Guild Wars Secrets: Profiting and Leveling through Quests
(16 pages of Secrets)

Message From a Friend

Quest Starter: Town Crier [Ascalon City]
Objective: Talk to Sir Tydus
Reward: 100 experience, 10 gold
Reward Giver: Sir Tydus
Difficulty and Comments: Easiest quest ever. Talk to the Town Crier right where your character appears after the opening movie. Sir Tydus is located near by across a bridge. Talk to him to receive your reward and again to activate the next quest.

War Preparations

Quest Starter: Sir Tydus [Ascalon City]
Objective: Talk to your primary skill trainer. The trainer's name is different depending on which class your character is. The trainer is located directly outside of Ascalon City.
Reward: 250 experience.
Reward Giver: Primary Skill Trainer.
Difficulty and Comments: Again, no difficulty what so ever. Talk to the Skill Trainer again to get the next quest.

[Your Class Here] Test

Quest Starter: Primary Skill Trainer [Lake Side County, right outside of Ascalon City]
Objective: *Varies. This quest is slightly different based on your class. It will involve either killing a few river skales or getting some shimmering scales, which are obtained from killing river skales.
Reward: 500 experience + skills for your primary class.
- Elementalist - Flare, Aura of Restoration
- Ranger - Power Shot, Troll Unguent
- Warrior - Frenzy, Healing Signet
- Necromancer - Vampiric Gaze, Deathly Swarm
- Mesmer - Empathy, Ether Feast
- Monk - Healing Breeze, Banish

Reward Giver: Primary Skill Trainer
Difficulty and Comments: Very little difficulty. Do this quest at the same time as the next quest, Gwen's Flute.

Gwen's Flute

Quest Starter: Gwen
Objective: Find Gwen's Missing flute. It is in fact broken and just south of where she is standing across the nearby river.
Reward: 250 experience
Reward Giver: Gwen
Difficulty and Comments: Alright. Gwen is a somewhat broken aspect of Pre-Searing. She is sad that her flute is broken, but will offer to follow you around anytime you leave Ascalon City on foot. You can make her happy by giving her flowers, a fixed flute or a cape. She will eventually give you a Tapestry Shred, which does not seem to have any use in the game presently.

Further Adventures

Quest Starter: Haversdan [Lakeside County]
Objective: Haversdan walks out of Ascalon City the moment you complete the Primary Skill Trainers first Test. He will speak of Devona, a warrior residing in Lake Side Village. Run to her for the reward.
Reward: 250 experience.
Reward Giver: Devona
Difficulty and Comments: Another simple quest. You may notice most of the monsters do not attack you on your way there. This is common in Pre-Searing, though there are some which will. Once you complete this quest, almost every other quest becomes available to start, so your order from here on out will certainly be different from my own. I will attempt to hint at which quests are done near each other, to help reduce your time spent running back and forth.

Unsettling Rumors

Quest Starter: Devona [Lakeside County/Village]
Objective: Speak to Meerak the Scribe regarding the Charr Threat. Once spoken too, speak to Armin Saberlin in Ascalon City.
Reward: 250 experience, Tall Shield [Armor 4]
Reward Giver: Armin Saberlin
Difficulty and Comments: This mission is designed to teach a player how to use the "M" button for quick travel. Any town, outpost, or area labeled on the map with a symbol can be instantly traveled to. If you are in a party when you do this, the party is disbanded. Talk to Armin again to start his next quest. Also, as you are back in Ascalon City and all of the Ascalon City quests are now open, run around and activate them all.

Adventure with an Ally

Quest Starter: Lina [Lakeside County, just outside of Ascalon City]
Objective: Party up with another player and return to her.
Reward: 100 experience and a resurrection signet.
Reward Giver: Lina
Difficulty and Comments: One of two quests pre-searing which must be done with another player. Make sure to get the signet from her, it is quite useful.

Second Profession

Quest Starter: Armin Saberlin [Ascalon City]
Objective: Learn a second profession.
Reward: 250 experience
Reward Giver: Armin Saberlin
Difficulty and Comments: I would suggest not doing this quest immediately if you are unsure of which second profession you want. Once you decide on one, return to Armin for the reward.

Bandit Raid

Quest Starter: Baron Egan [Ascalon City]
Objective: Get the Ashford Strongbox which has been taken by bandits and return it to Devona.
Reward: 250 experience, +3 energy Focus
Reward Giver: Devona
Difficulty and Comments: A fairly simple quest. Kill the bandits around the strongbox first. Once the area is secure, grab the box and run to Devona with it. You will run much slower with the box in hand, and will be unable to attack with a weapon, though you may still cast spells. The bandit camp is located just a bit northeast of Ashford Abbey.

