

A Guide to the Ascension Chamber v1.0

Dungeons & Dragons: Online

Sphinx111

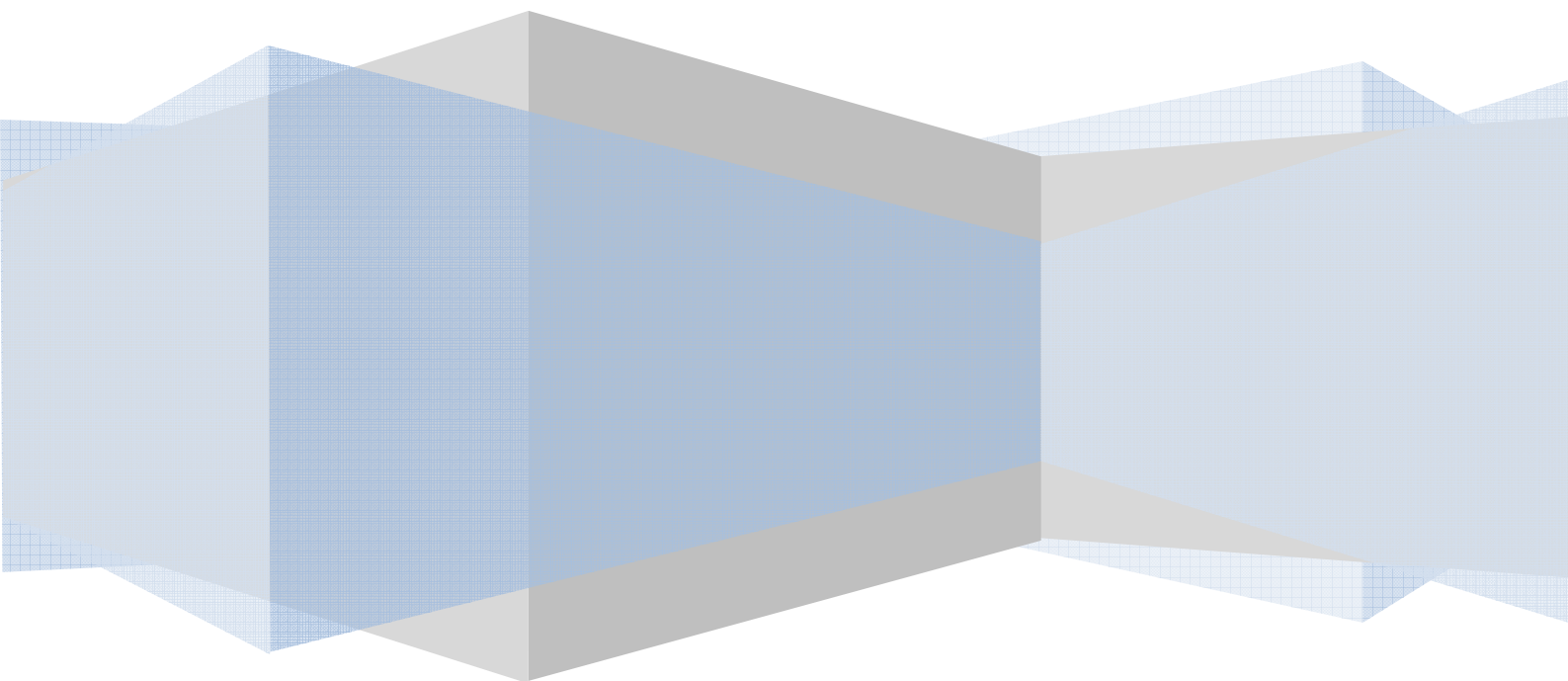


Table of Contents

The Abbot.....	3
Overview	3
Setup for Abbot.....	4
The Quest	6
Anything else to note?	11
In Summary	12

The Abbot

Overview

The Ascension Chamber (aka The Abbot) was the raid implemented during the second part of the Necropolis installation in 2007.

It is largely regarded as an obsolete raid, and currently less than 10% of the DDO population run it actively; both in the EU and in the US.

While it has surpassed almost unnoticed, quite a dedicated part of the population has spent time working on tactics and methodology for what I consider the most challenging of raids currently in the game.

What follows is a detailed summary of the quest in terms of what happens; how to tackle problems that occur; and advice with regard to approaching the quest. I feel the need to say that this is just my point of view, and to those that question the contents should spend some time in the quest, understanding the mechanics of it.

