GUILD MAG

MAY - ISSUE #1

BY THE COMMUNITY, FOR THE COMMUNITY

In this issue:

The Dragons of Tyria
MantleCon review
Guild Wars: Beyond
Call of the Wolf
Bar Jokes with Arghore
The Ring of Fire islands







THIS ISSUE'S THEME:
THE FIRES OF GUILD WARS

FAN ART



EXCLUSIVE INTERVIEW WITH Game Designer: Ree Soesbee

GUILD WARS FACTIONS REMIX THEME



BALTHAZAR
Fire and War

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EDITOR'S WORD:

Starting a magazine is not easy, believe me. Lots of things need to be reckoned with, firstly you've to have people that are willing to write for you. Then you need designers to make the magazine and give it a nice design. That's one side of the coin, the other side is that you need to have permission to use all the assets available, you've to check with Arenanet if your name for the magazine is ok, but also if you may actually use their art. For GuildMag it all started with a reckless shout from undersigned as a response to another Guild Wars player.

This issue is about The Fires of Tyria, which can be taken on a small scale but also on a more broader one. We've taken on the broader path and went with various themes in Guild Wars that are in some way connected with fire, all from the Dragons of Guild Wars 2 to Balthazar and more. Of course there is a lot more in this magazine, like an interview with ArenaNet about Guild Wars 2 but also some returning features for other issues we'll release in the future.

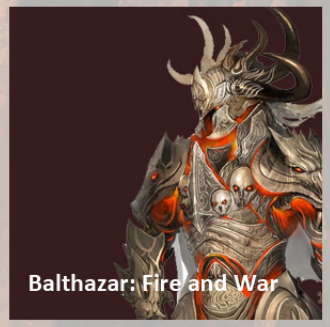
For now, I wish you all a good reading and I hope you will relay some feedback at our website/forum: www.guildmag.com

Dutch Sunshine,

This issue:



Questions and Answers


Balthazar: Fire and War


The Ring of Fire islands

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→ **The Powerful Dragons of Tyria**
An insight look at the dragons residing in Tyria.

→ **MantleCon 2010**
Missed this awesome community event? here's a chance to Catch up!

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A recap of the on-going campaign in Guild Wars.

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The story behind Balthazar and the Menzies.

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A partial sum-up of the best or funniest Guild Wars videos found on YouTube.

→ **Guild Wars 2 Interview with Ree Soesbe**
Check out this exclusive interview with ArenaNet!

→ **The Charr in GW2**
How the Charr became who they are in Guild Wars 2.

→ **Guild Wars Factions Remix**
A beautiful and original twist to the Factions theme.

→ **Call of the Wolf**
A roman about a young woman in Ascalon.

→ **Bar Jokes with Arghore**
A Charr, a Norn and an Asuran walk into a bar...

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→ **Fan-made artwork by Matt Lara (Charlie Dayman)**
Gorgeous artwork by a Guild Wars fan.

→ **The Mirage**
An insight into the economy of Guild Wars.

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The last tibits.

MEET THE TEAM

Ashort introduction to the team of GuildMag



Nickname: Dutch Sunshine
IGN: Dutch Sunshine
Task: Founder/Head-Editor
What's Up?: Beyond the path



Nickname: Asuran
IGN: The Worst Monk
Task: Editor/Writer
What's Up?: Dismantle the mantle.



Nickname: Jonny10
IGN: Nightshade Special
Task: Designer/Webmaster
What's Up?: Automatic doors make me feel like a jedi



Nickname: Draxynic
IGN: Draxynnus Tien Lung
Task: Writer
What's Up?: Sky.



Nickname: Daelin Dwin
IGN: Daelin Dwin
Task: Writer
What's Up?: NUFFIN

WANT TO JOIN THE TEAM?

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The Powerful Dragons of Tyria

A look at the Dragons of the Past, Present and Future

> *"Sleeping monsters, aeons old, have awakened. They crawled from beneath the earth."*

Within the world of Tyria there are many types of dragons ranging from subspecies such as the Turtle Dragons to the majestic Serpentine dragons. These common types of dragons are found all over Tyria, from the shores of Kryta in the form of the Lightning Drakes to the Bonesnap Turtles prowling the Jade Sea of Cantha. Some would refuse to believe some of these species belong to the dragon family, choosing instead to imagine greater mythic beasts of legend rather than common predators. But nonetheless they are dragons.

However that is not to say such mythic beasts of legend do not exist in Tyria. As the smaller dragons wander Tyria, whispers talk of greater dragons, which have vast knowledge and power unlike any other being on Tyria.

Two such dragons exist.....

Glint

Glint is the first powerful dragon we come to know about in Guild Wars: Prophecies. Residing on the continent of Tyria, she was the first creature to be placed on Tyria by the old gods to oversee this new world. This was a task she was given along with The Forgotten who were to aid her - she was to be the Caretaker of Tyria.

Glint was located within the Dragons Lair which in turn is located in a single grain of sand in the Crystal Desert – it's never explained why she hides away like this but it is most likely the same reason The Forgotten took refuge in the Desert. Within her lair she compiled the Flameseeker Prophecies and 800 years later she helped the heroes who would take part in these, pushing them to fulfil the prophecies. She was rather mysterious - she never told the heroes the exact details of the Prophecies but instead allowed them to blindly complete them

After the heroes encounter her in the lair, she did not reappear until the defeat of the Flameseeker - and when she did appear it was to congratulate the heroes. After the heroes leave, the dragon seemed to take the Sceptre of Orr (a powerful object that had been used by the flameseeker) that was left behind making us question her motives. She then proceeded to help the player in defeating the titan army that had began invading Tyria in the wake of the Flameseekers attempt to dominate Tyria.

Glint was not heard from ever again, however years later the Great Destroyer rose from the depths. Its minions, the Destroyers, set out to eradicate all life causing turmoil throughout Tyria. Hidden by the Brotherhood of the Dragon, a Dwarven order that served Glint, was a baby dragon - a child of Glint. The Destroyers managed to find a way into the crystal shard this baby dragon had been hidden in and slowly began to make their way towards it. Why they did this was not known, nor was how they managed to break into the fortress that should never had been found. Their attack was crushed and the baby dragon lived on, its future yet to be seen...

Glint was the first powerful dragon introduced. The first creation of the gods... however this creation seemed to leave out major disasters in the future of Tyria. This left many questions as to if Glint had a different motive. The truth has yet to be found.

Kuunavang

Unlike Glint, Kuunavang resembles a serpentine dragon, taking on a more oriental appearance. Kuunavang belonged to the Saltspray Dragon species, dragons that were believed to be peaceful before the Jade Wind enraged them, making them strike out at trespassers. Kuunavang's origins were never revealed, however she had power equal to Glint. Kuunavang was trapped under the Harvest Temple due to the Jade Wind, an event that had changed the land of Cantha forever. Since then she had become corrupted by the cause of the Jade Wind, Shiro the Betrayer, until the two rival factions, the Luxons and Kurzicks united to defeat her. She then proceeded to help the factions defeat Shiro once and for all. After this her fate, like Glints was unknown - she played no further role in the future of Tyria.

Where did Kuunavang come from? And why is she so powerful? Like Glint mysteries shroud Kuunavang's true origins and intentions.

Glint and Kuunavang make up the two most powerful beings on Tyria, one believed to have been created by the gods themselves, the other peacefully residing in its past home... the only two powerful dragons.

Or so it was believed...

The Elder Dragons

Sleeping monsters, aeons old, have awakened. They crawled from beneath the earth, razor claws sinking into stone and ground over a world that has not seen their like in millennia- and where they rose, they dominated the world around them, twisting it to serve their purposes. True dragons, more dangerous than anything Tyria has ever known before. Glint and Kuunavang were but youths, lesser powers to the ancients that came before. These mystic and terrifying creatures rival the gods themselves.

Primordus was the first of the ancient dragons to awaken, calling his servants from their slumber. With his breath, he twisted earth and stone, shaping creatures and giving them life. Although the death of the Great Destroyer, his most powerful general, set back the dragon's awakening by two generations, Primordus once again rose to create ever more minions far beneath the ground.

To this day, he continues to spread his power throughout the deep caverns beneath Tyria.

The rise of the dragon beneath Orr caused the entire continent to surface, sparking a tidal wave that swept the coastline and drowned thousands. In the deepest waters of the sea, another dragon breathed, twisting the waters themselves into tentacled horrors that rose from every lake and river of the land. Only a few years ago, yet another dragon erupted from the northern mountains and flew south over the Charr territory of Ascalon. The land directly below the path of the dragon's flight was corrupted, becoming a crater of horror. The ground blackened from the dragon's presence and any creatures caught within the wind of its breath twisted and changed.

- Dragons, The Movement of the World

Sleeping for centuries, hidden throughout Tyria, unbeknownst to the races of Tyria who fight amongst themselves , greater much more terrifying dragons lie in wait for the day of their rising. These "Elder Dragons" are very different from Glint and Kuunavang, like night to day. In comparison they are merely youth to these beasts of power.

The Elder Dragons cycle of awakening stretches back to the time of the Giganticus Lupicus and even further into prehistory. They hold no pity, no curiosity and only seek to dominate and control and are controlled by no man or god. Their powers are beyond anything Tyria has seen, making some believe they are purely elemental forces....natural disasters ripping up Tyria.

There are a total of five confirmed elder dragons, each waking up in its own region. These are chronicled as follows:

- Primordus, located in the Depths of Tyria.
- Jormag,the dragon of ice and snow roaming the Far Shiverpeaks.
- Zhaitan, the deathless dragon ruling over the risen nation of Orr and the Strait of Malchor.
- The Dragon of the Deep Sea, lurking in one of the Seas of Tyria.
- Kralkatorrik, the dragon of the desert occupying the Crystal Desert.

Primordus
Year of Awakening (Best Guess) - 1118 AE -1128 AE

Sleeping deep beneath the depths, Primordus was the first dragon to awaken from slumber. The Great Destroyer, the doomsday creature that had been vanquished 50 years or so earlier, was but a mere general of Primordus. Upon waking up, Primordus began calling his servants from their slumber, twisting earth and stone to create more and then he set out to control the depths. He controls it to this very day.

