

Dungeon Siege II

Broken World Expansion Pack

You must have completed Dungeon Siege II before you can play Broken World. You may play with a hero who has completed DSII, or play with a stock character.

To begin, open the Main Menu, choose Single Player and then use the arrows to click through the available heroes. If you choose a hero who has completed Dungeon Siege II, all of her companions will arrive at Broken World with her. If you choose a stock hero, he begins Broken World alone, at Level 39, with 35,000 gold coins. After you choose your hero, click on the "Next" arrow. Choose the Broken World map. Then choose a Difficulty.

A year has passed since the Second Great Cataclysm, caused when Valdis broke the Sword of Zaramoth upon the Shield of Azunai. The game continues, from a snowbound cabin in the woods, with a cut scene showing a mage grandmaster teaching young Kanred how magic works. However, the master is in reality a Dark Wizard who uses evil magic to turn the young man into a monster. The scene changes to a Dryad camp somewhere in the wilderness, where two people are arguing...

Act 1, Chapter 1: Kanred the Mage

After the first cut scene ends, speak with Burk, who tells you that his brother Kanred has been rampaging. The Dryads are tracking Kanred's wake of destruction. Burk fears for Kanred's life. Offer to help Burk, who tells you that Kanred has gone south, into the Blighted Hills. After that long conversation, if you chose to play with your DSII hero, note that all of your companions came along with you, possessing the same skills and gear they had at the end of Dungeon Siege II. If you chose to play with a stock hero, find the major characters from Dungeon Siege II scattered about the outpost. Eva, Sartan, Deru, Finala, Taar, Amren, Vix, and Lothar all want to travel along with you. However, you may choose only three companions before you must buy a fifth slot from Leni, which will cost you 10,000 gold. She charges 65,000 gold coins for the sixth companion slot.

Nearby, speak with Soram, whose wife Eliza went missing while picking berries in the river valley south of camp. Offer to help find her. She may be in one of the Traveler's Sanctuaries.

In a lean-to next to a campfire, pick up a book "Eva's Journal". Then speak with Yoren, the dwarf standing nearby. He is looking for some dwarf miners, lost 150 years ago. They are said to be inside the Glorydeep Mine, the richest mine ever discovered. Unfortunately, Yoren does not know the mine's location. In exchange for your help in finding it, Yoren gives you the huge Glorydeep Ruby, sent to him by the dwarves before they disappeared. Near the bridge, Trainer Vireni will allow you to reset the skills of any party member - in exchange for a large sum of gold.

At the North End of Camp:

- Neda can sell you a wide variety of pets.
- Enchantress Lumilla has learned all about Reagent Recipes and is willing to teach you, if you get her some Ash Leaves, Sage Liniment and Gardenia Leaves.
- Arcanist Laenne sells reagents, although *not* enchantable gear.
- Innkeeper Leni knows where your previous party members are. Take her book "The Great Work".
- Nari the Mage wants to know who murdered Historian Arisu. Offer to help.
- Nearby, Elana talks about a "plan" but will not give you details.
- Quartermaster Olara will not even give you the time of day.
- Naturalist Ithara has heard reports of strange creatures in the hills.
Offer to collect samples of Bound Creatures: Terrak, Humans, Hyenas, Fellspines and Hak'u.
- Nearby, Brida talks about the "plan" but will give you no details. She also tells you that, when Vadis broke the Sword of Zaramoth upon the Shield of Azunai, Greilyn Isle sank.

On the Other Side of the Bridge:

- Weaponsmith Duma, Armorsmith Telinu and Mage Dusi have set up shops next to each other.
- Near the campfire, speak with Kerth, of the F&K Society. He is looking for Ancient Stone Tablets.

Now go south, into the Blasted Valley, to speak with Tomas the Merchant. His partner Anya seems to have gone a bit crazy after going patrolling with some "military types". She attacked him and then took his pack. Offer to help him recover it. Save your game. Then go down the hill east. You soon find out that the Volatile Boggrots explode after you kill them, doing some damage. After you kill your first Bound Fellspine, you advance Ithara's quest.

East of the first bridge, near a pair of Dryad Watchers, pick up some Ash Leaves for Lumilla. Find treasure west of the bridge. On the other side of the bridge, kill some Bound Humans, furthering Ithara's quest. At the next intersection, a looping trail west takes you past a destroyed camp defended by many Boggrots. Then it rejoins the main trail. West of the teleporter is a cave entrance protected by Magical Energy, a few Boggrots and/or Maguars. At an intersection near the next bridge, the west fork takes you to another cave entrance protected by Magical Energy.

On the other side of the bridge, a white star on your map points you east to where you can find Anya the Sorrowful, who has been transformed into a flying monster. After you have defeated her, the stolen backpack of Tomas the Merchant appears in your Lore quest items.

Farther south, you come to a teleporter defended by Bound Humans. A short side trail west, takes you to one of their camps, where you can find Lumilla's Sage Liniment. Southeast of the teleporter, find many more Bound Humans at the Incantation Shrine. South of the shrine, find treasure in another destroyed camp that you find along a looping trail to the west. Past that point, join in a battle between Dryad Watchers and Bound Humans. Then you come to an intersection.

The east fork leads you past a group of Bound Humans, to a cave entrance. Inside the Abandoned Mine, light two torches. Find a Reagent Recipe. Yoren will want to know about this place.

Back at the intersection, the southwest fork takes you into the Blighted Hills, past Bound Humans and Bound Husks, to a bridge. West of it, find a Guardian Statue standing in front of a cave blocked by thick vines. The statue speaks to you. You must have permission to enter the cave.

As you cross the wooden bridge to another teleporter, Bound Humans attack you from behind. At the teleporter, the trail splits. Going southeast takes you to another cave entrance blocked by Magical Energy. The main trail continues southwest. Soon you fight your first Shielding Bound Terraks. These creatures conjure a purple shield around themselves after you take away most of their health, giving them temporary immunity and greatly increasing their offense. They seem particularly hostile toward Combat Mages. After you kill the first one, you further Ithara's quest.

Find two more murdered Dryad Watchers where the trail opens up into a wide field. West of the Dryad watchtower, find another Bound Human camp, where you can pick up a Reagent Recipe. Back on the main trail, go southeast, following the river downstream. You come to a narrow suspension bridge near more dead Dryads. A Bound Human camp lies east of that bridge. There, pick up some Gardenia Leaves for Lumilla. Watch for an ambush by Volatile Boggrots. On the other side of the bridge, at the base of the waterfall west, pick up a Gral Eye reagent. Then loop around southwest, to find another Bound Human camp with treasures.

