The Guild Wars Manuscripts



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About the Manuscripts

The following texts have only recently been unearthed and reveal but the barest hint of what adventurers will encounter in Tyria.

Book I: The Lore of Guild Wars **contains a brief summary of Tyrian history, along with an overview of the human kingdoms and a few of humanity's known enemies. These manuscripts tell the story of the origins of magic, of the Searing and the Cataclysm, and other key events that brought our world to the state in which you find it today.**

Book II: The Challenge **introduces adventurers to the basics of life as a hero in Tyria. Here you'll learn about the *Guild Wars* professions and their attributes and skills, and how they work together to create a unique gameplay experience for each hero you create.**

These manuscripts are incomplete at best, but scribes are busy compiling additional information, which will be made available through other avenues. See the enclosed Quick Reference card for more information.



GUILD WARS

BOOK I

THE LORE OF GUILD WARS



The Nolani Academy of the Arcane Arts

Devona stepped out of the swirling circle of light into a small, roofless room and drew her sword. She didn't know exactly where she was, only that it was somewhere in the ruins of Nolani. It didn't matter. Anywhere was better than being trapped inside the Academy at Drascir with the Charr pounding down the rotting wooden door.

Prince Rurik had been the first through the portal. He stood hunched over something now on the other side of the room. The Flaming Scepter mages they had rescued crouched there as well. Just as they were leaving Drascir, the group had stumbled upon the fabled horn Stormcaller. Devona had of course heard of the legendary weapon, but until she had seen it with her own eyes, she had assumed—as most people did—that it was only a myth.

Erol, the first of the mages they had rescued from the Charr, had seemed fairly certain the horn was the answer to all of Ascalon's problems. Devona wasn't so sure, and she was in good company: the prince had registered his reservations as well. How could a horn hold the key to restoring a ruined kingdom to its former glory? Well, no matter what role the horn played in the kingdom's future, it didn't hurt to have another weapon in the war against the beasts from the north.

The portal behind Devona flared as Cynn, Aidan, and Mhenlo stepped out.

"So this is what Nolani looks like now," said Cynn, materializing out of the swirling miasma. She kicked at the reddish dirt with the toe of her boot, uncovering

part of the ornate marble flooring buried in rubble. "An improvement, if you ask me."

Aidan chuckled, nocking an arrow to his bow and scanning the area. "Still hold prejudices, do we?"

"In the best of times, Nolani was a third-rate city," replied the Elementalist, still pushing the dirt around. "Now it's as good as any other place: just as ruined as the next city."



Mhenlo stepped around Cynn, letting his hand brush across her hip as he did. "This building was a holy place," said the Monk. He crossed the small room and approached a battered statue of Dwayna.

"It was an academy," corrected Prince Rurik. "The sister academy to the one we left in Drascir," He had finished examining the horn and now approached the group.

"Don't venture too far," Devona warned Mhenlo. "We don't yet know who inhabits this place."

Mhenlo nodded as he bent down and picked up a broken piece of marble carved in the shape of a feathered wing. Lifting it from the ground, he tried to place it back on the statue of the goddess. It fit where it was supposed to, but it wouldn't stay put.

Mhenlo held it in its place, admiring the temporarily

whole goddess. Then, after a moment, he respectfully placed the wing on the ground at Dwayna's feet.

"My friends, the Wall is not far. We can get to Rin within the hour." Prince Rurik turned and headed out of the small room. "Come. We need to bring the horn to my father, the king."

Devona and the others followed the prince out to a larger courtyard. It was much like the last academy. Though the outside walls seemed to be mostly intact, the roof was gone, and the windows smashed. A pair of defensive magical obelisks sat perched atop the front wall. Devona assumed they were erected during the Guild Wars. Academies were among the most popular targets for raiding guilds. Depriving a foreign nation of its most promising young heroes was a good way to avoid having to fight them when they were fully ready for battle.

The doors of the gate were still shut, but from this vantage point Devona could see the silhouette of the



Great Northern Wall through the academy's ruined façade. The arches on the upper level caught the morning light as they rose proudly into the sky as if to say, "We will never fall."

"Home," said the Warrior.

Aidan placed his hand on her shoulder. "We'll be there soon."

Prince Rurik continued down a set of smashed stairs to the base of the big wooden front gates. "Is there a switch up there?" he called back.

The mage Erol was the first to reply. "Yes, my lord. It's up here, just on the rampart. I'll get it."

"Very good," replied Rurik.

Devona, Cynn, Aidan, and Mhenlo headed down the ramp to the prince, and the rescued mages followed. Directly ahead of them, in the very place it landed after smashing through the academy roof, lay the remnants of a huge, jagged magical crystal. Devona had seen this sort of debris all over Ascalon. There were several crystals like this one still in the commons just south of the Wall. The sight of them always sent a chill down the Warrior's spine. They reminded her of the Searing, of the carnage that battle brought and the people who had died in it.

She shook her head, trying to clear the images so she could focus on the task at hand.

It was still early morning, and in the shadow of the front gate it was quite dark. Cynn ran her hand along the metal frame of the gate. "Might as well have been made of parchment," she said.

Erol leaned over the rampart edge just above where the group was standing. "I am ready, my prince."

"As are we." Rurik waved his hand.

Erol's face disappeared from view, and the neglected mechanisms that operated the gate began to move. The decrepit metal and wood gave several loud creaks and complaints, but the gates swung wide.

Before the academy, the scene was mostly what Devona

expected. Dust and bits of debris covered the ground. Burnt trunks reached toward the sky like so many skeletal fingers, the haunting remnants of what was once a lush, tree-lined garden.

But as the gates swung fully open, Devona was granted another view.

"Charr warband," shouted Mhenlo. "Close the gates!"

The plaza before the academy was crawling with Charr—furry upright beasts with huge fangs and even bigger claws. In the center of their camp, built out of tree limbs and straw, sat a towering, three-legged, flaming effigy—a tribute to their fiery gods.

When the gate opened, every one of the furry beasts stopped what they were doing and charged the now-exposed academy.

Cynn was closest to the gate. Closing her eyes and crossing her arms, she rose into the air, incanting the words to a spell.



The Charr were fast, and they reached the open gate in a flash. Devona broke into a run, sprinting to shield the Elementalist from the bestial onslaught. Bringing her sword up in a powerful arc, the Warrior caught the first Charr Axe Fiend in the breastplate, knocking it backward and leaving a huge gash in its chest.

Devona stepped in front of Cynn and into the gap left by the falling Charr, reversing her blade and slashing the other way. She struck steel, connecting with another Charr blade meant for her head. She cried out as she bashed the attack aside. Running the length of her sword up the Charr's axe, she thrust the tip of her Rin Blade between the seams of the creature's armor, puncturing fur and flesh and jabbing through to where—at least on a human—there should be a lung. The beast howled and squirmed as it struggled to free itself from Devona's sword.

Another Axe Fiend charged into view, coming up behind Devona. The Warrior struggled to pull her blade free of her victim, but the creature convulsed and slumped toward the wound, closing its flesh down tight around the stuck weapon. The new attacker raised its axe, and Devona spun away, leaving only one hand on her Rin Blade.

Despite her quick move, the creature's axe came down on her arm. Devona hissed and braced for the impact. Her skin flushed with the blue-white glow of divine magic, and the Charr's weapon seemed to bounce off her flesh.

"Nice catch, Mhenlo," said Devona through gritted teeth.

A pair of arrows whizzed past Devona's ear, catching the Axe Fiend in the shoulder, knocking it back and pinning the furious creature to the wooden beam of the open gate.

Clear of immediate threats, Devona lifted her boot and placed it on the wounded Charr still attached to her blade.

"Get . . . off," she shouted as she kicked with all of her might. Her Rin Blade came free with a sickening rip, and she whipped it to one side, clearing the steel of the Charr's black blood.

At that moment, Cynn lifted her head and extended her

arms, shouting the last word of her spell. The sky above lit up, and huge cones of sputtering flame rained down all around. Those Charr within a few steps of the gate were pummeled with magical balls of fire. Their fur caught quickly, and their flesh began to bubble. The beasts let out nerve-rattling squeals, and many fell dead where they stood.

Those who hadn't been caught in the flaming rain stopped in their tracks, waiting for the conflagration to subside.

The gates began to close again, pushing the bodies of dead Charr out of the academy entrance as they did.

"Devona, get back!" shouted Mhenlo.

The Warrior retreated to within the relative safety of the closing gates just as Cynn's spell subsided. When the flames stopped falling, the Charr rushed the door again.

Most of them were caught outside, left to pummel their weapons against the heavy wooden door. But one made the dash, squeezing through the gate just before it closed.



The beast eyed each of the Ascalons, grunted once, then turned toward a Flaming Scepter mage. With a bounding leap, it jumped on the weak, unarmored man.

The mage screamed as the Charr dug into his flesh.

"No!" Devona closed on the beast, slashing down on it from behind. Her blade hit the creature in the neck, severing the monster's head from its shoulders with just a single blow, and it slumped to the ground.

Mhenlo rushed to push the creature's carcass from on top of the mage's body. The man was barely conscious. He had been badly mauled by the Charr. His face was slashed, and he coughed blood. Dropping to his knees beside the man, the Monk laid his hands on the mage's wounds. With a quick word, a flood of blue-white energy crossed over from the Monk to the wounded man.

From outside, the sounds of Charr at the gate echoed into the desolate courtyard.

"Great," said Cynn, "we went from being trapped inside one academy to being trapped inside another."

"At least this one has thicker walls," said Aidan.

"There is another passage—" Prince Rurik pointed to the east, in the same direction as the huge magical crystal in the middle of the academy "—that leads out and around to the Wall."

"Then what are we waiting for?" said Cynn, starting off to the east. "Let's get that little bugle of yours to the king and be done with this."

Mhenlo looked up from his ministrations to the wounded mage. "Cynn, please. You aren't helping."

"I don't think it is wise to take the mages outside of the academy unless we are sure the way is clear," interjected

Aidan. “They are weak from their long imprisonment and are ill-prepared to fight. Outside the gate we cannot guarantee their safety. At least here they are not in immediate danger.”

“Agreed,” said Prince Rurik. “What do you propose, Aidan?”

The Ranger leaned on his bow. “Let us four venture out and ambush the Charr from behind,” he said indicating Cynn, Devona, Mhenlo and himself with a wave of his hand. “Once we’ve cleared the beasts from the gate, then we can take the mages home.”

Prince Rurik’s face grew grim. “What you propose is very risky. It’s not something I would ask of you.” He looked down at the wounded mage then around at each of the other Ascalons with him. He nodded. “But if you think you can succeed, then I give you my blessing.”

“’Bout time,” said Cynn. “Come on, let’s go.”

Devona made eye contact with Aidan. She shook her head in disgust, but the Ranger just smiled and chuckled. The Elementalist’s antics always seemed to amuse him as much as they irritated Devona.

Mhenlo finished tending to the fallen Flaming Scepter mage then stood and joined the group as they marched up and out the back passage to the academy.

“We will man the defensive obelisks while you are away,” the prince shouted after them as he helped the downed mage get back to his feet. “We will watch for you. Once the way is clear, we will open the gates and join you in the trek back to the Wall.” He stood up straight and, in his best military style, Prince Rurik, the heir to the throne of Ascalon, saluted the Warrior, the Monk, the Elementalist, and the Ranger.



s the prince had said, a door in the eastern corner led out of the academy. Unlike the one at the front, this one was already open.

"Guess this place isn't as safe as you thought," quipped Cynn.

"Then we should move swiftly, to make sure no harm comes to the good prince," replied Aidan. "Without us, he has little help if the Charr get in."

Devona led the way through the door and up a winding, rocky path out the back of the academy to the northeast.

Several hundred yards up the path, Aidan grabbed Devona by the shoulder and stopped her, placing a finger to his lips. "Shhh." With a nod and a flick of his eyes, he indicated the hanging rocks overhead.

Devona craned her neck, listening. She could just make out a slight sound . . . a scraping, like someone dragging something.

She looked at Aidan. "Charr?" she whispered.

Aidan shook his head. "Devourers." The Ranger dropped to his knee and laid a pile of arrows out on the ground. Pulling a small vial from a pouch at his belt, he poured a few drops of a viscous green liquid on their tips, then he nocked one to his bow and, returning the others to his quiver, headed up the path.

The others fell into step behind him. Cresting the rise, Devona could see the double stinger tail, hooked claws, and thick carapace of a Plague Devourer.

"Only one," said Cynn. "Walk in the park."

Aidan sighted down the shaft of his poisoned arrow and let it fly. It struck the creature, puncturing its chitinous hide with a crunching pop. Though it was on target, the arrow didn't kill the beast, and it turned toward the group, its tails waving in the air.

Devona raised her sword over her head and charged in. As she came, the ground around the Plague Devourer began to shift and move. Small rocks tumbled away, and a pair of Carrion Devourers emerged from the baked earth.

"That's more like it," shouted Cynn.

That brought a smile to Devona's lips, and she gripped her sword tighter, advancing on the newly arrived vermin and swinging her blade downward onto one creature's head. The Carrion Devourer staggered backward under the blow.

The Plague Devourer's tails stopped waving, and it pointed them at the Warrior, casting something on her just before it fell dead from Aidan's poisoned arrow.

Devona's knees grew weak, and her legs struggled to keep her upright. Her sword grew heavy in her hands, and as she swung at the creature again, her Rin Blade rebounded off the creature's shell, hardly making a dent. The Plague Devourer's hex had sapped her strength.



The Carrion Devourers closed on the Warrior, battering her from both sides. Devona's armor took some of the impact, but the creatures' mighty pinchers slashed her across the forearm and down one leg. Devona pushed herself to move more quickly, trying to parry the attacks of both creatures despite the hex that weakened her.

She wasn't fast enough. A pincher raked across Devona's shoulder, puncturing her armor and dropping her to her knees. Something hit her hard in the chest, knocking her to the ground.

Devona opened her eyes. A devourer sat perched atop her, its beady eyes peering down. The creature's mass flattened her lungs, and breathing was almost impossible.

Great, she thought, squashed by a bug. Not the most heroic way to go.

Devona's vision clouded, and her ears rang as consciousness began to slip away. The sound of Cynn's voice came to her distantly; the Elementalist spoke the words of an incantation Devona recognized, and a surge of adrenaline brought her fully back to consciousness. The ground around her lit up with flames. Spreading out in a wave, the magical fire washed over the downed Warrior, roasting the two devourers inside their shells, turning them into crispy little curled up balls.

