

DUNGEON SIEGE

KINGDOM OF EHB

WALKTHROUGH

CHAPTER 1: STONEBRIDGE

Your quest begins here.

As you routinely trod through another day of farming and chores, a violent group of Krug attacks your neighbor and his farm. This unexpected ambush leaves you rattled and taking up arms—whatever you can find, even a shovel or rake resting by the chicken coup. This first stage of your journey takes you through the overrun Farmlands, the haunting Crypt of the Sacred Blood, and into the town of Stonebridge, where you can gain new friends and information about what's happening with the Krug.



MAP KEY

- R** Resurrection Shrine (Multiplayer Only)
- MS** Mana Shrine
- LS** Life Shrine
- MF** Mana Fountain
- HF** Health Fountain
- U** Unique Chest



Farmlands

1. Norick's Quest

You're summoned from your farmhouse by smoke and the sound of destruction and chaos. Obviously injured by the attacking Krug, Norick has stumbled from his home and collapsed on a small bridge connecting his farm to yours. You automatically run to Norick's aid and find him delivering an important message with his last breath—the instructions for your first quest.

2. The Chicken Coop

Before leaving, search the Chicken Coop at the far east of the area to locate a couple of gardening tools—the shovel and the rake.

Although these tools weren't meant to combat the vile Krug, both could prove useful in a hand-to-hand fight. Take either tool (or even both of them) and equip your weapon of choice. Neither offers significant damage potential, but both carry a 10% chance to block Melee attacks, and that could prove useful against the early Krug enemies.

TIP

Each Phrak only has a few hit points and can typically be dispatched with just a couple blows. But since you can only hit one at a time and they attack quickly, they are much more dangerous in numbers or in combination with other monsters. Lure the Phrak away from the Krug or other enemies and eliminate them before facing the tougher creatures.



A thorough search of the area around the barn will uncover the Fireshot spell.

5. The Chasm

Additional Krug Scouts occupy the forest path ahead. Proceed along the forest path cautiously. If you move too fast, you're liable to trigger several Krug Scouts. You aren't especially durable or powerful yet, and at this point you only have weak weapons and spells. Battle the Krug Scouts one at a time whenever possible and pick up anything they discard. Continue along the forest path and spot the wooden bridge spanning an impressive chasm. Cross the bridge and face more Krug, Farm Skrubbs, and Phrak.

6. Norrick's House

Follow the road toward the southwest and locate Norrick's house on the right side of the path. As you approach the door, violent Krug burst out and attack. Combat the Krug with your weapon of choice and search Norrick's house for goods.

QUEST

Seek out Gyorn in Stonebridge

Given by: Norick.



Description:
Seek out Gyorn by traveling to Stonebridge.



Solution:
Proceed through the Farmlands and the Crypts into the town of Stonebridge. Once there, locate Gyorn.



Reward:
Gyorn offers to join party.

Proceed upstairs to grab the Magic Armor spell and search the bookcase to discover a lore book entitled "History of the Crypts." Read it to learn some useful history, then either take it with you or leave it behind as you're inclined. Exit the empty house and resume heading south along the road.

7. The Bear Cave

After exploring Norrick's home, search the forest area southwest of the farmlands and main path. You'll battle several types of Krug and Phrak as you maneuver through the dense trees. Locate a couple of crates adjacent to an ominous cave entrance and break them open to search for gold and items.

When you enter the cave, you'll encounter a quite unwelcoming Bear. The Bear is by far the toughest monster you've faced up to this point; it's unlikely you'll survive a Melee battle without several health potions. Use hit-and-run tactics to defeat the Bear, then search the cave for gold and potions.

8. Phrak Ballista Mini-Boss

Search the forest south of the farms to locate the Phrak Ballista and its Phrak escort. The Phrak Ballista fires a dart much like the Phrak Piercers. Although the Phrak Ballista isn't extraordinarily powerful, its large Phrak escort can cause significant damage, especially if the entire group gangs up on you.

Defeat any Krug or Snappers in the area, then lure the Phrak escort away from the Ballista. The Ballista's biggest strength is its defense rating, which is much greater than the standard Phrak's. Equip your most powerful Melee weapon against the Ballista and use health potions as needed.



TIP

Before going down the path north of Norrick's house, search the northern edge of the forest to locate a small cave containing a crate. Eliminate the Krug and Krugdog defenders and search the crate for possible loot.