Primordus's breath shows the unique power of "breathing life" into things. It is speculated that this is how the mindless Destroyers came into existance and may mean Tyria will be seeing the Destroyers once again....

Jormag
Year of Awakening (Best Guess) 1175 AE

Not much is known about the second dragon to wake up, Jormag the dragon of ice. It resides in the Far Shiverpeaks and was once found encased in an icy lake at the area known as "Drakkar Lake". The local Norn avoided the lake due to a feeling of unease coming from it however in the past there had been events, supposed to be connected to this dragon. A Norn by the name of Svanir attempted to unlock a faint magical energy emerging from the lake, but an unreal power engulfed and corrupted him, forcing him into his Norn Bear and causing him to lose control. His sister who had been with him at the time also took some of the effects of this; however she attempted to resist it making her temporarily lose her ability to turn into the Norn Bear.

Jormag is known to have minions, monsters of ice that attacked Gunnar's Hold after the dragon woke up as well as unlucky Norn who crossed the dragons path. This dragon of ice caused the Norn to abandon the Far Shiverpeaks and the wandering Kodan to flee, heading south. It remains in the Far Shiverpeaks to this day.

Zhaitan
Year of Awakening (Best Guess): 1225 AE

Zhaitan, the dragon of Orr resided under the nation of Orr is the third Elder Dragon to awaken. Orrs destruction caused it to sink to the bottom of the sea of sorrows....but Zhaitan, upon waking up, commanded it to rise up from the sea causing natural disasters to strike Tyria. With him, his soulless army surged from the waters, hungry for destruction.

Zhaitans name is recorded in a legend of the Dwarves, however it's unknown what legend this is. Many attempted to fight against Zhaitan, however his power was too great....

To this day Orr remains above the waters, under the control of Zhaitan, his undead armada blocking passage to the foreign continents....

Kralkatorrik
Year of Awakening (Best Guess) 1300 AE-1325 AE (Present Day)

Kralkatorrik originally slept in the far Northern lands of the Charr and was the last of the Elder Dragons to awaken. He slept in the area known then as Grothmar Wardowns and his huge body made up the border of Grothmar Wardowns and the Dalada Uplands. Nobody questioned the dragon's presence there, sleeping in the middle of the lake with an unnatural mist clouding the area and the Charr built their war band camps nearby.

Kralkatorrik was the last dragon to wake up and upon waking he flew south over the lands of Ascalon, causing a crater of horror known as his "brand" to be carved across the land. He flew south and supposedly made the northern areas of the Crystal Desert his domain. His twisted servants attack the Charr of Ascalon every now and then.

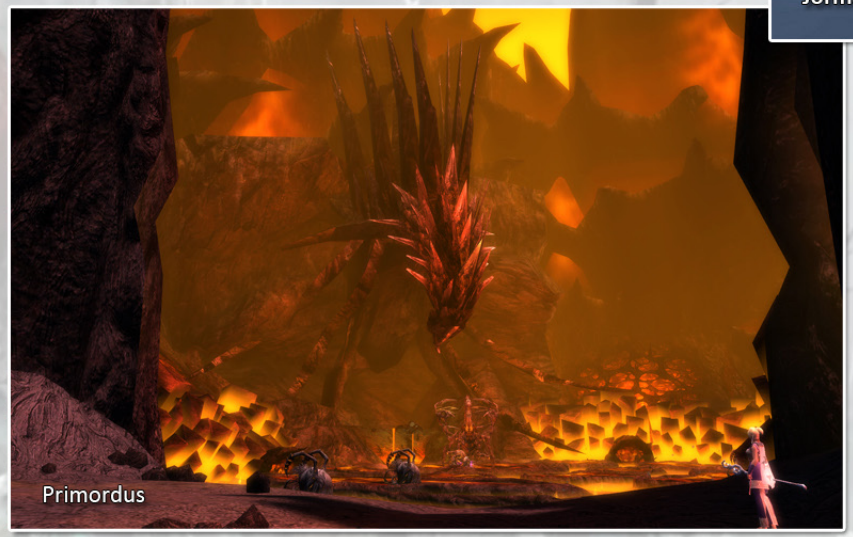
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The Dragon of the Deep Sea
Year of Awakening (Best Guess) - Unknown, presumed to be between 1225 AE and 1300AE

The Deep Sea Dragon's name is unknown, as is its location which is determined to be at the bottom of a sea in Tyria. It was the fourth dragon to wake up. All that is known is that its breath has "breathed life" into the sea itself causing tentacles to rise out onto the banks of Tyria.

The Elder Dragons are a force to be reckoned with. Sleeping through time, they have stirred from their slumber. What are they truly after? And where did they originally come from? So far it remains to be seen. But one thing is for certain – these are the true dragons of Tyria. If left alone they will be the end of everything.


Jormag, lying dorment under Lake Drakkar


Primordus


Zhaitan, as seen in the first trailer.

By Free Runner



Kralkatorrik, in hibernation

MantleCon 1080AE

Shining Blade and White Mantle, form up!

The early confrontation

Four years ago a fan made festival was created called: Mursaatrally, last year it was changed to MantleCon now MantleCon returns and due to the recent War in Kryta is bound to be bigger than ever.
I logged in at around 15.00GMT in international district 1 to find that there were already some people waiting for the start of the festival. some of the famous members of the community such as Mad Queen Malafide, Daniel Frozenwind, Konig Des Todes (disguised as Ithaqua Zhar) and some more where already waiting for the festival to begin. Soon Mad Queen Malafide and Daniel Frozenwind were gathering there, while acting as generals for the factions they choose to follow. Mad Queen Malafide was general of the White Mantle army while Daniel Frozenwind was general of the Shining Blade.

The festival begins

At 20.00GMT it started, General Daniel Frozenwind and General Mad Queen Malafide started to gathered their forces to face off eachother. The forces gathered ready to fight eachother, started once again to show their support and try to get new followers.
Once ready both generals demanded silence to allow Lord Sethiroth to say a speech. The speech was about him and two others about the creation of the Shining Mantle and trying to keep the peace and even unite the 2 factions. After his speech was done both generals allowed their forces to attack eachother.
After a long and tough fight both forces decided for a truce and watch the play at the Golden Theater.
Karuro Silvershot prepared the play in my district and after choosing the volunteers and telling them about their role in the play.

Once all of them were ready and the audience found their spot to sit and to enjoy the play started. the play was called the Rites of Saul and was about Saul D'alessio and about the recent acts of the White Mantle which includes the Peacekeepers and also the about the creation of the reformed group called: The Shining Mantle.

After that was done it was time for the Costume Contest but Mad Queen Malafide rallied several mursaat which caused some disturbance. But despite the mursaat ,the contest started and those who wanted to participate had to stand side by side on top of the stage. Once all participants stood on top the judges checked all the wonderful designs and combinations and after a while the judges had chosen the three winners:

1st place: Mei Fen
2nd place: Countess Arayson
3rd place: Jon Of The Plauge

Congratulations to all three.
After a small break Daniel Frozenwind started the: Frozenwind's Mime Marathon. Not soon later Yaorgh Arghore started to ask several questions and players had to answer them. Each correct answer would weaken the Golem that appeared. Once weakened, it was vulnerable to the power of the zaishen weapons to destroy it piece by piece. After a while Ithaqua Zhar started the search of the scouts who were unaware that some White Mantle were changed to the Shining Mantle. So we needed to find them and deliver a message: *"The Mantle lost its way and kills innocents, reformation begun, the reformers work for good of Kryta."* Later Daniel Frozenwind started the Riddle game. Players needed to solve the riddle in order to get a prize. After a while even Linsey Murdock and Regina Buenaobra came to check the festival.One of the last games was the creation of the Jade Armor. For that players needed to gather materials shattered all around the world of Tyria. But during a time of war, a truce won't last forever and the two generals started to gather there forces once again. And not soon after that Lord Sethiroth started quiz for the players. After several fights most of our attention went to Linsey Murdock and most couldn't resist asking questions about Guild Wars 2 and questions about upcoming updates for Guild Wars. After some time answering as much questions as she could Daniel Frozenwind and Mad Queen Malafide ask us to join them at the big tree (stage) for the finale. Once everything was ready Mad Queen Malafide and Daniel Frozenwind started giving everyone Transmogrifier tonics and soon almost everyone was a candy man. The point of it was that we had 1 big sync dance.
After Daniel gives a quick tutorial on how to sync properly he counted down. But the sync dancing had some problems and to root out the afk'ers we went to the hill to try it again.
Once we all assembled on top of the hill, we tried it again and we succeeded. Once that was done we tried something more advanced. We tried to make SB (Shining Blade) with our candy men. After that was done we tried going for WM (White Mantle) Once that was completed a huge conga led by Daniel Frozenwind had started. This conga lasted as long as the tonics did, and with more candy men turning back in their human forms the festival officially ended but some decided to stay to party till it was time for them to log off.

Continued on next page ->

We also got an interview with **Konig Des Todes**, *famous for his knowledge of the Lore of Guild Wars and organizer/host of this festival.*

GuildMag: Why did you create this now popular festival?
I didn't. The event was originally called the Mursaat Rally, which was formed by Quintus Antionus, the previous moderator of the GWO (guildwars.incgamers.com) lore forums - aided by the whole lore community over there. They made a viral campaign for it and it gained a lot of popularity. It was then just a rally though, not really an event. It came back the next year (called Mursaat Rally 2 of course) led by Gmr Leon, the current moderator of the GWO lore forum (and GW2Guru's lore foum), and some of the lore community.

I missed the first two years of that event completely, so I can't really comment on them. I took partial control on the third year, where we renamed the event to MantleCon. It was renamed because of the purpose of the rally having been accomplished (show Anet that the fans wanted the Mursaat to return, which they did with Lazarus in Eye of the North, and we were told of them returning in Guild Wars 2), and myself, Leon, and a few others wanted it to continue, so we turned it into a party instead of a rally. The name came from forum member Karuro's Guild Wars webcomic "Requiem for Sanity" which has a panel in one page showing a memory of MantleCon 1072 AE.

During the preparation for the third year - MantleCon 1079 AE - I pretty much did all of the work for various reasons (mostly a lack of response for others) and this year I took it all on myself (something I don't intend to do anymore). I only continue it because, well, someone has to - we can't let a grand event die out.

