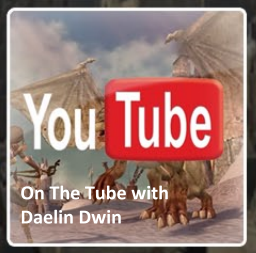
GUILDMAG

JULY - ISSUE #2

BY THE COMMUNITY, FOR THE COMMUNITY

In this issue:

The Nation of Orr
Weh No Su
Bar Jokes with Arghore
Title Hunters: Kurzicks
Interview with GWGuru
And more....



On The Tube with Daelín Dwin

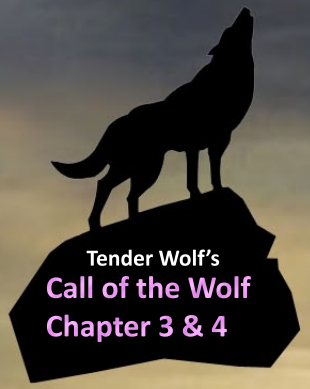


The Mallcramp 1.0


Celestial Horoscope

THIS ISSUE'S THEME:

LIGHTS OF TYRIA


Tender Wolf's Call of the Wolf Chapter 3 & 4

FAN ART!




WIN A WHITE MANTLE OR SHINING BLADE COSTUME!


DWAYNA
The Winged Goddess

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EDITOR'S WORD:

Summer is spreading around Tyria, and while you may not directly see it outside, it certainly is out there. Last issue we had taken a look at the fiery side of Tyria which gave us a lot of feedback, and we've tried to reflect it in this new issue. Maybe you're reading this from our new web-viewer, as a result of the feedback we have gotten out of our last issue. You may also like the fact that our stuff is written a lot better in comparison with our last issue and I would like to thank the new editors for their job. Instead of having our jokes on one page, we have spread them throughout the magazine. We also tried to have a few more casual articles like a horoscope and a look at the latest fashion in Tyria.

We hope you enjoy this second issue with the same pleasure, and hopefully even more, as with our first issue. Also do not forget to enter the contest in order to win either a Shining Blade or White Mantle costume code!

Dutch Sunshine

PS: Do not forget to give us your feedback at our website: http://www.guildmag.com

This issue:

→ **Meet the Team**
A small introduction to the team behind GuildMag.

→ **Orr**
An insightful article on the nation of Orr.

→ **Guild Wars 2 Acrostic**
A poetic rundown of what the world of Tyria is becoming.

→ **On The Tube With Daelin Dwin**
A partial sum-up of the best or funniest Guild Wars videos found on YouTube.

→ **Gamers Giving Back**
An interview with Malibu Barbie on Gamers Giving Back.

→ **History of Weh no Su**
What does it take to become closer to the stars?

→ **Celestial Horoscope**
Find out what the stars have in store for you.

→ **Dragon Festival**
It's best for dragons to eat a Crème Brûlée and drink many Flasks of Firewater to keep their fire burning inside.

→ **Dwayna, the winged goddess**
The lore behind the goddess of light and air.

→ **Summer Fashion**
What are players wearing this summer?

→ **The Mallcramp 1.0**
What happens when a bot tries to play the game for you?

→ **Costume contest!**
GuildMag gives you the chance to win either a White Mantle or Shining Blade costume code!

→ **Interview with JR from the fansite GuildWars2Guru**
Dan Grey aka JR answers a few questions about himself and the fansite GuildWars2Guru.

→ **Title Hunters: Savior of the Kurzicks**
Interviews with players on how they managed to reach the highest tier in the Kurzick title.

→ **The Asura**
Background lore on the mysterious race.

→ **Guildmag podcast**
Learn more about this new feature of Guildmag

→ **Fan-made artwork**
Gorgeous artwork by Guild Wars fans.

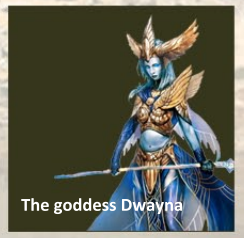
→ **Call of the Wolf**
The story continues with chapter three and four.

→ **End of the Line**
The last tidbits.

→ **Next issue**
A preview on what we're planning for the next issue.



Interview with GWG JR


The goddess Dwayna


The nation of Orr

A Charr, a Norn and an Asura enter a bar...
The Charr: "I can't believe we made it into the GuildMag !"
The Norn: "Yeah unbelievable, magazines usually only feature great heroes and legends."
The Asura: "Don't jump to conclusions guys. For all we know, they turned us into some kind of joke..."

MEET THE TEAM

A short introduction to the team of GuildMag



Nickname: Dutch Sunshine
IGN: Dutch Sunshine
Task: Head-Editor/Founder
What's Up?: Games may lie, but we don't.



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.



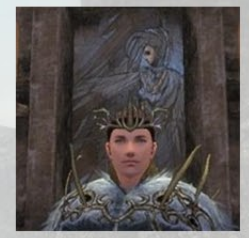
Nickname: San Darkwood
IGN: San Darkwood
Task: Community Manager/Writer/Blogger
What's Up?: Less QQ, More Pew Pew!



Nickname: Izzie
IGN: Izari Aljen
Task: Writer
What's Up?: The following statement is true. The previous statement is false.



Nickname: Arghore
IGN: *something* Arghore
Task: Bar joker/Writer
What's Up?: With great power comes great re-sponsibility



Nickname: Draxynnic
IGN: Gawain Draxynnus
Task: Writer
What's Up?: Stars.



Name: Konig
IGN: Konig Des Todes
Task: Writer
What's up?: A simplistic question with a compli-cated answer.



Nickname: Malchior Devenholm
IGN: Malchior Devenholm
Task: Editor/Writer/Podcaster
What's Up?: Join the Shining Mantle! Reform!



Nickname: Maglama
IGN: Maglama Marx
Task: Writer
What's Up?: Fun Fact: My nickname is "amalgam" backwards.



Nickname: Twitchy
IGN: Iymafae Vier
Task: Writer
What's Up?: ಠ_ಠ



Nickname: Free Runner
IGN: Free Runner
Task: Writer
What's Up?: The most common whisper i get? "Can you run me to Droks?".



Nickname: Thalador Doomspeaker
IGN: Lord Sethiroth
Task: Writer
What's Up?: Knowledge is power. And: Reform!



Nickname: Daelin Dwin
IGN: Daelin Dwin
Task: Writer
What's Up?: The sky.



Name: Sabre Wolf
IGN: Kumori Inu
Task: GuildMag PodCaster
What's up?: AAAAAAARRRRRRR-ROOOOOOOOOOOooooo



Want to join the team?

Check out any open applications on our website!

The Nation of Orr

I've been haunted by my dreams ever since I sailed the waters where Orr once stood. I dream of a dark, rising shadow in the world, and fear the day when that shadow finally swallows the sun.

- Dirk Shadowrise, Curse Henchman

The peninsula of Orr was situated south of Kryta and west of the Crystal Desert. It stretched from the edge of the desert into the Bay of Sirens (now known as the Sea of Sorrows). We don't know too much about Orr's geographical features, but the world map that was used 250 years ago had shown it as a barren and rocky land. It is unknown whether Orr always looked like this or it is a side-effect of the devastating magical event known as the Cataclysm.

Orr's flora and fauna is also shrouded in mystery. The only known creatures that once lived there are (lesser) dragons. It is based on the fact that the walking dead - who invaded Kryta's shores shortly after the peninsula's submergence - were escorted by fearsome undead dragons.



The lands of Orr as seen on the Tyrian map.

The History of Orr:

The last thing I remember, Charr warbands were rampaging through Orr. Then a deafening explosion rocked me from my feet, and a bright light engulfed me. I awoke to find myself here. I don't know what I have done to deserve an eternity in this nightmarish realm.

- Vialee, former citizen of Orr, tormented soul in the Realm of Torment

Orr's history is scarce before it became an independent nation. Sometime in the past, powerful beings started building an olympic city at the heart of Orr. These entities were revered by the humans and the city they built was called Arah.

This pantheon consisted of six gods in those times; however, we only know of three who actually lived there: Melandru, Goddess of Earth and Nature, Dwayna, Goddess of Life and Air and Balthazar, God of War and Fire.

One year prior to the mysterious event known as the Exodus (Tyrian humans started counting years from that moment) Abaddon – one of the six, God of Water and Secrets – gave the gift of magic to the sentient races of Tyria. Unfortunately, it was given out too freely and thus bloody wars erupted all over the world. Every race fought to rule the rest. On the edge of extinction, the human race had one last hope: their gods. Doric, leader of the united human tribes traveled to Arah and begged the almighty beings to end the destructive wars once and for all.

The gods answered his plea. They "gathered back" magic from all the races and trapped it inside a tall stone. Then they broke the stone into five parts - four equal but opposing stones of magic, and one keystone. Without the keystone, the other four couldn't be reassembled. The four schools of magic are: Destruction, Aggression, Denial and Preservation.

On top of giving out his "gift" too liberally, Abaddon marshalled his Margonite worshippers - who were "blessed" by his magic - and stormed the Gates of Heaven. The other five gods answered this act. They brought down the renegade god and imprisoned him in a special place. The menacing area called Mouth of Torment now marks his downfall.

Because of these troublesome events, the gods decided to leave the world of Tyria for good.

After the Exodus, the Orrians seceded from the union and founded their own independent kingdom on the peninsula. The inhabitants tasked themselves with looking after the buildings and structures of the mighty city, hoping that their gods would return one day.

The Orrian nation prospered in the next eight hundred years. Although, two hundred years before the Searing the Orrian armies were called upon for unknown reasons (it is possible that the undocumented reason was a minor guild war that broke out in Orr). The hero who led his battalions to the first battle of Arah was Lord Victo. Not much is known about this man either. All we know is that he was a commander and that he died in the mid ninth centuries after the Exodus. After his death, he made it to the Hall of Heroes, although his spirit was captured by demons that were commanded by Menzies, the Lord of Destruction and Balthazar's evil half-brother (possibly a demi-god, who was helping Abaddon in fulfilling his plot). Brave heroes freed Lord Victo's soul in 1072 AE, and the Orrian commander rewarded them with his weapons that he had used in his life.

