction	4/-20	Listed: none Level 4	No
Stem Robikar	Civic Court Plaza	Aphi	Amarr	Inherent Implants	2/0	Listed: none Level 2	No
Thakor	Museum	Zimse	Amarr	Royal Amarr	2/0	Listed:	No

Udokas	Arcana ⁵⁾			Institute		none Level 0	
The Curator	Museum Arcana ⁵⁾	Zimse	Amarr	Theology Council	3/0	Listed: none Level 4	No
Thumal Ebotiz	Contested Amarr Bastion of Blood	Koona	Amarr	Amarr Certified News	3/0	Listed: none Level 3	No
Torval Kerth	Carchatur Outpost	Nidupad	Amarr	Carthum Conglomerate	3/0	Listed: none Level 3	No
Zach Himun	Imperial Administration Complex	Zimse	Amarr	Emperor Family	4/20	Listed: none Level 4	No
Zaestra Kuramor	Gate to Garisas	Jakri	Amarr	Imperial Navy	4/20 ⁶⁾	N/A	No
Zar Forari	Imperial Administration Complex	Zimse	Amarr	Imperial Shipment	4/15	Listed: 7.5 Level 4	No

1): Like for regular mission agents, you need to have a minimum standing with either the faction the COSMOS agent belong to or his corporation before he will give you missions. The needed effective corporation or faction standing to be able to access a particular agent can be computed by the following equation: $(\text{agent level} - 1) * 2 + \text{agent quality} / 20$. Take notice: many COSMOS agents will only allow you to start their storyline if you have acquired a specific item from another COSMOS agent that might belong to a different corporation than the first.

2): The agent difficulty rating is a number some agents have in the info description on the ships they are flying. Not all agents have one listed, and my personal experience is that their interpretation is not entirely clear. To improve this, I have made my own evaluation based the difficulty compared to missions given by normal agents. As such, I have given all agents my personal difficulty evaluation, based primarily on the difficulty of the combat mission parts of the agents storyline, going from level 0 (simple courier and trade missions) to level 4 (at least one mission with a combat difficulty equal to an average level 4 missions).

3): Unlike in the other COSMOS constellations, none of the agents in Araz have repeatable missions.

4): You need an Ader's Keycard obtained from the fourth storyline mission by [Odan Poun](#) to be able to enter [Lord Manel's Mansion](#) complex.

5): You need to have the Archaeology skill trained to at least level 1 before you can enter the [Museum Arcana](#), level 2 is required to open the spawn containers.

6): These are special agents that allow you to trade Sansha Criminal Tags into 2 run faction ship blueprint copies. The required faction standing (modified by skills) to gain access to these agents are the following:

- [Mandor Neek](#) – 8.60 Amarr Empire standing
- [Jeeta Neek](#) – 9.20 Amarr Empire standing
- [Zaestra Kuramor](#) – 9.90 Amarr Empire standing

Missions

Agent name: Ader Finn

Location: [Ader's Roadhouse](#) (Planet V – Moon 3)

System: Munory

Agent Corporation: Amarr Trade Registry

Agent level: 1

Agent quality: 0

Listed difficulty rating: 1

Mine difficulty rating: Level 0

Mission name: Contacting Ader (1 of 2)

Mission type: Trade

Mission briefing:

What are you doing here? Go away now, or you might compromise my mission! I can't be seen talking to someone like you...

Objective: Provide 1 Odan Poun's Message (1.0 m3) to agent.

Notes/hints: The message is obtained from the first storyline mission from [Odan Poun](#) in the Chanoun system.

Mission name: Contacting Ader (2 of 2)

Mission type: Courier (**Important!**)

Mission briefing:

While I evaluate Odan's message I'd like you to transport my report to Gonan I - Moon 1 - Kador Family Bureau. It has details on my latest findings about the Blood Raider operation in the Araz constellation. This report is way too sensitive to send over a normal transmission. It must not fall into Blood Raider hands or my life may be forfeit! Go now, and return to me swiftly.

Objective: Transport 1 Reports (0.1 m3) to given destination.

Notes/hints: By completing the mission you receive 1 Ader's Message (1.0 m3) which is to be used in the second storyline mission for [Odan Poun](#) in the Chanoun system.

Agent name: Amir Arshah
Location: [Carchatur Outpost](#)
System: Nidupad
Agent Corporation: Imperial Armaments
Agent level: 3
Agent quality: 0
Listed difficulty rating: none
Mine difficulty rating: Level 3

Mission name: Arming Araz (1 of 5)

Mission type: Courier

Mission briefing:

Hello there. My name is Amir Arshah. I work for Imperial Armaments' Distribution Department, and I'm tasked with making sure that all our clients in this constellation remain well-stocked with the wares we provide.

We've recently had a case come up with one of our clients. It seems an odious merchants' guild known as the Girakas have been trying to muscle in on our turf. They've undercut certain of our deals here, some of them with very lucrative clients, and we have word they're not going to stop there.

The client I'm speaking of here, specifically, is a wealthy duke who makes his residence on Chanoun VII and owns a great deal of the Noble Appliances Factory at Chanoun VIII, Moon 8. Having overheard the reports of Blood Raiders running amok in our fair constellation, he has ordered a significant increase in his troops' armaments. We have a shipment of our latest cutting-edge weaponry for his foot soldiers to play with; all we need is someone to get it over to him as soon as possible, before the Girakas manage to undercut us yet again and fill his order.

Do this for me and I will see if I can find further employment for you.

Objective: Transport 100 High-Tech Small Arms (500.0 m3) to given destination.

Notes/hints: None.

Mission name: Arming Araz (2 of 5)

Mission type: Trade/hunt

Mission briefing:

Hello again, "name". You performed well on the last task I assigned to you, so my superiors have given me clearance to assign you another one. This one is rather more dangerous, though. I would advise you to either go in a fully combat-fitted cruiser or a covert ops frigate, if you've got one.

As you may know, the Blood Raiders have a deadspace complex in Aphi. Known as the Sanguine Vaults, this place of doom has seen the end of many an adventurous pilot cocky enough to brave its dangers. It is also the site of some of the Bloods' more gruesome experiments. One of the things they've recently taken

to doing is implanting their victims' dried-out husks with all sorts of mechanized bugs and devices, not entirely dissimilar in make-up to certain strains of rogue drone.

This has caused its share of unease in the constellation, let me tell you: if this kind of technology is in the hands of the Bloods, there's no telling what they intend to do with it. More disturbingly still, there's no telling what else they could have up their sleeves.

In any case, one of our clients, whose name I'll keep to myself and our confidential files, has a particular interest in learning more about how these nasty little things work. Head out to the Sanguine Vaults in Aphi, find me some of these dried-out husks and bring them back here. You will be rewarded in accordance.

Objective: Provide 4 Bug-Ridden Corpse (4.0 m3) to agent from the second stage of the [Contested Amarr Sanguine Vaults](#) deadspace complex in the Aphi system or from the first stage of the [Contested Amarr Bastion of Blood](#) deadspace complex in the Koon system.

Notes/hints: Both complexes are not more difficult than your average level 3 mission. The corpses are obtained from a Biomass Recycling Storage container that spawns them in the Sanguine Vaults complex and from Corpse Dealers which drops them in the Bastion of Blood complex.

Note: the Bug-Ridden Corpses are also required for the second storyline mission for [Sheroz Amokin](#) in the Koon system.

Mission name: Arming Araz (3 of 5)

Mission type: Encounter

Mission briefing:

The Blood Raiders have come down hard on us for what happened, “name”. They don’t like people stealing their technology any more than the next bloodthirsty cabal of ruthless cultist freaks, it appears. A shipment of explosives en route to Lord Arachnan’s armed forces contingent has been intercepted and all our personnel killed. It’s beginning to look like we have to show these Blood Raiders a thing or two.

I want you to head down to Zimse, where rumor has it they have a small outpost. Eliminate all opposition you find there. Hopefully this will send them the message that Imperial Armaments are not to be trifled with. Report back to me when you’re done.

Objective: Destroy all guards.

Deadspace stage 1 guards:

2 Corpatis Shade (battlecruiser) 138750 isk

2 Corpum Dark Priest (cruiser) 79688 isk

1 Corpum Shadow Sage (cruiser) 76875 isk

2 Corpum Priest (cruiser) 62813 isk

2 Corpum Sage (cruiser) 57188 isk

1 Blood Raider Heavy Missile Battery 40000 isk

Notes/hints: None.

Mission name: Arming Araz (4 of 5)

Mission type: Courier

Mission briefing:

There has been a coordinated strike against our production facilities at various key locations throughout the constellation. Due to this unforeseen occurrence, we're going to need to relocate some of our resources. This is a tremendous logistical undertaking, one that will require much manpower to execute quickly and efficiently.

One of our most important products is an infantry-borne anti-tank laser we're currently in the final stages of developing. Much of our stock was destroyed in the series of attacks, but fortunately we have a few crates of parts in Munory that were still due for the assembly line. Since you've proven yourself to be a trustworthy and effective pilot, I'm assigning you to the task of relocating these parts to safer facilities, so we can continue to produce this weapon.

Head over to the Ducia Foundry Mining Outpost in Munory, grab those crates and bring them to the Amarr Constructions Production Plant in Chanoun. Your work – and your silence – in this matter will be much appreciated.

Objective: Transport 120 Unassembled Energy Weapons (600.0 m3) to given destination.

Notes/hints: None.

Mission name: Arming Araz (5 of 5)

Mission type: Encounter (**Important!**)

Mission briefing:

We've found out who was behind the strike on our production facilities, "name". You guessed it – the Blood Raiders have their tendrils everywhere, it seems.

Imperial Armaments is not known for anything less than a full-throated response. There is a Blood Raider outpost in Aphi. The thing is heavily fortified, but we will not let that deter us. Currently residing there is a Blood Raider Arch Deacon by the name of Toran Degartat. We have it on good authority that he's the one who orchestrated the attacks on our factories. Arch Deacon Degartat makes his temporary residence in a small munitions depot, located underneath the Cathedral at the deadspace location I'm about to send you to.

Destroy the munitions depot and kill every living thing you find there. It's time we show these bastards what it means to mess with Imperial Armaments. Return to me for a rich reward.

Objective: Destroy the Munitions Depot and all guards.

Deadspace stage 1 guards:

2 Corpatis Exorcist (battlecruiser) 153750 isk
3 Corpatis Phantom (battlecruiser) 146250 isk
2 Corpatis Fanatic (battlecruiser) 142500 isk
2 Corpum Dark Priest (cruiser) 79688 isk
2 Corpum Shadow Sage (cruiser) 76875 isk
2 Elder Corpii Reaver (frigate) 27000 isk
1 Elder Corpii Collector (frigate) 23625 isk
2 Elder Corpii Seeker (frigate) 22500 isk
2 Blood Raider Heavy Missile Battery 40000 isk

Notes/hints: None.

Agent name: Ammargal Detrone
Location: [Imperial Palace Complex](#)
System: Nidupad
Agent Corporation: Emperor Family
Agent level: 4
Agent Quality: 20
Listed difficulty rating: 8
Mine difficulty rating: Level 4

Mission name: King of the Hill (7 of 13)
Mission type: Trade/search
Mission briefing:
Hmm is this you? You look taller than I imagined ... do you have it?

Objective: Provide 1 E.F.A. ID Card (1.0 m3) to agent.

Notes/hints: The ID card can be obtained by the last storyline mission from [Zach Himun](#) in the Zimse system.

Mission name: King of the Hill (8 of 13)
Mission type: Courier
Mission briefing:
I have a mission of very high importance to the empire. That data fragment you retrieved from Lord Methros' Transport Cruiser is using a very special form of encryption that our scientists cannot break without the correct machinery.

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.

Objective: Transport 1 Standard Decoding Device (50.0 m3) from given destination to agent.

Notes/hints: By completing the mission you are rewarded 1 Standard Decoding Device (50.0 m3).

Mission name: King of the Hill (9 of 13)
Mission type: Trade/hunt
Mission briefing:
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...

Objective: Provide 1 Enigma Cypher Book (0.01 m3) to agent.

Notes/hints: The Enigma Cypher Book can be found as a random drop from the different Warrior type ships that patrol the asteroid belts in the constellation. By completing the mission you are rewarded 1 Methros Enhanced Decoding Device blueprint copy (1 run).

Mission name: King of the Hill (10 of 13)

Mission type: Trade/search

Mission briefing:

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.

Objective: Provide 1 Methros Enhanced Decoding Device (50.0 m3) to agent.

Notes/hints: You need to manufacture the Methros Enhanced Decoding Device using the blueprint copy and the Standard Decoding Device you have acquired in the previous missions. You also need 10 Encoding Matrix Component (20.0 m3) to construct the enhanced decoding device. You will find the Encoding Matrix Components as a random drop from the different Warrior type ships that patrol the asteroid belts in the constellation. The manufacturing job requires Industry level 3 to perform and takes 2 hours (without skills) to finish.

Mission name: King of the Hill (11 of 13)

Mission type: Encounter

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.

Objective: Destroy all guards and provide 1 Encoded Data Transmission (50.0 m3) to agent.

Deadspace stage 1 guards:

3 Corpus Cardinal (battleship) 993750 isk
1 Corpus Monsignor (battleship) 881250 isk
1 Corpus Harbinger (battleship) 768750 isk
1 Corpatis Exorcist (battlecruiser) 153750 isk
2 Corpatis Phantom (battlecruiser) 146250 isk
4 Corpatis Fanatic (battlecruiser) 142500 isk
1 Corpatis Seer (battlecruiser) 135000 isk
1 Corpatis Bishop (battlecruiser) 131250 isk
1 Corpum Dark Priest (cruiser) 79688 isk
1 Corpum Shadow Sage (cruiser) 76875 isk
4 Corpior Cleric (destroyer) 15750 isk
2 Corpior Templar (destroyer) 12375 isk
3 Corpior Converter (destroyer) 11813 isk

Notes/hints: The guards are divided into 4 groups.

Deadspace stage 2 guards:

1 Corpum Blood Duke (battleship) 1218750 isk
1 Corpus Pope (battleship) 1218750 isk
2 Corpus Apostle (battleship) 543750 isk
1 Corpus Oracle (battleship) 487500 isk
3 Corpatis Exorcist (battlecruiser) 153750 isk
2 Corpatis Fanatic (battlecruiser) 142500 isk
1 Corpatis Shade (battlecruiser) 138750 isk
3 Corpatis Bishop (battlecruiser) 131250 isk
2 Elder Corpii Raider (frigate) 24750 isk
2 Elder Corpii Collector (frigate) 23625 isk
1 Elder Corpii Worshiper (frigate) 19125 isk
1 Elder Corpii Follower (frigate) 18000 isk
3 Corpior Friar (destroyer) 14625 isk
1 Corpior Visionary (destroyer) 11250 isk
3 Core Blood Outlook 20000 isk
2 Core Blood Stinger 25000 isk

Notes/hints: The Elder Corpii Follower and the Elder Corpii Worshiper might web and warpscramble your ship. The guards are divided into 2 groups. One large group will attack you when entering the stage. The data transmission is dropped by the Corpum Blood Duke.

Mission name: King of the Hill (12 of 13)

Mission type: Trade/hunt

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.

Objective: Provide 1 Yamia Mida's Remains (1.0 m3) to agent.

Cosmic signature site guards:

2 Corpus Cardinal (battleship) 993750 isk
2 Corpatis Exorcist (battlecruiser) 153750 isk
3 Corpatis Phantom (battlecruiser) 146250 isk
2 Elder Corpii Engraver (frigate) 28125 isk
2 Elder Corpii Reaver (frigate) 27000 isk
1 Elder Corpii Raider (frigate) 24750 isk

Notes/hints: Yamia Mida's Remains are found at a randomly spawning Cosmic Signature site in the Zimse system. The site has to be tracked down like a normal Cosmic Signature site using exploration probes (use the Core type of probes, the site is of the 'unknown' type signature strength). The remains are found in the Yamia Mida's Residence structure that you can access after having destroyed all guards present at the site.

Debriefing: It seems he committed suicide rather than face justice. Probably when he saw you were overpowering his guards.

I thank you once again for your assistance, but I've got one more task for you. If you feel up for the challenge.

Mission name: King of the Hill (13 of 13)

Mission type: Encounter (**Important!**)

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.

Objective: Destroy all guards.

Deadspace stage 1 guards:

3 Corpus Monsignor (battleship) 881250 isk
1 Corpus Harbinger (battleship) 768750 isk
2 Corpus Apostle (battleship) 543750 isk
1 Corpus Oracle (battleship) 487500 isk
3 Corpatis Exorcist (battlecruiser) 153750 isk
2 Corpatis Phantom (battlecruiser) 146250 isk
3 Corpatis Fanatic (battlecruiser) 142500 isk
1 Corpum Revenant (cruiser) 51563 isk
2 Corpum Arch Templar (cruiser) 45938 isk
9 Corpior Cleric (destroyer) 15750 isk

Notes/hints: The guards are divided into 4 groups. A single group attack when entering the stage.

Deadspace stage 2 guards:

2 Corpus Monsignor (battleship) 881250 isk
1 Corpus Archbishop (battleship) 712500 isk
3 Corpus Apostle (battleship) 543750 isk
3 Corpus Prophet (battleship) 431250 isk
1 Corpatis Phantom (battlecruiser) 146250 isk
2 Corpatis Fanatic (battlecruiser) 142500 isk
2 Corpatis Shade (battlecruiser) 138750 isk
2 Corpatis Bishop (battlecruiser) 131250 isk
2 Corpum Shadow Sage (cruiser) 76875 isk
2 Elder Corpii Collector (frigate) 23625 isk
3 Elder Corpii Seeker (frigate) 22500 isk
1 Corpior Converter (destroyer) 11813 isk
4 Corpior Visionary (destroyer) 11250 isk
2 Blood Heavy Missile Battery 40000 isk

Notes/hints: The guards are divided into 4 groups. Two groups attack when entering the stage.

Deadspace stage 3 guards:

2 Corpus Archbishop (battleship) 712500 isk
2 Corpus Apostle (battleship) 543750 isk
2 Corpus Oracle (battleship) 487500 isk
5 Corpatis Exorcist (battlecruiser) 153750 isk
2 Corpatis Phantom (battlecruiser) 146250 isk
3 Corpatis Fanatic (battlecruiser) 142500 isk
3 Corpum Dark Priest (cruiser) 79688 isk
4 Corpum Shadow Sage (cruiser) 76875 isk

1 Elder Corpii Collector (frigate) 23625 isk
2 Elder Corpii Seeker (frigate) 22500 isk
3 Corpior Cleric (destroyer) 15750 isk

Notes/hints: The guards are divided into 4 groups.

Deadspace stage 4 guards:

3 Corpus Patriarch (battleship) 1162500 isk
2 Corpus Cardinal (battleship) 993750 isk
2 Corpus Monsignor (battleship) 881250 isk
2 Corpus Harbinger (battleship) 768750 isk
1 Corpus Oracle (battleship) 487500 isk
3 Corpus Prophet (battleship) 431250 isk
2 Corpus Archon (battleship) 375000 isk
5 Corpatis Exorcist (battlecruiser) 153750 isk
1 Corpatis Phantom (battlecruiser) 146250 isk
1 Corpatis Fanatic (battlecruiser) 142500 isk
1 Corpatis Shade (battlecruiser) 138750 isk
1 Corpatis Bishop (battlecruiser) 131250 isk
1 Elder Corpii Reaver (frigate) 27000 isk
1 Elder Corpii Diviner (frigate) 25875 isk
2 Elder Corpii Raider (frigate) 24750 isk

Notes/hints: The guards are divided into 4 groups. A single group attack when entering the stage.

Deadspace stage 5 guards:

1 High Priest Jafa Elnin (battleship) 9375000 isk
2 Corelum Blood Duke (battleship) 1218750 isk
2 Corpus Pope (battleship) 1218750 isk
5 Corpatis Exorcist (battlecruiser) 153750 isk
1 Corpatis Phantom (battlecruiser) 146250 isk
4 Corpatis Fanatic (battlecruiser) 142500 isk
1 Elder Corpii Diviner (frigate) 25875 isk
1 Elder Corpii Raider (frigate) 24750 isk
5 Corpior Friar (destroyer) 14625 isk
1 Dark Corpii Upholder (frigate) 5625 isk
4 Blood Raider Sentry 70000 isk

Notes/hints: The guards are divided into 3 groups. Two groups attack when entering the stage. High Priest Jafa Elnin drops Dark Blood faction loot perhaps even a Blood Raider ship blueprint copy.

