

REAL MILLENNIUM GROUP™ GUILD

Guild Wars Post-Searing Mission Guide – North Kryta

The harsh ever-winter of the Northern Shiverpeaks has been crossed, but not without cost. With the murder of Ascalon's beloved Prince Rurik, the safety of the refugees falls into your hands. As the hero of Ascalon, you are now in command of your country's destiny. But first, you must brave one more journey before the refugees can begin a new life in Kryta. Starting in Beacon's Perch, you must lead the straggling band through the western foothills of the mountains to the Gates of Kryta, and hope that the Krytans are feeling hospitable enough to grant you passage to their capital city – Lion's Arch.

From here on out, the mission time starts to increase, as does the power of the enemies you face. While you can still complete these missions using only henchmen, it will probably go a bit easier if you run to Lion's Arch first from the Gates Staging area, where there are many new quests to complete offering experience and skills that will aid your characters in surviving in Kryta. It is best to have your characters at least Level 17 or 18 when undertaking these missions with henchmen.

GATES OF KRYTA - Bonus Mission: Translate the Orrian Text



Begin Main Mission by clicking “Enter Mission”
Get Bonus by taking the lost pig Oink (**Green Dot**) to its owner, Cheswick (**Purple Dot**). Cheswick's father (Historian McClain) will offer to translate the Orrian Text (**Blue Dot**).

Main Mission Goal: Clear the area of undead by destroying the undead boss (**Red Dot**).

Bonus Mission Goal: Recover the Orrian Text and return it to Historian McClain.

Tips: Kryta is the Smiting Monk's heaven. Remember that all Holy damage dealt against any type of undead is doubled, so having a monk primary or secondary in your party (Alesia only heals) will help against the hordes you will face. Right at the start of the mission, a mob will approach chasing some Krytan villagers. Defeat them then continue along that same path to the right. Oink will be located on your left near some buildings. It is best to leave him there until you clear the path ahead up to the village where Cheswick is of undead to ensure that Oink will survive the journey. You should also avoid the large group of undead that lies in wait on a lower portion of the path near the main one. There are minion masters in this group and any attempt to engage them in combat will result in your party quickly becoming overwhelmed. You need not destroy all undead in the mission, only the boss, so don't fight unless necessary.

Once you reach the the village (where the actual Gates are located), run back to retrieve Oink by clicking on him and lead him to Cheswick. Talk to Historian McClain to unlock the bonus mission. There's a small path that leads off from the southern exit of the village that you can take to follow the lake north to find the text. Once the bonus is completed, swing back down south to the beach then head west until you encounter the White Mantle Knights. Help them defeat the undead hordes and follow them north along the path to the far west to find the area where the boss is located. Once defeated, a cinematic will begin and you will find yourself in Lion's Arch.

D'ALESSIO SEABOARD - Bonus Mission: Deliver an offering to Melandru's Watcher

Begin Main Mission by clicking the "Enter Mission" button.

Get Bonus by talking to Benji Makala (**Green Dot**).

Main Mission Goal: Destroy the Undead assaulting Lion's Arch

Bonus Mission Goal:

Deliver the Village's offering Urn (**Blue Dot**) to the Statue of Melandru (**Red Dot**)

Tips: This is one of the first missions where the bonus mission ends up being more difficult than the main mission, in that you will have to save the NPC from attack in order to unlock the bonus.

Once again, you will be facing hordes of Undead, so having smiting skills will be a benefit.

Proceed along the starting path as normal, defeating any enemies you come across. Once you cross the bridge. Justiciar Isaiah will aid you up to this point, but the mission does not depend on his survival – if he makes it to the bridge, he turns at this point to get reinforcements, leaving your party to finish the mission on its own. Once you round the bend, and head over the hill to the edge of Hakewood, the Undead spawn and begin attacking the villagers, one of whom is Benji. You can approach this area one of two ways – head immediately to the left and begin taking out all the Undead in the south of the village and work your way north to the spot where Benji is fighting a boss. If you're lucky, he can hold out long enough for you to get to him and defeat the boss. Afterwards he will run to the fountain in town where you can talk to him and begin to unlock the mission (you will also have to talk to his brother, the northern gate guard to completely unlock the bonus). You will also get a 2% morale boost for each villager saved.

If you find that Benji is being killed before your party can reach him, as is often the case, then you will need at least one other player character in your party, and have the party split off upon entering the town, sending one to aid Benji while the others clear out the Undead. Have the party member with Benji take as much time as possible to kill the boss, as Benji will then head off to attack any other Undead in the village, making it difficult to defend him safely. Once you have the bonus unlocked, you can either continue on with the main mission up to the point where you reach Dorian and defeat the Undead assailing the temple, then head back for the village's offering, or immediately follow the northern path to Urn and have a spellcaster carry the object for the duration. If the Urn is dropped, you will have to run back to retrieve a new one.

After defending Hakewood, the mission becomes simple enough in destroying all the enemies you encounter. Protecting Dorian will take some time as there are several waves of Undead that will assault the area, but Dorian will remain within the protection of the Shrine of Mending, making healing him less of a problem. Simply wait out the assault and once the attack is over, finish clearing out the rest of the mission area of enemies, and head off to deliver the village's offering. Once you reach Dinas (**Purple Dot**) in the western most part of the area, a cinematic will begin, signifying your successful completion of the mission.



DIVERSITY COAST - Bonus Mission: Rescue the Chosen

Begin Main Mission by clicking the “Enter Mission” button.

Get Bonus by talking to a Chosen Villager near the bridge (**Green Dot**).

Main Mission Goal: Administer the Test of the Chosen and lead the lucky ones to Loamhurst.

Bonus Mission Goal: Safely deliver the five Chosen (**Red Dots**, and the above **Green Dot** villager) to Loamhurst, and talk to Lionguard Minah to receive your reward (500 gold for each Chosen and completion of the bonus, divided equally among your party members – 5 members=100 gold for each Chosen per member)

Tips: Like the previous mission, you will find that the bonus will be more difficult to complete than the main goal itself. However, you will receive an added bonus of gold every time you bring the Chosen to Loamhurst, so having to run through the mission a few times before completing the bonus will net some nice pocket change. There is also a wide explorable area in this mission with lots of enemies to fight, giving you more XP and loot to collect throughout. The main bulk of this mission is pretty simple, just follow the path, defeating your enemies until you reach the town. In order to proceed, you will need to have the Eye of Janthir, so talk to Hablion and follow his instructions. The best way to proceed is to have only one player character (if you are partying with others) cleanse themselves so the eye will **only** follow that one character. However, the Chosen will also follow that character, so it is best to make sure you either have an extra healer handy to focus solely on them, or to have that character stand back from the battles, so the Chosen will not be targeted.

The main problem in this mission arises in that all but the first Chosen will almost certainly be under attack by the time you reach them, so time is of the essence when approaching their areas. AoE spells are a must to disrupt the enemies long enough for your party to get in there and rescue the Chosen. You will also find other NPCs (such as merchants under attack), however, the Chosen are all named as villagers, so concentrate your efforts on saving them. After

you save the fifth and final Chosen, you will have to make your way through poisonous swampland littered with Undead. Again, if traveling with at least one other Player Character, make sure they didn't cleanse themselves in the town, so they can take the rest of the party ahead to clear out the area of enemies, ensuring the survival of the Chosen. Once you reach Loamhurst, make sure the player with the Eye talks to Lionguard Minah first, otherwise, once the Eye nears its shrine, a cinematic will trigger, and you won't be able to complete the bonus.