What has the festivals achieved so far when it comes to lore and ingame effects of the game?
As said, Lazarus the Dire was added to Eye of the North through a quest, and Linsey has stated that there are "plans" for the Mursaat in GW2 (which was said in 2007). Along with that there was the Mursaat Polymock Piece. It is unknown if those were made just because of the Mursaat Rally, but we're rather sure it had an influence. Since then there was a Mursaat miniature and the Unseen Tonic, which comes available on the month that the Mursaat Rally was held - there's bound to be some connection.

The Recent War in Kryta update has become very popular on forums and ingame, what effect did it had on this event?
To be honest, the entire thing! Originally, I was going to have a theme of a war between the asura and the mursaat for the event. I was going to have a video showing golems and mursaat fighting (whether through M.O.X. and a summoning stone fighting enemy Mursaat, or Summon Mursaat fighting enemy golems), and base the entire event on the return of the Mursaat. When the Obey and Dismantle stuff began appearing, I changed the theme to follow the Obey stuff - I had a speech video planned out (and was done except for visuals), and even posted the information starting with that. I was then going to have the asura/mursaat war take place next year, if there would be one.

When Thalador Doomspeaker and Malchior Devenholm on GuildWars2Guru altered their avatars to include "Reform" over "Obey" shortly after the Peacekeepers' release, I got an idea: To create a fan-made group to reform the White Mantle. I talked with them and started a miniature viral campaign for the Shining Mantle - beginning with vandalizing the MantleCon information, using posters, and posting random tidbits through Guru and the other Obey vs Dismantle threads. And of course, the beginning of the Shining Mantle's rise ended with the MantleCon being turned to focus on the reformers, instead of the White Mantle.

Recently due to the War in Kryta update you and some others created the Shining Mantle, for what reason?
Many people who were either neutral on the whole Obey or Dismantle thing or were for the Obey side had a "change of heart" (which is surprising considering its a video game) about the White Mantle when the Peacekeepers appeared. Few people want bandits killing innocents on their side. The Shining Mantle was formed to give those who are neutral and those who were on the White Mantle's side a good side to be on, without being a Shining Blade.

To put it simply: We are the good Mantle.

What do you hope to achieve with the Shining Mantle?
That's actually still in the works. The main point was to do what I mentioned above: To give people a group of good Mantle to join. The initial bit has ended with the MantleCon's close, but we'll continue the Shining Mantle bit for a while. What turn we take will all depend on the War in Kryta's events. I will say that some of us are thinking of making it a guild in Guild Wars 2 - along with some lore to explain what has happened in the 250 years for this fan-made group.

And a few of us are hoping that ArenaNet takes notice of this group and, perhaps, make some reference to it - if not find a place for it in the game as a canon group. Personally, I'm just doing this for fun - if anything gets put in the game from this, I hope it doesn't focus on me. I want my spotlight elsewhere.

What is according to you the most important about this festival?
That people have fun. Its that simple. A festival is not a festival if it isn't fun. Even if it turns out chaotic, or people who should staff or bring prizes cannot make it, as long as people have fun then I consider the festival a success - even if a rocky one.

During this festival what do you think the players liked the most?
The Golden Theatre, hands down. That had to have been the most successful activity of the event. And the best part was that there were no prizes for it! It was purely for fun - much like the Trial of Zinn that Linsey made.

Will this festival return next year?
It depends on whether or not Guild Wars 2 is released. If it isn't, which I think it won't be then MantleCon 1081 AE will be around. It will be much shorter though, but with, hopefully, more prizes and 4 districts to host.

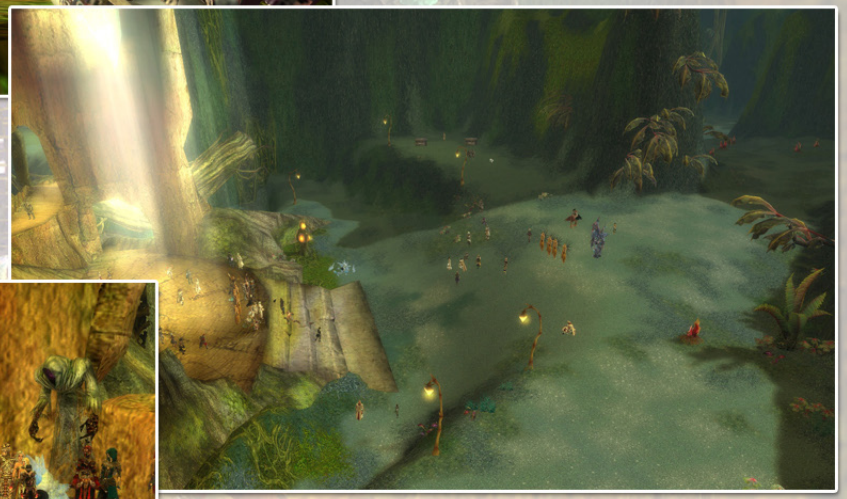
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Of course, if Guild Wars 2 is released - even if I just posted the event details - there won't be a MantleCon next year. There will be far too much focus in Guild Wars 2 for a successful event in Guild Wars 1 if it is released shortly before April 16th 2011, and if it is released a long time before it, I will be too engulfed in Guild Wars 2 to get the prizes for MantleCon next year..

Will this festival continue once Guild Wars 2 is released?
Not by me. If others want to continue it, then they are welcomed to, and I'll be happy to give pointers. But I won't host any events in Guild Wars 2. It's too stressful to do continuously. Three is enough.

I want to thank Konig Des Todes for the interview and for organizing this festival and I want to thank those who helped him to make this festival great.







By Asuran

Guild Wars: Beyond

The bridge to Guild Wars 2

As Guild Wars 2 is coming closer and closer to us, some would think ArenaNet have forgotten about Guild Wars 1. With only a small team called the Live team still working on Guild Wars 1 you wouldn't think they can do something big. But this is far from the truth.
Recently with the 5th anniversary of Guild Wars 1, Guild Wars beyond was revealed. It is meant to bridge the gap between the two games of events that have happened in the timeframe of Guild Wars 1.

First signs

The first signs of upcoming addons and changes to the world of Tyria were including the outpost Eye of the North with the Wintersday Festival. With this festival the character Lieutenant Keiran Thackeray was introduced. He always tries to cheer up Gwen and although he does not really succeed with it he doesn't give up.
After awhile the new hero M.O.X. was introduced and with that his creator Zinn aswell. During the 4th anniversary a lot of things were added such Zaishen Quests, new equipment packs, changes to the Hall of Monument and the biggest of them all: The Zaishen Menagerie which finally allowed players to ''store'' their pets they found in the world of Tyria. During Halloween 2009 the quest chain 'The Waiting Game' was added and not soon later players were finally able to fight against Dhuum, the evil god who is sealed in the Hall of Judgment slowly regaining his strength and with Wintersday 2010 the Live team added costumes. Costumes are meant as a replacement for new ingame armor (which would take ages to create and balance with such a small team) The first costumes were: Grenth's Regalia (for the loyal supporters of Grenth) and Dwayna's Regalia (for the loyal supporters of Dwayna).

War in Kryta

During the Game Developers Conference flyers were given by ArenaNet with on one Obey and on the other Dismantle and a hidden bar code. Once the puzzle was solved it turned out to that Obey was the White Mantle and Dismantle the Shining Blade.

In the oncoming weeks ArenaNet kept giving puzzles for the community to solve and slowly but steady more and more information was revealed and on the 8th of April War in Kryta was revealed.
With that the Live Team also revealed: Guild Wars beyond.
This first part of Guild Wars Beyond would mainly focus on the war between the two rivaling factions . each faction also have their own Facebook page in order to get more supporters to join their cause and Murro keeping us up to date between the two factions as the tension is getting higher and higher between the Shining Blade and the White Mantle. And to further increase their support each faction released costumes. But that wasn't the only thing that was added.
The trial of Zinn was also added with Guild Wars beyond.
The trial of Zinn reveals that Zinn needs to go to court and is being banned from Asuran lands which he doesn't seem to be happy about. So far nothing else has been revealed about Zinn but the future will definitely show more of him. What also was added was more dialogue between Lieutenant Thackeray and Gwen and also a scavenger hunt was added in order to create a picknick between them.

Impact on the community

The propaganda between those factions was meant to keep the community busy and it was a huge success.
On the forums of almost every Guild Wars fansite almost everyone was adding Dismantle or Obey on their avatar.
On the fansite GWGuru2 the discussion of it went forward on one of the biggest threads most have seen with now over 270 pages and still growing. Also loyal supporters have joined their factions Facebook pages and those are growing aswell. One thing is for sure Arenanet hasn't forgotten about Guild Wars 1 and Guild Wars Beyond is far from over with already promising future which includes the Ebon Vanquard to be more important, and perhaps already will play a major part for the War in Kryta.



A Shining Blade vs White Mantle video by Ogvidius.

By Asuran

BALTHAZAR: GOD OF FIRE AND WAR

Part 1 of a study on the nature of the gods by Gawain Draxynnus, penned in the year 1081 AE

For weeks did the battle rage on, and those who had taken up the mantle of war grew weary and their courage began to falter.
Then did Balthazar, god of war and fire, appear to the soldiers, carrying with him a grand sword that did glow with such brilliance it blinded any who looked upon it. When he spoke, His voice was like thunder, and it shook the ground with force.
Then saith He, "Lift up thy weapons. For you are my soldiers, and must you be steadfast, strong, and brave of heart. They who neither hesitate nor stumble shall be rewarded. Then shall you have glory. Then shall your deeds be remembered for eternity."
And then did release from His sword a hundred thousand flames, which encircled the soldiers. For this was the fire of courage, and forthwith did they follow the god into battle without fear or hesitation. Thence was the enemy struck down.

Thus speaks the Scriptures. However, even without considering the viewpoint of the unknown enemy that the soldiers were fighting, Canthan records indicate that Balthazar has a more sinister side:

Before the ascension of Master Togo into a position of honour in Tahnnakai Temple, his position was held by the ritualist Kaolai, who had apparently earned his position purely by being willing to stand up to the god before the Exodus. As the story goes, Balthazar had been preparing to destroy a village for some form of impoliteness when Kaolai challenged Balthazar to a game of Nui, with the village's survival as the stakes.