Farther south, past the teleporter, you find Kanred the Rogue Mage. Try to speak with him, but you cannot understand what he is saying. After this "conversation", he attacks you. He has a prolific offense. He can lob blue-white spheres of energy, shoot a red laser-like beam and cast circular runes on the ground, much like the ones you saw Valdis use. Kanred can also teleport into the midst of your party, making the runes much more devastating. As soon as you see a rune appear at your feet, run out of its range - or suffer substantial damage.

After you have defeated Kanred, a cut scene shows four Dryads rush in to the clearing, soaking up energy from Kanred's corpse. After that, they order you back to the Dryad Outpost. Back in camp, with the Gardenia Leaves, Sage Lineament and Ash Leaves in your inventory, cross the bridge and speak with Lumilla. She drops an enchantable ring and her Special Recipe. Pick them up and then ask her to enchant something. In the popup window, place the ring into the small box named Item. Place the three reagents into the larger box named Reagent Grid. Push the button named Enchant Item, to get a very nice enchanted ring (assuming you have enough gold to pay for it).

Then go to the south end of camp and speak with Burk. Although he is sad that you had to kill his brother, he joins the pieces of Kanred's staff together for you. He believes that the staff is a key that can remove Magical Energy from cave entrances. He also tells you that while you were gone, the Dark Wizard you know as the Azunite Scholar came into camp. The Dryads chased him away.

Act 1, Chapter 2: The Mage's Tutor

Standing near to Burk is Yoren. Speak with him and then add him to your party. Outfit him as best you can. Then exit the camp south again, to speak with Tomas the Merchant. He rewards you with recipe, for finding his backpack. Pick up a book "A Merchant's Travels" on the table behind Tomas. It tells you that Kalrathia too was washed away by the cataclysm. Tomas will now sell you *enchantable* weapons, armor and some of the reagents you might need. Arcanist Laenne, across the path from Enchantress Lumilla, will sell you reagents but not *enchantable* items.

Now go south, across the bridge to the teleporter. West of it, because you have Kanred's staff, defeat the Magical Energy barrier that kept you from entering the Dark Cave. Inside, destroy the Gestating Eggs that release the Ravenous Hatchlings of the adult Kurtles farther ahead of you. A branching tunnel goes north, where more Breeding Kurtles, hatchlings and Queen Kurtles guard an Ancient Tome, written in a language unfamiliar to you. Take the book, clear the rest of the cave of its monsters and then exit back to the outside.

Continue south through Blasted Valley, to the suspension bridge. Before you cross it, turn west to a second cave with a Magical Energy barrier. Again defeat the barrier with Kandred's staff. Inside the Winding Cavern, past Bound Humans and Kurtles, you come to an intersection. The south fork goes a short distance to an abandoned campsite with a chest that sometimes has a Unique Agallan Tablet. Note that these tablets appear randomly, but always inside a chest. The west fork takes you to another Guardian Statue guarding the entrance to another tunnel. You will return here.

Back outside, cross the bridge south. Pass by the next teleporter and Incantation Shrine. You come to an intersection. Take the east fork, into the Abandoned Mine where you found the rock-fall. Yoren opens a secret door. Inside the small room, find a book "The Wealth of Glorydeep Mine".

Back outside, go west and south to the teleporter. Return to the Dryad outpost and then speak with Nari the Mage on the other side of the bridge, across from the innkeeper. Tell her about the tome that you just found in the secret room. She tells you that it is a spellbook used for summoning Nymphara, an ancient water spirit. Nari thinks that the spirit might be able to help determine who killed Historian Arisu. However, Nari first needs you to find a Mana-Infused Stone, a Suspended Soul, a Vial of Blessed Water, a Lonely Voice and a Memento of the Past, all of them used to conjure the spirit. You may release Yoren for now, if you like.

Now use the outpost teleporter to travel to the Blighted Hills (north). When you arrive, use Kandred's Staff to disable the Magical Energy preventing access to the cave east of the teleporter. Inside the long Dusty Cavern, fight off Ravenous Hatchlings, Shielding Bound Terraks and several queen Kurtles. East of them, come to a Morden-Sin campsite. After you whittle their health down all the way, some of them explode white-hot, causing damage to anyone standing nearby.

The cavern exits to The Kelvaran Waste, a desert. Near the teleporter you can see in the distance, speak with Watcher Jorena, who is haunted by a strange telepathic creature with a reddish mane - Greylok of the Kurgan. Offer to kill Greylok for her. She gives you some rotting meat with which to lure the creature. From inside Jorena's tent, take the book "The Disintegration of the Morden".

East of the teleporter, watch out for small frog-like Spiked Skeens that spit fire at you. As you approach their domed white nests, a large group of Skeens pop out to surprise you. Joining them, may be some Scuttling Iracas. A Gigantic Skeen waits at the end of the cul-de-sac to the west.

You eventually find a Morden Refugees' Camp. Speak with Lorksul of the Morden, who was with you during the assault on Greilyn Beach. He and his fellow survivors have a disease that weakens them and causes their teeth to fall out. Agree to get them some Travel Bread.

Farther east; a group of Morden-Sins guard an Incantation Shrine and a nearby teleporter. Use the latter to travel back to the Dryad Outpost. There speak with Olara, the Dryad Quartermaster. Find her on the other side of the outpost bridge, at the north end of the camp. Her rough attitude has not changed. She gives you a pack full of poisoned Travel Bread.

Use the teleporter again to return to the Kelvaran Waste (central). From there, go south to a huge gate. Enter the large Morden Ravager's Camp and then kill all of its defenders, including the Morden leader. One of the buildings has a locked door. After you pass it, a swarm of Morden attacks you from that building. This ambush group can include more than one exploding Reaver. In this area, the Mysterious Stranger ??? sometimes appears.

A Few Notes about the Mysterious Stranger ???

If you did not have a chance to pick up the Mysterious Teleporter Activation Stone in DSII, you can still get it from the Stranger by defeating him when he tries to steal your gear in Broken World. Then, if you kept the Mysterious Bucket, Mysterious Book and the Mysterious Token, you may still play the Mysterious Mystery Quest, which I describe at the end of my [Dungeon Siege II Walkthrough](#). If you kept the Hak'u Ceremonial Blade, you can have it enhanced inside the Mysterious Mystery Quest cave, but you do *not* need the knife to play this special level. To use the Mysterious Teleporter Activation Stone, start a *new* game in DSII, using your Broken World hero. All five of your companions will join you in the Eirulan prison cell. After you get out of jail, get the Sharpening Stones quest and then go down the tram to the first Incantation Shrine. Drop the Mysterious Stone on the ground to add it to your Quest Items menu (Lore Tab). Then step onto the shrine, hit the Enter key, type **columnarius sectorus** and then hit Enter again.