I hope what follows helps your understanding of the quest.

Setup for Abbot

Party Setup

While there is no right or wrong setup with the Abbot; there are roles for each class to play. One of the most important aspects of the Abbot is that nobody has a passive role; as is the case in some other raids.

Below is a rundown of the three arch-types of classes and the roles to play within the Abbot:

Healers – it is largely important to play a traditional healing role in the Ascension Chamber. Having a cleric who is quick on a mass heal is imperative when Inferno comes around, and having a cleric who knows they're spells is also important.

Arcanes – most groups that complete the Abbot have a high number of arcane casters in tow. This reflects the challenge of the Asteroids Puzzle, which we will discuss later, and also the damage which casters can cause to the Abbot and his minions during the main fight, with spells such as Acid Fog. Generally groups have at least 2/3 casters. Important spell selections can be seen below (*Spell Selection for Caster Classes*)

Melee – the only definitive way of doing constant damage to the Abbot, and largely the easiest way to take him down. While melees might feel somewhat useless on the Asteroids Puzzle, the quest is very relative for melees. Having a melee with a decent intimidate score is a huge burden off the group, since you can draw the aggro of the Abbot away from the rest of the group.

A good blend of all classes in the Abbot makes for the ideal setup.

Spell Selection for Caster Classes

All - Create Undead, Greater Dispel, Dispel

Clerics - FoM, Remove Paralysis, Prot Energy, Greater Restoration, Mass Restraiono

Arcanes - Jump, F2S, Halt Undead, Control Undead, Command Undead, Chill Touch, Disintegrate, Fire Shield (Cold aspect to survive Inferno, and Abbot DBF)

Rangers - FoM, Jump, Prot Energy

Paladins - DW, Prot Energy

Useful Gear

Cleric – Atonement (prevents you being Quelled, and not being able to cast)

All –

- **Permanent Greater Fire/Elec/Cold Items**
- **Raise Dead/True Resurrection Clickies**
- **Silver Flame Tier 3 Necklace** (Absorbing Elevation from the Quells during fights.)
- **Kundarak Warding Boots** (from VON6) – prevent you from being encased. Useful for Acid Fog that is cast my enemy mobs also
- **Firestorm Greaves** – one of the most useful items to help when Inferno is called. If you have a pair of these, then this is probably the ideal quest in which to use them.
- **Ice Cloak** – the casts of Cold Shield again is useful, particularly when *Inferno* is called (*Inferno* will be discussed later in this document).
- **Jump Item** - helps for Ice Puzzle & Phase Puzzle jumping.

- **Robes** – AC is somewhat pointless in the Abbot, as most/all the mobs in there are incorporeal. Using robes instead of armour allows you to switch between interesting combinations more quickly, and give you more mobility in moving around.

Resources

Potions – Remove Paralysis; Haste; Jump; Lesser Restoration; Cure Serious; Remove Curse; Major Memonic; Silver Flame Potions.

Scrolls – Create Undead; Restoration; Greater Restoration; Mass Restoration; Heal; Flesh to Stone;

Useful Tips

Intimidate – The Abbot's intimidate DC is very low – around 40.

Don't use Madstone Boots – The Abbot is a quest when you will need to "cast" something at some points, be it Remove Paralysis with a pot, or a raise from a clickie.

Use Bludgeon or Transmuting Weapons – These bypass the Abbot's DR, and make damaging him much quicker than using a gimpy slasher.

The Quest

The First Fight

Upon entering, you will be presented with a blue force bridge to the Abbot's domain. That large platform to which the bridge leads is the scene of perhaps the most epic fight in DDO.

When all your party is inside, move slowly over the bridge to the large platform, but ensure you don't step far onto it because it will trigger the Abbot; and the blue force bridge will drop.

NOTE: The area around the main platform is filled with insta-death acid.

The idea is simple – take the Abbot down to 2/3 of his health bar (66%). That is the stage when he teleports people away to the relative puzzles (3 puzzles).

Those who he teleports away is completely random; but he will teleport 6 people away – 2 to each puzzle. If 6 people are not alive when you bring him down to 66%, then he will not teleport anybody away, and you will need to damage him down to 33% to bring up the next chance of teleporting to the puzzles.

