

MINIONS OF MIREK UNDEAD WARS

GUIDE for the NEW ADVENTURER



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Fellowship of Light



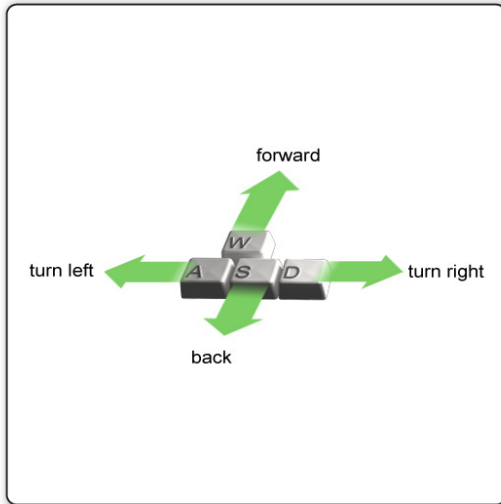
THE CITY OF
TRINST

Our sanctuary from the dark, dead and damned wanderers will be ever extended to travelers, adventures and men at arms save and except those who have been, or shall be, convicted of having directly taken part in the murder of Trinst subjects. With regard to such the demands of justice forbid the exercise of mercy.

Governor Slick the appointed Governor-General in and over our said territories, administration of the government of the good The City of Trinst, Lord of Trinst, the third called's North

Control Basics

Use the W, A, S and D keys on your keyboard to move your character.



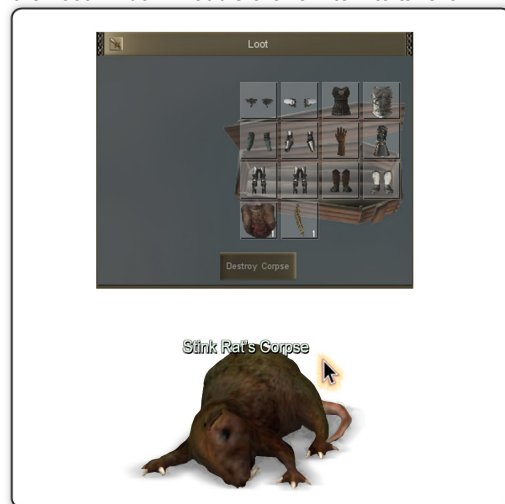
Double-click on a character's name to fight, talk or interact with them.



Keep food and water in your inventory; Your character will starve without it. Buy it from the Broken Keg Inn.



Double-click on a defeated enemy's name to open the Loot window. Double click an item to take it.





Welcome to the lands of Mirth!

Although everyone knows Minions of Mirth: Undead Wars™ is bursting with some of the most amazingly entertaining multiplayer entertainment ever put to pixel, we here at Prairie Games have learned that some parts can be a little bit rough on the less than experienced gamer.

We have gotten all kinds of letters and cards from our dear fans saying, “Help, this Skeleton Warrior is killing me, ” emails sent to us with the subject line, “oh god, it’s got me! It’s got me!” and a whole bunch of those cute little twitter messages of the word: “Aaaaauuuugggghhh”

So we decided it best to publish this brief walkthrough of the first few levels of Mirth created by those fine folks over at the Trinst Visitor’s Bureau. It’s a collection of hints and quests put together specifically for you new and inexperienced adventurers to get the maximum experience (we call it *xp*) in the quickest time possible.

This guide should be of great help for any new **Fellowship of Light** character, wizard or warrior, bard or barbarian, who wants to survive and thrive as they rise through those first few difficult levels. The advice and instruction in this small tome should help grow a Fellowship of Light character from first level to level 5 or more in no time at all!

So read on, play well, and most of all - have fun!

-- Your unreasonably happy staff at Prairie Games!

Part One

Visiting Your Trainer

When you enter first into the land of Mirth you will discover yourself alone, with no company or council, standing upon a well-trod but unknown path through sparsely wooded hills and near a large well guarded tower.

Traveling **north** through the tower will soon take you to the glittering jewel of this land, the sole beacon of justice, humanity and light in a world choking on dark, damned and malevolent magic, the supremely fortified and thrice-protected City of Trinst.

And heading **south** on the same cobbled and earthen road leads instead to your almost certain death at the massive, pummeling boulder-like fists of a very large pale and humorless Dune Giant.

So now you need to decide *which way to go*! Do you take the path north or south? Now don't you dawdle, as once the sun sets and the cursed darkness claims the lands these hills will ooze to life with the rank undead... Kept moving only through the most obscene of magics these skeletons, zombies, wraiths and worse will crawl forth from the tall grass, all hungry for the flesh of inexperienced adventurers.



North it is, then! Good choice!



Once safe within the celebrated city of Trinst and under the vigilant protection of the stern and austere Governor Slezik you are afforded many options; lay about a bit in the Broken Keg Inn for a bite of Bear Claw Pie, haggle yourself a bargain on a new or used Warhammer from the shrewd trader Shafra Kri, or take in the magnificent view afforded a stroll atop the city's massive and unbreachable protective walls (always a Trinst tourist favorite!)