Combat Magic vs. Nature Magic

Combat and Nature magic offer a wide array of offensive and defensive spells that you can use to assist your party as it battles the diverse monsters in Ehb. To gain skill in either magical art, simply use spells of that type: If you wish to gain Combat Magic skill, use Combat Magic spells; if you wish to gain Nature Magic skill, use Nature Magic spells. The more you use a spell, the more your skill is improved. As your magical skill increases, you gain the ability to use more powerful spells, and your current spells also increase in power.

- ⊕ Although you can gain skill in both types of magic equally (by using both spell types equally), you may wish to stress one art over the other. Keep in mind that these generalizations do have exceptions. Both arts offer fantastic offensive, enhancement, and summon spells.
- ⊕ Combat Magic spells tend to be more destructive but have a slower firing rate. Also, the offensive spells generally cause more area-effect damage. The highest Combat Magic spells are some of the most destructive in the game.
- ⊕ Nature Magic spells tend to have better accuracy and a faster firing rate. Instead of area-effect damage, the offensive spells generally harm only a single foe. Nature Magic spells are generally more precise and can be highly destructive to a single enemy.



The Phrak Ballista hovers near the farm protected by an escort of Phrak.

9. Farms Under Attack

Krug have taken over the farmlands, though you may find some farmers attempting to protect their land. Should you need a Melee weapon, you will see the farmer's weapon of choice, the pitchfork, lying around discarded.

If you wander too close to the pond, beware of the Snappers that will quickly emerge and attack. The area's monsters include Krug Scouts and Krugdogs. Venture into the forest to uncover and battle Phrak and Phrak Piercers.

10. Edgaar's Quest

Brankar the Scavenger and his Krug minions have taken over Edgaar's basement. Offer to clear out the basement to initiate a brief but

rewarding side quest. Enter Edgaar's home and speak with the distraught Edgaar, whom you'll find sitting on the side of his bed. Then

locate the basement doors on the side of his home, descend the stairs into the basement, and defeat the Krug occupying the upper basement.

Stand on the grate and use the brick on the nearby wall to descend deeper into the basement. Defeat Brankar the Scavenger and the remaining Krug to complete the quest. Search the crates and barrels for items, then move toward the northern side to spot the breakable wall. Bust down the wall to uncover a secret room containing more loot and a Leech Life spell.

Path to the Crypts



QUEST

Clear Edgaar's Basement

Given by: Edgaar.



Description:

Clear the Krug from Edgaar's basement and gather supplies for the journey to Stonebridge.



Solution:

Locate the basement doors on the side of Edgaar's home. Descend into the basement and clear out the Krug. Stand on the platform and use the secret brick on the wall to descend deeper into Edgaar's basement and defeat the remaining Krug, completing the quest.



Reward:

Equipment, supplies, and potions—anything in Edgaar's basement!

11. Klandank the Krug

As you continue down the path away from your home, spot the fork in the road. The path ahead continues to Stonebridge, but take the optional path on the left toward the cave entrance where a group of Krug Scouts, a Krug Apprentice, and some Farm Skrubbs guard a

Spell Tip
Fireshot and Zap
The *Fireshot* and *Zap* spells serve as adequate long-range attacks in these early areas until you acquire a bow or better spells; use whichever one you're more proficient with. *Fireshot* can inflict more damage per shot but has a slower rate of fire. *Zap*, on the other hand, inflicts less damage per hit but can fire faster.

mini-boss, Klandank the Krug. Although none of the enemies is particularly tough, the quantity does pose a challenge.

Lure the Krug Scouts away from the Apprentice, which uses the Zap spell. Eliminate the weaker Scouts, then the Skrubbs and the Apprentice before targeting the mini-boss. Klandank's high defense rating makes it difficult to score damaging blows. Retreat and use health or mana potions if necessary. After clearing the cave, search the grounds for resources, such as gold and supplies.

12. The Bridge Is Destroyed!

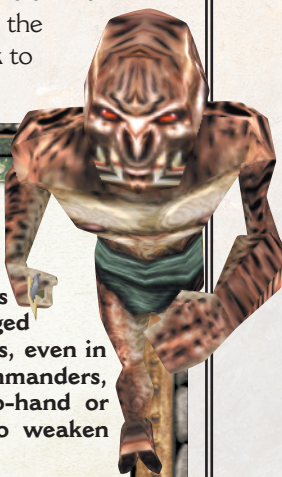
Speak with Skartis next to the smoldering bridge to learn of its fate. Apparently, the Krug burned down the bridge—it looks like you'll have to find another way to Stonebridge! Skartis mentions a "young feller" who said he was going to try to get to Stonebridge by using the passage through the Crypts. Sounds like a plan! After concluding the conversation with Skartis, ignore the collapsed bridge and turn north. Move cautiously—Gray Wolves hide in the foliage alongside the forest road. Avoid ambushes by advancing slowly or hugging the western or eastern mountainsides.