After you have cleared the entire camp of enemies, pick up the Vial of the Overmage's Blood, which sits in the middle of the platform where the Morden leader was standing, at the south end of the camp. The Morden Ravagers drew power from the blood, restoring their old strength. Perhaps it can do the same for the Morden Refugees.

Take the vial of blood north, past the teleporter and the Incantation Shrine, to the Morden Refugees' Camp. Speak again with Lorksul. Give him the pack of bread (with or without the poison). Then give him the vial of blood. Instead of using it to heal his people, however, he uses it to summon the Overmage of the Cinbri. The Overmage, with little time to indulge their questions, tells the Morden that because the Sword of Zaramoth is broken, the magic holding the Morden together is failing. Nothing can save them. Then he disappears. Speak with Lorksul again. He is now resigned to his fate. He gives you a Reagent Recipe and some unique gear. If you pass by this camp later in the game, you find all of the Morden lying dead on the ground.

Now return east, until you get to the intersection near the Incantation Shrine and the teleporter. The trail east takes you to an intersection defended by an army of Morden. The south fork takes you a short distance to a dead-end with two Gigantic Skeens. Back on the main trail east, you come to another intersection. The north fork takes you up to a Kurgen Den. There, activate the "trap", which is buzzing with flies, to place your Rotting Meat at the site. As soon as you do so, Greylock and his pack attack you. They come at you from down the trail. He comes from the nearby cave.

After that battle, return to the intersection. Up the main trail southeast, a side trip takes you southwest, to another dead-end. This one has *three* Gigantic Skeens. Continue east and then northeast, to where a large squad of Morden defends an intersection. The Mysterious Stranger ??? can sometimes appear here. The north fork takes you to a primitive Morden campsite with a chest. Back on the main trail east, you come to the next teleporter. Southeast of it, find another large group of Morden. East of them, speak with the Overmage of the Cinbri. You knew him as the Azunite Scholar. Talk about old times. He thinks that Aranna is the Promised Land for his people, his sanctuary. He asks you to join him, but you refuse. Instead, you vow to defeat him at all costs. At the end of the conversation, the Overmage conjures a Voadyk Familiar to attack you. The animal will chase you back down the trail, and so will his master, Kirak of the Morden. While you are distracted, the Overmage disappears again.

Kill the Voadyk Familiar. After it regenerates, kill it again. Then run back to the arena and fight Kirak, who can lob white energy spheres, shoot a red laser-like beam and cast circular runes on the ground, just as you saw Kanred the Rogue Mage do. If you see the rune pattern appear underneath your feet, run away. Try to keep your party together, so they do not run *across* the runes.

After that battle, return to the nearest teleporter and then use it to go to the Kelvaran Waste (west). There, speak with Watcher Jorena, who rewards you with armor. Return to the Dryad Outpost.

Back in camp, as you rest and refit, pick up a book on the ground next to Mage Dusi "Letters from Hesla". Then enter the building at the east end of the bridge. Inside, speak with Sentinel Kirani, who gives you a password "peace and order" which will allow you to open the caves blocked by the Dryad Guardian Statues, so that you may search for Celia.

Act 1, Chapter 3: In Search of Celia

Return to the camp teleporter and then go to the Blasted Valley (south). When you arrive, go north across the suspension bridge. On the other side, turn southwest back to the Winding Cavern. At the back of the cave, speak with the Guardian Statue. Recite the password. The thick vines blocking the doorway twist out of your way. Inside this Ruined Traveler's Sanctuary, Kurtles and Bound Humans wait for you. Along with them is Eliza, Soram's Wife, who has turned into a Bound Human. She wields a purple-tipped staff and attacks you as soon as you get close to her. She drops Eliza's Locket. Four Sanctuary Doors require level 36 Combat Magic, Nature Magic, Melee and Ranger Skills to open. Each room has a chest with a piece of good gear.

Back outside, backtrack south, over the bridge, past the teleporter, past the Incantation Shrine and then west into the Blighted Hills. Before you cross the next bridge, turn west to speak with another Guardian Statue. Again the vines clear out of your way. Inside the Dank Crevasse, fight off an attack by Bound Humans and very tough Voadyk Familiars. Pick up a big load of treasure. A chest in here sometimes has a Unique Ancient Agallan Tablet.

Back outside, cross the bridge south, to the teleporter. Return to the Dryad Outpost. Cross the bridge and go south to speak with Soram, who becomes angry when you tell him what you did to his wife. Re-cross the bridge and, this time, go north into Arinth's Gorge, where many Bound Hak'u attack you, furthering Ithara's quest. Cross the suspension bridge and then go down a ramp to a canyon beneath the bridge. Clear the east end of the canyon first and then go west, under the bridge, looking for a side canyon that takes you south, past Decaying Vulks that leave a green poisonous vapor behind. At its end, Hak'u are smashing a campsite. There, find a Reagent Recipe.

Farther north, at the bottom of a ramp, fight many Bortusks and their pups. Then go east to fight more Bortusks and some tough Decaying Vulks. They are guarding a broken Mana Shrine, where you can pick up a Mana Shrine Stone for Nari.

Continue north and west to another ramp, going up to an intersection. The west fork takes you to a nest of Breeding Bortusks. The main trail north, takes you past more Vulks and Hak'u to an Incantation Shrine. Southeast, around the corner, you come to a suspension bridge over the river. West of the bridge, find another mob of Hak'u vandalizing a campsite.

On the other side of the bridge, find a well-defended teleporter. Up the slope north of it, speak with the Guardian Statue to gain entrance to The Hak'u Tunnels. Fight your way along sometimes-narrow pathways, through small Hak'u camps. Going west, you come to a sharp turn north. East of there, inside the chest, you sometimes find a Unique Agallan Tablet for Kerth. At the next intersection, the west fork goes to a dead-end Hak'u camp. Then continue north, outside to Arinth's Heights, where Swarming Leaflings literally swarm all around you. Ignore them until you have first destroyed all of their dark green hives.

This mountainous forested area also has Bortusks and Hak'u. To the north, find a teleporter. Just east of it, look for camouflaged Leafing Hives on both sides of the trail. Cross a suspension bridge. Rain begins to fall. Continue climbing the mountain trail. In this area, you sometimes see the Mysterious Stranger ????. Hak'u have climbed to the top of the Dryad Watchtower.

Eventually you find Watcher Rena standing next to the trail. When you speak with her, she first tells you that this canyon is off limits. Then she tells you that something transformed all of her sister Dryads into monsters. They attacked her and she does not know what to do. Offer to investigate the incident for her.

