

REAL MILLENNIUM GROUP™ GUILD

Guild Wars Post-Searing Mission Guide – Northern Shiverpeaks

The decision has been made. Following Prince Rurik into exile, you and a number of Ascalon Refugees have braved the Ascalon Foothills and Traveler's Vale to reach Yak's Bend. The starting point for the next phase of your journey in Tyria. A short distance from the outpost of Yak's Bend is the eastern entrance of Borlis Pass, the lower of two paths through the Northern Shiverpeak Mountains, and the first of two missions in this area. Successfully navigating Borlis Pass will take you to Grooble's Gulch, a safe haven of the Deldrimor Dwarves and the starting point of the second mission. If you manage to survive the trek from Grooble's to the Frost Gate, you will find yourself at Beacon's Perch, the last rest stop before entering the country of Kryta.

BORLIS PASS - Bonus Mission: Kill the Ice Drake

Begin Main Mission by talking to Ascalon Guard Hayden after clicking the “Enter Mission” button.

Get Bonus by talking to Rornak Stonesledge (**Green Dot**).

Main Mission Goal: light the beacons along the path and lead your party to Grooble's Gulch.

Bonus Mission Goal: locate and kill the Ice Drake (**Red Dot**) deep in its ice cave.

Tips: This mission introduces you to combat with Dwarves, Ice Golems, and Shiverpeak Centaurs, but is much like the Nolani mission where you simply have to battle your way through mobs to reach the end of the mission. You'll certainly need a party with a good healer, and make sure to protect them and your other spell casters as they will be the primary targets of the mobs. Even with a high level build, the missions from here on out are not soloable, but still can be accomplished using only henchman.

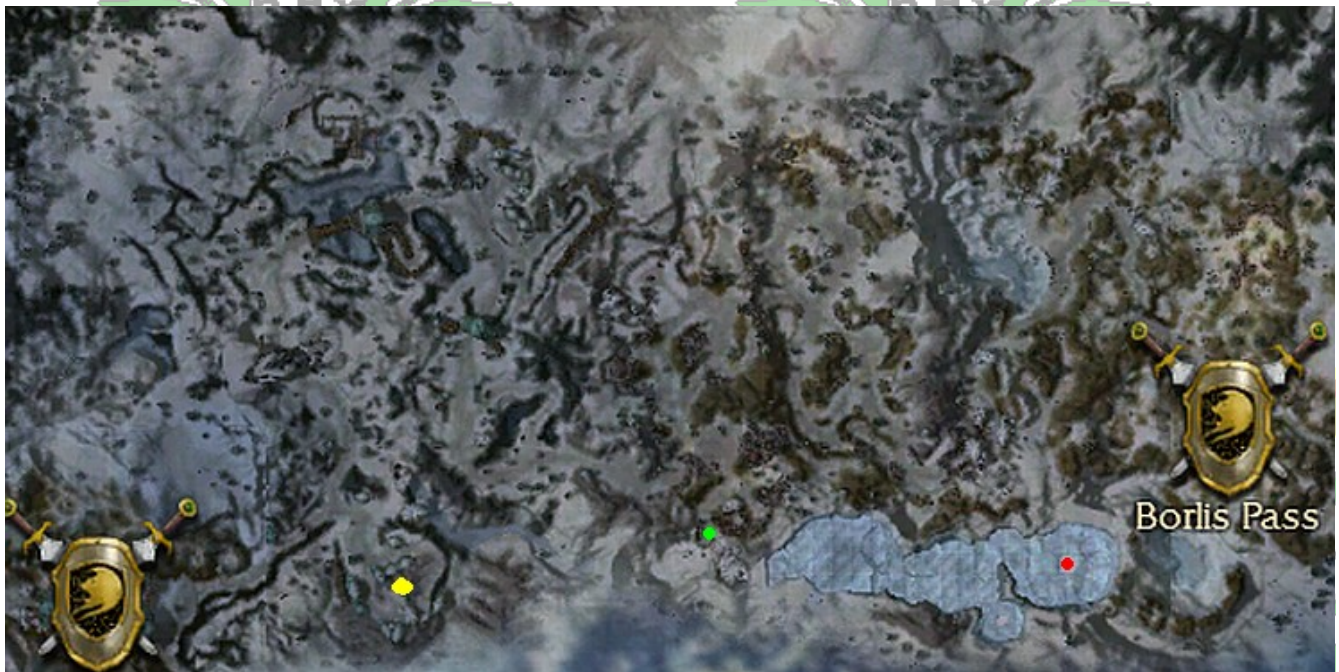
The first part of the mission is fairly simple – follow the path and have your torch bearer light the beacons along the way. Fend off the Shiverpeak Centaurs that you encounter. You will face a Centaur Boss at the last beacon, but the fight is an easy one. After lighting the final beacon, talk to Guard Tolis who will take the torch and open up the gate behind him. Now you will encounter the Ice Golems and Dwarves. They are more heavily armored, so weapons and skills with armor penetrating power will be an aid in these battles. You will come across Dwarven Powder Keg Stations on your way towards another gate, and boss battle. A Player Character in your party can pick up a Keg with which to use to blow down the gate and enter the final leg of the mission. The kegs can also be used against your enemies as any within range will be knocked down by the explosion, but your party will remain unaffected. The kegs will light and explode automatically once they are dropped, so one of your team will have to return to a station to pick up a new one each time.