Skartis has unpleasant news:
The Krug have burned down the bridge
leading to Stonebridge.

13. The Life Shrine

The lush green forest of the Farmlands begins to turn dark and ominous as you proceed toward the Crypts. The dangers are greater as well. Krug Scouts and Gray Wolves hide in and attack from the bushes along the road. You'll have some help when you reach a northwestern bend in the road: Locate the Life Shrine in the forest on your right, and simply stand on the shrine to regenerate your health. Battle the nearby enemies then scurry back to the shrine to heal as needed.



The Krug

You'll encounter Krug throughout your journey to Stonebridge and beyond. Don't expect all Krug to be as weak as the Krug Scouts that attacked Norrick's farm. There are several different types of Krug, including Krug employing Ranged and Magic skills. You should have little trouble defeating the weak Krug Scouts, even in numbers. But once you encounter stronger Grunts, Guards, Raiders, and Commanders, expect a tougher fight, particularly if you choose to battle them hand-to-hand or in groups. Whenever possible, use area-effect spells, such as Acid Gas, to weaken approaching Krug Melee groups before switching to Melee attack.

Krug Chuckers toss rocks from a distance and typically support Krug Melee groups. Lure enemies away from the Chuckers or counter with your own long-range attacks. The Krug Apprentice and Shaman also remain at long range and launch Zap or Fireshot to support Krug Melee classes. Like Chuckers, the Krug magic users are weakly armored but possess a hearty attack. Send fighters to attack Chuckers and Shamans while your archers and mages occupy the Krug Melee forces or assist with their own attacks.



14. The Alpha Wolf

Explore the forest just north of the shrine to uncover a mini-boss, an Alpha Wolf guarded by several Gray Wolves. The Alpha Wolf boasts greater health and defense than the Gray Wolves but inflicts approximately the same damage. Remain close to the shrine in case you need healing. Avoid the area until the Krug Scouts have been defeated.

TIP

The bridge may be destroyed, but it's still possible to explore the nearby waterfall. Turn left when facing Skartis and the bridge and approach the rushing water. Small groups of Gray Wolves and Phrak protect a secret stash of gold on the other side of the falls.

15. A Krug Camp

Continue down the forest path beyond the Health Shrine and you'll encounter more Phrak and Krug Scouts around the perimeter of a small Krug encampment on the western side of the road. There are lots of enemies around the camp, so don't approach too closely unless you're prepared for quite a battle.

The Krug Scouts and Krug Scavengers shouldn't give you much trouble, unless you wander too close to the Krug Apprentice, who won't hesitate to hurl cast Zap in your direction. Retreat to the Health Shrine should your wounds need mending. Don't forget to search the Krug camp for supplies, breaking the barrels and crates before continuing north toward the Crypts.

16. The Cemetery

A sign in the middle of the forest road points the way to the Crypt of the Sacred Blood. Follow the forest road to the north. You'll reach the outskirts of a cemetery and

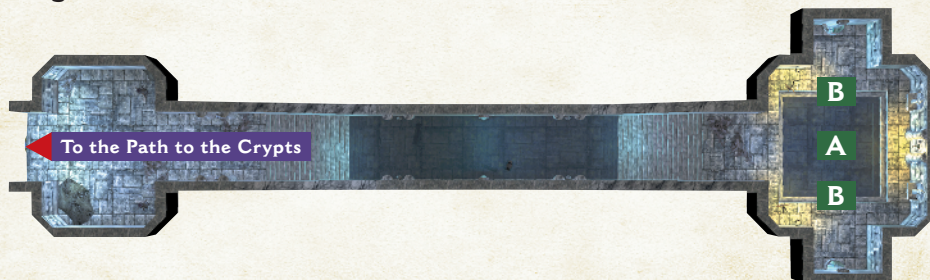


SPELL TIP

Magic Armor
The Magic Armor spell requires level 3 Nature magic and provides a Melee-skilled character with a much-needed armor bonus. If you've been practicing Nature magic and Melee skill, cast Magic Armor on yourself before engaging in hand-to-hand combat against multiple foes.