If you want to maximise your chances of completing the puzzles, then use the following tactic:

1. (Depending on the size of the group) Allow x amount of people to die, leaving 6 people alive.
2. Each of those left alive, pick up a soulstone of a dead party member – ensuring that those alive are able to raise dead/resurrect.
3. When the Abbot teleports you away, the soulstone's will teleport with you, ensuring 4 people arrive at each puzzle instead of 2.
4. Raise the dead party members as soon as possible – with the exception of those at the Ice Puzzle.

The Puzzles

Ice Puzzle

When you arrive at the puzzle, there will be two wands – one either side of the group. It's imperative you **DO NOT** raise the dead members.

The idea is to cast ice islands on the insta-death water, so that you can make it to the other side of the "maze". You alternate casting the wand, pointing it at the water, so that it creates island. This is how it is done:

1. The alive members should pick up a wand each. (**NOTE:** The wand has a cooldown of 12 seconds)
2. Once you have cast/drank jump, and ensured you have featherfall and haste equipped; **the first person** casts near the start of the water.
3. Both alive members jump onto that island, ensuring the dead people stay swimming in the water as to not get in the way.
4. While the first person's wand is on the timer, **the second person** casts with the wand; ensuring the island is a reasonably distance ahead (but close enough for you to jump onto).
5. Effectively, you repeat the casting stages over and over, alternating, until you reach the other side of the puzzle.

6. **NOTE:** Be very careful when casting ice islands, to watch for the traps. The traps are in the form of darts that set out from the walls at regular intervals. These traps have no saves, and do damage of around 120 per tick. When casting the ice islands try and cast them in between these traps.

URL for a video of the Ice Puzzle: http://uk.youtube.com/watch?v=K_xsRd2i_sY&feature=related

Once you have completed the puzzle, and get to the other side; raise the two dead members; and pickup the spare wands that are situated to the left and the right.

The new wands are useful for the main room fight, which follows the three puzzles.

Asteroids Puzzle

The objective of this puzzle is to survive the asteroids that are hurtling at you for approximately 2-3 minutes. The official way of doing this, is to use the rocks situated here and throw them at the asteroids oncoming; destroying them.

Unfortunately, due to the graphical difficulty of doing so, this is not the largely used method.

1. When you arrive at the puzzle immediately raise the dead people.
2. Once that has occurred, start summoning "Four Ghouls" (one of the options of the "Create Undead" spell).
3. Once summoned either wait for them to "turn" (less recommended) or start casting dispel/greater dispel on them. This will "turn" them hostile much quicker.
4. Once the Ghouls have started to "turn" hostile; use them as breakers, in between yourself and the asteroids; in doing so stopping you from getting knocked off the platform. **Ensure you remove any guard items before doing this!**
5. If you have any arcane casters with you, then they should F2S the "turned" Ghouls, in doing so creating a wall. You can build/use this wall to your advantage, and should try and do it so that you F2S the Ghouls around you, ensuring you cannot be knocked off. If you have no arcane casters with you, then simply intimidate the mobs to you (they're intimidate DC is 1, so even those with a negative modifier to intimidate can do this with a heroism/greater heroism).

Once the portal spawns towards the end of the fight, you have technically completed the puzzle. However don't assume that the asteroids stop. For around 20/30 seconds they will continue to fly at you, so its import you keep paying attention right until the end.

URL to see a video of the Asteroids Puzzle:

<http://uk.youtube.com/watch?v=yDPOYYBXk6A&feature=related>

Once you have completed, pick up the spare stacks of rocks; and wait to return to the main fight.

Phase Puzzle

The Phase Puzzle is the trickiest of the three puzzles, in that it requires you to rely completely on another member of your team.

The idea is simple. You must complete a full run across what appears to be an “empty” chasm. Unbeknown to you however, is what appears to be an empty chasm; is actually filled with invisible bridges.

The invisible bridges are like a grid – being 4 rows in width, and 13 rows in length (plus a little bit at the end).

After raising the dead party members at the puzzle, you should begin by equipping the Alpha Goggles (generally the best idea is to give the Goggles to the individual who is better at the puzzle). Those on the east side of the barrier should simply wait for instructions by the goggle wearer.