Go northwest, past the camp and all the way up to the ridge top, fighting Bound Dryad Dervishes as you go. At the top, speak with Jarden, who is the last of 31 Human Refugees who came from a small town near Kalrathia. Jarden's town was demolished by an avalanche, so his people were searching for a place to start anew. Now he does not know what to do. He gives you some treasure and then runs off. Return to where Watcher Rena stands. Speak with her to end this short quest.

Farther north, past more Bound Dryads, find an Incantation Shrine. Northwest of it, meet some tough flying Bound Dryad Incinerators, along with more Bound Dryads. Pass another teleporter and fight some Abraxis Familiars. A black stone tower at the side of the trail has a button on the inside wall that raises a lift with a chest on it. Look for more particularly-tough Bound Dryad Annihilators near the next intersection. Another Annihilator waits at the end of a trail southeast. Past yet another teleporter, you come to a wide arena where Celeb'hel the Elder stands.

You first met Celeb'hel in Aman'lu, inside Alt'orn Hall. When you try to speak with him this time, you find his words almost unintelligible. If you listen carefully though, he is saying "Kill me!" He too has been transformed into a rogue mage. As with the other rogue mages, after you give up trying to speak with him, he conjures a Voadyk Familiar. Defeat it first, as you have done before.

When you attack Celeb'hel, however, the fight is more difficult than the one with Kanred because the runes Celeb'hel casts on the ground are more powerful - and he uses them more often. The laser-like beam and the white energy globes he tosses at you are a mere annoyance in comparison. Keep moving all the time, or die quickly. A ranged attack works better than melee. Use hit and run tactics. Attack him for five seconds and then retreat down the ramp to heal up. A Combat Mage using the Ignite Skill can cause damage to him even while you rest. Use the Chant of Fortification.

After the battle, a cut scene shows the four Dryads again rush in to soak up the energy of the dying Celeb'hel. Then they chastise you again for interfering. Speak with one of them. She is the same Warden Celia who locked you up in Eirulan after the assault on Greilyn Beach. When you tell her about the Overmage, she agrees to allow you to go to Aman'lu. However, even she will not give you any details about the "plan".

Act 2, Chapter 1: Elves under Siege

Return to the Dryad Outpost and then go north, to the other side of the first bridge, where you will see impatient Warden Celia waiting for you. In a cut scene, she uses magic to open a large hole in the rock wall north. She also warns you of the power of the Chosen Servants of the Overmage who wait inside the cavern, feeding on pain and strife.

Inside the Passage to Aman'lu, kill your first Bound Hyenas. They shoot beams of Death Magic. This completes the final segment of Mage Ithara's quest. As you are so close to the Dryad Outpost, return there and speak with Naturalist Ithara. Find her on the other side of the bridge in the northern section of camp. Show her, one-by-one, each "sample" of the Bound Animals that you killed. Ithara is very disturbed by their condition. She rewards you with armor and asks for further help in the forests near Aman'lu. She needs samples of the following Bound Animals: a Fettershin, a Taclak, a Taugrim, a Naldrun and an Elf. Then return to the Passage to Aman'lu.

Fight your way through more hyenas and your first small flying, squealing Bound Naldruns. They throw small fireballs at you. Killing a Naldrun advances Ithara's second quest. You come to an intersection. Northeast takes you to a dead-end with a mini boss, some hyenas and some Naldruns. The main trail west takes you across a narrow stone bridge to more Bound Naldruns and some mini-bosses. You soon exit outside to Old Aman'lu. As soon as you do, Bound Taclaks attack you, aiding Ithara's second quest. Watch out for the "decaying" variety, as they leave behind a red cloud of poisonous gas.

Clear the Taclak infestation from the two burned-out houses of Alar'ithil and Eldoriath Wilwarin. Then cross the bridge, undamaged by the second cataclysm. This is the same bridge that Finala repaired long ago, after Valdis destroyed the city the first time. On the other side of the bridge, you see that the damage is much more extensive this time, so much so that the river has dried up. Even the teleporter has been destroyed. There is no trace of the Incantation Shrine. Taclaks and Hyenas swarm all over what is left of Old Aman'lu. Clear the town of all of the monsters, including a Taxabani Familiar inside Alt'orn Hall, where a chest sometimes has an Agallan Tablet. The Mysterious Stranger ??? may appear somewhere in Old Aman'lu.

When you get to the town gate, speak with Danadel, who blames you for Aman'lu's troubles. He says that the elves will not help you against the Overmage, because they have given up hope. They have even lost their "vision". You tell him that you will deal with the Familiar Surgeons who have been creating the Bound Minions. Only then does he offers to try to convince the elves to help you. He sends you to the Western Vai'lutra Forest. Then the gate opens for you automatically.

Act 2, Chapter 2: The Familiars

Enter the new, smaller Town of Aman'lu and note that someone built a new teleporter next to the Aman'lu Tavern. Speak with Kylis, inside the burned-out blacksmith building. He wants you to help reclaim the strength of the elves by solving a problem for him. Familiar Surgeons have corrupted Minli the Faerie into a creature who steals building materials from Kylis. He wants you to kill her and her band where they live, out near Finala's Bridge south of town. He gives you some shiny Metal Scraps to get the Faerie's attention. Southwest of where Kylis stands; speak with Liranth, who will give you a vial of Aman'lu's Blessed Water for Mage Nari.

Now exit the new city east and south, back to Finala's Bridge. There, open your inventory and manually drop the Metal Scraps onto the bridge. As soon as you do this, Minli and her minions attack you. Then return north to Kylis, who rewards you for removing the threat.

Inside the Aman'lu Tavern, speak with Talain, who belongs to the Estelath Warriors. A squad of them sent out yesterday has gone missing. Offer to help find them. Near him, pick up a book "The Crimson Hunters". From the nearby bookshelf, take the book "The Enemies of the Edhel".

The Aman'lu Arena remains as it was, undamaged. If you ride the lift down, you can still speak with Daesthai, even if you finished all ten challenges. He says that he has restocked the arena with a new set of even-more-challenging opponents, just for you. As with the first set of challenges, purchase a token and then place it on the pedestal at the center of the arena. The platform drops down and enemies come at you from the walls. Be certain you have many potions, because these monsters really are more challenging. If you defeat all ten groups, Daesthai gives you an Ancient Agallan Tablet. Of course the ten rooms also have much treasure in the chests, but beware of the tenth chest (Solid Coffin). It holds a nasty little Mimic.

