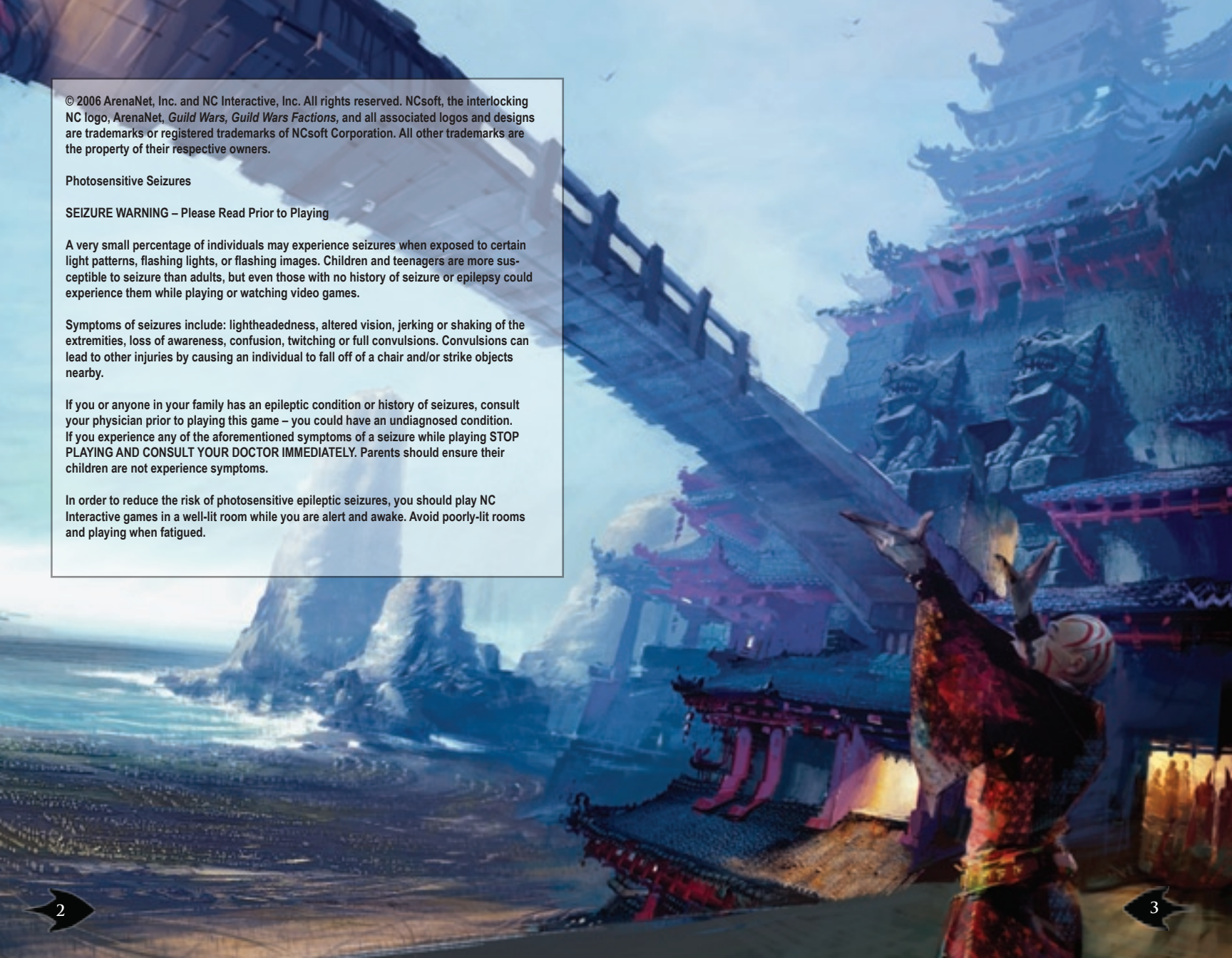

THE
GUILD WARS
FACTIONS
MANUSCRIPTS



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Photosensitive Seizures

SEIZURE WARNING – Please Read Prior to Playing

A very small percentage of individuals may experience seizures when exposed to certain light patterns, flashing lights, or flashing images. Children and teenagers are more susceptible to seizure than adults, but even those with no history of seizure or epilepsy could experience them while playing or watching video games.

Symptoms of seizures include: lightheadedness, altered vision, jerking or shaking of the extremities, loss of awareness, confusion, twitching or full convulsions. Convulsions can lead to other injuries by causing an individual to fall off of a chair and/or strike objects nearby.

If you or anyone in your family has an epileptic condition or history of seizures, consult your physician prior to playing this game – you could have an undiagnosed condition. If you experience any of the aforementioned symptoms of a seizure while playing STOP PLAYING AND CONSULT YOUR DOCTOR IMMEDIATELY. Parents should ensure their children are not experience symptoms.

In order to reduce the risk of photosensitive epileptic seizures, you should play NC Interactive games in a well-lit room while you are alert and awake. Avoid poorly-lit rooms and playing when fatigued.

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ABOUT THESE MANUSCRIPTS

These texts comprise a selection of documents found in the vast libraries of Imperial Cantha. The Empire of the Dragon holds sway over the Canthan continent to the south of Tyria, and has a rich and unique history that these manuscripts can only begin to describe. For further secrets and a deeper understanding of Cantha, along with in-depth looks at the adventures you will have in this strange land of jade seas and petrified forests, investigate the *Guild Wars Factions Guidebook,* on sale separately.

On the following pages you will receive a personal welcome from Master Togo of Shing Jea Monastery which leads into *Book I: Empire of the Dragon.* This section contains a summary of Canthan history, along with an overview of the events that transpired in the year 872 BE by Tyrian reckoning. The death of the 27th Canthan emperor had a massive, sometimes tragic impact on the next 200 years. These manuscripts tell the tale of the Betrayer, Shiro Tagachi, his defeat at the hands of the Luxon and Kurzick champions, and how Canthan culture survived. You will also learn about important players on the current scene—including Master Togo—as well as an overview of politics, religion, economics, and society in Cantha. Finally, you will get a look at some of the foes you will face in your adventures.

Book II: Heroes of Cantha contains all you need to know to begin the life of a hero in Cantha, along with a few pointers for visitors from the northern Tyrian continent. Here you will learn in detail how to play *Guild Wars Factions* and learn the basics of survival and success in the Empire of the Dragon. For pointers on gameplay and your direct interaction with the in-game world, head to this section.

For instructions on installing *Guild Wars Factions* on your computer, please see the printed insert that came with your copy of the game.

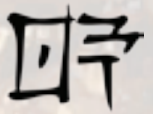
A WORD FROM MASTER TOGO OF SHING JEA MONASTERY

I bid you welcome to Cantha, my students. You are ready to study the professions of the hero, including two ancient disciplines unique to the Empire of the Dragon. You could summon Spirits from beyond with the magic of the Ritualist, or strike down the most dreaded adversaries with the swift, silent techniques of the deadly Assassin. You may grow into a mighty Warrior, or embrace the path of the powerful Elementalist. The methods of the manipulative Mesmer may prove to be your destiny, though the holy strength of the Monk could be the school that calls to your soul. Perhaps you will bring the dead to defend Cantha as a Necromancer, or take on the mantle of Ranger and strike at your enemies with bow, trap, and beast.

Study the faces of your enemies and meet them with force should you encounter them on the Shing Jea countryside, the streets of Kaineng City, the calcified Echovald Forest, or the glittering Jade Sea. Master your professions and choose your allies wisely. When the time comes to take up arms, you'll have nary a moment to react. There will be little opportunity for idle contemplation, for soon you must step out into a greater world. When that moment comes you must be ready to kill those who would do the same to you. You must be prepared to help those in need and seek alliances with those who may appear more foe than friend.

Foul things are afoot in Cantha, and they hope to strike at the very heart of what we are. This evil wishes to erase our kind and rule a kingdom of misery. We will not allow this. We will defend this kingdom with the will of the gods and the strength of our ancestors. Attend to your training and master your abilities, for you hold the fate of the Empire of the Dragon in your hands.

—Master Togo



Book I:

EMPIRE OF THE DRAGON



The Emperor's Court

Many nobles make up the bulk of the emperor's court—trusted advisors, sycophantic yes-men, and in a few cases outright spies for the Kurzicks or Luxons. (These spies do not realize the emperor knows full well of their existence and uses them to control what information reaches these vassal cultures from the court of Emperor Kisu.) The court is distinct from the offices of the Celestial Ministry, in that its members are literally in the emperor's presence for much of the day.

The court is also where one will find the personal representatives of the Emperor Kisu, who act on his behalf in a number of arenas, both political and military. The Emperor's Blade is the ruler's able right hand, a deadly master of swordsmanship. The Emperor's Voice speaks the Canthan monarch's words. The Emperor's Hand does Kisu's bidding in cases where violence may not be needed, but words will not be enough.

The Celestial Ministry

The vast Empire of the Dragon contains hundreds of thousands of people. Many are human; some on the fringes of humanity, but Emperor Kisu rules all. Yet one man, even an Ascendant Emperor, cannot see to all of the concerns and laws governing so many. To keep Cantha running effectively, a bureaucracy is and always has been key. This bureaucracy—known collectively as the Celestial Ministry—has grown in size and power over the years, though not necessarily in efficiency. Emperor Kisu knows that the bureaucracy is too large, and in places too corrupt, but even the sovereign ruler of Cantha can only do so much to stem the tide of a growing bureaucratic class in Kaineng City.

The Celestial Ministry is divided into four smaller Ministries, each one devoted to a different aspect of Cantha's imperial government. These ministries, each named after one of the four major elements, have been created over several hundred years to (ostensibly) meet certain needs that the Celestial Ministry could not handle. Their elemental names—Fire, Earth, Air, and Water—are traditionally tied to specific (and largely mythical) powers. The most visible function of all Ministries is tax collection, which makes them even more unpopular among the masses. Most Canthan citizens love their emperor, but hate the bureaucracy that runs his empire.

Ministry of Flame

The Ministry of Flame is the oldest of the four smaller organizations within the Celestial Ministry. The Ministry of Flame controls law enforcement and justice; convicted criminals may be incinerated.

Mythical Power: Control over the sunrise and sunset.

Ministry of Earth

The Ministry of Earth is synonymous with paperwork; record keeping, building projects, accounting, and more fall under this ministry's purview. The Ministry of Earth is infamous for beginning public projects that never seem to get finished, but prove profitable to the friends and allies of the ministry.

Mythical Power: Control over the bounties of the land—animal, vegetable, and mineral.

Ministry of Water

This ministry controls the city's water supply, irrigation, and the fishing industry, as well as sharing direct control of Cantha's harbors with the Ministry of Wind (an eternal bone of contention).

Mythical Power: Controls rainfall as well as the moon's rise and set.

Ministry of Wind

The Ministry of Wind oversees all trade and shipping that relies on the wind—over land or across the sea. Ship captains pay taxes that (the ministry claims) make the winds blow in the desired direction. The Ministry of Wind shares control of Cantha's ports with the Ministry of Water.

Mythical Power: Controls the winds and storms.

THE VASSAL FACTIONS

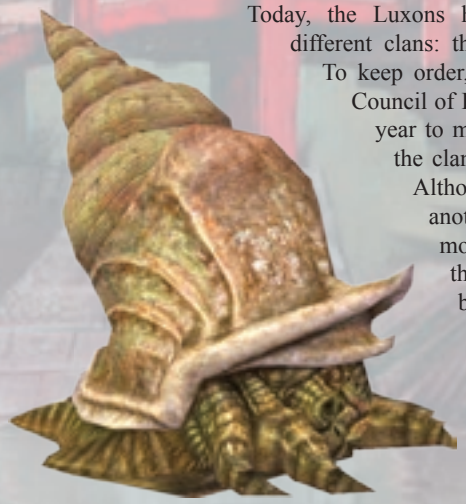
The Luxons, like their sworn enemies the Kurzicks, have long been "vassals" of Cantha—politically and economically absorbed by the empire long ago, but allowed to maintain distinct cultures and ways of life. All Luxons are united in their distrust of the Kurzicks, their frequent competitors for power and territory, and vice versa. But there was a time when the two vassal cultures were at peace. That peace was shattered when Shiro Tagachi killed the 27th emperor 200 years earlier. Though the Luxon and Kurzick champions slew Shiro and avenged the emperor's death, they died along with thousands of others when the Jade Wind washed over the land. The Luxons and Kurzicks have been at odds ever since.



The Luxons of the Jade Sea

For a scant few seconds the storm that followed Shiro's death wail roiled the sea, spawning waves that reached hundreds of feet into the air. An instant later, everything was frozen in place, but not because of a sudden cold front—the sea was not turned to ice. It had become solid jade. In order to survive, the Luxons had to adapt to a literally landlocked lifestyle, unable to transport goods to market or even sail to the nearby islands for fresh water. Their merchant ships had become one with the petrified ocean, and the currents that took them to far-flung lands were now still as glass.

The traditionally seafaring Luxons became nomads sailing on a lifeless sea. They contrived ways to adapt their giant ships to the jade waves. They now carry out extensive jade mining operations on the frozen sea, uncovering magical oddities and precious resources made up of the petrified life embedded in the unmoving waves.



Today, the Luxons have grouped themselves into three different clans: the Serpent, the Turtle, and the Crab. To keep order, the Luxons invest authority in their Council of Elders, the ruling body that meets each year to modify and approve the "code" that all the clans will follow for the next 12 months. Although the clans often battle against one another, this is less about warfare and more about demonstrating which clan is the strongest and most powerful. These battles are usually fought by each clan's champion, along with that champion's elite guard. No matter how much the clans may disagree, they all come together when the Kurzicks need to be taught a lesson.

The Kurzicks of Echovald Forest

When the Jade Wind swept through the branches of Echovald Forest, it turned everything to stone. Birds crashed to the forest floor in mid-flight. Deer leaped from the ground as flesh and blood, and came to earth little more than life-like statues. Now, two centuries later, life has cautiously returned. The Kurzicks were the first to venture back to the forest. There they have adapted to their petrified surroundings and have begun to carve their culture into this new landscape.

To the devout Kurzicks, everything is a sign; a portent of what is to come. They find a divine message and meaning in everything they witness. This church-state is ruled by the Council of Nobles, which makes decisions and laws only after receiving counsel from the spiritual leaders, known as the Redemptors. Great Houses govern the Kurzicks, ancient families that can trace their origins into Cantha's distant past, and beyond.

Today there are five main Houses, two of which are the most powerful and influential. It is common for the Houses to argue among themselves, but when it comes time to fight the Luxons, the Kurzicks quickly forget their internal squabbles and focus their hatred on their long-standing enemy. Since Shiro's death and the petrifaction of the forest, the Kurzicks have built their elaborate homes and cathedrals directly into the fossil trunks of enormous trees that make up the forest. Kurzick culture is built on ceremony, rituals, and traditions, and this is reflected in their elaborate architecture and art.





The Tengu of Cantha

Tengu are a unique species of avian humanoids found in both Tyria and Cantha. Females are generally larger than males of the species, though their plumage is plainer, even drab. Tengu lost the ability of flight some time in the distant past, but can use their almost human hands to wield all manner of weapons—when they want to. Their talons make most weapons superfluous. Tengu hate cooked food, and most live on a diet of fresh, raw meat.

The Angchu Tengu of Cantha have long been cut off from their kinfolk to the north—though Canthan merchants travel frequently to Tyria, few take along Tengu passengers. The Angchu are one of two Tengu tribes found in Cantha, and are the more peaceful of the two. (The more primitive and warlike Sensali Tengu will attack any humans—and any Angchu Tengu—on sight.) The Angchu have found ways to live with the humans that nominally control their land, while the Sensali prefer a nomadic life. The Angchu Tengu have learned much more articulate ways to communicate, and for the most part remain at peace with their human neighbors. The Angchu reserve most of their hatred and aggression for the Yeti people of the mountains, their sworn enemies since the days before Cantha even existed as a unified nation. The Canthans tolerate the Angchu Tengu, but few view them as equal with humans.