Whether Balthazar was offered anything if he won beyond the dubious satisfaction of defeating a mortal has not been recorded. As it turned out, Balthazar was defeated – and while the lives of the villagers were spared, apparently refraining from slaying Kaolai in a fit of bad sportsmanship was not part of the deal. The curious thing about the story is that, from what little has been passed down, the only thing that is described as unusual about this story is that Balthazar had a change of heart afterwards, making up for his fit of pique by having Kaolai installed into a place of honour in Tahnnakai Temple until replaced by Master Togo. It seems that being the divine incarnation of fire and battle leaves you with a short temper.

This story, however, shows an additional side to Balthazar, in that he appears to enjoy games of skill. This aspect of competition seems a natural extension of his place as the god of battle, with warfare essentially serving as the ultimate form of competition. Just don't challenge him personally if you value your continued breathing privileges. The Season of the Phoenix is considered sacred to Balthazar, both due to the link with Balthazar's responsibility over fire and due to the perception in Elona of "summer" being the best season for fighting. Another combination of his two main portfolios seems to be Balthazar's position as the smith of the gods, using fire to forge the tools of war – he is credited with forging the chains of Abaddon, and the most prestigious armours currently known are forged in Balthazar's realm. He is also commonly depicted in artwork accompanied by a variety of predatory beasts – including dogs in Tyria, lions in Elona, and dragons in Cantha.

Like most of the gods, Balthazar's history and origins are largely unknown. One hint, however, arises in his relationship with Menzies, who is described by the Eternals as Balthazar's half-brother. This status suggests that both deities not only have predecessors, but that each has two parents, in order to have one parent in common and the other not. The identities of the mother and father of Balthazar, or even if his parents truly fit into those roles as we know them, however, is not known. It is even possible that the description of Menzies as a "half-brother" represents an element of poetic licence on the part of the Eternals, showing that while Balthazar and Menzies have some things in common (such as a love of conflict), in other ways they are quite different (Balthazar's association with fire contrasted to the connection of Menzies with darkness, as evidenced by his minions).

Followers and Temples:
As the god of war, it is not surprising that Balthazar shows his favour to a wide variety of adventuring professions. Offerings at a Shrine to Balthazar will allow Dervishes to improve their ability with a scythe, Paragons to increase their skills with spear and battlefield command and Elementalists to intensify the heat of their flames, as well as providing a general improvement to all the skills of Warriors, Balthazar's favoured profession. Incidentally, praying at a shrine to Balthazar can also grant general benefits to any weapon-using soldier or adventurer – the ability to strike more rapidly and to more easily pierce the armour of one's foes. In addition to these four professions, Balthazar is also revered by some Monks who specialise in the disciplines of protection and smiting, despite these Monks receiving more direct benefit from shrines of Dwayna.

Outside of adventuring professions and the tenders of the shrines to Balthazar at multifaith places of worship such as the Temple of the Ages, the most visible followers of Balthazar are probably the Zaishen Order, the warrior-monks who tend the Great Temple of Balthazar and preside over the gladiatorial contests that are fought there to compete towards winning Balthazar's favour. This responsibility extends to the maintenance of a collection of war-trained beasts for the use of competitors and adventurers alike, and, possibly most importantly, custodianship over Heroes' Ascent, currently the only known functional portal that leads to the Hall of Heroes.
This custodianship also appears to have lead to a feeling of responsibility among the Zaishen order to concern itself with other portals to the Rift and with interplanar disturbances in general. They were among the first to respond to signs of corruption at the portal located in the Tombs of Primeval Kings, and were present when the portal was finally subverted (an act initially credited to Dhuum due to the presence of Terror-

web Dryders and Dream Riders, but which later turned out to be one of Abaddon's opening moves) and were also present in Istan as signs of impending Nightfall began to show there. However, apart from Acolytes Jin and Souseke, they played no further role in the fighting against Varesh or the expedition into the Realm of Torment.

Outside of the Zaishen Order, exclusive reverence of Balthazar is practiced by House Vasburg of the Kurzicks, second only to House zu Heltzer, whose fortress-cathedral backs onto the grove of the Forever Trees. Situated on the western edge of Morostav Trail, the Vasburg Armory is, fittingly, one of the Kurzick houses most at risk to conquest by the Luxons. Ironically, while House Vasburg is the greatest contributor to the Kurzick military, it claims St. Anjeka as its patron, a figure known for her efforts to bring peace between the Kurzicks and Luxons.

Outside of these two institutions, the most impressive temple dedicated to Balthazar alone is an abandoned site of unknown builders located in the Falls region of the Maguuma Jungle, to the southwest of Ventari's Refuge. Since that location is not as convenient to visit as the Great Temple in the Battle Isles or the Vasburg Armory, my sister Gwenyth lead an expedition to the site, and returned with the following testimony:

The mountains part to reveal a natural courtyard, the door of the temple beyond strategically positioned so that, in times when our world enjoys the favour of the Gods, the flame of the statue of Balthazar can be seen blazing within the inner sanctum on the first view of the temple. Two pillars and rocky outcroppings flank the central approach to the temple, leading towards a central pulpit just before the door from which a priest may sermonise to the congregation. Four additional pillars rise above the wall of the central sanctum, within which is the statue of Balthazar, sheltered from above by a roof of drooping blue-grey stones. This structure appears to be suspended as much by the vines of the jungle as by the walls of the sanctum and the pair of structural pillars within the sanctum – unless supported by magic unseen, the current state is likely a sign of the roof being in an advanced stage of dilapidation, possibly only a few years or decades from a final collapse.

Finally, no discussion of the followers and holy sites of Balthazar would be complete without mention of the Fissure of Woe, one of the few domains of the gods to which mortals from Tyria have been granted access to participate in the constant warfare that occurred there between the ghostly Eternals loyal to Balthazar and the shadow army of Menzies. However, the grace of Balthazar is apparently not the only means to reach this realm, as adventurers there have reported encounters with a hunter that claims to have reached the Fissure without this aid.

As Balthazar's domain, the entire region is essentially a temple, although the focus is the Temple of War proper, which contains the anvil of the Eternal Forgemaster (whose centaurine appearance has led some to believe that centaurs may be among Balthazar's mortal worshippers). To the east and west of the Temple are the Towers of Strength and Courage respectively.

Away from these sites, the domain largely seems to graduate from focussing on the war part of Balthazar's portfolio to fire as the traveller progresses from west to east. This contrast is most striking between the aptly named Burning Forest in the east and the Forest of the Wailing Lord in the west – which supplies the wood required for the war effort of both sides and, in at least one case, a tribute of spectral griffons from the Wailing Lord to Balthazar. Between these two forests is the Great Battlefield, a place of conflict between not only the armies of Balthazar and Menzies, but an army of giant skeletons that has arisen to continue fighting against all who seek to cross the plain.
To the south is another contrast between the war and fire parts of Balthazar's portfolio – to the west is a shipwrecked shore while in the southeast is located a lake of volcanic fire.

Balthazar and Menzies:
The exact nature of the relationship between Balthazar and Menzies, has been a matter for some theological debate.

The most popular theory is the most obvious one – that Menzies is literally Balthazar's half-brother, born from either a divine source, or from mortal parents and having ascended afterwards. In the first case,



While not confirmed by the creator, some believe that this artwork may represent a conflict between Balthazar and Menzies. (Kekai Kotaki)

it is possible that the sibling rivalry dates back to the origins of the two figures.

If the pair were born as mortals, however, it is likely that the rivalry did not begin until after their ascension – however, whether accidentally or by design, Balthazar received a stronger dose of divinity, becoming a true god as we know them while Menzies was left with a smaller portion. If this is the case, then the rivalry between Balthazar and Menzies likely arose from the jealousy of the latter towards his half-brother's greater power. A less popular possibility is that Menzies was originally the senior of the two, and that like Dhuum and Grenth, Menzies was overthrown by Balthazar.

A more radical theory suggests that despite the testimony of the Eternals, Menzies is not actually a separate figure to Balthazar but an intrinsic part – that the fighting in the Fissure of Woe is essentially a reflection of an internal conflict within the God of War. An additional twist to this theory suggests that the physical creation of Menzies may have occurred through Balthazar purging his dark side into a separate being. Such an act would serve two purposes – firstly purifying Balthazar's spirit into an honourable patron of warfare (possibly more so than the god who slaughtered a mortal for winning a game) and secondly ensuring that the god of war

would not be lacking a worthy opponent to fight despite having withdrawn from the world in the Exodus. If this is so, however, then Balthazar's creation has clearly broken free of any restraints that was placed on him, as even if the near-takeover Fissure of Woe was an intended part of the conflict, the alliance between Menzies and Abaddon must surely have been outside these bounds.

Perhaps the time when we will have the opportunity to learn more will come soon – with the near-escape of Dhuum from the Hall of Judgement in the Underworld, prophets and doomsayers have begun casting dark predictions that Menzies too will be making a personal appearance in the Fissure of Woe...



Reproduction of a mural in the Plaza of the Five Gods in Gandara. The original unfortunately destroyed in Varesh's ritual to invoke Abaddon in the Plaza of the Five Gods during the Sunspear assault on the Moon Fortress.



A traveler's first view of the Temple to Balthazar in the Falls, the flame of Balthazar's statue visible within the doorway.

A Dervish channeling the power of Balthazar becomes a figure of living flame barely contained within a suit of armour decorated by skulls, horns, and the visages of predatory beasts. (Kekai Kotaki)

By Draxynnic

On The Tube with Daelin Dwin

Welcome to the first edition of 'On the Tube with Daelin Dwin', where I search high and low for the best Guild Wars YouTube videos and channels.

Channels:

Etherosx



Etherosx's channel includes various machinima's made with Guild Wars, Aion and Warhammer Online.