The Poisonous Devourer

Quest Starter: Baron Egan [Ascalon City]
Objective: Hunt down a plague devourer and give the stinger to Brother Mhenlo.
Reward: 250 experience, +3 energy Focus
Reward Giver: Brother Mhenlo
Difficulty and Comments: Do this quest while you do the first part of Pitney's Worm Problem quest, as well as the same time you do the Egg Hunter Quest. In the cave where you do all of these, this devourer will pop out as you approach it. When it dies, it will drop a stinger.

Charr in the Catacombs

Quest Starter: Prince Rurik [Ascalon City]
Objective: Find out if there have been any Charr sightings in the Catacombs area.
Reward: 250 experience, 100 gold.
Reward Giver: Prince Rurik
Difficulty and Comments: You will first need to speak to Brother Mhenlo in Ashford Abbey, then Necromancer Munne [Catacombs] and finally Oberan the Reviled [Catacombs, closest to Greenhills County Entrance]. Return to the Prince for your reward. This quest represents the largest amount of gold you can easily obtain in Pre-Searing.

Charr at the Gate

Quest Starter: Prince Rurik
Objective: Kill the small Charr group near the northern gate.
Reward: 200 experience, Long Sword [5-7 damage]
Reward Giver: Prince Rurik
Difficulty and Comments: The next time you leave Ascalon City on Foot, Prince Rurik and a few guards will be waiting. Before long, they will run west to the northern gate. The Charr there are fairly difficult, but the Prince and his men will probably be able to complete the mission even if you do nothing but sit back and watch.

The Wayward Wizard

Quest Starter: Sandre Elek [Ascalon City]
Objective: Find Orion Elek. Relena Stormbringer in Foible's Fair knows where he is. Talk to her first. Once you have done this, run to Orion in Wizard's Folly.
Reward: 250 experience, Smiting Staff [2-4 lightning damage, +3 energy]
Reward Giver: Sandre Elek
Difficulty and Comments: Make sure Orion does not get killed by anything chasing you. It is a rather long walk, you would not want to do it twice.

*Note: after talking to Relena, it would be faster to leave from Barradin's estate and warp into the Wizard's Folley from there. Orion is very near the entrance.

Poor Tenet

Quest Starter: Namar [Ascalon City]

Objective: Namar can not pay his rent. His friend, Miller Upton, might give him some money though. Tell Miller of Namar's woes.
Reward: 500 experience, Focus [+3 Energy]
Reward Giver: Miller Upton [Lakeside County/Village]
Difficulty and Comments: Miller Upton can not concentrate with the bees flying around him. You will need to grab the nearby honeycomb and step near the swarms of bees. Once you have all three swarms [the last is near the river], run with the honeycomb across the nearby bridge. Once across, drop the honeycomb and return to Miller Upton. Quest Complete.

Trouble in the Woods

Quest Starter: Town Crier [Ascalon City, near the gates to Lakeside County]
Objective: Help Devona clear the Grawl who are threatening to attack Lakeside Village.
Reward: 500 experience, War Hammer [6-9 Damage]
Reward Giver: Devona
Difficulty and Comments: This one can be a bit hard. Clear the nearby river skales and anything else along the path to the Regent Valley [from Lakeside Village] before consulting Devona. This will keep her from running off and getting killed. If you have a healing spell, sit back and heal her, she does a ton of damage. If not, try to kill what you can.

A New [Your Class] Skill Trainer

Quest Starter: Haversdan [Lakeside County, just outside of Ascalon City]
Objective: Find the Primary Skill trainer for your class. The one you want to find is the "Sample" skill trainer, as I have labeled them, of your class.
Reward: 250 experience
Reward Giver: Skill Trainer of your Class
Difficulty and Comments: The Hardest part of this quest is remembering to activate it.

A Gift for Althea

Quest Starter: Captain Osric
Objective: Find a suitable birthday gift for Lady Althea, Prince Rurik's Girlfriend.
Reward: 250 experience, Focus [+3 energy]
Reward Giver: Captain Osric
Difficulty and Comments: This quest can not be done if Charr at the Gates is an active quest in your quest log. You must also have completed your skill trainer test. Walk outside of Ascalon City. Just to the West, Prince Rurik

and Captain Osric are talking. When they are done talking, speak with the captain. He will give you this quest. You will need to get three items for this gift. The beautiful feather is located in the middle of Lakeside Village. The beautiful pearl is located inside of a beautiful shell, which is right next to Miller Upton's home. The final object, the beautiful pendant, is in a chest slightly northeast of where the Bandit Camp is. Return all three items to Captain Osric for the reward. Note: This quest is rather buggy if done in a party. Just do it alone.