57 years before the Searing, war raged in Tyria again. Not between the races this time; but instead, between the human kingdoms and guilds of the continent. The feud between the guilds was so large that they began fighting on the holy streets of Arah. This was an act that the Orrians couldn't stand by watching idly.The nation rose up to defend itself and the city of the gods from the warring guilds of the other kingdoms, but the consequences of this "intervention" were high. The other two countries – Kryta and Ascalon – started mobilizing their own armies.

An all-out war ensued between the three empires, and during that bloody 57 years none of them was able to assert dominance over either of the other two.

Since the human kingdoms were too busy fighting each other, they didn't see the growing danger in the north. The charr rallied under the banner of one warband and its respective legion, the Flame Legion. In the year of 1070 AE, the felines struck without warning. They easily captured the lands that were north of the Great Northern Wall's protection. In response to the new threat the other kingdoms and guilds withdrew from the war and returned home in order to protect their countries. The Wall of Ascalon was able to hold off the invaders for awhile. Orr used that little time to regroup and prepare for the attack. However, it didn't last long. What steel and strength could not undo, the destructive side of magic could. The charr Shamans utilized the power of a mysterious and ancient artifact (the Cauldron of Cataclysm) and brought down the Wall – and with it, nearly the whole Ascalonian nation as well. The charr swept through the seared kingdom and continued towards Arah (as their Titan "gods" had ordered them).

The Orrians were hopeful and believed that their armies could repel the invaders, but those hopes were dashed in less than twelve hours…

On the brink of defeat, King Reza's personal advisor, Vizier Khilbron, entered a warded vault deep within the forbidden catacombs and tombs that were below the marble streets of Arah. The Vizier sought a way to turn the tide of the battle by destroying the invading charr army, no matter the cost. He unrolled one of the Lost Scrolls and read an incantation of litany that meant the end of the Kingdom of Orr…

When the sage finished the ritual, a deafening explosion shook the ground, and a bright light engulfed the whole nation. The black cloud of dust that enveloped the kingdom concealed the true extent of the damage for weeks. When the smoke finally cleared, sailors found that the entire peninsula had sunk, leaving only scattered tiny islands in its place.

It later turned out that the Vizier was tricked by a demon in human form. Terick (a.k.a. Razakel) used the Vizier to destroy Arah – the demon's master, Abaddon, caused the destruction of the city in order to further his plans of vengeance against the gods. The charr were only instruments in the God of Secrets' dark plans. The titans, his minions, ordered the charr to invade Orr and besiege Arah in order to set the kingdom's fall in motion.

The Dragon awakens:
One hundred years ago the drowned empire of Orr rose from the sea at a dragon's command.

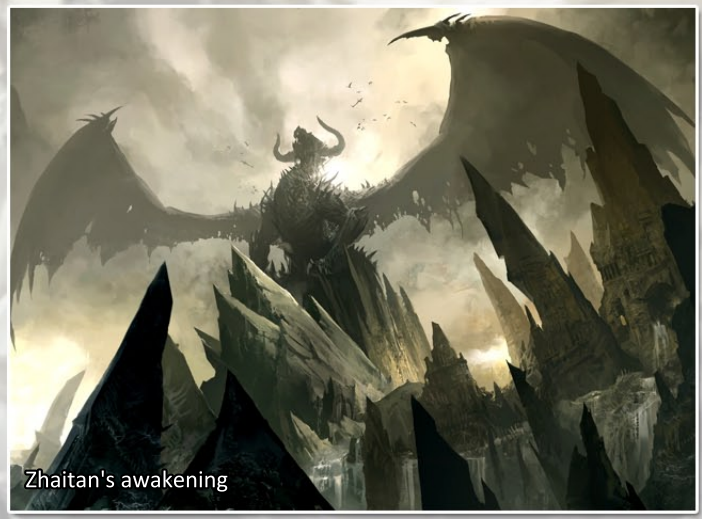
-Unknown historian

Orr rested in its underwater grave for the next 150 years. Its only known "inhabitants" were the walking dead that remained there after the Cataclysm. Around 1078 AE, Livia, a Shining Blade Necromancer, visited the ruins of Arah in order to recover the legendary weapon, the Scepter of Orr. She wielded the Scepter's power for some time, but what she did with it afterwards is completely unknown.


The Sceptor of Orr

Corsairs made their lairs in the small and scattered island chains that littered the area where the peninsula once stood. Until one, dark day Orr returned to the surface…

Deep below Arah, somewhere in the catacombs where the Vizier spelled the end of his nation, an ancient power awakened: an Elder Dragon. The dragon was surprised to see that his resting place was underwater, and to better serve his "expectations and interests," he raised the whole landmass from the depths of the sea. This deathless dragon's name was written in the legends of the Dwarves: the dragon known as Zhaitan.


Zhaitan's awakening

The emergence of the peninsula caused massive tidal waves that flooded the coastlines, decimating thousands in Lion's Arch, D'Alessio Seaboard and Sanctum Cay. The Battle Isles suffered a similar fate, as they sank beneath the raging waters. The waves' "constructive" power actually turned parts of northern Elona green again.

Humanity didn't wait too long to investigate the disastrous event. They quickly amassed their forces and visited the dreaded peninsula only to find the twisted nightmares that had gained foothold there. The Elder Dragon of Orr had reanimated the Orrian corpses into horrible undead minions. Zhaitan also took the corsairs who had hidden in the small islands before Orr rose and corrupted them with his breath, enslaving the pirates to his will. The battle between the human forces and the "tide of darkness" was already decided before it began. Zhaitan's power was too great, and his twisted servants easily defeated the human armies.

Orr Today:
In the next 100 years Zhaitan strengthened his rule over the undead kingdom. The dragon created an armada of black-sailed ships from the sunken corsair vessels, filling them up with an undead crew. The fleet now stretches throughout the Strait of Malchor, blocking any passage to Cantha.

Life still could not blossom on the peninsula's surface despite the fact that there was a century for the region's regeneration. The dragon's corruptive presence hindered that. Orr's landscapes are images of decay, undeath and pestilence. The empire's corrupted citizens roam the barren wastelands and neglected towns, doing their master's bidding. Anyone who might happen upon the disturbing shores of the peninsula is assaulted, killed, and reanimated to serve the primordial dragon.



Yet, there are a few living beings in Orr. The purpose of these brave men and women is to reclaim the lost kingdom and destroy Zhaitan.

Unfortunately, Zhaitan plans a similar fate for the races: he wants to destroy all life on Tyria. His soulless hordes are marching towards the civilized lands of the continent even at this moment. The five races of Tyria must stand together if they want to defeat this menace. Until the the Elder Dragon of Orr is removed, everyone is in grave danger...

The lands of Orr still hold many mysteries. A great deal of lore and ancient, forgotten knowledge is stored in Arah's spired towers. Some mysterious prophets even claim that the origin of the dragons lie in the gods' olympic city, due to a deciphered riddle that was spoken by an ephemeral spirit more than 250 years ago:

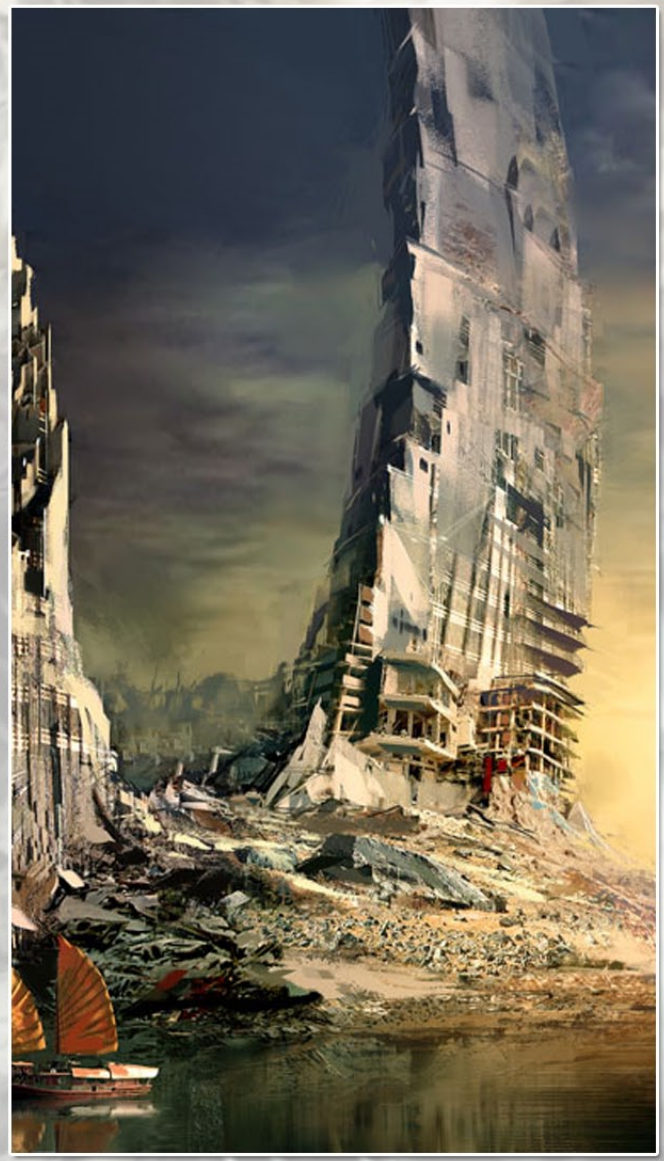
"Vm'Jqqteomn dj'dpjat ipj'attw
Rthjms'dpt xoada'rthjms dpt'setvxa
Jm'soadvmd apjeta'jq v'yvms bmivwomn
Vmaitea'dptet yot'om ivodomn"

Translation:

"An offering to those who seek
Beyond the mists beyond the dreams
On distant shores of a land unwaking
Answers there lie in waiting"

The aforementioned oracles think that the phrase "On distant shores of a land unwaking" refers to the re-emerged peninsula of Orr.

