

DUNGEON SIEGE 1

RETURN TO ARHOK - XP BONUS PACK

As of this writing, the Return to Arhok Bonus Pack can still be downloaded from:

<https://www.gamepressure.com/download.asp?ID=36046>, but the number of sites hosting the file is dwindling. Windows 7 installed the pack with no problem for me, even though the Bonus Pack was coded specifically for Windows XP. The installation file put a shortcut on my desktop, named "XP Level". You *cannot* play this short adventure in Multiplayer mode. Instead, start a new game and then create a new character. When you arrive in Arhok, you have only a knife and 2100 gold coins.

This adventure requires that you first complete the Legends of Aranna expansion pack.

At the end of it, you killed the Shadowjumper and took his Staff of Stars. After that, you came to the decision that the staff was too dangerous either to keep or destroy. Therefore, you agreed to allow yourself to be frozen into a statue in the center of Arhok. However, the town must now reanimate you because of a new danger to the town that requires your special skills.

You begin in Arhok's town square. Speak with Mhot, who tells you that Mayor Hardison Dhon has gone missing. Mhot gives you three Resurrection Scrolls and 2,100 coins. Now speak with Rowan, who is standing nearby. He belittles you, but gives you some more information. Now enter the Arhok Mages Guild and speak with Kira, who gives you a choice of four scrolls. They are lying on the ground. She warns you that you must choose only one of the scrolls. If you accidentally pick them all up, the game randomly chooses one for you. So, save your game before you choose. Buy a healing spell from Kira. Now go south and speak with Lhrnob the blacksmith. Use your limited gold to purchase better weapons and armor.

Leave Arhok by the north gate and then go west and around the corner to meet your first enemy, a werewolf. Note the two Hassat Hunters on the other side of a broken bridge. West of there, fight two more werewolves hiding in the trees. In the valley west of them, you can see four horned Ice Beasts near a low stone tower that you cannot enter. Four dead Arhok fighters lie dead on the bloodied snow. Behind the tower, find a chest and then go north to fight a pair of werewolves.

Up the slope north of them, fight more werewolves and Ice Beasts. At the "Jungle" Displacer Transport, speak with the Hassat Lieutenant. He tells you that they are only threatening Arhok because they need a place to live after the Zaurask stole their lands and kidnapped their king. If you agree to help them search for their king, they will not attack Arhok. Join Tareece on the transporter and then travel to a walled compound in the middle of the jungle. Fight off some Chitterskrags and their Immature Offspring.

East of the structure, down some steps, find the corpse of an Adventurer and read his diary. It is Kynrr's last testament. North of the corpse, meet four yellow-eyed Zaurask Zombie Stingers. They attack you with swords but walk very slowly. Up the slope from them, a pair of Chitterskrags waits for you on a dead-end ledge, giving you optional experience. The Spewing Chitterskrag spits balls of green slime at you.

Down the steps north of the small misty graveyard, along with more Chitterskrags, find a ramp going up to another graveyard. Fight off more Chitterskrags and zombies. Up the hill west of a small pond, find some Chitters guarding the entrance to a stone bridge that crosses the river. On the other side, clear the enemies from the bank of the river south, until you get to the river's entrance at a hole in the cliff wall. Then return to the stone bridge.

Now go west, to a much larger graveyard. Defending it, are a much larger group of Zaurask Zombies and a complement of Chitterskrags. Down the slope west of the graveyard, meet your first red Salamander Claw. He guards a "Written Note" lying on the ground. Former Mayor Hardison Dohn wrote it. The note indicates that Acting Mayor Rowan betrayed Dohn, who says in the note that he wants revenge.

Farther down the slope, watch out for a Salamander Caster, who throws slow-moving red fireballs at you. Fight more salamanders and cross a cute stone bridge. Work your way down to the bottom of the slope, where you find the stone head of a giant one-eyed green demon. Turn the nearby smaller white statue. This lowers the jaw of the demon head, creating an entrance to a building.

Inside, open a wooden door to a small room with three Zaurask. Open the next door to a small room with three exit doors. The east door opens to a bedroom with two Zaurask.

The west door opens to a dining room with three Zaurask. A door on the south wall of this same dining room opens to a kitchen, where two Braak Lurkers wait for you. Then return to the room with three doors.

The north door opens to a set of steps going down to a wide hallway. You hear a disembodied voice warning you to turn back. Steps, going up north, open to a small jail guarded by three Braak. Read the "Experiment Logbook" lying on the floor. It talks about a deadly creature named Raks, which became sentient. Open the cells to fight two Fleshrenders and a Darkling. All the other prisoners are dead.

Farther east, along a wide hallway, you come to some rubble blocking your further progress. So, take the steps up to a door south. Past it, find a room with a pair of Braak Lurkers. The room has two exit doors. They both open to the same hallway, but the east door goes through to two torture rooms first, defended by six Salamanders. The voice taunts you again, asking if you "hope to survive". Two rooms off the south end of the hallway have a Braak and a two-headed Horror.

The door at the east end of the hallway opens to a room with three Salamanders. That room exits east, to a room with three Braak Lurkers. The room has two doors on its east wall. Both doors open to a very large room with eight Salamanders. Body parts lie on six tables. A huge dead spider lies at the bottom of a pit. Open a chest and four prison cells. One has a Darkling. Another has a large Emerald Spider. Half a dozen tiny Emerald Spiders come up through the floor grate.

Read another "Experiment Journal", which tells how the creature Raks escaped. One cell has a tough little Krug Scavenger. Exit the large room past two wooden doors north, through a short section of hallway. It puts you on the other side of the blockage that stopped you earlier. Fight three Salamanders.

A strange round door on the east wall creaks open to a narrow room with two exit doors. Past them are four prison cells. One has an open door and the large Emerald Spider inside the cell will attack you. In addition, half a dozen mini Emerald Spiders swarm up from the floor grate in that cell. Another cell has a Horrid.

Back in the wide hallway, go up the steps north and open the wooden door to find a small room with two exit doors. Hear the voice taunt you again. The west door opens to a bedroom with three Salamanders and a chest. The north door opens to a room with two Braak Lurkers. That room has two exits. Both open to rooms with three Salamanders. The northern room has another of the strange round doors.

Past the door, you find Rowan standing alone. Speak with him. He did not think you would get this far. He and Raks trapped the Hassat King below, in Raks' lair. Rowan tells you to "prepare for your doom". After you close the dialog box, he attacks you. He is a doppelganger, taking the same form as your character, but he is even stronger than you. Nevertheless, you defeat him in battle.

After Rowan dies, the round door on the north wall opens automatically, to a room with a lift cage. At the bottom of the lift, find a smoky cave. As you walk north, the voice asks if you are "ready to die". Fight off an attack by two Salamanders. Open a red chest behind the northwest pillar. You cannot yet free the Hassat King from his cell on the east wall. Instead, go down the steps north to fight the colorful Raks. You can see him waiting for you. In his attack, he uses fire breath and the claws from his four arms.

After the fight, you can open the king's prison door. In a cut scene, he thanks you and tells you that the Hassat will no longer threaten Arhok. This is the end of the Bonus Pack. You never find the missing Mayor Hardison Dhon. There is not even a Transporter to take you back to Arhok, which would be pointless anyway because there are no more quests for you to complete, though...
Arhok *is* looking for a new mayor.

Chris Barton @ CustomWalkthrough.org – Updated Expansion Pack Link - 06.13.2019