Agent name: Bartezo Maphante
Location: [Port Maphante](#)
System: Garisas
Agent Corporation: Ducia Foundry
Agent level: 3
Agent quality: -20
Listed difficulty rating: 6.5
Mine difficulty rating: Level 3

Mission name: Guild Wards (1 of 4)

Mission type: Encounter

Mission briefing:

Well then, to your first assignment. One of the major guilds of Maphante, Giraka, has been a thorn in my side for quite some time. I made a deal with them a few years back which entailed that I had full rights on importing a certain commodity into Garisas. But because of my political feud with Lord Methros and Arachnan, who by the way think they have some kind of authority here when in fact Lord Manel occupies the Governor's seat, I've lost a great deal of power over the local guilds. So Giraka have decided to abandon their business relationship with me and have turned to Lord Methros instead. This of course is unacceptable, Garisas is mine and I won't have that sniveling fool Methros poking his nose where it doesn't belong.

I want to teach Giraka a lesson. That will also send a message to the rest of the guilds that I'm not to be trifled with. But I'm afraid that my own forces are simply not adequate to take on Giraka, and I'd rather not get Lord Manel involved in this dispute. He has enough on his mind already, what with Methros and Arachnan fighting over Araz as if it were their own.

Your first task is to assault a supply station that Giraka owns, in Garisas. They are expecting a shipment of this commodity I told you about, and I want their transport vessels destroyed. The only problem is that the convoy carrying the goods has an escort, and the supply station has a sizable security force as well. So I would suggest that you take care of the guards at the supply station before the convoy arrives. I estimate that the convoy will arrive soon, so I suggest you hurry and take care of those guards right now. Then wait for the convoy to show up and finish your business there. Report to me when your task has been accomplished.

Objective: Destroy all guards and reinforcements.

Deadspace entrance guards:

3 Mercenary Commander (cruiser) 85000 isk

5 Mercenary Elite Fighter (frigate) 10000 isk

Reinforcements wave 1:

3 Corpum Arch Priest (cruiser) 74063 isk

2 Corpior Templar (destroyer) 12375 isk

3 Corpior Converter (destroyer) 11813 isk

2 Blood Raider Transport Ship 25000 isk (drops drugs)

Notes/hints: The reinforcements arrive at a certain time interval after the mission has been accepted so be quick to the site.

Mission name: Guild Wars (2 of 4)

Mission type: Courier

Mission briefing:

After your last mission, you should have realized by now what I meant by 'the commodity' which me and Giraka have been disputing over. With the convoy destroyed, this gives me an excellent opportunity to get an edge over Giraka on the black market.

The client that was expecting the shipment of drugs by Giraka has in fact come to me to get his fix. He now wants 5 units of crash, which I have managed to acquire in Chanoun. The problem is delivering the crash here, those customs officials at the gate can be quite nasty when it comes to drug transports. I would suggest that you use a fairly cheap ship to get the job done, just in case the gate officials get trigger happy.

Make it here on time and you'll even get a bonus.

Objective: Transport 2 Large Sealed Cargo Containers (200.0 m3) to agent.

Notes/hints: None.

Mission name: Guild Wars (3 of 4)

Mission type: Encounter

Mission briefing:

Apparently Giraka's council has become furious at the destruction of the Blood Raider convoy that they were expecting. They know I was behind it, which leads me to believe we have a traitor in our midst. But two can play that game, heh heh. I have my own insiders in Giraka's compounds in Port Maphante, and they inform me that Giraka are planning a strike against my astrofarm plantation in retaliation for the drug convoy incident. I expect their strike force to be split into waves, which is their general tactic. But this gives you an excellent opportunity to prevent them from ganging up on you. Destroy the first waves fast enough and you should have no problems. But be wary of the mercenary overlord, he's no small fish to fry.

Objective: Destroy all guards and reinforcements.

Reinforcements wave 1:

2 Mercenary Lieutenant (cruiser) 90000 isk

2 Mercenary Wingman (frigate) 30000 isk

Reinforcements wave 2:

2 Mercenary Corporal (cruiser) 110000 isk

2 Mercenary Commander (cruiser) 85000 isk

Reinforcements wave 3:

1 Mercenary Corporal (cruiser) 110000 isk
1 Mercenary Lieutenant (cruiser) 90000 isk
1 Mercenary Commander (cruiser) 85000 isk
3 Mercenary Elite Fighters (frigate) 10000 isk

Reinforcements wave 4:

1 Mercenary Overlord (battleship) 250000 isk
3 Mercenary Elite fighters (frigate) 10000 isk

Notes/hints: The waves will start arriving after the mission has been accepted. The Mercenary Wingmen might web and warpscramble you.

Mission name: Guild Wars (4 of 4)

Mission type: Trade/search (**Important!**)

Mission briefing:

With the increasing hostilities between Garika and myself I've had to increase the number of personnel in my security forces considerably. It's costing me a fortune by the way. The problem is we are running kind of low on arms for the ground forces, because it so happens that the merchant guilds control most of the small arms trade here in Garisas and Garika has made it very hard for me to find a willing supplier.

But that got me thinking, why settle for standard small arms when I can have something much more effective? Something that will give my ground troops an edge if my enemies here decide to strike at my quarters within Maphante. It so happens that I know exactly where to find such high-tech weaponry. An agent of the Blood Raiders, which I have had extensive dealings with, informed me of a stash of elite laser-pistols which is hidden somewhere in the Mire Keep complex in Garisas, probably within the Grey Barracks. It's being guarded by powerful Blood Raider ships, and will be quite difficult to approach. Bring a few units of those pistols to me and I will reward you generously.

Objective: Provide 50 Elite Laser Pistols (100.0 m3) to agent from the [Contested Amarr Mire Keep](#) deadspace complex in Garisas.

Notes/hints: The pistols are located in the laser-pistol stash in the second stage of the complex. By completing the mission you receive 1 Bartezo's Message (0.1 m3) which is used in a mission for [Manel Kador](#) in the Chanoun system.

Debriefing: Since you've been so helpful to me I'll let you have something that will earn you plenty of favor points with the Governor of Araz. Well, as long he's still alive anyway. One of my agents working inside the Governor's Audience Chamber in Chanoun overheard a conversation between Nossa Farad and some other individual. He took the liberty of recording this conversation. It should offer evidence enough that Nossa Farad is planning an assassination attempt against Lord Manel.

I haven't been able to locate Manel, but if you can then give him this message. It will explain everything."

Agent name: Chari Shakai
Location: [Civic Court Plaza](#)
System: Aphi
Agent Corporation: Nurtura
Agent level: 2
Agent quality: 0
Listed difficulty rating: none
Mine difficulty rating: Level 0

Mission name: No Sincerer Love (1 of 5)

Mission type: Courier

Mission briefing:

Good day, traveler. My name is Chari Shakai, and I'm one of the Nurtura corporation's chief distribution agents here in Aphi. We have one of the largest agricultural operations in the whole of New Eden, and the size of our sprawling commercial empire means that sometimes things tend to get lost in the cracks. That's where freelancers such as you come in.

If you've spent any amount of time in Araz at all, you have no doubt heard of Lord Methros. He is one of the local figures of power in this constellation, and his needs are often extravagant. The Lord is throwing a grand feast for his son this evening, and they are in desperate need of some Chanounian wine for the proceedings. If you can get this shipment over to Munory as soon as possible, I am likely to have more work for you.

Objective: Transport 800 Chanounian Whine (400.0 m3) to given destination.

Notes/hints: None.

Mission name: No Sincerer Love (2 of 5)

Mission type: Courier

Mission briefing:

Good to see you again, "name". I was just looking for someone speedy and efficient to handle a certain matter for me that has just come up.

One of our plantations on Koono II has just suffered a small uprising. It appears the grimy shags were unable to keep their baser instincts in check, so they decided they'd try to stage a little coup. The plantation is owned by Lord Methros and sublet to us through an agency run by the area's magistrate, so it is extremely important that this little communal temper tantrum be quelled quickly and efficiently.

I need you to take a shipment of weapons to the ACN Studio at Koono IV. Get this done within 10 minutes and you will be handsomely rewarded - and the wrath of some important people averted.

Objective: Transport 80 High-Tech Small Arms (400.0 m3) to given destination.

Notes/hints: None.

Mission name: No Sincerer Love (3 of 5)

Mission type: Courier

Mission briefing:

I have another mission of some importance for you, "name". It appears that a Blood Raider chapter has been staging strikes against the Amarr Constructions Production Plants in Zimse. Their requests for imperial aid have fallen on deaf ears time and time again, and since they've taken no measures to align themselves with any of this constellation's local lords they're sitting dead in the water, so to speak.

In their unwillingness to play the politics game they've opted to make a deal with us for hasty delivery of various foodstuffs, and rumor has it they're hiring independent contractors, some of them pod pilots, to protect their areas. Looks like they're preparing for a siege. Poor, silly bastards.

Anyway, one chooses one's own fate. They want a siege, they can have one as far as we're concerned. I have here a shipment of frozen plant seeds that was scheduled for delivery yesterday but was missed by the pilot assigned to it. Their cutoff point for the deal is in three hours. Get this shipment over there as soon as possible, so the poor fools stand at least some chance of surviving their self-imposed winter.

Objective: Transport 1000 Frozen Plant Seeds (500.0 m3) to given destination.

Notes/hints: None.

Mission name No Sincerer Love (4 of 5)

Mission type: Courier

Mission briefing:

The situation with our plantation on Koono II has just gotten worse, "name". Apparently the small arms we sent weren't enough; the slaves somehow managed to intercept the shipment as it was planet bound and kill a large contingent of our hired guards. Things down there are growing dire. The filthy animals apparently have delusions of grandeur; they've been sending coded messages intended to "illuminate" us as to the "error of our ways" and "make us see the true Spirit." We may need to take drastic measures soon.

What we have down there now is something akin to a trench warfare situation. The two camps have holed themselves up on opposite sides of the plantation and are engaging in sporadic skirmishes, but with no real losses on either side. Our people are running out of food, however, so we need to have some edibles air-dropped down to them post haste.

But therein lays the rub. Due to a recent reallocation of resources, we have nothing in that system that can be brought down to their location quickly enough to remain edible after extreme environmental changes such as the ones brought about by the hyper-suborbital crossover. We therefore need you to head over to Munory as fast as humanly possible and grab some of the dorga roes found there; they're the only thing

we can think of at the moment able to withstand the journey. Bring them back to Koonas as soon as possible.

Please hurry. A number of brave and upstanding soldiers are depending on you for their lives.

Objective: Transport 500 Dorga Roes (500.0 m3) to given destination.

Notes/hints: None.

Mission name: No Sincerer Love (5 of5)

Mission type: Courier (**Important!**)

Mission briefing:

I've just received word from Central. It's bad. It's really bad.

Apparently, the latest news from Koonas II indicates that things aren't going so well down there. There's a sand storm raging down there at the moment, but through it we've been getting intermittent transmissions displaying horrible things: guards being disemboweled, their throats being slit, their eyes scooped out. I've had my reservations about blanket judgments in the past, "name", but I no longer care what anyone tells me. Matari just aren't human. They're driveling, putrid beasts, and they need to be kept on the tightest of leashes, lest their obscene nature ooze through the holes in their thinly woven semblance of fake humanity.

Our CEO has pulled some strings at the Trade Registry, and through them he has managed to procure what we need. Fight monsters with monsters, I say. A detachment of Kameiras awaits you at the Noble Appliances Factory at Chanoun VIII - Moon 10, freshly landed in this constellation. Let the drooling beasts choke to death on their blood as they look at the faces of their own. Only fitting, one should think.

Chanoun, then Koonas. Go to it, and may the Lord be with you.

Objective: Transport 400 Kameiras (400.0 m3) to given destination.

Notes/hints: None.

Agent name: Hetras Dakumon
Location: [The Bonfire](#)
System: Munory
Agent Corporation: Imperial Armaments
Agent level: 2
Agent quality: 0
Listed difficulty rating: none
Mine difficulty rating: Level 3

Mission name: Clean Hands – Blood Trail (1 of 5)

Mission type: Trade/search

Mission briefing:

I assume the smell of battle drew you here to Araz. This constellation may be a backwater of the Empire, yet interesting things are taking place here. I will not try and deceive you, so let me come clean right from the start. I'm here as a supporter of Lord Methros. Not as an official of Imperial Armaments, but more of a personal friend; though Lord Methros has been a cherished customer of Imperial Armaments for years.

I do not know how much you know about the situation here in Araz, or think you know. Things are a bit complicated here at the moment and the rumor mill is spinning like crazy. I'd advise you to take any information you get with a grain of salt. The hottest topic is the presence of the Blood Raiders in the constellation, or more precisely: why are they here and what are they up to? Ill tongues have spewed forth the rumor that Lord Methros invited them here, but heed not the black lies of these serpent mouths. Lord Methros is just as anxious to rid Araz of the Blood Raider plague as everyone else. He even asked me personally to aid him in the matter.

Which finally allows me to answer your question if I have a job for you? Indeed I do. The Blood Raiders have taken over the ancient imperial fortresses that litter the night sky here in Araz. One of these fortresses lies here close by, in the system of Koona. Travel there and enter the forsaken ruins. A group of Blood Raider cultists resides somewhere in there, hoarding blood from innocent travelers. We must put a stop to this vile act of theirs. Locate the cultists in the fortress and retrieve the blood fund they've accumulated. Return with it to me and we're one step closer to purging Araz of the Raiders' foul presence. Be warned though, the fortress cannot be entered in anything larger than a cruiser class ship.

Objective: Provide 1 Blood Fund (0.1 m3) to agent from the [Contested Amarr Bastion of Blood](#) deadspace complex in the Koona system.

Notes/hints: The fund is located in the Blood Kernel structure in the second stage of the complex.

Mission name: Clean Hands – Rampart Cyst (2 of 5)

Mission type: Encounter

Mission briefing:

I'm still trying to find out what the Blood Raiders are up to here in Araz. All I can say with certainty is that they're putting in a lot of effort to cause havoc here, presumably to further their own gains. Their

agenda may be as simple, if megalomaniac, as taking over the constellation. Perhaps they're searching for something, or maybe it's something else entirely.

Whatever it is they're after the Blood Raiders are out in force. I just recently discovered that they've sent some of their top scholars here, hiding them in a long-forgotten mining station in the middle of nowhere. These scientists are up to no good and god knows what they're brewing in that Alchemist tower of theirs. We must put a stop to this operation before their undoubtedly evil plan unfolds. You took good care of those cultists, so there's no doubt in my mind that a few alchemists shouldn't pose too much of a problem for you. Blow up their tower and bring me back whatever concoctions they were making there.

Objective: Destroy the tower and provide 4 Plague Spores (2.0 m3) to agent.

Entrance point guards:

4 Alchemist Apprentice (cruiser) 68438 isk

2 Alchemist Journeyman (destroyer) 14625/15750 isk

5 Alchemist Novice (destroyer) 12375 isk

Notes/hints: The guards are divided into 2 groups.

Debriefing: Excellent job, “name”. You obviously are in God’s favor. Those spores look evil, good thing we got them before the Blood Raiders could unleash them on some unsuspecting planet. I can’t wait to dispose of them. I have a small mission for you, if you’re interested.

Mission name: Clean Hands – Iron Lady (3 of 5)

Mission type: Courier

Mission briefing:

We have to divert our attention away from the Blood Raiders for a moment, “name”. I've been perhaps overly eager to help out my friend Lord Methros and been neglecting my duties here in Araz. The constellation is seeing a lot of black market activity, mainly in the guise of the so-called Giraka merchant guild. The Giraka's have been attempting to undermine my business deals here and my superiors are getting restless.

One of my most important clients is Lady Eroza Arachnan, sister of the despicable Lord Arachnan. Lady Eroza is an important political figure in the constellation and we must ensure she remains a loyal client of Imperial Armaments. She's requested a rather curious item from our catalogue to be brought to her, called the Truthteller. While I won't go into any details on how it works, trade secrets and all that, I will reveal it's a torture device of the most ingenious sort, guaranteed to make anyone spill his beans, and probably his guts too, when hooked up. Beats me what the good lady intends to do with it, but let’s just all assume it's for a good cause. I need someone fast and reliable to deliver the device to the ACN station over in Aphi, where a representative of Lady Eroza is waiting for it, as the obnoxious Girakas are trying to butt in on the deal.

Objective: Transport 1 Truthteller (2.0 m3) to given destination.

Notes/hints: None.

Mission name: Clean Hands – Rust in Peace (4 of 5)

Mission type: Trade/hunt

Mission briefing:

Now we can get back to business in taking care of the troublesome Blood Raiders. You've already visited one of their outposts here in Araz, the old imperial fortress over in Koon, the Bastion of Blood. The Blood Raiders are refurbishing the old keep and intend to make it into an impregnable stronghold. Needless to say, that won't do. We must foil their efforts now before the fortress defenses come online. Mind you, the Blood Raiders are as difficult to eradicate as cockroaches, so I don't intend for you to wipe them out for good. But if we strike them enough times they might give up eventually.

There's a foreman overseeing the reconstruction of the old keep. If we take him out we'll throw the reconstruction into chaos and delay it until a new foreman has been appointed and even longer. Bring me back the foreman's head as proof that you've done the deed.

Objective: Provide 1 Foreman's Head (0.1 m3) to agent the [Contested Amarr Bastion of Blood](#) deadspace complex in Koon.

Notes/hints: The Foreman Head is dropped by Blood Raider Foreman in from the fourth stage of the complex.

Mission name: Clean Hands – Corpse Cauldron (5 of 5)

Mission type: Encounter (**Important!**)

Mission briefing:

I've been in close contact with Lord Methros, keeping him up to date on what I've been doing to aid his cause. He's happy with your efforts and asked that you would take care of an important mission of his. This is a personal request from Lord Methros himself, I don't have to tell you what an honor that is.

As you know better than most by now, the Blood Raiders are out in force here in Araz. With so many of them here, it's only to be expected to find some of their more gruesome forms of entertainment here. They like blood sports and they've set up an arena to indulge themselves at. It's called the cauldron and many good Amarrian souls have lost their life there. One such soul is a cousin of Lord Methros, which was kidnapped a few weeks ago. Nothing was heard from him, or his kidnappers, for a long time, but now Lord Methros has finally learnt the fate of his favorite cousin. He died as an entertainment for a crowd of raucous Raiders. While Lord Methros mourns for his fallen family member, he must stand strong and mind the honor of his family. As other members of House Methros, the young cousin bore the coat of arms of his noble family. Lord Methros wants that back, as the thought of some hideous Blood Raider wearing his sacred coat of arms is unbearable.

What is required of you is to make your way over to the Cauldron and locate the Blood Raider chapel

there. The coat of arms is inside the chapel. Bring it back and you will have the eternal love of House Methros.

Objective: Destroy the Blood Raider Chapel and provide 1 House Methros Coat of Arms (0.1 m3) to agent.

Entrance point guards:

2 Blood Raider Cultist (battlecruiser) 146250/153750 isk

3 Blood Raider Hunter (battlecruiser) 131250/135000 isk

Notes/hints: The guards are divided into two groups. By completing the mission you receive 1 Blood Reel (0.5 m3) as bonus reward which is used on the first mission by [Thumal Ebotiz](#) in the Koon system.

Debriefing: You have done House Methros a great service, “name”. Lord Methros wants you more involved in his plans for Araz. There’s a CAN reporter over in Koon that is a close confidant of Lord Methros. I gave you a holo reel depicting some of the worst atrocities committed by the Blood Raiders in Araz, as a reporter he will be thrilled with getting his hands on something so juicy. Go talk to him, he will let you in on what ingenious schemes Lord Methros is hatching. I believe he’s holed up in what we called the Ravelin in the contested Bastion of Blood in Koon.

Agent name: Jeeta Neek

Location: Gate to Garisas

System: Jakri

Agent Corporation: Imperial Navy

Agent level: 4 (required Amarr Empire standing to gain access to the agent is 9.20)

Agent Quality: 20

Listed difficulty rating: none

Mine difficulty rating: N/A

Mission name: Improving Relations

Mission type: Trade/search (**Important!**)

Mission briefing:

So you've come at last, "name". I have been expecting you. I assume you're here to acquire you new ship blueprint. If so you're in luck, I still have a few Omen Navy Issue Blueprint copies in stock.

Objective: Provide 30 Sansha Gold Tag (3.0 m3) to agent.

Notes/hints: By completing this mission you are rewarded 1 Omen Navy Issue Blueprint copy (2 run.) The Sansha Gold Tags are randomly dropped by Sansha type pirates all over the EVE starcluster.

Agent name: Kofur Karveran
Location: [Caor Korduin](#)
System: Jakri
Agent Corporation: Kador Family
Agent level: 4
Agent quality: 0
Listed difficulty rating: none
Mine difficulty rating: Level 3

Mission name: Secrets Of the Mire Keep (1 of 4)

Mission type: Trade/search

Mission briefing:

There is a rumor afloat that the ruins of the Mire Keep in Garisas is currently being used as a Blood Raider stronghold. We've known this for many years, but this is the first time rumors such as this has spread so far within the civilian populace. It's causing quite a stir, and the people demand action. With the limited funding we have, a direct assault will hit our wallet quite hard. Not to mention the Blood Raider forces will simply come back in a few months and reclaim the area, or build another base of operations elsewhere in Araz. We also do not want to start a fully fledged war with those pirates, not when our military is busy with the Republic and Federation scum.