Now, from the Aman'lu teleporter, go west and then cross the ancient stone bridge to what is left of the Western Vai'lutra Forest. Fight Bound Taugrims and Bound Fettershins, both furthering Ithara's second quest. You come to a white stone building. Nailed to the front door is a Bound Elf - still alive. It acts as a lock. Farther northwest, find a functioning Incantation Shrine. Northeast of the shrine, speak with Ressa, a Blood Assassin who is about as well-liked as you are. The elves in Aman'lu exiled her for killing Familiars with Blood Magic. She wants you to collect ten vials of blood from Bound Elves, so that she can make a weapon that will make killing Familiars easier.

Northwest, just past the next teleporter, find an intersection. Take west fork for a long distance. Fight your first Searing Brakens. They are *healed* by fire. You come to an ornate stone bridge. On the other side of it, find *another* intersection and one or two Taxabani Familiars. Take the south fork, into the Western Vai'kesh Forest. You come to a Vai'kesh camp next to a vault entrance. Speak with Rinerel of the Vai'kesh. His band rescued a man named Benlir from the Familiars, although the rest of Benlir's group died.

These Vai'kesh wish to offer the hand of friendship. They are sorry for their past behavior. They have moved the bodies of those who died, into a nearby chamber for safe keeping. Benlir says he feels strong enough to return to Aman'lu and then he runs off. Rinerel gives you the Onyx Vai'kesh Key.

Now reverse course north, fighting monsters as you go. Where the trail turns west, enter a Small Chamber that has ornate curved stone horns on its roof. Inside, the key that the Rinerel gave you opens a door to a chamber where 20 bodies are carefully arranged, each with its own lit candle.

Exit the chamber and then continue west, through a swarm of Venomous Thrines defending an Incantation Shrine. South of the shrine, find some Elven Windchimes, the "Lonely Voice" part of Mage Nari's quest. West of the Incantation Shrine, the trail splits. Both forks go to the same place.

When the trails rejoin, continue west to the next teleporter. Use it to return to the Dryad Outpost. Then cross the bridge to the north part of camp. There, speak with Naturalist Ithara to finish the second part of her quest. She rewards you and asks that you be on the lookout for more Bound Creature samples. Then briefly travel to Arinth's Heights (upper) to find the first of those samples, one of the Bound Dryads very near where you arrive. Return to Aman'lu and then to the Western Vai'kesh Forest. Just west of where you arrive, enter the small white building.

Inside an Abandoned Elvin Ruin, past the first door, find a large room with some monsters. The room has three torches to brighten the place up and two doors in the southwest and northwest corners. These open to tiny rooms with almost no treasure.

Exit the main room west, through two doors and then north through two more doors. A lever on the west wall of the hallway opens a secret area with possibly a large number of enemies but, at best, minor treasure. Continue through two doors north, to another bloody room with Bound Crawlers. Ithara will be interested in a sample of one of them. The room has pairs of doors on the east and west walls. All of those rooms have Taclaks and/or Bound Crawlers inside them.

North and west of that bloody room is another large room. This one has a huge pool of blood at its center. West of there, find a cellblock with several Crawlers. West of there is a small room where you meet the Despular the Surgeon. Looking like a giant floating tick, he uses a Death Magic offense. Hit him hard and fast with Powers before his Crawlers can regenerate his health.

After the battle, free Drianjul. Speak with her. She at first thinks that you are a spirit. She believes that she is trapped in a waking nightmare. Taken by surprise while looking for food, she and her friend Lyth'airyn were abducted by Familiars, who took them to Surgeons, one of whom turned Lyth'airyn into a Bound Human. She says you can find that surgeon inside Calennor Stronghold. She describes the door you saw earlier, the one with the Bound Elf attached to it. The piece of metal that Despular the Surgeon dropped when he died is a key to that door.

Act 2, Chapter 3: The Second Familiar Surgeon

Return to Aman'lu for rest and refit. Inside the Aman'lu Tavern, speak with Talain, who has trouble believing that the Vai'kesh saved the life of his friend Benlir, but Talain rewards you anyway. Now use the teleporter to travel to the Western Vai'lutra Forest (south). When you get there, go south to the building where you found a Bound Elf attached to the entrance door. After you activate the door with the Familiar Surgeon's key, the Bound Elf Keeper falls down from the door. Then it attacks you.

The Ancient Stockade is one of the more interesting series of rooms in the game. Inside, Undead Azunites come out of the four prison cells and attack you. In three of those cells, after you turn on the torches, an Azunite Soldier or some Shadow Skitter spiders pop up and attack you.

Exit through one of the three doors south, to a very large room that has suffered catastrophic damage. Many parts of the floor have fallen through to the depths below. As you explore this area; Undead Azunites pop up to surprise you. The same thing happens when you open doors.

The door south of the entrance opens to a destroyed room with many Azunites and a door on the west wall. Past it, find a narrow ledge that takes you along the walls north, to a torch that opens a tiny room east. Inside that room a Mimic waits for you.

A door east of the main entrance opens to another large destroyed room with many more Undead Azunites. A room just south of that door has a chest that sometimes has an Agallan Artifact. Look for torches that open secret rooms and/or release enemies. Also look for corpses lying upon three of the four large circular blue runes. Those runes have treasures.

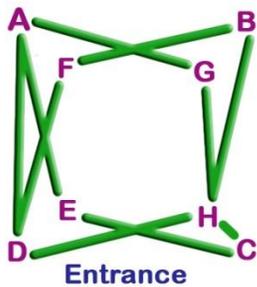
Back outside, return north to the teleporter and then continue north, through an unexplored area. Searing Brakens swarm you. Also find Fettershins, Naldruns and a few Taxabani Familiars. Eventually, you come across squads of small, hard-to-see Bound Elves. These drop vials of their own blood. Collect ten of these, although there are more than ten available.

As you continue north, beyond a natural stone bridge, look for a small square white vault entrance at the end of a side trail east. Inside this Vault of the Therayne, you see a female human surrounded by a rectangular blue force field. Help her escape by activating the four blue pedestal buttons in the correct order. The statue resets the puzzle. After you free her, speak with her.

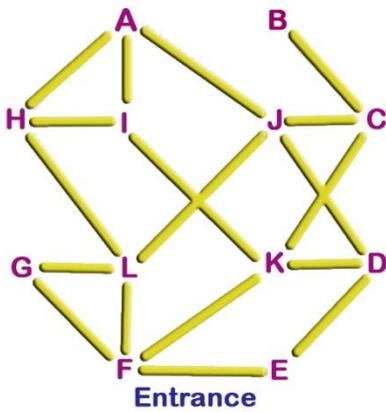
Meraliss tells you that she tripped and fell against a statue and then it trapped her for almost 300 years. She worked for the F and K Society, investigating a legend about the vault. The legend states that the city of Therayne used to stand here. However, all of the inhabitants contracted a plague that caused them to rip themselves apart. None survived, but their possessions remain in this vault. Meraliss asks that you keep an eye out for a magical artifact deeper inside the vault. She gives you the Vault of Therayne Key. Go east, to a more complex puzzle room.