Devona shoved the dead devourer off of her then slumped back against the ground. She looked up at the Elementalist. "Well done."

Cynn shrugged. "Naturally."

"May the goddess Dwayna protect you," said Mhenlo.

Devona could feel her strength returning as the Monk lifted the Plague Devourer's hex.

"When you are ready," said Aidan, watching the path, "we should move on. We're not far from the front of the academy."

Devona took a few deep breaths as she regained all that she had lost, then got to her feet and again headed down the path.

The group traveled for some time, until Devona heard what she thought was the sound of a crackling fire.

"Must be their effigy," she said.

Aidan nodded his agreement.

The ground was torn and shifted here. Near the edge of the path the earth fell away, dropping down below where Devona could easily see. Moving closer to the edge, the Warrior climbed up on a large boulder and peered over. The other three followed suit.



In the valley below them stood the plaza and the flaming effigy they had seen in the middle of the Charr camp. The beasts were attacking the academy, shooting arrows over the wall and smashing their weapons against the wooden gate.

Devona could just make out the Flaming Scepter mages up on the wall, powering the defensive obelisks. Jags of lightning shot down from the wall, catching the nearest Charr and turning it into a burnt, smoldering pile. From the looks of things, others too had fallen prey to the magical defenses. Their dead bodies lay on the ground at the base of the wall, fur standing straight up.

As they watched, a large, mean-looking Charr barked something in their guttural language. A group of six Charr lifted the trunk of a fallen tree from the ground and proceeded to charge the gate with it.

"That must be their leader," said Aidan, pointing to the order-barking Charr.

"Then that's the one we should take out first," said Cynn, standing up from her hiding place.

"Cynn, wait," said Mhenlo.

But it was too late.

The Elementalist shouted and threw her hands out before her. A fireball launched from the tips of her fingers, arcing out and smashing into the big Charr.

The Charr leader looked up at the ridge, then pointed. A volley of flaming arrows followed.

"Now you've done it," said Aidan. Standing up, he launched two arrows into the midst of the group, then dropped back into a crouch.

The Charr's volley went soaring over. Devona could hear the flames flicker as they passed by her head.

A large crash sounded from below, and everyone lifted their heads to see. The Charr were using the tree trunk as a battering ram.

"That gate won't last long," said Aidan.

Devona stood up and backed away from the edge. "Then we'd best get down there."

As one, the four heroes dashed down the path into the middle of the Charr camp.

"Attack the Axe Fiend!" shouted Devona, and she charged in, ahead of the others.

"That which is taken shall be returned. That which hath been broken shall be mended. That which hath displeased me shall be struck down at the hands of mine army." Mhenlo's words grew softer as the Warrior ran, but the effects of his magic were far reaching, and she could feel her body tingle with divine power.

The first of Cynn's fire spells impacted the creature's chest a step before Devona slashed the beast across its arm.

The Charr let out a howl then raked its axe across the Warrior's face, cutting a deep wound into her flesh. But as quickly as the wound was made, her skin knitted itself together again.



"Gotta love the Monk," she grunted, raising her sword up over her head and bringing it down with the force of her entire body. Her Rin Blade cut deep, and the creature spouted blood.

A pair of fiery arrows smashed into the Axe Fiend's face, and he went down.

"Who's next?" shouted Devona, her adrenaline pumping.

Arrows rained down on her as a pair of Charr Stalkers perched on a small hill ahead answered her inquiry. One glanced off the chainmail protecting her belly. Another clanged off her armored shin.

In three huge steps the Warrior closed on the two Charr Stalkers. Spinning as she neared them, Devona gained momentum, then slashed at the closest. Her sword cut through the Charr's bow and dug into the beast's gullet. The creature's insides spilled out, and it dropped to the ground, writhing and howling in pain.

The second Charr Stalker nocked an arrow to its bow and let it fly. At this close range, the head of the arrow punched through Devona's armor, cutting into the front of her leg and exiting out the back. Devona shrieked in pain and frustration, limping on the freshly wounded limb. Turning her blade around, she shoved the tip into the creature's face, lodging it in its mouth. Holding the hilt with both hands, she drove the sharpened point straight up into the Charr's skull and out the back of his head.

Yanking her weapon back, she let the Charr's lifeless corpse fall to the ground beside his companion.

"The gate!" Mhenlo shouted. "They've breached the gate!"

Devona looked up. The academy gate was smashed in, and the Charr warband leader was climbing over it.

"To the prince!" she shouted, and took off toward the gate with the others close behind.

Running with all of her might, Devona drove herself into a frenzy. Her Rin Blade danced left and right. Where a Charr stepped in front of her, it fell. They came at her from all sides, and she took wound after wound, but each time, Mhenlo was there to patch her up.

Arrows flew and fire rained down. The group of four took on three times their number in Charr. They fought like cornered lynxes, the hope of their nation hanging in the balance.

As Devona neared the gate she could hear the roar of a Charr mixed with the shouts of the prince.

"You are a pox on Ascalon," yelled Rurik. "And I am the cure."

Flashes of light issued over the walls. Spells went off every few seconds, lighting up the ruined plaza with an eerie magical glow.

Cutting down the last Charr in her way, Devona leaped through the smashed gate and hurried up into the courtyard.

On the academy wall, Prince Rurik stood bravely in front of Erol and the other mages. His flaming sword held the Charr leader at bay, but as a group the prince and the Flaming Scepter mages were retreating and running out of room fast.

The fight to the gate had taken a lot out of Devona, but she pressed on, climbing up the ruined steps in pursuit of the Charr warband leader. Right behind her, Devona could hear the others climbing through the gate.

Four on one, she thought. I like those odds.

An arrow hit the big Charr in the back of the leg, causing the warband leader to turn around.

"You lookin' for me, fuzzy?" shouted Devona, coming up behind the creature.

Aidan's well-placed shot had hobbled the beast. It tried to follow the prince and the mages as they dashed along the wall, but its movement was slowed, and Devona moved in closer. The Charr growled at her as she stalked around it, staying just outside its reach.

"Hey," shouted Cynn, "catch."

A huge ball of fire slammed into the Charr's side. The resulting splash of magic consumed the creature, and Devona shielded her eyes from the blinding flash.

The creature came stumbling out of the blast, its furry hide ablaze. That ought to do it, she thought. But instead of burning to a crisp, the warband leader seemed to draw strength from the flames. It looked like some sort of demon, flaming and cackling as it came on. It raised its huge axe in the air, bringing it down on the Warrior with both hands.

Devona set her feet and stood her ground. As the flaming Charr advanced, the Warrior raised her blade and lunged forward, shouting "For Ascalon!"

Their blades passed in midair. The creature's axe cleaved into her armor. The Warrior's sword caught the growling beast just below the neck. The tip slipped past its crude metal chest plate and into soft flesh.

Devona lost her grip on her Rin Blade as she staggered back, her shoulder wounded heavily from the beast's pounding.

The Charr warband leader dropped its axe, clawing at its throat. It let out a strangled cry—a hoarse gurgling like the last breath of a drowning dog. Another arrow struck the beast, and it lost its balance. Falling to one side, it caught itself on the edge of the academy wall.

The creature struggled for a moment longer as the flames slowly went out. Then, its chest heaved once,

and its body went slack. The Charr's huge head flopped backward, causing it to topple over, twisting as it fell over the edge of the academy into the ruined plaza below.

Cynn was the first to reach Devona's side.

"You all right?"

Devona smiled. "Yeah, nothing a little of Mhenlo's divinity can't fix."

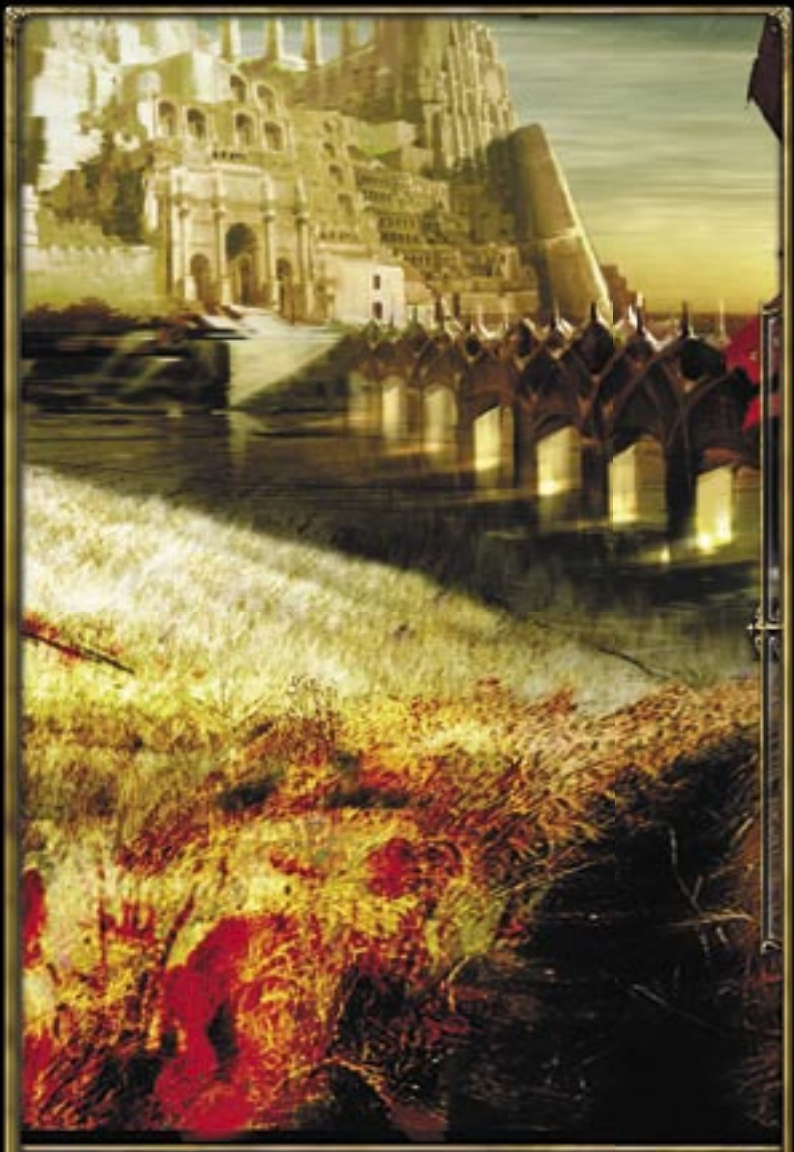
The two women walked down the battered stairs to the courtyard where the prince and the mages stood talking to the Ranger and the Monk.

"The way is clear, my lord," said Aidan, bowing before the prince.

Rurik grabbed the Ranger by the shoulder and lifted him to his feet. "Come, my friends," he said, strapping the legendary horn Stormcaller to his back. "We are almost home."

As a group, they headed out of the Nolani Academy toward the Great Northern Wall.

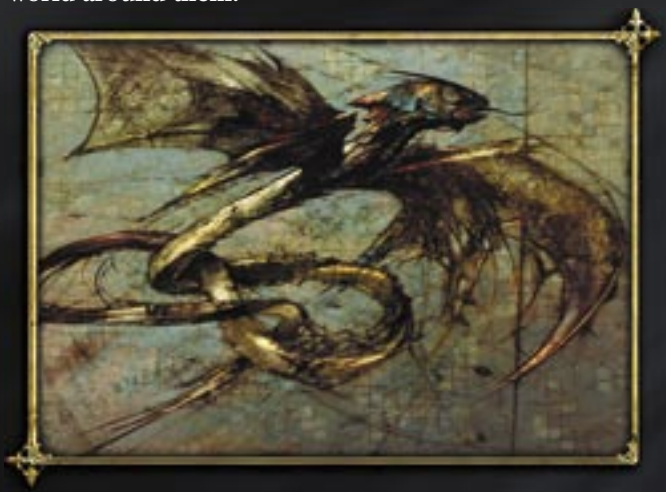




Book I: Chapter 1
History of Tyria

History of Tyria

It was almost three thousand years ago that a race of serpents stepped out of the Rift onto the soil of Tyria. Unlike ordinary serpents, these moved upright, used language, and adhered to an elaborate culture. They had been summoned by the old gods, brought to this world to be the custodians. Their task: shepherd the other creatures of the land through this time of transition, while the gods continued to create the world around them.



From the Tarnished Coast in the west to the Bay of Sirens (now called the Sea of Sorrows) in the south, from the far eastern reaches of the Crystal Desert to the Giants' Basin on the northern coast of Kryta, Tyria flourished under the protection of these mystical creatures. The serpents were the protectors of the land, the keepers of knowledge, the teachers of all things, and during their time the world was in balance.

But then a new race of creatures was birthed upon the



world. They were neither serpent nor beast. They were neither plant nor stone. These creatures had no chitinous hide to protect themselves. They had no claws to tear flesh. They arrived naked and defenseless, except for one thing: their desire for control.

This new race of creatures was none other than us humans, and in no time we began to take over. Cities bloomed across the continent. Walls were erected, and weapons forged. Those things that we humans lacked, we simply built. We didn't need tough hides nor rending claws when we could make metal armor and sharpened spears. We discovered fire, wrote books of our own, passed knowledge to one another through song and verse. Soon humans had everything we required, and it was then that we began to prey upon the other creatures. We hunted animals for sport, chased the druids from the jungle, and took up residence in lands that did not belong to us. We became the masters of this world. We took all of the privilege and none of the responsibility.

In less than a century, the serpents who had protected and nurtured Tyria were no longer needed. The balance

they had achieved had been undone, and there was no way to bring it back. Seeing that the world had changed, and preferring not to fight a war over control of the continent, the serpents retreated from the world of men. They left the coasts and the jungles. They abandoned their settlements in the highlands and in the mountains. Leaving the newcomers be, the serpents went to live in the only place where we humans did not—or could not: the Crystal Desert.

The serpents never returned to the world of men, and slowly, their influence faded. To humans, they were just a part of the past, spoken about only in legends and myths. Eventually their memory all but passed from human consciousness. But they were not gone, only forgotten.

Despite the serpents' retreat, the gods never halted their work creating the world, and with the benevolence of indulgent parents, they decided to create magic. It was to be a gift to all the intelligent creatures—meant to ease a life of toil and make survival a less arduous task. When they had finished creating their gift, they presented it to the humans and the Charr, the Tengu and the dwarves, the minotaurs and the imps, and all the races of the land.

But the gods had not counted upon one thing—greed.