But even so we need to prove that we're doing something about them. And for that we have you, “name”. Your first task is to infiltrate the Keep and retrieve some of their bio-engineers within the infamous Blood Factories. I want to know more of what is actually transpiring in there. With knowledge comes power.

We're under a huge amount of pressure, even from the Emperor Family, to rid all of our territories of the Blood Raider religion and the gruesome ritualistic murders committed by its followers. So don't screw this up, we might not get another chance at this if they know what we're after.

Objective: Provide 5 Blood Raider Scientist (15.0 m3) to agent from the [Contested Amarr Mire Keep](#) deadspace complex in the Garisas system.

Notes/hints: The scientists are located in Blood Factories in the first, second or third stage of the complex.

Mission name: Secrets Of the Mire Keep (2 of 4)

Mission type: Encounter

Mission briefing:

It seems that you brought more than just those scientists back with you, “name”. A squadron of Blood Raider ships apparently followed you through the stargate and has been wrecking havoc in the outlying settlements in Jakri searching for you. While chasing down a few of these rascals our security forces stumbled upon a gold mine, an old smuggler stargate used by the Blood Raiders to enter Jakri unnoticed!

We haven't attempted to attack the stargate yet, and I believe they are unaware that we have discovered it. But that will change soon. So before I send you off to face the vagabonds you brought with you to Jakri, I want you to plug this 'hole' in our security network. As long as their stargate is operational, they will keep sending more ships to look for you and the missing scientists. And we can't have that, now can we ...

Your objectives are probably a little more complicated than you're used to. I want you to fly to their stargate, destroy the guards there, and then wait for more to come through. Take out the next wave of Blood Raiders that appear through the stargate, which should be from 4 to 6 minutes according to our experts, rinse and repeat until they stop sending more forces. This will cause a maximum amount of casualties on their side. I will send in our technicians to disable the stargate once you've accomplished your task.

Objective: Destroy all guards and reinforcements.

Deadspace entrance guards:

2 Corelum Sentry (battlecruiser) 135000 isk
2 Corelum Guard (destroyer) 11813 isk
2 Corelum Guard (destroyer) 12375 isk

Reinforcements wave 1:

1 Corpatis Fanatic (battlecruiser) 142500 isk
3 Corpior Visionary (destroyer) 11250 isk
2 Blood Raider Personnel Transport 25000 isk

Reinforcements wave 2:

4 Corpum Arch Engraver (cruiser) 43125 isk
1 Corpum Arch Reaver (cruiser) 37500 isk

Reinforcements wave 3:

2 Corpum Priest (cruiser) 62813 isk
1 Corpum Sage (cruiser) 57188 isk
1 Corpii Seeker (frigate) 6000 isk
5 Corpii Collector (frigate) 6375 isk

Reinforcements wave 4:

2 Corpatis Fanatic (battlecruiser) 142500 isk
2 Corpior Devoter (destroyer) 13500 isk

Reinforcements wave 5:

2 Corpatis Bishop (battlecruiser) 131250 isk
1 Corpatis Seer (battlecruiser) 135000 isk
1 Corpior Converter (destroyer) 11813 isk
2 Corpior Visionary (destroyer) 11250 isk

Reinforcements wave 6:

2 Corpatis Phantom (battlecruiser) 146250 isk
2 Corpior Templar (destroyer) 12375 isk

Notes/hints: The waves will start arriving after the mission has been accepted so be quick to the site.

Mission name: Secrets Of the Mire Keep (3 of 4)

Mission type: Encounter

Mission briefing:

Now it's time to take care of those troublemakers in Jakri that followed you here from Garisas. They're causing immense destruction and terror while they scour the settlements in search of any trace of your whereabouts. I'm starting to think they've abandoned hope of finding you and have resorted to simply fulfilling their satanic desire to torture and maim those who do not belong to their religious sect.

We've had reports of 4 settlements being attacked recently. They are located in a single pocket of deadspace, connected by acceleration gates. I want you to fly over there and drive them off. If possible destroy all of their ships. And whatever you do, don't visit any of the structures inside the settlements, we'll have trained personnel take care of that later. I do not believe you're prepared to witness the gruesome scene they usually leave behind in their wake.

Objective: Destroy all guards.

Deadspace entrance guards:

2 Corpatis Bishop (battlecruiser) 131250 isk
2 Corpior Visionary (destroyer) 11813 isk
2 Corpior Convertor (destroyer) 11250 isk

Notes/hints: All agro when you enter the stage.

Deadspace stage 1 guards:

1 Corpatis Phantom (battlecruiser) 146250 isk
1 Corpatis Shade (battlecruiser) 138750 isk
1 Corpatis Seer (battlecruiser) 135000 isk
2 Corpum Arch Priest (cruiser) 74063 isk
3 Corpum Sage (cruiser) 57188 isk
3 Corpior Devoter (destroyer) 13500 isk
2 Corpior Templar (destroyer) 12375 isk
3 Corpii Seeker (frigate) 6000 isk
1 Corpii Upholder (frigate) 4875 isk
3 Corpii Herald (frigate) 4500 isk

Notes/hints: A large group attacks you when entering the stage.

Deadspace stage 2 guards:

1 Corpatis Phantom (battlecruiser) 146250 isk
1 Corpatis Fanatic (battlecruiser) 142500 isk
4 Corpatis Seer (battlecruiser) 135000 isk
1 Corpum Dark Priest (cruiser) 79688 isk
2 Corpum Shadow Sage (cruiser) 76875 isk
1 Corpum Arch Priest (cruiser) 74063 isk
1 Corpum Arch Sage (cruiser) 68428 isk
1 Corpum Priest (cruiser) 62813 isk
3 Corpum Sage (cruiser) 57188 isk
3 Corpum Arch Engraver (cruiser) 43125 isk
3 Corpum Arch Reaver (cruiser) 37500 isk
2 Corpior Templar (destroyer) 12375 isk
3 Corpior Converter (destroyer) 11813 isk
2 Corpior Visionary (destroyer) 11250 isk

Notes/hints: The guards are divided into 4 groups.

Deadspace stage 3 guards:

1 Corpatis Phantom (battlecruiser) 146250 isk
3 Corpatis Fanatic (battlecruiser) 142500 isk
1 Corpatis Shade (battlecruiser) 138750 isk
1 Corpum Arch Priest (cruiser) 74063 isk
1 Corpum Arch Sage (cruiser) 68438 isk
3 Corpum Revenant (cruiser) 51563 isk
1 Corpum Arch Engraver (cruiser) 43125 isk
3 Corpum Arch Reaver (cruiser) 37500 isk
1 Corpior Converter (destroyer) 11813 isk
2 Corpior Visionary (destroyer) 11250 isk
2 Corpii Engraver (frigate) 9000 isk
1 Corpii Reaver (frigate) 8250 isk
2 Corpii Diviner (frigate) 7875 isk
1 Corpii Raider (frigate) 7500 isk

Notes/hints: The guards are divided into 4 groups.

Mission name: Secrets Of the Mire Keep (4 of 4)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

Now for your final mission, “name”. Our interrogation of the Blood Raider scientists you captured has revealed some terrifying facts. Apparently they have started to use bio-engineering to create human clones by the millions, to accommodate their increasing population. They use these clones in their bloody rituals, even though clones would essentially be considered an 'impure' sacrifice according to their religion. To fool the members of their cult, they slightly alter their facial and body appearance. It seems

their old way of mass breeding humans through captive female slaves was not living up to demand, and had to be supplemented else causing unrest within the organization.

Our moral obligation is of course to put a stop to this, even though we risk starting an undesirable war. This is my personal command, “name”, and does not come from higher up the chain of command. It is your choice to act on my words, but should you do so then I will reward you.

What I request of you is to destroy the headquarters of the Blood Raiders in Mire Keep within Garisas. It is located inside an asteroid, in an area called 'The Blood Keep'. Bring me evidence of your deed and I will consider the mission accomplished.

Objective: Provide 1 Anema Bluechip (0.1 m3) to agent from the [Contested Amarr Mire Keep](#) in the Garisas system.

Notes/hints: The bluechip drops from the Rebuild Asteroid Station in the third stage of the complex.

Agent name: Manel Kador
Location: [Lord Manel's Mansion](#)
System: Chanoun
Agent Corporation: Kador Family
Agent level: 1
Agent quality: -20
Listed difficulty rating: 5.5
Mine difficulty rating: Level 2

Mission name: Neutralizing The Threat (1 of 3)

Mission type: Trade/hunt

Mission briefing:

I'll explain the situation. Some time ago, I was taking one of my weekly vacations in my resort here when we were attacked by Blood Raiders. It was during the early morning, before most of my staff arrives for work. I was quite incredulous at the time, after all I have the entire Kador fleet at my disposal. But when I ordered my security personnel to send a distress call, they noticed that all of our communications systems had been tampered with, even the backup! Someone had been going through an extreme effort to cripple us. Even the warp drives of our ships had been disabled, preventing us from leaving that way as well. This sort of operation would require extensive knowledge of our security system, which is quite disturbing.

To cut the story short, our security forces have been fighting for their lives for the past few days. Only due to the exemplary bravery of my security personnel am I still alive. The Blood Raiders have cornered us here in the last pocket of my complex, and we're slowly running out of supplies. Our ships may be bigger, but the Blood Raiders just keep on coming, and for some reason not a single squadron of Kador ships has arrived to aid us.

If you could lend us a hand, I would be eternally grateful. I realize that I could leave this area with you on your ship, but I would only do such a thing as a last resort. I want control over my Mansion back, and the scoundrels who dared attack it destroyed! Every last one of them! I'll be the laughing stock of the Kador family if I flee from such low-life criminals with my tail behind my legs. Please do this for me, "name", I dare not risk any more of my own men.

Objective: Provide 10 Blood Grunt Tag (1.0 m3) to agent from the [Lord Manel's Mansion](#) deadspace complex in the Chanoun system.

Notes/hints: The Blood Grunt Tags are dropped by Blood Phantoms and Blood Templars on the first and second stage of the complex.

Mission name: Neutralizing The Threat (2 of 3)

Mission type: Trade/hunt

Mission briefing:

Now it's time to take care of their cruisers and higher-echelon frigates. That should severely cripple them

and pave the way for you to take out their leaders. Get me 5 of their tags and I'll consider the job done.

Objective: Provide 5 Blood Low-Tier Tag (0.5 m3) to agent from the [Lord Manel's Mansion](#) deadspace complex in the Chanoun system.

Notes/hints: The Blood Low-Tier Tags are dropped by Blood Arch Sages on the first and second stage of the complex.

Mission name: Neutralizing The Threat (3 of 3)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

Now the only assignment left for you to complete is taking out their leaders. Instead of just getting their insignias, I want their heads on a platter. This will serve as a reminder to all pirates that I am not a man to be trifled with. Once I have two of their heads, I will relieve you of your duties. I will also give you a message which you might want to bring to Odan Poun, if he has become concerned with my well being. In it I will recommend that he give you a reward for a job well done. But you won't get anything until I have those heads!

Objective: Provide 2 Blood Raider Squad Leader Head (0.2 m3) to agent from the [Lord Manel's Mansion](#) deadspace complex in the Chanoun system..

Notes/hints: The Blood Raider Squad Leader Heads are dropped by Dark Blood Arch Templars on the first and second stage of the complex. By completing the mission you receive 1 Lord Manel's Message (0.1 m3) which is to be used in the last storyline mission for [Odan Poun](#) in the Chanoun system.

Mission name: Culprit Revealed!

Mission type: Trade/search

Mission briefing: None.

Objective: Provide 1 Bartezo's Message (0.1 m3) to agent.

Notes/hints: The message is obtained from the last storyline mission from [Bartezo Maphante](#) in the Garisas system.

Debriefing: Incredible! I knew Nossa disliked me, but I never thought she'd go this far. The only reason I haven't sacked her is due to political ramifications, since she is closely related to Moranour Kom. With this evidence I will be able to take care of Nossa Farad for good. She will lose her position in the Kador family, get thrown to jail and possibly even made into a slave. *Gleeful grin*

I'm very grateful for your help, "name", and I hope you can make good use of your reward. Take care.

Agent name: Mandor Neek

Location: Gate to Garisas

System: Jakri

Agent Corporation: Imperial Navy

Agent level: 4 (required Amarr Empire standing to gain access to the agent is 8.60)

Agent Quality: 20

Listed difficulty rating: none

Mine difficulty rating: N/A

Mission name: Improving Relations

Mission type: Trade/search (**Important!**)

Mission briefing:

So you've come at last, "name". I have been expecting you. I assume you're here to acquire you new ship blueprint. If so you're in luck, I still have a few Amarr Navy Slicer Blueprint copies in stock.

Objective: Provide 30 Sansha Silver Tag (3.0 m3) to agent.

Notes/hints: By completing this mission you are rewarded 1 Amarr Navy Slicer Blueprint copy (2 run.) The Sansha Silver Tags are randomly dropped by Sansha type pirates all over the EVE starcluster.

Agent name: Nossa Farad
Location: [Governor's Audience Chamber](#)
System: Chanoun
Agent Corporation: Kador
Agent level: 3
Agent quality: 0
Listed difficulty rating: 5.5
Mine difficulty rating: Level 3

Mission name: Governor's Aide (1 of 5)

Mission type: Encounter

Mission briefing:

One of our supply depots in Aphi was recently attacked by rogue drones. Fortunately no-one was killed, but they refuse to leave the area. I want them destroyed, every last one. Return to me when you've accomplished your task.

Objective: Destroy all guards.

Deadspace entrance guards:

2 Annihilator Drone (cruiser)

1 Strain Splinter Drone (frigate)

2 Hunter Drone (frigate)

3 Raider Drone (frigate)

Notes/hints: The 1 Strain Splinter Drone might web and warpscramble you.

Mission name: Governor's Aide (2 of 5)

Mission type: Encounter

Mission briefing:

As I told you after your last mission, the rogue drone problem just keeps growing. Don't get me wrong, it's no threat to our major outposts here, but we just don't have the manpower to constantly patrol every corner of the Araz constellation. So we need people like you to clean up the mess sometimes.

Your last mission put to an end a small force of rogue drones which had roamed too close to one of our supply depots. This time I want you to take care of the root of the problem, a Strain Drone Matriarch which reportedly carries the mother-brain of the hive. Destroy it and the hive collapses.

The problem is finding the Matriarch. Our surveillance forces have been working 24/7 to locate some of these 'mother-drones', and there is one in Chanoun that I want you to take care of. And for that we have a plan. You must lure the Matriarch drone out of her 'nest', as attacking it head-on is risky and unnecessary. All you have to do is assault a small base near the nest which is infested with the drones, and the Matriarch will come. We have plenty of experience with situations like this and our estimates suggest that she will arrive in 30 minutes to an hour.

So to cut the story short, warp to the bookmarked location in your journal and make your presence known. Wait until the Matriarch shows up and destroy her. I suggest clearing the area of rogue drones before she arrives, as that would save you the hassle of having to deal with them all at the same time.

Objective: Destroy the Strain Drone Matriarch.

Deadspace stage 1 guards:

- 1 Defeater Drone (battlecruiser)
- 5 Destructor Drone (cruiser)
- 2 Violator Drone (cruiser)
- 3 Viral Infector Drone (cruiser)
- 1 Wrecker Drone (cruiser)
- 2 Decimator Drone (frigate)
- 2 Raider Drone (frigate)
- 3 Render Drone (frigate)
- 1 Silverfish Drone (frigate)
- 3 Splinter Drone (frigate)
- 1 Strain Render Drone (frigate)
- 1 Strain Splinter Drone (frigate)
- 1 Sunder Drone (frigate)

Reinforcement wave:

- 1 Strain Drone Matriarch (cruiser)

Notes/hints: The Strain Render Drone and Strain Splinter Drone might web and warpscramble your ship. The drones are divided into 4-5 groups initially. Single drones will continue to spawn until the Strain Drone Matriarch appears which will take quite a while. The matriarch is of the simple drone cruiser type and not the infested Dominix and is easy to take out on its own.

Mission name: Governor's Aide (3 of 5)

Mission type: Encounter

Mission briefing:

You're still here? Well then, yes I have some more work. A large group of Serpentis were seen enter Chanoun, with two industrials in tow. We are pretty sure this is a group of smugglers on their way through Araz, to where we don't know. They somehow got past our customs officials but we know their approximate coordinates now and therefore we can set up an ambush. I'll give you the coordinates of a small asteroid belt where we have set up a warp disruptor. That will force their ships to materialize from warp, and gives you the perfect chance to launch your ambush.

From what we've seen, they aren't traveling in a single group, so don't expect them all to arrive at once. Change your tactics accordingly.

Objective: Destroy all guards.

Reinforcement wave 1:

1 Corelum Chief Sentinel (cruiser) 79688 isk
1 Corelum Chief Infantry (cruiser) 76875 isk
2 Corelli Protector (frigate) 9000 isk
2 Corelli Defender (frigate) 8250 isk

Reinforcement wave 2:

4 Corelum Chief Spy (cruiser) 43125 isk
1 Corelum Chief Scout (cruiser) 37500 isk

Reinforcement wave 3:

1 Corelatis Platoon Leader (battlecruiser) 138750 isk
1 Corelior Infantry (destroyer) 12375 isk
2 Corelior Soldier (destroyer) 11813 isk

Reinforcement wave 4:

2 Corelum Chief Sentinel (cruiser) 79688 isk
1 Corelum Chief Infantry (cruiser) 76875 isk
2 Corelior Infantry (destroyer) 12375 isk
2 Corelior Soldier (destroyer) 11813 isk

Reinforcement wave 5:

1 Corelatis Captain Sentry (battlecruiser) 146250 isk
2 Corelior Infantry (destroyer) 12375 isk
3 Serpentis Transport Ship (industrial) 25000 isk

Notes/hints: There are no guards at the combat area before the first wave. The transport ships contain each a small amount of drugs (contraband).

Mission name: Governor's Aide (4 of 5)

Mission type: Trade/search

Mission briefing:

I have another assignment for you, "name". The military commanders on the Amarr/Gallente border have been demanding more troops, and of course systems which are quite a safe distance away from the front lines have to suffer. So I've received an order from the highest chain of command to transport hundreds of thousands of troops from our outposts here to where they are more needed.

I'd like you to take care of one of these transport missions. Fly to Khodesa, the Kador space-military training camp in Chanoun, and pick up 50 Amarrian light marines. Transport them to the Theology Council station in Zoonen. Take care to avoid pirates around the gates which you travel through. And when you're in the military complex, don't get too close to the security outposts! It's strictly prohibited!

Good luck.

Objectives: Provide 50 Amarr Light Marines (100.0 m3) to agent from the fifth stage of the [Kador Military Outpost](#) deadspace complex in the Chanoun system.

Notes/hints: The complex is easy as long as you stay clear of the Amarr Navy guards. The marines are obtained from a Kador Bunker at the end of the complex which spawns them regularly.

Mission name: Governor's Aide (5 of 5)

Mission type: Trade/search (**Important!**)

Mission briefing

I seem to have one more mission for you, "name". Lord Manel informed me a few weeks ago that he had more important business to take care of *hint of sarcasm* than occupy the Governor's seat in the Audience Chamber. But he told me he'd be back by now, actually he was expected back a few days ago. This is not unusual behavior of Manel, but it's surprising that no one at the mansion is returning our calls. So I'd like you to investigate the matter and see what's wrong.

Pay a visit to Manel and tell him to contact us ASAP. Probably just a malfunction of the communications system, but it's better to be safe than sorry.

Objective: Provide 14 Manel's Servant (28.0 m3) from the entrance point of the [Lord Manel's Mansion](#) deadspace complex in the Chanoun system.

Notes/hints: The servants are obtained from a Stranded Personnel Transport which spawns them regularly. By completing the mission you receive 1 Nossa Farad's Voucher (1.0 m3) to be used in the first mission for [Odan Poun](#) in the Chanoun system.

Agent name: Odan Poun
Location: [Governor's Audience Chamber](#)
System: Chanoun
Agent Corporation: Amarr Navy
Agent level: 3
Agent quality: 0
Listed difficulty rating: 6
Mine difficulty rating: Level 3

Mission name: Manel's Disappearance (1 of 5)

Mission type: Trade

Mission briefing:

Who are you? I've got important business to attend to, so unless you're somebody important get lost.

Objective: Provide 1 Nossa Farad's Voucher (1.0 m3) to agent.

Notes/hints: The voucher is obtained from the last story line mission from [Nossa Farad](#) in the Chanoun system. By completing the mission you receive 1 Odan Poun's Message (0.1 m3) which is to be used in the first mission for [Ader Finn](#) in the Munory system.

Mission name: Manel's Disappearance (2 of 5)

Mission type: Trade/search

Mission briefing:

To start off our investigation into the disappearance of Lord Manel we need to get into his mansion. I took a look at the first acceleration gate at his mansion complex with some of my men and we noticed that it was not only locked but also booby trapped. But what was more concerning is the fact that the trap had the hallmark of a Blood Raider contraption. This, quite frankly, terrifies me. If the Blood Raiders are involved I truly fear for Manel's life.