Secret Area: The Statue

Just beyond the Krug camp you'll spot a side road that leads deeper into the eastern forest. Walk down the road until you see the statue in the distance. Approach and activate the statue by clicking your mouse pointer on the statue just as you would attack an enemy. A secret underground passage opens next to the statue; go down and follow the passage to the dead end, defeating any enemies that impede your progress. At the dead end, activate the second statue (A); two Skeletons appear, one on either side (B). Attack and kill them, then grab the gold and loot scattered around the room. Return to the forest road and resume your course toward the Crypts. On a side note, you may encounter bright Pixies floating in the forest near the statue. Walk near them to receive a mana boost.



the entrance to the Crypts. Prepare to face more Krug and Phrak here as well as your first encounter with the undead. The Skeletons are much more durable than the Krug you've faced so far—weaken them from a distance before engaging in hand-to-hand combat. You also have a speed advantage over the Skeletons, so if the fight goes poorly, just run away. After clearing the area, locate the entrance to the Crypts west of the cemetery.

The Crypt of the Sacred Blood

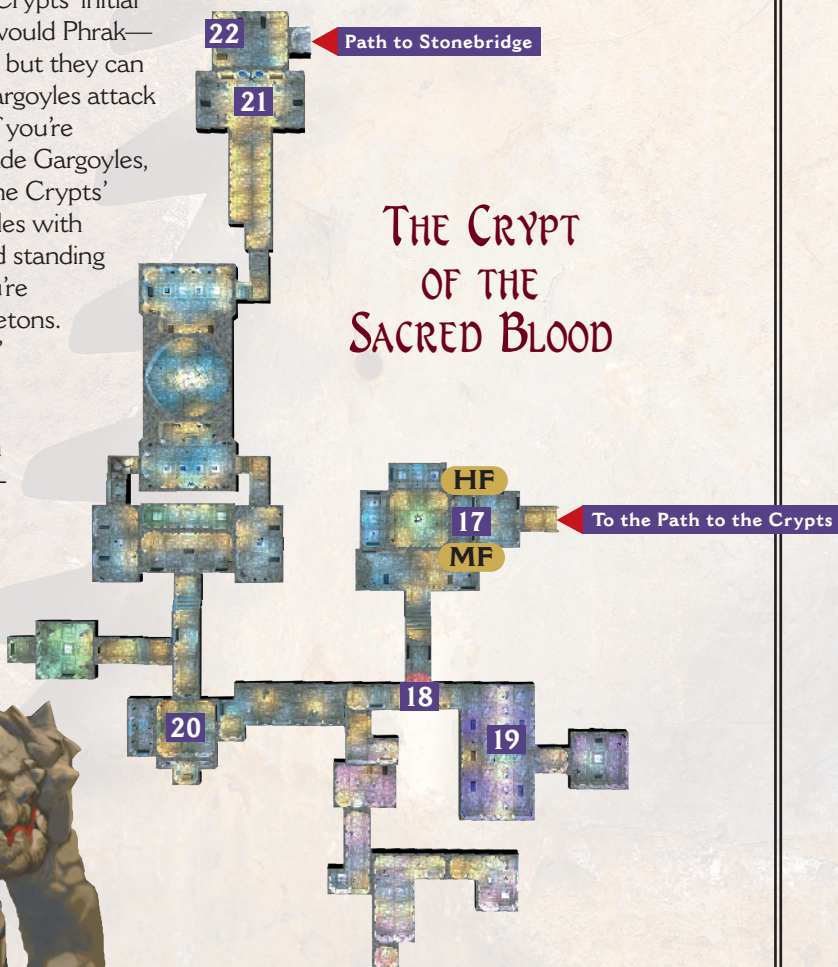
17. Health and Mana Fountains

Gargoyles and Skeletons guard the Crypts' initial rooms. Treat the Gargoyles as you would Phrak—each individual Gargoyle isn't tough, but they can pose great danger in groups. The Gargoyles attack quickly; switch to Melee weapons if you're surrounded. You'll also encounter Jade Gargoyles, which have a Ranged attack, near the Crypts' entrance. Counter the Jade Gargoyles with Ranged weapons or spells, and avoid standing within range of their weapons if you're engaged in a Melee battle with Skeletons.

Continue west into the Crypts' second room. Battle the Skeletons here and use the health and mana fountains on either side of the room to restore your reserves. Don't hesitate to retreat to this room periodically during your trip through the Crypts. The resources here are invaluable and will help you conserve health and mana potions for the tougher fights ahead. Beware of Gargoyles in the room west of the fountains—they swarm from the dark corners to the north and far west.



Use these color-coded fountains to replenish health or mana.





Skeletons and Gargoyles

You'll face two creatures during the trek through the Crypts: Skeletons and Gargoyles. Skeletons are tougher, but slow and easy to avoid. Even if you're overwhelmed by a group of Skeletons, it's easy to escape, heal, and plan a new attack. It's also easy to employ hit-and-run attacks against a Skeleton or remain at long range and use a bow or spells. If the Skeleton gets close, simply retreat and resume the distance attack.