Free Treelus the Suffering by activating the green buttons in the correct order. After you do, he attacks you. After you defeat him, he drops an Ancient Artifact. In the next room east, find an even more complex puzzle. Free Gronk the Unforgiven by activating the yellow buttons in the correct order. As soon as you do that, he too attacks you.

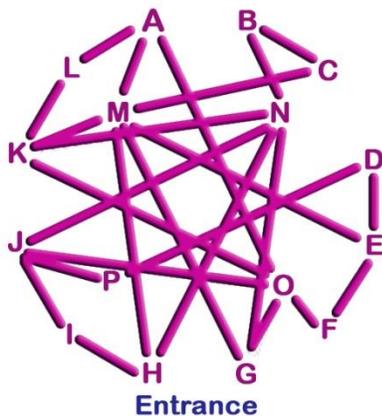
In the next room east, solve the final puzzle by pushing the purple buttons in the correct order, to release Arixo the Unrepentant from his force field. As soon as you free him, he attacks you. Before you head to the exit, open the door east, to a small treasure room. Then return to Meraliss. Give her the Ancient Artifact that Treelus dropped. She rewards you and then runs off.



Puzzle 2
D, B, F, H
 Treelus the Suffering



Puzzle 3
H,C,E,L,I,J,K
 Gronk the Unforgiven



Puzzle 4
K,B,C,D,F,G,H,M,N
 Arixo the Unrepentant

Back outside; go north to find the next teleporter. From there, travel to the Western Vai'lutra Forest (south) and then go a bit southeast to speak with Ressa. Give her the ten vials of Bound Elf blood. However, now she wants some child's tears. To get them, return to the Dryad Outpost. Across the bridge, at the south end of town speak with the small child Arlen, who stands next to Soram. Say anything to Arlen and he will cry. After all, you did kill his mother Eliza, even if you had to.

Return to Aman'lu and then the Western Vai'lutra Forest (south). Nearby, speak again with Ressa and give her Arlen's tears. Now she needs one last thing, the Soul of a Champion bound to a Blood Stone. One such champion is Lorethal, who lies in his tomb. Ressa gives you an empty Blood Stone and then sends you off to fill it with Lorethal's soul.

Return to the teleporter and then travel to the Western Vai'lutra Forest (north). When you get there, go just a bit north and east, to find a small white stone building that is well-defended by Bound Elves. A Bound Elf Keeper is attached to the door. Enter the Sepulcher of the Crimson Hunters. This is a huge facility, but there are no enemies inside it - yet. There is also very little treasure. Work your way east. Two wall braziers open secret rooms south that have two chests, an Armor Stand and a Weapons Barrel. A door on the north wall of the long hallway opens to a small room with four level 42 Sanctuary Doors. A brazier near the tomb room opens a hallway to a chest. The chest in the room south of the tomb room sometimes has an Agallan Tablet.

At the very end of the long series of hallways, you find Lorethal's Tomb. After you bind his soul, his spirit speaks to you, but is not at all happy that you have bound his soul, even after you explain the importance of your actions. The reason for his anger is that you have consigned him to this tomb for all eternity as a toothless spirit. After the conversation, dozens of Ghostly Crimson Hunters appear from almost every room in the building. You have a tough gauntlet to run through on your way back to the outside. However, if you can afford to forgo the Experience Points, you could literally run past all of them to get outside. Only a few of them will follow you all the way.

Then use the teleporter to travel back to the western Vai'lutra Forest (south), to speak with Ressa. After you give her the Soul Stone, she runs over to stand upon the nearby red rune and then casts her spell. Speak with her again. She gives you the weapon she constructed, plus some other good treasure. She also offers to join your little group and will remain here if you reject her. Ressa has good Ranged and Combat Magic skills.

Now use the teleporter to travel to the Western Vai'lutra Forest (north). From where you arrive, go north and then cross a bridge to the Calennor Wood, out of the burn zone. Just on the other side of the bridge; find an intersection. Both routes end at the next teleporter. Here, begin looking for Incinerating Bound Elves, who sometimes cast a circular fire rune at your feet.

Just down the ramp north of the teleporter, find an Incantation Shrine, defended by Venomous Thrines. Farther north, look for a side trail west. At the end of it, Triari the Bound Naldrun drops a Pixie Preserved in Amber, a Suspended Soul for Mage Nari.

At the next intersection, turn east until you enter a beautiful green glade at a Ruined Shrine. There stands Celeb'hel. Speak with him to learn that the one you killed was but a shadow. He discovered a new spell that allows him to split his soul into three other parts, or "simulacra". He sent three of them to the Vai'kesh, the Calennor Stronghold and to the Overmage of the Cinbri, which was the simulacrum you killed. He needs your help to relocate the other two and get their Soul Stones. This genuine Celeb'hel says he wants to help the elves, even though they exiled him. He is seeking enough power to cast an Ancient Magic spell from the days of Isteru and Istauro.

Now return to the main trail and then continue north, up the slope to the next teleporter, which is very near another small white stone building. A Bound Elf Keeper is attached to the entrance door. Free it, kill it and then enter the Calennor Stronghold.

The first room inside may have some Bound Elves. The room has two exit doors. The door on the north wall opens to a room with an Estelath Warrior Corpse. Pick up his Broken Vai'kesh Blade.

Through two doors west, enter a small room where stands a construct of the Overmage of the Cinbri. A short cut scene plays. In it, the Overmage asks you again to join him. When you speak with him, he admits that in his youth he accidentally destroyed his race's only portal to the Promised Land - Aranna. If you agree to join him, the Overmage offers to make you a god. When he realizes that you will not join him, he again threatens you and then disappears.

Continue through the bloody hallways, to a room with four exit doors. Fight a Va'arth Savage Incinerating Bound Elves and Stitched Horrors. The door on the east wall opens to perhaps some enemies and a few small treasures. The two doors on the west wall open to rooms with a few foes. Activate a torch in one of them, to open a secret room with more elves and a Krusk Familiar. Take one green Life Stone from the pile. The chest in here sometimes has an Agallan Tablet.

Back in the larger room, the door on the north wall opens to a big room with four stone pillars. It is full of enemies, including dual-wielding Stitched Horrors using very long blades. A torch on the east wall opens a secret area where you will later place three stones on the round sockets. Remember the location of this room. Another door opens west, to a small room full of enemies.