But I would tender to suggest that your best option would be to hasten to seek out the TRAINER for your chosen character class! A quick visit to the master of your guild for advice and training would give you greater strength, abilities, and items, such as spells or weapons, that extend the promise of - *ahem* - better odds of your survival.

To be sure, it is possible your trainer will likely require some small token in exchange before allowing you lessons in guild skills and secrets, such as a parchment or horn of recommendation, a medallion of introduction, or everyone's favorite: good hard *coin*... But be assured in all likelihood you already possess in your inventory whatever they will require!

Use tracking (open the TRACKING WINDOW by typing the letter "t") to find your trainer.

The TRAINERS of the City of TRINST



THE MAGE GUILD

Revealer - Olamian Crondan
Wizard - Frizzle Fry



THE COMBATANT GUILD

Barbarian - Zorlak Durgast
Monk - Colavri Arda
Paladin - Jobeech Rich
Ranger - Rasil Ithian
Warrior - Haragorer



THE PRIEST GUILD

Cleric - Istri Sansmil
Druid - Hazek Lathian
Shaman - Hu
Tempest - Gredo Hachu



THE ROGUE GUILD

Bard - Sapre Enthirn
Thief - Dinzer Pinz

Part Two Adventuring!

Now that you're a full-fledged citizen in good standing of the great city of Trinst, you can start earning your keep! As Barkeeper Meeri will gladly tell you, "there's no such thing as a free lunch!" There are many tasks, jobs and quests in and around Trinst that need doing and are suitable and well paying challenges for early adventurers such as yourself.

BIG BLACK BEARS

Thrand Remi really hates bears. He may fill your head with tales of how dangerous they are to the others of his kin, but truth be told he thinks the beasts too prideful of how tall they grow. You can find this bitter little halfling - muttering curses as he watches the hills for bears - laying about the South Tower on the road outside Trinst.

He's always willing to pay well in coin, goods and xp for the hides of those bears that wander the hills either side of the route between Trinst and the South Tower... of those you will discover the younger bears are easier to fight than the larger old grizzlies that linger nearby, those aged beasts just might maul you to death. And if you find yourself in a bad spot with one or so of these bigger bears you can retreat for protection to the powerful guards that patrol the South Tower.

1. Talk to Thrand Remi to start the quest
2. Kill and loot the bears outside of Trinst until you have at least 3 bear hides
3. Return to Thrand Remi and give him the bear hides



Thrand REMI
has serious
issues with
BEARS

INFESTATION



The **BROKEN KEG INN** is not just the finest tavern in all of Trinst, it's the only tavern in all of Trinst.

Which makes it all the worse that it cannot find a way to rid itself of the terrible Wood Mite infestation of the upper rooms. They scurry in the corners, foul the food, and kill the guests as they sleep. These brown, monstrous assassin insects are a dark mark on the long placed good reputation of an otherwise fine establishment!

The Titaness Barkeeper Meeri who minds the kitchen and tends bar at the Broken Keg Inn always has honest work for those willing to go upstairs and rid her of some of these annoying pests. But be warned, you'll find yourself in trouble if you end up fighting two or three of these vicious bugs at the same time. And as their dusty brown shells are surprisingly tough, you may find that kicking them sometimes does more damage than a sword, mace or staff!

1. Talk to Barkeeper Meeri to start the quest
2. Kill Wood Mites in the rooms on the upper floors of the Broken Keg Inn and loot their pincers
3. Return to Barkeeper Meeri and give her all of the looted pincers (up to 10)





Skeleton Skulls

Bears and big bugs are a good beginning, but you'll need to break blades to bones before you call yourself a true adventurer of Mirth!

The skeletal remains of the damned undead stalk the hills and valleys outside the walls of Trinst. Some by day, and ever more by night, they relentlessly circle the protected town, moving through some forgotten dark magic that puts spark to their deep burning hatred for all who yet breathe.

One of Trinst's most celebrated and respected citizens, the honorable, the just and the great paladin Captain Pedrail, nurtures in solitude his righteous detestation of all things undead. He broods in the second floor of the Tower of the Main Gate of Trinst, and will pay a tidy copper piece for each and every unbroken slain Skeleton Warrior skull brought to him.

This is no quest; the Captain buys a lot of bones to be sure. A copper coin per skull (unbroken only, cracked, smashed or broken are worthless) and a growing reputation and presence with the Guards of Trinst, and that's not too bad a deal all round!





Prairie Games, Inc. is a collaboration of game, internet, entertainment and interactivity engineers, designers and artists. Innovators and visionaries, our pioneers have worked for the largest names in online entertainment today, such as Microsoft, Electronic Arts, SONY, SEGA, Activision and THQ.

www.prairiegames.com



Minions of Mirth: Undead Wars™ is the world's favorite cult classic, award winning fantasy online role-playing game. Choose your side in the epic battle between the forces of Light and Darkness in the best independent MMORPG ever made!

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For further information for the game Minions of Mirth: Undead Wars go to <http://www.minionsofmirth.com>.
For technical and game support visit us at <http://www.minionsofmirth.com> and click on the "support" link.