The largest Angchu settlement is known as Aerie in the common language (which supplanted ancient Canthan long ago, even on the southern continent). Both Tengu tribes have many names for the place, but refer to it as Aerie when speaking to outsiders. Aerie is ruled by Merlin Featherstone, a wise, gruff, but generally respected old Tengu who acts as the settlement's mayor, sheriff, judge, and (if necessary) executioner. Most Canthans attribute the ongoing peace between Aerie and the humans of Cantha to Featherstone's leadership. But even Merlin Featherstone cannot be held responsible if a foolish human tries to venture into Aerie (or any other Tengu village) during the lean months of winter. During that season, when fresh meat is scarce, the Angchu Tengu can become as hostile and territorial as their Sensali cousins.



The Gods in Cantha

The Tyrian gods are worshipped throughout the world, including distant Imperial Cantha. The worship and perception of the gods within the Empire of the Dragon has taken on a uniquely Canthan cast, and the five greater gods of the pantheon share the Canthan heavens with an assortment of lesser demigods comprised of eternal ancestor spirits and legendary heroes granted divine status by the diverse inhabitants of the realm.

Among the two most populous and distinct vassal cultures in the Empire, the Kurzicks practice a particularly devout and pious form of worship tied to the great Kurzick Houses. The Luxons, on the other hand, believe not only in the five greater gods of the Tyrian pantheon, but also three demigoddesses—the three queens Alua, Elora, and Ione.

Grenth

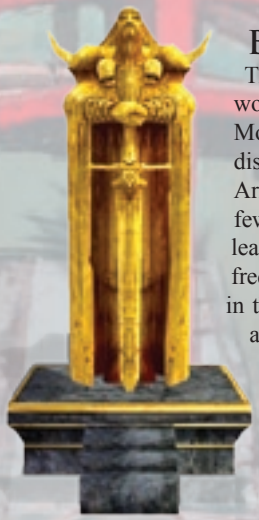
Necromancers learn early that the way to true power is by bowing down at the foot of the god of death and ice to pledge total, undying allegiance. The Assassins of Cantha pay homage to Grenth, and rarely take on a job unless a priest of Grenth places a blessing upon the task. Ritualists, who speak to and control the darker forces of the underworld, also draw strength from Grenth's teachings. Statues of Grenth depict the god with the body of a man and the narrow, skeletal head of a beast; Canthan artists tend to add a draconic look to the skull. The Canthan version of Grenth stands astride a small mountain of the dead, but in Canthan art the faces of these corpses are always averted from the god of death, as if in shame, to distinguish these enslaved dead from the "living" ancestor spirits.



Dwayna

The goddess of life and air, Dwayna is the even-tempered leader of the old gods. Her followers are primarily healing Monks and Elementalists specializing in Air Magic (though in times of war, there are few who do not send a prayer to the Winged Goddess to spare them or their loved ones). Dwayna is often depicted as young, tall, and slender, rising above the ground on huge feathered wings. Canthan artists often depict her floating above the vibrant, living souls of their eternal ancestors.





Balthazar

The god of war and fire, Balthazar is often worshipped by Warriors and Elementalists, though Monks devoted to the Protection or Smiting disciplines can also be found among his devotees. Army commanders and guild lords will often say a few words to the Bastion of Martial Glory before leading their followers into battle. Balthazar is frequently shown holding a greatsword, its tip lodged in the ground, with a pair of battle hounds sitting at attention at his feet. In Cantha, the sword is usually one of the single-edged imperial style, and the battle hounds are usually replaced with winged drakes.

Lyssa

Twin goddesses of beauty and illusion forming a paradoxically singular entity, Lyssa is the patron god of the Mesmer profession in the northern Tyrian continent. In Cantha she also represents the incarnation of luck, both good and bad. Many Canthan Assassins revere Lyssa more for her intrinsic duality than her famous beauty and have been known to invoke her charms. Depictions of Lyssa in Canthan culture reflect the typical northern style: lithe twin figures of exquisite beauty entwined in an eternal dance.



Melandru

Many Canthans, especially the suspicious Luxons and the warlike Kurzicks, believe that the goddess of earth and nature has abandoned the empire. They believe that not even Melandru could have withstood Shiro Tagachi's literally petrifying death cry. But Melandru's devoted followers—the Rangers, Earth Elementalists, and many cultist sects—know that this is merely a misunderstanding of what the goddess truly represents. They know that the goddess endures within the crystalline shell of the once-thriving Canthan landscape. Melandru is frequently depicted in both Cantha and Tyria as a tall, winged dryad from the waist up. But whereas northerners see a creature whose lower half grows naturally into a living tree, Canthan artists usually describe a severe figure ensconced in an outcrop of Echovald quartz. Melandru's roadside temples offer shelter, food, and water to weary travelers even in Cantha, though such shrines are few, and separated by long stretches of lifeless stonescape.



THE CANTHAN CALENDAR

The Canthan Empire uses its own dating system for strictly internal and local affairs. When dealing with outsiders such as the Tyrians of the northern kingdoms, most Canthans can easily convert from the mathematically sound Canthan calendar to the more commonly used Mouvelian dating system. The Mouvelian calendar begins counting years from the moment the gods left Tyria, an event known as the Exodus; years are labeled BE (Before the Exodus) or AE (After the Exodus). In Cantha, the years are counted from the date the clans unified into the Empire of the Dragon under Lord Emperor Kaineng Tah: the year 510 BE according to the Mouvelian calendar. The years before this date are not considered important enough to number, and are simply referred to as the early, middle, or late pre-imperial era.



Mouvelian Seasons	Canthan Months
Season of the Zephyr (Air aligned) days 1-90	Changhai Zhoyo Nongkam
Season of the Phoenix (Fire aligned) days 91-180	Zalfawn Saita Mikan
Season of the Scion (Water aligned) days 181-270	Nemnai Beibacah Suzhen
Season of the Colossus (Earth aligned) days 271-360	Yundinfang Songtahn Kainengtah

Months and Seasons

Unlike the Mouvelian calendar, which divides the 360-day year into four seasons aligned with the elements, the Canthan calendar—also 360 days—is broken into 12 months of 30 days each. Each month once aligned perfectly with the cycles of the moon, but over time the two cycles have diverged. Today, the new moon usually appears roughly halfway through any given Canthan month.

Most months of the Canthan calendar have names whose origins are lost to history and predate the empire by centuries. Only two—Changhai and Kainengtah—have relatively recent origins. These months, which bookend the Canthan year, are named for the two most celebrated emperors in Canthan history: Kaineng Tah, the Lord Emperor who united the Canthan clans; and Chang Hai, a prince who followed the path of the hero and became Ascendant before taking the throne. Chang Hai became the first of many such "Ascendant Emperors."

UNIFIED TIMELINE

Note that "CC" (for "Canthan Calendar") is only used in Tyria and other non-Canthan cultures. In Cantha, the year 1 CC is simply the year 1.

Canthan Calendar	Mouvelian Calendar	Significant Events
1582 CC	1072 AE	Present day. Master Togo summons Mhenlo to the Shing Jea Monastery.
1581 CC	1071 AE	Resurgent trade between Cantha and the devastated Tyrian kingdoms formalized in the Second Treaty of Lion's Arch. Bay of Sirens renamed Sea of Sorrows after upswing in shipwrecks.
1580 CC	1070 AE	End of the Guild Wars.
1568 CC	1058 AE	Kintah dies and is succeeded by his son Kisu, who becomes the 31st Canthan emperor.
1527 CC	1017 AE	The Luxons and Kurzicks of Cantha end formal diplomatic contact, communicating with each other only when required (and almost always through official liaisons of the Celestial Ministry).
1523 CC	1013 AE	The first Guild Wars begin.
1450 CC	940 AE	Cantha's embassy formally closed in Ascalon City.
1412 CC	902 AE	Long-standing trade agreements between the Tyrian kingdoms and the Canthan Empire dissolved by imperial decree.
1382 CC	872 AE	Shiro Tagachi slain in the Harvest Temple of Cantha after killing Emperor Angsiyan. The bloodline is unbroken when his son Hanjai (Kisu's great-great grandfather) ascends to the throne.
731 CC	221 AE	Cantha begins trading with Tyria.
684 CC	174 AE	Serpents leave the world of men.
511 CC	1 AE	Prince Chang Hai, a Warrior Monk, becomes first Ascendant emperor of Cantha.

Canthan Calendar	Mouvelian Calendar	Significant Events
510 CC	Year 0	The gods leave Tyria.
509 CC	1 BE	Gods give magic to the races of Tyria.
410 CC	100 BE	High-planes human settlements become known as Ascalon. Ascalon's new king receives first Canthan ambassador.
305 CC	205 BE	Humans appear on the northern continent.
51 CC	459 BE	Kurzicks declare independence from Cantha, become vassal clan.
48 CC	462 BE	Luxons formally secede from the Empire, become vassal clan.
46 CC	464 BE	Lord Emperor Kaineng Tah dies under mysterious circumstances.
0 CC	510 BE	Canthan clans unite under Kaineng Tah, first Lord Emperor of the Dragon.
Late Pre-Imperial Era	786 BE	Humans appear in Cantha for the first time and settle the northern coastline before spreading completely across the continent. Their development is unhindered by the Forgotten.
Middle Pre-Imperial Era	1769 BE	The Forgotten arrive in Tyria.
Early Pre-Imperial Era	10,000 BE	Last sign of Giganticus Lupicus—true giants—on Tyria (best guess).



Allies



Emperor Kisu

Born in: Kaineng City
Nation: Cantha
Profession: Ritualist
Age: 50



Emperor Kisu grew up admiring his elder half-brother Togo in Kaineng City. Both were sons of the last emperor, Kintah, but Kisu was the legitimate son of Kintah and his wife, while Togo—though 15 years Kisu's senior—was born to the emperor's favored concubine Yuki. The two were always close, but when Kisu left to take on the duties of empire, Togo followed a different path. Kisu became the sovereign ruler of several hundred thousand souls on the southern continent, while Togo studied the ways of magic and ritual. The emperor is respected and beloved by the Canthan people, even though few have ever actually seen him in person outside of the urban areas of Kaineng City.

When not holding court, Emperor Kisu often dwells in his own palatial, private section of the city, Raisu Palace, which is forbidden to all but the emperor and those he chooses to allow inside. And every year during the Harvest Festival, he travels (with a well-armed entourage) to the temple where Shiro Tagachi slew Kisu's ancestor 200 years earlier, in defiance of fear or fate.

Master Togo

Born in: Kaineng City
Nation: Cantha
Profession: Ritualist
Age: 65

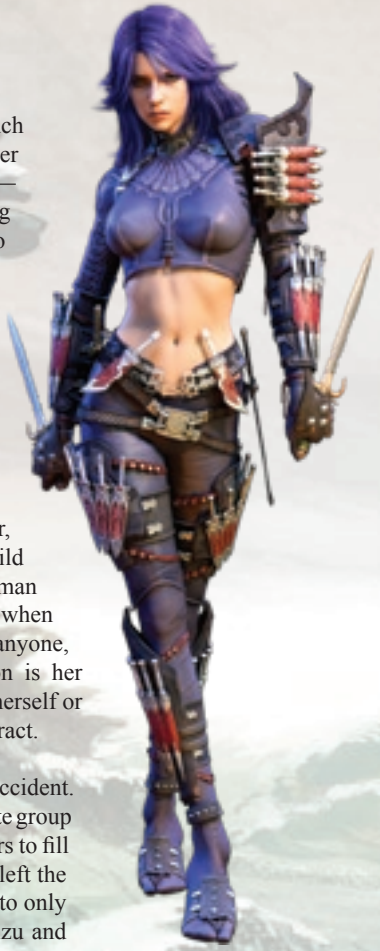


Son of the previous Canthan emperor and his beloved concubine, Yuki, Togo grew up in the palace and helped raise his young half-brother, Kisu. Though Kisu was next in line for the imperial throne, he and Togo were always close, and the elder half-brother helped oversee the future emperor's education alongside the palace tutors. When Kisu left his studies behind to take on the imperial role, Togo left for Shing Jea Monastery, eventually rising to a leadership position. In the time since, each has grown accustomed to running his own "empire"—Kisu the literal Empire of the Dragon, and Togo the most respected and holy academic institution in the land. There is no ill will between them, despite the petty efforts of some underlings to drive wedges between the half-brothers. Still, for the safety of each, their blood relationship is not widely publicized.

Togo went on to become an accomplished Ritualist and was key to several Canthan military victories before he was named the new Master of Shing Jea Monastery upon the death of Master Botah. To the casual observer, Togo would appear to have been shunned by the palace, possessing no power. A closer look reveals that he is the emperor's "behind-the-scenes" man; Kisu rarely makes a move of any importance without consulting his half-brother first.

Nika

Born in: Wajjun Bazaar
Nation: Cantha
Profession: Assassin
Age: 22

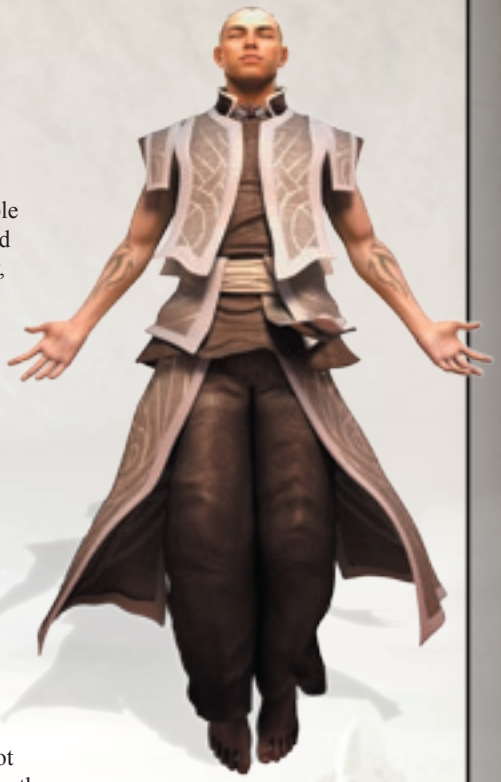


Nika's past is shrouded in nearly as much mystery as Nika herself, though Master Togo has learned a bit about her—everyone knows the master of Shing Jea Monastery. She has also let slip to Master Togo, if not to Mhenlo and his friends, that she was born in Wajjun Bazaar, a market district not far from one of the largest ports in Cantha. Her father died mysteriously before she was born; her mother sent Nika to the secretive Conclave at a very young age to learn the art of the Assassin, a trade that the women of her family had practiced for centuries. Her mother, in fact, runs the largest Assassin's guild in all of Cantha. Nika killed her first man at age 10, and made her first solo kill when she was 12. She has never murdered anyone, to her way of thinking—assassination is her business, and she kills only to defend herself or her friends, or to fulfill a licensed contract.

Nika joins Mhenlo's group almost by accident. She is impressed by the way the disparate group of heroes works so efficiently, and offers to fill a void left by a set of twin sisters that left the group earlier. She is wholly dedicated to only two things—avenging her ancestor Vizu and protecting the Empire of the Dragon.

Mhenlo

Born in: Serenity Temple
Nation: Ascalon
Profession: Monk
Age: 22



Born in Serenity Temple to a priest of Dwayna and priestess of Balthazar, Mhenlo has been steeped in the teachings of healing and smiting magic. A devoted servant of both Dwayna and Balthazar, he has studied hard his entire life, and has been rewarded by both the gods of his provenance. But paying allegiance to two gods has not been without its consequences; having no clear path to follow, Mhenlo has a tendency to overanalyze situations and possible consequences, not sure whether to take the path of aggressive strength or that of defensive grace.

Mhenlo spent much of his life inside Serenity Temple, paying homage to the old gods and studying the Path, which will lead him to enlightenment. He also spent a long stretch of his youth studying under Master Togo of Shing Jea Monastery, where he was exposed to even more religious and philosophical teachings that made it no easier for the young monk to find a focus in life. But the teachings of Togo and the Ritualist's wisdom made a deep impact on Mhenlo. When Master Togo sends a request for Mhenlo's aid, the monk wastes no time gathering his friends and setting out for Cantha.