The north door opens to a cellblock full of Bound Crawlers. Find more enemies inside the cells. The one in the northeast part of the block has a secret room with a Corpse of Celeb'hel the Elder. This is another simulacrum. Activate it to get its Soul Stone.

Farther north, enter a long east/west hallway with some enemies guarding it and doors at both ends. Activate a torch to open the west door first, clearing the enemies from the room. Then take one purple Death Stone from the bookcase.

Then go through the door at the east end of the long hallway. The room beyond is full of Bound creatures and has three doors. A torch on the east wall opens a secret door to two rooms full of Bound Crawlers. The first of these rooms has an Armor Stand and a pile of yellow Sight Stones. Take one of the stones. Farther north, find a room with doors on the east and west walls. Both have large numbers of enemies behind them.

North of there, you come to a large cellblock with Baelusar the Surgeon waiting for you. Just as with the first surgeon fight, several Bound Crawlers aid this surgeon.

Then backtrack toward the exit until you again come to the big room with four pillars *nearest the entrance*. Enter the room east and then place the three colored stones in the sockets. After you have done that, enter the small room with the Big Chest, to get your reward. Then return to Aman'lu.

Speak with Danadel, who is standing right next to the town teleporter. You learn that the Dryad's Great Leader is a man. Suspicious as this is, Danadel was unable to convince the elves to help you. You are on your own. All he can do is open a portal to Solanum, where the Great Leader resides.

Finish up Two Quests

Go inside Aman'lu Tavern and speak with Talain. He does not trust the Vai'kesh. He is appalled when you tell him about the Vai'kesh Blade you found. Benlir says he cannot quite remember something he saw in the Vai'kesh camp. He insists that you return to their camp and speak with Rinerel. Finish off this quest by traveling to the Western Vai'lutra Forest (south). From where you arrive, go west, across the bridge and then south, to the Vai'kesh camp. Speak with Rinerel about the blade you found. His attitude immediately turns coarse and then he attacks. After Rinerel dies, he drops the Vai'kesh Sanctuary Key.

Enter the nearby white building, a Small Vai'kesh Sanctuary. Fight off the Vai'kesh defenders. Watch out for very tough Vai'kesh Guardians. At the end of the zigzag hallways, you come to a room with Argir the Vai'kesh Prophet. After you kill the prophet, he drops a Vai'kesh Cell Key. Most Vai'kesh Guards still alive, drop to the ground dead as soon as the prophet dies. Open the cell doors to release the elf prisoners. One cell near the prophet's room has a Corpse of Celeb'hel. This is the final simulacrum. Take its Soul Stone and then return to the Aman'lu Tavern. Speak again with Talain. When you tell him what happened, it is clear that the truce is over. Benlir remembers now that the Vai'kesh gave him a sweet drink that left him weak to suggestions. They sent him back to Aman'lu to spread tales of how repentant were the Vai'kesh.

Now finish up Celeb'hel's quest. Travel to Calennor Wood (north). From where you arrive, go south and east to where Celeb'hel waits. He tells you to give him the Soul Stones you collected. However, the white-robed Azunite Ancestor standing nearby signals caution. He tells Celeb'hel that if he continues down this path, he will be little different than the Overmage. Celeb'hel tells the spirit to go away. The spirit says that the spell has a random effect and is so dangerous that it is not safe to use. You may give Celeb'hel the stones or not.

If you give him the Soul Stones, a cut scene shows Celeb'hel killed by an explosion as he tries to cast the spell. If you refuse to give him the stones, he realizes that he is not thinking straight and offers to join you. Celeb'hel is an accomplished Combat Mage. Return to Aman'lu.

Act 2, Chapter 4: Solanum

Back in Aman'lu, save your game and then go through Danadel's Portal to Solanum. When you arrive, cross a stone bridge over a deep forested canyon. Open the door to a cut scene showing the Great Leader delivering a speech to a group of six Dryads, promising them respect and reverence. He sends them through a portal to Cinbri City, telling Celia that he will deal with your meddling. After they have gone, he reverts to his true form, the Overmage of the Cinbri.

Then, in another cut scene, he conjures a huge creature from beneath the circular arena. The Overmage leaves you to defend yourself against Keirok the Devourer. This creature strikes the ground with his huge claws, sending jagged lines of fire in many directions. Otherwise, Keirok is merely a gigantic melee fighter.

After the fight ends, enter the Mysterious Portal. A cut scene shows five Dwarven miners run up to you. Speak with Stonepick. He tells you that you have entered Glorydeep Enclave. The dwarves have been slaves of the Overmage for 146 years. They have been excavating the remains of Cinbri City. Now their work is nearly complete. He tells you that there are six Overseers who control the Familiars. If you can kill all six, the dwarves will extend the Cinbri City Bridge for you.

Act 3, Chapter 1: The Dwarves of Glorydeep

You will need Yoren in your party to finish an upcoming quest. So, use the handy teleporter to return to the Dryad Outpost. On the other side of the bridge, speak with Innkeeper Leni to add Yoren to your party, if he is not already a member.

Now use the teleporter to return to the Glorydeep Enclave. Just southeast of where you arrive, enter the house. Then take the book "Songs of the Stone". Cross a narrow stone bridge to find the house of Rockmover. Yoren speaks to him to learn that all of Yoren's Glitterdelve kin have been killed by the Familiars. Yoren being the only one left; inherits the meager possessions of the dead Glitterdelves, ending this quest. After this point, you no longer need Yoren in your group.

Northwest of Rockmover's house, speak with Shalepick, to get the book that his auld auldmother wrote, the "History of the Glorydeep Dwarves". It explains how the dwarves were enslaved.

Note that the house southwest of Rockmover's house has a book "Glorydeep, Vol. 47", but if you have already spoken to Shalepick, then when you attempt to pick up this book all you get is a chime sound, no book, because this book is bugged. If you have *not* yet spoken to Shalepick, you get *his* book, "History of the Glorydeep Dwarves" instead.

East of Rockmover's house, enter the Halls of the Overseers. Defeat Hopekiller the Familiar Overseer and his Bound Dwarf Sunderer minions. East of them, fight a Bound Skiver and a Bound Dwarf Ballista, advancing Ithara's third quest. Farther east, kill Merciless the Familiar and his Bound Dwarf minions. Any Dwarf Slaves you free will run off.

Note the dwarf Strongspade, standing to the north. When you speak with him he asks that you help release three dwarven prisoners to the north. As you go north, a Kierge Familiar runs away from you as you approach it. Once he has roused his minions though, he comes back with them. A white star on your map to the west marks the gate to the first prison cell. Defeat the jailors and then free Firedigger.