While I do some more investigating near the mansion, I would like you to contact an agent of mine which has been working undercover as a Blood Raider operative in Munory. His name is Ader Finn, and you will find his roadhouse near the 3rd moon of Munory V. Bring him my message, its contents are top-secret and may not fall into enemy hands. Hopefully he will be able to find some clues as to why the Blood Raiders became involved, and how to acquire a key into the complex.

Objective: Provide 1 Ader's Message (1.0 m3) to agent.

Notes/hints: The message is obtained from the last story line mission for [Ader Finn](#) in the Munory system.

Mission name: Manel's Disappearance (3 of 5)

Mission type: Encounter

Mission briefing:

Ader Finn tells me in his message that the operation against Manel was not authorized by the highest ranking order of the Blood Raiders, even though members of the organization were involved. This was simply a side-job taken by one of the Blood Raider commanders in Araz, Kardour Maxten. Not only that but Ader reports that rumor in the organization has it that Kardour and the other commanders have had heated exchanges about his involvement in the Manel incident.

This is good news for us, because it means Ader can possibly acquire the help of one of the other Blood Raider commanders in our investigation, indirectly of course. He claims to be rather close to one of these commanders, who has access to a key which should temporarily disable the trap at the acceleration gate leading into Manel's Mansion. But there is a price of course, Ader was asked to assassinate Kardour in exchange for this key. The Blood Raider commander who he has been in touch with is apparently a rival of Kardour's, and is terrified that Blood Raider involvement in the killing or kidnapping of Manel will compromise their entire operation in Araz.

Obviously you are the best candidate to take out Kardour. I will supply you with a bookmark which was included in Ader's message, it should lead you to him. But I warn you, he operates a battleship and might be too tough for you to handle alone. Good luck.

Objective: Destroy Kardour Maxten's battleship.

Deadspace stage 1 guards:

3 Corpatis Shade (battlecruiser) 138750 isk
1 Corpatis Seer (battlecruiser) 135000 isk
1 Corpatis Bishop (battlecruiser) 131250 isk
2 Corpum Priest (cruiser) 62813 isk
1 Corpum Sage (cruiser) 57188 isk
3 Corpum Revenant (cruiser) 51563 isk
2 Corpum Arch Templar (cruiser) 45938 isk
4 Corpior Converter (destroyer) 11813 isk
4 Corpior Visionary (destroyer) 11250 isk
2 Corpii Collector (frigate) 6375 isk
2 Corpii Seeker (frigate) 6000 isk

Notes/hints: The guards are divided into 4 groups.

Deadspace stage 2 guards:

2 Corpum Arch Engraver (cruiser) 43125 isk
1 Corpum Arch Reaver (cruiser) 37500 isk
3 Tower Sentry Blood Raider II 50000 isk

Notes/hints: All aggress when you enter the stage.

Deadspace stage 3 guards:

1 Kardour Maxten (battleship) 543750 isk

3 Kardour's Wingman (frigate) 8250/9000 isk

Notes/hints: After warping in you receive this message: "Did that skank Nossa Farad send you? I should have known not to trust her. But you were a fool to come here, no one leaves my den alive."

Mission name: Manel's Disappearance (4 of 5)

Mission type: Courier

Mission briefing:

Ader should have the key available now at Munory VII - Moon 9 - Ducia Foundry Mining Outpost. Go fetch the keycard please, it's the only way we will safely get past the acceleration gate leading into Lord Manel's Mansion.

Objective: Transport 1 Ader's Keycard (0.1 m3) to agent.

Notes/hints: By completing the mission you receive 1 Key to Lord Manel's Mansion (1.0 m3) which is used in the entrance point of the Lord Manel's Mansion deadspace complex in the Chanoun system.

Mission name: Manel's Disappearance (5 of 5)

Mission type: Trade/search (**Important!**)

Mission briefing:

Now that we have the keycard to get into Lord Manel's Mansion, it's time for you to take over. Infiltrate the complex and try to find any trace of Manel. Once you do, report your findings to me. If you find him alive, then bring him back in once piece, will you? Uriam Kador will have my head if something happens to him.

Objective: Provide 1 Lord Manel's Message (0.1 m3) to agent.

Notes/hints: The message is obtained from the last storyline mission from [Manel Kador](#) in the Chanoun system.

Agent name: Ormon Parsik
Location: [The Bonfire](#)
System: Munory
Agent Corporation: Theology Council
Agent level: 3
Agent quality: 0
Listed difficulty rating: none
Mine difficulty rating: Level 4

Mission name: Pilgrim – Festival (1 of 5)

Mission type: Courier

Mission briefing:

Welcome, weary traveler. Are you here to visit the holy spa? Araz holds a special place in the hearts of true believers, for it was here that the great prophet Angitus Omira had his divine visions. Every year thousands of pilgrims make their way here to visit and pray at the spa.

Alas, lately it has become very dangerous for pilgrims to enter Araz. Blood Raiders are everywhere and the ongoing feud between the most prominent noble families in the constellation destabilizes things even further. And Kador does nothing but watch, but that is to be expected as he likes his underlings to fight each other. That way, they're too busy trying to choke each other to harbor any thoughts of uniting against their liege lord. What is more, it allows Kador an easy way to determine the strengths and weaknesses of his feudal lords. He's a clever man, but as is so often the case it is us lesser persons that suffer.

But enough of that. Let's get back to the business at hand. For many years I have aided pilgrims on their voyage to the Prophet's Spa. With the volatile situation I've had to take extra precautions to make sure nothing untoward happens on their way over here. One such precaution is to have experienced pilots ferry the pilgrims the last stages of their journey. Your presence here tells me you're interested in work, so that is what I'm offering you. It's not much fun, but for the pilgrims it's quite vital. And if you do well I have another job for you that might more to your taste. I take it you have nothing against killing Blood Raiders? Never mind, we worry about that later. For now, I want you to fetch a few pilgrims and bring them to Munory. I will then guide them on the last part of their sacred journey.

Objective: Transport 40 Pilgrims (40.0 m3) to given destination.

Notes/hints: By completing the mission you receive 1 Bastion Master Key (0.1 m3) as bonus reward which is used to activate the acceleration gate on the fourth stage of the Contested Amarr Bastion of Blood deadspace complex in Koona.

Mission name: Pilgrim – Heretics (2 of 5)

Mission type: Trade/search

Mission briefing

I hope you still have the passkey I gave you, because you'll need it for this work I'm offering you. I don't

know how much you know about the Blood Raiders and their customs. Unfortunately, it is my job to know these things and let's just say that many of their rituals are quite gruesome in their cruelty and barbarity. It pains me that our glorious Scriptures could be so fanatically misinterpreted.

The Blood Raiders base many of their beliefs on parts of the Scriptures which authority has been put into doubt. These texts are nothing short of heretical in nature and the Emperor has long since decreed that possessing them, let alone preach or practice the vile teachings, leads to immediate excommunication. Now I have reliable sources telling me that the Blood Raiders have carried these despicable texts into the Empire, hiding them away in a fortress they control over in Koon. The fortress is appropriately named Bastion of Blood and in its inner most chamber, called the Treasure Chamber, they have erected an altar where they can practice their inhuman rituals. A copy of these heretical texts, called the Apocryphon, is stored there and I want you to get it for me so I can burn it.

Enter the Bastion of Blood in Koon, make your way to the Treasure Chamber using the Bastion Master Key I gave you and destroy the Altar of the Blessed. Come back with the Apocryphon to complete this job. Be careful though, the Blood Raiders are rebuilding the fortress and are out in force there. In particular, they are building a power generator in the Treasure Chamber that is heavily defended, so stay well clear of it.

Objective: Provide 1 the Apocryphon (0.1 m3) to agent from the fifth stage of the [Contested Amarr Bastion of Blood](#) deadspace complex in Koon.

Notes/hints: The Apocryphon is dropped by the Altar of the Blessed structure. The mission is difficult for its level and the key to the acceleration gate can be only be used once, so failure is a bad option. Another Bastion Master Key can be obtained from the third storyline mission by [Sheroz Amokin](#) in the Koon system.

Mission name: Pilgrim – Funeral (3 of 4)

Mission type: Encounter

Mission briefing:

I'm glad you're here, "name". Something terrible has happened. The pilgrims you brought me were ambushed by Blood Raiders at the Prophet's Spa itself. The Blood Raiders have never before been so bold as to attack us directly there. It only yet another sign that everything is falling apart here in Araz.

I feel obligated to the families of the fallen pilgrims to try and get their bodies from the clutches of Blood Raiders. I shudder to think what those barbarians will do to them. I want you to hurry over to the Spa and assault the Blood Raiders there. I fear most of them have left, but some may still be waiting for more pilgrims to appear. Show them no mercy, they don't deserve it. Bring me back the bodies you find. I will make sure they will be treated with dignity and respect.

Objectives: Provide 15 Dead Pilgrim (15.0 m3) to agent.

Deadspace stage 1 guards:

5 Corpse Harvester (cruiser) 55000 isk

Notes/hints: The dead pilgrims are dropped by the Corpse Harvesters.

Mission name: Pilgrim – Shroud (4 of 5)

Mission type: Courier

Mission briefing:

The Prophet's Spa has been the constellation's main attraction for pilgrims, but the recent unfortunate events at the spa have diminished its value. I have been looking into ways to revive the pilgrim trade and I think I have found the perfect way. There's a musty old museum over on Koono II that's been in steady decline for decades. The curator there is as anxious as I am to bring back the glory days and I have just the thing for the museum.

The death shrouds of holy people are always items of reverence for strong believers and none more so than shrouds of saints. I have acquired several shrouds of St. Ageroth himself, they're lying in my hangar not far from here. I want you to bring them to me, I will get them to the curator. You may be quizzical about why there are so many shrouds, but I assure you that they're all authentic. We Amarrians have been in the holy business for a long, long time and know what needs to be done. Every time a notable holy person dies we make sure to wrap it in as many death shrouds as possible. It makes sense, why use only one that can get damaged? This way, we can even sell a few for a healthy profit. Fetch the shrouds for me and I think Araz will be back on the map as a place to visit for pilgrims.

Objective: Transport 100 Saintly Shroud (100.0 m3) to agent.

Notes/hints: None.

Mission name: Pilgrim – Temple (5 of 5)

Mission type: Encounter (**Important!**)

Mission briefing:

I have one more boon to ask of you before I allow you to go your merry way. You have put a huge effort into fighting the Blood Raiders for me, so why stop now? I think it's time we go on the offensive and try to shake things up a bit for our friends the Blood Raiders. My hope is that it will give me the breathing space to get the pilgrim run back into order.

The Blood Raiders are nothing if not devoted to their twisted beliefs. So it's not surprising that they are putting as much effort into erecting religious sites as into fortifications and military outposts. As we know only too well they're not about to let go of their filthy habits just because the control of this constellation hangs in the balance. I want you to strike at their most sacred site they've built so far. Sacred in their eyes of course, not mine. Not far from here they've built a temple they call the Temple of Revelation and in it they store the Arc of Revelation. It contains many relics of immense spiritual value to the Blood Raiders. If we can steal it from them it would be a huge blow to their morale and esteem here in Araz. Once again I hope it will give them second thoughts about staying here. We'll see how it pans out,

just get me that Arc of Revelation. It goes without saying that the temple is no doubt heavily defended so some reinforcements might be in order for you before you head out there.

Objective: Destroy all guards and provide 1 Arc of Revelation (50.0 m3) to agent.

Deadspace stage 1 guards:

2 Sage Priest (battleship) 487500 isk

3 Sacred Guardian (battlecruiser) 131250/138750 isk

Reinforcements:

3 Doom Bringer (battlecruiser) 13500/138750 isk

2 Heretic Slayer (frigate) 23625 isk

2 Faith Giver (frigate) 19125/20250 isk

Notes/hints: The frigates might web and warpscramble your ship. This is a more difficult mission for its level.

Agent name: Sheroz Amokin
Location: [Contested Amarr Bastion of Blood](#)
System: Koonna
Agent Corporation: Amarr Constructions
Agent level: 4
Agent quality: -20
Listed difficulty rating: none
Mine difficulty rating: Level 4

Mission name: Blood Hunt – Symptoms (1 of 5)

Mission type: Trade/hunt

Mission briefing:

Welcome, capsuleer. Your presence here in the Ravelin indicates to me that you are interested in stemming the tide of Blood Raiders into Koonna. The Blood Raider cult is out in force in this constellation, and here in Koonna they've made this old fortress their own. Thankfully, they've not been here all that long, so there's still time to do something about it.

The local authorities seem either unable or unwilling to deal with the Blood Raider once and for all. I've even heard rumors that Lord Methros, ruler of Koonna and the nearby Munory, is secretly dealing with the Blood Raiders, or with some part of the cult at least. Be as it may, all my attempts to get help from the lord have fallen on deaf ears, and even my pleas to the Imperial Navy went unanswered. I guess it's all up to me.

Amarr Constructions has poured a lot of ISK into building up its infrastructure here in Araz, and we're not about to let some murderous scumbag fanatics ruin it all for us. My superiors have given me full rein to deal with the problem, including a vast warchest to reward those willing to aid me in this endeavor. If you're interested, I might have several assignments for you.

The Blood Raiders are strengthening their defenses all the time. We will deal with that later, but for now we must put an end to a particular devilish little scheme of theirs. For all their fanaticism, the Blood Raiders are no fools, and they know they will be resisted. So they're expecting a lot of visitors in the Bastion of Blood. They'll fight with every means at their disposal, and not just firepower alone. One of their more cunning plans, our spies have discovered, is to fill bodies they've already drained of blood with bug devices and Trojan horses. They disperse the bodies around the complex in hope that someone compassionate (or foolish) enough will pick it up. Once the bug-ridden corpse is inside the ship, it can wreak all kinds of havoc.

Fortunately, the plan is still only in its infancy. The Blood Raiders have started littering the first room in the complex with corpses, but the bug devices in them remain inactive. That gives us a chance to clean some of them up before they come online, plus kill some Blood Raiders in the process. 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.

Objective: Provide 3 Bug-Ridden Corpse (3.0 m3) to agent from the [Contested Amarr Sanguine Vaults](#) deadspace complex in the Aphi system or from the [Contested Amarr Bastion of Blood](#) deadspace

complex in Koonaa.

Notes/hints: Both complexes are not more difficult than your average level 3 mission. The corpses are obtained from a Biomass Recycling Storage container that spawns them in the second stage of the Sanguine Vaults complex and from Corpse Dealers which drops them in the first stage of the Bastion of Blood complex.

Note: the Bug-Ridden Corpses are also required for the second storyline mission for [Amir Arshah](#) in the Nidupad system.

Mission name: Blood Hunt – Morbid Burden (2 of 5)

Mission type: Trade/hunt

Mission briefing:

I doubt your actions against the Corpse Dealers were enough to scare the Blood Raiders off from carrying out their macabre plan. But at least it tells them that we're on to them. Once I've analyzed the bug-ridden corpses you brought me, we'll have a better idea how we can foil their plans further.

In the meantime, we're ready to strike the Blood Raiders at the heart of their operation. The cultists have been busy ambushing innocents around the constellation, and every day dozens of corpses are taken to the Bastion of Blood to be drained in their horrid rituals. Most have been processed with antiseptic agents to hinder rot. The bodies, or what remains of them, are brought in special couriers called simply Corpse Collectors.

Enter you: Go into the fortress and hunt them down. Once you've collected a sizeable amount of antiseptic biomass, return to me with it. Not only are we putting spikes in the Blood Raider's operation, but we're also saving the remains of those they've killed from a fate worse than death. 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.

Objective: Provide 2 Antiseptic Biomass (2.0 m3) to agent from the [Contested Amarr Bastion of Blood](#) deadspace complex in Koonaa.

Notes/hints: The biomass is dropped by the Corpse Collectors in the second and third stage of the complex.

Mission name: Blood Hunt – Remains (3 of 5)

Mission type: Courier

Mission briefing:

Most of the biomass you brought me is too mixed for DNA analysis, but fortunately some pieces were more or less intact. In fact, my analysis shows that one of bodies you brought back is that of a member of a minor branch of the Kador family, one Daryd Kador. Now, Daryd was not part of the ruling branch of the Kador family and thus stood a long way from the Kador throne. Nevertheless, I feel it is my duty to have his remains brought to the Kadors for proper burial.

Of course, since it was you who found him, I feel it's only right that you finish the job and bring Daryd Kador's remains home. It's not much of a job, but I can use the time while you're gone to put the final touches on the next step in my personal crusade against the Blood Raider heretics. Just so you know, I have acquired a passkey to the innermost sanctum of the Bastion of Blood, and once you've returned, I aim to put it to good use... in your hands. Just don't take too long getting back, or I'll be forced to give the passkey to someone else to do the job.

Objective: Transport 1 Noble Remains (0.1 m3) to given destination.

Notes/hints: By completing the mission you receive 1 Bastion Master Key (0.1 m3) as bonus reward which is used to activate the acceleration gate on the fourth stage of the [Contested Amarr Bastion of Blood](#) deadspace complex in Koon.

Mission name: Blood Hunt – Cut to the Heart

Mission type: Trade/search

Mission briefing:

The Blood Raiders have centered their operation on what they call the “Treasure Chamber”, the innermost sanctum of the Bastion of Blood. There they are constructing a massive power generator; once operational, it will generate enough power for the Blood Raiders to operate an insane number of defensive structures around their station. Destroying the unfinished generator now would be a huge blow to the Blood Raiders, plus it would allow us to continue harassing them in the Treasure Chamber because their mega-defense systems would remain inoperable.

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 warpscramble you. I want you to destroy the generator building, but otherwise I leave the planning of this operation in your capable hands.

Objective: Provide 1 Generator Debris (1.0 m3) to agent from the [Contested Amarr Bastion of Blood](#) deadspace complex in Koon.

Notes/hints: The debris is dropped by the Generator building in the fourth stage of the complex. Remember you only need the debris so you do not need to kill all the guarding ships. Another Bastion Master Key can be obtained from the first storyline mission by [Ormon Parsik](#) in the Munory system.

Mission name: Blood Hunt – Surgical Strike (5 of 5)

Mission type: Encounter (**Important!**)

Mission briefing:

Thanks to you, the Blood Raiders have been dealt severe blows here in Koon. Maybe that will set their timetable back some weeks and even make them abandon the Bastion all together. I feel there's little to be gained by harassing them further here in Koon, though. If we really want to hurt the Blood Raiders, we must attack higher up in the chain of command.

The local lord over the Garisas system here in Araz, Baron Bartezo Maphante, has long since lost his autonomy in the system. It is now run by criminal elements and merchant guilds. Thus, it was easy for the Blood Raiders to establish themselves in force there. Now, pretty much the whole Blood Raider operation in the constellation is run from Garisas. That is where we must hit them.

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. He is a close friend of Omar Sarikusa, the supreme leader of the Blood Raiders, and is acting on Sarikusa's behalf here in Araz. If we take Hakram out, their whole operation will be thrown into disarray, which will allow us, and the local authorities actually willing to do something, the chance to drive the Blood Raiders out for good.

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.

Objective: Destroy all guards and provide 1 Archpriest Hakram's Head (0.1 m3) to agent.

Deadspace stage 1 guards:

2 Blood Raider Sheriff (battleship) 768750/881250 isk
2 Blood Raider Gatekeeper (battleship) 487500/543750 isk
4 Blood Raider Deputy (battlecruiser) 138750 isk
4 Blood Raider Sentry (battlecruiser) 131250 isk
4 Blood Raider Constable (frigate) 18000/19125 isk
4 Blood Raider Scout (destroyer) 11250/11813 isk

Notes/hints: You will get attack by all when entering the stage. The Blood Raider Constables might web and warpscramble your ship.

Deadspace stage 2 guards:

2 Blood Raider Commander (battleship) 1218750 isk
1 Archpriest Hakram (battleship) 380000 isk
1 Blood Raider Tanker (battlecruiser) 146250 isk
4 Blood Raider Officer (battlecruiser) 142500/146250 isk
4 Blood Raider Stinger (frigate) 24750 isk

3 Blood Raider Tangler (frigate) 20250 isk

4 Blood Raider Smasher (destroyer) 15750 isk

Notes/hints: You will get attack by all guards when entering the stage. The Blood Raider Tanglers might web and warpscramble your ship. Archpriest Hakram's Head can be found in the wreck of his battleship.

Agent name: Stem Robikar
Location: [Civic Court Plaza](#)
System: Aphi
Agent Corporation: Inherent Implants
Agent level: 2
Agent quality: 0
Listed difficulty rating: none
Mine difficulty rating: Level 2

Mission name: Pawns on the Board (1 of 5)

Mission type: Encounter

Mission briefing:

Greetings, “name”. You've come here looking for work, I see. Allow me to introduce myself. I am Stem Robikar. Nominally I am an employee of Inherent Implants, though my real function here is as Lord Arachnan's eyes and ears. Never heard of Lord Arachnan, eh? He is one of this constellation's local lords, and a brave and upstanding soul if ever there was one.