Gargoyles are weaker but much faster, and typically are found in groups. Don't let their low health and low defensive rating fool you—the Gargoyles can cause plenty of damage in groups. Target Gargoyles before attacking any Skeletons in the area. You'll also encounter Jade Gargoyles that fire a Ranged attack. Remain out of range of their attack or quickly eliminate them before targeting the other Gargoyles.



18. The Skeleton Captain

A mini-boss, the Skeleton Captain, protects a hallway just beyond a staircase you'll find down a southern hall. He's a tough fighter, boasting over twice the health of his Skeleton escorts. But like his counterparts, he's slow and easy to evade. Lure the weaker Skeleton escorts away from their captain and defeat each of them with your weapon of choice. You can engage and defeat the Skeleton Captain easily with Ranged weapons or spells (with the necessary mana potions) or choose to fight a more difficult Melee battle that will require either retreat to the resource fountains or ample health potions.

19. Secret Gold

Locate a lever on a western wall near the Skeleton Captain's post. Using the lever reveals a hidden staircase that leads deeper into the Crypts. Descend the staircase and defeat the Gargoyles and Skeletons. Search the sarcophagi for gold and supplies. Continue east through the door. You'll discover a pile of gold in the room's center, but be careful—grabbing the gold triggers a fireball trap. Avoid the damage and return up the staircase to resume your journey through the Crypts.

SPELL TIP

Leech Life

A level 2 Combat magic spell, *Leech Life* rips health from an enemy target and gives it to the caster. The amount of health depends on your Combat Magic skill level. The spell can assist a fighter or archer during tough combat (though *Leech Life*'s high mana cost will hinder other spellcasting). It's especially handy when you're low on health potions and battling a few slow-moving foes.

Secret Supplies

There's a second secret area near the Skeleton Captain. After defeating the Captain, head west toward the closed door. Locate a brick on the southern wall just left of the door and press it to reveal a hidden passage. Use the lever in the next room to lower a staircase into a deeper section of the Crypts. Descend the staircase and defeat the Skeletons and Gargoyles guarding the rooms. Traverse the hall to the south, then to the east, to discover several supplies. Drop two items on the pressure plates to reveal a hidden potion. Continue to the dead end and defeat all the enemies in the room to uncover another hidden item—magical boots!

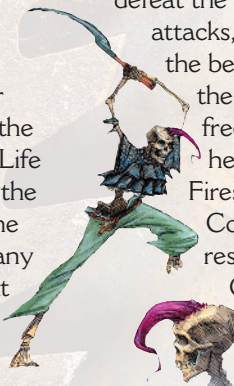
20. A Tempting Spellbook



TIP
In the hall north of the room containing the spellbook, you'll find a raised brick that resembles a switch on the western wall. Press the brick to reveal a secret hallway. Follow the hallway to a hammer resting on a pressure plate. Grab the hammer to summon a group of Skeletons. Pummel them and return to the hallway.

Follow the hallway west and avoid the fireballs shot from either side of the room. If you're daring, grab the health and mana potions that lie along the room's edge. You'll reach a room with a podium in its center—a spellbook rests on the podium. As soon as you grab the spellbook, walls lower to the west and south, revealing hidden Gargoyles and Skeletons.

Defeat the Gargoyles first. They're fast and can cause problems in groups. You can run circles around the more durable Skeletons. After clearing the room, grab the lore book entitled "The Life of Etan Stonebridge" in the southern alcove. Save the spellbook and give it to any new party members that you wish to train as magic users.



21. The Ruby Gargoyle

Continue to battle your way through the northern hallways. You'll reach a hall where there are torches that ignite as you advance past them. Don't charge into the dark room beyond; move in slowly and defeat the four Jade Gargoyles with a bow or spell if one is available. The Ruby Gargoyle, the toughest beast in the Crypts and the strongest you've faced thus far in the game, guards the two closed doors across the room.

The Ruby Gargoyle fires a powerful red laser from its eyes. Watch out—the laser's range is greater than that of any bow or spell in your inventory. It's possible to defeat the Ruby Gargoyle with Melee attacks, which sufficiently damage the beast, but it's difficult to hit the creature—expect to miss frequently and use several health potions. Equip Fireshot or Zap if you're a Combat or Nature mage, respectively. Defeat the Ruby Gargoyle to open the northern doors.