Farther north, the trail splits. To the east, free Shortfuse. To the northwest, free Stonecharger. Then return to Strongspade, who rewards you and promises you the help of the dwarves later.

Back on the main trail east; look for the dwarf Pitforger. He tells you that he has laid explosives in a very narrow tunnel underneath the Overseer's camp. Agree to attach a fuse to the explosives. Then enter the long tunnel east. Fight your way past many Bound Dwarf Ballistas. At the end of the tunnel, activate the red barrels of Dwarven Explosives to attach the fuse. Then return to where Pitforger waits. Now he wants you to go northeast, to activate the detonator.

Go down into the pit north and then defeat Longwhip the Familiar Overseer, at which point all the dwarven slave workers run off. Work your way northeast to a bluff overlooking the last three Overseers: Stench, Rockfist and Bloodgrin. The Dwarven Detonator sits on the edge of the bluff. Activate it. Watch the explosion destroy some crates near the Overseers. However, the Overseers remain undamaged. Go down into the pit and help your dwarven allies Shortfuse, Stonecharger and Firedigger defeat the Overseers and any surviving minions.

East of the battlefield, meet with Stonepick, who stands at the edge of a precipice. After you speak with him, he shouts the command to extend the bridge to Cinbri City.

Act 3, Chapter 2: The Overmage of the Cinbri

On the other side of the chasm, enter Outer Cinbri City, where you find a teleporter. Go down the steps and then open the door to a large room full of enemies, including a Bound Half-Giant, fulfilling the final part of Naturalist Ithara's quest line. As you are very close to a teleporter, use it to travel back to the Dryad Outpost and then speak with Ithara to get the unique armor she makes.

Back at the Outer Cinbri City teleporter; which can only be accessed from the Glorydeep teleporter, return to the room where you found the first Bound Giant. Note that Bound Half-Giant Shambles are healed by lightning. Then continue through two inline doors to a small room with maybe a few foes. The door east opens to a hallway that ends in steps going up to a large open area where Bound Dwarves dig at the walls. Drop down southeast, to find more of them and at least one Familiar, along a nicely-refurbished Cinbri City street. A swarm of Venomous Feasters attacks you when you get near the steps going down north, through a door to an "L" shaped room with some enemies. Bound Half-Giant Furies can erect a force field that *greatly* enhances their attack.

Exit east through two inline doors, to a large room with two or three Familiars, some Half-Giants and dwarves. The bookcase on the north wall has the Cinbri Gem, a Memento of the Past for Mage Nari. Then exit east through two inline doors, to a small room with perhaps one or two enemies. East of there, the hallway ends in steps going up to another part of the city. Bound Dwarves are hauling away stone debris. Below you north, you can see a large group of enemies pacing back and forth. Down the street east, watch out for a mob of speedy Venomous Feasters.

Then find more steps north that take you through a door to a small room that may have enemies. Exit north, to another room that may have one enemy. From there; exit northeast to a large room with a Familiar, some Half-Giants and dwarves. Continue northeast, to a hallway with steps going up to the gold star on your map. This is Inner Cinbri City, where a swarm of Venomous Feasters attack from the teleporter. In addition, a trio of mini-bosses waits for you around the corner north.

Down the steps from there, past a door, find a small room with three doors. The east and west doors open to small rooms. One has a Reagent Recipe. Then exit north, to a room with Skivers, Half-Giants and at least one tough Spinlar Familiar. They shoot deadly white energy beams.

Past the next door, steps take you up to a boulevard with several Half-Giants. More of them guard steps going down to a door that opens to a small room with perhaps one or two enemies guarding two doors east. Past the second of those doors, find a large oval room with similar enemies. East of there, find steps that take you up to a Cinbri City street with many tough enemies.

Down a long boulevard south, find some steps that take you down to a doorway, through a small room, to a large room with three nasty Spinlar Familiars that attack you as a group. Exit east, to a similar room with three Keirge Familiars. Exit east up some steps to the Inner Cinbri City (east) teleporter, the last one in the Expansion Pack. Use it to stock up on potions for the big fight ahead.

Return to Cinbri City (east). East of the teleporter, you come to your final meeting with the Overmage of the Cinbri, who is surrounded by six Enhanced Dryad Purifiers. You need not worry about them. A cut scene plays as you enter the Gateway Chamber. In it, the Overmage tells you, accurately, that he has been “more than patient” with you. Speak with him to learn that he plans to fuse Zaramoth’s soul to his own, making the Overmage almost invincible.

After the conversation ends, attack the Overmage until he conjures six Voadyk Familiars. You must defeat these before you can do any more damage to the Overmage. After the Familiars have died, you have ten seconds to continue attacking the Overmage - until he conjures six Bound Elf Lunatics. Again, you must defeat them before you continue attacking the Overmage for ten seconds, at which point he conjures five Lastyk Familiars. Defeat them and then continue attacking the Overmage until he conjures five Kierge Familiars. Defeat them and then continue attacking the Overmage until he conjures five tough Spinlar Familiars. After you defeat them, finish off the Overmage, where a cut scene shows him combine the life essences of the six Enhanced Dryad Purifiers, turning the Overmage into Zaramoth Reborn, a huge ugly creature.

Now the second part of the battle has you using all your Powers to whittle down the enormous number of Hit Points that the monster has. It has many types of offense: Lightning, Frost, Fire, dual-wield melee, a powerful wave that knocks you back, a narrow laser-like beam and more. However, they all have one weakness, your ability to move out of the way. So keep moving in a circle around his platform. When he briefly stops his attack, hit the monster with all your offense.

When he is near death, a cut scene shows him cry out in anguish “No, I cannot fail again!” Then he literally disintegrates, body parts falling to the floor. One of the Dryads remains alive. Speak with Kirani, who acts as if coming out of a dream. She feels lost again, without hope. You tell her that Aranna will heal, but it will take time. Then the credits roll, while you listen to a roundup of what happened to the major characters in the game - heroes of the Third Age.

After the credits end, find your group still in The Gateway Chamber. Return to the Dryad Outpost. There, speak with Nari the Mage, who now has all the ingredients she needs to summon Nymphara. A cut scene shows her doing this. After the spell completes, you see the Spirit of Historian Arisu standing nearby. Speak with her to learn that she was the only Dryad who could not bring herself to blindly follow the Great Leader. Instead, one night, she followed him through the desert to a Morden Camp. She saw him transform into a Dark Wizard. At that point, she realized that he had seen her. Later, before she could warn her sister Dryads, he killed her in the Dryad Outpost, which finally explains her murder. Arisu gives you her necklace.

You have gone as far as you can in the game at this difficulty level, but you may want to use your now-powerful hero to play the entire game all over again as an accomplished Veteran.