As ever happens when a shining beacon of goodness and pride exists in this cruel universe of ours, there are those out to dampen, even extinguish, the good Lord's light. Most notably there is Lord Methros, the puling wretch who believes the Araz constellation is his and his alone. It is a well-known fact that Methros's minions have been in cahoots with the Blood Raider menace currently infesting our lands - to what end, we're uncertain, but merely the fact that he allies himself with such curs should be enough to convince anyone of his utter lack of moral rectitude.

We've caught wind of one of Methros's Blood Raider patrols making inroads into Aphi. If you're interested in working for Lord Arachnan, I will task you with eliminating their current forward point, located nearby. If this mission is completed successfully, I will recommend to the Lord that we give you more work. There is much to be done.

What do you say?

Objective: Destroy Blood Raider Main Base.

Deadspace stage 1 guards:

1 Corpum Arch Engraver (cruiser) 43125 isk
1 Corpum Arch Reaver (cruiser) 37500 isk
1 Corpior Friar (destroyer) 14625 isk
1 Corpior Devoter (destroyer) 13500 isk
1 Corpior Visionary (destroyer) 11250 isk
3 Corpii Diviner (frigate) 7875 isk

Notes/hints: None.

Mission name: Pawns on the board (2 of 5)

Mission type: Trade/hunt

Mission briefing:

You have performed admirably, “name”. Already we have word of Methros' underlings scurrying to the cover of whatever dank, shadowy rocks they crawled out from under.

But on to other things. An urgent matter has come to our attention. Lord Arachnan has a younger brother named Thyram who has been a thorn in the family's side for decades. A few years back, he was exiled from the family and not heard from again, but rumors abound that he roams the asteroid belts here with his pirate companions. Lord Arachnan has heard these rumors but refuses to believe them, so we require someone to go out and find some evidence of the boy's being here.

Roam the asteroid belts in this constellation until you find something that belongs to him. One thing the rumors state is that, in a gesture of sardonic spite, he bestows members of his inner circle with duplicates of his family's dynasty rings, indistinguishable from the real thing by anyone who's not a specialist in Arachnan family crests and symbols. Perhaps if you found one of these rings we would have more luck in convincing the Lord his brother is out there terrorizing his own family's heartlands.

Go out and terrorize the terrorists in the belts around here. It may take a while, but see if you can't find one of these rings and bring it back to me for analysis. Perhaps the Lord can yet be convinced.

Objective: Provide 1 Dynasty Ring (0.1 m3) to agent.

Notes/hints: The Dynasty Ring can be found as a random drop from the different Warrior type ships that patrol the asteroid belts in the constellation. A second Dynasty Ring is needed for the first storyline mission by [Thumal Ebotiz](#) in the Koon system.

Mission name: Pawns on the Board (3 of 5)

Mission type: Courier

Mission briefing:

Hrmm. The dynasty ring plan did not work as intended. Lord Arachnan went absolutely mad. He refuses to believe that any member of his family could be involved in those kinds of activities, and he's demanded that we bring conclusive proof of his brother's involvement.

Now, I have it on good authority that Lord Methros has been hiring people to do away with Thyram. We have a double agent working in one of Methros's systems, who claims to have documents proving that Thyram is working with the pirates. Our agent is located in Munory; if you head over there, grab his dossier and bring it back to me, we will hopefully be able to convince Lord Arachnan that his brother is indeed out there, and that something needs to be done if he is to be saved.

Objective: Transport 1 Thyram Arachnan's Dossier (0.1 m3) to agent.

Notes/hints: None.

Mission name: Pawns on the Board (4 of 5)

Mission type: Courier

Mission briefing:

Good work on the dossier. We will analyze the evidence and hopefully come up with some way to convince the Lord that if he wants to see his brother alive, he will need to take drastic measures.

But other pressing matters await our attention. As you may know, Lord Arachnan and Lord Methros are both avid collectors of ancient Amarrian artifacts. Among Arachnan's personal favorites are ornamental vases from the Orozam dynasty, a family that ruled a nearby constellation hundreds of years ago and was renowned for its unique gilding techniques. Nothing quite like an Orozam vase, they used to say, and it has become doubly true since the bloodline was wiped out a little under a century ago.

We've just learned that one of the Orozam dynasty's most precious vases has landed at the Amarr Certified News Development Studio in Koonaa, purchased by Lord Methros and awaiting transport to his manor. Our operatives are all set to swipe it, but we need a getaway pilot to bring the thing to Arachnan's agents here in Aphi. If you accept this mission, our operatives will grab the vase and leave it in a hangar for you in Koonaa. Get it from there and bring it over here, and you will have done the Arachnan household a great service.

Objective: Transport 1 Special Delivery (0.1 m3) to agent.

Notes/hints: None.

Mission name: Pawns on the Board (5 of 5)

Mission type: Courier (**Important!**)

Mission briefing:

Your work in procuring the Orozam vase was very much appreciated by Lord Arachnan, "name". He has instructed me to give you further work; in fact, he has told me to hand you over to his personal assistant, Torval Kerth. Before that happens, however, I have one last job for you.

Lord Arachnan has a son by the name of Aradim. He's a good lad, though slightly pampered by his father. He and his friends are obsessed with ancient legends of Amarrian crusaders, and they bedeck their cruisers with expensive ornaments of days past and duel each other. They call it "jousting." Heh.

Anyway, Aradim has gone missing. This, in and of itself, is not a great cause for concern, as the boy disappears all the time. He's probably out on a bender, being serviced by Gallente wenches in some nearby constellation. The problem is he seems to have left an object of some import to the family - a medal won by his father some years back, which the boy has taken to ostentatiously displaying - in the Ducia Foundry Mining Outpost in Munory. Fortunately the item was recovered by station personnel loyal to us, and there it sits currently, awaiting transport back here.

Make no mistake about the trust we are placing in you. This medal will be passed on through the Arachnan bloodline for eons to come, and few people outside the family have been allowed to touch it.

Bring it back quickly so we can put the Lord's mind at ease, and you will be amply rewarded.

Objective: Transport 1 Lord Arachnan's Medal (0.1 m3) to agent.

Notes/hints: By completing the mission you receive 1 Robikar's Recommendation to use in the prelude mission for [Torval Kerth](#) in the Nidupad system.

Agent name: Thakor Udokas
Location: [Museum Arcana](#)
System: Zimse
Agent Corporation: Royal Amarr Institute
Agent level: 2
Agent Quality: 0
Listed difficulty rating: none
Mine difficulty rating: Level 0

Mission name: Trial of Skill (1 of 1)
Mission type: Trade/search (**Important!**)
Mission briefing:

The Museum Arcana is a private establishment where connoisseurs of all things old and arcane can pursue their interest. Within you will find many collectors from all over, but I must warn you that they are fervent followers of their chosen hobby and do not suffer fools or over eager treasure hunters.

We do not let just anyone enter the museum. You have proved that you possess at least rudimentary knowledge of archaeology, but to pass into the museum proper you must first complete a little task I will set you. My formal title is the Doorkeeper, but I seldom use it. All you have to do to pass this little test is analyze the little casket beside me. There is a runic inscription hidden there somewhere, and I want you to bring it to me. You can also find the key to the gate leading to the museum, so look closely. The key you can keep, and it grants you full access to the museum. Just to make this a little interesting I will give you a good bonus reward if you manage to complete your assessment of the casket in less than 5 minutes.

Objective: Provide 1 Runic Description (0.1 m3) to agent from the [Museum Arcana](#) deadspace complex in Zimse.

Notes/hints: The Runic Description is spawned in the Trial of Skill structure just next to the agent. The structure requires an Analyzer to open.

Agent name: The Curator
Location: [Museum Arcana](#)
System: Zimse
Agent Corporation: Theology Council
Agent level: 3
Agent Quality: 0
Listed difficulty rating: none
Mine difficulty rating: Level 4

Mission name: Unearthing the Ancients (1 of 3)

Mission type: Trade/search

Mission briefing:

This is the Museum Arcana, where you'll find the finest collection of rare and beautiful items from all over. But what we are most famous for is our collection of Takmahl artifacts. The Takmahls were once part of the great Amarr Empire, but were exiled from the empire a long time ago, only shortly after us Amarrians took to space again. The Takmahls were heretics of the worst sort, some call them the predecessors of the Blood Raider cult.

For centuries nothing was heard from them, but not long ago relics were found here in Araz that show that the Takmahls had a thriving culture for many centuries after their departure from the glorious Amarr Empire. Yet at some point they died out, for what reasons I do not know. Archaeologists and treasure seekers from all over have since convened here in Araz, dreaming of uncovering the secrets of the Takmahls, or more precisely, their fabled treasures.

Yet my job here is not just overseeing the museum, but more importantly I am here as a member of the Theology Council. It is our job to make sure the despicable scriptures and rituals of the Takmahls are kept well under wrap. The last thing the Empire needs right now is another religious schism.

Your presence here means that you are an archaeologist of some merits. I have use of someone with your talents, rooting out those seeking false enlightenment or harbingers of discord. Help me out a bit and I will give you the key to the hidden treasures of the Takmahls. But only if you first prove yourself to be a champion of the Amarr faith.

There is a certain item to be found among the relics you see here scattered around. I want you to use your archaeological skills to unearth for me a Centrifugal Primer. It's advanced theoretical texts that I hope will give us rare insights into the rise and fall of the Takmahls. Bring me one of them, from past experience I know that your best bet of finding one is in a Digital Mezzotint. It's a rare item, so don't be too discouraged if you don't find it right away. If you haven't realized already this is a test of your mettle. If you manage to find me one I'll reward you well later down the line, but even if you fail I still have some use for you. Talk to me again when you have the Primer, or when you have given up the search.

Objective: Provide 1 Takmahl Centrifugal Primer (1.0 m3) to agent from the [Museum Arcana](#) deadspace complex in Zimse.

Notes/hints: The primer is spawned in the Takmahl Digital Mezzotint type of structures in the second

stage of the complex. They require an Analyzer to open and the Archaeology skill at minimum level 2. The structures are heavily guarded by fast spawning guards so take care.

Mission name: Unearthing the Ancients (2 of 3)

Mission type: Trade/search

Mission briefing:

Yes, I want to enlist your aid in an effort of mine. I've been scouring what Takmahl ruins I've come upon for statues and idols made by the Takmahls. These statues and idols depict our deity and are a grave affront to our religion. It is my duty to find and destroy these heretical symbols before they spread to the world.

What I want you to do is simple. I know that somewhere buried among the rubble you find here you can find these holy statues if you only dig long enough. It seems that your best bet of finding one is in one of the striking curiosities around here. Search them and see if you can come up with a holy statue. If you do, bring it to me. If you manage this within the next 3 hours I will even reward you with a rare implant.

Objective: Provide 1 Holy Statue (1.0 m3) to agent from the [Museum Arcana](#) deadspace complex in Zimse.

Notes/hints: The statue is spawned in the Takmahl Striking Curiosity type of structures in the second stage of the complex. They require an Analyzer to open and the Archaeology skill at minimum level 2. Like previously, the structures are heavily guarded by fast spawning guards so take care.

Mission name: Unearthing the Ancients (3 of 3)

Mission type: Trade/hunt (**Important!**)

Mission briefing:

We're doing a good job protecting the Empire from the foul influences that the Takmahl theology might impose. But more is needed and I want you to show me one more time your dedication in rooting out these blasphemous religious artefacts of the Takmahl. Once you've done that then you truly are an honorable pilot worthy to learn where the true treasures of the Takmahls lie.

The Arcana Patrons seek the potentially most dangerous items of the Takmahls, their holy scriptures. But we must tolerate them for they are important clients of the museum, vital for its survival. Yet you are not bound by the same restrictions I am, so you can move against them without putting the future wellbeing of the museum in jeopardy. Hunt down the Arcana Patrons and bring me back the ritual texts they are collecting. Those texts could cause severe disturbance in the Empire if revealed and the Theology Council is not about to let some uncouth art collectors hoard them.

You were not born yesterday, so I shouldn't have to urge caution, but yet I feel I must do so as the Arcana Patrons are a dangerous lot. Do not lose faith if you don't find the texts right away, in this assignment as so many others patience is a virtue worth practicing. But if you do manage to get the texts quickly, say within the next 3 hours or so, I will be a happy man and will reward you accordingly. And as promised,

the moment you bring me those texts the key to the Labyrinth, wherein the hidden treasures of the Takmahls await, will be yours.

Objective: Provide 1 Ritual Texts (0.1 m3) to agent from the [Museum Arcana](#) deadspace complex in Zimse.

Notes/hints: The Ritual Texts are dropped by the Arcana Patron type of pirates in the second stage of the complex. By completing this mission you are rewarded 1 Key to the Labyrinth which is used to access the [Labyrinth](#) deadspace complex in the Aphi system.

Debriefing: Those texts are going on the pyre, for your information. But thank you very much, the Empire is grateful for your efforts. The key to the Labyrinth is yours. You'll find the Labyrinth in the Aphi system. It's located pretty close to the sun, so bring your suntan lotion.

Agent name: Thumal Ebotiz
Location: [Contested Amarr Bastion of Blood](#)
System: Koonah
Agent Corporation: Amarr Certified News
Agent level: 3
Agent Quality: 0
Listed difficulty rating: none
Mine difficulty rating: Level 3

Mission name: The Herald
Mission type: Trade/search
Mission briefing:

I'm a very busy person, so unless you possess something of interest for me, then don't bother talking to me.

Objective: Provide 1 Blood Reel (0.5 m3) to agent.

Notes/hints: The Blood Reel is obtained from the last storyline mission for [Hetras Dakumon](#) in the Munory system.

Mission name: Clear Head – Throwing down the Gauntlet (1 of 5)
Mission type: Trade/hunt
Mission briefing:

Dakumon tells me you're a resourceful pilot. Let's see if he's right. As you perhaps know the Arachnan family is the biggest rival of Lord Methros in the constellation. You might say the two families are duking it out to see what family is the most powerful in Araz. Lord Arachnan has a younger brother, by the name of Thyram Arachnan. Thyram is what is commonly known as the black sheep of the Arachnan family.

A few years back, shortly after he succeeded his father as head of the family, Lord Arachnan had enough of Thyram's uncouth ways and exiled him from the family estates. But Thyram didn't go far, he and his shady friends joined the local pirates and have been roaming the asteroid belts around Araz since then.

Lord Methros wants to send a clear message to the Arachnan family that none of them is safe, while at the same time rid the habitants of Araz of a pesky pirate threat. And you're the person to deliver that message, by killing Thyram Arachnan. The only problem is, Thyram discarded his identity long time ago. The only information I have on him is that he has the rank of a warrior with the local pirates. You need to track him down, move between the constellation's asteroid belts and kill all the warriors you can find until you find the right one. How will you know you got the right one? Thyram still holds some sentiments for his old family, it seems, as he always wears his dynasty ring. Find the ring, and you know you got the right guy. Return with the ring to me once you have it.

Oh, and in case you were wondering what a journalist is doing working under cover, let's just say that

Amarrian journalism has never been plagued with impartiality and the stories you instigate yourself are always more interesting.

Objective: Provide 1 Dynasty Ring (0.1 m3) to agent.

Notes/hints: The Dynasty Ring can be found as a random drop from the different Warrior type ships that patrol the asteroid belts in the constellation. A second Dynasty Ring is needed for the second storyline mission by [Stem Robikar](#) in the Aphi system.

Mission name: Clear Head – Code of Chivalry (2 of 5)

Mission type: Courier

Mission briefing:

We Amarrians are nothing if not civilized. We were eating of golden plates while the other races were still using their hands to wipe their arses. We have traditions older than sin and customs more ingrained than over-sized toenails. The feud between House Arachnan and House Methros is getting serious, and in accordance with traditions, there's protocol to be followed. But there's a bit of a twist, you see.

Lord Arachnan succeeded his father not many years ago, as his eldest son. But he has an older sibling, a sister. I believe you've already heard her mentioned. Her name is Eroza Arachnan and she is disputing her brother's claim as the head of the Arachnan family. Lord Methros, in his infinite wisdom, has decided to throw his lot in with Lady Arachnan. Lord Methros' best and brightest archivists and scholars have been poring over old documents looking for precedents and they've found one. It seems that some thousand years ago, when the head of the Arachnan family passed away, he was succeeded not by his eldest son, which by all accounts was frail of mind and body, but to his eldest daughter. She was a most capable administrator and disciplinarian I understand, as is her descendant, the admirable Lady Eroza Arachnan. Lord Methros passed these records into my hands and I will make sure they're well broadcasted over the ACN network in the next few days. But protocol calls for this information also to be delivered, by hand, to the liege lord of the region.

That's where you come in, "name". I want you to deliver the ancestral records into the hands of the Kador family. An associate of mine will meet you in Kador Prime and deliver the package to the Kador household. The package is waiting for you in the ACN station over in Aphi, so you have to fetch it there first. This is hot news, hurry so I can send out my report of the goings on through the ACN network.

Objective: Transport 1 Edict of Ancestry (0.1 m3) to given destination.

Notes/hints: None.

Mission name: Clear Head – The Joust (3 of 5)

Mission type: Encounter

Mission briefing

Predictably, Lord Arachnan is not amused by his sister's actions. I believe 'treacherous' and 'bitch' were

the words he used when describing his feelings. The fact that his arch-rival Lord Methros has intervened on Lady Arachnan's behalf aggravates things even more. But Lord Methros stands by his allies, and he has allied himself with Lady Eroza Arachnan. He has now made it his mission in life to depose Lord Arachnan and instate Eroza Arachnan as the rightful head of the Arachnan family. If he succeeds the Arachnan clan will undoubtedly be very grateful and, more importantly, less belligerent towards our lord and master.

With Lord Arachnan declining to step down voluntarily, more drastic measures are called for. Incidentally, we've already started down that path, when we killed Lord Arachnan's younger brother. By we I mean you, of course. Don't you sometimes just marvel at Lord Methros foreseeing?

Now all that stands between Lord Arachnan and his sister in the hereditary ladder is Lord Arachnan's son. With him out of the way, the path is clear for Lady Arachnan. The son goes by the name Aradim Arachnan and is a real hothead. The boy fancies himself to be a knight of the olden days and his father indulges his fanciful dreams. Aradim and his friends like to duel in their shiny cruisers. Or joust, as they call it. They think so highly of themselves that they've declined protection from Lord Arachnan's household guards, against the better wishes of the lord's chief of security. So taking them out shouldn't be too much of a problem. Just don't fall into the same trap as they and get too confident. Overconfidence is lame at best and lethal at worst, so be keep your head screwed on straight.

Bring me the head of Aradim Arachnan, as intact and unspoiled as possible. Lord Methros wants it to be quite recognizable by Lord Arachnan when it's presented to him.

Objective: Provide 1 Aradim Arachnan's Head (0.1 m3) to agent.

Deadspace stage 1 guards:

7 Jousting Vessel (cruiser)

1 Aradim Arachnan (cruiser)

Notes/hints: The guards are divided into 2 groups. The jousting vessels are of Maller type while Aradim flies an Omen.

Mission name: Clear Head – Black Barbican (4 of 5)

Mission type: Encounter

Mission briefing:

Things are heating up now, "name". We've put things into motion that we have no control over and have no idea where it will lead to. Isn't it exciting? Lord Methros is very pleased with your efforts so far, we have seized the initiative in the struggle against Lord Arachnan and it will be interesting to see how he'll react to us slaying his son.

Lord Methros himself is putting the final touches on the coup de grace for Lord Arachnan, me and my editor are already quivering in our boots in anticipation of what he comes up with. But in the meantime I have an interesting assignment for you. I do not know how familiar you are with Amarr high society, but

I can tell you that appearance and prestige are critical. For the Amarrians, you must appear powerful and strong to be prestigious, otherwise you're just a disgrace. And I have the perfect mission for you to humiliate Lord Arachnan and take him down a peck or two.

The ancestral armor of House Arachnan is back in Araz, after being on display on Kador Prime for the last six months. Needless to say, the armor represents the dignity and ancestry of House Arachnan, so losing it would be a huge blow for Lord Arachnan, as the head of the house. The armor is usually stored in the Black Barbican, an ancient and impregnable fortress over in Chanoun owned by the Arachnan family. They keep many of their most valuable and prestigious items there. But the armor is not yet in the Barbican itself, it's still lying in the Outer Keep. Experts are inspecting it to see if it received any damage on the journey and the armor won't be transferred into the Barbican for a little while. So if we hurry we can catch the armor before it's locked away for good in the Barbican.

Objective: Provide 1 Ancestral Armor (2.0 m3) to agent.

Deadspace stage 1 guards:

4 Keep Warden (cruiser)

Reinforcements:

1 Barbican Skirmisher (frigate)

Notes/hints: The barbican skirmisher will continue to respawn after it has been destroyed. It might also web and warpscramble your ship.