1. The Goggle Wearer should start by identifying a straight path across the chasm – which does not involve veering left or right at any point. Generally using rows 1 or 2 is recommended for visibility and clarity.
2. Following this, the Goggle Wearer should simulate running the path a couple of times to ensure that it is runnable for his/her partner.
3. Once sure on the path, the Goggle Wearer needs to line up the Chasm Runner in the correct position to begin.
4. After buffing as necessary; generally involving buffing/drinking haste and equipping featherfall; the Chasm Runner should indicate to the Goggle Wearer they are ready.
5. Without using any voice communications (because of the latency involved), the Goggle Wearer should start when ready, and the Chasm Runner should mirror the Goggle Wearer’s movement across the chasm – stopping where the Goggle Wearer stops.
6. Once across the Chasm, take a minute...before realising now it’s your turn to switch jobs with the Goggle Wearer!
7. The previous Chasm Runner should run along the corridor up the steps, and equip the Beta Goggles. The previous Goggle Wearer should now go back along the lower corridor, and should stand at the large chasm on the West side of the barrier.
8. The two of you should now switch jobs, and try to complete steps 1 – 5 for this side!

Click here to see a video of the Phase Puzzle: <http://uk.youtube.com/watch?v=MMDKjfOstIg>

If you manage to complete this puzzle, a portal will appear on both sides of the chasm for you to go through, and back to the main fight.

The Main Fight

At this stage, it’s generally a good to have an idea of whether you’re going to be successful or not in that run. If you managed to complete all puzzles at the first attempt, great. You now only have to bring the Abbot down to 0% and claim victory (easier said than done however!).

If you managed to complete 2 of the puzzles, then great also. However when you bring the Abbot down to roughly 1/3 (33%) he will again teleport you away, and you will need to complete the missing puzzle in order to complete the quest.

The difficulty is that the Asteroid Puzzle is almost impossible second time around, as the asteroids have started spawning as you enter the platform (and knock you off almost immediately). It's generally accepted that if you don't manage to complete asteroids first time around, then it's better to recall and run it from the start again, instead of wasting resources.

Generally it's a good idea to coordinate returning to the main room when the time arises; following the 3 puzzles.

After 6 minutes of being teleported away, the Abbot returns to the main platform regardless of whether there are any party members there. So if you've exceeded 6 minutes, expect to be spammed with spells on your return.

This is where the fight gets interesting. Upon returning to the room, the Abbot will start 3 different types of attacks upon your groups; for referential purposes, I'll call them the following: **The Unseen Mobs**; **Encasement**; and **Inferno**.

The Unseen Mobs

The most unnoticeable of the three attacks, as well, you can't see them. Essentially the Abbot spawns invisible mobs that will attack the group, and unfortunately you won't be able to deal with them as comfortably as you would like.

That is, unless you managed to complete the Phase Puzzle. If you managed to complete Phase, then those in possession of the goggles from the puzzle will be able to see the mobs, and also damage them.

Additionally, if you have a virtuoso/bard specialised in fascination, with you capable of fascinating undead, then this too works against the Unseen Mobs – regardless of the goggles. In the same way, turning the Unseen Mobs works very well if you are a cleric specced for decent turning.

This attack is probably the least harmful of the three, however can get problematic if several waves occur.

Encasements

When the Abbot starts encasing mobs, you will definitely notice. Large rocks will appear on the platform, encasing your party members as the fight unfolds. Those party members will not be able to move or cast any spells.

The way to break these encasements is to use the rocks from the Asteroid Puzzle, assuming you completed it, and to throw them at the encasements, breaking them.

The Kunderak Delving Boots from the Vault of Night make you immune from the Abbot's encasement.

Inferno

Easily the most difficult of the three attacks to deal with, Inferno is a large reason as to why many groups don't complete the Abbot.

When the Abbot calls upon Inferno, he will summon a firestorm that continually causes 150+ damage per tick, for around 20 seconds.