Wars broke out immediately as the magical races fought for dominance. So much destruction was wrought that humans found themselves at the edge of extinction. When all seemed lost, it was King Doric, the leader of the united human tribes himself, who made the long trek to Arah, the city of the gods, on the Orrian peninsula. He gained an audience with the creators and begged them to help, to stop the wars and bring peace to the land once again.

The gods heard his pleas, and they intervened.

The forging of the world was complete. As their final act, the gods gathered back their gift of magic from all the races and trapped it inside a tall stone. They smashed the stone into five parts—four equal but opposing stones of magic, and one keystone. Without the keystone, the other four couldn't be reassembled.

Each of the first four stones was the embodiment of a specific school of magic: preservation, destruction, aggression, and denial. Magic would still exist in the world, but the devastating power of all four types together would never again be at the command of one single creature. Those who accepted the gift would have to cooperate if they intended to use it to its fullest.



The gods told King Doric that since he had asked for peace, he and his descendants must carry the burden of protecting the stones. As an additional precaution, they used a drop of King Doric's blood to seal each of the stones.

Then the stones were dropped, one by one, into the volcano off the southern shore of the Kingdom of Kryta, and the gods left this world forever, confident that they had balanced out their gift and circumvented greed.

Things were good for a time. No one race gained dominance over any other, and the world was once again at peace.

Over the next hundred years, the human kingdoms prospered. Powerful groups grew up within each nation. These were known as guilds. It was these groups, these guilds, that held the real power in Tyria. Though there were kings and organizations that made the laws and regulated the land, it was the guilds that enforced these laws—or didn't—as they saw fit. As these guilds grew, their influence began to overlap.



As is ever the case with peace, it once again came to an end when the volcano erupted, spitting out the five stones and scattering them across Tyria. The magic they embodied seeped out into the lands around them. Though the Bloodstones, as they are called, have never been reunited, the power that they possess was enough to re-ignite the desire for power in the hearts of men.

The struggle for power commenced, and again war broke out. This time, though, the humans were not united. The guilds of the three most-influential kingdoms on the continent battled each other for supremacy. The kings of Ascalon, Kryta, and Orr were not powerful enough to stop the conflict, for the armies of the guilds were even more powerful than those of their own home nations.

The Guild Wars raged for decades, fueled by the desire for power and the influence of the Bloodstones. Never did the peace accords last long. Never did the negotiations take root. The conflict claimed the lives of many hundreds of thousands. It uprooted families, made neighbors into enemies, and soured the relations between the human nations—perhaps irrevocably.

Though the battles continued, each with a winner and loser, no one nation ever gained enough power to fully dominate the other two. Slowly, over the course of years, the wealth of each nation diminished. Their people grew weary, and their armies grew weaker as the constant fighting took its toll.

Eventually, as all things do, the wars did come to an end. But it was not the words of the silver-tongued peace negotiators or even the rough hand of a conquering hero that ended the Guild Wars. The resolution was instead brought about by an even greater war—a war brought by the Charr. In unprecedented numbers, the beasts from the north swept down through all three human kingdoms. Ascalon, Orr, and Kryta, embroiled in conflict with one another for more than fifty years, dropped their grudges and turned their attentions to defending their borders against the new threat.

Each kingdom dealt with the invasion in a different way. Ascalon stood their ground, having no place else to turn. Though their forces were depleted, they managed to rally behind the Great Northern Wall. But their defense was short lived. In a magical battle that would eventually be looked upon as the turning point for Ascalon (now referred to as the Searing), the Charr brought down

fire and brimstone, destroying everything on the open plain for hundreds of miles. Their magic scorched the ground and the human cities as they swept through the Wall and moved on to Orr. The surviving humans of Ascalon have since retaken the wall and have held it against periodic attacks, but there is little left of this once-prosperous empire.

Orr was another story. To stop the invading army, the King of Orr's personal advisor and sage turned to the powers of dark magic. Venturing into the vaults far below the marble streets of Arah, he unrolled a forbidden scroll and read the words he found printed there. The resulting explosion sank the entire peninsula and sent enough dirt into the air to blot out the sun for a hundred days. Though the Charr never reached the hallowed streets of Arah, nearly every citizen of Orr was killed that day.

Unable to keep the Charr out, and lacking magic powerful enough to push them back, Kryta turned to a man named Saul D'Alessio and his promises of unseen gods coming to aid in the war. Whether it was luck or truly the invisible hands of some new gods, Kryta managed to push back the Charr invasion, banishing the northern beasts back from whence they came.



The dust from this conflict is beginning to settle. Perhaps in this next age we will glean knowledge from our past mistakes. Perhaps we have learned when it is time to put away our hatred and simply work together. Or perhaps we will do what all nations in the history of the world have done—look blindly away from our past, and proceed to unleash a new and more terrible plague upon our land.

Let us hope this is not the case. Let us hope that we have learned our lesson.

Excerpt from *The History of Tyria,* Volume 1

— Thadeus Lamount, Historian

The Mouvelian Calendar

The Mouvelian calendar (named after Grand Patriarch Mouvel, the first high priest of the Church of Dwayna) begins counting years from the moment the gods left Tyria. This event is known as the Exodus. Years before this date are labeled BE (Before the Exodus). Years after this date are AE (After the Exodus). Years prior to the year 1 AE count down, getting smaller as they get closer to the time of the Exodus (just as they do in the Gregorian calendar).

There are 4 seasons and 360 days in the Mouvelian year:

Season	Alignment	Days
Season of the Zephyr	Air	1-90
Season of the Phoenix	Flame	91-180
Season of the Scion	Water	181-270
Season of the Colossus	Earth	271-360

Timeline

The calendar starts at year 1 AE, the first year after the Exodus.

1072 AE	Present day
1071 AE	Bay of Sirens is renamed Sea of Sorrows
1070 AE	Guild Wars end
1070 AE	Charr invade human kingdoms
1013 AE	Guild Wars begin
898 AE	Great Northern Wall is erected
851 AE	Lord Odran enters the Rift
358 AE	Kryta becomes an independent nation
300 AE	Kryta becomes a colony
221 AE	Cantha begins trading with Tyria
174 AE	Serpents leave the world of men
2 AE	Orr becomes an independent nation
1 BE	Gods give magic to races of Tyria
100 BE	High-planes human settlements become known as Ascalon
205 BE	Humans appear on Tyrian continent
1769 BE	Serpents arrive in Tyria
10,000 BE	Last sign of Giganticus Lupicus (the great giants) walking on Tyrian continent (best guess)





Book I: Chapter 2
The Human Kingdoms

The Human Kingdoms

The Kingdom of Ascalon

Once, Ascalon was a beautiful, fertile land of rolling green countryside and magnificent cities. Her people were viewed as a bit grim by their neighbors, but this was perhaps to be expected, given their never-ending war against the Charr. Indeed, it was their unfailing vigilance, their Great Northern Wall, and the blood they shed each year to defend it that had protected not only Ascalon, but also Kryta and Orr through the ages.



Then came the invasion, and with it, the Searing.

Anyone alive today will remember the day the lands of Ascalon were blasted and torn with magic fire. Whole cities and guilds were destroyed in the Searing, and the might of Ascalon was shattered. Now the Great Northern Wall lies broken, and the Charr have overrun much of the kingdom, defiling it with their unholy shrines, killing those who stand in their way.

The survival of Ascalon hinges on but a single remaining corner of the fallen kingdom—the capital city of Rin. In the final years of the last Guild War, the people of Rin looked to a soldier named Adelbern, a simple man

of humble origins, who rallied the people with his courage and cunning and steeled them not only against the guilds of Orr and Kryta but also against the terrors of the Charr.

The sudden destruction of most of the kingdom during the Searing has taken much of the fight out of the man now known as King Adelbern. He has become stubborn and set in his ways, afraid of losing what little he has left. But in his son Rurik, the people see a leader with the courage to perhaps help them reclaim their fallen kingdom.



The survivors of Ascalon live in a state of constant warfare, using hit-and-run tactics and the remnants of the Great Wall to prevent any significant advances by the Charr into their territory. King Adelbern has circled the wagons, so to speak, content to simply defend what Ascalon has left and live to fight another day. Prince Rurik, on the other hand, is far more daring than his father thinks is wise, and has even suggested that the time may be coming to launch an offensive against the Charr.

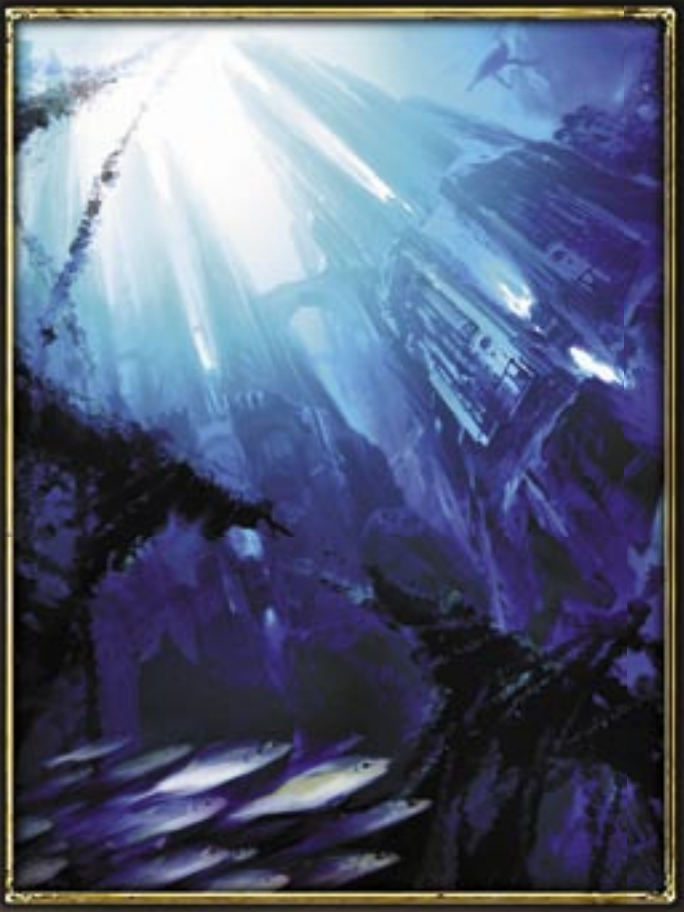
Already the rumbling of the winds of change can be heard in the streets. People are frightened. They wonder what will become of them. Some even wonder aloud if Adelbern has lost what it takes to steer Ascalon back from the brink. They wish to see the prince step up and take command of the kingdom. Perhaps under his guidance, the people of Ascalon will live on to see another golden age.

The Kingdom of Orr

Situated on a peninsula south of Ascalon and west of the Crystal Desert, Orr was a vibrant, proud, and prosperous nation. Its citizens were the favored of the gods, living in the shadows of Arah, the deserted city once inhabited by the likes of Melandru, Dwayna, and Balthazar. Deeply spiritual, the Orrians looked after the buildings and structures left behind when the gods left Tyria, caring for them in the hopes that one day, the divine beings who created magic and bestowed it upon the world would return.

The Orrians were a peaceful people, hoping only to do their duty toward their gods and content to be rewarded in either this life or the next. When the guilds began feuding, Orr as a nation tried to stay out of the conflict. This was not the sort of struggle that entire kingdoms got involved in. But when the strife overflowed into armed conflict, and guilds from the other human nations began fighting in the streets of Arah, Orr rose to defend itself and the city of the gods.

Soon after Orr mobilized its armies, Kryta and Ascalon did as well, and what had started as a dispute between localized groups became an all-out war. The Guild Wars raged for nearly fifty years. During that time, none of the three human empires was able to assert dominance over either of the other two. While Ascalon, Orr, and



Kryta were busy fighting with each other, they became blind to the threat from the north—the Charr. The northern beasts swept in, taking Ascalon in a spectacular magical battle.

At first, Orr was saved from much of the fighting. The guilds with allegiances to Ascalon and Kryta withdrew, heading back to defend their homes. Orr regrouped, granted a moment to prepare simply because they were

farther south. The Charr had to make their way through Ascalon before they could reach the gates of Arah. But eventually Ascalon fell, and the Charr arrived in Orr.

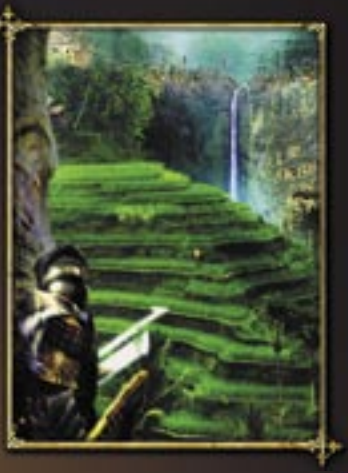
Hopes were high that the Charr would be defeated quickly. The Orrian army was the equal of any in Tyria, and the invaders had already fought a long battle against the Ascalons. But those hopes were dashed in less than twelve hours.

The invaders reached the gates of Arah without breaking stride. The Orrians failed to protect their charge. With defeat at the doorstep and the kingdom nearly in ruins, one man turned to a forbidden magic. The king's own personal advisor in the matters of the arcane took it upon himself to destroy the invaders, no matter the cost. Unrolling one of the Lost Scrolls, kept inside a warded vault deep within the catacombs below Arah, he spoke the words of a litany that spelled the end of the Kingdom of Orr forever.

There are few who survived that day, now known as the Cataclysm. While the Charr were never allowed to step foot in Arah, few count what the king's advisor did on that day as a victory. The resulting explosion felled the invading army where it stood, but so too did it sink the entire peninsula, leaving only a scattering of small islands in its place. The beautiful city of Arah was consumed. What's left above water now lies in a pile of ruins, blackened by the Cataclysm and years of neglect. All that remains in the wreckage of Orr are the wandering dead—those souls unable to rest in the shadow of this great disaster.



The Kingdom of Kryta



There are two types of humans in Kryta: those who worship the mysterious Unseen Ones and those who do not. The worshippers have become known as the White Mantle because of the long white sleeveless robes many of them wear.

It is the responsibility of the White Mantle to oversee the other humans and impose upon them the rules and laws of the Unseen Ones. Those inside the organization receive special privileges (more food, better clothing, access to books) simply for abiding by the rules of the Unseen Ones and carrying out the orders handed down by the White Mantle high priest. To the Krytans the White Mantle are the root of law and order, the protectors or saviors, if you will, of their lands.

The White Mantle maintain a series of temples all over the continent. Members of this organization frequently, though not always, choose to reside in these temples to better perform their duties to the Mantle and to more effectively worship the Unseen Ones.