The mighty nation has fallen from the heights it once reached. Its lands have become a place of nightmares. An adventurer can learn a lot about the history of Tyria, but is it worth risking his or her life?



By Thalador Doomspeaker



The rise of Orr, as seen in the first Guild Wars 2 trailer.

Guild Wars 2 Acrostic

A poetic rundown of what the world of Tyria is becoming

GRAND
This vast world we have treaded for five years is expanding further beyond the boundaries of the universe. A world known sacred to its dwellers is ever-growing and ever-changing into another. It has been our home for what seemed like an eternity, but what will become of it when change has finally come?

When we descend into this freshly-burrowed rabbit hole, we could make new discoveries without the obstacles of fate. The shackles of the planet are shattering, and soon we will be free to travel these altered lands, for it is the dawn of a new world...

...An open world.

UNITED
There is a time where the people of different cultures, origins, and creeds must come together. As our planet evolves, the perils evolve as well, endangering us all and our families. Our destinies have been intertwined in the past as the vine of a tree, but what becomes of the tree? A world cannot grow without the care of its inhabitants.

Our fears and hatred for one another must be cast aside as we muster our forces to purge the looming evil that desecrates our lands.

Let us rally against this evil, leaving our differences behind.

ICONIC
A band of five exemplars shattered by destiny. The living legends still walk the lands of Tyria to safeguard it with each of their own doctrine.

Captain Logan Thackeray of the Seraph Guard holds true to the willpower and spirit of the humans. Rytlock Brimstone of the Blood Legion iterates brute force, and deems the Charr the backbone of the world's strength. Eir Stegalkin, visionary of the Norn, believes wisdom of the world will prove grandeur and nobility.

Member of the College of Synergetics and apprentice to renowned Asuran inventor Snaff, Zojja assents that dexterity and cunning is the foundation of the entire world. Caithe is one of the firstborn of the Sylvari. She believes that the dreams and callings of the world will lead us to purging darkness and restoring light.

Their beliefs are what broke them apart, but it will be their purpose that will bind them together again.

LIVELY
An unstoppable world everflowing with the sands of time. The trees of the groves flow blissfully in the zephyrs, as their leaves fall in the endless streams. The events of war are as earth-shaking as the tremors of the canyons. Flames cast on villages spread across the fields and into the forests. In these lands, all things flow together as they are binded by the threads of fate.

This world will never remain unchanged. It is the canvas of the devoted artist; an everlasting masterpiece crafted by its gods.

DIRE
Tyria is a world drawn by its monumental splendor, but how so without its many dangers? In the highest peaks fly menacing fowl. In the barren wastelands roam clambering beasts. In the deepest waters swim cryptic leviathans. Bandits and marauders tread the open fields in hunt for the unwary as their prey.

There are those who bring forth peace and those who bring forth only war. The thunderous sounds of the Elder Dragons trudging the earth and ripping through the sky cannot be ignored. Will we allow these seemingly endless crises to overcome our home, or will we fight to suppress them?

WORTHY
Throughout this land, there lies hidden treasures and mystical magicks waiting to be redeemed by travelers who prove their worth and bravery by crossing perilous fields, delving into dark caverns, and ascending steep mountains. Kings and queens from all over the world seek samaritans who are willing to do heroic deeds, whether slaying a murderous beast or rescuing a damsel in distress.

As these deeds are done, riches and glory will be brought to those who perform them. Now go. The people await gallant adventurers to reward and sing praises of. Heroism will not go unreckoned.

ADROIT
The world of Tyria holds the fiercest and most adamant fighters one could ever gaze upon in battle. Whether one is skilled in the art of swordsmanship or adept in the field of sorcery, they are a force to be reckoned with. They shall revel in the glory of battle as the weak and the weak-hearted are felled by weapons of war and cast down by destructive conjurations.

When the horn of war is blown, these masters of affray contrive their tactics against their enemies, whether they be man, monster, or demon. Take up the sword, take up the bow, or be dispatched to the Mists.

RESOLUTE
The Elder Dragons will wait for no man or creature. Their great awakenings have already occured, and the world of Tyria is under threat. The three Orders have strategized against these absolute foes, although each hold a different motive, a different method to apprehending them.

The Vigil. Guardians of the light that purges the darkness. They have vowed to protect the lands, to ensure the safety of the powerless and the weak. The Elder Dragons are constantly brimming with power, and the Vigil will not stand aside and allow them to reach the peak of strength. Even with the dragons' might, the dragons are believed to be surmountable along with their minions.

The Order of Whispers. Operatives of silence. Emmissaries of the shadows. These men and women practice in the art of covert tactics, percolating enemy bases and gathering intel to gain the upperhand in keenness. Unlike the Vigil, the Order of Whispers believe the Elder Dragons are invulnerable to weaponry, thus, the only option is to bring them back to their slumber.

The Durmand Priory. An order of scholars and sages who delve into Tyria for the highest wisdom. They believe knowledge is the only true method to keeping the world from the harm of the Elder Dragons. The priory is often consulted by individuals who also seek the arcane and the abstruse, although information is accorded prudently. Revealing the world's secrets is the only endeavor to protect it.

SUBLIME
On the highest mountains and in the lowest valleys tread pioneers who seek knowledge of the world, not to expose it, but to save it. Heroes are not born. They are sculpted from flesh and soul into figures of both majesty and righteousness.

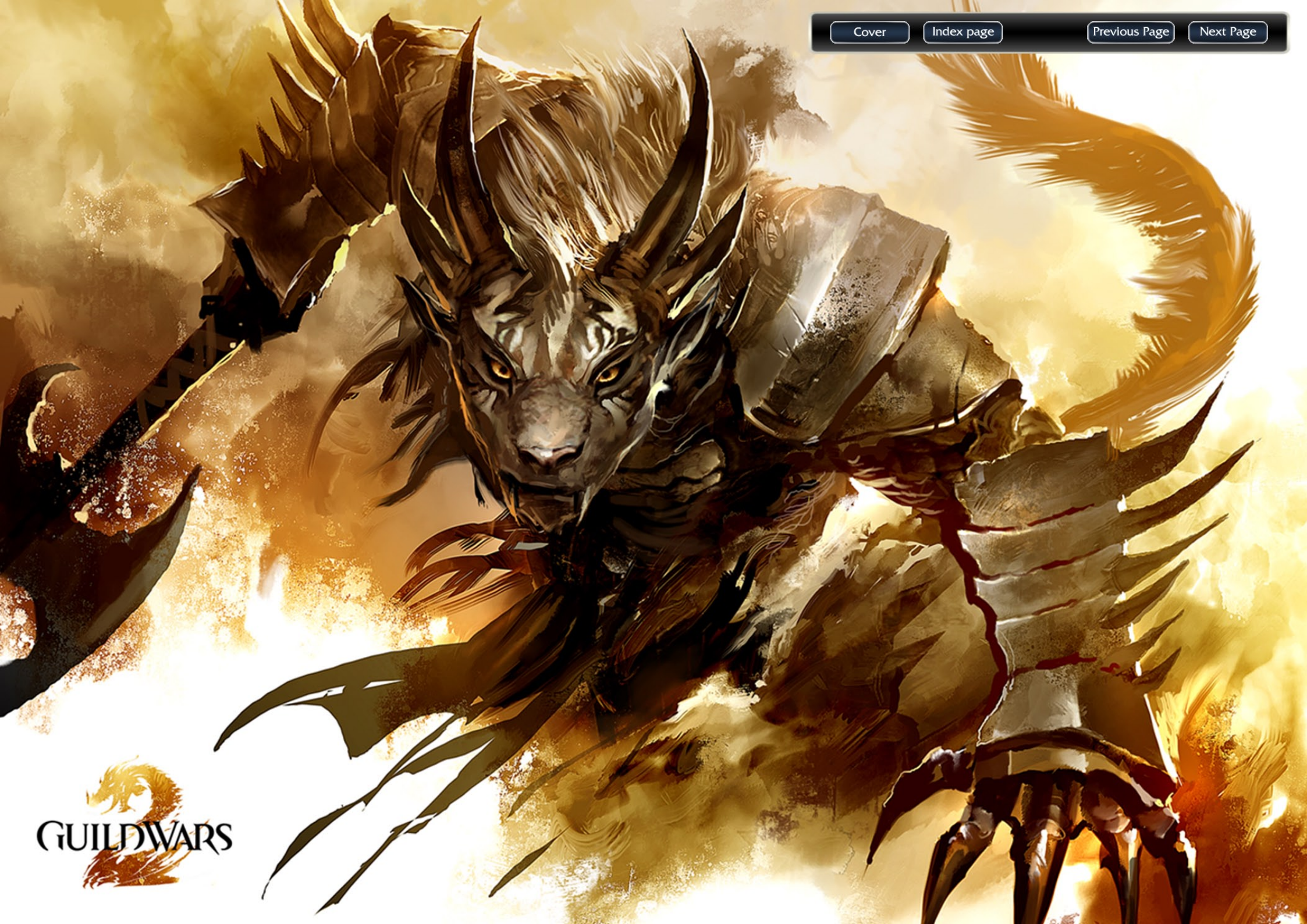
The bards will sing ballads of the glory of these valiant men and women. Will we be amongst them? The feats of our ancestors shall not be forgotten, but it musn't end there. We must build a stalwart foundation for the future of our homes. No longer will we be unsung.

A tale has yet to be told. What is your story?

A charr, a norn and an asura enter a bar...
Where a totally drunk Logan is sitting in the corner.
They walk up to the bar and ask:
Charr: "Isn't that Tyria's famous Logan Thackeray ?"
Barman: "Yes, it is.."
Norn: "What's his story ?"
Barman: "The Queen fired him for hiring a bunch of noobs
to defend Divinity's Reach. What's your story ?"