Devona

Born in: Rin
Nation: Ascalon
Profession: Warrior
Age: 24

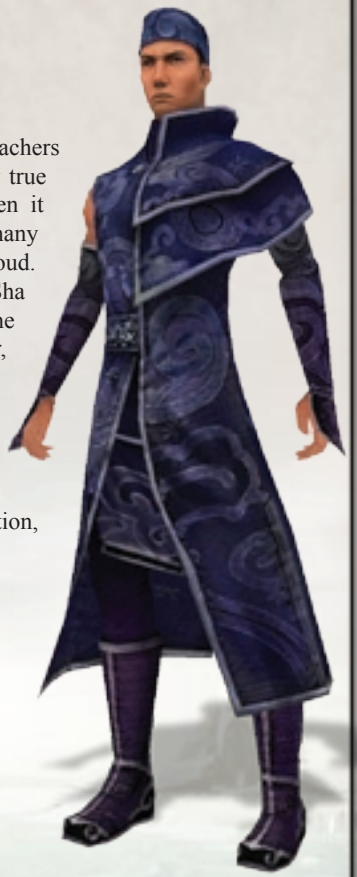
Devona is quite serious and very direct in her dealings with other people. She aspires to be a great Warrior, just like her father. Sometimes this aspiration turns into a tremendous internal pressure to succeed. Devona's father was one of the leaders of a prestigious and highly respected guild—Ascalon's Chosen. He lost his life defending the city walls against a raid by an Orrian guild during the last Guild War. Devona was only a little girl at the time, but since that day, she has dedicated her life to mastering the martial arts of sword and hammer.

Devona naturally rises to lead most any group she is with, and in Cantha she often butts heads with both Togo and Mhenlo, despite her lack of experience on the southern continent. She always assesses any situation before rushing in. This often puts her at odds with the brash Cynn or the impulsive Lo Sha—and when her temper gets the best of her, this often erupts into verbal, though not physical, conflict. But whatever differences she might have with her allies, she is loyal to a fault. Devona would sacrifice her own life to save the life of a friend, and frequently puts herself in harm's way to protect those who travel with her. Devona was the first of Mhenlo's friends to volunteer to join him in Cantha. Indeed, there was no question she would join him, she told the monk. Loyalty demanded it.



Lo Sha

Born in: Kaineng City
Nation: Cantha
Profession: Mesmer
Age: 25



Lo Sha is one of the most brilliant teachers at Shing Jea Monastery, but like many true geniuses, he is somewhat addled when it comes to small details. And like many Mesmers, he is justifiably vain and proud. Headmaster Kaa likes to say that if Lo Sha would focus on his skills as much as he focuses on his fellow Mesmer instructor, Mei Ling, he could be one of the greatest Mesmers in Canthan history. So far, Lo Sha's obsession with Mei Ling has kept him just shy of true greatness, but even so, few can equal his talent with illusion, inspiration, and domination magic.

Lo Sha joins Mhenlo's group at Master Togo's insistence—Togo is one of the few beings Lo Sha truly respects, and the Mesmer would follow the master of Shing Jea Monastery into the underworld if asked. He prefers, however, to remain at the monastery whenever possible, studying new and spectacular ways to manipulate the perceptions of others—especially Mei Ling's.

Eve

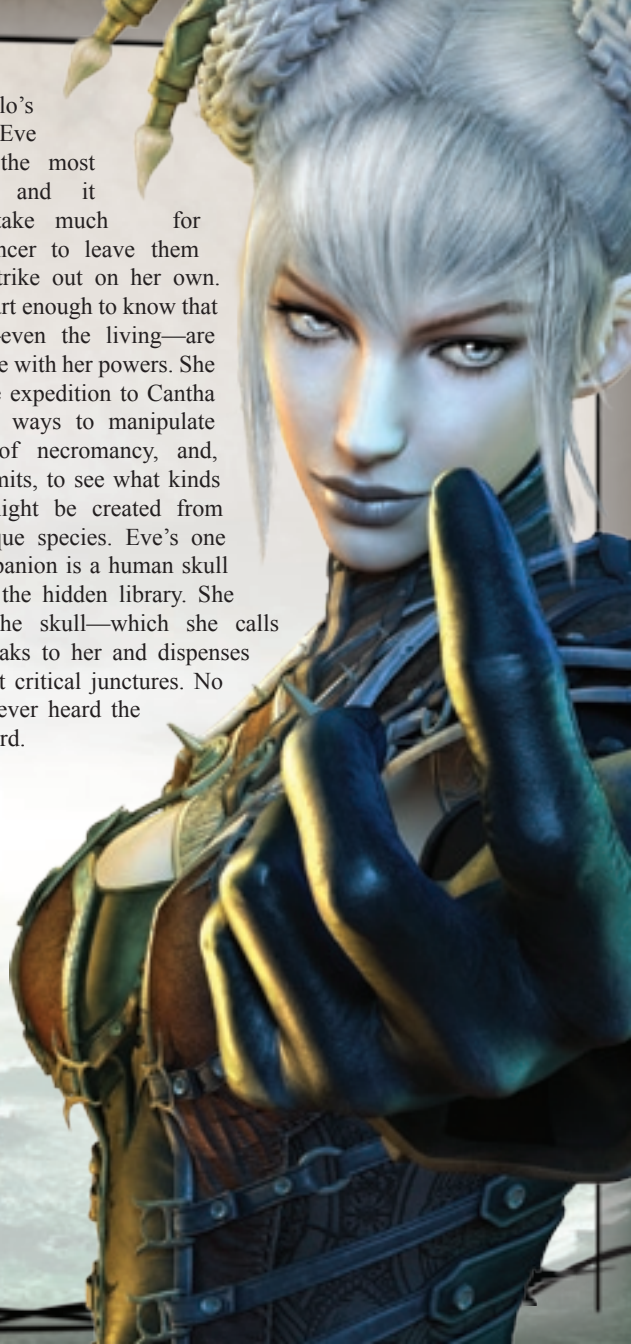
Born in: Unknown
Nation: Ascalon
Profession: Necromancer
Age: 20

Eve hasn't a clue where she was born—she was found as a young child stealing food from a sleeping vagrant in the back alleys of Ascalon City. Fortunately for Eve, she was not found by a city guard but by a kindly matron, who brought her to the Holy Dwayna Academy for Wayward & Incorrigible Girls (Ascalon City branch). Wherever Eve had come from, she had already learned to read at an advanced level before she ended up at the school students called the "Wayward Academy," and voraciously devoured every text in the library. It wasn't long before Eve's curiosity (and her ability to both manipulate and avoid Matron Irma) led her to a secret library in the bowels of the Academy. There, forbidden texts opened up an entirely new world to young Eve. By the time she was 15, she had raised her first bone minion.

Eve had never gotten along with the other girls—she much preferred the company of her tomes and scrolls. When, one day, a few of her fellow students pulled an especially vicious and humiliating prank on her, Eve literally pounced upon the leader of her tormentors, bit the girl's ear off, and swallowed it whole. That was the end of Eve's studies at the Holy Dwayna Academy for Wayward & Incorrigible Girls, and not even Matron Irma mourned her departure.

Eve met Mhenlo, Cynn, Devona, and Aidan during the Charr invasion. She was in the graveyard, experimenting with new methods of undead resurrection, when the Charr flooded into the cemetery on the heels of Mhenlo and the others. More out of curiosity than any noble intentions, Eve ordered the Charr to stop. When the beastly creatures turned on her instead, thinking her easy prey, she simply raised her hands and called forth a small army of the dead to meet them. The Charr never stood a chance. Eve was amused when Devona asked the Necromancer to join them, but has since become a good friend of Devona, Aidan, and Mhenlo. She is often in conflict with Cynn, but the two respect each other's power enough to get along when the going gets rough.

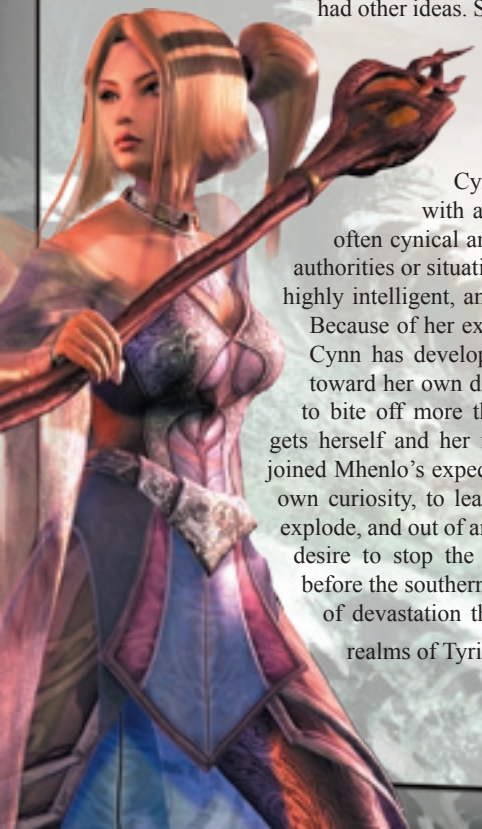
Of all Mhenlo's friends, Eve is probably the most independent, and it would not take much for the Necromancer to leave them behind and strike out on her own. But she is smart enough to know that loyal allies—even the living—are valuable to one with her powers. She has joined the expedition to Cantha to learn new ways to manipulate the powers of necromancy, and, she freely admits, to see what kinds of horrors might be created from Cantha's unique species. Eve's one constant companion is a human skull she found in the hidden library. She insists that the skull—which she calls "Adam"—speaks to her and dispenses wise advice at critical junctures. No one else has ever heard the skull say a word.



Cynn

Born in: Surmia
Nation: Ascalon
Profession: Elementalist
Age: 20

A former child prodigy, Cynn always had people catering to her every whim. Her family was among the nobility in the city of Surmia—until the Charr invasion and the Searing. When Ascalon was destroyed, Cynn was caught outside the Wall (Surmia was one of the first places to fall during the initial assault). A magical projectile fell directly upon her palatial home, killing her parents and trapping her under a broken table for several days. A Charr warband discovered her while looting the city. They dug her out, thinking to make a meal of her, but Cynn had other ideas. She single-handedly wiped out the entire warband, turning them and the remains of her home into little more than a smoldering pile of ash.



Cynn is a bit of a princess but with a decidedly dark streak. She's often cynical and flippant when dealing with authorities or situations that seem hopeless. She's highly intelligent, and magic comes easily to her. Because of her experiences during the Searing, Cynn has developed a rather cavalier attitude toward her own death. Consequently, she tends to bite off more than she can chew, and often gets herself and her friends into trouble. She has joined Mhenlo's expedition to Cantha to satisfy her own curiosity, to learn new ways to make things explode, and out of an honest (though well-hidden) desire to stop the mysterious threat in Cantha before the southern continent sees the same kind of devastation that has wracked the northern realms of Tyria.

Argo, Turtle Clan Champion

Born in: Cavalon
Nation: Luxon
Profession: Elementalist
Age: 37



The Turtle Champion is respected and honored throughout the Luxon territories for his courage, his profound sense of justice, and his awe-inspiring power on the battlefield. He was the first Luxon Champion to earn his title in mortal combat that ended without the death of either combatant. Argo's opponent, Tullus, had fought bravely, and continued to keep his guard defiantly up even after the bloody loss of a foot and many other injuries. Rather than strike Tullus down as the crowd demanded, Argo simply declared himself the victor and handed Tullus his sword. The gesture allowed his foe to leave the arena alive and with honor intact, but was a clear indication of Argo's victory—to hand over his weapon showed that the future champion had nothing to fear. Justice was served, the bloodlust of the crowd was relatively satisfied, and this noble act earned Argo the admiration of all the clans. Even the Kurzicks honor Argo's bravery and skill, as a foe against whom they themselves can hope to prove worthy.

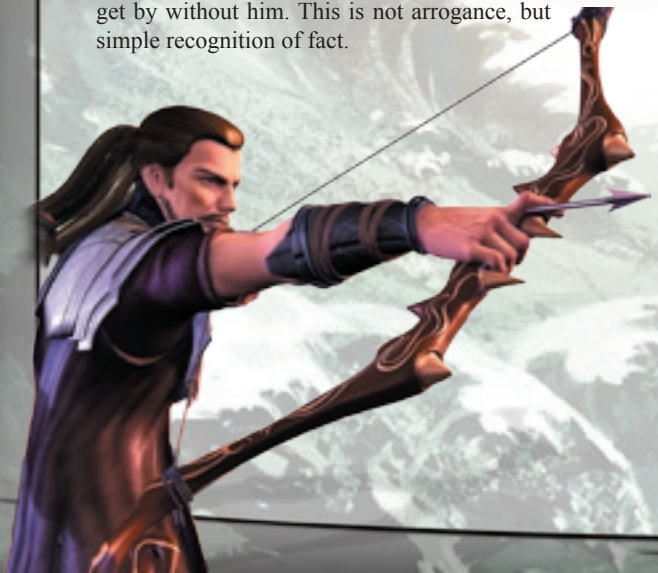
Even more than the Luxons' traditional enemies, Argo carries generations of hatred in his heart for the Canthan Empire, which he, and many Luxons, believe has kept his people cornered in the most desolated section of the continent, the Jade Sea. Yet as much as he despises the Canthan Empire, the continent is still his home. And when threats arise that no one faction can face alone, Argo might be convinced to join forces with the Kurzicks—and perhaps even with the Canthan oppressors—to fight for the survival of all.

Aidan

Born in: Borlis Pass
Nation: Ascalon
Profession: Ranger
Age: 32

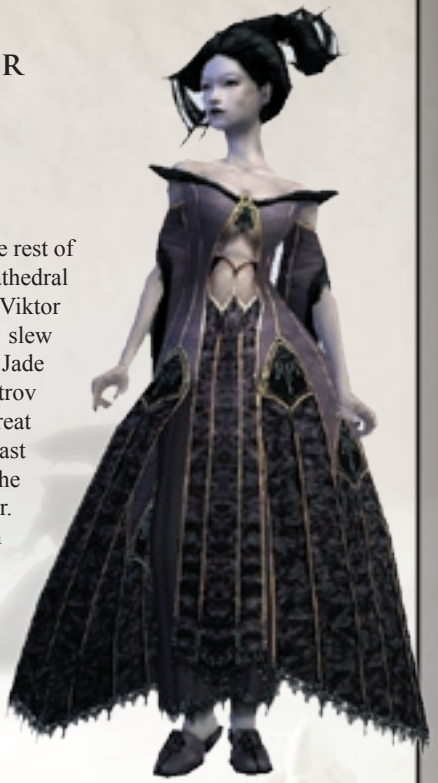
The son of a huntsman, Aidan grew up with a quiver of arrows on his back. He never knew his mother, who died in childbirth while his family was on a wagon train from Kryta to Ascalon. As soon as the boy was old enough to hold a bow in one hand, Aidan's father packed up just the good steel heads of their tools and the two men headed off into the wild. They found a spot in the middle of a forest clearing, refitted their tools with hand-carved handles, and built their own home from scratch.

Aidan is a survivor. Nothing is out of the question if it means he and his companions will live for another day. He thinks fast and acts even faster, with an inner calm and silent confidence his friends find infectious. Aidan has wisdom his younger counterparts lack, though he never feels the need to lord it over them. To Master Togo, Aidan is a youngster, and the Ranger has easily let the mantle of wisdom pass to the Ritualist. Aidan was glad to join Mhenlo on his journey to Cantha, though he is troubled nightly by the thought of his homeland having to get by without him. This is not arrogance, but simple recognition of fact.



Countess Danika zu Heltzer

Born in: Arborstone
Nation: Kurzick
Profession: Monk
Age: 22



Danika zu Heltzer dwells with the rest of her family in the fortress-like Cathedral zu Heltzer, a monument to Saint Viktor (one of the two champions who slew Shiro Tagachi on the day of the Jade Wind). Like her father Count Petrov zu Heltzer, leader of the great Kurzick House that bears their last name, Danika is proud to name the venerable Viktor as an ancestor. Unlike her father, Danika is much more open-minded toward non-Kurzicks and the other Kurzick Houses. This is probably attributable to her avid reading habits. To overcome the extreme boredom of what she considers her "imprisonment" in the cathedral, she has voraciously devoured the contents of countless tomes in the zu Heltzer family library, especially those that speak of other lands and other peoples.