Alternate Method: [I would like to thank "Greg" for this method] Once you have any one of the three pieces, take that piece to Lady Althea. She will be annoyed that Rurik is unable to get her a gift on his own and someone else is doing it. She will give you the same quest reward as Osric does for doing this.

Rites of Remembrance

Quest Starter: Necromancer Munne [Catacombs]
Objective: Light four remembrance braziers with the magical candles she gives you.
Reward: 250 experience, focus [+3 energy]
Reward Giver: Necromancer Munne
Difficulty and Comments: This quest takes you along the exact same path as Brother Mhenlo's "A Monk's Mission". Do them together. All you need to do is touch the brazier. This quest is sometimes glitched and she only gives three candles. Make sure you have four before starting.

Little Thom's Big Cloak

Quest Starter: Allison the Tanner [Lakeside County/Village]
Objective: Find a bear pelt from a black bear. Return the pelt to her. She will make it into a cloak. Give the cloak to Little Thom in Barradin's Estate.
Reward: 250 experience, Battle Axe [4-8 damage], Smiting Rod [2-4 lightning damage]
Reward Giver: Little Thom
Difficulty and Comments: The game, I believe, tells you to get the Bear Pelt from the Regent Valley. It is both more likely, and closer, to get one from the Wizard's Folly. Once you have it, bring it to her. Then just teleport [or walk] to Barradin's Estate and give the cloak to Little Thom.

The Hunter's Horn

Quest Starter: Chantalle the Troubadour [Lakeside County/Village]
Objective: Cleanse the Hunter's Horn and give it to Aidan
Reward: 500 experience, Long Bow [7-10]
Reward Giver: Aidan
Difficulty and Comments: The healing spring to clean the horn is deep into the Regent Valley. About the point at which you get to the Melandru Stalker Shrine, enemies will be aggressive with you. You can do this first half of the quest with the Sample Ranger Skill Trainer quest. Once you have cleaned the horn, you need to give it to Aidan.

Aidan is in Wizard's Folly in about the furthest place from anywhere. Luckily, the healing spring you cleansed the horn in is very nearby. Simply follow the river a bit further, and you'll enter the Wizard's Folly

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The Worm Problem

Quest Starter: Pitney [Lakeside County/Village]
Objective: Give a devourer Egg to Pitney so that he may be able to lure the Worm Queen to surface. Kill the Worm Queen.
Reward: 250 experience, Smiting Rod [2-4 lightning damage]
Reward Giver: Pitney [who will be standing in the field where you kill the Worm Queen]
Difficulty and Comments: Easy enough. You can either trade an egg off of a collector or use one from a cave. If you snag them from the cave, make sure to do the poisonous stinger quest at the same time. Doing the cave will also let you do the Egg Hunter quest.

Tithe for Ashford Abbey

Quest Starter: Devona [Lakeside County/Village]
Objective: Collect Duke Barradin's Tithe from Garzden the Protector in Green Hills County.
Reward: 250 experience, 1 SKILL point
Reward Giver: Devona
Difficulty and Comments: If you only do one quest you do not have to in pre-searing, make in this one. Once you have done all the missions in post-searing, getting skill points takes some time [by leveling up, even when you level beyond 20]. This is such an easy point to get. Also, while you do this quest, do the Opposition to the King quest with the three nearby NPCs. Just a note, make sure you have a free square in your inventory.

Opposition to the King

Quest Starter: Devona [Lakeside County/Village]
Objective: Talk to three people in Green Hills County [Not Warmaster Garst], concerning their feelings about the King.
Reward: 500 experience
Reward Giver: Devona
Difficulty and Comments: Do this with the above quest. You might actually want to read what the NPC's reply with. Some of it explains why they and others do particular things later in the game.

The True King

Quest Starter: Duke Barradin [Barradin's Estate]
Objective: Take a message to Lord Darrin in Fort Ranik
Reward: 750 experience, Focus [+3 energy], War Hammer [6-9 Damage]
Reward Giver: Lord Darrin
Difficulty and Comments: This quest opens up after the Opposition to the King quest is done. It is the biggest reward for a quest in pre-searing in terms of experience. This mission can be done in about ten seconds if you use the "M" map feature travel button, provided you have both towns. Otherwise it is a reasonably long walk.