Once you have blown the gate, you are quested with ending the siege on the Deldrimor Fort, by killing the Stone Summit Engineers manning the ballistae. You will receive a 2% bonus for each engineer killed, so will quickly reach the 10% bonus during the course of this mission. This will also come in handy if any party members were killed – in that case, kill as many of the mobs that you can first to whittle away at the Death Penalty and save the Engineers for last, as they do not move or attack. You will encounter another gate controlled by a lever, when you open this one, continue as before until you reach the final group of mobs in front of the entrance to the

Deldrimor Fort. Talk to Rurik to start a cinematic which will lead you to the final leg of the mission.

Just beyond the lever controlled gate you will encounter another boss lead mob, and two other gates. Rornak Stoneslege will be held captive behind the right most gate. Blow it with a powder keg and talk to Rornak to pick up the bonus mission. You will need another powder keg to blow away the planks and chains holding up a snow mound that blocks the entrance to the Ice Drake's cave. The best spot is behind and to the right of Rornak. You will encounter Dryders along the way to the Drake, so a lot of hex breakers and Distruption attacks will come in handy. After killing the Drake, return to Rornak, then head through the gate to finish off the siege.

After the cinematic ends, follow the path from the fort towards Grooble Gulch. You will encounter a lot more mobs, so time your path and battles so you don't end up fighting more than one mob at a time, otherwise your party will end up getting killed and starting all over again. You will have some Deldrimor NPC's to help you, but stick with them as close as you can as they will die quickly without support. Once you have reached the Enchanted Beacon (Yellow Dot), you will encounter one last boss lead mob – dispatch them, enjoy the view, then light the three smaller beacons surrounding the large one to trigger the last cinematic of the mission.



THE FROST GATE - Bonus Mission: Steal the Secret Plans

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

Get Bonus by talking to Rornak Stonesledge (**Green Dot**).

Main Mission Goal: Destroy the ballistae along your path to the Frost Gate, which you need to open to allow the refugees to pass.

Bonus Mission Goal: Free Rornak Stonesledge from captivity (again) and steal the Stone Summit's secret war plans (**Red Dot**)

Tips: This mission is a bit longer and a lot tougher than any of the previous missions thus far undertaken. A full party with at least one or two other Player Characters and healers is almost a must, especially when undertaking the Bonus Mission, for a successful first run. Similar to the second phase of Borlis Pass, your party will follow one path through the mountains, fighting mobs and taking out the SS Engineers and their ballistae, which will allow Rurik and his soldiers to lead the refugees along a second path towards the Frost Gate.