Since the end of the last Guild War and the repelling of the Charr invasion, the White Mantle have maintained a high level of military preparedness. They don't ever want to be caught off guard again, and they often keep large stores of weapons inside their temples to

use in case of emergency. It's also not uncommon for followers of the Mantle philosophy to be highly trained warriors. Fighting skills will come in handy if the day comes when they will need to once again defend Kryta from invasion.

Saul D'Alessio—Founder of the White Mantle

Saul D'Alessio was a fallen man. A gambler and a drunk, Saul reached the lowest point in his life when he lost a bet he could not repay. At the time, the local betting house was run by the Lucky Horseshoe, a gambling guild whose influence spanned almost the entire length of the continent. To avoid defaulting on his payment, Saul took to robbing merchants traveling on the road from Beetletun to Shaemoor. Though he successfully paid his debt to the Lucky Horseshoe, he was eventually fingered by one of his victims and tried as a thief. His punishment was exile from the Kingdom of Kryta. The local authorities blindfolded him and rode him out three full weeks before leaving him to fend for himself.

Alone, broke, and lost, Saul wandered through a dense forest for several days, surviving on only roots and berries. On the fourth day, delirious with hunger, Saul emerged from the trees to see what he thought was a hallucination—a city of massive towers reaching into the heavens. The architecture was astounding, and the creatures who lived here were unlike any he had ever seen. Walking down into their city, Saul got a closer look at the denizens of this place. They were tall and thin with with strange wing-like appendages that waved about in the slightest breeze. When they walked, their feet seemed not to touch the ground, and when they spoke, it was the most melodious sound he had ever heard. Surely these creatures were the stuff of divinity. Hungry and exhausted, his clothes ragged and dirty, Saul dropped

to his knees and touched his forehead to the ground. He had found his gods, and they in turn had found their most devoted disciple.

Saul D'Alessio returned to Kryta a changed man. His rags had been replaced with a sleeveless, pure-white robe embroidered with golden thread. His once sunken, sickly features were again full and healthy. He no longer craved the bottle, no longer wished to strike it rich gambling. His life had purpose. He had returned to spread the word, to deliver his finding to the humans of Kryta.

During this time, the Krytan Empire was in the midst of two wars—one against the guilds of the other human nations, and another against the beastlike Charr. Food was becoming scarce as the invaders burned the crops and salted the fields. It was then that Saul came to the people, offering help from his powerful, enigmatic gods.

Saul's new faith was so powerful that soon he had a small following. As a group, they traveled the land, recruiting more and more, offering salvation from trying times. Though no one ever saw the winged gods or their cities of massive towers, they took Saul at his word that they did truly exist. Saul was a shepherd, and his sheep followed his every step. Those who showed real conviction were given white robes, each embroidered with golden thread.

This was the beginning of the White Mantle.

Beaten, outnumbered, leaderless, and facing almost certain death, the people of Kryta looked to Saul to lead them out of their darkest hour. Saul D'Alessio was transformed from a messenger into the general of a great army. With their new faith and their new leader, Kryta and the White Mantle managed to push out the Charr, forcing them back over the mountains.

Though his efforts were successful, Saul eventually lost his life fighting the war that freed the humans of Kryta. In the last offensive of the war against the Charr, Saul led his troops deep into Charr territory. His network of spies, though normally quite effective, failed him on this day. The Charr were waiting in ambush, and the beastly creatures slaughtered Saul's unit to the man. Consequently, Saul became a martyr for the White Mantle. His teachings live on in the temples, and his name adorns a seacoast on the southern edge of Kryta, a memorial to a man who brought peace and prosperity to the people of this tropical region.





Book I: Chapter 3
The Old Gods

The Old Gods

Dwayna



The goddess of life and air, Dwayna is the even-tempered leader of the old gods. Her followers are mainly healing Monks and Elementalists specializing in air magic (though in times of war, there are few denizens of Tyria who have not let fly a prayer to the Winged Goddess to spare them or their loved ones). Dwayna is often depicted as young, tall, and slender rising over the ground on huge feathered wings.



Balthazar

The god of war and fire, Balthazar is often worshipped by Warriors and Elementalists, though there are Monks who have been known to follow his scriptures as well. 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.

Grenth



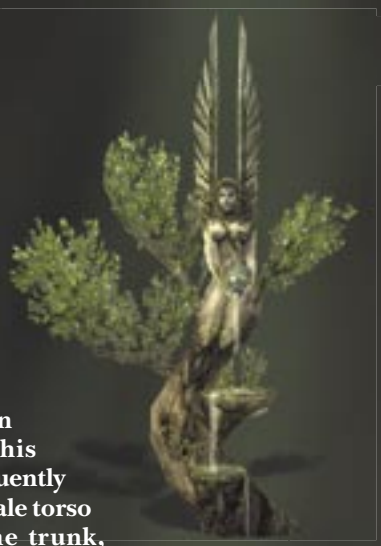
Necromancers learn early that the way to true power is by bowing down at the foot of the god of death and ice and pledging total, undying allegiance. Statues of Grenth depict the god with the body of a man and the skeletal head of a drawn-faced beast. Often, there are followers at his feet, grasping toward his open, clawed hands, clamoring for the powers the unforgiving deity may feel so inclined to heap upon his subjects.

Lyssa

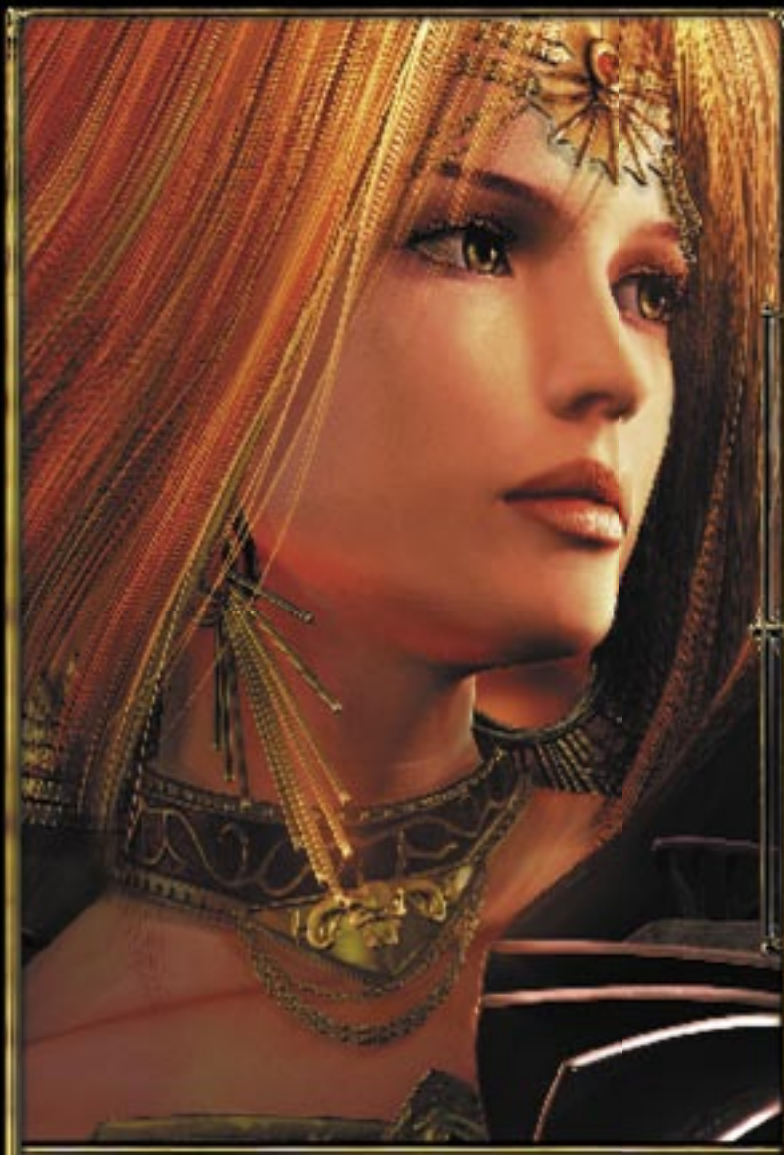


The twin goddesses of beauty and illusion, Lyssa is the patron god of the Mesmer profession. Many a spellcaster has fallen under the charms of these two, making it easy for them to choose to specialize in the mesmeric arts. Lyssa is usually portrayed in her natural state—a pair of twin, intertwined goddesses, back to back, no illusions or glamours involved. There are stories of young men stopping to gaze longingly at statues of the beautiful goddesses, only to forget themselves and die of thirst while simply looking on.

Melandru



The goddess of earth and nature, Melandru is the favored god of Rangers and earth Elementalists. It is said the Maguuma druids at one time worshipped this deity, but there are none alive today who can confirm the truth of this rumor. Melandru is frequently depicted as a human female torso whose lower body is the trunk, branches, and roots of a living tree. Her statues attract weary travelers. Beneath her branches await plenty of fresh water and shelter from the elements.



Book I: Chapter 4
The Guild Wars Personalities

The Guild Wars Personalities

King Adelbern

Born In:	**Drascir**
Nation:	**Ascalon**
Profession:	**Warrior**
Age:	**61**



Descended from the great King Doric, King Adelbern is well-liked by the citizens of Ascalon. His easy demeanor and battlefield heroics secured his spot as one of the most popular kings in the history of the walled nation.

In his younger days, Adelbern was the champion of his guild, Ascalon's Chosen. Tales of his feats during the Guild Wars are told and retold today—the enemies he fought growing larger and fiercer as the stories are passed from one mouth to the next.

He's older now, and though he's a well-liked king, his insistence that the army can hold back the beasts from the north has started the people whispering to each other in the streets. Not everyone agrees with the king on this matter. Making matters worse, Prince Rurik, the king's eldest son and heir to the throne, is among those who criticize Adelbern's policies. And though he is close to his son, the king and the prince often do not see eye to eye.

Prince Rurik

Born In:	Drascir
Nation:	Ascalon
Profession:	Warrior
Age:	32



Firstborn son of King Adelbern and heir to the throne of Ascalon, Prince Rurik is a brave, bold man who often takes action on the spur of the moment. He leads by example, never cowering or shirking a challenge. Some say he has no fear. Others claim his brash bravery is merely reckless. Regardless, the prince is liked by almost everyone in Ascalon, and he spends much of his time among the citizens, preferring the company of commoners to that of Ascalon's rich upper crust.

As a boy, Prince Rurik trained at the Ascalon Academy and did a stint as an officer in the army. Today, he maintains a fighting force of his own, known as the Ascalon Vanguard. These soldiers are completely independent of the king's financing and influence. Rurik's father, King Adelbern, takes a certain amount of offense to this, though he keeps it to himself and his closest advisors. Though the prince is loyal to his father, he doesn't always agree with the man's methods or ideology.

King Jalis Ironhammer

Born In:	Grooble's Gulch
Nation:	Deldrimor
Profession:	Warrior
Age:	127



The wise king of the Deldrimor dwarves, King Jalis Ironhammer rules his people from the peaks of the Shiverpeak mountains. He is a smart, strong, patient man who makes decisions based solely on how they will affect the well-being of all the dwarves in Deldrimor. He lives to serve his people, and they love and respect him for it.

There are those, however, who wish to see the good king taken out of power. Namely, the Stone Summit, a group of xenophobic dwarves who have broken their ties with Deldrimor and are trying to take control of the dwarven nation. Over the past several years, the Summit have been growing their power, and a civil war is brewing.

King Jalis Ironhammer does not want to fight other dwarves, but he will do what he must to keep his people safe. Along with his loyal brother, Brechnar Ironhammer, the king has rallied his forces, and they stand ready to defend their home. The question on the king's mind though is this: Can he win?

Devona

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

Devona is quite serious and direct in her dealings with others. She aspires to be a great Warrior, just like her father. At times this aspiration turns into a tremendous internal pressure to succeed. Devona's father was one of the leaders of Ascalon's Chosen, a prestigious and well-respected guild. He died 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 is the level-headed leader of the party. She always assesses a situation before rushing in, which sometimes puts her at odds with the brash Cynn. Despite her restraint and control, Devona has a temper, and it can get the best of her. She would sacrifice her own life to save the life of a friend, and she frequently puts herself in harm's way to protect those who travel with her. Devona has a deep sense of loyalty and duty. To her, there would be no greater honor than to follow in the footsteps of her father and give her life defending that which is most dear to her.

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 got 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 easy 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.

Aidan

Born In:	Kree Foothills
Nation:	Ascalon
Profession:	Ranger
Age:	32

The son of a huntsman, Aidan grew up with a quiver of arrows on his back. His mother died giving birth to him 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. His inner calm—a sort of simple confidence—has a way of infecting everyone around him. Being the oldest member of the party, he has the wisdom of years his younger counterparts lack, though he never feels the need to lord it over them. He does feel a certain amount of responsibility to keep the group informed and out of trouble if at all possible. From time to time, he takes on the role of group patriarch, but only if there is a meltdown and he sees the need for his cooler head to prevail.



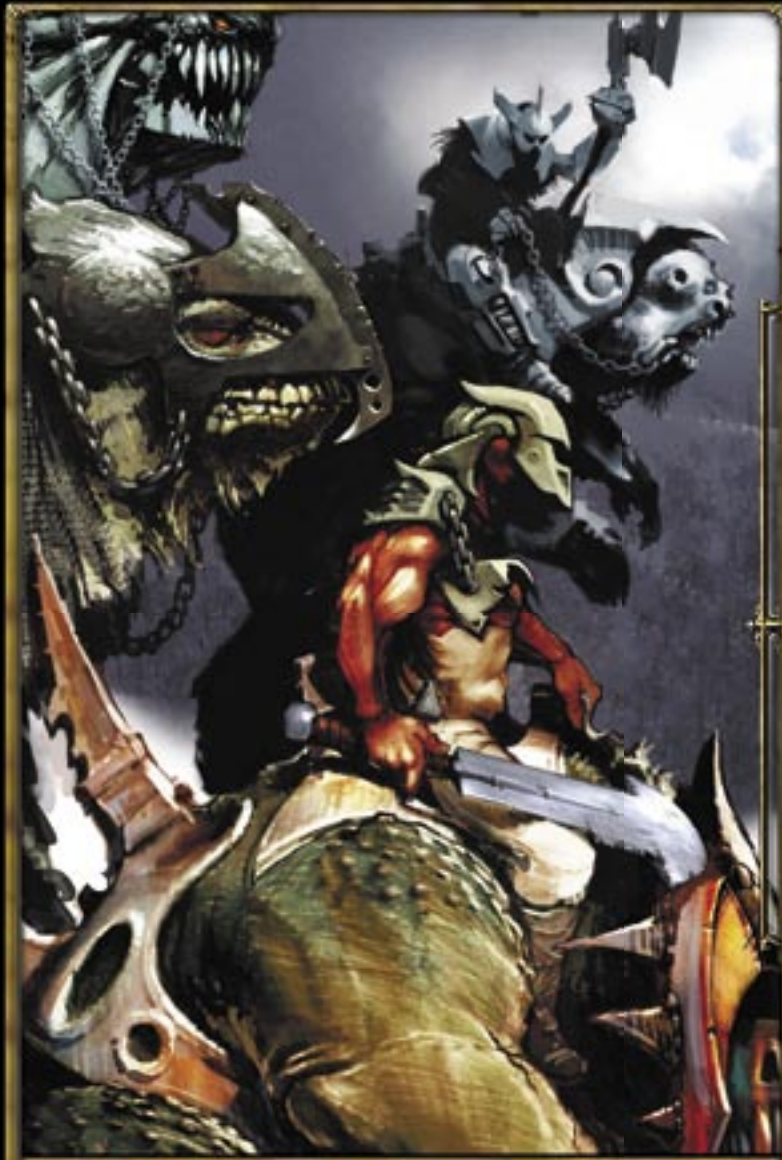
Mhenlo

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; without a clear path to follow, Mhenlo has a tendency to over-analyze situations and possible consequences, not sure whether to take the path of aggressive strength or that of defensive grace.