GUILD WARS®

By Maglama


GUILDWARS 2

On The Tube with Daelin Dwin

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

Channels:

Sabrewolf18



Sabrewolf18's channel features various informative and insightful videos in and around the Guild Wars world.

"My channel has been servicing viewers for over three years and has been featured on Arena-Net's Official Guild Wars website seven times for my service to the Guild Wars community. My videos include new player tips, builds, GvG highlights and more. Recently, I have once again served the community with my new Guild Wars 2 update videos. This series of videos gives viewers the ability to learn the latest news and highlights about the upcoming game. This saves the viewers time from struggling to find all the info on their own; and even breaks down the info into clear concise format with visual examples when possible. All this can been viewed at my channel, and is also featured exclusively on GuildWars2Guru.com Visit it today and don't forget to subscribe to get alerts when the next update hits the air!" - Saberwolf18

Oggycheese

Oggycheese's channel contains various Guild Wars videos and some other stuff you might find interesting.

"I've got quite a mixed bag of goodies on my channel. I do a lot of Guild Wars movies which people seem to enjoy, as well as short films and other bits and bobs. My aim is to make videos that are fun, clean and appropriate for everyone. My Guild Wars videos are mostly completely ridiculous stories with a group of regular characters voiced by Text-to-Speech computerized voices. I've also done a couple of Guild Wars music videos and organized the Guild Wars Video Makers' Collaboration. I always like a technical challenge and I started experimenting with Texmod and green screen effects quite early on and helped a lot of people with the effect. At the end of the day I just enjoy making stuff!" - oggycheese

Magicalmike2



Magicalmike2's channel features miscellaneous Guild Wars related videos including rants and farms that may or may not be useful.

"What ho, reader! My channel is an insight into how I view the world of Guild Wars as a cynical, rather melancholy Brit.I started out making videos for another MMO but changed it up after I lost interest. Now, I would gladly welcome anyone who's interested in hearing what I have to say about this game. which happens to be a lot of people as of now. I try to focus my attention on getting information across as best I can, using commentary and visual aids as required. My videos are uploaded in 720p HD, and I like to keep some kind of quality standard, though that's yet to be properly defined in writing. What can you expect? (apart from exceedingly long waits between videos...). Currently I have a few farming videos, a couple of rants, a colour correction tutorial and a video high-lighting other quality YouTubers that I come across. My next idea is to highlight some tips n' tricks that I've picked up while playing the game; expect them to be fairly common knowledge, but still handy. Now, do be afellow and check out the fine people to my left, or right, depending on where Mr. Daelin slots me in. Pip pip!" - Merciless Mike (magicalmike2)

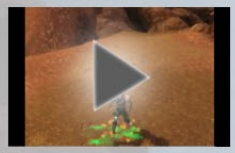
Videos:

Guild Wars: Captain Jack and The Lost Empire - by JackMcJack13



The recently released sequel to last issue's feature. This is just as crazy as the first and even better.

Guild Wars - Stop Motion by Yumiya89



This extremely unique video is made almost entirely from stop motion, making for some very amazing scenes.

Tree Hunters by gheier



Going back a few years now, but this is one of my favorite gheier machinimas. It tells the tale of two gentlemen as they search for trees during the wintersday holiday.

I hope those videos and channels keep you busy until the next issue. If you think there is a video or channel that should be featured here, feel free to e-mail me at onthetube@guildmag.com or private message me on youtube at http://www.youtube.com/daelindwin.

By Daelin Dwin

On Gamers Giving Back

Gamers Giving Back
Given that the theme of this issue is "light" and seeing that not everybody in the Guild Wars community will be familiar with this organization, we thought this would be a good moment to set Gamers Giving Back in the spotlight. Gamers Giving Back is an initiative by two familiar people in the Guild Wars community, Dj Kelli and Malibu Barbie, who are mostly known for being regular Dj's and founders of the Gaming World Entertainment Network (formerly gwevents). We had an interview with Malibu Barbie, to shed some light on Gamers Giving Back, what it's about, what they do and how you can become a part of it.

GuildMag: What is Gamers Giving Back about ?
Malibu Barbie: Gamers Giving Back is mainly a fund-raising and awareness creating initiative. We hope to mobilize the gaming community to basically give back to the global community. We do this by organizing fund-raising events in Guild Wars and other online games.

GuildMag: What was your inspiration for creating this organization?
Malibu Barbie: Gangster rap made me do it... *laughter* ... No actually, I was listening to a Daughtry song called "What about Now" on the radio and was thinking about what happened in Haiti. Kelli and I were talking about doing a radio stream, and then I thought, "Hey maybe we can tie the two together." The rest was encouraged by my friend Matt (Judge Ra in Guild Wars) who told me to stop being chicken and go for it!

GuildMag: So Dwayna had nothing to do with it?
Malibu Barbie: Well not directly, or at least ... We do draw inspiration from her scripture: "..Offer protection to the weak. Give solace and shelter to those who need it. Be ye a salve to the wounded.." Scriptures of Dwayna, 115 BE.

Since it goes so well with our focus on raising funds and awareness for good causes.

GuildMag: When was Gamers Giving Back Created?
Malibu Barbie: The disaster in Haiti happened in 12 January 2010. We started Gamers Giving Back not long thereafter, so January 2010. We started with a fund-raising event for Haiti in Guild Wars.

GuildMag: Was Haiti the only reason to create Gamers Giving Back?
Malibu Barbie: No, gangster rap made me do it ... *more laughter*... It was what got the thing started though. We soon realized that we could do more and created Gamers Giving Back, so video gamers could have a place to organize together to show their support to various charities. The idea behind it is that many video gamers spend quite a bit of money on monthly fees and what not. So we figured we could inspire gamers to step back and think about setting aside $1 or $2 towards a charity. If every gamer in the world did this, we would probably raise millions! It would also prove that Gamers are the BEST at fund-raising.

GuildMag: What fundraisers have you done so far?
Malibu Barbie: Well we just got started. So far we have raised money for Haiti ($1,337) and for the Multiple Sclerosis Society (<-http://www.msif.org/en/) ($2,240). We are currently planning a fundraiser for October. This fundraiser will be connected to cancer, specifically breast cancer research.

GuildMag: What fundraisers have you done so far?
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GuildMag: What are your future plans for Gamers Giving Back?
Malibu Barbie: We are in the process of fusing Gwevents and Gamers Giving Back together, and will soon be releasing a brand new website. So you can look forward to seeing many events in Guild Wars and continuing on into Guild Wars 2.

GuildMag: How can people get involved?
Malibu Barbie: We will be looking for people to help out with events and fundraisers in the future. So sign up on our website ***here***. We send out e-mails and reminders of when we have meetings about events, fundraisers, etc. Donations of a variety of in-game items are always helpful if you don't have the extra cash lying around to be able to support the charities. You can also show your support by becoming a fan on Facebook.

GuildMag: Thank you for your interview and time, but what's with the "Gangster Rap made me do it?"
Malibu Barbie: No problem ... Gangster Rap made me do it ... *even more laughter*
(red. for those that missed it, Malibu Barbie actually sang this particular song "on air" during our own GuildMag Release Party to raise in-game funds for the event warchest. You can hear Barbie rapping it up ***here***.

To get involved with Gamers Giving Back just to show your support, or to get more information, visit any or all of these sites:
http://www.gw-en.com/
http://www.facebook.com/pages/Gamers-Gi ... 4555952991
http://twitter.com/Gamersgiveback
http://www.myspace.com/gamersgiveback

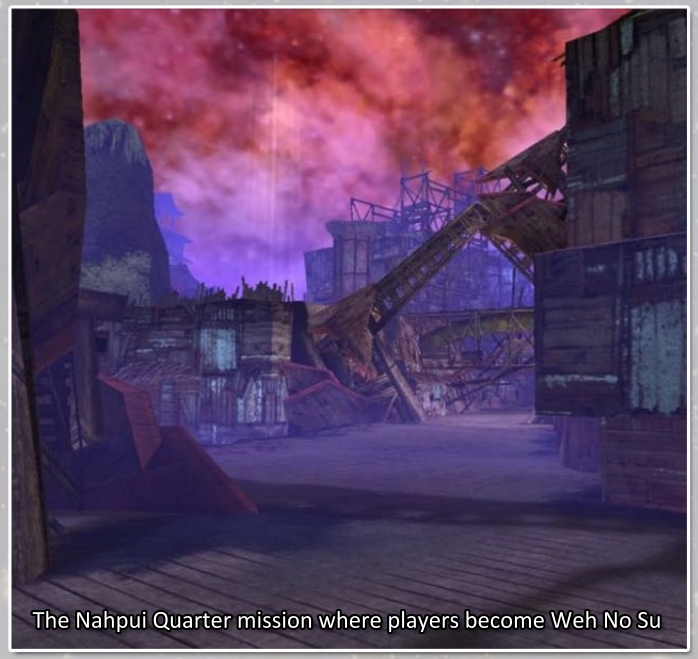


By Arghore & Malchior Devenholm

Weh No Su

Weh no Su, also known as "Closer to the Stars" or "to be Closer to the Stars," is something that many believe to be special to Cantha alone, and in a way it is. But it is also not unique to Cantha. The whole situation behind Weh no Su is not dissimilar to its Tyrian sister Ascension, and both are very much still mysterious.

Weh no Su has had a drastic effect on Canthan history already, and it is bound to do so again.



The Nahpui Quarter mission where players become Weh No Su

The first recorded person to have gone through the process of Weh no Su was also the first "Kaineng Weh no Su" or "Emperor Near the Stars." This man was Chang Hai. A year after the Exodus of the Gods, Chang Hai – then known as Chanang – broke away from the imperial life and chose the life of the hero, studying the ways of the Warrior and then spent four years in Shing Jea studying the teachings of the Monk. Thanks to scribes who traveled with him, even today we know many – if not all – of his deeds as a wandering hero and that he was one of the first Canthan heroes to become Weh no Su. Though a hero all his life, when his father was on his deathbed, Chanang took the throne, refusing the title "lord emperor" that every emperor before him took, and instead took the title "ascendant emperor." With the new title change, he came to be known as Chang Hai.

