

Level 20-24 – White Arden

Level 20

Follow the road west into White Arden to the first campsite. Turn in “Nui’s Chosen” and “Silence in White Arden” and pick up “The Forest of the Dead”, “Wounded Warriors”, and “Buying Time”.

Kill 8 Wandering Ghosts near the camp and loot 3 of them for Crystals.



On the ground near them, gather 5 Red Poppy.



Turn in Wounded Warriors and Buying Time, and pick up "Food for the Arden Guard". Press "f" on a box nearby.



Head north to Tarvez. Turn in "Food for the Arden Guard" to him and pick up "Ghost Hunter" from Rinus. Select a Wandering Ghost Nearby and right click the bow in your quest log to use it. The ghost will disappear. Use the Essence it drops to update the quest.



Return to Rinus to turn in “Ghost Hunter” and pick up “Dark Omens”. Then head north to Commander Jaira’s Campsite.

Turn in “Dark Omens” and pick up “The Necromancer”, “The Broken Wing Brotherhood”, “Alchemical Warfare”, and “A Friend in Need”. Talk to Victor to turn in “Forest of the Dead” and pick up “Meeting the Chosen”. Right click the lily in your quest log to update “Meeting the Chosen”.

Head north. There is a Decaying Golem wandering about up here.



Right click the left icon of alchemical warfare to turn the decaying golem into a lump of meat, and then gather it. Then select a Decayed Corpse.



Right click on the meat to destroy them. Kill 5 of them in this manner, and the quest will auto-complete.

Continue north and kill 5 Broken Wing Brotherhood mobs.



This quest again will auto-complete.

Head north to Guard Leader Gultri to pick up "A Hidden Thread". Select an Arden Guard and right click the mirror of the truth on it.



They may turn into a doppleganger. It's no worries – these mobs will be killed by the other guards. Turn the quest in to Gultri to reach level 21.

Level 21

Head north to Tapi in a cage.



Listen to her, and then head further north. Kill Necromancer Verith.



Again, best to kill him from the back. Loot him for a key. Pick up Pestunose's quest, and then report back to Tapi. Free her from the cage to complete the quest. Should you get trapped in the cage yourself, there is a liquor bottle you can use to get tools to break out.

Return to Jaira and turn in “The Necromancer” and “Kyrios Worshiper”. Pick up “An Ancient Evil” and turn it in to Percy. Then pick up “Hazardous Material”, “An Honored Guest”, and “The Home of the Arden Guard”.

Follow the road west and kill 5 Decayed Corpses.



Continue west and talk to Lieutenant Alexander on the road to turn in “Meeting the Chosen” and pick up “An Endless War”. Select an undead youth nearby and run close to him. Use the toy bow in your quest log to exorcise him.



Turn the quest in to Alexander and pick up “The Arden Guard’s Stronghold”.

Continue west. Talk to Shannah to update “An Honored Guest” and Ochello to turn in “The Home of the Arden Guard”. Then continue all the way to the west to the city.

Turn in “The Arden Guard’s Stronghold”, “Hazardous Material”, and “An Honored Guest”. Pick up “To the Hereafter Gate” and “The Trials of Ardenia”. Then start heading clockwise around the city to the first gate.



This gate opens by right clicking it. Then head clockwise and gather some embers from the fires.



Head clockwise and open the next gate.

In the next area clockwise, kill the wolf and loot its pelt.



Use the pelt to open the next gate. In here, there are a bunch of statues.



Select the statue that has no other statue looking at it (the one that is closest to the gate of the inner part of the circle).

Report to Alana to turn the quest in. Pick up "The Tears of Nui" and "Fears of the Fallen".

Head north out of the city and gather the corpses on the outside.



Return to Desmond to turn it in. Then head east out of the city to Revolting Magullen.



Right click the item in your inventory to exorcise him. Then return to Alana to turn it in and pick up "The Secret Altar".

Head to the far north, past a line of guards, to an altar.



Right click on the chest in it, and then return to Alana to turn it in.

Pick up "A Holy Relic", and start heading south, down the hill. You will find a girl named Mora Mandel on the road.



Pick up "Something lost" and head down to the dock. Turn in "A Holy Relic" here and pick up "A Token of Peace". On the boat, use the coffin to update "Something lost".



Turn the quest in to Malachi and pick up "A Restless Spirit". Head up the hill, talk to Mora Mandel, and then return to Malachi to turn in the quest.

Head north in the river to Captain Hector to turn in "The Hereafter Gate" and pick up "The Search for Atalantia".

Continue south to Kalendy to turn in "A Token of Peace". Pick up "Rebels in White Arden" and "Jewels and Jaws".