Charged Fist
Charged Fist is a level 1 Nature magic spell that should be used in combination with a Melee weapon. Cast Charged Fist on a fighter to boost their maximum Melee damage. The caster's Intelligence affects the amount of added damage. You can also cast the spell on yourself; an enhancement spell such as this helps train magic and Melee skills simultaneously.

ULORA PROFILE

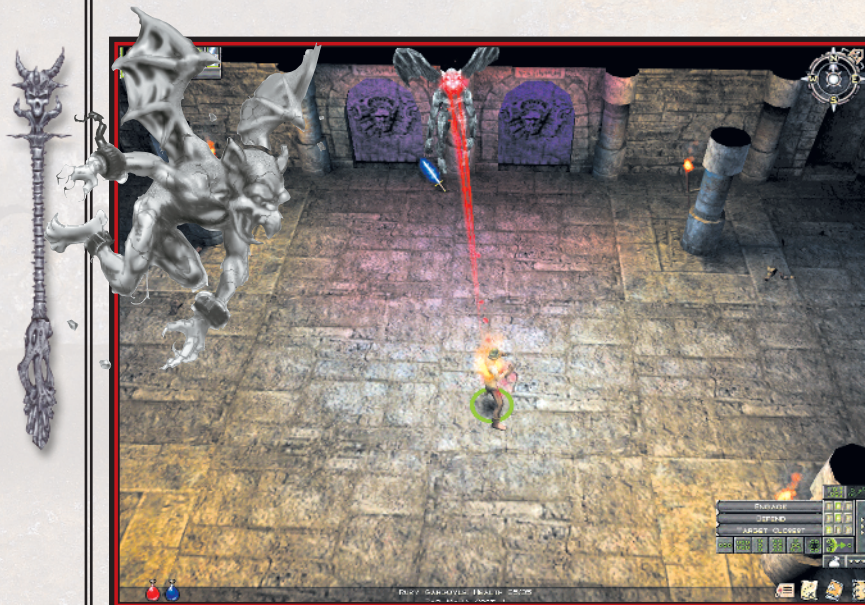


The scribe Ulora begins with an almost clean slate of statistics: She has little proficiency in three of the four skills and small benefits to the three attributes.

You can give her the spellbook you picked up earlier in the Crypts and a level 1 Combat or Nature Magic spell from your inventory to train her magic skills; or you can hand her a Melee weapon or Ranged weapon to practice those skills. Keep in mind that Ulora is extremely weak; she will need additional armor should you decide to send her into Melee combat. Use Ulora to complement your own skills. For example, if you prefer Melee combat, give her a bow or the spellbook and allow her to assist from long range.

Starting Statistics:

- ✦ Class: Cavalier
- ✦ Strength: 10
- ✦ Dexterity: 10
- ✦ Intelligence: 10
- ✦ Melee: 1
- ✦ Ranged: 1
- ✦ Nature magic: 1
- ✦ Combat magic: 0
- ✦ Health: 59/59
- ✦ Mana: 30/30
- ✦ Base Armor: 11
- ✦ Cost: 0



The Ruby Gargoyle's laser eyes are powerful and can strike from long range.

22. Rescue Ulora!

The Ruby Gargoyle protects not only the Crypt exit but also a door, behind which the scribe Ulora is guarded by several Krug Scouts; she's being forced to transcribe tomb markers for the Krug. Defeat the Krug Scouts and speak with Ulora. Accept her offer to join your party! She also reveals the location of the Crypts' exit, which can be found to the east.



Rip Mana

Rip Mana, an entry-level Combat magic spell, operates like Leech Life, only with mana. Cast Rip Mana to steal mana from an enemy target and add it to the caster's reserve. Use this spell to replenish mana when you're facing a few slow enemies or when other party members can serve as distractions.

Path to Stonebridge

23. The Black Skrubb's Gold

After exiting the Crypts, explore the cemetery and alcove to the far west. There are groups of Phrak hiding in the trees around the cemetery perimeter. A thorough search of the alcove will uncover a Black Skrubb guarding a pile of gold. The Black Skrubb is a much tougher adversary

than the Farm Skrubb you encountered earlier in the game. Keep Ulora out of range and counter the Black Skrubb's Ranged attack with your own or with spells. If you choose to engage the Black Skrubb with Melee weapons, have Ulora assist with a bow, enhancement spell, or attack spell from a distance.



24. A Krug Camp

Follow the road to the east and southeast until you reach the outskirts of a Krug camp. You'll encounter Krug Scouts, tougher Krug Grunts, and quick Krugdogs around the perimeter and inside the camp. Lure as many enemies away from the group at the campsite as possible; the Krugdogs' speed makes it difficult to retreat if you anger the entire group. After defeating the Krugs, raid the camp for gold and supplies, then enter the structure north of the camp.