Since then, all emperors of Cantha have been required to become Weh no Su and practice in at least two heroic professions. The last known emperor, Usoku, would mark the 21st emperor to have become Weh no Su.

It is still unknown to what extent the benefits of becoming Weh no Su (or Ascended, for that matter) go. It is said that becoming Ascended grants the gift of True Sight, which is said to be the ability to see someone for who they truly are (and grants the ability to see the mursaat when they are in hiding), while becoming Weh no Su grants the ability to see the spirits of the dead even when they wish to hide.

Some believe that the ability connected to Weh no Su is the same as True Sight, though it is hard to tell whether these are truthful abilities. How would one know if their ability is due to this elusive True Sight or if they would be able to see it without True Sight?

It is also said by some that becoming Weh no Su or Ascended allows one to learn more in one's life.

The last thing known about Weh no Su is that it is a test given by the Celestials which are revered in the Empire of the Dragon as deities – though lesser ones compared to the Six Gods. The Celestials are former mortals who have ascended into the heavens (which makes it all the more appropriate that the Celestials are the tests of becoming "Closer to the Stars"). The amount of the Celestials is still unknown but there are, at least, fifteen known Celestials. To go through this test given by the Celestials, one must defeat a number of Celestials – though not the Celestials themselves but rather the essence of the Celestials. In a way, the test is to prove one's might against the Celestials themselves. The test also is only administered by the Oracle, Suun, which makes becoming Weh no Su even more difficult as he is constantly moving and few ever know where he is.

Despite all this that we know, Weh no Su is still a massive mystery in the continent of Cantha.

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

A charr, a norn and an asura enter a bar...
As the real estate agent switches on the light.
He asks: "So, you want to start your own bar ?"
Charr: "Yeah we are pretty psyched about it !"
Norn: "This place looks just perfect !"
Asura: "Yeah, why did the previous owner ever stop ?"
Agent: "He couldn't take the constant brawls.."

By Konig Des Todes

Celestial Horoscope

Find out what do the stars have in store for you

Rat

1900, 1912, 1924, 1936, 1948, 1960, 1972, 1984, 1996, 2008

As a rat, you do not have to be afraid of never having any friends, as you're always surrounded by them. Though with this fortune there comes a side effect: your friendships mostly do not last long enough to be enjoyed fully which sometimes also makes you lonely.

In battle, rats do not know how to lose. They never want to face a losing battle, as they will always strive to be perfect. This may, of course, work against you in the heat of the battle. You can easily lose track of your target by being too confident in yourself.

My advice for a rat for the coming two months would be to consume a Bowl of Skalefin Soup twice a week to keep good health.

Ox

1901, 1913, 1925, 1937, 1949, 1961, 1973, 1985, 1997, 2009

As an ox, you are very smart. You do not like to make war and can be very reliable with secrets. However, there is still a shadow in all of this. As an ox you can also be very stubborn and fiercely competitive which can cause you to lose your friends if you're not careful.

Oxen are known as good workers. They can craft ingenious designs for weapons and other war-military arsenal like the cannons that often find their place on a turtle's back.

For the coming two months, an ox would be wise to drink lots of Sugar Drinks to keep his activity steady.

Tiger

1902, 1914, 1926, 1938, 1950, 1962, 1974, 1986, 1998, 2010

As a tiger, you're quite sympathetic, kind, emotional, and sensitive. Despite your kindness, you can be extremely short-tempered and a bit self-centered. However as a tiger, you're also a deep thinker which allows you to come up with the most ingenious ideas, sometimes even smarter than some of the asura.

In battle, tigers are often seen as a fierce opponent to be reckoned with. Be careful not to let this get in the way of friendships by making decisions that will not work out in your favor!

For the coming two months, I would recommend you to drink lots of eggnogs in a pub to let your emotions come out every now and then.

Rabbit

1903, 1915, 1927, 1939, 1951, 1963, 1975, 1987, 1999, 2011

A rabbit really knows how to have fun. If they're not tricking people onto a false path, then they tend to be attracted to adventure. You have no need for any four-leaf clovers as a rabbit; you're already quite the lucky creature!

It is no wonder rabbits will always try to act like a peacekeeper during a fight. Just do not let the power overwhelm you and cause you to misbehave.

For a rabbit I suggest eating a lot of Chocolate rabbits. Have no fear, you are not eating your neighbour. It's just a fake one!

Dragon

1904, 1916, 1928, 1940, 1952, 1964, 1976, 1988, 2000, 2012

Dragons tend to act superiour to others because of their so-called wisdom. Keep in mind that even dragons can be corrupt, or mad for that matter. If you ever have the feeling to raise a sunken land, know what consequences it might have!

In battle, a dragon will often want to go in all alone, but keep in mind you also have your teammates. There is nothing more fun than to cooperate. If you have the opportunity to work together as a team, do so!

It's best for dragons to eat a Crème Brûlée and drink many Flasks of Firewater to keep their fire burning inside.

Snake

1905, 1917, 1929, 1941, 1953, 1965, 1977, 1989, 2001, 2013

On some occasions you try to escape your duties. You like to party more than you like work. Even so, you're seen as a very wise being. You're often soaked in your thoughts, but that does not prevent you from having fun.

When you see a new recruit trying to figure out how to fight, you often lend them your help as a mentor. People appreciate you for doing that, so keep it going!

During weekends, I recommend you to eat enough rats to keep up your body's length, as a snake will keep on growing until it dies.

Horse

1906, 1918, 1930, 1942, 1954, 1966, 1978, 1990, 2002, 2014

Although not many can be spotted throughout Tyria, they're often seen as noble and graceful beings. They are not afraid to work a little bit harder in order to achieve great things.

As a horse, you love to explore the magnificent beauty of Tyria and also are often found at events that happen during the year. I do recommend to often just go with the flow, but watch out not to overdo something you really want, as that will be bad for your health.

To keep good health, you should try and eat enough carrots. If you cannot find any, search for Daniel Frozenwind as he'll be likely to have one for you!

Sheep

1907, 1919, 1931, 1943, 1955, 1967, 1979, 1991, 2003, 2015

A sheep is often seen as a rich person. They're quite charming and elegant and thus are in a good position to attract decent jobs along the way. Though, keep in mind that there are still people that are not as rich as you. While being charming and elegant, also keep in mind to share with the poor to please Dwayna.

With this fortune, there are also the moments in which you're lonely. The only way to change this is to look at yourself and see what you're doing wrong. Confrontation is the cure to loneliness.

There are three things that are important for a sheep to eat: grass, grass and, indeed, more grass.

By Dutch Sunshine

Monkey
1908, 1920, 1932, 1944, 1956, 1968, 1980, 1992, 2004, 2016
Monkeys are always striving to become famous, whether it is by getting all the attention after a practical joke on someone else, or by really making an effort of helping others. Aside from their fun side, they also have a serious side and influence many people throughout their life. They're often found to solve the most difficult issues with ease.
Look around and see if you can help anyone nearby, as it is written in the stars that monkeys are often seen as good mentors for others. Nevertheless, don't forget to enjoy life. That's what a monkey is about: having fun while still trying to be serious.
A monkey cannot live without sugar. That's why they love sweets, though please, eat with caution.

Rooster
1909, 1921, 1933, 1945, 1957, 1969, 1981, 1993, 2005, 2017
Bright and cheerful, you perform a valuable function in helping others to rise fresh and early for a new day. Just remember that not everyone will thank you for this. Instead let your talents speak for you. Devote yourself to a certain task, and it's sure to be a success. Eventually you might even reach the top!
While it may seem like a good idea at face value, leaving your child in the care of a snake will only end in disaster, and should be avoided.
Don't forget to eat lots of corn to maintain healthy plumage.

Dog
1910, 1922, 1934, 1946, 1958, 1970, 1982, 1994, 2006, 2018
Everyone loves dogs. Why? Because they're loyal, honest and (sometimes) even obedient to their friends. While not good in a mass, you're often found to do best in a smaller relationship. For your friends, your actions are very inspiring. They often admire your courage when undertaking something new.
In battle, you're one of the people who recommends teamplay instead of solo. Although at times, you also want to be on your own to find out your own weaknesses and improve upon them.
A few slurps of water each day and some drake flesh every now and then will keep your body as healthy as can be!

Pig
1911, 1923, 1935, 1947, 1959, 1971, 1983, 1995, 2007, 2019
Some people see pigs as dirty while others adore them. Pigs are often found to have lots of people around them. Don't let the fact that people adore you get to your head, as you might act rather harsh to a comment that was meant to be nice. Though you're a magnet to others, you prefer to be quiet on your own somewhere grasping into the air.
You have to search for power in yourself. Your inner-strength is often one of the things you'll find yourself calling for. When you do, you're sure to reach your goal.
Try some Refined Jelly and some Rock Candies every week to keep yourself refreshed and fit.



By Dutch Sunshine

The Dragon Festival

If you ever have the feeling to raise a sunken land, know what consequences it might have!

Guild Wars prides itself on a variety of special events. They shape the world around them and change the game dynamically to add some brief flair and entertainment for players. The Dragon Festival is a Factions-specific series of activities, acting much in the same way as other events present in Guild Wars. It is grounded heavily in the lore of Factions itself and serves as a sort of celebration of the region's solidarity against troubling times.