"My channel is a peak into the mind of whatever comes up. What started out as a GvG/PvP highlight based video environment was quickly abandoned as I began exploring the more creative side. With inspiration from my contemporaries in the community, I made my debut with a music video. But as time moved on I switched gears and decided to move from that genre of simple repetitive dancing to full on storytelling. While I have focused on two series "Assassin's Edge" and "X and Argas" attempting to do both action/drama and comedy, I am always trying out new ideas and concepts that will entertain whoever finds themselves watching my work."
– Assassin X (Etherosx)

Dooombox



Doom Box's channel includes guides to various activities around Guild Wars as well as reviews to certain aspects of Guild Wars.

My channel contains unique videos that are designed to help and entertain viewers at the same time in a whole new way. My videos consist of Guild Wars Guides, Reviews, and much more. I try to upload a new video at least once a week. I try to incorporate real life, game footage, and drawings to make my videos interesting for everyone."
– Doom Box

BranShew7

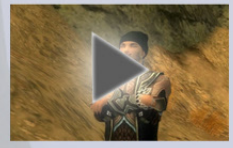


BranShew's channel includes piano rearrangements of Jeremy Soule's excellent Guild Wars soundtracks.

"Several of my favourite film and video game composers do not release piano sheet music, so I arrange and transcribe their soundtracks myself and provide the sheet music for those who want it. My channel contains my performances of these arrangements and transcriptions."
– Brandon Shewmake (BranShew7)

Videos:

Captain Jack and the Cave of Wonders (JackMcJack13)



This eleven minute epic is part Pirates of the Caribbean, part incoherent nonsense, all awe-some.

Guild Wars Watchmen Trailer by topknot01



An almost shot for shot remake of the second Watchmen Trailer, with excellent texmoding and chroma keying make this video a classic.

Ventertainment - ECHO



One of the only ventrilo harassment videos to do with Guild Wars and a great way to cool off if you've had a bad PvP experience, or just don't like PvP.

That should be enough to keep you amused for this issue, if you think there's a video maker that should be included for the next issue, e-mail me at daelindwin@guildmag.com or you could message me on YouTube and maybe check out some videos at http://www.youtube.com/daelindwin

By Daelin Dwin

Q&A with ArenaNet

Seers, Charr, Xunlai and more!

For our first issue we've found the oportunity to interview Re Soesbee about Guild Wars 2 and Guild Wars Beyond! Follow along for an interesting Questions and Answers where we'll find an answer to our questions!

GuildMag: There has been a mention of three specific multi-racial orders that can be found in Guild Wars 2: The Order of Whispers, Durmand Priory and the Vigil. Can you tell us some more about the development of each of these three orders?

Ree Soesbee: Each of these orders spans the breadth of the continent, organizing on a wide-scale level through all the racial lands and capital cities. However, the histories of these orders – and their methods – are very different. The Vigil is a young group, founded within this generation. The Order of Whispers, as you know, originates in Elona and was active in Guild Wars: Nightfall. The Durmand Priory was founded in between, around the time of the Rise of Orr and the flooding of Lion's Arch. Founded for different reasons, they have all come to the same conclusion: If the Elder Dragons rise and sate their hunger upon Tyria, they will destroy the world.

This doesn't mean the groups are allies, however. Each of them espouses different methods and practices; what one group might see as tactically necessary, another might condemn. What one sees as a foundation of hope, a second might call naïveté. As they interact throughout the story of Guild Wars 2, the orders might find themselves allied or opposed to one another, based on the situation. The Vigil tends toward more militant, straightforward solutions. The Durmand Priory is a group of scholars, interested in history and lore. The Order of Whispers prefers to maintain a low profile, controlling and manipulating a situation without ever showing their hand. In the game, a character can join one of these three orders. Depending on that choice, the character will see events unfold from the perspective of that order, and can become involved in the Guild Wars 2 story from a different point of view.

We will be revealing a great deal about these orders in time, including the names of their leadership, their ongoing activities, and plans. Stay tuned for more!

GuildMag: In the Original Guild Wars, seers were a mysterious race, what can you tell us about them and what role will they play in either GWB or GW2?

Ree Soesbee: There have been a lot of questions about the Seers and their ancient war with the mursaat. Sadly, these aren't questions we can answer at great length without giving away some very deep secrets of the Guild Wars world. I can say that they are one of the oldest races of Tyria, dating back long before the Gods brought the humans to the world; to the time of the writing of the Tome of Rubicon. In those ancient days, the Seers fought against the mursaat, but they were in turn defeated by their enemies, and their civilization lost to the ravages of time.

Some remnants of that civilization, and that ancient time, still remain in modern-day Tyria (both in GW and GW2), but often, those who discover such things do not realize what they have found. There are opportunities in Guild Wars 2 to uncover some of the most ancient lore, including previously untold tidbits about the Seers and their story, but such information will be very difficult to come by.

GuildMag: In the original Guild Wars, the Xunlai and Zaishen were of great importance to the game. What role, if any, will they play in Guild Wars 2 and can you tell us some more about their activities during the 250 years that have passed?

Ree Soesbee: The Xunlai and the Zaishen orders still exist in Guild Wars 2, but hold positions of significantly less prominence than they

'The orders might find themselves allied or opposed to one another, based on the situation.'





'They have created and improved on explosives, guns and mechanical firepower, and siege engine technology '

once did. We can't tell you much about account storage, banking, and so forth, but we can say that their ties to Cantha have been mostly lost, due to the severing of all contact between the northern and southern continents because of the rise of Orr.

The Zaishen still hold tournaments and serve to honor and protect the holy places, but now they honor more than Balthazar alone. They honor the Spirit of Bear, and the Eternal Alchemy's place in chaos and strife; they revere Charr heroes as well as Sylvari dreams of chivalry and courage.

GuildMag: In the released artwork we can see a lot of machinery, from robots to trains to airships, will these have a function in game, or do they serve a different purpose?

Ree Soesbee: The charr are a very technologically evolved race. Because of their scorn for magic and faith, they have turned to ingenuity and engineering to advance their culture. They have created and improved on explosives, guns and mechanical firepower, and siege engine technology far beyond that of any other race.

Not to be outdone, the asura manage to keep up handily with their magical inventions. Crystals, arcane fluxes, energy-manipulating rods all work in unison under the guidance of asura hands. Sometimes, it can be difficult to distinguish asura magical machinations from charr technological engineering.

Science, both magical and technological, has advanced beyond that used in the original Guild Wars. While Guild Wars 2 is still a fantasy-based world of high magic, it now also has a unique feel of technology mixed in, brought about by a natural progression of research and development. I'm not sure entirely what 'will they have a function, or will they serve a different purpose,' means, but I can say that these items, and the racial advancements they represent, are integral to the lore and gameplay of Guild Wars 2.

GuildMag: With the current on-going campaign of Guild Wars Beyond going on, will we be seeing physical changes to the world of Guild Wars, like in cities or other places, as a result to this on-going campaign?

Ree Soesbee: As with any world's history, significant events can cause significant changes. Players who have been watching our trailers and reading our lore interviews already know that the world of Guild Wars 2 has changed both culturally and physically from that of the original game. The rise of the Elder Dragons has left scars upon the world and its people, as have other significant events over the course of the past two hundred and fifty years.

We are working closely with the Live Team, interweaving our lore with their activities, and making sure that the history of Tyria is unified. All we can say at this time is that Guild Wars 2 will certainly take into account the entirety of Tyria's past.

We would like to thank Ree Soesbe for answering our questions and we hope you enjoyed the answers!



By Dutch Sunshine

The Charr in Guild Wars 2


An ingame screenshot of a female (left) and male Charr (right).

Too understand how the Charr have evolved by what there are in Guild Wars 2 you need to know how these evolutions started.
False gods. Everyone who has played Guild Wars knows the infamous Charr. The cat-like species with an appetite for war and destruction. With their ''gods'' they attacked the humans of the Krytan lands, the lush green fields of Ascalon and the city of Arah. Though they only succeeded in capturing Ascalon. Despite a successful conquering the humans remained loyal to their lands, but even there beloved Prince Rurik knew that sooner or later they would lose the war. So he and some Ascalonian heroes went to Kryta, little did the heroes knew that this journey would be the start of the change of the current Charr way of life. Later on in the face of danger, the heroes destroyed the titans and with that the ''gods'' of the Charr. The Charr well in disarray but not soon later they found new ''gods'' the fiercesome Destroyers created by the ancient dragon Primordus. Some Charr were against worshipping gods and mainly the now famous Pyre Fierceshot.
The Charr Shamans branded him and his warband as traitors and they were captured fate was on their side. The Ascalonian heroes found Pyre and decided to help him and in return Pyre would help them. Pyre and his war band and with the help from the heroes they killed Hierophant Burntsoul. This victory allowed Pyre to start a revolution, that they don't need the gods in order to defeat their enemies.

The return of female warriors.
Despite the victory only male Charr were still only allowed in the ranks of war.
This was changed at the battle on the plains of Golghein.
The victory of Pyre Fierceshot and now a hero among the charr made it difficult for the shamans to maintain control over the legions and were desperate to find new ''gods''.
They managed to retain their lost control over the legions.
Kalla Scorchrazor the grandcub of Pyre, arrived on the battle on the plains. The Blood, Iron and Ash legions were fighting the Flame legion to overthrow the shaman's but they were facing defeat.
Kalla brought with her new allies, female Charr who have secretly been training for years.
Her arrival allowed them to defeat the Flame Legion and restore it.
That victory allowed female Charr back in warbands and Charr armies.

Ancient ways, modern times
The Charr now relying on their own instead of ''gods'' they started on advancing on technology. Due to that they have become an advanced race only being outmatched when it comes to technology by the Asura. The Charr have four high legions:
- Ash Legion
- Blood Legion
- Iron Legion
- Gold Legion(used to be the Flame Legion)

The Ash, Blood and Iron legions now rely on technology and advanced weapons to dominate, why the Gold Legion still makes use of magic. Due to old ways of the Gold Legion the other 3 legions treats the Gold Legions as a lesser one.

The Ash, Blood and Iron legions also have small alliance with each other. While being independent they will if needed work together to defeat an enemy. The Gold Legion is one those enemies conspiring against the other three legions. Also human rebels still defend the last remaining human controlled area called 'Ebonhawke'. Even Ascalon City is still under the protection of Ascalonian ghosts. But there are other things that threaten the Charr, the ancient dragons are a main threat towards them. Despite that the Charr wouldn't want it any other way, due that they're a war based race, the more enemies the better.
Charr cubs are being grown up in Fahrar's.
These Charr school's teaches the cub there culture of the Charr and their legion they were born in and also the cubs must choose a name that they must claim.
All of those changes and evolutions have made the Charr a force to be reckoned with, and they stand proud to defeat any enemy that comes in their way.