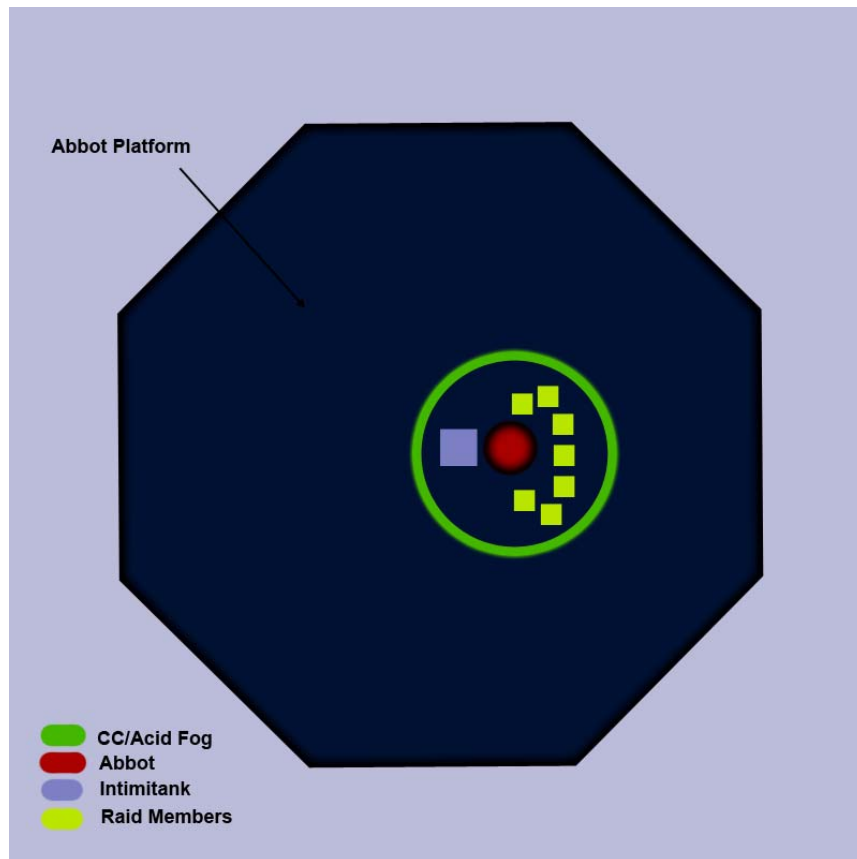
In an ideal world, the party should use the Ice Wands attained from completing the Ice Puzzle, to cast islands around the outside of the main platform; with group members hopping from one to another, until Inferno passes. In all actuality, this isn't that easy; as 12 people going from one platform to another is not easy visually. As such, another method is generally used to bypass the Inferno.

When returning from the puzzles, or whenever the Abbot calls upon Inferno, the party members should all group up very closely.

Different groups employ different tactics for this – some choose to use the edge of the platform, and group up close there, killing any mobs that may come your way. The drawback with this tactic is that the Abbot has a tendency to spam a lot of spells such as Chain Lightning; Disintegrate etc. Often, when the Abbot spams these spells at the group, it can take out 5/6 members at a time, and as such I would not recommend this approach.

The more head on approach is to group up around the Abbot instead of around the edge of the platform; with ideally one tank intimidating him in the direction away from the rest of the group. This means the clerics can spam heals on the entire group, whilst not having the Abbot attacking the group. Any oncoming mobs can be dealt with by Wall of Fire/Acid Fog that is cast around your group.

It's important to realise that Inferno causes A LOT of damage, and clerics will burn through spell points very quickly at this point. Unfortunately, by choosing to avoid Inferno this way, you are agreeing somewhat to expend a lot of resources on this quest.



Items that help to deflect Inferno damage, and keep you alive, are: Firestorm Greaves; Shroud crafted fire absorption items; Silver Flame Potions; Tasty Hams; and Cold Shield (Ice Cloak for example).

Where possible, you should aim to use as many of these as possible if you want to complete. If you've got to the stage and completed the puzzles, Inferno is your largest obstacle to completion.

Anything else to note?

It's just my opinion as the author of this document, but I feel that completing the Abbot is down to a combination of very hard work, and luck; and the luck aspect can't be overlooked.

If arcane's don't get sent to the Asteroids puzzle, then it's a very difficult puzzle to complete to begin with. If a cleric doesn't have Atonement, and gets quelled at the wrong time; it can be very messy and often detrimental.

The normal mobs in the quest are not that difficult to deal with; Wall of Fire's and Acid Fog's can be very effective. Additionally, having an inimitank can work wonders to pull aggro of mobs off the casters – the DC's are low in the Abbot on all mobs.

In Summary

Fact is, the quest is brilliant in that it separates those that play DDO for the loot, and those that play DDO for the challenge. Writing this document, I recently completed the Abbot and it was the most invigorating quest I ever had the pleasure of taking part in. I'll keep going into the Ascension Chamber because it requires an almost flawless effort from a group of players – and there's something rewarding about that.

It requires player skill; coordination; and the ability to perform under considerable pressure. And in all honesty, I hope they never change the challenge or difficulty.

I hope this document has been beneficial to you, writing it puts the quest into perspective. The Abbot is a raid that is perfectly completable; but what it misses are players who understand the quest, and are willing to put some time trying to understand it.

Thank you,

Sphinx111