Danika has never been more frustrated with the Kurzicks' isolationist policies, which she believes can only lead to the further decline of her people, and indeed her world. She is eager to venture into the world outside Echovald Forest, and find new allies for all the Kurzicks. Like Argo, her sense of justice is strong, and she would be among the first of the Kurzicks to set aside factional differences should a greater threat arise. She has even had some contact, against her father's strict orders, with House Vasburg, the longtime rivals of House zu Heltzer.

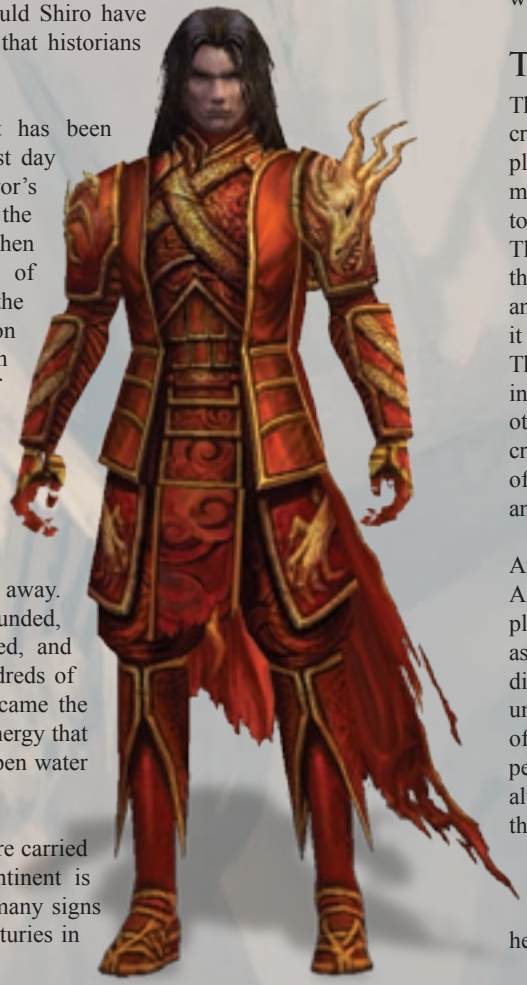


Enemies



Shiro Tagachi

No one but Shiro Tagachi knows what made this sacred imperial bodyguard—the emperor's most trusted servant—turn on his master on the Day of the Jade Wind. Did Shiro plan to sever the unbroken imperial bloodline and crown himself emperor? Was it revenge he sought, for some perceived wrong the emperor had done to Shiro or the Tagachi family? Could Shiro have been seeking some form of power that historians can no longer comprehend?



Whatever his motive, Shiro's act has been literally carved in stone. On the last day of the Harvest Festival, the emperor's favored bodyguard arrived at the Harvest Temple and was waiting when the emperor reached the pinnacle of the temple's tower. Shiro cut down the emperor of Cantha where he knelt on the holy floor, staining it forever with the monarch's blood. Shiro himself was slain only moments later, but his revenge on those who killed him was the most significant event in Canthan history since Kaineng founded the empire. In Shiro's final moments, he drew on all of his ill-gotten power to drain the emperor's very soul away. Seething with magic but mortally wounded, the treacherous bodyguard screamed, and his voice washed over an area hundreds of miles across. Shiro's death wail became the Jade Wind, a cataclysmic wave of energy that turned trees, animals, people, and open water into stone and crystal.

In the wake of Shiro's fall, the empire carried on. But Shiro's legacy on the continent is undeniable and permanent. Today, many signs point to Shiro's return after two centuries in the border realms of the afterlife. A spectral force driven by rage, a thirst for power, and a special kind of madness, he corrupts everything in his wake. The Canthan people know nothing of this, and suspect that the hideous results of "the Affliction" are some kind of monstrous plague. But even those who know that Shiro stalks the shadows have no idea of the power seething within him— or what he might do with it.

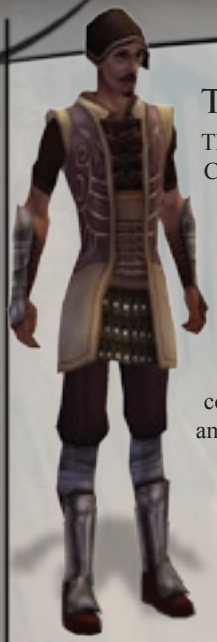
The Afflicted

The Afflicted are simply living creatures—animal, human, plant—that have had the misfortune to get too close to Shiro's malevolent spirit. Those left unharmed refer to this "disease" as the Affliction and fear that, left unchecked, it could become an epidemic. The Affliction is not contagious in this way, but considering the other more obvious dangers the creatures present, steering clear of the Afflicted is wise in most any case.



Anyone or anything could become Afflicted, which lends this so-called plague an even more terrifying aspect than any single, normal disease. The resulting mutations are unpredictable monstrosities with all of the combat strengths the original person or creature possessed, but altered and augmented in terrifying ways by the Affliction.

Once someone or something becomes Afflicted, there is no cure. Killing the Afflicted is the only way to give the tortured soul peace; hesitation or pity will only result in death—yours.

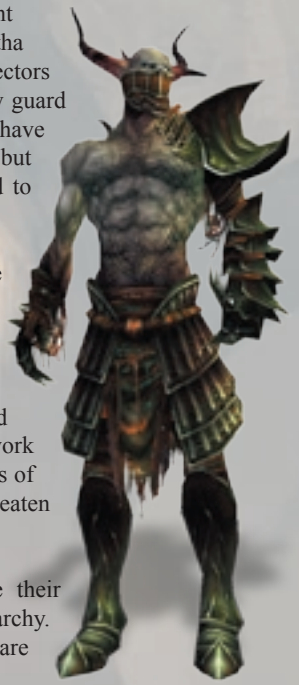


The Crimson Skull

This piratical cult is a menace to all free people in Cantha and presents a constant danger on the roads cutting through the continent's less-populated rural areas. Crimson Skull forays into civilized Cantha have become more regular and murderous in the last 200 years. Entire settlements have been slaughtered by these outlaws. Death serves the Crimson Skull two-fold: as something to worship, and a way to get very, very rich. Within their number the Crimson Skull count trained Ritualists, Elementalists, and Rangers, among others.

The Wardens

The mysterious and ancient Wardens guard the areas of Cantha hit hardest by Shiro's legacy. Protectors of the Echovald that was, they now guard the petrified forest it has become. They may once have been human, perhaps powerful druids or holy men, but they long ago merged with the spirit they served to become something altogether different.



Now they stand as the ultimate protectors of the Echovald that is. The clan claims the right of vengeance for what Shiro Tagachi wrought, and blames all humans for the Jade Wind that stripped the woods and sea of life, but inexplicably left the Wardens unharmed. Driven nearly mad, enraged at their failure to fulfill their only purpose, they work in their own mysterious ways to reverse the effects of Shiro's death, but until they succeed, they will threaten any humans they encounter.

Wardens do not take names as such, but take their monikers from their rank in the clan's natural hierarchy. The lowest ranked, least powerful Wardens are associated with the smallest forms and shapes of nature—leaves, moss, seashells, and so on. Higher up are those Wardens who take their name from particular trees or larger forms of sea life, while those protectors that lead the clans take the names of the seasons.

The Naga

Tyrian visitors claim that the serpentine Naga resemble the Forgotten of the northern continent, but the two species are unrelated. Like the Wardens, the Naga people lost their homes when the Jade Wind struck. But the Naga population—water-dwelling creatures related to sea snakes which evolved a culture at peace with humans—was nearly wiped out by Shiro's death wail. Thousands became one with the sea when it turned to gemstone. Hundreds more, mostly traders or mercenaries, died with the humans of Cantha on land. The only Naga that survived were those far enough away not to be trapped in the water when it turned to jade, and those survivors—only a few dozen in number—were scattered and terrified.

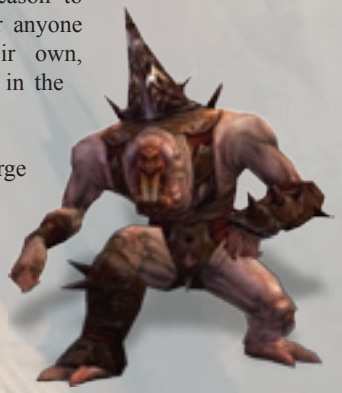


If not for a Naga priestess named Hanasha Coralfin the entire race might well have died out within a few years, perhaps even a few months. The priestess used what power she had left to revive those survivors she could find, who then brought more survivors to her, until a united Naga tribe of barely 40 individuals gathered. Under her guidance, the Naga abandoned their ancient moral codes and began to propagate freely and often, so that someday they might make the humans pay for what they had done.

Now, 200 years later, the Naga are nothing like the peaceful culture that shared the coast with the Canthans of old. They have aggressively taken back whole stretches of crystallized sea and petrified coastline from the humans, and make any journey through the Jade Sea even more perilous.

The Dredge

On the northern continent of Tyria, the mole-people known as the Dredge are a pitiable race, enslaved by the wicked Stone Summit dwarves and ready to fight alongside any who will help free them from their masters' whips. In the Echovald Forest of Cantha, a few small colonies of escaped Dredge jealously defend their prized freedom. The offspring of a few desperate escapees from the Shiverpeaks who tunneled for hundreds of miles to reach their strange new home, these Dredge have no reason to feel any friendship toward humans or anyone else—they escaped slavery on their own, and plan to establish their race anew in the petrified woodlands.



Dredge villages are marked by large dirt mounds. The mole-people live primarily in the tunnel networks linking the mounds together. Those who underestimate the ferocity and aggressiveness of the Canthan Dredge do so at their peril.

Gangs of Kaineng

The Celestial Ministry ostensibly runs the bureaucracy of the Canthan government, while the emperor rules as the sovereign monarch and commander of the entire Canthan military. Commerce, however, falls largely to the two largest organized crime organizations in Kaineng City. The two gangs—something of a misnomer, since each gang contains hundreds if not thousands of captains, money-men, thugs, and the like—control almost all trade, legal and illegal, in the Canthan capitol. The Am Fah and the Jade Brotherhood are in a state of constant cold warfare which sometimes spills out onto the streets, along with a lot of blood. For hundreds of years, neither has been able to topple the other, and out of necessity the gangs have been known to cooperate during the occasional crackdowns on their activities. Were one gang or the other ever to gain the upper hand, the resulting trade monopoly could conceivably lead to a coup against the throne, so the emperor's personal agents help ensure that never happens.

Dangerous Creatures

Dragons

Dragons of all shapes, sizes, and origin have called Cantha home for thousands of years, since long before the tribes of old joined to form the empire that took them as its symbol.

Yeti

The primitive and brutal enemies of the Tengu, the Yeti are just intelligent enough to form a hunter-gatherer society, but one with a deep tradition of honor and courage (as the Yeti understand these concepts).

Mantids

These beastly insects have begun to appear with more frequency in the countryside and other areas surrounding Shing Jea Monastery. Mantids form small hives in the caves that dot the area, and are always on the lookout for prey—either to feed themselves, or their queen's eggs.

Kirin

These peaceful spirit monks have become corrupted by Shiro's return, and will sometimes strike out at the living. Approach any Kirin with caution.

Oni

There are some who say that the demonic, savage Oni originate in the Mists, others from someplace even more distant, dark, and cut off from the world of sanity. They are killers from beyond, appearing from nowhere to butcher their victims, for what reason no one knows. Whatever their purpose or origin, the Oni are among the most deadly things on two legs in Cantha.

Book II:

HEROES OF CANTHA



INTERESTING TIMES

The Empire of the Dragon is in dire peril. It is a time for the heroes of Cantha and intrepid explorers from the northern continent to gather at Shing Jea Monastery under the tutelage of Master Togo. Only through the efforts of these bold adventurers will Cantha survive the ominous threat that lurks at the edge of the shadows. With Master Togo's guidance and a strong spirit you will become Cantha's last, best hope.

NOTE: This chapter assumes you have created a new roleplaying character that begins life at level 1, fresh from home and ready to learn. (For information on creating PvP-only characters, see Book II, Chapter 6.)

CREATING YOUR CHARACTER

Heroes are male or female, large or small, and are made up of any one of 56 potential combinations of the eight professions: Assassin, Ritualist, Warrior, Elementalist, Monk, Ranger, Mesmer, and Necromancer. Individual heroes can eventually learn as many as 150 unique skills per character. The most important choices you must make for your new hero are first a primary profession, and soon thereafter a secondary profession. These choices determine armor, skills, and fighting style, as well as the overall gameplay experience.



You can create four heroes per unique *Guild Wars* account, or six characters if you own and install both the *Guild Wars* core campaign and *Guild Wars Factions*. You can delete and create new heroes at any time and switch up your skills and attributes whenever you're in town. Experiment with profession combinations, skills, and attributes until you create the hero that suits you best.

ATTRIBUTES

Every profession possesses up to five attributes. Attributes are specific to the professions you choose, and your hero's pool of attribute points is derived from the combination of your primary and secondary professions. The first attribute listed is available only to a character that chooses that profession as a primary. For example, a Warrior/Monk would have access to the primary Warrior attribute, Strength. A Monk/Warrior would get Divine Favor as a primary attribute. Either combination would possess the four normal Monk attributes and the four normal Warrior attributes, but the primary attribute will make each one play differently and serve a different function in the adventuring party.



Most skills are tied to a specific attribute; improving an attribute automatically improves those related skills. Each profession's attributes make for distinctive battle strategy, and the specific attributes you choose to improve help you to create a fighting style all your own.

NOTE: You can find a skill's attribute listed in the skill's description. Mouse over skill icons to read descriptions.

Primary Attribute

Each profession has a powerful primary attribute available only to characters choosing it as their primary profession. For example, the Mesmer can put points into Fast Casting, which increases spell casting speed. The secondary profession you choose will not have access to this primary attribute, so it's important to note each profession's primary attribute when considering which profession will be your first choice.

Attribute Points

For each level you gain, you receive attribute points to improve the effectiveness of your skills. Allocating points to an attribute increases the power of skills and weapons tied to that attribute. Increase the attributes tied to the skills and weapons you think you'll use most often.



Changing Your Attributes

You can adjust your attributes at any time as long as you are in a town location. This flexibility allows you to adjust your gameplay to adapt to new situations and effectively harness new weapons and spells. For instance, if your Warrior finds a rare sword but you have trained the Warrior in axes by pumping up the Axe Mastery attribute, you can simply go to town, reallocate the attribute points you have in Axe Mastery and put them into Swordsmanship instead.

Leveling Up

As you travel through Cantha and accomplish the heroic tasks set before you, your character will earn experience points and gain character levels. With each level comes an increase in maximum Health (which makes you harder to kill) and an increase in Energy (from which you draw power for many skills). The highest level your roleplaying character can reach is 20, which is, not coincidentally, the starting level of a ready-made PvP character.



Improving Attributes

Each level awards you attribute points to spend improving your attributes. Your primary profession determines your primary attribute, such as the Ritualist's Spawning, which boosts the strength of summoned spirits; the Assassin's Critical Strikes, an attribute that increases the chance of scoring a critical hit; or the Elementalist's Energy Storage, which permanently increases maximum Energy, allowing you to use more skills more often. The number of points you receive when you gain a new level increases as you gain more experience.

Skill Points

With experience you'll gain skill points, which entitle you to train new skills from your primary and secondary professions. With each skill you learn, your skill arsenal becomes more versatile.

CUSTOMIZING

The professions, skills and attributes you choose to learn and improve over time result in a unique *Guild Wars* experience for each hero you create. You can further customize your hero by choosing the character's sex and appearance, and make your armor set unique with dyes that you might find as loot or purchase from a dye trader. And don't forget, you can delete a character at any time to free up space for a new one.





The Eight Professions

MAKE YOUR CHOICE

Assassin, Ritualist, Warrior, Elementalist, Monk, Ranger, Mesmer, or Necromancer: Every profession has its own strengths and characteristics, a weapon or magic specialty, and a unique set of skills with which to deal damage, manipulate the enemy or environment, or protect and heal allies. Each profession provides a set of attributes, which determines the effectiveness of weapons and skills in battle.

Primary Profession	Your primary profession determines your hero's basic appearance, including the type of armor the hero wears. It also provides several attributes that improve skills over time including a primary attribute that is not available when the profession is chosen as a secondary.
Secondary Profession	Your secondary profession provides your hero with a second set of attributes and skills to complement the first. (Your secondary profession does not have access to the primary attribute for that profession.)