By Asuran



Artwork by Kekai Kotaki

Guild Wars Factions (Remix Theme)

by Teh Noizee



Call of the Wolf

Tender Wolf's biography, chapter 1

Roston Wolfsong caught his breath after the battle was over. "Very great turnout today!" Adelbern said. Roston nodded his head in agreement.
"That guild didn't stand a chance!" Adelbern continued. "Its members were too corrupted by influence. We of Ascalon's Chosen don't fall for that."
"Well said, Adelbern," Roston replied. "And like you've always said, that's the important thing – don't be overcome by the influence of others."
"You've learned well, Roston. You're truly one of my most trusting and reliable allies. I believe this guild will go far."
"I agree."
The two warriors walked back to their secret location of Kyhlo together.
Roston looked down at Adelbern's fiery sword, known as the Magdaer. He'd always admired it, and wished to own one similar to it someday. He'd even heard of a rare icy sword that had a blue flame. There was also a rumor of Adelbern's sword having a twin known as the Sohothin, but no one had ever seen it.
"Adelbern," Roston said, "tell me, are you looking forward to becoming the king?"
It took Adelbern a moment to respond. "Yes, but I am also slightly concerned about how well I'll fare to my people. I know that my days of being a prince are almost over, but I will take my responsibility with pride."
Roston was tempted to ask Adelbern if he planned to marry soon and produce an heir, but he held his tongue. Those were his own dreams. He wished to find a lovely woman to marry and have a family. But he feared that as long as he was in the guild wars, he wouldn't be given that opportunity. Not many women participated in such a thing, as they stayed home to tend to their own families. Still, Roston wondered what it would be like to fall in love, truly fall in love, for the first time. He had never known his parents, and had spent his entire life in an orphanage until he turned 14. Then, he had joined Ascalon's Chosen. But he still longed for love and wondered what it truly felt like. He hoped to someday find out.
Connivia brought eggs into her house in a wicker basket. She set them on a pot above a fire and began boiling them.
"That smells delicious, Connivia," her father, Gerald, said. "Absolutely," agreed her mother, Sharla.
Connivia smiled. She was only 17 years of age, but at times she felt like the parent. Her parents were older than most, so much so that many mistook them for Connivia's grandparents.
Connivia loved her home in Wizard's Folly, but in her heart, she longed for adventures in other places. She particularly wanted to meet someone special to show her a new way of life. It's not that she didn't appreciate what she had so much as she grew tired of it.
But she did truly love her parents. And she hoped to someday find a love like theirs. But until then, she would tend to her parents and live in a dream world.

At times, Connivia would even consider running away to join the popular guild known as Ascalon's Chosen, or perhaps some other guild. But she truly didn't believe in violence and fighting. She saw no point in the guild wars. What was the purpose of fighting other people who were in a different guild? Money? Recognition? Or just pure pleasure? So she had discarded the idea of joining the guild wars.

Besides, she couldn't just run away from her parents. They'd supported her for her entire life, and she wasn't about to be selfish and just leave.
But at night before she drifted off to sleep, Connivia would gaze at the stars out her window and think to herself, "What is true love? How did my parents know what it was when they married? I hope to find out someday."

And then she'd drift off to sleep, dreaming of a wonderful man who would emerge from the hands of the gods themselves and show her what it was like to truly be in love.



Tender Wolf's biography, chapter 2

A few months dragged on before Adelbern became king and was married. She was expecting the heir shortly after she and Adelbern were united in wedded bliss.Roston attended the wedding, and though he was cheering and ecstatic on the outside, he was concerned on the inside. Now that Adelbern was king, would he still be participating in the guild wars? What would happen to Ascalon's Chosen?But then he realized that it truly didn't matter, because, if Ascalon's Chosen disbanded, he could focus on starting a family like he always wanted to do.One day, after yet another battle, Roston finally worked up the courage to ask Adelbern a question that was weighing heavily on his mind.

"King Adelbern," he said, "I was wondering, when you met your wife, how did you know it was true love?"

"It's hard to explain," the king replied, "but I just knew. It just hit me like Balthazar's fist. Why do you ask?"

"To be honest, I've wanted a love like that my entire life. But I know of no woman who would be interested. And why, you may ask? Because I'm in Ascalon's Chosen, always away from what would be my family if I had one."

"Are you considering resigning?"

"No, but I was only thinking, I want my life to be more than just fighting other guilds daily and wanting something more."The king pondered this situation. He touched his hand to his chin and shifted from foot to foot before he spoke at last.

"I see. Perhaps, my friend, you are trying too hard."

"What do you mean?"

"I wasn't looking for love when I met my wife, and then I met and married her. You see, if you try too hard to find love, it won't be there. But if you aren't looking, it's plain as day."

"I never thought of it that way. I guess it's just hard to fight daily and think about what I'm missing out on without coming across as actually searching for something more."

Adelbern placed his hand on Roston's shoulder. "You'll find a lovely woman for yourself someday. But until then, let's focus on staying strong in Ascalon's Chosen!"

Roston nodded and smiled outside, but inside he was screaming, "Gods show me down the right path."

"Actually," Adelbern added, "I have a job for you. I need you to go to Wizard's Folly and see if you can recruit more members. We've lost a few, but not that many. But there is still strength in numbers."

"All right," Roston said. "I shall return shortly."

"No, take your time. Don't return until you are sure you have no more possible recruits."

"Yes, your highness." With that, Roston bowed to the king and set off for Wizard's Folly.

"Here you are, little fellow!" Connivia said as she fed a black bear cub. She smiled as the bear tenderly took the berries out of her hand.

"Connivia! Get away from there!" her father yelled from behind her.

Connivia whirled around in shock, spilling the basket of berries.

"Father, what's wrong? Why did you startle me?"

"Never feed a bear cub! Its parents can't be far away, and if you feed that thing, it will come here every day looking for food. And the adults will smell you on their young, and are bound to come here and hunt for you!"

"Oh Father, please. I'm almost 18 years of age. I think I can handle myself against some bears should they turn on us."



"Connivia, don't backtalk to me. You're not yet 18, and you don't know all there is to know about being a mesmer. There is a dangerous world out there that you know nothing about."

Connivia sighed inwardly. "Just another day in my life," she thought. Out loud, she said, "Yes, Father, I'm sorry" and picked up the basket, turned to the nearby bush, and picked some more berries. Her father returned inside.

"Gods, please tell me there is a better life than this," she said out loud.

Suddenly, Connivia heard a noise behind her. She turned and saw a river skale running toward her.

"Oh, not again," she moaned. Skales were constantly attacking her village, almost as much as the bandit raiders. They were irritating, troublesome creatures. Connivia was glad that she'd studied to become a mesmer.

She braced herself to attack, but just then, a flash of light came before her and the next thing she knew, the skale was dead. Standing over it was a warrior holding his sword high in the air.

"Are you all right, miss?" the warrior asked.

Connivia smiled and felt her cheeks flushing. The warrior was not only handsome and strong, but actually polite too.

"Yes, I'm fine, thank you," she replied.

The warrior returned the smile and came forward.

"Those skale are certainly a nuisance."

"Indeed they are. They seem to enjoy attacking like the mindless beasts they are."

Connivia almost slapped herself. How could she have said such a lame pickup line?

But the warrior didn't think it was lame, as he started to laugh. "I know the feeling. Allow me to introduce myself. My name is Roston Wolfsong."
"It's nice to meet you. I'm Connivia Nightingale."
"My pleasure."
The two bowed to each other and Roston kissed Connivia's hand. As he did so, Connivia felt a surge go through her body. She felt different than she had before.
"Anyway, Ms. Nightingale, I am actually here on official business of the guild Ascalon's Chosen."
Connivia's smile faded. He was a member of a guild. She knew it was too good to be true. No man could have such good qualities and still be flawless.
"I see."
"Yes, the king asked me to find potential new members. Would be interested by any chance?"
Connivia wanted to say several things, all rude and unladylike. But instead, she held her tongue and replied with a shake of her head saying, "No, thank you. I have my family to take care of and they keep me quite occupied here."
She never thought she'd be happy to say that.
Now it was Roston's turn to decrease his smile. "Your family? You have children?"
"No, actually they are my parents. I'm taking care of them because…well, because they are pretty much unable to take care of themselves."
"Well that's very considerate of you."
"Thank you."
Roston's smiled returned. "So she's not married," he said to himself.
"How fortunate it is for me!"
An awkward silence followed before Connivia shuffled her basket and said, "Well, it was nice to meet you Mr. Wolfsong, but if you'll excuse me, I must get dinner ready."
"Of course. It was a pleasure meeting you Ms. Nightingale. And you may call me Roston."
"All right, Roston. And I suppose you can call me Connivia."
"I must say, Connivia, that you have a beautiful name."
Connivia blushed and she was sure that Roston could see her face turning multiple shades of crimson. "Why, thank you. Yours is…"
"Don't feel like you must reply with a similar remark to be polite. I know my name isn't the most beautiful either."
The two laughed out loud. "It's like he can read my mind," Connivia thought to herself.
There was another awkward silence before Roston said, "Well, I won't keep you any longer. I know you have dinner to tend to. Thanks for your time."
"You're welcome. And good luck with your…recruiting."
Connivia hoped her voice didn't crack when she said the last word. But if it had, Roston said nothing. Instead, he nodded and waved before walking off.
Connivia went back inside, her head spinning the whole time. "If only he weren't a member of a guild," she thought. But still, perhaps being in a guild was Roston's only flaw. Just because someone was in a guild did not make that someone a bad person.
"There might be other reasons he joined the guild other than the joy of fighting," she told herself. But she sighed inwardly once more. Why was she even thinking such things? It was doubtful that she'd see Roston again. Especially since she'd told him that she took care of her parents. She loved her parents, but she wondered if they were what were holding her back from getting what she really wanted out of life.