In the area outside of Grooble's Gulch, you will encounter Minotaurs who will target any monks in your party. It is vital that you keep your healers alive as you will need their healing abilities throughout this mission. There will be a boss minotaur off to the right of the main path, killing him will give your party an early bonus. After getting through this area, you will encounter the Golems and Dwarves once again. Your pathway will be blocked by gates, which will open automatically once you have dispatched the near by Engineer (which again gives you a moral boost). Each gate will reveal a mob lead by a dwarven boss. As you travel, be wary for enemy patrols as you will quickly find yourself overwhelmed if you time your battles poorly.

At the halfway point along the path, you will encounter an ice cave filled with Dryders and Ettins. Rornak Stonesledge will be held captive in this cave, but do not talk to him just yet. Clear out the entire cave and surrounding area of mobs first. On the other side of the cave, you will find two Ballistae; one will be shooting at the second path, keeping Rurik from advancing. The second one will be defending the path you are on. As long as your party has sufficient hit points, the second ballista will pose little problems as you only suffer 60-70 hp of damage. Do not take out these ballistae yet – you will probably need the moral boosts after completing the bonus mission. There will be a side path which begins on the right (**Blue Dot**), near the crater on the main path, this is where you will need to go for the bonus mission.

There is a broken ballista (**Yellow Dot**) at the end of this path which Rornak will repair and use to blast one of the gates on the main path, allowing you to get to the secret plans. However, this ballista is well guarded by Stone Summit warriors, spellcasters, and Dolyak Riders. There is no way to aggro only one group at a time, they will all attack once you are in range, which is why it is best to defeat them before picking up the bonus mission as Rornak needs to survive in order to repair the ballista and take the secret plans from your party. You will need to keep your healers at a safe distance as they will be the prime targets, and you will have to focus on disrupting and killing the Dolyak Riders first as their healing abilities will make defeating the dwarves impossible. Using a hit and run tactic will be your best option for this fight as a sustained battle will result in your party's defeat. Be patient and take out the dwarves one at a time until their number is more manageable. Once you have eliminated this group, return to Rornak to pick up the bonus mission. Lead him to the ballista and destroy the gate. Run your party through the path and kill the engineer defending your path, but do not kill the engineer defending Rurik's path yet, nor the dwarf boss, as they are key to triggering a cinematic leading to the second phase of the mission. If you have to fight them, go ahead, as you will be able to complete the bonus after the cinematic but it is more of a hassle to wait until afterwards.



Head up through the destroyed gate, fighting the Golems and dwarves you encounter – again this is a tough area because of the number of your foes, so take your time. The Secret Plans will be in a chest at the end of the path. Open the chest and have one of your party carry the plans to Rornak to complete the bonus. Return to the main path and defeat the rest of the mobs if you have not yet done so. Wait until the cinematic is triggered, then follow the instructions that Rurik gives you during the movie.

After the cinematic, follow the path down to the first gate you encounter. A lever will be lying on the ground nearby. Defeat any enemies in this area, then use the lever to open the gate. It will take a minute or two for it to open, so enjoy the view in the mean time. Pick up the lever and head through the gate, and kill any and all mobs you encounter before continuing. This will be the toughest part of the mission as you will need to activate all three gears to open the frost gate, and after each one, a gate will open allowing a large mob of dwarves to come at you. Once you have cleared the initial mobs, activate one gear at a time (the order is not important), then clear out all the mobs that you can access. For your first run through this mission, stick to the area immediately around the three gears, there is more explorable area to the left and through the gates, but it is very tough to survive those areas, so save the hunting expedition/map clearing for a return trip to this mission.

Once you have activated the final gear, hold off the final mobs until the last cinematic of the mission is triggered. This will be one movie you will want to watch all the way through (especially those who are not fond of the Prince). Once it ends, you will find your party in Beacon's Perch, the last stop before you reach Kryta, and the gateway to the shortcut to Droknor's Forge.