You'll encounter this Krug camp along the path leading to Stonebridge.



SPELL TIP

Acid Gas

Acid Gas is a powerful level 1 Combat Magic spell that creates a toxic gas that inflicts damage to any enemies standing within its area of effect. It continues inflicting damage for a duration that depends on the caster's Combat Magic skill level. Acid Gas is most effective against tightly grouped monsters and can help whittle down an enemy's health before Melee-skilled party members engage.

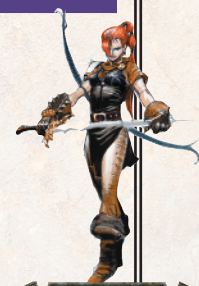
25. Huskar the Shaman

The Krug have slaughtered the guards in this tower and taken the tower for their own. Ascend the staircase and explore each level of the high tower. Smash open the barrels and crates in search of gold and supplies. You'll face additional Krug and Krugdogs within the tower. Ascend to the top of the tower to find Huskar the Shaman. Huskar has much greater defense and mana reserves than standard Krug Apprentices or Shamans. Defeat Huskar with your preferred weapon or spell and collect his gold. Open the chest on the rooftop in search of supplies.



26. Futak the Trainer

A large Krug camp lies just east of the shore and blocks the road to Stonebridge. The camp is even larger than the one near Huskar's tower and, in addition to Scouts and Grunts, houses Futak the Trainer, a beefed-up Krug Grunt with double the life and triple the defenses. Entice Futak's escorts away from the camp and defeat as many as possible before engaging Futak. Use enhancement spells to boost your armor and Melee damage should you decide to engage in Melee combat. Search the camp for gold and supplies before continuing through the camp and north to Stonebridge.



TIP

Explore the shoreline east of Futak's camp for additional combat opportunities. You'll uncover a couple crates in a cave to the south and some Black Skrubbs guarding gold to the north.



Stonebridge



STONEBRIDGE

QUEST

Deliver Gyorn's Report

Given by: Gyorn.



Description:

Deliver Gyorn's report to the Overseer in Glacern.



Solution:

Traverse Wesrin Cross and the Dwarven Mines to reach the town of Glacern. Speak with the Overseer to deliver Gyorn's report and complete the quest.



Reward:

Level-up instantly in currently selected skill.

27. Meeting with Gyorn

Gyorn stands just beyond the entrance to Stonebridge, by the wreckage of his trusty catapult "Gravemaker." Speak with Gyorn for news on the Krug attack on Stonebridge. He suggests sending a report to the Overseer in the town of Glacern. Accept his offer to join your quest if you wish to add his services to your party. After the conversation, visit the old mill to the west to speak with Alanna Blesstone and enter the adjacent house to grab the "Ruins of Wesrin Cross" lore book.

28. The Jack and Mare

Speak with Owen at The Jack and Mare to hire a pack mule. You can use the pack mule to carry the large supply of weapons, armor, and assorted treasure that you'll (hopefully) find on your journey. The pack mule costs 320 gold pieces and

becomes an additional member of your party. Although the pack mule will automatically retreat (and defend itself) during battle, don't neglect to protect the weak animal as well as your valuable treasure!



Pack mules will relieve much of your treasure-hunting burden.



GYORN PROFILE

Gyorn is a competent fighter with improvements to both strength and Melee skill. He's a free addition to the party and should be utilized as a fighter to capitalize on his former training. Visit Stonebridge's The Black Hammer Forge to buy him a better weapon and armor or equip him with items found on your journey through the Crypts.

Starting Statistics:

✦ Class: Squire	✦ Nature Magic: 0
✦ Strength: 11	✦ Combat Magic: 0
✦ Dexterity: 10	✦ Health: 78/78
✦ Intelligence: 10	✦ Mana: 31/31
✦ Melee: 2	✦ Base Armor: 10
✦ Ranged: 0	✦ Cost: 0

29. The Black Hammer Forge

Speak with Jonn at The Black Hammer Forge; he'll be glad to accept some of the loot you've acquired on the first leg of your journey in

exchange for new armor and weapons. You may wish to explore the Etan's Roost Inn and the Azunite Shrine of Passion before making any purchases—both locations contain party members for hire, but you'll need ample gold.



TIP

A few Black Skrubb have infested the beach just south of Stonebridge. The townsfolk will be grateful if you eliminate the threat.

