

[Lv 8] Beginner Quest

Beginner Quest



Lore:

Quest intended for beginners. It gives a great start for all new characters. Druids and Sorcerers share a quest, while Knights and Paladins have their own.

Rewards:

Druid -

Sorcerer -

Paladin -

Knight -

Difficulty: Easy

The Quest for Druids and Sorcerers

This quest contains lots of the mini quests and tasks. Complete all of them in order to receive a final reward.

Talk to the NPC Ashri.



Dialogue:

```
03:23 Ashri: Hello! And welcome to the Mage's house! Our leader has gone missing. Could you help us?
03:23 Newboy [8]: help
03:23 Ashri: You'd really be willing help us rescue The Mage?!
03:23 Newboy [8]: yes
03:23 Ashri: Great! I need you to find the Corym bank. We know it's hidden in the basement of their home. We have marked the area on your minimap. Return to us when you have completed your mission. I can teleport you there as well, just ask me for a teleport!
03:23 Newboy [8]: teleport
03:23 Ashri: Would you like to be sent to the Corym spawn in an attempt to locate their bank?
03:23 Newboy [8]: yes
```

The Corym Bank Quest

You are sent to the Coryms spawn to retrieve money from the Corym bank. Follow the marks on your minimap.

First floor: Head to the north into the cave and go down the stairs.



Second floor: Head to the north east and go down the stairs.



Third floor: This is the final floor. Head to the south and open the chest.



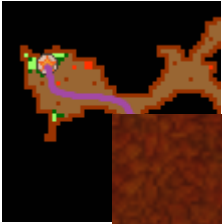
Go back and talk to NPC Ashri again.

```
02:39 Ashri: Hello! And welcome to the Mage's house! Our leader has gone missing. Could you help us?
02:39 Newboy [57]: help
02:39 Ashri: Have you found the Corym bank?
02:39 Newboy [57]: yes
02:39 Ashri: Thank you! We must locate the Warlord Sword. We believe it's hidden in the Dwarven caves. This information will help me convince a buddy to help us. We have marked its possible locations on your minimap. Return to us when you have completed your mission. I can teleport you there as well, just ask me for a teleport!
02:40 Newboy [60]: teleport
02:40 Ashri: Would you like to be sent to the Dwarf spawn in an attempt to locate their Warlord Sword?
02:40 Newboy [60]: yes
```

The Warlord Sword Quest

You are sent to the Dwarf spawn to locate the Warlord Sword. All what you have to do is to see it on your screen, you can't find your way to it or pick it up.

The sword is located at the first floor. Head to the star mark.



As soon



quest.

Before going back, I suggest that you try to find a secret cave hidden in the spawn. It holds nice rewards. If you want to keep going with the quest, you have to reach level 100, otherwise you won't be able to proceed with the quest.

```
02:55 Ashri: Have you found the legendary Warlord sword?
02:55 Newboy [80]: yes
02:55 Ashri: Thank you! For your final mission, my nemesis Lensine has a magic spell cast on this home that we must lift. We have marked her location on your minimap. Lensine is a mediocre mage that is hiding amongst the Cyclops in their lair. Return to us when you have completed your mission. I can teleport you there as well, just ask me for a teleport!
02:55 Newboy [85]: teleport
02:55 Ashri: Would you like to be sent to the Cyclops spawn in an attempt to locate and kill Lensine?
02:55 Newboy [85]: yes
02:55 Ashri: I cannot send you to the Cyclops spawn until you are at least level 100.
```

Lensine

You are sent to the Cyclops spawn to kill Lensine. You will need a shovel. Follow the star mark on your minimap and you'll get to the Lensine. First, open the hole and go

down.



Go downstairs.



Downstairs again.



Again downstairs.



Head to the star mark, open the chest and go into the teleport.



Defeat Lensine and go back to NPC Ashri.

```
03:04 Newboy [103]: hi
03:04 Ashri: Hello! And welcome to the Mage's house! Our leader has gone missing. Could you help us?
03:04 Newboy [103]: help
03:04 Ashri: Have you defeated Linsine?
03:04 Newboy [103]: yes
03:04 Ashri: Linsine's spell is still active. You will receive a message from me when the counterspell has been removed. If you'd like, I can teleport you to the Cyclops spawn, just ask me for a teleport!
03:34 Ashri: Hello! And welcome to the Mage's house! Our leader has gone missing. Could you help us?
03:34 Newboy [166]: help
03:34 Ashri: Have you defeated Linsine?
03:34 Newboy [166]: yes
03:34 Ashri: You defeated Linsine! I have all the magic I need to find The Mage. But before we can find him, Buddy will require some assistance. You can find him in the room south of here. You may also ask me for daily tasks from now on!
```

In order to find NPC Buddy, go south through the gate of experience, you will need level 150.



Talk to him in order to get your next quest.

```
03:39 Newboy [176]: help
03:39 Buddy: Are you sure you want to help me out? My missions won't be as easy as Ashri's. But I'd like you to say yes!
03:39 Newboy [176]: yes
03:39 Buddy: Wonderful! These tasks will help you find spawns suitable for your vocation as well! Dragon Hatchlings are a great spawn for any vocation. For this mission, I need you to kill a total of 10 Dragon Hatchlings! Return to me when you have completed your mission. I can teleport you there as well, just ask me for a teleport!
03:39 Newboy [176]: teleport
03:39 Buddy: Would you like to be sent to the Dragon Hatchling spawn in an attempt to kill 10 of them?
03:39 Newboy [176]: yes
03:39 Buddy: Good luck!
```

10 Dragon Hatchlings

Kill 10 Dragon Hatchlings and go back to NPC Buddy.

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