Mhenlo has spent most of his life inside Serenity Temple, paying homage to the old gods and studying the Path, which will lead him to enlightenment. He is rather timid as the story begins, not completely trusting of his magical prowess, but with Cynn's help he gains confidence and becomes more comfortable with his considerable power.



Book I: Chapter 5
Enemy Armies

Enemy Armies

The Charr

The land north of Ascalon's protective Great Northern Wall is occupied by a savage race of beasts known as the Charr.

To the Charr, flame is the physical representation of their gods. In order to keep the gods happy, they must first fulfill their obligation to the flame. To that end, the Charr have constructed a series of sacred buildings know as Flame Temples. On raised platforms, these bestial creatures have inscribed huge circular runes, which define and magically feed the sacred fires. Further defining the ring are pillars of pure obsidian or carved sandstone, sculpted to depict the faces of the mysterious creatures the Charr worship. Between these pillars, in the very center of each of these temples, are the ever-burning Sacred Flames. The Charr believe that as long as the flames are burning, the gods are pleased. If the flames go out, then the Charr have failed in their duties and will be punished by the gods.





Each temple has its own fire, which is tended at all times by four Charr Flame Keepers. The Flame Keepers have only one job—to keep the Sacred Flame burning. This is the most prestigious position a Charr can occupy; only the strongest, most capable Charr can take this honor, and all other Charr bow to the Flame Keepers.

In addition to the temples, whenever a large Charr warband travels anywhere, they take with them a bronze brazier, lit at a Flame Temple by the Sacred Flame. These braziers are placed upon palanquins, which are then carried from location to location by four Charr Flame Carriers. Each night when they make camp, the Flame Carriers erect a flammable effigy in the shape of one of their gods, then ignite it and let it burn till daylight.

Humans learned quickly how to read the flame sign: if the flame is lit, the Charr camp is occupied. If the flame is out, the Charr have moved on.

The Stone Summit

The Stone Summit are a guild of xenophobic dwarves who live high up in the Shiverpeak Mountains. Their hatred of other cultures (particularly humans) runs so deep that they won't even deal with other dwarf clans who have trading relationships with the human nations.



The Stone Summit pride themselves on their fanaticism. To them, there is only one right way to do things—their way. There is only one group worthy of ruling the world—the Stone Summit. All other life is meaningless. They are cruel, brutal, calculating, and cold hearted to a degree rarely seen in civilized nations. A Stone Summit dwarf could split a man's head without a thought and feel as little concern as if he had just stepped on an earthworm.

The Stone Summit leader, Dagnar Stonesplitter, is said to aspire to one day rule all of Tyria. His methods are messy but effective. The price he extracts for failure is death, which tends to put a hard edge on everything.

Those dwarves who have managed to survive inside the guild for any significant period of time are as tough as stone and just as cold. They execute their orders with a brutal efficiency, knowing that they must succeed or die.

The Stone Summit have a penchant for slavery. They can often be found riding giants and



other beasts bound with all manner of manacles and restraining devices. They don't bother to tame their mounts, rather preferring to simply chain the beasts and overpower them, making them bend to their will rather than becoming accustomed to their new role. If given the opportunity, they would enslave humans and other, "non-pure" dwarves as well.

The Undead

Except for the obvious differences (lack of skin, hair, a working circulatory system, and so on) the undead army are very much like any living human army. They have military ranks, a chain of command, and a set of marching orders. The bulk of the army is made up of once-living humans, though there are tales that when this force marches into battle, the animated skeleton of a once-grand dragon marches with it.

There is much speculation about the undead of Tyria and what their goals might be. Many believe that they are the



remnants of Orr, those lost souls who were so disturbed by the destruction of their home in the Cataclysm that they refuse to pass into the next life. Others believe there is a more sinister force motivating these creatures, a malevolent being who has raised the resting dead to do his bidding. Some even say this mysterious leader is a powerful lich lord who rules them all from behind the front lines. But most of this is just campfire tales and barroom gossip, for there is no one who lives today who can claim to have seen this creature in the flesh (so to speak).





Book I: Chapter 6
Regions and Landscapes

Regions and Landscapes
The Ruins of Ascalon



Blasted and battered, the current landscape of Ascalon holds only the ghost of its former glory. Skeletons of grand cathedrals and remnants of whole cities lie broken on the shifted, displaced ground. The protective Great Northern Wall is perhaps the most intact structure in the entire kingdom, but the destruction that surrounds it lies in testament to its ultimate failure.



Before the Charr invasion and the Searing, Ascalon was a fertile land, full of wheat fields and blossoming flowers. Now though, little grows here in this wasteland. The once-loamy earth is now dry and arid. The riverbeds have dried up, and the mudflats have turned into a patchwork of cracked plates and jagged scars in the ground.

The Shiverpeak Mountains



For hundreds of years, all the dwarves in this mountain range were united under one flag: the nation of the Deldrimor dwarves. Most of the architecture in the Shiverpeaks was built during this time, and it reflects a time of peace and prosperity—but that time is over now. Today, the mountains ring with the sounds of civil war, and new architecture has sprung up: slabs of stone lashed together with huge iron chains mark the areas where a new guild—those who have broken from the old ways—have made new settlements.



The Shiverpeaks are an inhospitable environment for the ill-prepared. There are only two known passes through the mountains, and any wishing to cross them must endure freezing wind, flash snow storms, and unstable terrain that shifts with the change in temperature.

Kryta



Travelers to Kryta will find a stark contrast between the fortified, polished-stone buildings of the White Mantle and the thatch-roofed huts of the regular citizens. There is a surprising amount of wealth here, but it is kept in the hands of those who adhere to the doctrines of the Mantle, and this is reflected in the architecture of the region.

On the coast, the weather is hot and humid. This is somewhat mitigated by the beautiful white-sand beaches and the crystal-clear blue saltwater beyond. Farther inland, it cools down a bit, making the area ideal for farming and raising livestock. Those Krytans who don't practice any of the mystical arts tend to gravitate toward fishing and farming.



Maguuma Jungle



Years ago, many tribes of human druids lived among the Maguuma's lush greenery and wildlife. But it has been a long time since anyone has heard word from them, and many believe that they were eaten by hostile jungle creatures or simply swallowed whole by the man-eating plants now rampant in the jungle.

The higher elevations are mostly devoid of water. Only the largest and hardiest of plants can live here. But down farther, closer to the water table, the Maguuma grows thick. The vegetation can become so dense that there are areas of the jungle floor that have never been touched by the sun's light.



The Crystal Desert



Legends tell of a time, thousands of years ago, when the Crystal Desert was covered in water. These legends claim that it was the gods who raised the land, leaving it bare and empty in order to give the solitary creatures of the world a place to call their own. If the legends are true, humans were not among those for whom this land was made. There have been attempts by humans to settle in the desert, but they have, without exception, failed miserably, leaving behind only the grand monuments they built here proclaiming their short-lived triumph over this harsh land.



The weather in the Crystal Desert is hot and unforgiving. The winds blow hard, making and unmaking dunes, covering up the present and uncovering the past. An examination of the sand will reveal that each grain is actually a tiny, pointed crystal. In isolated locations, larger crystal formations have been revealed by the constant, unforgiving wind.

The Ring of Fire Island Chain



Just south of the Tarnished Coast lie the volcanic islands that together make up the Ring of Fire. The large volcano at the center of the ring is where the gods reportedly dropped the Bloodstones before leaving Tyria for good. Of the islands that surround this one, many are still active. Ships that pass by the Ring report hearing the tell-tale hiss of scalding hot lava hitting the ocean, instantly vaporizing the saltwater into steam.



The reefs off the islands are formed of black pumice stone. There are very few natural ports, and those that might be suitable for docking would bring the crew of the ship within danger of being caught by a sudden, unexpected eruption.

There are no known settlements in the Ring of Fire.

The Rift

Before there were humans or dwarves, before there were even worlds or the stars that light the night sky, there was but one thing in the universe—the Mists. The Mists touch all things. They are what binds the universe together, past present, and future. They are the source of all good and evil, of all matter and knowledge. It is said that all forms of life, no matter how simple or complex, can trace their origins back to this one place.

In the middle of the Mists is a spot where time moves neither forward nor back. It is a tear in the fabric of the cosmos, the point of perfect balance between all forces of the universe. This place is known as the Rift, and there is nothing to which it does not connect, nothing that cannot be reached from inside it. Those who have the know-how to travel across the universe through the Mists must pass through the Rift on their way to all other places. It is the center of all things.



The Hall of Heroes

In the center of the Rift, deep inside the Mists, stands the imposing walled fortress known across the multiverse as the Hall of Heroes. This structure is the pinnacle of the afterlife. When a hero dies, his spirit goes to one of two places: either it is buried with the deceased body, forever trapped inside the rotting flesh and rancid bones of the corpse, or it is released into the Rift. This latter honor goes to only those few whose deeds in life were legendary enough to be known across multiple worlds, and fewer still earn a place among the souls ensconced inside the Hall itself.

For a long while, the Rift and the Hall of Heroes were accessible only by those who had passed from the mortal world into the immaterial. It was the Land of the Dead, an exclusive club whose membership cost the blood of one's own life. But within the last century all that has changed.

Lord Odran's Folly

Using a spell of his own devising and the sacrifice of many souls, Lord Odran, a powerful arcanist who specialized in the study of temporal distortions, opened a portal that offered him access to the Mists and eventually into the Rift itself. The spirits who had given their lives to earn access to the hallowed afterlife were outraged. They turned their fury upon the intruder, attacking Lord Odran with all of their legendary, collective might. But it had been hundreds of years since most of the spirits had interacted with the physical world, and none of them had ever done so in their shadow form. As powerful as they had been in life, they could not harm the physical manifestation of the wizard lord—not yet. He was untouchable here in the land of the dead, and he traveled freely through the Hall of Heroes.

Over the years, Lord Odran learned to use the Rift to travel across the multiverse. He opened portals on nearly all of the different worlds, turning the Rift into his own personal gateway. But though he was clever, the wizard lord was himself only mortal, and eventually the spirits of the Hall discovered a way to interact with the corporeal world. Odran's last physical journey through the Rift cost him his mortal life. The wizard lord was torn to shreds by hundreds of angry souls seeking retribution for his trespasses.

When Odran's mortal body died, the wards and enchantments that kept his portals hidden failed, and the gates to the Hall of Heroes were laid open to all who were able to find them. The wizard lord had been canny though; Odran knew that one day he too might be ensconced in the Hall of Heroes, so he hid the portals in the most treacherous locations he could find. The fear of death, he surmised, would keep the meek at bay.

But a long time has passed, and it is clear now that the wizard lord, like the gods before him, underestimated the greed of men. Over time, the whereabouts of the portals have been revealed. Though they remain difficult to get to, there are those with enough skill and enough bravery to reach them, and every day the numbers of intruders to the Hall of Heroes rises.

An unending battle for supremacy rages inside the Hall. The spirit inhabitants have taken to playing groups of mortals against each other for sport, placing bets on which will make it farthest and giving special aid to those they favor. Control of the Hall itself has its rewards—and its costs as well.





Book I: Chapter 7
Creatures of Tyria

Creatures of Tyria: An Introduction

Hostiles

In addition to enemy armies you'll encounter, such as the Charr and Undead, you'll find that Tyria is crawling with hostile creatures that will attack you and your party on sight. Here are but a few of the hostiles you may encounter, along with such information as we have on each of them.

Devourers



Sightings	Old Ascalon, Nolani Academy, Regent Valley
Breeds	Thorn Devourer, Whiptail Devourer, Plague Devourer
Known Brood Leaders	Skuzz Sudgereaper, Gnash Underfoot, Fleck Grokspit, Stank Reekfoul

Gargoyles



Sightings	Often seen scavenging near ruins in Ascalon or along the beaches of Kryta.
Types	Flash Gargoyles, Shatter Gargoyles, Mergoyles
Known Clutch Leaders	Spazmo Thunderbolt, Claw Fleshfixer, Plook Wavebreaker, Muga Riptide.