Mission name: Clear Head – Dragon in a Dungeon (5 of 5)

Mission type: Encounter (**Important!**)

Mission briefing:

The Arachnan family owns a manor out in deep space. The grandfather of the current lord of the house built it as a reclusive summer vacation spot for the family. While its location is no secret, the tight security means it receives few visitors. Making it an ideal location for a bit of secret negotiations. Lord Methros has set Lord Arachnan up beautifully. Using one of his own lieutenants as a decoy, Lord Methros has manipulated Lord Arachnan into thinking he has an inside man in the Methros household. Now a meeting has been set up between Lord Arachnan and the double-agent, on the aforementioned manor.

Now all we have to do is invade the place and blast everything into pieces, including Lord Arachnan himself, allowing Lady Eroza Arachnan to assume her rightful place as the head of the Arachnan family. You, a dedicated and superbly talented supporter of Lord Methros are the ideal candidate to receive the honor of killing Lord Methros biggest foe. Go and blow up the manor house. Lord Arachnan is in it and will surely die with the destruction of the manor. Now here's the tricky part, Lord Methros wants the surveillance tapes from the internal security systems in the manor. They will serve not only as a proof of death, but will also allow Lord Methros to see with his own eyes the final moments of his arch-nemesis. The internal security system is called Perpetual Chamber Warden. Bring it back to me and your job is

done.

Objective: Provide 1 Perpetual Chamber Warden (2.0 m3) to agent.

Deadspace stage 1 guards:

4 Manor Warden (cruiser)

3 Manor Watchdog (frigate)

5 Manor Defense Tower (heavy missile battery) 40000 isk

5 Manor Stasis Tower 35000 isk

Notes/hints: A couple of defense and stasis towers attack after warping in. The frigates might web and warpscramble your ship.

Agent name: Torval Kerth
Location: [Carchatur Outpost](#)
System: Nidupad
Agent Corporation: Carthum Conglomerate
Agent level: 3
Listed difficulty rating: none
Mine difficulty rating: Level 3

Mission name: Arachnan's Maneuver
Mission type: Prelude
Mission briefing:
Do you have something for me? A letter of recommendation, perhaps?

Objective: Provide 1 Robikar's Recommendation to agent.

Notes/hints: The recommendation is obtained through the last storyline mission from [Stem Robikar](#) in the Aphi system.

Mission name: Arachnan's Maneuver (1 of 5)

Mission type: Courier

Mission briefing:

Hello there, "name". Agent Robikar and Lord Arachnan have both expressed their satisfaction with your work. We think you'll be ideal for some important assignments we have.

First, a bit of information on the lay of the land. We believe we've uncovered the most cunning of Lord Methros's plans yet. He is working with Arachnan's sister, Lady Eroza, who is one of this constellation's most important political figures. Our sources tell us they mean to oust Lord Arachnan and give the Lady his seat. Apparently they have gathered all sorts of archaic documents meant to legitimize the Lady's claim to power, so it looks like they intend to fight this battle on all fronts.

Our archivists have their own tricks up their sleeves, however. Working with Arachnan House lawyers, they've formed a plan of attack which should allow us to counteract these spurious legal maneuverings Methros and the Lady are working so hard to publicize. We need you to head over to the Noble Appliances Factory in Koonaa, retrieve our legal team's documents and bring them back to the Amarr Certified News station in Aphi. Lord Arachnan is not taken down so easily.

Objective: Transport 1 House Arachnan Legal Documents (0.1 m3) to given destination.

Notes/hints: None.

Mission name: Arachnan's Maneuver (2 of 5)

Mission Type: Encounter

Mission briefing:

Excellent work on the documents. We are confident that Methros's childish plan will be foiled. This is not his only plan, however: almost by the hour, our operatives uncover new schemes concocted by Methros and Lady Eroza. It appears we must keep our wits about us as much as possible if we want our house to survive, as the forces arrayed against us are considerable. Guile and subversion will be our greatest weapons.

We have recently learned that Methros has an observation outpost in Aphi, under the guise of a Blood Raider facility, which he uses to spy on Arachnan family holdings. Through this outpost, he has been able to learn all sorts of things we would rather have kept secret. This ends now.

I will upload the outpost's coordinates to your Neocom. Bring your fury to bear on the Blood Raider scum, and let us send Methros the message that House Arachnan is not to be trifled with.

Objective: Destroy all guards.

Deadspace stage 1 guards:

1 Corpatis Phantom (battlecruiser) 146250 isk
3 Corpatis Shade (battlecruiser) 138750 isk
2 Corpum Shadow Shade (cruiser) 76875 isk
1 Corpior Cleric (destroyer) 15750 isk
1 Corpior Friar (destroyer) 14625 isk
1 Corpii Engraver (frigate) 9000 isk
2 Corpii Reaver (frigate) 8250 isk

Notes/hints: None.

Mission name: Arachnan's Maneuver (3 of 5)

Mission type: Encounter

Mission briefing:

An emergency has come up, "name". An Arachnan family vacation home, set up in Aphi some years ago by Lord Arachnan's father, has been overrun by rogue drones! With most of the House's forces allocated to stemming the tide of Blood Raider activity here, we simply don't have strength at the moment to handle this.

Our spies are working hard, and we should have more information on Lady Eroza and her earnest lapdog shortly. While that happens, I want you to head over to Aphi and take care of this infestation for us.

Objective: Destroy all guards.

Deadspace stage 1 guards:

2 Wrecker Drone (cruiser)
1 Barracuda Drone (frigate)

3 Decimator Drone (frigate)
4 Strain Decimator Drone (frigate)
7 Sunder Drone (frigate)

Notes/hints: The Strain Decimator Drone might web and warpscramble your ship. Manor defense towers will not attack you even if you attack them.

Mission name: Arachnan's Maneuver (4 of 5)

Mission type: Courier

Mission briefing:

While you were out eradicating the infestation, our agents learned of yet another plan by the nefarious Methros to undermine the glory and prestige of House Arachnan. Apparently the cur intends to steal the House's ancestral armor, one of our grandest symbols of honor and tradition.

Our House has a stronghold in Chanoun, which we call the Black Barbican. It has long been one of the family's proudest monuments, and Lord Arachnan's plan for the place is to bring all of the family's precious heirlooms there for safekeeping, as the fortress is all but impregnable.

The armor has been on display in Kador Prime for a number of years now, and has just been brought back to Araz for the first time in years. Our spy in Methros's ranks tells us their plan is to snatch the armor as it is being inspected for damage in the Barbican's Outer Keep. We want to show them that Lord Arachnan is always one step ahead, and so we would like you to take this fake replica over to Chanoun, where it can be put into the Outer Keep while the real thing stays with the family in Aphi. Imagine the ridicule they will face when this great coup of theirs is revealed as nothing more than a robbery of playthings.

Objective: Transport 1 Ancestral Armor (2.0 m3) to given destination.

Notes/hints: None.

Mission name: Arachnan's Maneuver (5 of 5)

Mission type: Courier (**Important!**)

Mission briefing:

Thank God for our double agents. We have a very reliable source telling us that Lord Methros is planning nothing less than an all-out strike against the Arachnan family vacation spot in Aphi. The strike is meant to go down later today, so we need to move quickly.

They are aware that Lord Arachnan plans to stay in the vacation house for the next week or so. We have put the first part of our plan into motion. The Lord, under cover of disguise, is being smuggled into the ACN Development Studio in-system. We need you to get him from there and bring him to safety, and the kind of safety we are looking for can be found only in one place: right under the enemy's nose. Take the Lord to Munory, to the Ducia Foundry Mining Outpost in that system, and do it quickly. Our people there will take good care of him.

Lord Methros wants a detailed account of his arch nemesis's final moments to savior, so he has requested that the manor's surveillance tapes be salvaged. Naturally, we intend to pack the surveillance modules with enough explosives to scatter his molecules to the four corners of the Empire. The best part of it will be that his doom will be brought to his own doorstep, at his own request.

Go to it now, "name". Move swiftly, and may God be with you.

Objective: Transport 1 Lord Arachnan (3.0 m3) to given destination.

Notes/hints: None.

Debriefing: Good and bad news both, "name". The bad news is that the explosives we planted in the vacation house's surveillance modules went off prematurely, so lord Methros still lives. The good news is that the explosives went off in his family manor's great hall, wiping out a number of priceless artifacts, the chamber's plush carpeting, and a good deal of the Lord's own personal guard.

Not to be overlooked, also, is the fact that Lord Arachnan lives this day, and that fact, my friend, is thanks to you. Your tireless work for this family has not gone unnoticed; the scribes of House Arachnan will immortalize you in our scrolls, and the annals of legend will hear your name whispered. From the bottom of his heart, Lord Arachnan thanks you. Go in peace, and may God bless you.

Agent name: Zach Himun
Location: [Imperial Administration Complex](#)
System: Zimse
Agent Corporation: Emperor Family
Agent level: 4
Agent Quality: 20
Listed difficulty rating: none
Mine difficulty rating: Level 4

Mission name: King of the Hill (1 of 13)
Mission type: Encounter
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 its 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.

Objective: Provide 1 Lord Methros' Encrypted Data Burst (50.0 m3) to agent.

Deadspace entrance point guards:
5 Corpus Monsignor (battleship) 881250 isk
1 Corpus Harbinger (battleship) 768750 isk
4 Corpum Dark Priest (cruiser) 79688 isk
4 Corpum Shadow Sage (cruiser) 76875 isk
4 Corpior Converter (destroyer) 11813 isk
10 Corpior Visionary (destroyer) 11250 isk

Notes/hints: The data burst can be acquired from the Lord Methros' Outpost structure. Contrary to the mission description the guards will attack you if you get too close.

Mission name: King of the Hill (2 of 13)

Mission type: Encounter

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.

Objective: Provide 1 Lord Arachnan's Encrypted Data Burst (50.0 m3) to agent.

Deadspace entrance point guards:

- 1 Guardian Drone (battleship)
- 1 Arachnan Defense Commander (battleship) 380000 isk
- 3 Arachnan Transport Patrol (cruiser) 45000/55000 isk
- 1 Arachnan Defense Squad Leader (cruiser) 45000 isk
- 4 Arachnan Defense Soldier (frigate) 4500/6000 isk
- 3 Arachnan Transport Ship (transport)

Notes/hints: When entering the combat area you get the following message: "I am sorry, but you cannot access the outpost at this time. The Guardian Drone stationed here has malfunctioned, and will attack anyone attempting to access the structure. Please come back when we have fixed the problem."

It is possible to attack and destroy the Guardian Drone and then pick up the data burst from the Lord Arachnan's Outpost structure without triggering aggro from the remaining guards.

Debriefing: Thank you, "name". It does not surprise me that Lord Arachnan's henchmen claimed that the Guardian Drone was malfunctioning, most likely to buy them more time to edit or replace the data burst. Let's hope you were quick enough to prevent that from happening.

I have still heard no news of the Blood Raider presence at Lord Methros' Outpost. But I have another mission of high importance for you to take on.

Mission name: King of the Hill (3 of 13)

Mission type: Trade/search

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 alongside 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.

Your objectives are to find these containers and bring their contents to me.

Objective: Provide 1 Amolah Kesti's Data Fragment I (0.1 m3) to agent.

Guards:

2 Corpus Oracle (battleship) 487500 isk.

Notes/hints: The data fragment spawns inside a Drifting Cask container in the Zimse I – Asteroid Belt 2 and it is being guarded.

Mission name: King of the Hill (3 of 13)

Mission type: Trade/search

Mission briefing:

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 its cosmic signature. Return to me once you have completed your objective.

Objective: Provide 1 Amolah Kesti's Data Fragment II (0.1 m3) to agent.

Notes/hints: The data fragment spawns inside a Drifting Cask container at the planet Zimse V.

Mission name: King of the Hill (3 of 13)

Mission type: Trade/search

Mission briefing:

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.

Objective: Provide 1 Amolah Kesti's Data Fragment III (0.1 m3) to agent.

Notes/hints: The data fragment spawns inside a Drifting Cask container at Zimse VI – Moon 6.

Mission name: King of the Hill (4 of 13)

Mission type: Encounter

Mission briefing:

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.

Objective: Destroy all guards.

Deadspace entrance point guards:

1 Corpus Oracle (battleship) 487500 isk
3 Corpus Prophet (battleship) 431250 isk
1 Corpatis Seer (battlecruiser) 135000 isk
1 Corpatis Shade (battlecruiser) 138750 isk
2 Corpatis Bishop (battlecruiser) 131250 isk
5 Corpior Visionary (destroyer) 11250 isk
2 Blood Heavy Missile Battery 40000 isk

Notes/hints: You will get attacked by all guards after warping in.

Mission name: King of the Hill (5 of 13)

Mission type: Trade/hunt

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.

Objective: Provide 1 Corpum Commander Medallion (1.0 m3) to agent from the [Contested Amarr Mire Keep](#) in Garisas.

Notes/hints: The medallion is dropped by Corpum Blood Dukes on the second or third stage of the complex.

Mission name: King of the Hill (6 of 13)

Mission type: Courier (**Important!**)

Mission briefing:

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.

Objective: Transport 1 Zach's Note (0.1 m3) to given destination.

Notes/hints: By completing the mission you are rewarded 1 E.F.A ID Card which is to be used in the first storyline mission by [Ammargal Detrone](#) in the Nidupad system.

Agent name: Zaestra Kuramor

Location: Gate to Garisas

System: Jakri

Agent Corporation: Imperial Navy

Agent level: 4 (required Amarr Empire standing to gain access to the agent is 9.90)

Agent Quality: 20

Listed difficulty rating: none

Mine difficulty rating: N/A

Mission name: Improving Relations

Mission type: Trade/search (**Important!**)

Mission briefing:

So you've come at last, "name". I have been expecting you. I assume you're here to acquire you new ship blueprint. If so you're in luck, I still have a few Apocalypse Navy Issue Blueprint copies in stock.

Objective: Provide 30 Sansha Diamond Tag (3.0 m3) to agent.

Notes/hints: By completing this mission you are rewarded 1 Apocalypse Navy Issue Blueprint copy (2 run.) The Sansha Diamond Tags are randomly dropped by Sansha type pirates all over the EVE starcluster.

Agent name: Zar Forari
Location: [Imperial Administration Coplex](#)
System: Zimse
Agent Corporation: Imperial Shipment
Agent level: 4
Agent Quality: 15
Listed difficulty rating: 7.5
Mine difficulty rating: Level 4

Mission name: Nidupadian Yorak Eggs (1 of 2)
Mission type: Encounter
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!

Objective: Provide 1 Keron's Head (10.0 m3) to agent.

Deadspace entrance point guards:
1 Corpus Patriarch (battleship) 1162500 isk
2 Corpus Cardinal (battleship) 993750 isk
1 Keron Vandafelt (battleship) 750000 isk
1 Corpatis Shade (battlecruiser) 138750 isk
3 Corpatis Seer (battlecruiser) 135000 isk
1 Corpior Devoter (destroyer) 13500 isk
3 Corpior Templar (destroyer) 12375 isk
3 Corpior Converter (destroyer) 11813 isk

Notes/hints: No ships will attack immediately when entering the stage.

Mission name: Nidupadian Yorak Eggs (2 of 2)
Mission type: Courier (**Important!**)
Mission briefing:

Although you managed to prevent more Eggs from falling into the hands of the Blood Raiders, we currently do not have enough supplies to cope with the royal household's demands. Therefore I need you to collect me some more. I have already located a sufficient supply from a neighboring constellation. Be quick we do not have much time before the Emperor's Household runs out of their most valued delight.

Objective: Transport 100 Nidupadian Yorak Eggs (100.0 m3) between given destinations.

Notes/hints: The route is 31 jumps all in all the shortest way and 58 jumps the safest way, in either case the route will go through low security space.

Deadspace Complexes

Ship size restrictions.

Some of the deadspace complexes have size restrictions on the acceleration gates to which ships are allowed to enter. In the Araz constellation there is only one type of restriction where only the following types of ships are allowed entrance:

- Assault Ship
- Battlecruiser
- Combat Recon Ship
- Covert Ops
- Cruiser
- Destroyer
- Electronic Attack Ship
- Force Recon Ship
- Frigate
- Heavy Assault Ship
- Heavy Interdictor
- Interceptor
- Interdictor
- Logistics
- Rookie Ship
- Shuttle
- Stealth Bomber
- Strategic Cruiser

:

System: Aphi

Complex name: Civic Court Plaza

DED rating: None.

Ship size restrictions: N/A.

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: Once the site of one of the Civic Court's infamous Facilities for Humane Rehabilitation, the Civic Court Plaza has since been converted to a glorified slave holding pen, where appropriately-trained stock is kept on hand for the higher-ranking lords and ladies of the constellation to choose from when in need of work force replenishment - or simple entertainment. Additionally, much of the constellation's luxury goods are ferried out from here, sometimes under the radar - while the debauchery of Amarrian gentry is often whispered of, it is carefully kept from the eyes of all but the most trusted individuals.

Agents: [Chari Shakai](#), [Stem Robikar](#).

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

System: Aphi

Complex name: Contested Amarr Sanguine Vaults

DED rating: 4

Ship size restrictions: [Restricted](#).

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: The Sanguine Vaults are the oldest Blood Raider outpost in the Araz constellation, created years ago by Omagh saragadzai, a Blood Raider cardinal much loved by his followers.

Built on the ruins of old commercial and military outposts and heavily patrolled by Blood raiders, the Sanguine Vaults have stood testament to terrible beauty for a number of years now – yet little has been seen or heard of its inhabitants outside its confines.

Agents: None.

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

Stage 1 “Southway”

Warp-in description: None.

Agents: None

Guards:

4 Corpum Gatekeeper (cruiser) 51563/45938 isk

4 Corpii Mist Pikeman (destroyer) 11813 isk

6 Coreli Mist Page (frigate) 7875 isk

3 Corpii Mist Squire (frigate) 7500 isk

2 Raider Battery (light missile battery) 25000 isk

8 Blood Stinger (light missile battery) 20000 isk

Destroyable structures:

10 Blood Raider Lookout

1 Collectors House

Lootable structures: None.

Notes/hints: A couple of sentry guns and guards attack after warping in.

Stage 2 “The Lords Stronghold”

Warp-in description: Many a soul has met its end in this accursed place. Once the home of Omagh Saragadzai, that foulest of Blood Raider cardinals, and the place where he conducted bizarre rituals - deviant even by Blood Raider standards - and held unspeakable masses in long-dead languages.

Agents: None.

Guards:

4 Corpum Sentry (cruiser) 62813/57188 isk
1 Corpus Repiar Patrol (cruiser) 57188 isk
2 Corpii Grappers (destroyer) 11813 isk
6 Corpii Lancers (frigate) 9000/8250 isk
10 Corpii Yeoman (frigate) 9000/8250 isk
1 Corpus Repair Unit (frigate) 7875 isk

Destroyable structures:

2 Blood Raider Bunker

Lootable structures:

1 Biomass Recycling Storage (spawns Bug-Ridden Corpse (1.0 m3)+random loot).

Notes/hints: A large group of ships and a couple of sentry guns attack after warping in. The Bug-Ridden Corpse(s) are used in the second storyline mission for [Amir Arshah](#) in the Nidupad system.

Stage 3 “Omagh’s Ascension”

Warp-in description: Omagh's Ascension is viewed as a sacred site by Omagh Saragadzai's inner circle, those most loyal of his disciples who comprised his inner guard. This is the place where Saragadzai himself, after a fortnight of constant prayer and hundreds of screaming sacrifices, vanished without a trace. His followers still roam this place, waiting for some sign of their illumined master's return.

Agents: None.

Guards:

1 Omagh’s Corpum Duke (battlecruiser) 135000 isk
12 Corpii Charger (frigate) 9000/7500 isk
1 Omagh’s Corpii Lancer (frigate) 9000 isk
12 Corpus Blood Sentry (light missile battery) 25000 isk

Destroyable structures:

1 Corpus Collector Station A (random loot)
1 Omagh’s Ascension Alpha
1 Silo (random loot)

Lootable structures: None.

Notes/hints: One or two ships and a sentry gun attacks after warping in.

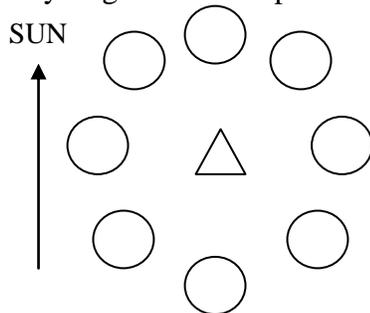
System: Aphi
Complex name: Labyrinth
DED rating: None.
Ship size restrictions: None.
Beacon description: N/A.

Entrance point
Warp-in description: None.

Agents: None.
Guards: None.
Destroyable structures: None.
Lootable structures: None.

Notes/hints: This deadspace complex is not listed on Overview and the entrance point is found by warping to the Aphi systems sun. The acceleration gate to the first stage of the complex requires 1 Key to the Labyrinth (0.1 m3) to activate. The key is obtained from the last storyline by [The Curator](#) in the Zimse system. The key is not consumed when activating the gate. None of the other gates in the complex need the key to be activated.