The Orchard

Quest Starter: Mary Malone [Regent Valley, just outside of Fort Ranik]
Objective: Find her basket of missing apples and return them to her.
Reward: 250 experience, Battle Axe [4-8 damage], Focus [+3]
Reward Giver: Mary Malone
Difficulty and Comments: Spiders here do only a few damage to you. However, kill as many as you can before grabbing the basket, because two damage does add up after a while. The basket of apples will cause you to run extremely slow on the way back to her, as well.

The Prize Moa Bird

Quest Starter: Pitney [Lakeside County/Village]
Objective: Find out what happened to Pitney's Prized Moa Bird. Last he heard it was taken into the catacombs
Reward: 250 experience, Long Sword [5-7 Damage], Smiting Staff [2-4 Light Damage, +3 energy]
Reward Giver: Pitney
Difficulty and Comments: This quest can only be activated after completing the Worm Problem. It takes place near the Necromancer's Novice quest which Munne gives you. When you enter the big room just before the first flame geyser,

instead of taking the first right [which goes to the geysers], head to the back of the room, then take a right. Make a left at your first opportunity. You can kill all the spiders in the area if you want, but they only do two or three damage. Just run around them for a while. You will have to make a left turn, eventually, which is a very sharp left and almost a complete 180 to do. Run straight down this path and you will see a staircase. Take the staircase up and run down its match on the other side. There you will see the Moa Bird. Fight the monsters, if you wish, or just return to Pitney for your reward.

The Egg Hunter

Quest Starter: Duke Gaban [Lakeside County, in front of the devourer cave]
Objective: Escort Fadden so he can get some devourer eggs.
Reward: 150 experience, 2 Devourer Eggs.
Reward Giver: Duke Gaban
Difficulty and Comments: This quest is sometimes very glitched. What you need to do is clear the cave of most devourers so that Fadden can make it to the eggs and extract them [you are too clumsy to do this]. There are three eggs to grab. Once you have them all, wait for him to start walking back to the Duke. When he does, run to the Duke for your reward. You should do this quest at the same time you do the Poisonous stinger one. If you get glitched out and do not want to waste your time again. Just buy the devourer eggs from Collectors [see the collector section of this guide] and eat up the 150 experience.

The Rogue's Replacement

Quest Starter: Old Mack [Lakeside County, right outside of Ascalon City]
Objective: Give Old Mack a devourer egg.
Reward: 250 experience, Smiting Staff [2-4 lightning damage, +3 energy]
Reward Giver: Old Mack
Difficulty and Comments: This is quite easy. This quest is only activated after you do the Mesmer's Burden quest. The next time you come out of Ascalon City, wait for Old Mack to Run up a hill and argue with Lady Althea. After a bit, talk to him. If you do not have a devourer egg, either do the Egg Hunter quest or buy one from the collector right next to Old Mack [who will eventually stand next to Lina].

Across the Wall

Quest Starter: Gate Guard Torin [Lakeside County, at the Gate Rurik had you fight Charr]
Objective: Find his friend, Ben Wolfson in the northlands.
Reward: 250 experience, Long Sword [7-10 damage], Smiting Rod [2-4 Light

Damage]
Reward Giver: Gate Guard Torin
Difficulty and Comments: First of all, this quest is rather hard now. It used to be very simple. You need a PARTNER for this one. One of you must open the gate lever above Torin, the other must run through the gates to the next area. Once there, be aware, most of the monsters are level 5 to 8. When you find Ben, kill the Grawl troops and walk him back that way. You could try to kill the four Charr, but unless you are very good or way over leveled, you will probably die, or even worse, Ben might die trying to save you. When you walk him back, walk all the way back to the gate but DO NOT GO THROUGH until the quest updates in your log, or you will have to do it all over again. Killing the Charr, if you are able, in this area can level you up in a big hurry. You can not activate this quest if you have not been back into any other area since you did Charr at the Gates.

Path To Glory

Quest Starter: Armin Saberlin
Objective: Talk to Sir Tydus
Reward: 100 experience
Reward Giver: Sir Tydus
Difficulty and Comments: OMG THIS IS HARD. First, you must be level 3, and you must have a second profession. Now, walk to Sir Tydus. Quest done! This will allow you to do the following mission. Be CERTAIN you have done everything you want before accepting the mission. The game will warn you as well.