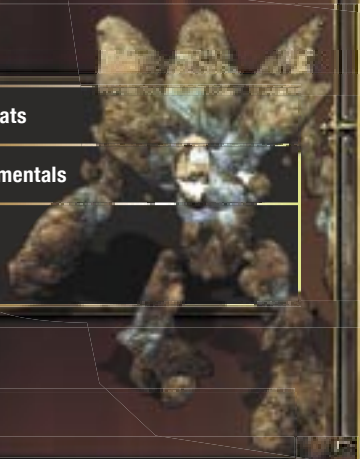
Grawls

Sightings	**Regent Valley; also reportedly seen in the Southern Shiverpeaks.**
Known Clan Names	**Lorimung, Siamung**
Known Clan Leaders	**Makani Ookook, Anani Mokmok, Palila Uggugg**



Elementals

Sightings	**Old Ascalon, Pockmark Flats**
Breeds	**Stone Elementals, Ice Elementals**
Known Clutch Leaders	**Pulv Rubblegrinder, Cobble Poundstone, Mallet Runecolumn**



Drakes

Sightings	**Twin Serpent Lakes, Stingray Strand**
Types	**Lightning Drake, Grand Drake**
Known Elders	**Scale Fleshrend**



Tengu

Sightings	**Raiding the settlements outside of Lion's Arch, also menacing caravans in Divinity Coast**
Clans	**Caromi, Avicara**
Known Clan Leaders	**Glyd Swiftwing, Squaw Nimblecrest, Chuff Quickbeak, Pello Agileclaw**



Skale

Sightings	**North Kryta Province, D'Alessio Seaboard, Forest of True Sight**
Breeds	**Bog Skale, Fiendish Skale**
Known Brood Leaders	**Geck the Coldblooded, Laris the Meateater, Cella the Hooded, Skigg the Tongue**



Trolls

Sightings	**The Wilds, Silverwood, Forest of True Sight**
Breeds	**Jungle Troll, Mountain Troll, Fen Troll**
Known Warchiefs	**Grook Plugalug**



Other Creatures

Below are just a few of the more docile creatures one might encounter in Tyria. If one has the skill, some of these can be tamed and will fight to defend their human masters.

Lynx



Environment	Warmer climes, seen often in the temperate areas of Kryta

Warthog



Environment	Dry arid areas like those near the Great Northern Wall of Ascalon

Snow Wolf



Environment	Seen exclusively in the colder, snowy regions of the Shiverpeak Mountains

Guild Wars

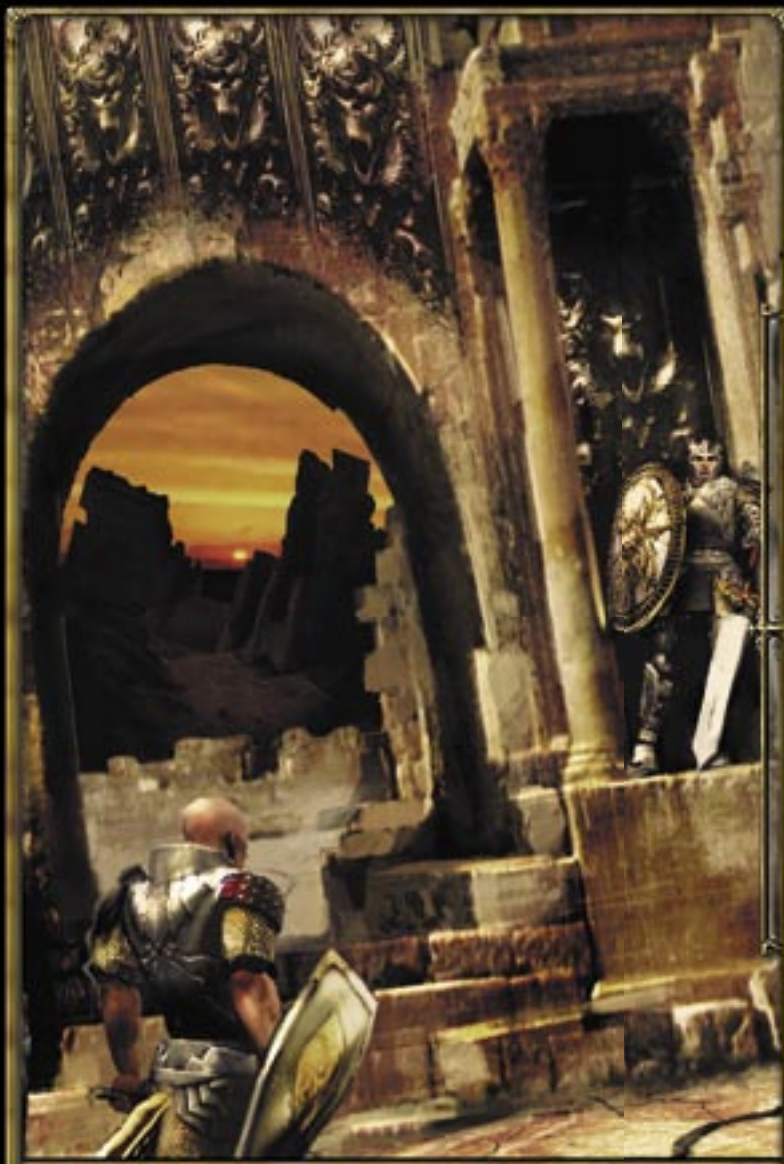
Book II
The Challenge

The humans of Tyria are at the brink of extinction, and only their heroes can save them. The many who have chosen to train in the six professions, and the mighty guilds they comprise, are the only hope against the armies of undead, Charr, and other creatures bent on total world domination and the destruction of the human race.

The choice to train in a primary and secondary profession, to learn the skills of those professions and use them to vanquish the enemies of humanity, is not to be taken lightly. Choose a name worthy of great deeds, and follow the calling that best utilizes your natural style.

The challenge is this: Follow the hero's path. Take up the weapons and skills your heart chooses and wield them against those who would take your freedom, and the freedom of those you love. Save your people or die trying.





Book II: Chapter 1
A Hero's Life

A Hero's Life

Heroes come in all flavors: male and female, large and small, and in any of 30 combinations of the 6 professions: Warrior, Ranger, Monk, Elementalist, Mesmer, and Necromancer. Add to that more than 150 unique skills per character, which can be combined for any number of effects. . . . The possibilities are mind boggling.

The heroes you create begin life at level 1, fresh from home and ready to learn. The most important choice you must make for them is that of primary (and later, secondary) profession, which determines not only armor, skills, and fighting style, but your overall gameplay experience.

You can create four heroes per unique *Guild Wars* account. You can delete and create new heroes at any time, so have fun experimenting with profession combinations, skills, and attributes until you create the hero that suits you best.



A Hero's Career Path

Gaining Levels

As you travel through Tyria joining adventuring parties, completing missions, or recruiting henchmen for more casual exploration, your hero will earn experience points and gain experience levels. With each level comes an increase in maximum Health, which makes you harder to kill.

Improving Attributes

Each level awards you attribute points to spend improving your attributes, like the Warrior's Swordsmanship, which increases sword damage; the Monk's Healing Prayers, which makes healing skills more powerful; the Elementalist's Energy Storage, which permanently increases maximum Energy, allowing you to use more skills more often.

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, more powerful in a wider range of situations, against enemies of various types.



Note: Rumor has it there may be ways to acquire skills temporarily, even those from other professions!

The Six Professions

The choice is yours: Warrior, Ranger, Monk, Elementalist, Mesmer, or Necromancer. Every profession has its own strengths and attributes, 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.

For each hero you create, you'll choose a primary profession, and later, if you choose, a secondary profession.

Primary Profession	Your primary profession determines your hero's basic appearance, including the type of armor you'll wear. It is your hero's outward identity. 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 compliment the first. (Your secondary profession does not have access to the primary attribute for that profession.)

Attributes

Every profession has a set of attributes you can build to improve the effectiveness of related skills (including weapon mastery) over time. Each profession's attributes are geared for a distinctive fighting style, and by choosing attributes for improvement you create a specialized style all your own. Your hero's attribute pool is derived from the combination of your primary and optional secondary professions. Your Warrior/Ranger's attribute set contains only those attributes that affect Warrior/Ranger weapons and skills, so you can't go wrong when

building up attributes. And attribute refunds allow you to adjust attributes later if you wish, taking points from one and allocating them to another.

Note: Attributes appear next to skills in the Skills menu. Mouse over icons in the Skill Bar to see the attribute in the skill description. For more on skills, see page 122.

Primary Attribute

Each profession has a powerful primary attribute available only to characters who have chosen that profession as their primary profession. For example, when chosen as a primary profession, the Elementalist has Energy Storage, which provides a larger Energy pool with which to use skills; the Mesmer has 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 primary.



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.

Attribute Refunds

Attribute refund points allow you to reallocate points from one attribute to another. Points subtracted from an attribute return to your attribute point pool so you can use them to improve another attribute.

You Can Have it All

You can create four very different characters, each taking advantage of a unique set of resources, including skills, attributes, weapons, fighting styles, and strategies. Your Warrior/Elementalist can set enemies up with distance spells, then knock them down with a hammer blow. Your Monk/Mesmer can subvert enemies' Energy and use it to defend and heal allies. Your Ranger/Necromancer can charm animals and raise the dead to aid you in battle. Each combination has hundreds of skills that work together so you can create an arsenal that suits your playing style (or styles).

The combination you choose, along with the skills and attributes you choose to learn and improve over time, results in a unique *Guild Wars* experience for each hero you create.

Attribute Point Allocation

Attribute Level	Point Cost	Total Cost
1	1	1
2	2	3
3	3	6
4	4	10
5	5	15
6	6	21
7	7	28
8	9	37
9	11	48
10	13	61
11	16	77
12	20	97



Warrior

Warriors rely on stout hearts, brute strength, and melee weapons to subdue their enemies and protect their allies. They generally disdain long-range warfare, preferring instead to charge directly into the fray swinging their weapon of choice. They can take a beating unlike anyone else. Warriors are equally comfortable wielding axe, hammer, or sword, though many choose to master one weapon over all others. Many Warrior skills require adrenaline, which builds up during combat to enable those skills, and usually results in major damage. Defensive tactics help the Warrior to avoid damage and protect allies, but Strength is the Warrior's biggest asset, allowing this hero to do more damage with every attack.

Warrior Attributes

Strength*	**Strength increases the armor penetration of your attack skills by 1% per attribute level. Strength also improves the effectiveness of skills that keep you alive, and those that inflict damage on your opponents.**
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 improves Shouts and Stances that give you and your party an advantage in battle.**

***Available only to Warrior primaries.**



Ranger

Rangers are unique in their ability to succeed with the help of, or even in spite of, their environment. Nature rituals allow them to manipulate the environment to hinder their enemies, or borrow the very power of creation to heal and aid their allies. They favor long-range combat, the bow being their weapon of choice, and can be especially effective from elevated locations such as bridges and cliffs. They are the only profession with the ability to charm animals, which then accompany them on their travels and assist them in battle, gaining experience and levels over time. Rangers are also blessed with survival skills that help keep them alive.

Ranger Attributes

Expertise*	**Points into Expertise decrease the Energy cost of your attack skills, Preparations, and Traps.**
Beast Mastery	**Beast Mastery improves your animal companion's basic attack damage, as well as skills that help to keep your companion from harm.**
Marksmanship	**Improving Marksmanship increases basic bow damage, and increases damage dealt by bow skills.**
Wilderness Survival	**Wilderness Survival improves defensive Stances, Preparations, and Traps.**

***Available only to Ranger primaries.**



Monk

Monks employ a direct conduit to the gods, and the answers to their prayers come in the form of healing and protection for their allies and damage to their enemies. Combined with any other profession, Monks can alternate between supporting their party and dealing damage to opponents. Monks enjoy Divine Favor, which provides extra healing power, while their healing and Protection Prayers help to keep their allies strong and healthy. Smiting Prayers, on the other hand, call down divine anger on enemies, exacting holy damage that ignores armor, though damage-dealing is not the Monk's specialty. What Monks lack in firepower they make up for with their unparalleled gift for keeping their allies alive.

Monk Attributes

Divine Favor*	**This attribute provides a healing bonus to all spells that target allies, and increases the duration and effectiveness of spells that help you call forth divine powers to aid your allies.**
Healing Prayers	**Points allocated to Healing Prayers increase the duration and effectiveness of spells that allow you to heal yourself and your allies.**
Smiting Prayers	**Smiting Prayers increase the duration and effectiveness of skills that inflict damage on the enemy. Smiting Prayers are especially effective against the undead.**
Protection Prayers	**Allocate points to Protection Prayers to increase the duration and effect of your Protection spells, which help protect you and your allies from harm.**

***Available only to Monk primaries.**



Elementalist

Elementalists summon the powers of earth, air, fire, and water and command them at will. They can inflict more damage in a single strike than any other profession. Earth Magic summons quakes and eruptions, encases enemies in stone, or protects allies. Air Magic harnesses the power of tempests to strike foes down with lightning or enable allies to run like the wind. Fire Magic manifests flames, fireballs, molten lava, and even meteors to burn enemies to a crisp. Water Magic conjures mist and ice to slow enemy movement and attacks, blur vision, protect allies against magic, and inflict cold damage on enemies. Elementalists have access to Energy regenerating skills, and when chosen as a primary character, they can increase their maximum Energy over time. The wise Elementalist avoids becoming surrounded, but keeps a local area-of-effect spell on hand just in case.

Elementalist Attributes

Energy Storage *	Energy Storage increases your hero's maximum Energy, and improves skills that help you regenerate Energy.
Fire Magic	Improve Fire Magic to increase the duration and effectiveness of your fire skills, which inflict fire damage and can affect large areas.
Water Magic	Allocate points to Water Magic to increase the duration and effectiveness of your water skills, which slow enemy movement.
Earth Magic	Build up Earth Magic to increase the duration and effectiveness of your earth skills, which can protect you and your allies, or attack your opponents, ignoring armor level.
Air Magic	Points to Air Magic increase the duration and effectiveness of your air skills, which pierce armor, cause Blindness, and knock down your enemies.

*Available only to Elementalist primaries.



Mesmer

Mesmers are masters of illusion and control, subverting the enemy's Energy for their own use, and that of their allies. Combined with any other profession, their skills provide excellent support, turning enemies' powers against them and changing the very fabric of reality to hinder foes and help allies. Mesmers have the ability to cast spells quickly, which can make all the difference in the heat of battle. Their powers of domination allow them to take control of enemy skills and Energy. Their unique illusionary talents can slow or even halt enemy movement and skill casting, or cause imaginary illnesses that drain Health and Energy from foes while healing and energizing allies. While Mesmers are not known for brute strength, their ability to confuse, distract, and drain the enemy's resources more than compensates.

Mesmer Attributes

Fast Casting*	Increases the speed with which you cast spells, allowing you to cast more often for greater overall effect.
Domination	Increases the duration and effectiveness of your Domination spells, which allow you to disrupt your enemies' actions.
Illusion	Increases the duration and effectiveness of your Illusion spells, which deceive your enemies and hinder their movement and their ability to cast spells.
Inspiration	Increases the duration and effectiveness of your Inspiration spells, which steal Energy from enemies.

*Available only to Mesmer primaries.