The Dragon Festival is an ancient tradition in Cantha. However, its current practice stems from the infamous murder of Cantha's 26th emperor Angsiyan by his bodyguard Shiro Tagachi. But thanks to the efforts of the assassin Vizu, the Kurzick saint Viktor, and the Luxon champion Archemorus, Shiro's life was ended for this betrayal. However, upon the final blow, Shiro's death wail caused a cataclysmic upheaval throughout the land, petrifying the Echovald Forest and turning Cantha's great sea into a frozen effigy of jade. Faced with this horrific change, the newly appointed Emperor Hanjai took the ancient tradition and harnessed its cultural influence, turning the Dragon Festival into a symbol of Canthan unity under great stress. The monastery on Shing Jea island and the expansion of Kaineng City both act as hubs for the celebration, as their existence symbolize the land's ability to survive.

The Dragon Festival has existed since 2006, manifesting itself in a similar form each year since then. It takes place over the weekend of July 4th and is characterized by a series of seven missions and four quests. The missions are available on a schedule and then concluded with a finale headed by the emperor, where collector's masks are rewarded to the most successful participants. Other than these missions and quests, minigames are also available, including Rollerbeetle Racing, the Dragon Arena, and a number of activities on the Shing Jea Boardwalk.

Festival rewards come in a great variety and can be acquired in a number of ways. Victory tokens, awarded by completing Dragon Festival quests and missions (as well as Boardwalk games), can be collected and then given to specialized merchants on the Boardwalk for prizes. Rewards include consumables, scrolls, and fireworks. Players who manage to accumulate 250 or more tokens over the festival's duration are awarded a festival mask at the finale, when Emperor Kisu delivers his closing speech.

With the great number of opportunities to participate, and the wealth of rewards available, it is hard to find the Dragon Festival boring. Each year, a successful turnout of players proves that this ceremony can appeal to all audiences—lore buffs, collectors, competitors, and everyone in-between. As a staple of Canthan culture, the Dragon Festival is not an event to be missed.









By Twitchy



Dwayna, the winged goddess

And when the world rang with the clanging of swords and did fire fall from the skies, Dwayna, goddess of life and air, heard the wailings and pleas of the weak.
And when the rumblings of war did not cease, came Her charge, Doric, who did prostrate himself at Her feet.
And cast She now a glance upon the war-torn lands and wasted flesh of the fallen, and with tears upon Her cheek did lay Her gentle hands upon the prostrate man. Then saith She unto to him and all Her charges, "Lay down thy weapons, and as I have done unto ye, so ye must do for your brethren. Offer protection to the weak. Give solace and shelter to those who need it. Be ye a salve to the wounded.
"For I am your goddess, and I will give blessings to all who follow these teachings."
-- Scriptures of Dwayna: 115 BE (Before Exodus)

The Scriptures of Dwayna, or rather their date has been the source of some controversy among historians. Either King Doric was blessed with an exceptionally long life, or the Doric who travelled to Arah was a different individual, possibly a descendant, to the one mentioned in the Scriptures.

Another source of controversy arises from the Scriptures of Lyssa, Grenth and possibly Dwayna herself is that they all describe the granting of blessings, gifts and teachings well before the recorded date of the gift of magic to the races of Tyria. Our uneasy allies among the rebellious Fierce warband may be able to shed some light on this, however. They speak of a time before the founding of Ascalon, when humans drove the Charr out of what is now Ascalon with the aid of magic granted by the Gods, who were then unknown to the Charr. Could the gods have granted magic to humanity before the other races (with the likely exception of their older servants, Glint and the Forgotten)? And why would they do so if humanity had been responsible for disrupting the balance that the Forgotten had been charged with maintaining?

Disturbing thoughts indeed.

Whether humanity was given special treatment or not, it was certainly Dwayna's chosen, Doric (or a descendant that shared his name) who made the trek to Arah to beg for an end to the destruction that resulted from the widespread gifts of magic by Abaddon. The results are now well known among scholars – the splitting of the Bloodstones, the war against Abaddon that led to all traces of his existence being hidden away for more than a thousand years, and finally, the departure of the gods from Tyria. As the leader of the gods, it was likely Dwayna that made the final decision against the protests of Abaddon…and possibly others.

So why is Dwayna the leader of the gods? After all, many others, especially the followers of Grenth during the Season of the Colossus, challenge the primacy of Dwayna.

One cause is in the adjective that is associated with her leadership: Even-tempered. The ability to keep your followers working together is often more important in leadership than direct personal power, so it is possible that Dwayna's leadership comes from her ability to mediate disputes between the gods. Abaddon's revolt is one obvious failure of this diplomacy, but if is possible that similarly destructive conflicts have been deflected by her intervention. In fact, the annual Wintersday contest may be an example of a compromise that could otherwise have erupted into a greater conflict.

Another sign of Dwayna's leadership may be seen in her domains. While most commonly attributed the domains of air and life, she shares responsibility for life on Tyria with Melandru's embodiment of nature, while her control over the winds is contested by Grenth's dominion over the freezing gusts sweeping down from the Shiverpeaks. Her role as the harbinger of spring adds light and warmth to her domain, yet both may be produced by Balthazar's flame, light may be manipulated through Lyssa's illusions, and the beauty and courtship of spring is attributed to Lyssa's inspiration. A visit to Tahnnakai Temple will even reveal Dwayna's use of a disguise in testing Karei's worthiness, a story reminiscent of that recited in the scriptures of Lyssa.

In fact, the only thing that can be said to truly belong to Dwayna is something that is often missed in her titles as granted by mortals – while the other gods concerned themselves mostly with terrestrial concerns, the sky remained Dwayna's realm. It is from this source, and the presence in her domain of the sun on which's light and warmth all life above the surface of Tyria relies, that the extensive nature of Dwayna's domain may derive. From this vantage point, sharing interests with the other four well-established gods and looking down from above, the source of Dwayna's leadership position may be explained. Tracking back to before the war preceding the Exodus, it is also possible to postulate similar connections between Abaddon's apparent dominion of the oceans and Dwayna's likely influence over the storms that can prove such a hazard to ships.

This set of shared interests may place Dwayna in a sort of supervisory role over the other deities – instead of having her own, narrow focus, she has something in common with all of the other deities. This common ground may also assist in mediating compromises between deities with opposing goals.



"Dwayna only lies claim to those aspects of the professions shared between all the gods."

Due to her recent ascension, the exact responsibilities of Kormir have yet to be established in the eyes of gods or mortals, and thus how or even if she will be absorbed into this structure is in question. One possibility may come from Dwayna's possession of a bird's-eye view of our world from her elevated domain, granting an all-seeing perspective that a deity of knowledge would easily recognise. However, an alternative hypothesis may stem from the research of one of my associates, an Asura in Tarnished Haven called Kerrsh.

In his investigation into the nature of the gods and how they may connect to the "Eternal Alchemy" of the Asura, Kerrsh dispatched agents to retrieve the ciphers of each of the Six Gods, each of which took the form of a "facet" similar to those that screen the unworthy from those seeking an audience with Glint. While each of these facets represented some aspect of that deity's portfolio, the cipher of Kormir manifested not as a facet of knowledge, information, or truth, but of spirit.

The full ramifications of this observation are better left for a later treatise, however it is worth noting that of the Five that we knew before Nightfall, Dwayna was the deity most associated with spiritualism, where to a greater extent the followers of other gods showed their devotion more through acts and behaviours pleasing to their patron (fighting for followers of Balthazar, protecting and conserving nature for those of Melandru, and so on). If this does prove to be one of the responsibilities assumed by Kormir once she cements her control over the Redeemed Realm, this may prove to establish her link to the leader of the Old Gods.

{Time will tell if Kormir too will be absorbed into this structure, but it is clear that a goddess of knowledge may have much in common with the possessor of a bird's-eye view of the world.}

Followers and Temples:

Oddly enough, given her status as the leader of the gods, there are few cultures or organisations within Tyria that solely dedicate themselves to Dwayna's worship except possibly the priesthood itself – a priesthood that does not show a degree of organisation to match that of the Zaishen Order of the Battle Isles or the priesthood of Lyssa in Vabbi. Nor are there any major temples that are known to be dedicated solely to Dwayna. This may, however, be a reflection of her position as the leader of the gods rather than in spite of it, with the Winged Goddess actively discouraging sole worship of herself in favour of a more balanced distribution of worship among her peers.



One exception is seen in House zu Heltzer of the Kurzicks – however, as the Kurzick social structure contains houses dedicated to each of the five gods known before Nightfall, this can be seen simply as being part of the Kurzick's way of showing respect to each of the gods. It is noteworthy that, mirroring Dwayna's place among the gods, House zu Heltzer is seen as the preeminent house among the Kurzicks, although this position is not unchallenged by the other Houses, especially Vasburg.

Within the bounds of House zu Heltzer's traditional holdings, it would stand to reason that the Cathedral zu Heltzer may be one of the few large temples dedicated to Dwayna. Unfortunately, during my visits there my hosts were more concerned with securing the site against hostile Wardens and other marauders to explain the full history and purpose of the Cathedral. Archaeological evidence may even suggest that, like the Altrumm ruins, the Cathedral may not have originally been of Kurzick construction, or that the current Cathedral may have been built from an earlier structure.

Certainly, there is little in the architecture of the Cathedral itself that suggests that it was intended as a temple to Dwayna. While the cathedral is populated with winged statues (some of which may animate in its defence against perceived enemies) the horns and batlike wings of these statues seem more draconic in nature then the elegant feathered wings shown in representations of Dwayna. Additionally, while statues of women can be seen looking down on the central court from alcoves high in the walls, they lack the signature feature of the Winged Goddess. In fact, the only construction that could be considered a clear representation of Dwayna is that of a winged woman mounted on a tall plinth across the courtyard opposite the southeastern exit from the cathedral. The fact that the figure is holding a sword aloft raises some doubt that even this construction is intended to be the peaceful Goddess of Life, although it is possible that this represents an older, more warlike aspect of Dwayna, or simply a reflection of the realities of the constant conflict between Kurzick and Luxon that forces even the follower of a peaceful goddess to be ready to fight.