Ascalon Academy [Mission]

Quest Starter: Sir Tydus [Ascalon City] [You must be level 3 and have a second profession]
Objective: Kill Vatlaaw Doomtooth
Reward: None, except for getting to Post-Searing
Reward Giver: None
Difficulty and Comments: This is not the name of the quest until half way through it. This mission is started when you tell Sir Tydus you are ready to leave everything behind. DO NOT SAY YOU ARE READY UNTIL YOU HAVE DONE
EVERYTHING YOU FEEL YOU NEED TO DO.

First, you will fight another team of humans in an arena. If you win, you can get a small amount of experience for the kills you made. If you lose, no loss. Afterwards, your team will be transported to a meeting between Sir Tydus and Prince Rurik. You need to kill Vatlaaw Doomtooth shortly ahead. You do not really have to do anything, Rurik will kill it all if you let him. When it is

over, a movie will start. Enjoy the Post Searing!

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2. Sample Trainer Quests

These are technically primary trainers, but I call them sample trainers. The reason is because you get to sample the skills of that class without agreeing to take any. I suggest you do them all, it gives 1500 experience total as well as a nice opportunity to see what class may be able to aid you as a secondary. If you elect to make a class your secondary, you will earn the sampler skills you tested permanently. Also, if you sample your main profession, any skill you learn from it, you keep.

Grawl Invasion [Warrior Sampler]

Quest Starter: Warmaster Garst
Objective: Kill Grawl Invaders nearby.
Reward: 250 Experience, sampling of Gash, Sever Artery and Healing signet.
Starter Sword
Reward Giver: Warmaster Garst
Difficulty and Comments: The hardest of these types of quests, which does not say much. Take them one at a time and you will have no problems, even if you do not use the warrior skills. These skills are based on adrenaline and require a sword to perform.

A Mesmer's Burden

Quest Starter: Lady Althea
Objective: Kill the Rogue Bull
Reward: 250 experience, sampling of Conjure Phantasm, Imagined Burden and Ether Feast
Reward Giver: Lady Althea
Difficulty and Comments: Use Conjure Phantasm. It is about the only skill which as effective at all. If you are a necro, life siphon works, sever artery also works. You need to do this to activate the Rogue's replacement.

The Ranger's Companion

Quest Starter: Master Ranger Nente
Objective: Charm a Melandru's Stalker
Reward: 250 experience, sampling of Charm Animal, Comfort Animal and Troll Unguent

Reward Giver: Master Ranger Nente
Difficulty and Comments: nothing on the way to the Melandru stalker will attack you. When you start charming, the process takes ten seconds or so, in which time the stalker will attack you. Other than that, this is easy.

Elementalist Experiment

Quest Starter: Elementalist Aziure
Objective: Kill 12 Ice Elemental Shards which come in waves of 4.
Reward: 250 Experience, Firestorm, Glyph of Lesser Energy and Aura of Restoration
Reward Giver: Elementalist Aziure
Difficulty and Comments: Firestorm will cream them. Try to wait so you can pound two waves at a time with it. If your primary class is Elementalist, you can do this at the same time as Supremacy of air.

A Monk's Mission

Quest Starter: Brother Mhenlo
Objective: Keep the Abbot Paulus alive
Reward: 250 experience, sampling of Bane Signet and Orison of Healing
Reward Giver: Brother Mhenlo
Difficulty and Comments: Do this while you do the Rites of remembrance. Paulus will have to run across poison [so will you]. He likely will not die on the way there. When you get out of the poison, heal him and heal yourself. You will now have to run back. Paulus is carrying something now and runs slower, thus, you need to heal him this time. Walk slowly with him back to the entrance to Ashford Abbey. When the quest updates, talk to Mhenlo.

The Necromancer's Novice

Quest Starter: Necromancer Munne
Objective: Kill the Nightmare
Reward: 250 experience, sampling of Life Siphon, Deathly Swarm, and Animate Bone
Horror
Reward Giver: Necromancer Munne
Difficulty and Comments: Follow Munne to the hallway in a large room. You will see a carrion devourer run across a flame geyser and be blown up. This is a hint [Well, actually, the hint is in the mission summary now]. Try to avoid killing anything. Just before [but not too close!] the next geyser, summon a bone horror. The body across the geyser will cause it to explode when animated. Do the same thing for the next and final one. To kill the

nightmare, the fastest way is to cast deathly swarm, which will probably do in excess of 60 damage. Once you complete this, you are in the area of the Prize Moa Bird, so do that one too.

