

[Lv 1200] An Alternate Fate

Alternate Fate quest, previously known as *Rebirth quest*, is one of the most challenging quests on Cyntara. The quest consists of maze full of dangerous monsters, a fat behemoth pillar, a dodging mini game, NPC dialogues and 2-phase boss fight!

Rewards:

Choose one



Plus you also receive a promotion.

Knight: **Supreme** Mages: **Arcane** Paladins: **Divine** Druids: **Enlightened**

Provides additional soul point capacity and soul point regeneration.

Enter the quest here:



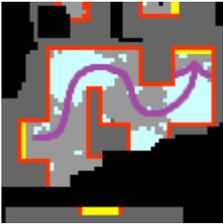
Then walk north into the portal!



And you can gather your team here!



The way is pretty much straight forward, when you reach the point as shown in next figure, choose the way as shown!



As you progress through, as soon as you see magic throwers - **SLOW DOWN**. This part of the quest is very difficult and time consuming because of the **Behemoth Pillar**. Do not forget to **use** magic walls on sides to avoid damage and try to stack as close as possible to the pillar itself. You **have to** defeat it in order to proceed.



When you defeat the pillar, you can continue going through, when you start seeing butterflies, you know you will be safe. Next part is safe haven with some NPCs to refresh supplies and to also get shortcut available in case you die further in the quest.

If you die, follow this route for the shortcut!



There is a portal upstairs to take you back!

Part II - Chest and proximity mines!

This part is a little bit tricky. A walk-around here is a ruby amulet that gives you resistance needed to survive proximity mines hits!

Note: Do not open the chest! Once you enter the portal with mines, you are safe at the destination portal square!



These bombs will very likely kill you if you get hit. One of the strategies is, as previously mentioned, to use ruby amulet. Otherwise you just have to run through and not get it. You **can** use magic wall runes, but they get destroyed on contact with proximity bomb. The target portal is **north east** in the room!

Part III - Dream eaters

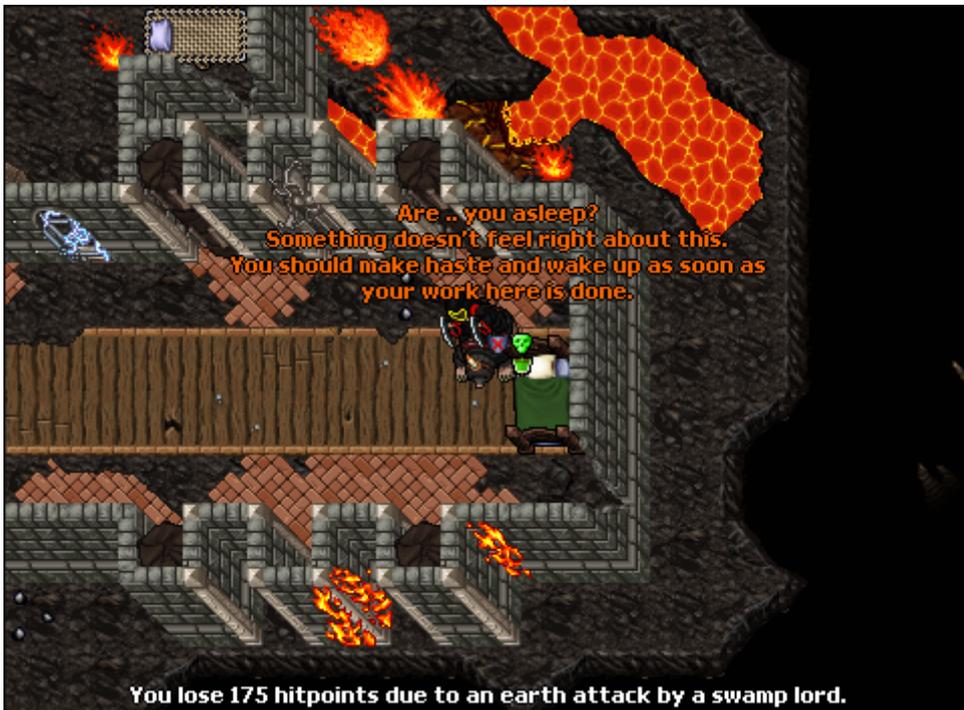
This part is very easy if you follow the guide. Make the whole team stand at **bottom left** corner of the room - depending on the size of the team; south from the picture.



And you wanna trap yourselves, while each and every one of you goes to the middle of the room and **uses** the bed to enter the dream. You do not have to kill the dream eaters, just wait out while the person in the dream completes his mission.



Once you enter the dream, head west to the NPC and greet him by saying 'hi'.



You **have** to say the correct keywords in order to pass this part.