30. Etan's Roost Inn

Don't neglect to visit the Etan's Roost Inn during your brief stay in Stonebridge. The inn offers three party members for hire as well as a simple quest. Explore the

bottom floor of the inn first and find the bored wizard Zed standing on the other side of the staircase. Hire Zed to join your party if you wish.

Ascend the inn's staircase and enter the room at the far end of the hall on the left. Rustle the eager fighter Rusk out of bed and speak with him. If you're looking for another Melee-skilled party member, hire Rusk.

You'll find Ella Riverstarn on the inn's second floor, near the staircase. Speak with her to receive a simple quest: deliver a message to her sister, an archer in the legion who's currently stationed in Glacern.

QUEST

A Sister's Message

Given by: Ella Riverstarn.



Description:

Deliver Ella's message to her sister Ada in Glacern.



Solution:

Travel through Wesrin Cross and the Dwarven Mines to reach Glacern. Locate and speak with Ada Riverstarn to deliver her sister's message and complete the quest.



Reward: Lloyd's Ring.



ZED PROFILE

Zed's Nature Magic skill and improved Intelligence could prove quite the asset to your party. Consider purchasing the Healing Hands spell from Adwana in the Azunite Shrine of Passion and enlisting Zed as official healer. Equip the spell and order Zed to stand ground, hold fire, and follow the party; he will automatically cast Healing Hands on the wounded as long as he has available mana.

Starting Statistics:

✦ Class: Apprentice	✦ Nature Magic: 3
✦ Strength: 10	✦ Combat Magic: 0
✦ Dexterity: 10	✦ Health: 68/68
✦ Intelligence: 12	✦ Mana: 80/80
✦ Melee: 0	✦ Base Armor: 10
✦ Ranged: 0	✦ Cost: 900



RUSK PROFILE

Rusk boasts improvements to Strength and Melee skill even greater than Gyorn's. But if you already accepted Gyorn's offer to join your party, you may not need the services of another fighter, unless you've decided to eschew archers and mages completely. Hiring Rusk carries additional costs as well—to get the most out of him, you'll need to get him better weaponry, armor, and a stockpile of health potions.

Starting Statistics:

✦ Class: Squire	✦ Nature Magic: 0
✦ Strength: 11	✦ Combat Magic: 0
✦ Dexterity: 10	✦ Health: 78/78
✦ Intelligence: 10	✦ Mana: 31/31
✦ Melee: 3	✦ Base Armor: 11
✦ Ranged: 0	✦ Cost: 1100

31. Azunite Shrine of Passion

Speak with Adwana in the Azunite Shrine of Passion if you want to purchase or sell spells and

potions in preparation for the long journey ahead. Before leaving, speak with the spunky archer Naidi, who's standing behind Adwana. Hire Naidi to join your party if you wish.

QUEST

Ordus' Axe

Given by: Ordus.



Description:

Liberate Ordus' Axe from the northern guard tower.



Solution:

Exit Stonebridge to the north on the way to Glacern. Enter the first tower you reach and defeat the Krug stationed inside. Descend into the armory and grab Ordus' axe.



Reward:

Ordus' axe and miscellaneous supplies.

32. Ordus' Axe

Speak with Ordus in the remains of his house west of the Etan's Roost Inn. Ordus was stationed in the northern guard tower, but the attacking Krug took control. He doesn't believe that the Krug will

locate the secret armory in the bowels of the tower. Ordus offers a quest: secure the tower and locate the axe.

33. The Guard's Request

You'll leave Stonebridge through the gate at the far north. Before leaving, speak with the Town Guard in front of the gate. He offers an easy quest that will open a route back to Stonebridge.

QUEST

Clear Glitterdelve Pass

Given by: The Town Guard.



Description:

Clear the way to Glitterdelve for the Stonebridge militia.



Solution:

Battle through Wesrin Cross. Once on the other side, open the crumbling wall that blocks the path to Glitterdelve.



Reward: A path back to Stonebridge.



NAIDI PROFILE

Naidi's Ranged skill can provide long-range support to your party during battles. Naidi is slightly cheaper than Rusk and more expensive than Zed but can be just as effective as either. Hire Naidi if you're having trouble in Melee battles and need a skilled archer to soften up approaching enemies. Visit The Black Hammer Forge to purchase a new bow and armor for Naidi or use one you found during the journey through the Crypts.

Starting Statistics:

✦ Class: Bowyer	✦ Combat Magic: 0
✦ Strength: 10	✦ Health: 58/58
✦ Dexterity: 11	✦ Mana: 34/34
✦ Intelligence: 10	✦ Base Armor: 15
✦ Melee: 0	✦ Cost: 1050
✦ Ranged: 3	
✦ Nature Magic: 0	