Head east and select a Renegade Elven Wizard. Right click the rope in your inventory to stun him for like 30 seconds. Do this to 3 of them and then run up the hill east.



When you get to the Broken Corpses, kill 3 of them for the 3 items of Jewels and Jaws. This is about a 50% drop rate, so expect to kill about 6.



Return to Alastarion and Taralin to turn in the quests. The chest uppers you get will be better than your crafted gear from the last zone, so don't be afraid to equip it.

Pick up "Mend what was broken" from Taralin and use the fire in the middle to update the quest.



Turn the quest in to Taralin and pick up "An enemy at the gate". Head west towards the bridge, and on the left we will find Nemo.



Return back and report to the person across the road, Marvin, to turn the quest in.

Pick up "The Western Road" and "The Mysterious Ring" from Marvin and his friend. Then head west across the bridge and kill 5 Bewitched Corpses.



Continue west and turn in "The Western Road" to Damien to reach level 22.

Level 22

Pick up "Desperate Druids", "Silent Killers", and "Headless Horrors". Head north to get to Kaemok.



Turn in "Desperate Druids" and pick up "A Ritual Gone Wrong". Kill the soulless ghosts around him.



Return to Kaemok to turn in "A Ritual Gone Wrong" and pick up "The Cursed Tome". To the south of Kaemok is a Scarlet Glowbloom.



Gather it and use it on the stone behind Kaemok to open it. Then head northeast.

Kill 5 headless horsemen and 5 headless warriors.



Loot both of them for their armors.

From here, head directly south and kill 5 Owls.



Return to the camp in the north to turn in Headless Horrors, Silent Killers, and The Cursed Tome. Pick up "Warning Birchkeep". Then head southwest to get to Birchkeep.

There will be two youngsters, Shival and Shula. Pick up "What could go wrong" and "A child's vengeance" from them.

Baron Ockham is right across the street. Go into his garden and lay down the boar pelt.



Then climb up to his roof using the ladder to lay down the bird seed.



Then head inside. Steal his diary right in front of his eyes.



He will aggro onto you. Run out of the house to reset him, and then turn in the two quests to the two kids.

Head a little west in the city to turn in “Mysterious Ring” and “Warning Birchkeep”. Then continue west. Pick up “An industry bloom” and “Boars in the field” from the two people standing there.



Then head across the road to the field. Put fertilizer on 3 flowers (the flowers are not obvious – they are in between the blooming ones).



Then kill 5 spotted boars.



Return to Loreena and Blake to turn the quests in. A bit west of them is the Wizard Valaren. Pick up his quest.

This is a really good spot to take care of your inventory. Sell what you need to at the general merchant, and open your coin purses (shift + right click will allow you to afk while they open). This alone should give you 10% of a level of XP.

Head north. We'll run into Neilson.



Pick up his quest and then find the roaming flowers around. Use the left item to stun them, the right item to gather their pollen, and then run away until they reset.



When you have 5, return to Neilson and continue to head north.

Pick up "A Historic Site" from Saye. Use the well behind him to gather potable water for the first part of the craft.



In the same camp, pick up "The Blackmane Chieftain", "Stolen Crystals", and "Kobold Raiders". Go west out of the camp and kill 8 Kobold Slaves and loot their crystals (drop rate is about 80%).



There are little houses around. Head inside one of them to gather a grapevine.



Inside another one, gather a white vase.



Return to the camp and turn in “Kobold Raiders” and “Stolen Crystals”. Right click the potable water in your inventory to combine the items into an Ewer of Juice and turn it in to the Historian.

Pick up "The First Settlers" from him and use the altar behind him.



Turn the quest in at him again. Then head northeast. There is a signpost quest to pick up on the way. Kill 12 of the Gnolls to complete it.



In the camp, kill the chieftain. He is rather tough.



Then return to the camp and turn in “The Blackmane Chieftain”.

Pick up “A Gruesome Task” from Recruit Renee. Head back northeast and use the item in your questbar on the Gnolls. They will turn into a pile of bones you should gather.



Turn the quest into Renee and pick up “Red Moss Cave” from Goldmann. Head west to a “Whitebeard Fugitive” to turn in Red Moss Cave and reach level 23.

Level 23

Pick up the quest “Runaway Kobolds” from the fugitives. Head northwest into the Red Moss cave. In here, gather 5 supplies. The Kobolds in the mine are week, so don’t worry too much about them.



Return to the Whitebeard Fugitive outside the cave and turn in “Runaway Kobolds”.

Start heading southwest to a couple of NPCs standing together.