She finished making dinner, and when she went to bed that night, she gazed up at the stars as she did each night and prayed to the gods. She prayed that they would show her the right way to go and the right thing to do. And then she drifted off to sleep filled with dreams of a handsome warrior in silver armor.

The story continues in the following issues of GuildMag...



By Tender Wolf

BAR JOKES

A charr, a norn and an asura walk into a bar...

A Charr, a Norn and an Asura enter a bar...
Asura: I think it's about time we introduced ourselves...
Charr: Good, idea, I'll go first...

Name: Bigmug Beerfoam; rank: Common Drunk; Duty: drinking at the black citadel,
Us Charr bow to no adversary,
With the glamour of cocktails and thunder of bass,
We drink each day, from between our teeth,
Our Parties will shake the foundations of the earth.

A Party is nothing, when there is boredom
I am B'eir, i am norn, outside the great tavern, Lolbroek
We drink our 'spirits' in the wild .. Bears, Snow Leopards, Ravens and Wolves. We drink them until we're gory
And if you are bold enough, your head will shine forever...

Ignorant glods, i am Belcha, member in good standing of the college of 'fluid dynamics', I'm a drunk from Rata Sum.
We Asura will tell you, brewing is a matter of ingenuity, not muscle..
Even beer is just a keg in the eternal brewery
Our wine, not bears, will change the world..

Norn: Great, now lets have a drink...

A Charr, Norn and an Asura enter a bar...
Asura: Have you guys seen the GDC concept art slideshow?
Asura: All the animated Races bits were so cool!
Norn: What do you mean 'All races' you Asura didn't have an animation.
Asura: Well, technically we did, it just didnt reach the screen...

A Charr, Norn and an Asura enter a bar...
To their surprise the bar is entirely empty, but one sketchy guy sitting at the bar...
The Asura walk up and tries to open a conversation:
"Hi there stranger, interesting headgear, where is everyone?"
The sketchy stranger remains totally silent...
Norn: Strange that there isnt even a Barman.
Charr: Nevermind guys, this is still a concept...

A Charr, Norn and an Asura enter a bar...
Asura: "So i heard you Charr will get access to Ferocious Warmachines?"
Charr: "Ferocious Warmachines? Ah yes, we Charr call them Wives though..."

A Charr, Norn and an Asura enter a bar...
Discussing the way to breathe while underwater...
Charr: "Im sure it has to do with slaying some creature to obtain a consumable that will let us breath underwater"
Norn: "It more likely that there will be an obundance of plants growning along the waters edge, which we can use to breath underwater"
Asura: "You got it all wrong, its more likely to do with strapping a Bucket to your helmet"
The Charr and Norn look at the Asura in disbelieve:"strapping a bucket to your helmet?!"
Asura: "Sure, I'll prove it to you..."
The asura walks upto the barman and asks for a bucket, which he then straps onto his helmet, then he put on his helmet, and has the barman fill it with water...
Asura: "See, I can breathe just fine!"

A Charr, Norn and an Asura enter a bar...
Where a Sylvari is having a drink at the bar
They sit next to the Sylvari and order a drink.
Then all of a sudden: TumTidumTumTidum
Barman: "How often do i have to tell you Sylvari to turn of you mobile in here?"
Sylvari: "Im sorry dude, but when the Grove calls, we have to answer...

A Charr, Norn and an Asura enter a bar..
Where they find the place completely trashed and the barman crying on the floor...
Norn: "What the heck happend here?"
Barman: "A human and a Sylvari were here earlier, they drank everything I had and then trashed the place "
Barman: "So I cant serve you anything untill someone gets new furnature at the woodworker, and new drinks at the brewery"
Charr: "Ok, i like player driven events, but this is stretching it..."

A Charr, Norn and an Asura enter a bar..
For a drinking contest: The first to hit the bottom of a keg of Hunter's Ale wins!
The Norn picks up the keg and starts drinking..
The Charr puts his head into the keg and starts drinking ..
The Asura grabs a chair, climbs up, dives in the keg and swims down untill he hits the bottom.

More to come in the following issues...

By Arghore

RING OF FIRE ISLAND CHAIN

Taken to be the deadliest land in the continent of Tyria – perhaps even the world – the Ring of Fire Islands have seen a harsh and interesting history

Shortly before the Exodus of the Gods, five of the then six gods created the powerful and gigantic Bloodstones, split them, and placed them within the largest volcano of the island chain – Abaddon's Mouth. Incidentally, Abaddon's Mouth is one of the very few remaining pieces of information which survived the removal of the knowledge of Abaddon from Tyria.

The bloodstones remained there for years, until the volcano erupted and launched them across the continent. Now only one of the five pieces remains there situated in the caldera and linked to yet another object of interest: the Door of Komalie. But I'll return to that later.

It is unknown which bloodstone is the one that remains there – though it is believed to have been narrowed down to the Destruction bloodstone, the Denial bloodstone, or the Keystone. The reasons for each are convincing and intriguing. It is believed to be the Destruction bloodstone because after the bloodstone was used to restore the Door of Komalie in the year 1072 AE, the volcano erupting, essentially destroying all of the settlements there – to our knowledge, as no one is known to have ventured there after the eruption.

It is believed to be the Denial bloodstone because it has the ability to lock the Door of Komalie, denying access to use it – from either side. As for why it may be the Keystone: It is believed that it is the strongest, or largest, bloodstone. The bloodstone seems to have been buried under an amount of magma hardened into rock, as one can see pieces of what appears to be the bloodstone appearing for quite a long distance underneath the Onyx Gate. As for the argument of it being the strongest – with that bloodstone, only one soul was needed to close the Door of Komalie. Though there is another and lesser argued reason for it being the keystone: It shows no direct magical effect, which matches the keystone as it has no connection to the schools of magic.

On to the Door of Komalie – this door is in fact a simple portal, what appears to literally be a tear in the fabric of reality. This portal leads to the Foundry of Failed Creations, the birthplace of the devastating Titans. It is also the primary reason why the Mursaat have set up base on the Ring of Fire Islands before the Titans' release back in 1072 AE. I feel that ever since that mistake years ago, the door will never be opened again.

The wildlife on the islands is also of a peculiar interest, as one would expect, a vast majority are either fiery or have been influenced by the fire, lava, and heat of the land. The drakes seen here are the only known fire-based drake (instead of ice or river drakes), the spiders have developed an extra hard shell which, I assume, protects them not just from the fire and ash but from heat as well. There are three species which hold an additional interest to those specializing in the beastiary of Tyria: the riders, the dryders, and the golems.

The riders, specifically called "Breeze Keeper" on the Ring of Fire, are much like their other brethren found throughout Tyria. They, like all of their brethren, depict aspects similar to the Mesmer profession and interestingly enough shows no signs of having a natural protection to the heat – yet like all of its brethren it is near a humid, arid, or just simply hot area. That is, aside from apparently having molten eyes – according to reports by adventurers.

The dryders are beings who are mostly known from existing in the Rift and only exist in two locations on Tyria: the Shiverpeaks and the Ring of Fire. What these things are is completely unknown. Though what is known is that they have been linked to the fallen god of death: Dhuum. If you intend to fight against dryders – wherever they may be – be sure to guard yourself against poison as their fangs hold some of the deadliest poison in the world – of course, if you seek poison for whatever job you need, the best source is in turn dryder fangs.

The last unusual creatures of the island chain, the flesh golems, are possibly the most unique of all creatures there. They are animated lumps of flesh made into towering creatures. Called flesh golems by Tyrians, and fire golems by Canthans, these things are only similar to one other creature: The Abominations in the northern Dragon's Gullet of Ascalon. The most interesting bit, however, is that in both locations they have no explained animator. They share the physiology with the "Dead Thrashers" and "Dead Collectors" of the Underworld, beings who are made from, and apparently take from, the fallen adventurers who enter the Underworld, as is the entire Bone Pits. But yet there is no explanation for these Flesh Golems and Abominations to exist, which make them so unique and interesting. They do, however, seem capable of making more creatures of flesh and bone from the corpses of slain enemies. Perhaps that is how they reproduce. If so there is one question remaining: Who made the first golem?

This question may be answered through the five strongest golems, all of which are called Cursed. Specifically, they are called Grenth's Cursed, Dwayna's Cursed, Balthazar's Cursed, Lyssa's Cursed, and Melandru's Cursed. Due to the names, assuming that they were not given to them by the first adventurers, it appears that the golems may be somehow connected to divinity. Along with that, it is possible that these Cursed are the oldest golems, which may explain why all the golems seen are necromatic, as only the Grenth's Cursed would be able to create more golems. Lastly, the lack of an "Abaddon's Cursed" implies one of two things: Either they were created after Abaddon's Fall, and as such are younger than a thousand years, or they were created by an ally of Abaddon (or were once allies of him) and as such would only be cursed of the five gods whom did not fall.

There is one more thing of interest on this island chain, which was briefly talked upon before: The mursaat. This sapient race Is made solely of spellcasters that utilizes various creations made from a unique stone often called “Jade” (which is strange since it has a purple-like, or crimson-like by others, color). Their biggest bases are made on the Ring of Fire, both of which are to keep the Door of Komalie locked up. These structures are only seen elsewhere in the form of the teleportation gates that the mursaat used when assaulting the Shining Blade in the Shiverpeak Mountains back in 1072 AE.

In short, the Ring of Fire is a place of unique creatures and one of a kind landmarks and structures (or in the case of the bloodstone, one of five). It is a great place of sightseeing and research, but an equally – if not more so – dangerous place.

-Journal of Xaphan Sariel, Researcher and Lorekeeper of Kurzick House Sariel



A Jade Armor construct



By Konig Des Todes



Artwork by Charlie Dayman
http://changinghand.deviantart.com





The Mirage

The reality of the Guild Wars economy and its attached gameplay mechanics.

Often people show great concern over the “economy” in Guild Wars. As if the state of the real economy was not enough to worry about, players project their ideals on the current status-quo and each make their demands. One can summarize all those statements in one short sentence: “give ME more money!” Which is not happening for any number of reasons. Being the good TV-Troopers we are, we know there is blame to assign on somebody else than our own, so curse you ArenaNet. But wait, upon closer inspection, it is us who is utterly broken, not just the economy.