ASSASSIN

The Assassin walks the shadows, a deadly viper ready to strike at the heart when the enemy least expects it, nowhere and everywhere all at once. Assassins are masters of their chosen weapon, the dagger, and are expert at inflicting Critical Strikes that cause massive damage. The Assassin is trained to efficiently link attacks together in a chain that does not give the enemy a chance to hit back. They have mastered the ability to move as shadows—Assassins wear only lightweight armor and prefer to avoid damage by not being there when the enemy's strike lands. Their other magical skills include Hexes that lower the target's defenses and protect the Assassin from harm.

Assassin Attributes

Critical Strikes (Primary)	For each point spent on this primary attribute, the Assassin gains an additional 1% chance to score a critical hit. Assassins can also gain Energy whenever they score a critical hit in this way.
Dagger Mastery	Boost the Dagger Mastery attribute to boost the damage the Assassin inflicts with daggers and the chance to land a critical hit with a dagger. Many skills, especially dagger attack skills, become more effective with increased Dagger Mastery. This attribute also improves your chance of performing a Double Attack and striking with both daggers at once.
Deadly Arts	Increase the Deadly Arts attribute to improve the duration and effectiveness of Hexes and other skills that make a single enemy vulnerable to the Assassin's strikes.
Shadow Arts	Put points into the Shadow Arts attribute to improve skills that boost the Assassin's defenses and allow instantaneous shadow movement.



Ritualist

Ritualists channel otherworldly energies that summon allies from the void and employ mystic binding rituals that bend those allies to the Ritualist's will. They hood their eyes to better commune with spirits that grant great power and protection to Ritualists and their comrades. The energy they channel drives Ritualist skills which enhance the deadliness of an ally's weapon and wreak havoc on an enemy's Health. The Ritualist can also use the remains of the dead to defend the living—not by reanimating corpses as a Necromancer would, but through the ritual use of urns and ashes. Where the Ranger lives as one with the spirit world, the Ritualist can and will be its master.

Ritualist Attributes

Spawning (Primary)	For each point of Spawning the Ritualist takes, summoned or animated creatures gain 4% more Health. Spawning also makes many Ritualist skills related to spirit creatures more effective.
Communing	Increase the Communing attribute to boost the Ritualist's ability to summon and command otherworldly allies.
Restoration Magic	Spend points in Restoration Magic to add to the duration and effectiveness of Ritualist skills that heal an ally's injuries.
Channeling Magic	Build up the Ritualist's Channeling Magic attribute to increase the duration and effectiveness of skills that inflict spiritual harm on enemies.



Warrior

Those who choose to follow the path of the Warrior have chosen a profession dedicated to up close and personal violence—and they love every minute of it. The Warrior is the classic hack-and-slash fantasy hero: tough, strong, and expertly wielding melee weapons on the battlefield (in other words, what many MMO gamers call "the tank.") Warriors are masters of the axe, the sword, and the hammer, though most choose to focus on one weapon over the others. With their heavier armor and higher hit points, Warriors can soak up the abuse that other characters in the group can't handle, and give other professions in the party such as Rangers or Elementalists the distance needed to make use of ranged abilities. Many Warrior skills are powered by adrenaline, a special power pool generated as the Warrior fights, instead of Energy. This means the Warrior, already a profession with low maximum Energy, will still have plenty of skills to use even when Energy runs out. A Warrior's Tactics skills are often defensive in nature and help the Warrior both protect and lead his troops. Strength is the Warrior's primary attribute; greater Strength lets the Warrior improve all Strength-based skills and more readily pierce an opponent's armor.

Warrior Attributes

Strength (Primary)	Strength, available only to Warrior primaries, increases the chance to pierce an opponent's armor. Strength is the basis of many skills that inflict greater damage on foes.
Swordsmanship	Swordsmanship increases basic sword damage as well as damage dealt by sword skills.
Axe Mastery	Improve Axe Mastery to increase basic axe damage and damage dealt by axe skills.
Hammer Mastery	Hammer Mastery increases basic hammer damage and damage dealt by hammer skills.
Tactics	Tactics increases the effectiveness of Shouts and Stances that give the Warrior and allies an advantage in battle.



Elementalist

The Elementalist commands the four elemental forces: earth, air, fire, and water. With magic derived from the very foundations of nature itself, Elementalists can inflict more damage in a single strike than any other profession. Earth magic triggers quakes and volcanoes, envelopes foes in solid rock, and can add to the strength and stamina of allies. Air magic is driven by the power of storms and lightning, granting allies greater speed or targeting specific foes with a focused, high-damage attack. Fire magic is often considered the most purely destructive form, inflicting searing pain and damage on multiple enemies. The magic of Water is highly manipulative. Water magic summons ice and mist to slow enemies down and blur their vision, inflicts freezing cold damage, and even protects allies from other forms of magical attack. The primary Elementalist attribute, Energy Storage, gives the Elementalist the highest maximum Energy in the game. This makes other professions that use a lot of Energy, like the Monk or the Mesmer, natural choices for an Elementalist's secondary class. Elementalists should never be at the fore of melee combat; but when surrounded they can tap into a full stable of handy area-of-effect skills just in case.

Elementalist Attributes

Energy Storage (Primary)	The Elementalist's primary attribute, Energy Storage, increases maximum Energy and boosts skills that help regenerate Energy.
Fire Magic	Improve Fire Magic to increase the duration and effectiveness of the Elementalist's fire skills, which inflict fire damage and can affect large areas.
Water Magic	Allocate points to Water Magic to increase the duration and effect of the Elementalist's water skills, which slows enemy movement and turns the blood of foes to ice.
Earth Magic	Build up Earth Magic to increase the duration and effectiveness of the Elementalist's earth skills, which can protect both hero and ally or inflict damage that bypasses enemy armor.
Air Magic	Air Magic increases the duration and effectiveness of the Elementalist's Air skills, which pierce armor, cause Blindness, and knock enemies flat.



Monk

The Monk can speak directly to the gods of Tyria, opening a conduit for divine magic that can heal and protect allies in battle or unleash holy power upon the Monk's enemies. The Monk's connection to the gods is illustrated in the primary Monk attribute, Divine Favor, which grants extra healing ability and makes Monk skills more effective. Monks often choose to focus on one of the other attributes: Healing Monks build up the Healing Prayers attribute to revive allies and mend their wounds. Smiting Monks put points into Smiting Prayers, which inflict damage on foes and work especially well against undead enemies. Protection Monks pump up the Protection Prayers attribute and use magic that prevents allies and themselves from taking damage in the first place. The Monk is the definitive *Guild Wars* "support profession," and will probably never have to wait for a group invitation. Combined with a secondary like Warrior or Ranger, Monks can also be quite effective when it comes to hurting the enemy.

Monk Attributes

Divine Favor (Primary)	Every point spent in this primary Monk attribute grants a small healing bonus to all Monk spells that target allies. Divine Favor also pumps up the duration and potency of spells that call forth divine powers to aid the Monk's allies.
Healing Prayers	Healing Prayers increases the duration and effectiveness of spells that allow the Monk to heal allies.
Smiting Prayers	Smiting Prayers boosts the duration and damage caused by skills that harm foes—especially the undead.
Protection Prayers	Protection Prayers adds to the duration and power of Protection spells that keep you and your allies safe.



Ranger

The Ranger is more in touch with living nature than any other profession. Where the Elementalist harnesses and tames the power of the elements, the Ranger lives as one with life in all its abundance, and utilizes unique survival skills that come from this connection. Rangers can perform nature rituals that manipulate the environment to hinder enemies, or draw on the power of the wilderness to heal and assist allies in battle. The Ranger can also tame the beasts of the wild and command them to fight at the Ranger's side. The Ranger is the master of the targeted distance attack and Rangers get the most out of ranged weapons like bows. The Ranger's primary attribute, Expertise, demonstrates the benefits of communing with nature. Non-spell skills (such as Traps or Rituals) will use less energy the more points you pour into Expertise. In a party, the Ranger is often called upon to pull foes toward the group with a well-aimed arrow. Rangers combine effectively with any secondary profession that performs well at a distance.

Ranger Attributes

Expertise (Primary)	Expertise lets you manage your Energy efficiently by shrinking the cost of non-spell skills.
Beast Mastery	Beast Mastery improves skills that make your animal companion more effective in battle.
Marksmanship	The Marksmanship attribute adds damage to basic bow attacks and is the base attribute for most bow skills.
Wilderness Survival	Wilderness Survival improves a Ranger's defensive Stances, Preparations, Traps, and environmental Enchantments that affect the entire battlefield.



Mesmer

The Mesmer is not content with living in reality—Mesmers prefer to create their *own* realities. Mesmers are the mental masters of illusion, control, and domination, subverting an enemy's Energy for their own purposes and supporting the entire party in battle with powerful, mind-bending magic. Domination skills put Mesmers in command of a foe's Health and Energy, while Illusion can inflict damage, slow or even halt an enemy, and drain away the powers of those who oppose them. The Mesmer can call on Inspiration to steal Energy directly from the opposition, and the primary Mesmer attribute Fast Casting works just like it sounds—you can sling your spells at a much higher rate than any other profession. The Mesmer is a powerful damage dealer, support player, or both. They should usually avoid the front lines, but can turn the tide of most any fight in seconds.

Mesmer Attributes

Fast Casting (Primary)	This primary attribute lets the Mesmer cast spells more often and for greater overall effect than any other profession.
Domination	This attribute boosts the duration and effect of your Domination spells, which allow you to control your enemies' actions.
Illusion	Increase your Illusion attribute to extend the duration and effect of Illusion spells that deceive enemies, hinder their movement, and their ability to cast spells.
Inspiration	Put points into Inspiration to pump up the duration and effect of your Inspiration spells, which steal Energy from enemies.



Necromancer

The Necromancer wields the fury of the netherworld and inflicts it upon enemies foolish enough to stand in the way. The dark arts of the Necromancer—Curses, Death Magic, and Blood Magic—usually take a toll on the user by forcing a sacrifice of Health, but the harm that befalls a Necromancer's foes in return makes this a small, if painful, price to pay. Necromancers can command the corpses of their enemies as deadly foot soldiers using Death Magic, while Blood Magic drains Health from foes and transfers it to the Necromancer. Curses hurt the Necromancer, but hurt the Necromancer's opponents even more by sapping enemy Enchantments and healing abilities. Necromancers keep their Energy bars full with Soul Reaping, the primary Necromancer attribute, which feeds upon the deaths of others. The Necromancer requires patience and discipline to master.

Necromancer Attributes

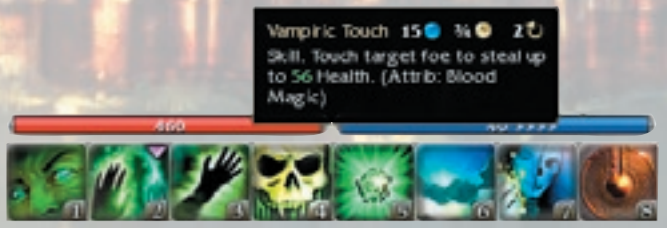
Soul Reaping (Primary)	Soul Reaping, the Necromancer's primary attribute, improves your ability to gain Energy whenever a creature near you dies.
Curses	Add points to Curses and boost the duration and effectiveness of Curse skills, reducing your enemies' effectiveness in battle.
Blood Magic	Blood Magic adds to the duration and effectiveness of skills that steal Health from enemies and give it to you.
Death Magic	Increase Death Magic to increase the duration and effect of skills that deal cold and shadow damage, as well as those that summon undead minions for you to command.



Skills

If attributes and the distribution of attribute points sketches out your character in broad strokes, skills are where you apply the finely painted detail to your heroic creation. You can check out all of the skills your character currently knows by hitting the K key or going to the main menu and selecting Skills. You can equip up to eight skills at once, creating a unique character "build" ready to handle most any situation. Most skills are linked to a particular attribute, and also carry a subtype such as Stance, Spell, Hex, or Shout.

Your hero can only equip skills or move those skills around on the Skill Bar when in a town. But when you're in town, your entire array of skills is available to choose from. The skill list is organized by the attribute the skills are attached to, so you can be sure to select skills that fit the hero's key abilities. If your Necromancer has all of his attribute points in Blood Magic and none in Curses, selecting a Curse skill is probably not the way to go (unless you use attribute refund points to adjust your attributes while you're at it).



Builds

You will hear the term "build" a great deal in relation to character building in *Guild Wars Factions*, especially in relation to PvP play. Your character build refers to the specific assortment of skills and attributes that you have selected to take on a particular mission or quest. Many players tend to settle into a preferred build that they fall back on, while others like to adjust skills for every new enemy. The skills in a solid character build should work well together, and work well against the foes you expect to encounter. You should also take into account the other members of your group—it's a good idea to confer with the other players in your party so that there's a minimum of skill overlap. For example, if there are two Monks in the party, one may choose to set up as the healer for the group with skills linked to the Healing Prayers attribute, while the second acts as the party's protector, choosing a selection of skills tied to Protection Prayers.

Secondary Professions

Early in your adventures, you will have the opportunity to take on a secondary profession. Your character's appearance will continue to reflect your primary profession choice—a Monk/Warrior and a Monk/Necromancer will both look like Monks when it comes to clothing. The secondary profession is not about cosmetics—it's about choices. Secondary professions give your character access to a whole new set of attributes and skills. You will not be able to use the primary attribute for the secondary profession. Every character gets only one primary attribute, and that attribute will always be the one attached to the primary profession, as the name implies.

For example, a Ritualist might choose to take on Necromancer as a secondary profession. The new Ritualist/Necromancer would gain the attributes Curses, Blood Magic, and Death Magic. The primary Necromancer attribute, Soul Reaping, would be unavailable since the character already possesses Spawning, the primary Ritualist attribute.

There are no set rules for how to build your two-profession character. You can divide your attribute points any way you wish, creating a versatile jack-of-all-trades or a master of a few more powerful ones. Many players opt for the latter, but the choice is yours.

Potential Profession Combos

Just as there is no right or wrong primary profession, there is no right or wrong combination of professions—every profession match-up has the potential to be used in a unique way, and you have up to 56 different ways to put professions together. Tinker with your characters until you find the profession combos that suit your play style the best.



Exploring Cantha



It's 1582 CC. Do You Know Where Your Character Is?

Locations found in Imperial Cantha (and the northern Tyrian kingdoms, should you choose to visit them) can ultimately be broken down into two types: towns and everything else. Uncertain where you are? Click the right mouse button and look around with your character. Hold down the left Ctrl key while you do it. Do you see other players' names in blue? If so, you are likely in one of the locations collectively called towns which can range from a smaller outpost to a thriving mission hub. Alternatively, do you see red dots on your mini-map and red names onscreen like "Crimson Skull Ritualist" when you hold down left Ctrl? If so, then you are outside of a town in the great, wide, everything else.

Getting Around

You won't get very far unless you learn how to navigate your hero. You can move your character around using the keyboard, the mouse, or a combination of both. Note that some stretches of the landscape are impassable such as steep ledges and towering cliffs—efficient movement is not just a matter of finding the right direction; it is also necessary to discover the correct path.

Keyboard Movement

Run	W
Autorun	R (or press W twice)
Turn Left	A
Turn Right	D
Back up	S
Reverse Direction	X
Strafe Left	Q
Strafe Right	E

Mouse Movement

- To move using the mouse, aim the mouse pointer at a patch of ground and click the left mouse button. Your hero will automatically walk to that location. This is often a great way to maneuver around obstacles and rough terrain when the path may not be entirely clear.
- To exercise direct mouse control, hold down both mouse buttons at once. You can steer by moving the mouse left or right whether you are using the click-move method or double-button style.

Camera Control

Use the mouse to change the camera's angle (your view of the world) or to zoom in and out on the action. You can also invert the camera controls (a common choice for players of first-person shooters) in-game via the Menu > Options > Control Setup page.

Zoom	Scroll the mouse wheel forward and backward to zoom in and out on your character and the environment.
Rotate Camera	Hold down the right mouse button and move the mouse to change the camera angle (also known as "mouselook").