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3. Primary & Secondary Profession Trainer Quests

These are skill trainers who can only teach you skills from your primary and secondary classes. There is no sampling these.

Elementalist

Supremacy of Air

Quest Starter: Relena Stormbringer
Objective: Kill the Tower Golem
Reward: 250 experience, Permanent use of Blinding Flash, Lightning Javelin
Reward Giver: Elementalist Aziure
Difficulty and Comments: use lightning javelin to cream the golem. If you are a primary Elementalist, have this quest activated when you go to do the Elementalist experiment.

Mesmer

Domination Magic

Quest Starter: Vassar [Foible's Fair]
Objective: Kill the Skale Brood
Reward: 250 experience, permanent use of Backfire and Shatter Delusions
Reward Giver: Vassar
Difficulty and Comments: Use backfire on him or you are likely to get creamed. Combine it with whatever form of damage you desire.

Monk

Blessings of Balthazar

Quest Starter: Brother Mhenlo
Objective: Kill the undead invading the farms north of Ashford Abbey.
Reward: 250 experience, permanent use of Retribution, Symbol of Wrath
Reward Giver: Brother Mhenlo
Difficulty and Comments: If you can get in close, smash the undead with Symbol of wrath. Otherwise, use your Bane Signet [and Banish if you are a primary monk]

Protection Prayers

Quest Starter: Garzden the Protector
Objective: Protect Farrah while she hunts down the bandit Alain.
Reward: 250 experience, permanent use of Shielding Hands and Reversal of Fortune
Reward Giver: Garzden the Protector
Difficulty and Comments: Somewhat tough if you fail to heal her frequently [or use protection prayers]. She will be able to kill most of it in a hurry, so do not feel the need to speed up the process of killing.

Necromancer

The Accursed Path

Quest Starter: Oberan the Reviled [Catacombs]
Objective: Kill 5 Crypt Fiends
Reward: 250 experience, permanent use of Soul Barbs and Faintheartedness
Reward Giver: Oberan the Reviled
Difficulty and Comments: hardest part is getting to Oberan deep in the catacombs.

Power of Blood

Quest Starter: Kasha Blackblood [Green Hills County]
Objective: Kill 3 Blood Fanatics
Reward: 250 experience, permanent use of Vampiric Touch and Blood Renewal
Reward Giver: Kasha Blackblood
Difficulty and Comments: Easy quest. They will run from you until they have a great strength in numbers. If you are a Mesmer as a second or first class, try to slow them down as they run so you can pick them off one at a time. You only need to kill three of the five.

Ranger

Test of Marksmanship

Quest Starter: Ivor Trueshot [Regent Valley]
Objective: Kill the five nearby plague worms
Reward: 250 experience, permanent use of point blank shot and Read the Wind
Reward Giver: Ivor Trueshot
Difficulty and Comments: Somewhat hard if you are still level one. If you are level two, this is easy. Just gun them down with special shots. Helps to have a pet to do the few extra damage.

Unnatural Growth

Quest Starter: Aidan [Wizard's Folly Fishing Village]
Objective: Get an Aloe Root from a large aloe seed.
Reward: 250 experience, permanent use of Ignite Arrows and Dual Shot.
Reward Giver: Aidan
Difficulty and Comments: This one is actually quite hard. First, it is way out of the way as you will be able to see on your map. Second, these things just swarm at you. Chances are, you will only need to kill one. Ignite arrows works wonders if you can cluster them, so does any other area of effect spell your other class may have.

Warrior

Warrior's Challenge

Quest Starter: Duke Barradin [Barradin Estate]
Objective: Kill Agnar the Foot
Reward: 250 experience, permanent use of Hammer Bash and Frenzy
Reward Giver: Duke Barradin
Difficulty and Comments: The trick is to knock him down with a hammer blow just before he uses a healing spell. It might be easier to have a Mesmer in the party to just empathy and conjure phantasm him.

The Vineyard Problem

Quest Starter: Little Thom [Barradin Estate]
Objective: Kill the 4 Large Aloe Seeds
Reward: 250 experience, permanent use of Cyclone axe and Executioners strike
Reward Giver: Little Thom
Difficulty and Comments: Get in-between them and use cyclone axe, which will kill all of the little ones and build up your adrenaline. Smash the first Big seed with executioners strike. Should be easy enough to hack 'n' slash from here.