Necromancer

Necromancers are masters of the dark arts, calling on the spirits of the dead, and even death itself, to overpower enemies and assist allies. In sacrificing Health and taking curses and diseases upon themselves, they can deal large amounts of damage to those foolish enough to oppose them. Dead and dying enemies become unwilling allies in their hands. Necromancers have the singular ability to absorb Energy from an enemy's death, and can raise a fighting force from the corpses of their foes. Curses, which often cost the Necromancer dearly, exact an even greater toll from enemies, who find that their Enchantments and healing skills are rendered useless. Due to the sacrificial nature of their methods, Necromancers must practice patience and self-discipline to survive.

Necromancer Attributes

Soul Reaping*	**Soul Reaping allows you to gain Energy whenever a creature near you dies.**
Curses	**This attribute increases the duration and effectiveness of your Curse skills, which reduce your enemies' effectiveness in battle.**
Blood Magic	**Blood Magic increases the duration and effectiveness of skills that steal Health from your enemies and give it to you.**
Death Magic	**Increases the duration and effectiveness of skills that deal cold and shadow damage to enemies as well as those that increase the effectiveness of your undead minions.**

***Available only to Necromancer primaries.**



Customize Your Appearance

Your hero's basic appearance choices are determined by the primary profession you choose. Each profession has a basic body type and armor style, and a set of physical features from which to choose to customize your hero.

Sex

You can choose a male or female character. Sex is a factor in determining your hero's appearance, but it has no bearing on your hero's abilities.

Physical Features

Adjust your hero's body size, skin color, hair color and style, and facial features to give your hero a distinctive look.





Book II: Chapter 2
Playing Guild Wars

Playing Guild Wars

Now that you've created a hero, you're ready to take your place among Tyria's adventurers. Early *Guild Wars* missions are designed to familiarize you with how things work in Tyria, highlighting the basics of *Guild Wars* such as interacting with characters, equipping and using weapons and skills, and more.



The green exclamation point means this character has something to tell you.

The best way to discover missions and quests is to talk to the characters you meet in towns and outposts. Many citizens have a story to tell, and some have tasks they'd like you to perform, or if you're already on a mission, key information that will help you complete your objective. The green exclamation point above a character's head tells you that he or she has information for you, and perhaps even more.

Explore Your World

Move Your Hero

You can move around using your keyboard or mouse, or both, if you like.

Keyboard

Forward	W
Autorun	R
Turn Left	A
Turn Right	D
Back up	S
Reverse Direction	X
Strafe Left	Q
Strafe Right	E

Mouse

- **To move using the mouse, click the place on the ground to which you wish to walk.**
- **To steer, move the mouse left and right.**



Note: Mousing is especially useful in rough terrain; your hero can often find a way through even when you can't. Click the place you'd like to end up, and your hero will attempt to get there.

Move the Camera

Use the mouse to change the camera angle, or zoom in or out on the action.

Zoom	**Scroll your center mouse wheel forward and backward to zoom in and out on your character and environment.**
Rotate Camera	**Hold down the right mouse button and move the mouse to change the camera angle.**

Mini-Map

The mini-map gives you an overview of your current area and alerts you to the locations of allies and enemies, NPCs, and other players. You can also use the mini-map to communicate strategy with your teammates by clicking the mini-map or drawing on it.

Allies	**Green dots represent your allies.**
Players	**Blue dots represent other online players.**
Foes	**Red dots indicate the location of foes.**
NPCs	**Yellow dots represent non-player characters (such as villagers, traders, and henchmen) who are not hostile to your party.**
Danger Zone	**The center circle represents the radius beyond which monsters cannot detect you. Monsters inside the danger zone will become hostile and attack you. To avoid attack, keep monsters on the outside of the danger zone.**
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.**

Continued —>

Challenge Points	Green arrows point you toward your next mission goal.
Map Drawing	Click and drag to draw on the mini-map to diagram strategy for your allies. Opponents cannot see your 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.

- **Change Districts:** Choose the desired district from the District drop-down menu.

International Districts

Guild Wars lets you play with anyone, anywhere, anytime. While your *Guild Wars* account is specific to the region you live in, you can meet and adventure with players from other regions using International Districts. For example, if you normally play in America, and you have a friend in Korea, the two of you can meet in the International District of any town and form a party together.



Traveling in Tyria

The map of Tyria is your ticket to any available location in Tyria. In its overview mode, it shows the entire Tyrian continent. The close-up map shows your current region.

- Press **M** bring up the map of Tyria, which takes you instantly to towns and mission locations. (Press **M** again to exit the map.)
- From the overview map, click once to zoom in for a closer look at a region. (Click again to zoom out.)
- While zoomed in, click a location icon and read about the area. Click **Travel** to travel instantly.
- Press **P** to bring up a smaller version of the map.

Map Markers

	Town
	PvP Area
	Guild Hall
	Outpost
	Available Mission
	Primary Quest Complete
	Secondary Quest Complete
	Completed Mission



Map pins mark towns, markets, guild halls, and mission areas. As you complete missions, additional map locations become available. Check your map often for new missions and adventuring areas.

During Missions

The map is also available during missions so you can see where you are, where you've been, and where you're going. A red dotted line marks your passage through each region. The details of each area map are revealed only as you encounter that area.



In Town

Towns and outposts are gathering places where you can form parties, buy and sell items in the marketplace, or just socialize.



Make Contact

Visit towns to meet other players and form adventuring parties. Click other players to see their name and level. Use the chat window to talk to players in your location.

Chat

Type messages into the Chat window and send them instantly to everyone in the area, or just to your team or guild.

- **To open the Chat window, press Enter.**
- **To Chat, type your message in the text field, then press Enter.**

Create a Party

Missions are generally designed for 2–8 players, and explorable adventuring areas allow parties of up to 8 players. Travel directly to the mission area to find party members, or stop in towns along the way to recruit a team.

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 live players. Need one more player in your party? Hire a henchman. Want to play a difficult mission by yourself? Hire several henchmen. During a mission, henchmen will follow you and attack the targets you choose. They'll also heal your party, and will resurrect party members if possible. Henchmen

take their share of the spoils of each mission, including experience points and loot. Look for henchmen in towns and outposts near mission gateways.



Buy and Sell

Most marketplaces offer outfitters, weaponsmiths, crafters, and traders of various types. Click a merchant to start a trading session.

Outfitter

Outfitters sell weapons and basic supplies. The weapons found at the Outfitter's are not enhanced by magic, but you can upgrade them using magically enhanced components (such as hilts, pommels, bow strings, and more) that you can find on your adventures. Outfitters also sell salvage kits that allow you to extract raw materials from weapons, armor, and other items you collect during your travels.

Outfitters will buy all manner of items, including weapons and armor, found items, dye, and crafting materials.

Weaponsmith

The Weaponsmith can customize your weapons to make them more effective. Whenever you acquire a new weapon you plan to equip and use, visit the Weaponsmith and pay his price to customize it.

Note: **A customized weapon can be wielded only by the hero for whom it was customized.**



Crafter

The Crafter can create new armor for you using raw materials you've found or salvaged, such as shells, hides, ingots, or slabs of rock.

Skill Trainers

Skill Trainers provide skills from all professions, though each is likely to have a different selection. To learn a new skill, you'll need Skill Points, which you can earn by completing missions and gaining levels.

Traders

Traders buy items from adventurers and resell them at the current market price. A trader's inventory of wares changes frequently depending on what items adventurers sell at any given time.



Note: You can also trade items with other players, and you may get a better deal that way, so shop around.







Book II: Chapter 3
Combat: Basic Training

Combat: Basic Training

Whether your fight be in the wilderness against the many hostile creatures of Tyria, in tournament play against a rival guild, or in the arena against a random team, being a hero means that fighting is a way of life.

Come Equipped

Before you enter any mission or explorable area (in other words, before you leave town), you'll need to load your Skill Bar with the eight skills you think will serve you best in the coming conflict. Your hero has a set of armor (courtesy of your primary profession). Make sure your chosen weapon is at the ready.

- **Equip weapons and armor from your Inventory, which manages the items you have acquired.**
- **Equip skills from the Skills menu; drag skills from the Skills menu to your Skill Bar.**



The Skill Bar

Your Skill Bar holds a maximum of eight skills, so it's important to choose carefully which skills you take with you into each situation. Adjust your skill set, and with it, your strategy, for each mission or battle scenario you encounter.



Your currently equipped skills are displayed in your Skill Bar, and each Skill Bar slot is mapped to a number key on your keyboard.

Note: You can equip and arrange skills only in towns and outposts.

Using Skills

1. Click to target the ally or foe on which you wish to use a skill.
2. Click the skill you wish to use in the Skill Bar, or press the corresponding number (1–8) on your keyboard.

Skill Tips:

- Many skills cost Energy to use; know how much, and how much Energy you have available.
- Many skills take time to recharge, and are not ready (dark) while recharging.
- Some skills require adrenaline and will become ready during combat.
- Some skills require a particular weapon type, such as a sword, axe, or bow.
- Ready skills are fully lit. Darkened skills are not ready and require either recharge time or adrenaline before they become ready.
- You'll need to equip and arrange your skills in the Skill Bar while in a town or outpost; once you enter a mission or adventure area, your Skill Bar can't be altered.

For more information on skills, see page 122.

Your Hero's Status

Health & Energy

Health and Energy are your most crucial resources, so monitor their levels constantly. Health is a measure of your hero's life force, and Energy allows you to use skills that increase your offensive and defensive capabilities in battle.

Both Health and Energy regenerate over time (though Health only regenerates when you're not in combat), and while some skills can assist regeneration, others can cause Health or Energy levels to degenerate. For more on Regeneration/Degeneration, see page 116.

The Health Bar

The Health bar measures your current Health level. Enemy attacks reduce your Health, while healing skills replenish it. Your maximum Health is determined by your 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.



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 at the most recent outpost. Each death incurs a Death Penalty (DP), which lowers your maximum Health and Energy. (You can work off DP by earning experience points. When the mission ends or you return to a town or outpost, DP resets to zero.) For more on death and resurrection, see page 116.

During any battle, keep an eye on your Health bar and be ready to heal yourself or alert your team before your Health gets too low. A critical hit does a large amount of damage in one blow, and some Hexes and Conditions can cause Health to degenerate rapidly, so monitor your Health carefully.

The Energy Bar

The Energy Bar displays the amount of Energy you have with which to use skills. Most skills have an Energy cost associated with them, and using those skills will deplete that cost from your Energy Bar. Your maximum Energy

is determined by your profession, though some skills and conditions can temporarily increase or decrease your maximum Energy, and some magical items provide a permanent increase.



Energy allows you to use skills and spells, so maintaining this resource is critical in battle.

Regeneration/Degeneration

Health and Energy normally regenerate over time. Some spells, like Hexes, can cause Health and Energy to degenerate, while other spells, such as Enchantments, can provide Health or Energy, or facilitate faster regeneration. The arrows in the Health and Energy bars indicate the rate at which your Health and Energy regenerate or degenerate.



When you are under a Hex or Condition, your Health and 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.

Death and Resurrection

While playing in any exploration area, mission, or tournament battle, your character may die multiple times. When you die, you can be resurrected on the field by allies using a skill or signet, or by a priest at your

team's base. In some cases, you'll resurrect at the most recent outpost. In most cases, you'll return to life with a death penalty (DP), which reduces your maximum Health and Energy. DP is removed when you return to a town or outpost.

Death Penalty

The Death Penalty (DP) reduces your maximum Health and Energy levels, and accumulates with each death while you remain in a mission. You can work off DP by earning experience points in battle, or by gaining a morale boost in some missions. All Death Penalties are cancelled when you leave the current mission and return to a town or outpost.



Enchantments & Hexes

Enchantments aid you in battle 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 on screen to tell you which Enchantment you are under. Similarly, if an enemy casts a Hex spell on you, an icon appears. Mouse over these icons for information about the Enchantment or Hex affecting you.

Fighting Creatures

Tyria is overrun with all manner of monsters, some of which you'll meet during tournament battles, others you'll seek out per your mission objectives. Almost anywhere you travel, you'll encounter hostile creatures, all of whom will happily eat you and your party for lunch. It's up to you to make the land safe for your fellow humans.



- **To quickly target and attack the nearest creature, press Tab to target, then press Space to attack.**

Player vs. Player (PvP)

PvP battles consist of two or more teams of 4–8 players battling for supremacy. Team up with fellow guild members or other online players for PvP battles in

Arenas, Guild Challenges, 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 Hall Matches	**Guild Challenges pit guild on guild in a variety of situations that will test your guild's skills and team spirit. Winning Guild Challenges earns fame points for your guild, which increase your overall guild ranking, and your guild's position on the Guild Ladder.**
Tournament Play	**Tournament play lets you compete for worldwide *Guild Wars* supremacy. For more information, see page 140.**

Weapons & Armor



Each primary profession's armor distinguishes its members visually from the others, and serves the combat style of its profession. Weapons are sometimes shared across professions, but with very different results. Weapons and armor can be customized, enhanced, or replaced to suit your individual needs over time.

Acquiring Weapons & Armor

Weapons and armor are sold in the marketplaces in towns. The Outfitter can sell you a basic weapon or shield,

and the Crafter can craft armor out of items you find on your adventures or buy at market. Weaponsmiths can customize a weapon just for you, making it more effective in your hands.

Your fellow players also meet at the marketplace to trade weapons and armor they have earned in battle.

Customize a Weapon	Visit a Weaponsmith in any marketplace to have your weapons customized. A customized weapon is significantly more effective, but can only be used by its master.
Upgrade a Weapon	You can upgrade your weapons using magically enhanced components (hilts, blades, axe heads, and so on) you can find in your travels.
Dye Weapons & Armor	You can dye your weapons and armor using vials of dye you find in your travels or purchase from Traders or other players. You can also mix dyes to create new colors, or remove dye you have applied to your armor using dye remover.







Book II: Chapter 4
Skills

Skills

Each character has access to hundreds of skills that create advantages in battle either by damaging or weakening enemies or protecting and strengthening allies. Each skill set draws its strength from the unique attributes your professions provide, and each makes for a particular combat style. Warrior skills strengthen and protect for close-range battle, while Ranger skills give them power over nature as well as long-range expertise. Mesmer skills subvert enemy resources, and Necromancer skills exploit the dead and employ blood sacrifice. Elementalists call up the powers of earth, water, air, and fire, and wield them with devastating results.



Note: You can learn hundreds of skills as you travel through Tyria, though you can carry only eight skills with you into each mission. Travel to a town or outpost to equip skills, and to learn new ones.

Skill Basics

Acquiring Skills

There are several ways to acquire skills. The easiest way is to learn skills from trainers in towns and outposts. You can also capture skills from monsters using a Signet of Capture. You'll need to have skill points available to learn skills permanently, but rumor has it there are ways to learn skills—even those from other professions—temporarily.