The prompted responses in order are:

- Dream
- Feelings
- Anxious
- Dream eaters
- Interpret
- Perception
- Perspective
- Superego
- Jail
- Belong
- Interpreted
- Signed

And the transcript is shown in following figure;

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07:19 Finn: What am .. I .. doing here? This is YOUR dream!
07:20 Ghamie [1207]: dream
07:20 Finn: Yes, of course! Dreams are an expression that allow us to manifest feelings from our ego that our superego cannot access or cannot interpret.
07:20 Ghamie [1207]: feelings
07:20 Finn: Perhaps you feel guilty that you're sleeping while the Queen's life is in jeopardy... Perhaps you're anxious that for every second you spend here, with me, your friends are fighting for their lives...
07:20 Ghamie [1207]: anxious
07:20 Finn: It's probably natural... Your friends are fighting to keep you alive at this very moment. If you take too long, they will perish. If they cannot kill the dream eaters before you wake, YOU will die as well.
07:20 Ghamie [1207]: dream eaters
07:20 Finn: The dream eaters haunt the dreams of anyone sleeping in the magical bed - the same bed you are sleeping in! It allows your superego to speak directly to your ego. It's quite amazing, actually. An opportunity to interpret anything you've ever wanted to know from within!
07:20 Ghamie [1207]: interpret
07:20 Finn: The human brain is beautiful because we can interpret things in many different ways. In fact, the perception of this entire universe is based off, not how things ARE, but how we INTERPRET them. What if we're interpreting this universe incorrectly?!
07:20 Ghamie [1207]: perception
07:20 Finn: They say the Queen has a very special ability. She is able to enlighten very special individuals. They say, when an individual becomes enlightened, they forever see the world in a whole new perspective.
07:20 Ghamie [1207]: perspective
07:20 Finn: It's something else, really. This whole life, this whole continuum of events... It could just be an alternate fate.
07:20 Ghamie [1207]: superego
07:20 Finn: Your superego creates the implicit thoughts you hear in your head. Your superego told you to speak with me, but it has no idea why I'm here, in your dream. I suppose the reason I'm in jail is quite obvious.
07:20 Ghamie [1207]: jail
07:20 Finn: You're questioning why I'm in a jail cell? I'm the bad guy, isn't this there bad guys belong?
07:20 Ghamie [1207]: belong
07:20 Finn: When you fell asleep you believed I belonged in jail. While you've been asleep, we've discussed the inner psyche and instead of questioning yourself for speaking to me, you're questioning yourself for putting me in this jail cell. Have you interpreted something that proves your ego correct?
07:20 Ghamie [1207]: interpreted
07:20 Finn: I kidnapped the Queen... And I left a note? I signed a note saying I kidnapped the Queen? I'm a wizard, a loremaster, I've devoted my life to the Queen and the citizens of Cynlara...
07:20 Ghamie [1207]: signed
07:20 Finn: It doesn't add up. Go! Leave here now! You've made the connection you needed. The portal out of the laboratory with the magic bed will send you to where you are needed most.

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Once you complete the dialogue, head back to teleport and you will be teleported back to the room with dream eaters, which disappear from the room as soon as you enter.

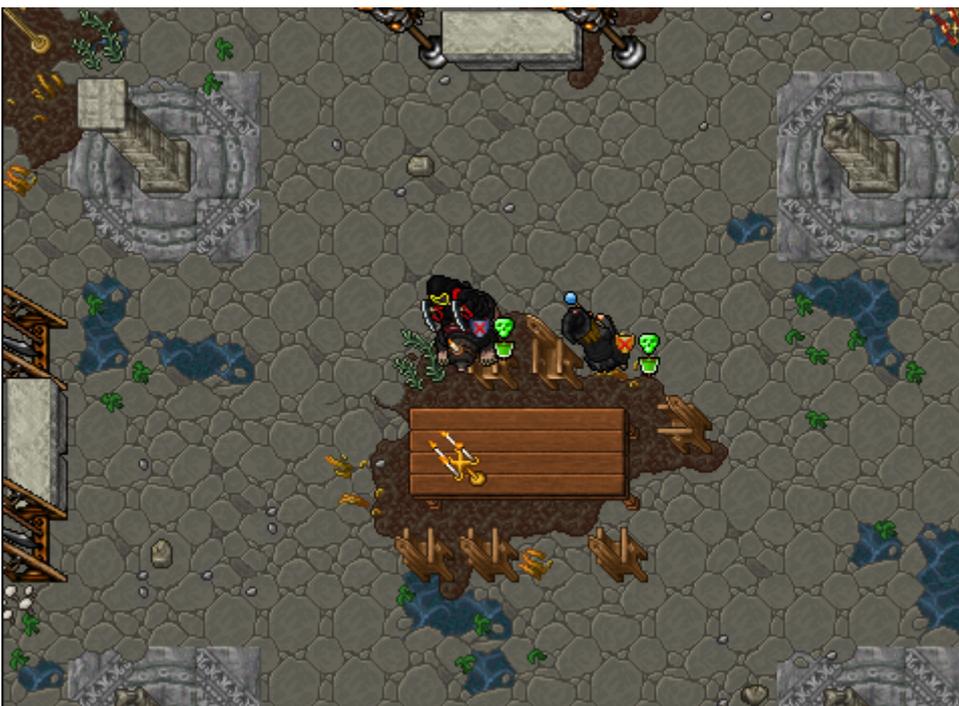
You have to repeat this part for every person! Then head north west to the portal!

Part IV - Entering the Tyransict domain

There is no danger in this room, you have to enable the portal to final room. Position your team members on orange tiles in order to create a portal.



Once the portal is created, it will exist for 30 seconds.





Congratulations!

Revision #8

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