Mini-Map

The mini-map gives you an overview of your current area and appears by default in the upper right corner of your screen. With it, you can track the locations of allies, enemies, NPCs, and other players. You can also use the mini-map to communicate strategy with your teammates by clicking the mini-map to "ping" that area or by left-clicking and dragging the mouse to draw on the mini-map. Drawing is especially useful when coordinating your group's movements and strategy, or when you're leading a less experienced team of allies through a mission or quest with which you are familiar.

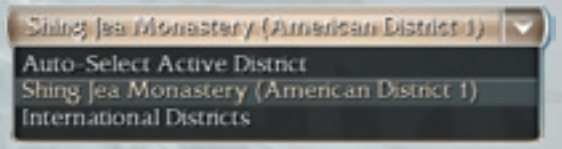


Allies:	Green dots represent your allies.
Players	Blue dots represent other online players inside the confines of a town. When they are on your team, players become allies (green dots).
Foes:	Red dots indicate the location of foes.
NPCs:	Green dots represent non-player characters (such as villagers, traders, and henchmen) not hostile to your party.
Danger Zone:	This circle represents the radius beyond which monsters cannot detect you. Monsters inside this "aggro" zone can become aggressive and attack you.
Ping:	Click to "ping" the mini-map and point out a location for party members.
Mission Pings:	During missions, red pings often indicate high-priority targets. Green pings indicate the location of important items.
Map Drawing:	Click and drag to draw on the mini-map to diagram strategy for your allies. Opponents in PvP cannot see your side's mini-map drawings.

District Menu

When you're in a town or outpost, the District menu appears in the upper left corner of your screen. When a large number of people enter the same location, additional districts may appear to keep towns and outposts from getting overcrowded. When meeting friends, be sure to specify which district you are in so they can find you easily. No matter which District you are in, you can always whisper to a specific player or get in touch with your guild mates, but your global chat will only go out to the other players in your town and District.

Choose the desired district from the drop-down menu.



International Districts

Guild Wars Factions lets you play with anyone, anywhere, anytime. While your *Guild Wars* account is specific to the country you live in, you can meet and adventure with players from other countries using International Districts. For example, if you normally play in the American region, and you have a friend in the Korean region, the two of you can meet in the International District of any town and form a party together. Use the drop-down menu in the upper left of the screen to get there.

Map Travel

The world map opens up every available map location. In overview mode, the display shows the entire continent. The close-up map shows your current region as well as the towns and outposts you have previously visited. Switch between views by clicking the left mouse button.



Map Travel	Press M to bring up the travel map. To instantly travel to any town you have visited before, click on its icon. (Press M again to exit.)

Tracing Your Steps

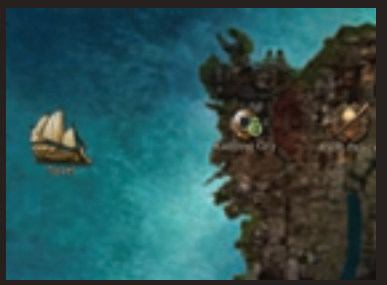
The map is also available during missions or when exploring the landscapes between towns to meet a quest objective. Press U to bring up the Area map. Your path is marked with a red dotted line that shows you where you are, where you've been, and where you're going. The details of each area map are revealed only as you encounter that area; until then you will only see a fogged-out view. You can use map travel even in the middle of combat but remember: you will be abandoning your allies if you do so and will have to try the mission all over again.



Map Markers

Special icons mark towns, markets, guild halls, and mission areas on the map travel screen. They appear as pins when in overview mode, and as more distinct markers when zoomed in. Mission locations are represented by a shield, while towns and outposts have their own symbols. As you complete missions, additional map locations become available. You can also unlock new locations by simply walking there and blazing your own path. You may encounter plenty of monsters to fight along the way, but it's not the most efficient way to earn experience and advance in the game, as quests and missions generally earn you greater rewards than combat alone.

	Town
	Sparring Mission
	PvP Mission
	Completed Mission
	Guild Hall
	From the overview map, click once to zoom in for a closer look at a region. (Click again to zoom out.)
	Click to use boat travel and access other world maps.
	While zoomed in, click a location icon and read about the area. Click Travel to travel instantly.
	Press M or click the map button to exit the map and return to your current location.



Towns and Landscapes

Towns are the social hub of *Guild Wars Factions*. When you are in a town, you can see and meet other players, visit merchants and trainers, collect quests from quest-givers, form an adventuring party (or hire henchmen if you prefer to play solo), and even organize your fellow gamers into an impromptu dance party. While in town you can rearrange your skills and attributes and trade up for better equipment. Once you leave town (either by walking out the front gate or entering the mission attached to that location) you will no longer see other player characters, but will have the whole world to yourself and to your party. You may encounter NPCs—especially collectors, merchants, or traders—while in these areas.

Buying and Selling

As you fight the good fight across Cantha, you will collect a lot of loot from fallen foes. Often this will be gold (accepted as legal tender throughout the world of *Guild Wars*). Sometimes the loot comes in the form of an item: a weapon, a piece of armor or a shield, perhaps a salvageable hunk of your enemy's hide. Most town marketplaces offer merchants and outfitters, weaponsmiths, crafters, and trading vendors of various types who can take these items off your hands in exchange for what you really want—better items or even more gold.



... With NPCs

Left-click on a vendor to start a transaction. Most trades are a simple matter of selecting the item you wish to buy or sell using the appropriate tabs at the top of the commerce window and the left mouse button, but sometimes you will need to adjust for market forces by obtaining a price quote. To easily spot NPC vendors in the crowd, hold down the left Alt key.

... With Player Characters

You might find better equipment (and better deals) buying and selling with your fellow players. To trade with another player, target that player and hit the Trade button at the top of the screen. You may then submit an offer in gold or trade for another item from the trading player, but you must accept the offer to seal the deal.

Meet the Townsfolk

Most of the following types of NPCs can be found in towns. Smaller outpost towns will usually be inhabited by a less diverse variety of non-player characters—a merchant, a Xunlai storage agent, one or two quest-givers or storyline figures—while the larger hub towns (which are distinguished by a larger icon on the map) usually have a more varied population. Mission towns—signified on the map by the large shield icon—are geographically large, but like outposts they have a limited variety of NPCs.

Henchmen

Henchmen are computer-controlled adventurers who are always available to help round out your party so you can take on missions even when you don't have the required number of living players. Need one more player in your party? Hire a henchman who fills the specific party niche you need. Want to play a difficult mission by yourself? Hire several henchmen who can fill the roles normally taken by your fellow players.

During a mission, henchmen will follow you and attack the targets you choose. They'll also heal your party (and will resurrect fallen party members if possible). Henchmen take their share of the spoils of each mission, including experience points earned from vanquishing enemies and loot, but will not take from XP earned completing your objective. Look for henchmen in towns and outposts near mission gateways.

Merchants

Merchants sell many basic supplies, such as Identification Kits that tell you exactly what a magical item in your inventory does, or Salvage Kits that allow you to recover crafting materials from otherwise useless loot. Merchants, like other vendors, will buy all manner of items from you—weapons and armor, found items, dye, and crafting materials. Look for [Merchant] after the NPC's name when you're looking to trade.

Weaponsmiths

Whenever you acquire a new weapon that you plan to equip and use, it pays to visit a Weaponsmith to have it customized. If you plan to sell armaments on the open chat market, *don't* customize them—customized weapons are only useable by the individual player they are tailored for, rendering them useless for everyone else (except Weaponsmiths). Look for the [Weapons] suffix after the name of a Weaponsmith when you're ready to trade implements of war.



NOTE: **Armor is always customized for the character using it, so don't bother trying to sell or purchase armor from other player characters. And always use common sense when trading with other players, and take a good look at what you're buying and selling before you agree to a trade.**

Crafters

The Crafter can create new armor out of raw materials you've found or salvaged, such as shells, hides, ingots, or slabs of rock. Crafters can also upgrade existing items for you using upgrade components you've acquired, such as hilts, pommels, hafts, grips, and bowstrings. [Armor] will appear after the name of armor Crafters. Weaponsmiths can sometimes craft items as well.

Traders

Traders buy and sell items you can use to alter existing ones or to create new items. Traders base their prices on what the market is currently offering, so you must get a price quote when you want to sell or buy an item in a Trader transaction. Traders deal in dyes that you can use to customize your character's armor, runes that add powerful bonuses to weapons and armor, and scrolls that improve magical abilities. There are also traders who deal exclusively in materials (either rare or common) that Crafters can use to create new armor and weapons. If you're simply out for gold, you can usually get a better price for your materials from Traders than with a Merchant or Outfitter. The Trader's specialty is indicated after the NPC's name ([Dye Trader] for example).

Xunlai Storage Agents

Xunlai Agents are NPCs belonging to an ancient, respected, and utterly incorruptible banking guild. Xunlai Agents can be found in most every town you encounter. Each character wishing to utilize storage must pay a Xunlai agent 50 gold pieces to open an account. Once this nominal fee is paid that character will never have to pay again. The storage account is shared by all of the characters on your *Guild Wars* account, making it an easy way to transfer gold or items from one hero to another. For example: if your level 20 Warrior/Monk finds a rare bow that your level 15 Ranger/Elementalist could make good use of, your Ranger can withdraw the item from storage for use. By effectively using an agent to store your useful and valuable items, you free up your character's personal inventory so you can acquire new spoils. Xunlai Storage Agents are easy to spot since they do not have proper names—just look for any NPC named Xunlai Agent [Storage].

Skill Trainers

The Skill Trainer sells skills belonging to all professions, though each vendor usually boasts a unique selection. The Skill Trainer may offer skills that you can alternately earn by accomplishing quests; so spend your skill points (and the gold that the Trainers require) wisely. At higher levels, Skill Trainers sell the Signet of Capture, which is a special item that temporarily takes up a skill slot. As the name implies, this signet allows you to capture skills—including valuable elite skills—from any fallen "boss" enemy. Boss enemies are identified by a proper name (first and last) and are bathed in a colorful aura, which signifies their power. They are usually located at the heart of an enemy stronghold or territory and are significantly more powerful than their surrounding minions. The boss must have skills that you can use or the Signet of Capture will be unable to target the fallen foe. A Skill Trainer's name is followed by [Skills].

Collectors



Collectors are one of the only types of NPCs you find as often outside of a town as you do inside. Collectors are NPCs who, for whatever personal reasons, need large quantities of certain trophy items which fall from the bodies of enemies you slay in the wild. Many Collectors offer a wide variety of somewhat powerful weapons and other items in exchange for these trophies, while a few can give you high-grade magical armor you won't find for sale at a Crafter. Even if you don't have a great need for whatever reward the Collector has to offer, you can almost always turn a profit selling that reward later, trading it to a friend, or giving it to one of your own alternate characters via Xunlai storage. Collectors are identified by the suffix [Collector] after their names. Don't be surprised to find them in the most unlikely and inhospitable landscapes.

Quest-Givers

Many NPCs have no particular profession related to buying or selling. But like most citizens, they require the services of a hero or two (or six, or eight). If an NPC has a quest to offer, you will see a green exclamation point over that NPC's head. You may not always return to the same NPC to "cash in" that quest for experience and other rewards, so consult your Quest Log (press L) to keep track of your current quests, missions, and objectives. Some quest-giving NPCs have multiple jobs to hand out throughout the story, so check back with your old contacts as often as you like.

Other NPCs

Not every NPC buys, sells, or even offers quests. Sometimes an NPC might be part of a quest or mission objective. For example, an NPC's job could be to pass on crucial information or fight at your side against a dire foe, or act as a temporary ally you must protect at all costs. Some NPCs are essentially part of the environment (like guards, town criers, or other students) or become such when the quests they assign you have been completed. Others might provide you with a bit of information about the current region, including history, current conditions, and local enemy activity.

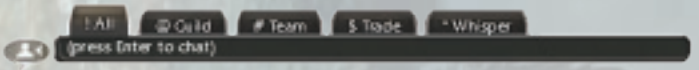
Encountering Other Heroes

To communicate with other heroes, use the chat commands to speak to the entire town, to your party members, or to a single, specific player. You can buy and sell rare items on the Trade Chat (usually for a better price than you'd get at the Merchant). You can chat exclusively with the members of your current team using using Team Chat (press #), or check in with the members of your guild on Guild Chat by pressing the @ key. Interacting with other players, competing with other guilds, and teaming up for quests and missions is essential to maximizing the gameplay experience.

Chatting

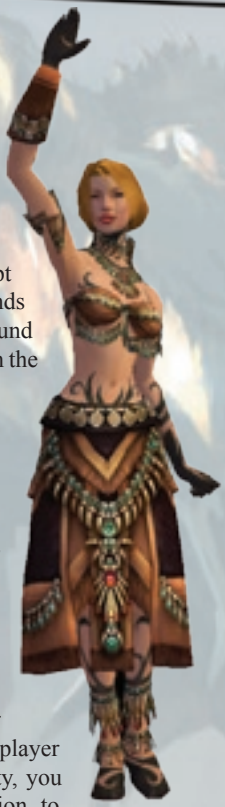
You can type messages into the chat window and send them instantly to everyone in the area, or just to your team or guild specifically.

- **To open the chat window, press Enter.**
- **To chat, type your message in the text field, then press Enter again.**
- **To select a specific chat channel, left-click on the appropriate tab, or use the shift and number keys associated with that channel. Team Chat, for example, can be accessed by hitting the # symbol (i.e., shift +3).**
- **To review a chat session, click on the word balloon symbol in the lower left and use the scroll bar to view the text.**
- **To whisper a private message to another character, bring up the Whisper Chat menu by pressing ". Enter the player's name you wish to converse discreetly with and tab over to the message field to type your text. Whispering works across districts and geography and is the best way to track down friends when you're not sure where they are.**



Emotes

Your character can perform a number of different actions that help you communicate (and entertain) your fellow players. To perform an emote, hit Enter to bring up the chat window, then the / key followed by the name of the emote. For example, /dance will make your character get down and boogie until you take another action; /laugh will cause your character to erupt with hearty laughter. Experiment with different commands to see what your hero can do. A list of emotes can be found in the *Guild Wars Factions* Quick Reference card, and in the *Factions Guidebook* (on sale separately).



Forming a Party

Missions are generally designed to support 4–8 players. Travel directly to the mission area to find party members, or stop in towns along the way to recruit a team. It's simple to add a player to your party. Just left-click on the player with the mouse pointer, and then press the + symbol next to the character's name to add that player to your party. If the other player is already in a party, you will have the option to join that team if there is room. Party leaders are designated by a blue icon floating over their heads, which denotes the size of the current group. You can invite henchmen onto the team in the same manner, but they do not have the option to refuse.



Adventuring



THE GOOD FIGHT

Combat is a way of life. Master the basics of fighting before you jump headlong into the game, or risk a premature trip to the afterlife. Read on and get educated.

COME EQUIPPED

Before you enter a mission or a wilderness area (in other words, before you leave town), load your Skill Bar with the eight skills you think will serve you best in the coming conflict. At the start of the game you'll have empty space, but as you learn and earn more skills you'll need to be selective in how you equip your character's skills. Your hero's armor (courtesy of your primary profession) is already equipped. Make sure your chosen weapon is at the ready, and any alternate weapons are loaded onto the quick weapon menu (keys F1–F4).

Equip Weapons	Equip weapons and armor from your Items menu, which manages the items you have acquired.

YOUR INVENTORY

There are two ways to access your inventory. Press the I key to bring up the inventory interface that lets you equip weapons, armor, and off-hand items like shields and artifacts. You can then navigate between your backpack, belt pouch, and extra bags with keys F5–F8. Press F9 to bring up a separate window that displays all of the items in all of your bags at once. Bags are expandable via certain upgrades, and you can expand your inventory even more by opening an account with a Xunlai Storage Agent.

ITEM RARITY

An item's worth is determined by its usefulness and rarity. Common items—including weapons, armor, and most anything else—will have names in white lettering. Magic items with innate magical power have names written in light blue, while the names of uncommon items are displayed in purple text. The most rare and valuable tools of the trade have names written literally in gold. Unique items belonging to a single boss will sometimes drop when that boss dies; these items' names are shown in green (boss items are not necessarily better than gold or purple items).