Skill Points

As you gain experience and complete missions, you earn skill points that enable you to acquire new skills. Each skill point entitles you to one new skill, which you can purchase in almost any town in Tyria.

Skill Types

There are ten basic skill types. Each skill description contains a skill type designation, which tells you how the skill will behave.

SKILL	**"Skill" describes all abilities, including spells, Enchantments, Hexes, and Signets. A skill with this designation as its skill type is not of one of the types below.**
ATTACK	**An enhanced melee or projectile attack. Attack skill types include Sword Attack, Axe Attack, Hammer Attack, and Bow Attack.**
SPELL	**A skill that results in an instant effect, such as damage, healing, Energy loss, or Energy gain.**
ENCHANTMENT SPELL	**A spell that causes a temporary state of protection or enhancement (e.g., speed, increased armor, increased Energy); a positive effect that stays with the target and benefits him over time.**
HEX SPELL	**A spell that causes a negative effect for a period of time. Hexes may prevent the target from using certain skills, slow skill recharge rates, or cause Health or Energy to degenerate over time.**
SIGNET	**A skill that results in an immediate effect and costs no Energy to use. Signets tend to take longer to recharge than other skills.**
PREPARATION	**A skill that enhances your attacks for the next few seconds. You can have only one Preparation in affect at any given time.**
TRAP	**A skill that you set and leave for your enemy to trigger. While setting Traps, you are easily interrupted.**

Continued —>

SHOUT	**A motivational phrase that benefits you and your allies (as well as hindering any nearby enemies) by increasing armor or improving attacks. Shouts have an instantaneous affect, and can be used simultaneously with other skills. Shouts generally last a few seconds and cannot be removed.**
STANCE	**A state of being that provides an advantage in battle, either by protecting against attacks or improving your offensive abilities.**
GLYPH	**A skill that enhances the next spell you cast. Glyphs affect only spells, and you can have only one glyph in affect at any given time.**
NATURE RITUAL	**An environmental enchantment that affects allies and foes alike.**

An Insider's Guide to Skills

When developing skill strategies, it's important to understand how skills work and how they work together. Each skill has benefits, but each also has trade offs—damage versus recharge time, healing versus Energy cost—and two or more skills can work together to produce greater effects than the same skills used individually. This section will help you to develop effective strategies for combining professions and skills.

Anatomy of a Skill



	Skill Name	**The name of this skill.**
	Skill Type	**Skills come in a number of flavors. For a list of skill types and their descriptions, see page 123.**
	Description	**The skill description tells you the effect the skill will have when used.**
	**Energy Cost**	**Most skills cost Energy to use.**
	**Casting Time**	**The time it takes from when you first click the skill until the time the skill becomes active.**
	**Recharge Time**	**After each use, most skills must recharge before they can be used again.**
	**Attribute**	**Most skills are tied to an attribute from your chosen professions, and raising that attribute improves the skill's effectiveness. For more on attributes, see page 82.**
	**Upkeep**	**Some Enchantment Spells cause your Energy to degenerate as long as you maintain the Enchantment.**
	**Health Sacrifice**	**Many Necromancer skills require a sacrifice of Health in order to use them.**
	**Elite Skills**	**Every profession has access to a number of powerful "elite" skills. Elite skills are rare and can be identified by the star in their icon. Your character can equip only one elite skill at a time.**
	**Adrenal Skills**	**Some skills require adrenaline, which builds up during combat. Adrenal skills become brightly lit when ready.**

Combining Professions

There are six professions in Guild Wars: Warrior, Ranger, Monk, Elementalist, Mesmer, and Necromancer. Over time you can choose two of these: one primary profession and one secondary profession. While there are no wrong choices, you may find that some profession combinations really complement one another when it comes to your particular playing style. For example, you can combine the Energy-draining ability of a Mesmer with the Healing power of a Monk, or the sturdiness of a Warrior with the Health-draining abilities of a Necromancer. The key thing to consider when choosing your professions is attributes; study each profession's attributes with an eye to which ones fit your personal playing style.

Primary vs. Secondary

Keep in mind that each profession has a primary attribute available only to "primaries" in that profession. For example, let's say you want to create a character whose focus will be to heal and keep your party members alive using the Monk's healing skills and the Elementalist's Energy skills. If you choose Monk as your primary, you'll get the benefit of the Monk's primary attribute, Divine Favor, which increases the effectiveness of all your healing spells. If you choose the Elementalist as your primary, you'll get the Energy Storage attribute, which you can use to increase your maximum Energy pool, allowing you to cast more spells more often.

The key with any profession (or skill) combination is to analyze its strengths and weaknesses. Remember that for every strategy there is a counter-strategy, and it's a good idea to be prepared. Knowing what to expect will greatly increase your chances for survival. In the above example,

if you choose a Monk/Elementalist, you'll want to be wary of Mesmers who use Energy draining skills—you can burn through your Energy quickly, so you might choose to use spells with lower Energy costs. If you choose Elementalist/Monk, on the other hand, you have a larger pool of Energy, but you heal for fewer points with each spell; you'll need to watch out for Rangers and other Elementalists who can deal large amounts of damage to one target in a very short amount of time.

Combining Skills

When you have chosen your primary and secondary professions, your hero will have access to a growing pool of available skills from each profession. Learning how these skills can work together is the key to effectiveness in battle.

Each skill has strengths and weaknesses, and combining skills successfully depends on taking advantage of these trade offs. For example, one skill may increase your attack speed but lower your base damage, and another skill might deal magical damage every time you attack. Used together, these skills allow you to exploit the magic attack and the speed increase while ignoring the effect of the base damage reduction for a better overall result than if you used either skill alone. Combine a spell that increases your damage output with a skill that decreases damage but increases attack speed, and you can deal large amounts of damage more quickly. Finding skills that work together to minimize their weaknesses can only increase your overall effectiveness on the battlefield.

When deciding which skills to equip, make note of those you think might work well together, and experiment with those skills. The best way to find fantastic skill combos is to try everything—sometimes the best combos are the simplest ones, which are often overlooked.



Note: When choosing skills, keep in mind that while specialization can make you very effective in one area, diversity can make your attacks more difficult to counter, and allow you to adapt your strategy on the fly.

Counter Strategies, Know What You're Up Against

Always remember there are a number of different ways to combine professions, skills, and attributes, and being familiar with not just your own profession but those who may be countering you can give you that extra edge.

Some classes are naturally better at countering other classes. For example, Warriors can impact Rangers by bringing the fight to melee range, while Elementalists are great at countering Warriors with their large area-of-effect spells and spells that blind or weaken the enemy. It's important to think about what role your character will play in your party, and what kinds of characters you'll be playing against.

Hexes and Enchantments

One of the keys to understanding how to counter other character types is through the use of Enchantments and Hexes, and the removal of their benefits (from enemies) or negative effects (from allies). While not all classes use Hexes and Enchantments, it's important to understand their role in combat, and adjust your tactics accordingly.

Removing Enchantments from your enemies while keeping Enchantments on yourself and allies will greatly increase your effectiveness in combat. Also keep an eye out for Hexes, and remove them from allies whenever possible. When equipping Hex and Enchantment spells, keep in

mind that they are removable, and never depend 100% on these skills.

Some Hexes and Enchantments can be more effective against one profession than another. For example, Mesmers use a lot of spells rather than attacks, so placing a Hex on a Mesmer that reduces attack speed might not hinder her at all. Similarly, a Warrior using primarily weapon attacks and adrenaline skills won't really benefit from an Enchantment that increases Energy regeneration. Look for the best possible target for your Enchantments and Hexes, and try to dispel any Hexes and Enchantments working against your party.

Conditions

Like Hexes, Conditions hinder the target in some way or another. Conditions are more common than Hexes, and they spread from one victim to another more easily (some even spread on their own!). While Conditions are more common, so are the possible counter-strategies. It's easier to remove Conditions than it is to remove Hexes, but don't make the mistake of thinking this makes them weak. It's important to know which Conditions will have the most negative effects on your hero, and be ready to counter them. Like Hexes, when using a skill that places a Condition on an enemy, you want to look for the target who will feel the greatest effect from that Condition.

Bleeding	Causes slow Health degeneration.
Blind	Your attacks have a 90% chance to miss.
Burning	Causes rapid Health degeneration.
Crippled	Movement is slowed by 50%.
Dazed	Spells take twice as long to cast and are easily interrupted.

Continued —>

Deep Wound	Reduces maximum Health by 20% (maximum 100 points). Healing is 20% less effective.
Disease	Causes Health degeneration. Spreads to nearby creatures.
Poison	Causes Health degeneration.
Weakness	Reduces base damage on attacks by 66%.

Real-Time Strategy

While it's common to adjust your strategy after playing, it's also important to be able to make adjustments *while* playing; there are many strategies you can counter by simply changing tactics on the fly.

For example, say you're a Monk healing your party, and a Warrior attacks you. Your natural reaction might be to run, but Warriors deal extra damage to fleeing opponents, so a good option is to stay where you are and change healing tactics. Use spells that reduce Warrior damage on yourself, and perform small, quick heals on your allies. Just changing the order in which you heal allies, or healing nearby targets to avoid running (giving the Warrior the chance to strike for extra damage while you flee) will reduce the effectiveness of the Warrior's attacks.

The key is to analyze the situation along with your currently equipped skills. Look at what you can do to minimize the effect of the opposition. If someone is removing all your Enchantments, try stacking them so the weaker Enchantments get removed first, or try using your non-Enchantment skills more often. Simply changing the way you play is often one of the most effective ways to counter enemy strategy.





Book II: Chapter 5
Guilds

Guilds

Guilds are bands of heroes who have joined together under a common banner. When you join a guild, you have a ready-made list of friends with whom you can form adventuring parties, trade items, complete missions, and more. Each guild has their own colors and emblem, which allows members to identify one another on sight. Guild members can meet up in a private Guild Hall to make plans and form parties, or to challenge other guilds to do battle.

Guilds can compete against one another 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 join one of the many guilds already in existence.





Create a Guild

Visit the Guild Registrar in any town to create a new guild. Follow the onscreen instructions to name your guild. Later you can create a unique emblem for your guild members to wear.

Invite Members

When you invite players to join your guild, they'll receive an invitation that they must accept in order to become a guild 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

If you have been invited to join a guild, you'll receive notice, and you can accept or decline the invitation.

Guild Ladder

Your guild earns rating points for each guild battle victory, and the Guild Ladder on the *Guild Wars* website tracks the top 1000 guilds according to rating points earned. Check out the *Guild Wars* website to find out how your guild rates.

Guild Hall

The Guild Hall is your guild's private meeting place and the place to launch Guild Matches. Each guild can eventually buy a Guild Hall all their own, and your Guild Hall is accessible only by members of your guild. The Guild Hall appears on your map if you belong to a guild and is marked by a green pin or icon.





Book II: Chapter 6
Missions & Quests

Missions & Quests

While you're always free to hunt and adventure in one of Tyria's wild areas, there are also numerous missions and quests available to challenge your abilities and reward you accordingly. The best way to discover missions and quests is to explore the world and talk to characters, especially those with a green exclamation point above their heads.



There are three basic types of rewarded adventures you can undertake: missions, secondary objectives, and quests.

Missions

Missions come in two flavors: cooperative and competitive. Cooperative missions reward you with experience and skill points while revealing major plot points in the *Guild Wars* storyline. Competitive missions

pit teams of players against one another in tournament-style play.

When you begin *Guild Wars*, a limited number of missions await you. As you complete these missions, others will become available. The map displays available missions, and also tells you which missions you've already completed.

In order to successfully complete a mission, you must meet its goals before you end your *Guild Wars* session. You can replay missions at will, so feel free to come back and complete objectives later, if you wish.

Secondary Objectives

During a mission, you may have the opportunity to take on secondary objectives. These are usually related in some way to your primary mission, but have their own independent goals. Most will reward you with experience, gold, items, or all of the above.



Quests

Quests are like mini-missions. While adventuring in explorable areas, you'll often encounter characters who have quests they'd like you to perform. Like missions, completed quests reward you with experience or items.

Quests remain active in your mission log until you complete them.

Don't Go It Alone

Most missions and quests are easier to complete with several players. To find other players to adventure with, travel to a mission outpost and use the Chat system to invite players to join your team. You can also hire henchmen, computer-controlled heroes you can find in towns and outposts.

Don't Give Up

Missions increase in difficulty as you progress, and you may not always complete them the first time you try. Remember, you can always return to any mission and play it again using a new strategy, a different party, or simply by taking advantage of your increased experience and abilities over time.



Note: For more on henchmen, see page 106.





Book II: Chapter 7
Tournament Play

Tournament Play

***Guild Wars* 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 that 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, geographical regions compete for worldwide *Guild Wars* supremacy.**

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 that you keep him alive in order to succeed. Your Ghostly Hero resurrects along with your team.
- **Morale Boost:** A Morale Boost temporarily increases party members' maximum Health and Energy by a fixed percentage. Receiving a Morale Boost can reduce or remove any existing Death Penalty.

Other Factors

- **Resurrection:** Priests, when present, will resurrect dead team members at regular intervals. 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:**

Survival (Single Party)

This is the first stage of the tournament. Battle a constant onslaught of enemies and survive until the next stage begins.

Win Condition	Keep your Ghostly Hero alive until another team is available to compete against you, and the next stage begins
Lose Condition	Your Ghostly Hero is defeated, or your party is defeated and cannot be resurrected
NPCs	Ghostly Hero
Morale Boost	Kill the Rift Wardens

Tips:

- Keep your healers toward the rear and form a wall around them.
- Spells that exploit corpses are very useful in this mission.
- 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 or relic to the obelisk to control it.

Capture the Relic

In Capture the Relic battles, two teams compete to collect enemy relics within a timed period. 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 that 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 you can use skills, but to attack with a weapon you must drop the relic.
- Movement is slowed while carrying a relic; due to their heavy armor and run buffs, 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 doors can be 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 altar when the clock runs out. Your Ghostly Hero must claim the altar using a "claim" spell. This battle type features a Resurrection Circle.

Win Condition	**Your team controls the altar when the clock runs out**
Lose Condition	**The opposing team controls the altar 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 altar**

The Adventure Awaits



You've heard the call to duty. You've accepted the challenge. Now all that remains is to strap on your armor, take up your weapon, and embark on the adventure that is *Guild Wars*. You are the hero your people have been waiting for. May the gods be with you.

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