Every stage in the complex can be roughly sketched like this:



Where the square represents the stage warp-in beacon and each circle represents either a functional or severed labyrinth gateway. The top gateway is the one closest to the Aphi systems sun (**approximately!**). A number in a gateway circle tell which stage the gateway leads to. If circle has a gray background it means the gate has [ship size restrictions](#), it is possible though, to reach the center stage of the complex without using these gates. An 'X' in the circle means the gateway is ruined and cannot be activated. A 'C' in the circle means that the gateway takes you to the center stage of the complex.

To ease navigation through the labyrinth I list any non-destructible structures that might be present at a stage besides the severed labyrinth gateways. I also list the faction type of the Lost Explore type of guards you will encounter at most stages. One quick way to get to the center of the complex would be: stage 0 → stage 2 → stage 5 → stage 8 → stage 9 → center stage.

Special note: The guard ships at any particular stage can vary in exact type at different times.

Stage 0

Warp-in description: None.

Agents: None.

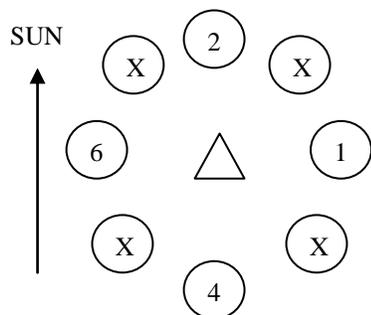
Guards: None.

Destroyable structures: None.

Lootable structures: None.

Non-destructible structures: None.

Notes/hints: Stage gateway layout:



Stage 1

Warp-in description: None.

Agents: None.

Guards:

1 Blood Raider Minotaur (battleship) 500000/750000 isk (fast respawn)

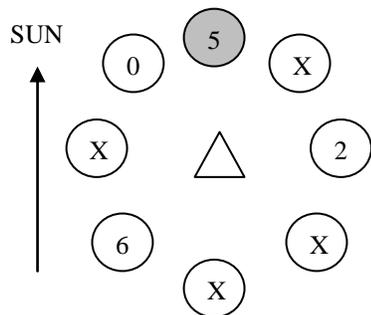
1 Lost Explorer (Gurista cruiser) 60000/50000 isk

Destroyable structures: None.

Lootable structures: None.

Non-destructible structures: Derelict Scout Ship.

Notes/hints: Stage gateway layout:



Stage 2

Warp-in description: None.

Agents: None.

Guards:

1 Blood Raider Minotaur (battleship) 500000/750000 isk (fast respawn)

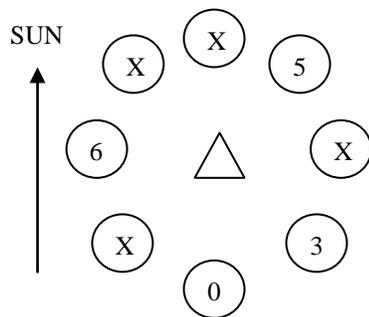
1 Lost Explorer (Angel cruiser) 50000 isk

Destroyable structures: None.

Lootable structures: None.

Non-destructible structures: None.

Notes/hints: Stage gateway layout:



Stage 3

Warp-in description: None.

Agents: None.

Guards:

1 Blood Raider Minotaur (battleship) 500000/750000 isk (fast respawn)

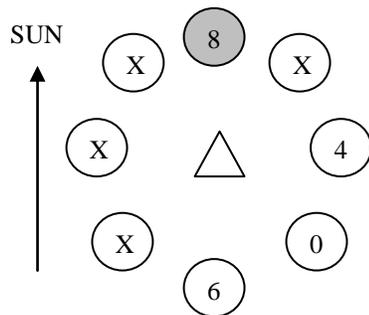
1 Lost Explorer (Serpentis cruiser) 55000 isk

Destroyable structures: None.

Lootable structures: None.

Non-destructible structures: None.

Notes/hints: Stage gateway layout:



Stage 4

Warp-in description: None.

Agents: None.

Guards:

1 Blood Raider Minotaur (battleship) 500000/750000 isk (fast respawn)

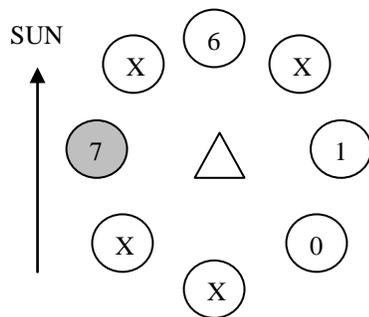
1 Lost Explorer (Serpentis cruiser) 55000 isk

Destroyable structures: None.

Lootable structures: None.

Non-destructible structures: None.

Notes/hints: Stage gateway layout:



Stage 5

Warp-in description: None.

Agents: None.

Guards:

1 Blood Raider Minotaur (battleship) 500000/750000 isk (fast respawn)

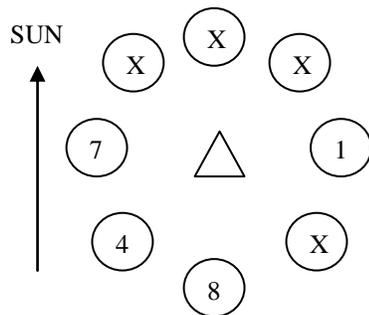
1 Lost Explorer (Gurista cruiser) 60000/50000 isk

Destroyable structures: None.

Lootable structures: None.

Non-destructible structures: None.

Notes/hints: Stage gateway layout:



Stage 6

Warp-in description: None.

Agents: None.

Guards:

1 Blood Raider Minotaur (battleship) 500000/750000 isk (fast respawn)

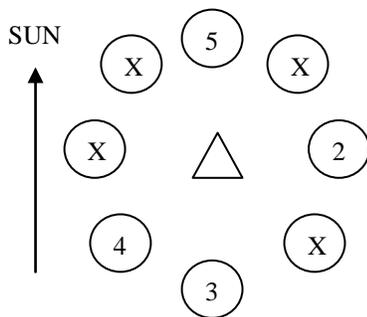
1 Lost Explorer (Gurista cruiser) 60000/50000 isk

Destroyable structures: None.

Lootable structures: None.

Non-destructible structures: None.

Notes/hints: Stage gateway layout:



Stage 7

Warp-in description: None.

Agents: None.

Guards:

1 Blood Raider Minotaur (battleship) 500000/750000 isk (fast respawn)

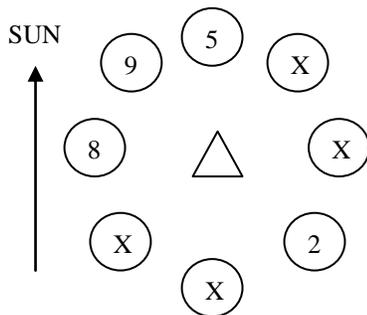
1 Lost Explorer (Gurista cruiser) 60000/50000 isk

Destroyable structures: None.

Lootable structures: None.

Non-destructible structures: None.

Notes/hints: Stage gateway layout:



Stage 8

Warp-in description: None.

Agents: None.

Guards:

1 Blood Raider Minotaur (battleship) 500000/750000 isk (fast respawn)

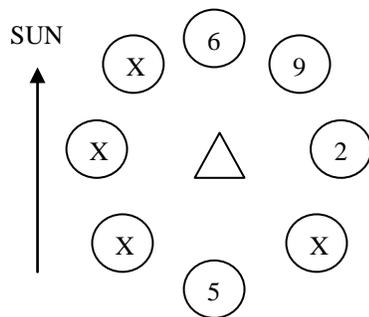
1 Lost Explorer (Serpentis cruiser) 55000 isk

Destroyable structures: None.

Lootable structures: None.

Non-destructible structures: Old Wreckage.

Notes/hints: Stage gateway layout:



Stage 9

Warp-in description: None.

Agents: None.

Guards:

1 Blood Raider Minotaur (battleship) 500000/750000 isk (fast respawn)

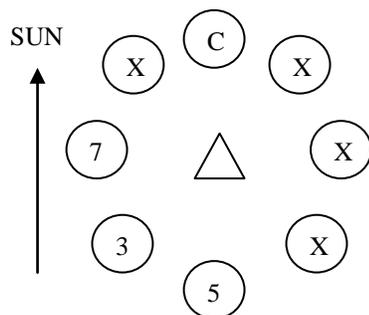
1 Lost Explorer (Angel cruiser) 50000 isk

Destroyable structures: None.

Lootable structures: None.

Non-destructible structures: None.

Notes/hints: Stage gateway layout:



Centre stage

Warp-in description: None.

Agents: None.

Guards:

2 Blood raider Heretic Slayer (battleship) 500000/750000 isk (fast respawn)

3 Obsessive Collector (cruiser) 60000/50000 isk (fast respawn)

3 Fanatical Collector (cruiser) 55000 isk (fast respawn)

3 Zealous Collector (cruiser) 55000/45000 isk (fast respawn)

4 Blood Raider Heretic Hunter (frigate) 15000/12500 isk (fast respawn)

Destroyable structures: None.

Lootable structures:

4 Takmahl Library Log (need Analyzer module fitted to be opened, has -10% chance of successfully being opened and spawns various Takmahl items)

7 Takmahl Temple Fragment (need Analyzer module fitted to be opened, has +0% chance of successfully being opened and spawns various Takmahl items)

4 Takmahl Temple Segment (need Analyzer module fitted to be opened, has -10% chance of successfully being opened and spawns various Takmahl items)

7 Takmahl Transmission Log (need Analyzer module fitted to be opened, has +0% chance of successfully being opened and spawns various Takmahl items)

Notes/hints: The collector ships are of Blood Raider, Gurista and Serpentis origin. The heretic hunters might web and warpscramble you. The high respawn rate makes and the fact that you need to destroy the guards to be able to open the Takmahl spawn containers makes this area quite dangerous to move around in solo. A heavily tanked battleship or command cruiser can be advised or better yet; bring a friend.

An empty container will respawn a new item after 20 minutes. It should also be noted that not all Takmahl items spawn regularly in the containers at this site. To find the more common types it is advised to go to the second stage of the [Museum Arcana](#) deadspace complex in Zimse.

System: Chanoun

Complex name: Governor's Audience Chamber

DED rating: None.

Ship size restrictions: N/A.

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: Governor Manel Kador the fourth can be reached here during specific hours to discuss provincial matters. This mainly pertains to residents of the Araz constellation, nobles arguing among themselves, or commoners complaining about the landlord etc. The Audience Chamber itself is built inside a massive Amarrian cathedral. Close by is an asteroid colony erected for weary travelers who have requested an audience with Lord Manel.

Agents: [Odan Pun](#), [Nossa Farad](#).

Guards:

2 Kador Surveillance General (battleship)

8 Kador Surveillance Sergeant (frigate)

Destroyable structures:

1 Asteroid Colony

1 Auxiliary Power Array

1 Governor's Audience Chamber

5 Kador Lookout Towers

1 Low-Tech Energy Harvester

4 Officer's Quarters

1 Repair Unit

Lootable structures: None.

Notes/hints: The guards are friendly unless fired upon.

System: Chanoun

Complex name: Kador Military Outpost

DED rating: 5

Ship size restrictions:

Beacon description: Khodesa is a large military training outpost built and owned by Kador Family but supervised by the Imperial Navy. It is the biggest space-training military camp in Chanoun. The majority of Kador's House Guard in Araz are trained in this complex.

Entrance point

Warp-in description: None

Agents: None.

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

Stage 1

Warp-in description: None

Agents: None.

Guards:

2 Amarr Navy Apocalypse (battleship)

4 Amarr Navy Armageddon (battleship)

4 Amarr Navy Gamma I Support Frigate (frigate)

2 Amarr Navy Gamma II Support Frigate (frigate)

Destroyable structures:

1 Bunker

4 Lookout Tower

2 Security Outpost

22 Wall

10 Wall Elevation

12 Wall Junction

Lootable structures: None.

Notes/hints: After warping in you get this message: "Welcome to Khodesa, the primary space-military training camp in Chanoun. All visitors are required to stay clear of the security outposts inside this complex. Failure to follow this simple rule will result in the immediate destruction of your spacecraft. Have a nice day."

The guards only attack if you get near or attack them, and in that case the support frigates might web and warpscramble you.

Stage 2

Warp-in description: None

Agents: None.

Guards:

12 Amarr Navy Maller (cruiser)

7 Amarr Navy Gamma I Support Frigate (frigate)

5 Amarr Navy Gamma I Support Frigate (frigate)

Destroyable structures:

4 Security Outpost

Lootable structures: None.

Notes/hints: The guards only attack if you get near or attack them, and in that case the support frigates might web and warpscramble you.

Stage 3

Warp-in description: None

Agents: None.

Guards:

2 Amarr Navy Jakar (battleship)

4 Amarr Navy Omen (cruiser)

Destroyable structures:

1 Amarr Cathedral

4 Amarr Lookout

4 Officer's Quarters

1 Security Outpost

Lootable structures: None.

Notes/hints: The guards only attack if you get near or attack them.

Stage 4 "Supply Depot"

Warp-in description: None

Agents: None.

Guards:

2 Amarr Navy Apocalypse (battleship)

4 Amarr Navy Armageddon (battleship)

6 Amarr Navy Gamma II Support Frigate (frigate)

9 Amarr Navy Gamma I Support Frigate (frigate)

Destroyable structures:

11 Cargo Rig
4 Habitation Module
6 Hangar
3 Rig Reactor
3 Security Outpost
2 Storage Facility

Lootable structures: None.

Notes/hints: The guards only attack if you get near or attack them, and in that case the support frigates might web and warpscramble you.

Stage 5 “Kador Marine Bunker”

Warp-in description: None

Agents: None.

Guards:

6 Amarr Navy Jakar (battleship)
6 Amarr Navy Gamma II Support Frigate (frigate)
4 Amarr Navy Gamma I Support Frigate (frigate)

Destroyable structures:

1 Amarr Tactical Unit
6 Kador Bunker
2 Power Generator
2 Security Outpost

Lootable structures:

2 Kador Bunker (spawns Amarr Light Marines (2.0 m3))

Notes/hints: The guards only attack if you get near or attack them, and in that case the support frigates might web and warpscramble you. The Amarr Light Marines are used in the fourth storyline mission for [Nossa Farad](#) in the Chanoun system.

System: Chanoun

Complex name: Lord Manel's Mansion

DED rating: None.

Ship size restrictions: None.

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: Warning! This area is off limits to civilians. Unauthorized entry will be met with deadly force.

Agents: None.

Guards: None.

Destroyable structures: None.

Lootable structures:

1 Stranded Personel Transport (spawns Manel's Servant (2.0 m3))

Notes/hints: The acceleration gate to the first stage requires 1 Key to Lord Manel's Mansion (1.0 m3) to activate. The key is obtained from the fourth storyline mission by [Odan Poun](#) in the Chanoun system. The key is not consumed when activating the gate.

Stage 1 "The First Check Point"

Warp-in description: The first area of this complex is in fact a large Joint Harvesting astrofarm installation. Lord Manel Kador was forced to rent this area to an outsider due to his financial problems.

Agents: None.

Guards:

4 Blood Arch Sage (cruiser) 95000 isk (often drops 1 Blood Lower-Tier Tag (0.1 m3))

1 Dark Blood Arch Templar (cruiser) 55000 isk (often drops 1 Blood Raider Squad Leader's Head (0.1 m3))

4 Blood Phantom (frigate) 20000 isk (often drops 1 Grunt Tag (0.1 m3))

12 Blood Templar (frigate) 13000 isk (often drops 1 Grunt Tag (0.1 m3))

Destroyable structures:

16 Astro Farm

2 Cargo Rig

1 Control Tower

4 Guard Post

Lootable structures: None.

Notes/hints: Guards are divided into 4 groups. The Lower-Tier Tags are used in the second storyline mission by [Manel Kador](#) in the Chanoun system and the Squad Leader's Heads are used in the third

storyline mission by the same agent.

Stage 2 “The Second Check Point”

Warp-in description: The second checkpoint is the last defensive perimeter guarding Manel’s mansion. Security outposts litter the area, as well as a military outpost next to the acceleration gate. This entire area has been overtaken by Blood Raiders.

Agents: None.

Guards:

8 Blood Arch Sage (cruiser) 95000 isk (often drops 1 Blood Lower-Tier Tag (0.1 m3))

1 Dark Blood Arch Templar (cruiser) 55000 isk (often drops 1 Blood Raider Squad Leader’s Head (0.1 m3))

5 Blood Phantom (frigate) 20000 isk (often drops 1 Grunt Tag (0.1 m3))

16 Blood Templar (frigate) 13000 isk (often drops 1 Grunt Tag (0.1 m3))

Destroyable structures:

1 Bunker

3 Cargo Rig

3 Landing Pad

4 Lookout Tower

4 Security Outpost

6 Storage Facility

22 Wall

10 Wall Elevation

12 Wall Junction

Lootable structures: None.

Notes/hints: Guards are divided into 5 groups. The Grunt Tags are used in the first storyline mission by [Manel Kador](#) in the Chanoun system. Likewise, are the Lower-Tier Tags used in the second and the Squad Leader’s Heads used in the third storyline missions by the same agent.

Stage 3 “Manel’s Resort”

Warp-in description: Lord Manel Kador the fourth is the owner of this deadspace pocket. His mansion is built inside the large asteroid surrounded by pleasure domes of Gallente design. Lord Manel obviously leads an extravagant lifestyle, which some have found quite disturbing considering the state of the economy in many parts of Araz. This entire deadspace pocket is located inside a massive nebula, giving the resident governor and his entourage at the pleasure domes a magnificent view.

Agents: [Manel Kador](#).

Guards:

2 Kador Surveillance General (battleship)

8 Kador Surveillance Sergeant (frigate)

Destroyable structures:

2 Kador Lookout Tower

1 Lord Manel's Mansion

3 Lord Manel's Pleasure Gardens

Lootable structures: None.

Notes/hints: The guards are friendly unless fired upon. There is an acceleration gate leading to stage 1 of the complex located here.

System: Garisas

Complex name: Contested Amarr Mire Keep

DED rating: 3

Ship size restrictions: [Restricted](#).

Beacon description: The Amarr Mire Keep was built decades ago by Amarrian contractors working for the Blood Raiders. It was supposed to be an icon for all followers of the Blood Raider religion, during a time when more people than ever within the Empire had ties to the infamous cult of fanatics. But a nation-wide crackdown on the banned religion resulted in thousands of civilians being rounded up and executed, as well as a wave of military offensives against Blood Raider compounds throughout the Empire. The Mire Keep was destroyed during this period of unrest, but it took only a few years for the Blood Raiders to return and once again claim it as their own. Today their ships can be seen orbiting the ruins of their once magnificent stronghold, a grim reminder of their military inferiority towards the mighty Amarr Empire.

Entrance point

Warp-in description: In the last millennia the Blood Raider organization built this bastion, during a time when they had a huge influence within the Amarr frontier settlements. It was later destroyed when the Blood Raiders were crushed by the Imperial Navy in a nation-wide crackdown on the religious cult.

However recent reports suggest that the Blood Raiders have returned to their old fortress, possibly to capitalize on the weakened state of the Imperial Navy in Araz, or to meddle in Lord Methros' and Arachnan's power struggle.

Agents: None.

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

Stage 1 "Misty Hollows"

Warp-in description: Misty Hollow was a gigantic trading post used by the Blood Raiders to auction their mostly contraband goods to the civilian populace of Araz and beyond.

Agents: None.

Guards:

4 Corpum Gatekeep (cruiser) 51563/45938 isk

4 Corpii Mist Pikeman (destroyer) 11813 isk

2 Corpum B.F. Sentry (destroyer) 11250 isk

6 Corpii Mist Page (frigate) 8250/7875 isk

4 Mist Stinger (light missile battery) 25000 isk

6 Raider Mist Hornet (small sentry gun) 20000 isk

Destroyable structures:

10 Blood Raider Lookout
1 Blood Raider Support Station

Lootable structures:

1 Blood Factory (spawns Blood Raider Scientist (3.0 m3)+Slaves Slaves (3.0 m3), Biomass (1.0 m3) or Protein Delicacies (0.5 m3))

Notes/hints: You get attacked by a small group after warping in. The Blood Raider Scientists are used in the first storyline mission for [Kofur Karveran](#) in the Jakri system.

Stage 2 “Grey Barracks”

Warp-in description: The Grey Barracks used to be the central headquarters of the Blood Raider organization in Araz, as well as housing a significant part of their forces in the constellation. Today it is simply used as their last line of defense leading to the fortress known as Blood Keep.

Agents: None.