If you're looking to sell items, be sure to hit Trade Chat before you go straight to the Merchant or Trader. You will almost always get a better price from your fellow gamers if you're a reasonable negotiator.

Weapons

Every profession has a unique type of weapon all its own (though any profession can use any weapon if necessary), but only the character type that meets a weapon's requirements will get the most out of it. For example, a Warrior with high Swordsmanship skill would want to use a sword that required a certain level of Swordsmanship attribute points. That same Warrior, however, would not be able to get the most out of a bow that required 8 attribute points in Marksmanship—but a Ranger certainly would find that bow effective. When you find or buy a weapon you intend to use for a while, be sure to hit the Weaponsmith in town. This type of NPC can customize your weapon so that it does more damage, but no other character will be able to use it (meaning you likely won't find a buyer).

Armor

Your primary profession determines what type of armor you wear—a Ranger/Necromancer is always going to look like a Ranger. Pieces of armor, unlike weapons, are customized by default when you buy them. You can purchase armor from an armor crafter NPC if you have the components (bought from a Materials Trader, for example) and gold to meet the crafter's price. You might also find Collector NPCs that offer you even better armor in exchange for trophies you collect from fallen enemies—this armor is often your best option if it's available. Enemies occasionally drop armor when felled, but it is customized for them and cannot be worn by heroes.

Kits

Merchants sell two item types crucial for getting the most out of the other items in your inventory: Identification Kits and Salvage Kits. Identification Kits come in two varieties: normal and superior. The only difference between the two is the number of times you can use them. When you find a magic item of any kind, the word "unidentified" will appear beneath its name in your inventory. Use Identification Kits to find out the true identity of an item and its most effective use. Salvage Kits are divided into normal and expert classification. Normal Salvage Kits can break down most anything in your inventory into materials like leather or cloth which are useful for crafting. Expert Salvage Kits let you retrieve Runes and upgrade components from valuable magic, uncommon, rare, or boss items. Expert Salvage Kits can also let you salvage rare materials from most any common item. To use any kind of kit, simply double click on it and then click once on the item you wish to identify, salvage, or augment.

Salvage Items

Salvage items are the remains of enemy armor. You can't use these items yourself, but you can use a normal Salvage Kit to break them down into useable materials for crafting. Some rare salvage items also contain Runes or weapon upgrades, so be sure to use an Expert Salvage Kit on those items after identifying them.

Crafting Materials

Crafting materials come in two flavors: common and rare. Crafters such as Armorsmiths and Weaponsmiths use items like tanned hide squares, shells, wood planks, and steel ingots to create weapons and armor, among other items. You can sometimes find materials dropped by enemies, and you can also get them by salvaging other items. When you need a specific crafting material—especially something rare—your best bet is to hit the Materials Trader NPC and bring along some gold. By the same token, you can unload materials you don't expect to use at the Materials Trader and get some of that hard-earned gold back.

Runes

Runes are arcane symbols that magically alter the nature of a piece of armor. Certain uncommon or rare found items—especially magical salvage that appears to have no other use—contain Runes you can retrieve with an Expert Salvage Kit. You will be notified when you identify an item that contains a Rune, and if it's not one you intend to use it might fetch some gold from the Rune Trader in town. Your character can only use Runes tied to your primary profession—your Warrior/Necromancer cannot use the Necromancer Minor Rune of Curses, but can use the Warrior Rune of Minor Swordsmanship. Note that the effects of Runes do not stack—if that same Warrior/Necromancer is

already using Ringmail Gauntlets of Minor Swordsmanship, using that Rune to create a Gladiator's Helm of Minor Swordsmanship will give you no benefit.

Upgrade Components

Upgrade components are similar to Runes and have similar effects, except that they can only be applied to weapons, whereas Runes can only be applied to armor. Weapons can also be modified by two different types of components—a single staff can be upgraded with both a staff wrapping and a staff head, for example. Upgrades can be used by any character profession—although, again, the weapon type should sync up with your attributes if you want to get the most use out of it.



Scrolls

Scrolls are special items that lend your hero a temporary enhancement, often an effect to augment the amount of experience you and your party receive. They also come in differing levels of rarity. Some scrolls have effects with distinct time limits. Rare Scrolls can be purchased from a Rare Scroll trader, and are usually quite expensive.

Trophies

So you've been adventuring for a few levels, and your bags are packed with carapaces, jawbones, lodestones, and other trophies of your battles. If you need gold, you can sell trophies to the Merchant. You might hold on to those items if you have the room in your inventory and don't need instant cash. Collector NPCs will take those pieces of fallen foes and turn them into magic items of much more use to you. Some Collectors offer armor that's often better than what you can get from a Crafter.

Quest Items

Quest items take up slots in your inventory like any other item, but usually cannot be sold to a merchant. Sometimes you might receive more quest items than you need to satisfy a given quest objective, however, and you can sell such items on the "open market" of Trade Chat. In general, you have no more need for the item once you've finished the quest.

Bundle Items

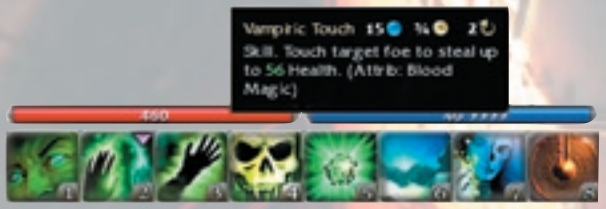
Bundle items are special objects in the game world that don't fit into your backpack or bag—your character must carry them in both hands, preventing you from using melee attack skills until the bundle item is set down. Bundle items are usually associated with quest or mission objectives, and represent items you must personally deliver somewhere else (though Ritualists can spawn bundle items for use, and PvP flags are "non-mission" bundles). Using instant map travel while carrying a bundle item will only rob you of the bundle item in question. Some special bundle items give you a magical bonus when you drop them (or while you carry them). In a group, bundle items are usually carried by professions which use magic, since carrying one does not prevent you from casting Spells, Enchantments, or other magical skills.

Loot and Treasure

As you defeat enemies, items or gold will usually fall next to the corpse of the fallen. Gold can be picked up by any player character in the group, and is divided among all party members (including henchmen). You may only pick up loot items that have been reserved for you at random (if you are playing completely solo you will always be that random player).

THE SKILL BAR

Your Skill Bar holds a maximum of eight skills, so it's important to carefully choose which skills to arm your hero with prior to leaving town and entering battle. Your currently equipped skills are displayed in the Skill Bar. Each Skill Bar slot is mapped to a number key on your keyboard. To examine all of your available skills, hit the K key on your keyboard.

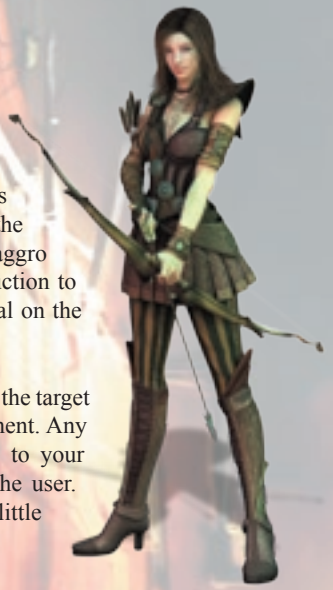


Equip Skills	Drag skills from the Skills menu to the Skill Bar. You can only equip skills in towns and outposts.
Use Skills	Click the target foe or ally on which you wish to use the skill, then either click on the skill to activate it or use the corresponding number keys (1–8).

Skill Tips:

- Most skills have an Energy cost. Keep track of how much Energy a skill requires and how much you have readily available, especially if your character uses magic often.
- Active skills are fully lit. Darkened skills are temporarily inactive and require either recharge time or adrenaline in order to utilize, or reflect a single-use skill that has been spent (such as a Resurrection Signet).
- You can use non-attack skills (skills that do not require the use of a weapon) on an enemy or ally while continuing to attack your primary target with your weapon. These non-attack skills are usually Spells. To target an ally with (for example) a healing Spell without letting up on the enemy you are attacking, simply click on the ally's name on the Party menu, then use the healing Spell. To target an enemy in this fashion (since some offensive Spells can be used without changing your attack target) hold down the Shift key while you target that enemy.
- Some skills—particularly those associated with the Warrior profession—require adrenaline and will recharge automatically during combat since you build up adrenaline during the fight. Adrenaline is a bit like Energy, except you do not have a bar with which to track it. To check on your current adrenaline levels, just check an adrenaline-based skill on the skill bar. When it is brightly lit, the adrenal skill is ready to use.
- Some skills require a particular weapon type, such as a sword, axe, or bow. If a skill reads "Sword Attack," you cannot use that skill while wielding any other kind of weapon.
- You cannot alter your Skill Bar in any way while outside of town except in rare cases where you have unlocked a new skill from an NPC or enemy boss. In town, you can rearrange and sort your skills to your heart's content.
- Signet skills do not cost Energy to use, but usually take time to activate—time during which you can be interrupted or hit. Use cautiously!
- Many Assassin skills make use of the Shadow Step ability, which is not a skill in and of itself. Shadow Step allows an Assassin to move instantaneously to a target and makes this profession highly effective against a single foe.
- The Ritualist uses many Spirit skills introduced in *Guild Wars Factions*. These Spirits act as allies and sometimes grant special enhancements to the party, but do not move around like a Necromancer's minions.

Range and Distance



Any spells you cast will reach no farther than the edge of your danger or aggro zone, marked by the white circle around your character on the mini-map. This distance is roughly 88 feet in the game world. Various bows have ranges which fall inside this radius (like the flat bow) or extend much further outside the aggro zone (like the long bow). For a deeper introduction to ranged attacks, explore the in-game PvP tutorial on the Battle Isles.

Melee attacks and skills calling for you to touch the target require you to be within two feet of your opponent. Any attack affecting a character or foe "adjacent" to your primary target is effective within 13 feet of the user. Shout skills have a range of about 40 feet—a little less than half the range of a Spell.

Staying Alive

Health & Energy

Health and Energy are a hero's most crucial resources, and their levels must be monitored constantly. Health keeps you alive, and Energy allows you to harness skills to increase your offensive and defensive capabilities in battle.

The Health Bar

The Health bar measures your current well-being. Damage is usually dealt by an enemy, though some skills like Curses also have a negative effect. Healing skills replenish Health. Your maximum Health is determined by your profession and current level. Health regenerates over time outside of combat, and while some Spells speed regeneration, others cause it to degenerate. As your level increases, your maximum Health increases as well. Arrows to the right or left of your Health bar will tell you which way your Health is going, and sometimes it will change color depending on the effect you are suffering. Being struck with a Poison effect, for example, turns the Health bar a sickly green.

When your Health reaches zero, your character dies. Depending on the current mission or adventure, you may be resurrected on the field by your allies, at your base by your priest, or (in solo missions) at the nearest outpost or resurrection shrine. Each death incurs a Death Penalty, which lowers your maximum Health and Energy. You can work off your Death Penalty by earning experience points or gaining a Morale bonus by defeating an enemy boss. When the mission ends or you return to a town or outpost, Death Penalties are removed.

During any battle, keep an eye on your Health bar and be ready to heal yourself or alert your team (Ctrl-click on your health bar to "report" your status to teammates) before your Health gets too low. A critical hit can reduce your Health drastically, and some Hexes and Conditions can cause Health to degenerate rapidly. If you have any qualms about your party healer being able to reach you in time, consider bringing along a skill such as Healing Signet that can keep you from dying.

The Energy Bar

Energy powers most skills and Spells, so maintaining this resource is critical in battle. The Energy bar displays the amount of Energy you have with which to use skills. Each skill has an Energy cost associated with it, and using a skill will deplete that cost from your Energy bar (note that sometimes the Energy cost is zero as is the case with most Signets and adrenal skills that draw on a different resource). Your maximum Energy is determined by your profession, though some skills and conditions temporarily increase or decrease your maximum Energy. Some magical items provide a permanent or temporary increase.





When you are under a Hex or some other negative Condition, your Health and/or Energy may degenerate, as indicated by the arrows in the Health or Energy bar. Left arrows [<<<] indicate degeneration, while right arrows [>>>] indicate regeneration. More arrows mean faster Health and Energy regeneration or degeneration. Regeneration and degeneration can accelerate rapidly if you don't keep an eye on them.

Death and Resurrection

Your character may die multiple times while fighting or exploring in a particular area. When you die, allies can resurrect you on the field using a skill or signet (when in PvP a priest at your team's base can do the job). In cooperative missions, the death of the entire party means you have failed as a team and must return to the outpost to try again. A "wiped" party on a quest in an explorable area will simply resurrect at the nearest resurrection shrine. In the latter case, you will return to life with a death penalty (DP), which reduces your maximum Health and Energy.

The Death Penalty

Each time you take a death penalty your maximum Health and Energy levels are reduced by 15% (this number can be modified under some circumstances—for example, if you already have a +4% morale boost from slaying two named boss enemies, your DP will come to only 11%, but at the cost of your morale boost). Each consecutive death stacks on more DP, increasing by 15% every time, for a maximum of 60%. You can work off DP by earning experience points in battle, or more quickly by gaining morale boosts from boss enemies. All Death Penalties are cancelled when you return to a town or outpost.

Morale Boost

Slaying certain enemies gives you a morale boost expressed in much the same way as the death penalty—except the positive percentage is applied to your stats instead of a negative. The enemies which give your party a morale boost are the same enemies you can sometimes steal skills from after they're dead using a Signet of Capture. These enemies, referred to as "named foes" or "bosses" since they have a proper first and last name instead of a generic one, are easy to spot thanks to the glow around their bodies. Each one your party destroys gives you a +2% morale boost. Note that under some specific circumstances, non-boss enemies will also give you a morale boost—in such cases, you will be told which "no-name" enemies you can slay to get the advantage.

Enchantments and Hexes

Spells of the Enchantment and Hex subtype are excellent examples of magical powers that can boost or lower your abilities in battle. Enchantments provide aid for a period of time by providing offensive and defensive advantages such as extra armor, firepower, or healing. When you cast an Enchantment Spell on yourself (or when an ally casts one on you) an icon appears onscreen to tell you what Enchantment you are under.

Hexes work in the opposite fashion. If an enemy casts a Hex Spell on you, an icon appears depicting the Hex with which you've been afflicted. Mouse over these icons for information about the Enchantment or Hex currently affecting you.

Missions and Quests

If you are playing a roleplaying character, much of that hero's life will be taken up with missions and quests which earn that character experience, provide you with valuable loot, and allow you to explore the full scope of the rich storyline running through the game. Missions and quests provide you with the goals and objectives you must meet to advance the story and grow into a legendary hero of Cantha.

Don't Go It Alone

Most missions and quests are easier to complete with several players—and in many cases, a large group of players can be critical to your success. To find other players to adventure with, travel to a town and use the chat system to invite players to join your team. Computer-controlled henchmen are always looking for work aiding heroes at the gates of towns and outposts, so consider dragging a few along if you don't feel like recruiting total strangers.

Finding Your Way

Note that the correct path to your destination will not always be in the same direction as the green pointer. Often, the only way to get to a particular spot is by following a course that may twist and turn in the "wrong" direction for a time. If one or more member of the party has been through the area before, let them plot a course on the mini-map to guide you to the destination.

Fighting Creatures

Virtually anywhere you travel outside the safe confines of a town, you are likely to encounter hostile creatures that will happily eat you or your party for lunch. This may be true when you are engaged in the story mission at Minister Cho's Estate, or if you simply decide to go for a stroll outside Senji's Corner. Keep the following in mind if you want to survive.

Targeting Enemies

To quickly target and attack the nearest creature, press Tab to highlight an enemy, then press Space to attack. Tab targeting allows you to cycle through the enemies you can see on your mini-map. To reset the cycle you can press the \ key to re-target the closest foe. This is useful when you are involved in an especially intense melee—enemies move around while you're fighting them, and if you only use the Tab key you might unintentionally target a distant foe, thus drawing more hostiles to your location before you and your team are ready to deal with them.

Targeting Allies

You can target allies by clicking on the ally's name in the Party menu or by selecting the actual ally. When you've targeted a friendly, you can perform various actions on them. You can heal allies, open a Trade window (by clicking the Trade button at the top of the screen), and follow the ally by hitting the Space Bar (note that once you catch up to the ally, you will need to hit the Space Bar again to keep following). The follow command is useful when a group leader is guiding others through an unfamiliar area.