Evidence for a second site dedicated to Dwayna is shown in the testing of Karei mentioned above, whose reward for passing the test was to be appointed the Master of Kaziin Monastery. The location of this monastery, or even if it still exists, is unknown, although some have speculated that this may be another name for the Shing Jea Monastery – unfortunately, any records that would confirm or deny this have not to my knowledge been supplied to foreigners. Furthermore, it is possible, even likely, that despite Dwayna's role in selecting one of its Masters, the Kaziin Monastery was another site dedicated to all of the gods instead of Dwayna specifically. Certainly, if it is the site that is now known as the Shing Jea Monastery, there is nothing to suggest today that the monastery was ever dedicated primarily to Dwayna.

Following this lack of dedicated cultures, organisations, and temples, it is unsurprising that there are also no professions dedicated to Dwayna as strongly as Warriors, Rangers, Mesmers and Necromancers are to their patron deities. The profession most associated with Dwayna, the Monk, is in fact a responsibility shared with Balthazar, as is the Paragon. Members of which profession look to Dwayna for guidance in leadership and in healing their

allies, but each looks to Balthazar for the more martial aspects of their disciplines. Otherwise, Dwayna only lays claim to those aspects of the professions shared between all the gods – namely, the Elementalist and Dervish – that relate to her elemental dominion over wind and lightning.

Despite this, however, Dwayna is one of the gods that is most commonly revered by nonhuman races that are not known servants of the gods such as the Forgotten. One such example is shown in an incident in the closing stages of the Dwarven civil war, where a Stone Summit defector turned to the worship of Dwayna and was claimed by her avatar when the Stone Summit came seeking vengeance.

Another, stranger example is shown in reports of a Naga leader on the Jade Sea who claims special favour from Dwayna. While history shows that the Naga once had a peaceful culture that coexisted with humanity and thus may well have had a strong relationship with Dwayna in the past, this claim is at odds with the aggressive, warlike behaviour they currently display.

If any explorer has ever ventured into Dwayna's domain (possibly the Eternal Paradise referenced in Canthan ideas of the afterlife) and returned to tell the tale, that tale has yet to reach my ears. However, some hints can be seen in a Vabbian legend that explains the origin of harpies as being former followers of Dwayna that were cast out of the heavens. While they have certainly fallen a long way if it is true, it does suggest some things about the nature of Dwayna's domain – first, that it is located, metaphorically if not literally, within the celestial regions, and second that Dwayna's followers within her domain are much like herself – winged, beautiful beings. A third conclusion could be made from the association between harpies and the Elonian griffons, possibly made before the harpies were banished to Tyria, implying that griffons may be sacred to Dwayna as well as Balthazar.



Artwork by our very own Izari

By Draxynnic

Summer Fashion

July is upon us and with it come the blue skies, warm breeze, and boundless energy of summer. What this means for all of Tryia's sun-seeking fun lovers and activists is a time to shake up the wardrobe for all the events coming to the various lands.
Whether it's vacation time at the shores of Kryta, a summer safari in the Elonian wilds, or date-night at the Shing Jea boardwalk, we've got all your style needs covered.

Regional Palettes:
Gone are the soft, dreamy pastels of spring. With the War in Kryta influencing the social scene, this means it's a time to be daring: vibrant, loud, and bold colors are in order. Don't be afraid to use pure dye this season, especially red, purple, and green.

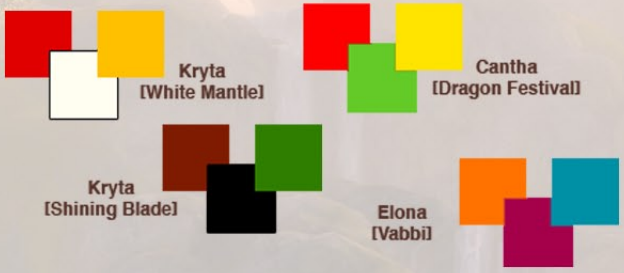
Political uprising is the talk of the towns of late, and it's not surprising that many Tyrians are showing their support for either side by purchasing some official attire from their favored faction. Those without the means to do so, however, don't have to be left in the dark.

To mimic the White Mantle style, we suggest armor with a regal and/or military air supplemented by the colors white, silver, gold, and subdued red. Favorites include the male Elementalist asuran, templar sets for Warriors, and sacred armor for Monks.
Alternatively, those going for a more Shining Blade appeal will want to lean towards edgier looks with masks, leather accents, and a rugged attitude. Nature inspired palettes like deep brown, rich green, and the ever stylish black work nicely. Mesmer rogue attire, Rangers' rawhide, and ancient sets for Dervishes all fit the theme well.

Canthans are getting ready to celebrate the Dragon Festival, and as always, are ready to dress to impress at the popular boardwalk. Wearing your best silks adorned with jewelry and embroidery is recommended. Reflect the theme of the festival with golds, reds, and yellows, or jade and silver for a more daring look.

Dye your favorite dragon or lions masks to match and complete the ensemble!

Elonian fashion palette is famously inspired directly from the terrain, but is by no means subdued and boring. This summer, we see Vabbi's rich culture influence the colors of her people: turquoise, terra-cotta, gold, and berry shades look great on most materials and complement every skin tone.



Absolute Accessories:
If you haven't already, it's time to break out the trusty Tinted Spectacles to keep those baby-blues safe from a sometimes overwhelming sun. Gentlemen who opt for tattoos over hair may want to make use of a stylish bandana to keep their heads and sacred ink safe from burns.

Ladies shouldn't be afraid of showing a little skin. Styles from warmer regions, like Elona, Kryta, and the Jade Sea will be popular at big events across the globe.

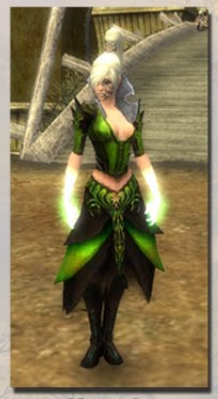
Chaos gloves remain in style and we suggest dying them yellow / orange to mimic the warm glow of the sun. Man's best friend is also man's best accessory! Pets and companions are ever popular, whether out hunting in the wilds or partying it up in Lion's Arch. For all those rangers out there, sea-faring creatures like crabs, crocodiles, and flamingos feel at home on the beaches.

For minis, siege turtles and the Eye of Janthir keep with the Krytan Summer theme, while anything that glows bright or spits fire for fun keep things hot (Djinn and Flowstone Elementals come to mind).
Those attending the Dragon Festival may opt to bring out their celestial pets, Kuunavang, and bone dragons to compliment the party.

Attire Around the World
I took a trip to the major cities to check out the local threads and was happy to find no shortage of fashionistas strutting their stuff. Picking my favorite from each was rough, but I narrowed it down to these three.
So I must ask the masses: Which city wore it best?


Kaineng Center


Lion's Arch


Kamadan

Next issue's Around the World will feature mixed armor that looks great together. Think you've got a winning combination? Let's see it! Submit your screenshots to izzie@guildmag.com

By Izari

The Mallcramp 1.0

I am bot, ding dong!

Sure, I love Guild Wars, the massively multiplayer RPG. But I'm past that point where I can dedicate my life to a single game. I'm a busy student in the blossom of my life, and next to that I need to maintain my reputation as rockstar!
But, I still want to keep playing. And I want to WIN. I know, I know, the hardcore among you are saying, "But dude, you can't 'win' an online RPG. That defeats the purpose." To which I respond: I LIVE to defeat purposes.
And besides, like it or not, people do try to "win" MMO's. The rules of engagement are something like this:

- If there is a status bar, make it grow bigger
- If there is a number, make it higher
- If it moves, either get a quest from it or kill it

Which got me to thinking: What if I were to unload the boring parts of an MMO off to someone else? For instance, I love running a business in Guild Wars, you know… buying stuff in Ascalon and selling it for twice as much in Kamadan, but it's hard to find the time or the patience to do that. What if someone ELSE did that part of the game for me?
My first impulse -- to use a room full of small Korean children -- turned out to be a real nightmare. They kept whining and crying and pointing to their mouths or empty bellies. Who knows what they wanted? I don't speak Korean. Similarly, they didn't understand me when I pointed to the computer monitor and said "LEWT! ECTOS!" no matter how loud I shouted it. Clearly I needed a new plan.

Introducing the MallCramp 1.0
And so I turned my attention toward robots! Yes rhobawts! That reminds me of the time when I had a robot make my homework while I camped in a mall waiting for Unreal Tournament to come out. A similar process could easily play online games for me. After all, I'm an IT student looking for a challenge. The hardest part of any project such as this is figuring out the algorithm, but here it is, in its entirety:

The MallCramp 1.0 Plays Guild Wars with the following rules:
1. Join any party that invites you.
2. When in a party, follow behind the leader.
3. Attack any mobs you see.
4. Accept all trade requests from other players, then give them a Pumpkin cookie.

Well, that takes care of 90% of online play. All I would need to do is stick my character Xan Mark II, in Ascalon with a backpack full of Pumpkin Cookies (ah, sweet raptor farming!). When I checked on him a week later he'd be what they call "über." But before I got started I had to tackle the tricky part: interaction with other players. If my automated MallCramp didn't respond to players who talked to him in a meaningful way, I'd be screwed ^^.
One option was to have my robot randomly wisp at people in Kamadan. But that would just get me reported. So I went for a much more graceful algorithm:

The MallCramp 1.0 talks to other players with following rules:
1. If someone says something ending in a question mark, respond by saying "Dude?"
2. If someone says something ending in an exclamation point, respond by saying "Dude!"
3. If someone says something ending with a period, respond by randomly saying one of three things: "Okie," "Sure," or "Right on."
4. EXCEPTION: If someone says something directly to you by mentioning your name, respond by saying "Lag."
5. (And remember to accept all trade requests from other players by giving them a Cookie.)

My robot was programmed and ready to go. Heck, if I programmed it to randomly shout "Gimmie buffs!" it would probably pass the n00b test.

Satisfied, I sat it in front of the keyboard, made sure my character had at least 5 stacks of Pumpkin cookies in his backpack, and then trudged off to leave it alone for the night.