At the very basic level, each GW player is his own plucky cave-man. Left to his devices, each character would be totally capable of satisfying any demand than might arise in order to persist in the gaming world of Tyria. Technically, there is no need for trade among players. The gameplay itself does not demand it, making participation in the economic realities of Guild Wars 100% optional.

This is in contrast to the real world, where not trading just isn't an option. You cannot build your own house, your own car, plant your own food and scrap resources together for building your own high-tech entertainment device at the same time. You could, but if you can read this you haven't. At some point you did trade at least something for a computer with internet access. So you go to work and get paid money, which you then trade for all of today's commodities. This is possible, because you are specialised, or willing enough to perform an action, which another person cannot do. You cannot build a PS3 on your own, you have to rely on other people doing that for you. Luckily those people cannot grow their own food at the same time than building a PS3. Hence if you are a Kansas corn farmer, you could potentially trade your excess food for a PS3. Since life is a bit more complicated than that, you need an intermediary instead of trading products for each other. This intermediary is money, the ultimate catalyst for trade. You can convert anything you have to offer into money, which then can buy pretty much anything else you might need. Since anybody requires constant sustenance, there is a natural counterweight to what you earn. All your efforts are partially in vain as you have no choice but to consume, lest you want to starve or worse, fall behind your neighbours. Participating in the economic system is a strategy of survival; the dominant one on this planet. Not falling behind your neighbours a dominant psychic baseline of those doing any trade in the western hemisphere; which is pretty much everybody.

But this is not how Guild Wars works at its fundamental level. The virtual economy removes this counterweight of sustenance. You do not have to participate in the economy for your character to survive. As a result of certain MMO tropes, you will soon have accumulated quite a bit of gold and contribute to a giant inflation. This simple trick, opens the gates for the players to participate in a life-style for which he would not have the money to participate in the real world. A life-style glorified by the media every day, a life style advertised by every means of communication: excess consumption of vanity. Mark this as the entry point into the GW economy with a mental note, it will be important later on. ArenaNet sets the stage for fierce competitive “keep it up with the Joneses” gameplay by removing the need for sustenance and trusting in the psychological make-up of an average American or European to take it from there. Maybe ArenaNet never had to think of this consciously, because it is that engrained into everybody. Excess vanity is the only thing the GW economy simulates and unlocks for the player.

The basic laws of vanity are rarity of an object and the possibility to display it among others. Even if they are relatively common, gold and diamonds are one way to go. No matter how rare it would be, you can never go around showing off your necklace made of stable Copernicum. The radiation scaring away your admirers would be the least of your worries. Which is why in real life your best option to be vain is to abandon exotic matter and go for a large quantity of rather common, hence harmless, metals. This is the best option, because once you make the play for admiration of “truly unique” things, you instantly enter the world of subjectivity discussions about good taste in art. Which either ruins your whole point of showing off, or requires further social pressuring of people into “honest” admirers of your snowflakey uniqueness. If those means of social manipulation are not available, you always have the option to keep it simple and plaster yourself with bling. Upper Manhattan art snob and Brooklyn gang-banger might look down on each other, but in essence they both are a mere reflection of the same thing in two different implementations. Guild Wars lacking most of the intricate peer pressuring mechanism of Upper Manhattan, naturally goes for the full frontal display of bling.

Guild Wars does the same as your boss. It measures your involvement in the things you do, attributes value to them and then you are unleashed on the open trade market. This already spawns the first major community flame topic about what activity deserves the largest payday. Better let's not get into this now. Back to your boss, who at least had the courtesy to pay you in a currency that is somewhat limited, GW pays you in a resource that is created whenever required. This has a great impact on the way GW vanity differs from real life vanity. In real life, there is a limit to resources, a limit which ultimately determines price and keeps that price of items somewhat stable. A constant resource, hopefully a currency such as the Dollar, is balanced against a variable resource, such as Oil. This is why currency inflation is such a big thing. People live under the assumption of Dollars, Euros and Pounds to be finite. Creation of currency is limited like nothing else on this planet for the sake of keeping the trade, which is the baseline for survival, going.

In Guild Wars nobody watches over the inflation rate of the currency. Every resource is infinite, spend more time, gain more resources. There is no constant resource to balance the other against. Once you strip-mined a mountain in Nebraska, the resources are gone, but you can never strip mine the Underworld. So whatever you do, whatever you farm, you participate in the perceived devaluation of a resource by contributing to its inflation. This is a power you do not have in real life! Be it Gold, Ectos, Z-Keys, or individual items, they all constantly lose value, because they are all constantly created by anybody. Which is not something you can say of Dollars.

ArenaNet tries its best to destroy the inflation you cause by offering to trade it for “rare and expensive armors”. Small hits of individuality. This usually works for a while, but soon players will have spent the time to acquire even the most expensive items en masse and the super-inflated nature of the virtual economy becomes visible once again. The worth of an ecto is squat-douche, but this new rare armor nobody has makes you buy into that upper Manhattan unique artsy snowflake mirage, so you falsely attribute value to an ecto again, since an ecto would enable you to buy this rare armor. It only works until you realize how many ectos there really are, because everybody and their kid brother is running around in this particular piece of armor after a while. In real life, we would have competed for limited resources and we would have kept a sense of individuality, because most of us would have ended up empty handed. A virtual world bums us out by how undesirably samey we are, if resources were to be infinite and mined at our mere will. No matter how rare an object is in the beginning, no matter how slim the chances of a drop are, over time the availability will go from zero to infinite. Such is the nature of Guild Wars in this matter. The moment of realizing this is unavoidable and can be game-breaking. Espcially, if the only reason for your participation in GW was being able to play the “excess vanity game”. Remember your mental note from earlier! Game Over right here.

There are two exceptions to this, certain minipets and certain festival masks. Festival masks cannot be traded. You can use masks to display that you were there and hope somebody will recognize the value in that, if you must use them for showing off. Other than that, they are useless. Minipets are different, because they can be traded. because they can be traded. This trade would mark a shift in wealth from one person to another and we need that trade direly to keep the whole excess vanity gameplay system running. Some minipets are the unique Mona Lisas, they show acquirable wealth and the so sought after individuality. Perfect for excess vanity gameplay. This is due to their limited supply. There will be no more Ceratodons entering the game, you have to be one of 50.000 people or at least buy one off. The same goes for rare promotional minipets, they are limited forever. Which is why their price will go up forever, since gold is not limited in the game. Punch a few monsters in the face and you will have more money. So if you must speculate, then speculate in limited minipets. It is a no-brainer. But realizing this destroys the perception of value you might have on all the other things in the game, which are essentially infinite. Oh cursed virtual economy, no matter what you do, it still self-destructs. Once more, remember your mental marker earlier in this text? The sum of this realisations I described above, marks the moment the player is kicked out from the virtual vanity gameplay he once so happily entered. The big bummer that all virtual things are merely virtual. The cake was a lie from the beginning.

But can such a dead end ever be fixed? In the virtual world, yes. I said, the main problem with bling is that you have to able to display it. Guild Wars offers more than rewards for farm-grinding 1000 ectos. It also has rewards for achieving things attached to actually playing the darn game. Sadly most or them are displayed in the Hall of Monuments, or as tiny pieces of text, which is the equivalent of having a 100 Karat diamond earring as an intestinal piercing. Chances are, people won't see it. There are certainly enough textures in the game to individualize your character with statements of achievement. Sadly 99% of all textures carry the same statement: I was able to grind area X long enough to get this drop or buy this item. The solution is not introducing a new, even rarer item. The solution is to imbue existing items with new meaning. Even those items will be ground to the dust until they are ubiquitous, but just like a true Manhattan snob, the commonness of an item does not detract from its value once it is perceived as art. After all, this is not a mere urinal, this is a urinal signed by the big Duchamp. The artist, but mostly his fans, will defend the value of this one particular item, because it carries the statement of that one person. You can never copy that, you could, but your mind would draw a line, since we are trained to perceive even common art differently from the rarest of merchandise. Another thing one can count on in almost every human being and exploit at free will for a game. Go to the Tarnished Heaven to already experience this on a small scale, courtesy of the Shing Jea Sherman. Have him shout that in golden letters across the screen of every player anywhere in the game for 100k and there would be no money left in the game by the end of next week.

Meanwhile in the real world, we still do not participate in such excess vanity games, due to our inability to compete with the likes of Bill Gates or Paris Hilton. We continue to be conditioned by our surroundings to be obedient admirers of vanity, getting our piece of expensive starlet underwear, or lack there of, one picture at a time. We are told to long for participation in such games. Sometimes a game developer comes along exploiting this for his own profit and we even enjoy it for a while, fiercely competing in the world virtual excess vanity thanks to the miracle of internet computer games. All developers implement the excess vanity gameplay imperfectly. They have to, because replicating the exact real life circumstances would require the developer to exclude 99.9% of player from this game-mode. Because that is how reality works. One would call this realistic implementation of an economy a waste of development resources. As much as we bemoan the economic imperfection of Guild Wars, it is a necessary evil at least enabling us to get a small virtual piece of a cake we might never enjoy in real life. Except for those dear readers who are having this article read to them by their Butler while jetting around the world in their private plane. I reckon there to be a limited supply, but yes I can be booked for author readings.

By 4thVariety

END OF THE LINE...

CAPTION ATTRACTION!



I see they've doubled security in Lions Arch - Galraths Decendant



Send in the caption for this screen-shot to capation@guildmag.com

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The Lights of Tyria

- Dwayna
- The Asura
- Celestial Horoscope
- Guild of the Issue
- Weh No Su

Note: This list is subject to change

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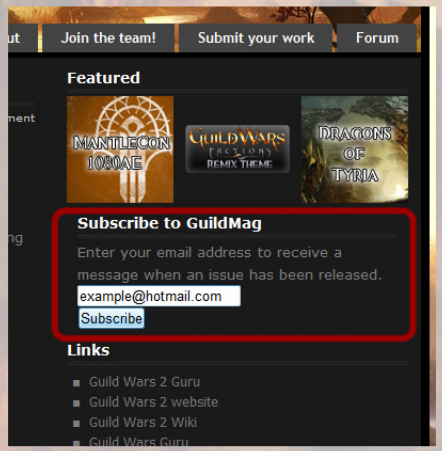
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