Calling Your Target

You can effectively coordinate attacks by "calling the target." To call your target, first target the enemy with Tab or by left-clicking on the enemy's name. Hold down the Ctrl key and hit the Space bar (or the number for the Skill you're using) to start your attack. Your character will automatically send a message to the party declaring "I'm attacking [enemy's name]!" You will also see a small crosshair icon appear next to your name on the Party menu. Other party members need only left-click on the crosshair and they will target the exact same foe you are going after. Focusing on a single foe is often an excellent strategy—most groups will home in on the enemy's healer or healers at the onset of a battle, or will gang up on an especially tough boss character. Calling targets works just as well in cooperative play as it does in PvP. Most groups like to assign calling to an individual player, often a ranged attacker who will be pulling enemies, or a tank character running into the fray.

Communication Made Easy

The same principle that lets you call targets also gives you a quick and simple method for communicating with your party in the heat of battle without the distraction of typing words. The "Crtl + command" trick works with just about every command and with many interface elements. For example, say you want to find out (and share) your level and how far away you are from earning your next level. Just hold down the Ctrl key and click on the XP bar. Your character will declare to the party, "I'm level __ and I'm __% to my next level." If you want to let the party healer know you're in Health trouble, hold down the Ctrl key and click on your Health bar. Perhaps you want to describe exactly which skill you are using, either on an ally or on an enemy. Again, Ctrl + command comes to the rescue—hold down Ctrl, hit the skill you want to use, and your character will declare (for example) "I'm using Resurrect on [ally's name]!"

Meeting the Challenge

Story Missions

When you begin *Guild Wars Factions*, a limited number of story missions await you. As you complete them, others will become available. The map displays available story missions and also tells you which ones you've already completed. Missions are the primary vehicles for advancing the epic storyline in *Factions* and they offer a lot of XP to go along with detailed and dramatic cinematic cut scenes illustrating the epic nature of the game.

In order to successfully complete a mission or secondary objective, you must meet its goals before you end your online *Factions* session. You can attempt missions at will, so feel free to come back and complete objectives later, if you wish. When a mission objective has been completed, the mission shield icon appears onscreen with a written summary of the experience you have earned.



NOTE **TO *GUILD WARS* VETERANS: Unlike missions in the *Guild Wars Prophecies* campaign, story missions in *Factions* do not feature bonus mission objectives. Instead, you will be awarded between 1 and 3 sword icons based on your performance on the mission; each mission is connected by special "link quests."**

Special Missions

Two new mission subtypes are introduced in *Guild Wars Factions*. These missions are similar in structure to story missions, but do not have an impact on the storyline. To play these missions you will still go to a town, gather a party of players or NPCs, and hit the "enter mission" button to begin. To learn more about elite and challenge missions, check out the *Factions Guidebook*.

Elite Missions

Elite missions are a special cooperative play challenge for high-level characters. An elite mission is played by a large group of characters on a dungeon-style map featuring multiple rooms, and offers many rewards in the form of gold and rare items. Elite missions allow parties of up to 12 players to team up and face the danger together. Each one has a unique set of objectives and victory conditions, and are only accessible to the highest-ranked alliances on either the Luxon or Kurzick side.

Challenge Missions

Challenge missions, like elite missions, are designed for high-level characters looking for big danger and bigger rewards, but are not restricted to the highest-ranked alliances. Challenge missions feature specific goals and objectives depending on the map. Challenge mission maps are smaller than elite mission maps, and are noteworthy for the waves of foes you will face which frequently re-spawn in a small area. Challenge missions feature a maximum party size of eight, upping the difficulty factor.



Quests

While in towns or adventuring areas, you can take on quests to earn experience and other rewards. Quests are similar to missions in that you are provided with a set of objectives and a

defined goal. Unlike missions, quests are optional and not necessary to advance the core storyline. Heroes receive quests from "quest-giver" NPCs—look for such characters with an exclamation point floating above their heads. The exclamation means that the particular NPC either has a new quest to offer or has information critical to your current quest.

Quests (and missions, while you are attempting them) are clearly described in your Quest Log (press L to bring it up). To find the next objective on a given quest, simply highlight it in the log. The next objective will then appear as a green starburst icon on your mini-map (or if the starburst is out of range or in a different zone, a green arrow points you in the right direction).

GUILDS

A guild is a society of heroes joined together under a common banner. Each member is attired in a common cape designed by the leader of that guild. Guilds fight for prestige and honor in the competitive arenas found throughout the Battle Isles, a part of the world dedicated solely to such combat. Guilds are, naturally, at the heart of *Guild Wars*. With your guild (should you choose to join one) you compete against others in PvP missions and tournaments, the results of which determine each guild's ranking in the *Guild Wars* world. You can create your own guild, or if you're invited, you can join one of the many already in existence.

When you create or join a guild, all of your player characters automatically become members. Your rank in the guild determines whether you can invite other players into the guild and grant them membership. To bring up information on your guild (including the "guildies" currently online) press the G key; to chat with members of your guild press Enter and then select the appropriate tab.

Guild Halls

As the members or your guild gain wealth and earn levels, you will want to consider a Guild Hall. You will need a substantial sum of gold (many guilds form a gold pool to share the cost) and a Celestial Sigil, which is earned by accomplishing legendary and high-level deeds in the Hall of Heroes. There are several styles of Guild Halls to choose from in a wide variety of landscapes. Your Guild Hall is a place where you can meet and socialize with other guild members—and your character may even have to fight to defend it.

Create a Guild	Visit the Guild Registrar in any large town to create a new guild. Follow the onscreen instructions to name your guild and create a unique emblem for your members to wear.
Invite Members	When you invite players to join your guild, they'll receive an invitation, which they must accept in order to become a member. If the person you invited already belongs to a guild, you will receive notification and your invitation will not be sent.
Join a Guild	When you are invited to join a guild, you can accept or decline.
Guild Ladder	Your guild earns rating points for each battle victory, and the Guild Ladder on the *Guild Wars* website tracks the top 1000 guilds according to rating points earned.

ALLIANCES

When a single guild is not enough, it's time to form alliances. An alliance is a group of guilds that can freely visit each other's guild halls, can easily identify one another in town, and share a single alliance chat channel. Alliances take their name from the founding guild, and the leader of that guild is also the leader of the alliance. No more than ten guilds can be in an alliance. Alliances can help each other gain faction points based on the actions of their members; they also represent an even larger group of familiar players with whom you can go adventuring. In *Factions*, alliances are aligned with either the Luxons or the Kurzicks.

Forming an Alliance

An alliance leader (or a guild leader who wants to become an alliance leader) can invite other guilds to join an alliance. The guild leader sending the invitation handles this through the in-game user interface; and the alliance leader (presumably with a little help from fellow guild members) pays 1,000 gold pieces to bring the invitees into the alliance. An outside guild cannot ask to join an alliance—invitations to join an alliance only come from within the alliance. Any guild leader can remove his guild from an alliance at any time.





Player -vs- Player

Playing PvP

Player vs. Player, or "PvP," is the core of the competition that puts the "competitive" in the Competitive Online Roleplaying Game. There are many varieties of PvP competition. You will sometimes find yourself on a randomly selected team, though more often you will choose your group before entering a PvP contest. Your objective might be as simple as eliminating the other team, or it could be far more complex. PvP matches may also involve dangerous computer-controlled enemies on the map, so be watchful.



Competitive Story Missions: PvP or Not PvP?

Competitive story missions are placed in the storyline of *Guild Wars Factions* that will see your character joining one side or another in a team vs. team contest, usually for control of a resource or strategic location in that area. These are in essence player vs. player combat arenas, but with specific victory conditions found only in that mission. Competitive missions are one style of PvP play that does not take place in the Battle Isles (a unique section of the world comprised entirely of PvP arenas). Ready-made PvP characters will not be able to compete in these missions, heroes will need to roleplay to reach them. Once you have reached a competitive mission, however, you may go back and play through it again as often as you like.

The Battle Isles

PvP combat takes place in a region of the world dedicated solely to testing the mettle of heroes—the aptly named Battle Isles. Here acolytes of the Zaishen Order, a devout sect dedicated to the war god Balthazar, train for a never-ending series of PvP battles. Newly created pre-made PvP characters begin in this PvP zone, others may find transport here by ship. The Zaishen Order considers combat a sacred rite, and ensures that all fights are fair fights within their holy arenas.

Make Your Name on the Isle of the Nameless

You can learn all about PvP gameplay—and *Guild Wars Factions* combat in general—on the Isle of the Nameless. This is the starting location for all new PvP characters, and offers a full course of techniques and training. And while the focus is on player vs. player, you should check out this area even if you never intend to set foot in an arena. For starters, you will find out all about various Conditions you might find yourself suffering (such as Bleeding or becoming Dazed) and learn what skills and professions are effective against such conditions. The Isle of the Nameless also features training arenas (in case you do plan to go on to greater PvP glory) and targeting aids that can teach you the relative distance meant by terms like "adjacent" or "nearby."

Creating a PvP Character

You might join PvP combat with a fully developed level-20 roleplaying character. This will give you a wider variety of choices when it comes to skill selection and equipment, and experienced players tend to find



such characters perform strongly in player vs. player. If you want to get right to the fighting, you can create a new PvP character that starts at level 20 and comes with a smaller assortment of skills and equipment. Pre-built PvP characters can still be customized to a certain extent through weapon and armor choices.

PvP Combat

PvP battles consist of two or more teams of 4–8 players apiece all battling for supremacy. Team up with fellow guild members or other online players for PvP battles in Arenas, Guild Battles, or Tournament play. Use Team Chat and the mini-map to communicate strategy with your team, and be ready to adjust tactics on the fly!

Arena	Enter the Arena and compete in PvP gladiator-style battles for experience, or just for fun. Arena matches don't require you to form a party; the Arena creates teams automatically from available players. The Arena is a great place to find PvP action any time.
Guild Battles	Guild Battles pit guild against guild in a variety of situations that will test your skills and team spirit. Winning Guild Battles earns rating points for your guild, which increase your overall guild ranking and your guild's position on the Guild Ladder.
Alliance Battles	These battles take place on special alliance battle maps found in the realm of Cantha. Alliance battles pit groups of guilds against each other in a quest to gain glory for their chosen faction—in this case, either Luxon or Kurzick. Players in alliance battles will gain faction points for helping one side or the other; the total faction points on either side determines factional control of other key locations on the map.
Tournament Play	Tournament play lets your guild compete for worldwide *Guild Wars* supremacy. Winning in the tournament earns you fame points.



TOURNAMENT PLAY

Guild Wars Factions features continuous tournament action wherein tens of thousands of teams compete for ranking and for the top position on the Guild Ladder. Assemble a team and engage in a series of battles which will challenge your skills and test your limits. The Guild Ladder on the *Guild Wars* website tracks each guild's wins and losses, and rates each guild accordingly. In Worlds at War, the international *Guild Wars* tournament, countries compete for worldwide *Guild Wars* supremacy.

TOURNAMENTS: COMMON FACTORS

All tournament battles have the following in common:

- **Ghostly Hero:** In each tournament battle, your team is aided by a Ghostly Hero. Some battles require you to keep him alive in order to succeed. Your Ghostly Hero resurrects along with your team.
- **Morale Boost:** The Morale Boost removes a percentage of any existing Death Penalties (DP) from all team members. If your team has no DP, each member receives a boost to maximum Health and Energy.

TOURNAMENTS: VARIABLE FACTORS

- **Resurrection:** Priests, when present, will resurrect dead team members every 2 minutes. If the priest is killed, dead team members stay dead unless a team member resurrects them. Some battles feature a permanent Resurrection Circle that cannot be destroyed.

TOURNAMENT BATTLES

Guild Wars tournament battles generally fall into one of these categories:

Qualifier (Single Party)

This is the first stage of the tournament. Battle a team of NPCs to prove yourself worthy of competing in the tournament.

Win Condition: Defeat all enemy NPCs.
Lose Condition: Your party is defeated and cannot be resurrected.
NPCs: Ghostly Hero
Morale Boost: Faster victory grants a larger morale boost. The clock will not start until a player approaches the enemy.

Tips:

- Keep your healers toward the rear and form a wall around them.
- Interruptions skills help defeat enemy healers.
- The morale boost for this battle carries over to future battles.

Annihilation

The goal in Annihilation battles is to survive until all other teams have been eliminated.

Win Condition: Defeat all members of the opposing team.
Lose Condition: Opposing team defeats your entire team.
NPCs: Ghostly Hero, Priest
Morale Boost: Kill the enemy priest.

Tips:

- Keeping your priest alive is extremely important in these battles; watch out for Rangers and Elementalists attacking your priest from a distance.
- Some Annihilation battles feature obelisks, which your team should attempt to control for an advantage. Take your flag to the obelisk to control it.

Capture the Relic

In a Capture the Relic battle, two teams compete to collect enemy relics within a ten-minute period. To score a point, capture the enemy's relic and bring it to your Ghostly Hero. Another relic will spawn when the first is delivered; capture as many relics as possible before the clock runs out. This battle type features a Resurrection Circle as well as braziers, which keep track of the score. The color and intensity of the flames (small, medium, and large) indicate which team is winning and by how many points.

Win Condition: Collect more relics than the opposing team before the clock runs out.
Lose Condition: Collect fewer relics than the opposing team before the clock runs out.
NPCs: Ghostly Hero
Morale Boost: Kill the enemy Ghostly Hero.

Tips:

- While carrying a relic, avoid using skills or attacking, otherwise you'll drop the relic.
- Movement is slowed while carrying a relic; due to their heavy armor and speed-enhancing skills, Warriors often make the best relic runners.
- Press and hold Alt and rotate the view to find a relic on the ground.
- Use movement debuffs to defend your team's relic.
- Some Capture the Relic battles feature a door; controlling the door is the key to victory in these battles.

King of the Hill

The object of King of the Hill battles is to be the team in control of the dais when the clock runs out. Your Ghostly Hero must claim the dais using a "claim" Spell, which takes five seconds to complete. This battle type features a Resurrection Circle.

Win Condition: Your team controls the dais when the clock runs out.
Lose Condition: The opposing team controls the dais when the clock runs out, or your party is defeated and is unable to resurrect.
NPCs: Ghostly Hero
Morale Boost: Awarded every two minutes your team controls the dais.



OBSERVER MODE

Ever wish you could see championship battles firsthand and catch *Guild Wars* legends in the making? Want to check out a PvP map before you try it? Are you looking to scope out the competition and pick up new strategies? Maybe you just want to watch your friends battle to victory and see your enemies battered without putting in the effort yourself? If the answer to any of those questions is "yes," Observer mode is made for you. You can choose to enter Observer mode from the main menu (or by pressing B) to check out a guild battle or a guild tournament battle going on in one of the PvP arenas. To leave Observer mode, use the menu, hit B again, or hit M to use ordinary map travel (which will take you back to the character you are playing).



Using Observer Mode:

- Press U while in Observer mode to open or close the map overlay.
- Matches are made available for observation 15 minutes after the match starts. If you are the first one to view the match it will play back from the beginning.
- Any observer who joins after the first person will enter Observer mode as the match is in progress. Later observers may miss the beginning of the match, but will be able to view it simultaneously alongside all other observers present.
- The overhead view centers on a random player when you enter Observer mode. You can switch your focus to another character by left-clicking on that character.
- You can also change your view by left-clicking on a character's icon on the observation map.
- You can use the Tab key to cycle through visible players.
- If you wish to observe without centering your view on a single character, find one of the small camera icons on the map and click on it. Your view will move to that point.
- Turn on the Auto-Camera feature (click the check box in the upper right corner of the screen) to let Observer mode take over for you. Auto-Camera will move from camera to camera (and sometimes from player to player) to let you follow the action with ease.
- Press the O button while in Observer mode to see the score window, which tracks the Health and morale of each team throughout the game.
- While in Observer mode, you can chat with other observers using Observers Chat. Players in the match will not be able to see observer comments at any time.

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http://support.guildwars.com
At this site you will find a searchable knowledge base containing useful answers to frequently asked questions, solutions to common issues, and detailed information regarding additional contact methods if your answer or solution is nowhere to be found.




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