Guards:

1 Corpum Blood Duke (battlecruiser) 195000 isk (drop Corpum Commander Medallion (0.1 m3))
2 Corpum Guard (cruiser) 76875 isk
4 Corpum B.F. Sentry (cruiser) 62813 isk
3 Corpum Sentry (cruiser) 57188 isk
4 Corpum Knight (destroyer) 12375/11813 isk
3 Corpii Lancer (frigate) 9000/8250 isk
2 Corpum Yeoman (frigate) 9000/8250 isk
7 Corpii Yeoman (frigate) 9000/8250 isk
8 “Archer” Corpus Battery (light missile battery) 25000 isk

Destroyable structures:

2 Blood Raider Bunker
1 Blood Raider Chapel
13 Blood Raider Fence
1 Blood Raider Tactical Unit

Lootable structures:

2 Blood Factory (spawns Blood Raider Scientist (3.0 m3)+ Slaves (3.0 m3), Biomass (1.0 m3) or Protein Delicacies (0.5 m3))
1 Laser-Pistol Stash (spawns Elite Laser Pistols (2.0 m3))

Notes/hints: You get attacked by a small group after warping in. The Blood Raider Scientists are used in the first storyline mission for [Kofur Karveran](#) in the Jakri system and the Elite Laser Pistols are used in the fourth storyline mission by the same agent.

Stage 3 “Blood Keep”

Warp-in description: This is the Blood Raider central command installation inside the Mire Keep complex. The day-to-day affairs of the stronghold are managed by the habitants of the asteroid station inside this deadspace pocket. Obviously this area is heavily fortified against intruders, littered with Blood Raider fighters who are willing to lay down their lives to defend the higher echelon of their organization.

Agents: None.

Guards:

- 1 Corpum Blood Duke (battlecruiser) 195000 isk (drop Corpum Commander Medallion (0.1 m3))
- 3 Corpum B.F. Sentry (battlecruiser) 135000/131250 isk
- 1 Corpum Blood Baron (battlecruiser) 131250 isk
- 1 Corpum Arch Engraver (cruiser) 43125 isk
- 2 Corpum Arch Reaver (cruiser) 37500 isk
- 3 Corpii Knight (destroyer) 11813/11250 isk
- 4 Corpii Pikeman (destroyer) 11813/11250
- 6 Corpii Page (frigate) 9000/8250/785/7500
- 4 Corpus Blood Stinger (small missile battery) 25000 isk
- 6 Corpus Blood Outlook (small sentry gun) 20000 isk

Destroyable structures:

- Many Blood Raider Fence
- Many Blood Raider Junction
- 10 Blood Raider Lookout
- 1 Corpus Repair Barracks
- 1 Forge
- 1 Rebuild Asteroid Station (drops Anema Bluechip (0.1 m3)+random loot)
- 1 Silo (drops random loot)

Lootable structures:

- 3 Blood Factory (spawns Blood Raider Scientist (3.0 m3)+Slaves (3.0 m3), Biomass (1.0 m3) or Protein Delicacies (0.5 m3))

Notes/hints: You get attacked by a small group after warping in. The Blood Raider Scientists are used in the first storyline mission for [Kofur Karveran](#) in the Jakri system.

System: Garisas

Complex name: Port Maphante

DED rating: None.

Ship size restrictions: None.

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: Maphante is a bustling trader's hub which has long been a thorn in the side of the feudal lords in Araz. For the longest time the presence of nobility was virtually non-existent in this backwater solarsystem. Four generations ago, the Emperor nominated the Maphante family to 'clean up the place' in the name of the Empire. Over a hundred years later the situation has gotten worse if anything.

The current Lord of Garisas, Baron Bartezo Maphante, is not only rumored to be a criminal and a cut-throat, but also has little control over the powerful merchant guilds which reside in Maphante city. Some of these guilds have even stronger ties to the infamous Blood Raider pirate organization than the Empire, as evident by the heavy Blood Raider presence in their part of the port called the crypt.

Agents: [Baron Bartezo Maphante](#).

Guards:

1 Marphante Guardian (battleship)

2 Marphante Interceptor (frigate)

Destroyable structure:

18 'Lower-Tier' Habitation Module

1 Amarr Refining Facility

1 Auxiliary Power Array

1 Bartezo's Palace

1 Casino

5 Circle Construct

2 Coupling

2 Hangar

1 Major Assembly Array

1 Maphante Arena

1 Maphante Lookout Post

1 Maphante Shipyard

8 Merchant Quarters

1 Prison

1 Stationary Bestower

2 Storage Facility

1 Tower

Lootable structure: None.

Notes/hints: The guards are friendly unless fired upon.

Stage 1 "Blood Raider Crypt"

Warp-in description: The crypt is occupied by the Blood Raiders and has become one of their main hub and place of operation for the whole constellation. The Blood Raider cult is large and houses many kinds of people. The merchant arm of the cult is particularly strong here in the crypt and is responsible for the heavy reliance made on data gathering and information peddling. Consequently, the crypt stores the cumulative knowledge of the Blood Raiders on the Araz constellation.

Agents: None.

Guards:

- 2 Blood Raider Collector (battleship) 500000 isk
- 2 Blood Raider Processor (battleship) 380000 isk
- 9 Blood Raider Gatherer (cruiser) 55000/45000 isk
- 9 Blood Raider Compiler (cruiser) 27500/22500 isk
- 4 Blood Raider Finder (frigate) 15000 isk
- 2 Blood Raider Installer (frigate) 15000/12500 isk

Destroyable structures:

- 4 Blood Raider Bunker
- 5 Blood Raider Lookout

Lootable structures:

- 6 Blood Raider Stored Contraptions (need Codebreaker module fitted to be opened, has +0% chance of successfully being opened and spawns various Blood Raider construction items)
- 7 Blood Raider Stored Goods (need Codebreaker module fitted to be opened, has +10% chance of successfully being opened and spawns various Blood Raider construction items)
- 10 Blood Raider Stored Rubble (need Codebreaker module fitted to be opened, has +30% chance of successfully being opened and spawns various Blood Raider construction items)
- 3 Blood Raider Stored Treasures (need Codebreaker module fitted to be opened, has -10% chance of successfully being opened and spawns various Blood Raider construction items)

Notes/hints: The frigates might web and warpscramble your ship. An empty container will respawn a new item after 20 minutes.

System: Jakri

Complex name: Caor Kordin

DED rating: None.

Ship size restrictions: N/A.

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: Caor Korduin is an old fortress built by House Kador centuries ago, recently remodeled to reflect the more modern Amarrian architecture. Kador's military presence in Araz is centered around Caor Korduin, with the main bulk of their fleet residing within this mega-structure. It is also frequently used by the official Kador Governor, Lord Manel, as a meeting place with other Lords of Araz. Some past Governors have even gone so far as to use the military installation as their headquarters, due to it's formidable defenses.

Agents: [Kofur Karveran](#).

Guards:

15 Kador Surveillance General (battleship)

24 Kador Surveillance Sergeant (frigate)

Destroyable structures:

1 Kador Battlestation

11 Kador Lookout Tower

Lootable structures: None.

Notes/hints: The guards are friendly unless fired upon.

System: Koon

Complex name: Contested Amarr Bastion of Blood

DED rating: 4

Ship size restrictions: None to The Ravelin part of the complex but [restricted](#) to The Slope part.

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: In the last millennia the emperor of the Amarr empire built this bastion, but it became a victim of neglect as the empire's attention was drawn elsewhere.

Recently, Lord Methros hired the Blood Raider Covenant to gain the upper hand in combating Lord Arachnan for supremacy in the region. As could be expected, he lost control of the pirates before long, and now they run their own operations from this old Amarrian bastion.

Agents: None.

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: There is one acceleration gate leading to The Ravelin and one to The Slope stage located here.

Stage 1A "The Ravelin"

Warp-in description: The Ravelin served as an outer fort, built to launch sorties and raids against those trying to assault the main fortress. As with the rest of the ancient imperial fortress the Ravelin has fallen into ruins. The ancient acceleration gate here was used by the defenders to move quickly to some other part of the fortress, though it's impossible to tell which part, as it is dysfunctional.

The Blood Raiders didn't bother claiming the Ravelin when they invaded the complex, instead focusing on getting the main fortress back in order. So the Ravelin is now occupied by enemies of the Blood Raiders, as well as journalists and scavengers.

Agents: [Sheroz Amokin](#), [Thumal Ebotiz](#).

Guards: None.

Destroyable structures:

20 The Ravelin

Lootable structures: None.

Notes/hints: There is one acceleration gate leading to the entrance point located here.

Stage 1B "The Slope"

Warp-in description: Sentry guns guard the entry to the bastion. Old watchposts have been manned with fast fighters prepared to take on any intruders.

Reports indicate that every unauthorized intrusion is met with instant aggression.

Agents: None.

Guards:

- 4 Corpum Footman (cruiser) 51563/45938 isk
- 2 Corpii Pikeman (destroyer) 11813/11250 isk
- 8 Corpse Dealer (frigate) 9000 isk (often drops 1 Bug-Ridden Corpse (1.0 m3), fast respawn)
- 3 Corpii Page (frigate) 8250/75000 isk
- 2 Corpii Squire (frigate) 8250/7875 isk
- 2 Blood Core Stinger (small missile battery) 25000 isk
- 3 Blood Core Outlook (small laser battery) 20000 isk

Destroyable structures:

- Lots of Blood Raider Fence
- Lots of Blood Raider Junction
- 1 Blood Raider Support Station

Lootable structures: None.

Notes/hints: You get attacked after warping in. The Bug-Ridden Corpses are used in the second storyline mission for [Amir Arshah](#) in the Nidupad system and for the first storyline mission for [Sheroz Amokin](#) in the Koona system.

Stage 2 "Amber Court Yard"

Warp-in description: Long range weapons are strategically placed in the second deadspace pocket as to force unwelcome visitors to turn away upon entry.

Agents report that resistance is quite furious, but limited in power and perseverance.

Agents: None.

Guards:

- 3 Blood Raider Cultist (cruiser) 62813/57188 isk
- 4 Corpum Sentry (cruiser) 62813/57188 isk
- 6 Corpii Lancer (frigate) 9000 isk
- 6 Corpii Yeoman (frigate) 9000/8250 isk
- 4 Corpse Collector (frigate) 9000 isk (often drops 1 Antiseptic Biomass (0.1 m3), fast respawn)
- 3 "Archer" Corpus Battery (small missile battery) 25000 isk

Destroyable structures:

1 Blood Kernel (drops 1 Blood Fund (0.1 m3)+random loot)
2 Blood Raider Bunker
2 Blood Raider Chapel
13 Blood Raider Fence

Lootable structures: None.

Notes/hints: You get attacked after warping in. The Blood Fund is used in the first storyline mission for [Hetras Dakumon](#) in the Munory system and the Antiseptic Biomass is used in the second storyline mission for [Sheroz Amokin](#) in the Koon system.

Stage 3 "The Stronghold of the Fundamentalist"

Warp-in description: The reference to "fundamentalists" in this pocket's name is traditional. It was carried over from the scouts that re-established communications with the old fanatics that dwelled this deadspace complex for a thousand years after the empire lost interest in it.

Ever loyal to the emperor, their equipment had decayed and deteriorated so that when Kador's scouts and diplomats reached them for the re-activation of the complex, nearly all that was left was unusable. The power cores actually proved so unstable that within the first month of reactivation, most of them had blown up, taking half of the stations with them.

Agents: None.

Guards:

2 Blood Raider Chamber Sentry (battlecruiser) 142500/138750 isk
1 Corpum Blood Baron (battlecruiser) 131250 isk
1 Blood Raider Foreman (cruiser) 55000 isk (often drops 1 Foreman's Head (0.1 m3), fast respawn)
3 Blood Raider Builder (cruiser) 27500/22500 isk (fast respawn)
4 Corpior Pikeman (destroyer) 11813/11250 isk
6 Corpse Collector (frigate) 9000 isk (often drops 1 Antiseptic Biomass (0.1 m3), fast respawn)
4 Corpi Knight (frigate) 9000/8250
4 Corpii Page (frigate) 9000/8250/7500
4 Corpus Blood Stinger (small missile battery) 25000 isk
6 Corpus Blood Outlook (small laser battery) 20000 isk

Destroyable structures:

Corpus Blood Base Y978 (drops a random tech 1 laser crystal)
Corpus Blood Base Y29K (drops a random tech 1 laser crystal)
Corpus Blood Base Y28J (drops a random tech 1 laser crystal)
Many Blood Raider Fence
Many Blood Raider Junction

Lootable structures: None.

Notes/hints: You get attacked after warping in. The Foreman's Head is used in the fourth storyline mission for [Hetras Dakumon](#) in the Munory system and the Antiseptic Biomass is used in the second storyline mission for [Sheroz Amokin](#) in the Koon system.

You need 1 Bastion Master Key (0.1 m3) to activate the acceleration gate to the next stage of the complex. The key is consumed when activating the gate. It can be obtained either from the first storyline mission by [Ormon Parsik](#) in the Munory system or from the third storyline mission by [Sheroz Amokin](#) in the Koon system.

Stage 4 "Treasure Chamber"

Warp-in description: Once used to store vital supplies and precious items, the Treasure Chamber has been picked clean by scavengers long time ago. Due to the difficulties in getting into this part of the bastion it has seen little activity for decades. But the local Blood Raiders have now made the Treasure Chamber the center of their operation and are planning to build up a massive infrastructure here.

They're already well away with the initial phase, a huge power generator. Apart from the power generator the Blood Raiders have also made the Treasure Chamber their main place of worship in Koon, as evident by the altar they've built here.

Agents: None.

Guards:

3 Blood Raider Vanquisher (battleship) 750000/500000 isk
4 Blood Raider Cohort (battlecruiser) 146250/142500 isk
3 Blood Raider Sacrificer (cruiser) 55000 isk
4 Blood Raider Expunger (destroyer) 15750 isk
4 Blood Raider Cultist (destroyer) 14625 isk
3 Blood Raider Baiter (frigate) 15000/12500 isk

Destroyable structures:

1 Altar of the Blessed (drops 1 The Apocryphon (0.1 m3)+random loot; fast respawn)
1 Generator Building (drops 1 Reactor Debris (1.0 m3)+random loot; fast respawn)

Lootable structures: None.

Notes/hints: The guards are divided into 3 groups. The battleships and frigates only guard the Generator Building. The Raider Baiters might web and warpscramble you. The Apocryphon is used in the third storyline mission by [Ormon Parsik](#) in the Munory system and the Reactor Debris is used in the fourth storyline mission by [Sheroz Amokin](#) in the Koon system.

System: Munory

Complex name: Ader's Roadhouse

DED rating: None

Ship size restrictions: N/A.

Beacon description: None.

Entrance point

Warp-in description: None

Agents: [Ader Finn](#)

Guards: None.

Destroyable structures:

1 Ader's Roadhouse

Lootable structures: None.

Notes/hints: This complex is not listed on Overview and is located at Munory 5 – moon 3.

System: Munory

Complex name: The Bonfire

DED rating: None

Ship size restrictions: N/A.

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: Centuries ago the Blood Raiders frequented Araz. At that time, the cult was not outlawed in the Empire and they owned and operated several strongholds and stations, here and elsewhere. But soon the Empire could not stomach the cruel depravities of the Blood Raiders and they were expelled.

The Bonfire, and what took place here, is one of the reasons for their expulsion. Here, the Blood Raiders conducted horrifying sacrifices and rituals that appalled all those that witnessed or heard about them. Fortunately, the Blood Raiders have long since gone to hold their unholy rituals elsewhere, but the onfire still holds a chilling fascination for all that view it.

Agents: [Hetras Dakumon](#), [Ormon Parsik](#).

Guards: None.

Destroyable structures:

13 The Bonfire

Lootable structures: None.

Notes/hints: None.

System: Nidupad

Complex name: Carchatur Outpost

DED rating: None.

Ship size restrictions: N/A.

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: Carchatur is a newly built outpost, created by Lord Arachnan on the ruins of an Imperial Armaments battlestation which was overrun by rogue drones a few years back. Its main function is as a forward point for troop deployment and clandestine missions, with the primary goal of keeping the Blood Raiders out of his areas in the Araz constellation. In the time since its creation it has served well, though rumors of potential Blood Raider infiltration still abound.

Agents: [Amir Arshah](#), [Torval Kerth](#).

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: None.

System: Nidupad

Complex name: Imperial Palace Complex

DED rating: None.

Ship size restrictions: N/A.

Beacon description: The Amarr empire has many palaces throughout its estate. Once such palace is in Zimse looking out over the entire Kador region. Palace entrances are traditionally heavily guarded. This palace being no exception. Entrance into the palace grounds is strictly forbidden to anyone but the royal family and its servants.

Entrance point

Warp-in description: Same as the beacon description.

Agents: [Ammargal Detrone](#).

Guards:

2 Imperial Guard Commander (battleship)

15 Imperial Guard Officer (cruiser)

10 Imperial Guard Soldier (frigate)

Destroyable structures:

1 Imperial Guard Citadel

2 Palace Reception

Lootable structures: None.

Notes/hints: The guards are friendly unless fired upon.

System: Zimse

Complex name: Imperial Administration Complex

DED rating: None.

Ship size restrictions: N/A.

Beacon description: Within each constellation controlled by the Amarr Emperor, an Imperial Administration complex is established. Both acting as a point of economic and political control as well as a military tactical facility should the region come under attack. With the current instability of Araz. This Imperial Complex has become a strong military base of operations

Entrance point

Warp-in description: Same as the beacon description.

Agents: [Zach Himun](#), [Zar Forari](#).

Guards:

1 Imperial Commander (battleship)

2 Imperial Guard Officer (cruiser)

5 Imperial Elite Guard Officer (frigate)

5 Imperial Guard Soldier (frigate)

Destroyable structures: None.

Lootable structures: None.

Notes/hints: The guards are friendly unless fired upon.

System: Zimse

Complex name: Museum Arcana

DED rating: None.

Ship size restrictions: None, but you need the Archeology skill trained to level 1 to be able to enter.

Beacon description: Fitted with a power flash-battery, this beacon sends out signals throughout the entire solarsystem.

Entrance point

Warp-in description: The Museum Arcana is an exclusive abode for purveyors of ancient, even arcane knowledge. The museum prides itself in serving only those truly learned in the secrets of the ancient world. To make this a certainty all visitors must not only have a rudimentary knowledge in prehistoric matters, but may be called upon to demonstrate their capabilities.

Agents: None.

Guards: None.

Destroyable structures: None.

Lootable structures: None.

Notes/hints: You need to have the Archaeology skill trained to at least level 1 to be able to use the acceleration gate to next stage.

Stage 1 "Museum Foyer"

Warp-in description: Those that pass the initial test will need to prove that they are more than just dabblers in arcaeological matters. Talk to the doorkeeper, Thakor Udokas, for further information. He resides near his small hut.

Agents: [Thakor Udokas](#)

Guards: None.

Destroyable structures: None.

Lootable structures:

1 Trial of Skill (need Analyzer module fitted to be opened, spawns 1 Key of the Arcana (0.1 m3)+1 Runic Inscription (0.1 m3))

Notes/hints: The key is used to activate the acceleration gate to the next stage. It is not consumed in the process. The Runic Inscription is used in the first storyline mission by [Thakor Udokas](#) who is also located at this stage.

Stage 2 "Museum Arcana"

Warp-in description: The museum is filled with archaeologists and collectors from all over. Expect some harsh competition for items of interest. The people that frequent the museum are more than just fanatics; they're fanatics with guns.

Agents: [The Curator](#)

Guards:

- 2 Arcana Patron (battleship) 380000 isk (often drops 1 Ritual Texts (0.1 m3), fast respawn)
- 3 Competing Collector (cruiser) 27500 isk (fast respawn)
- 7 Foreign Collector (cruiser) 27500 isk (fast respawn)
- 2 Competing Archaeologist (frigate) 15000 isk (fast respawn)

Destroyable structures: None.

Lootable structures:

- 10 Takmahl Alluring Curiosity (need Analyzer module fitted to be opened, has +30% chance of successfully being opened and spawns various Takmahl items)
- 10 Takmahl Analog Mezzotint (need Analyzer module fitted to be opened, has +30% chance of successfully being opened and spawns various Takmahl items)
- 7 Takmahl Digital Mezzotint (need Analyzer module fitted to be opened, has +10% chance of successfully being opened and spawns various Takmahl items including 1 Takmahl Centrifugal Primer (1.0 m3))
- 7 Takmahl Striking Curiosity (need Analyzer module fitted to be opened, has +10% chance of successfully being opened and spawns various Takmahl items including 1 Holy Statue (1.0 m3))

Notes/hints: The foreign collector ships are of Gurista and Serpentis origin. The competing archaeologist might web and warpscramble you. The high respawn rate makes and the fact that you need to destroy the guards to be able to open the Takmahl spawn containers makes this area quite dangerous to move around in solo. A heavily tanked battleship or command cruiser can be advised or better yet; bring a friend.

The Centrifugal Primer, Holy Statue and Ritual Texts are used in the first, second and third storyline mission by [The Curator](#) who is also located in this stage.

An empty container will respawn a new item after 20 minutes. It should also be noted that not all Takmahl items spawn regularly in the containers at this site. To find the more rare types it is advised to go to the center stage of the [Labyrinth](#) deadspace complex in Aphi.
