Notices

Things are finally in motion here. If you're wondering why you can no longer post, it's because the forums have gone into archive mode. Our new forums can be found over at Guild Wars 2 Guru!

We'll see you there! :)

#81 Jul 31, 2006, 08:19 PM // 20:19

Levi Garett
Old School Nub



Join Date: Jun 2005
Location: ARQ, NM
Guild: GuildBeta
Profession: Mo/Me

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Disable Ads

Quote:

Originally Posted by **Shadowspawn X**
If the charactor is dying then it's not a survivor, its cut and dry. If you want the title and screw up. Just delete the charactor and start over till you get it right.

Yeah but it really sucks for existing critters that cannot get this title due to bad coding. I should start at 0xp today and all the XP I get should add up towards the title. But since I've already died then I can never achive the title on that charactor. Comprende?

I'm not making a new char just to get a stupid title. One maxed title is nothing anyways, but Survivor would be a easy/cheap way to get Kind of Big Deal....

#82 Jul 31, 2006, 10:13 PM // 22:13

The milk shake
Krytan Explorer



Join Date: Jul 2005
Location: Pre-Searing Ascalon
Profession: R/

Zibrog

you are insane, you play too much guild wars...

#83 Jul 31, 2006, 10:32 PM // 22:32

pHcHeese
Nitida Pathfinder



Join Date: Dec 2005
Location: Hello Penzipoo 3D 1 Player Brotherhood Of Sheep [LOL]
Guild:
Profession:

lol, nice ! but I don't think this is so hard to get ...get a 55, lure some enemies to the spawn point, and die, till your up to 1 hp

and just go away....let's say 1 death/9 secs = 9 million seconds = 150000 minutes = 2500 hours = 104 days

if I'm right, I think....
well, gratz anyways, it's impressive !

#84 Jul 31, 2006, 05:37 AM // 05:37

derrtyboy69
Steelo Attendant



Join Date: Jun 2005
Location: Land Shark
Guild: Scare Meadows [SMS]
Profession: Mo/Me

There should be a deaths title, that would be a fun title.

#85 Jun 31, 2006, 05:45 AM // 05:45

LightningHell
I'm@Error



Join Date: Aug 2005
Location: Hong Kong
Guild: GuildBeta
Profession: Mo/

Monster Bait - 10000 deaths

:P

#86 Jun 31, 2006, 05:47 AM // 05:47

The milk shake
Krytan Explorer



Join Date: Jul 2005
Location: Pre-Searing Ascalon
Profession: R/

well, a mesmer could get loads of deaths just by getting 4 superiors , raise illusion magic to 16, get heal hench and keep using illusion of weakness

#87 Jun 31, 2006, 07:34 AM // 07:34

Opeth11
Desert Nomad



Join Date: Oct 2005
Location: Richmond, British Columbia, Kanada
Guild: Demon of the Fall [Doef]
Profession: Mo/Me

Quote:

Originally Posted by **The milk shake**
well, a mesmer could get loads of deaths just by getting 4 superiors , raise illusion magic to 16, get heal hench and keep using illusion of weakness

Any class could get loads of deaths by putting on 4 superior runes, getting spawn camped, and leaving the computer on.

Eh. Nice combo though, I guess.

Congrats to the OP for 1 million deaths.

#88 Jun 31, 2006, 07:41 AM // 07:41

Jedimagician
Nitida Pathfinder



Join Date: Mar 2006

1m deaths = :O Speechless :O

neways grats... another good place to comit suicide is the shrine outside copperhammer...

#89 Jun 31, 2006, 08:25 AM // 08:25



Join Date: Dec 2005
Guild: Power Overwhelming 3 [Over]
Profession:

how I would get a million deaths....
AFK on the spawn point south of camp rankor

#90 Jun 31, 2006, 08:30 AM // 08:30

Lordhelmos
Nitida Pathfinder



Join Date: Apr 2006
Guild: Sentients of Shadow [SOS]
Profession: Mo/E

Actually if you want an easy way to rack up deaths just play a N/W

j/k

Grats man, there should be a title for this.

#91 Jun 31, 2006, 08:34 AM // 08:34

Opeth11
Desert Nomad



Join Date: Oct 2005
Location: Richmond, British Columbia, Kanada
Guild: Demon of the Fall [Doef]
Profession: Mo/Me

Quote:

Originally Posted by **Lordhelmos**
*Actually if you want an easy way to rack up deaths just play a **A/x***

j/k

Grats man, there should be a title for this.

Fixed to fit the current mindset of most Guild Wars players =P

#92 Jun 31, 2006, 08:41 AM // 08:41

Lord Shizzo
Banned



Join Date: Jan 2006
Location: Marion, Wisconsin, USA
Guild: [uf]
Profession: Mo/

Thats more impressive then any title for PvE.

#93 Jun 31, 2006, 08:50 AM // 08:50

Sarevok Thordin
Desert Nomad



Join Date: Apr 2006
Location: Norway
Profession: W/N

"You will earn the title "Decple of Leeroy" when have died 1,000,000 times"

Go on Anet.....

#94 Jun 31, 2006, 10:05 PM // 14:05

Kyosuke
Nitida Pathfinder



Join Date: May 2006
Location: The Tomb of Souls
Guild: Dc
Profession: N/Me

I would say conrats.....well, not congrats.. but yeah, if this were "legit"
Not to bust your bubble. You did nothing special. So much effort to leave a game AFK.... :)

#95 Jun 31, 2006, 02:49 AM // 02:49

Nivryx
Krytan Explorer



Join Date: Mar 2006
Location: Kenya
Profession: Mo/

Quote:

You will earn the title "Decple of Leeroy" when have died 1,000,000 times"

Go on Anet.....

Disciple****

#96 Jul 31, 2006, 03:42 PM // 15:42

Rain Maker
Nitida Pathfinder



Join Date: Oct 2005
Location: England
Guild: Blood On The Worlds Hands
Profession: W/

FINALLY! Someone worse than me... :)

#97 Jul 31, 2006, 07:17 PM // 19:17

shadowfell
Nemmole your rub



Join Date: Jun 2006
Location: Echovald Forest
Guild: [Pro] Teh Academy
Profession: Mo/N

If I was a monk and used glyph of lesser energy to conserve pips, I would die 1,000,000 times too... not to mention the team I was with x.x

#98 Jul 31, 2006, 07:38 AM // 07:38

sassoonsamson
Frost Gate Guardian



Join Date: Jul 2006

lol must have used a bot to farm deaths

#99 Jul 31, 2006, 07:42 AM // 07:42

Kaneem
Northern Titan



Join Date: May 2006
Location: Minnesota
Guild: Guildless & Looking

Quote:

Originally Posted by **sassoonsamson**
lol must have used a bot to farm deaths

Umm I'm thinking not. Just alot of time and boredom I assume..

#100 Jul 31, 2006, 07:44 AM // 07:44

Carl Butananangowski
Krytan Explorer

Join Date: Mar 2006
Location: Arizona
Guild: We Have Big [Meat]

claps i feel pathetic now, with my measly three hundred forty something deaths.

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