Pick up "The Cursed Lilies" and "The Baron's Lackies" from them. North of them are the cursed flowers. Select the flower and then right click the item in your quest bar 5 times.



In this area, also kill 8 of the Thugs wandering around.



Return to Moya and Kulman to turn in quests. Now we are going to take the long road Southwest, until we get to a dwarven outpost.



Pick up "Handling the Harpies" and "Feathered Thieves".

Head back northeast along the road and kill 5 harpies to loot them.



Also crack 5 of the eggs they are guarding.

Return to the dwarf camp and turn in their quests, and pick up "Bajure's Creations" and "Bajure the Beastmaster". Head south and kill 8 Mantises.



Return to the dwarf camp to turn in “Bajure’s Creations” and pick up “A Mission for Dwarves”. Then head south past the Mantises to get to Bajure himself.



Kill him, and then head up the hill of the east to get to Ripan.



Turn in “Bajure the Beastmaster” and “A Mission for Dwarves” and pick up “Clearing a Path”.

Kill 5 Harpy Scouts and 5 Harpy Fortunetellers.



Turn in the quest to Ripan and pick up "The Missing Package". Then head due west to the next outpost at 6 O'clock on the map.



Turn in "The Missing Package" and pick up "The Harpy Leader" and "An Impossible Task".

The queen bee is immediately on your right – and is a boss as you can expect.



Loot her for a jelly. Brown bears roam around the campsite. Kill 2 of them, and make sure they are not giant – giant bears are bosses.



Then head west and kill the Harpie Leader.



Return to Schreider and Coleman to turn in the quests and pick up "Signed and Delivered". Head due north to get to Ned Walker.



Turn in "Signed and Delivered" and pick up "The Arsonists of Birchkeep".

Go across the bridge and attack one of them. They were kinda bugged in that they flew up and died and not counted, unless you hit them before they could hit the tree.



Return to Ned Walker to turn the quest in and pick up "The Green Knights". Head southeast to get to their camp.



Talk to him to turn in “The Green Knights” and pick up “Required Reading”. Head to the back and use a bucket, which for some reason has a book in it.



The quest will autocomplete and you can pick up “Our Glorious Leader” from the same area. Then head north towards the city. You will find Norrick outside.



Select him and right click the book in your inventory to use it on him, and then kill him.

Head slightly east to get to Triyan.



Pick up "The Fallen Knights" from him. Head up the east road and kill 8 Faceless Knights.



On top of the hill in a caged in area is Drekie. He resets very easily, so try to keep him near the center.



Continue east to an outpost to turn in The Fallen Knights and pick up "Heralds of the Dead", "The Sacred Grove", and "Peace at Last".

Kill 5 Banshees to complete "Heralds of the Dead".



Wash 3 tombstones to update “The Sacred Grove”.



On the ground, gather a Diamond Jar, a Mirror Jar, and a Silver Jar. Their name will appear when you hover over them and they all look the same.



Return to the campsite and turn in Heralds of the Dead and The Sacred Grove to Joachim and Rinton, and pick up “The Broken Altar”.

Head east to the anonymous grave.



Right click it to auto-complete “Peace at last”.

Head back into the Banshee area, hanging a right, to meet with Gil Agno.



Pick up "Misguided Siblings" from him. Head down the road and kill Kylee and Sibelan, and gather Sibelan's letter. Continue through the grave to get to an Altar Fragment.



Head into the circled area in front of you and use the altar to update "The Broken Altar".



Mora Frandel is nearby.



Pick up Mora's message, and then go to Kisara's Coffin.



Right click it to use it, and Kisara will appear. Kill her, and return to Mora to turn it in and pick up "The Frandel Sisters". Use the well behind her to update the quest and turn it in to her. Then pick up "A Last Goodbye".

Retrace your steps out of the graveyard, turning in “Misguided Siblings” to Gil and “The Mysterious Altar” to Joachim to hit level 24.

Level 24

Head north to the Widow's Rapids. When you get to the river, turn in “The Last Goodbye” and pick up “The Dead Stay Buried” and “The Tale of Obolus”.

Head south and kill a Rotting Creation.



Then swim across the river and gather a birdcage.



Turn the quests in and pick up "A Ghostly Hunter".

Head back south and select a lingering ghost. Right click the item in your quest bar to update the quest.



The ghost will disappear, leaving behind an anima.



Gather the anima and return to Santry to turn it in and pick up “The Twisted Boatman”. Swim across the river to kill the boatman.



Turn the quest in to Frank. Pick up “The Missing Caravan” from Liam and then head back to the main road. Ride east to get to the next map – Marianople.