MallCramp 1.0 in action!
My character, Xan Mark II, waited around in the Cantina for some adventurers. The following is a log of what transpired:

Grentchs Minion: [Local Chat] Does anyone want to join our hunting party?
Xan: [Powered by the MallCramp 1.0] Dude?

[Grentchs Minion invites Xan to join the party.]
[Xan joins the party]

Grentchs Minion: We're gonna go hunt Charr.
Xan: Right on.
[The party of players runs out of Ascalon, Xan following close behind. Xan attacks every little monster they pass.]
Grentchs Minion: Why are you attacking the Moa's?
Xan: Dude?
Grentchs Minion: The Moa's, the bird things -- why do you keep attacking them?
Xan: Dude?
Shoot Teh Woop: [A ranger in the party] My salvage kit broke, I need a new one.
Xan: Sure.

[Shoot Teh Woop opens a trade with Xan.]
[Xan hands him a Pumpkin Cookie.]

Shoot Teh Woop: ...what's this?
Xan: Dude?
Shoot Teh Woop: You handed me a Pumpkin Cookie!

Xan: Dude!
Grentchs Minion: Knock it off guys, I see some Charr up ahead. Let's do this.
Xan: Right on.

[The party encounters a bunch of dangerous Charr, but they gang up and shoot every one of them.]

Grentchs Minion: We rock!
Xan: Dude!
Shoot Teh Woop: We so OWNED them!
Xan: Dude!
Grentchs Minion: Uh oh, hang on. Up ahead are some Flame Guardians. We can't handle them, so don't attack.
Xan: Okie.

[Xan shoots one of the Flame Guardians.]
[The mob attacks; Shoot The Woop and several other party members are killed before they beat it.]

Grentchs Minion: You IDIOT! Xan why did you shoot at them?
Xan: Lag.
Grentchs Minion: Well don't do it again.
Xan: Sure.

[Xan shoots at another Flame Guardian.]
[The entire party is slaughtered except for Xan.]

Xan and the MallCramp 1.0 negotiate a tricky deal »
... Xan stands there, alone, for several hours ...]
[... finally, a merchant runs up to him.]

Stingrie: [An Ascalon merchant.] Hey man! Would you like to buy a Birthday Cupcakes?
Xan: Dude?

Stingrie: A Cupcake. It boosts your energy by 10 points. I'll sell it to you for 200 gold.
Xan: Okie.

[Stingrie opens a trade session.]
[Xan hands him a Pumpkin Cookie.]

Stingrie: What the heck is this?
Xan: Dude?
Stingrie: You handed me a Pumpkin Cookie.
Xan: Right on.
Stingrie: I told you 200 gold!
Xan: Dude!
Stingrie: If it's too expensive, just say so.
Xan: Sure.

[Stingrie runs away, angry.]
[... several more hours pass ...]
[A small hunting party led by Master Rifleman comes over the ridge and spots Xan.]

Master Rifleman: Xan, what's up? What are you doing way out here?
Xan: Lag.
Master Rifleman: We're rooting Whiptails out of a cave. You should join our party.
Xan: Okie.

[Master Rifleman invites Xan to join the party.]
[Xan joins the party and starts following Master Rifleman around.]

Soop Healing Dude: [The party's Monk]. Here, Xan, let me hand you some Cupcakes.
Xan: Lag.
Soop Healing Dude: I know, it's pretty bad tonight. Here you go.
Xan: Right on.

[Soop Healing Dude opens up a trade window and hands Xan a Birthday Cupcake.]
[Xan hands Soop Healing Dude a Pumpkin Cookie.]

Soop Healing Dude: Uh ... thanks!
Xan: Dude!



One of the many expressions of the MallCramp 1.0

Soop Healing Dude: Xan why didn't you come with us?
Xan: Lag.
Soop Healing Dude: Well catch up when you can.
Xan: Okie.

[Xan stands motionless in the cave and eventually the party leaves. Half an hour passes.]
[Suddenly, one of the game developers, controlling Prince Rurik, enters the cave.]

Prince Rurik: Well, my young warrior, we've been watching your progress for quite some time.
Xan: Sure.
Prince Rurik: You have done well. We have decided to bestow upon you: Developer Skills!
Xan: Okie.
Prince Rurik: You will be the most powerful warrior in all of Tyria!
Xan: Dude!

[Prince Rurik gives Xan developer skills.]

Prince Rurik: Would you like my über rare r7 Obsidian Edge?
Xan: Dude?
Prince Rurik: My sword. I bestow it onto you.
Xan: Right on!

[Prince Rurik opens up a trade and gives Xan the sword.]
[Xan hands Prince Rurik a Pumpkin Cookie.]

Prince Rurik: Thanks, uh, for the ... Pumpkin Cookie.
Xan: Sure.
Prince Rurik: Well? Aren't you going to try out your new powers?
Xan: Dude?
Prince Rurik: Your D3vh@x! The powers I just gave you!
Xan: Dude!
Prince Rurik: BAMPH! Xan! Use it!
Xan: Lag.
Prince Rurik: Okay, you know what. Just forget the dev hax. I'm taking them back.
Xan: Okie.
Prince Rurik: And give me back my sword!
Xan: Sure.

[Xan hands Prince Rurik a Pumpkin Cookie.]
[Prince Rurik kills Xan.]
[Xan respawns in Ascalon city.]

Grentchs Minion: [In the Ascalon] Whoa! Look who just popped in. What happened to you, Xan?
Xan: Lag.
Grentchs Minion: Want to come hunting with us?
Xan: Okie.

[Xan and the MallCramp 1.0 join the hunt and gain experience for several more hours...]

I'd call the experiment an unqualified success...

{Dedicated to Fargo's awesomeness.)



One of the many responses of the MallCramp 1.0



By Mr. Fargo & Jonny10

Contest!

Win a White Mantle or Shining Blade costume code!

Courtesy to GuildWars2Guru

'We are the Shining Blade, we bring Peace to Kryta and Peace we shall follow. Who shall we follow?'





Send the answer along with your In-game name and Country to:

contest@guildmag.com

<Submissions close on 20 July 12pm GMT>
multiple entries will disqualify you

Interview with JR

On Guild Wars Guru

> "It's tricky to be sat in the office balancing my work load with monitoring Guru and communicating with site staff."

Can you remember your earliest guildwars memory? What's your favourite aspect of the game?
My earliest vivid memory took place in one of the original beta weekend events. I was playing through a Maguuma Jungle mission in a PuG, having a tough time with the large mobs of Jungle Trolls. Long story short, the group leader (Nash from [CrNr], if anyone remembers them) gave me a verbal lashing over Ventrilo for wasting a Resurrection Signet on a deceased team member instead of waiting for the 'hard res'.

After my initial shock at the shouting wore off it struck me how tactical and team oriented the game had become, even at that incredibly early stage. It opened my eyes to a lot of potential, and ditched the prior perception that Guild Wars was just another hack n' slash adventure game.

What other games do you enjoy when not saving Tyria from utter destruction?
I have a pretty mixed gaming history. In the past I've moved between competitive play in FPS titles like Unreal Tournament, and powergaming old-school RPGs like Baldur's Gate or Planescape: Torment. Whatever I pick up I tend to give it 110%, or drop it fairly quickly. Right now I play Left4Dead 2 with colleagues regularly, but outside of that I have an unfortunate lack of time for gaming.

What profession do you play at the moment and do you know what race/profession you plan on playing in Guildwars2?
Monk is probably what I play best, as I filled that role exclusively in various guilds over nearly four years. More recently I've been playing warrior, though only dabbling. There's more intensive micro involved in playing a melee class well (quarter-knocking, quarter-stepping, target switching, etc) and while it's definitely enjoyable quite frankly I'm not that good yet.

As for what I'll play in Guild Wars 2, I think my first character is probably going to be a female charr warrior - though that may change depending on factors yet to be revealed. The female charr character looks utterly vicious, and I'd definitely like to build on the melee class skills I've learned in Guild Wars to give me an edge at the start.

Did you have any prior experience of web design/management before Guildwars Guru?
I have a shocking lack of actual web design knowledge, in terms of programming. Last night was actually the first time I really had to wade through CSS and HTML to fix a problem with social groups on Guru, it was scary stuff. I'm picking up as I go along, and so far I've managed not to break anything too serious.

The bulk of my relevant experience lies in community management. I've been supervising gaming communities since an Unreal Tournament mod project I worked on between 2002 and 2005. After Guild Wars was released in 2005 I got involved with fansites, eventually revamping and running the PvP section on Guru. In 2007 I started work as a professional community manager on the MMO 'Fury', and was there until the bitter end. After that I came back to Guru, and right now administrate GuildWarsGuru and GuildWars2Guru.

I imagine the forum can be quite time consuming, how do you balance running the forum and real life? What do you do when not running them?
Multitasking is key. The ability to hold a dozen IM conversations at once, respond to forum posts, all while watching a few episodes of whatever TV series I'm into at the time to stay sane. The biggest challenge is balancing it with my day job. It's tricky to be sitting in the office balancing my work load with monitoring Guru and communicating with site staff.

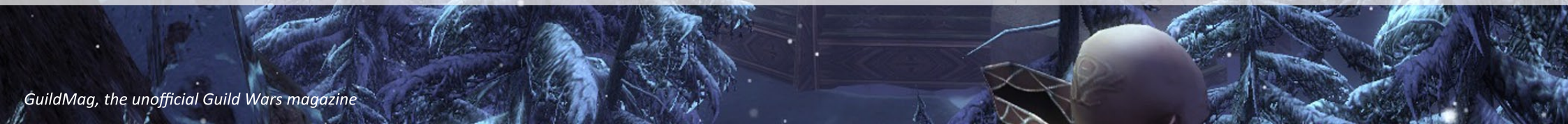
What sort of rewards do you feel you get out of it?
It sounds corny, but the other staff make it worthwhile. There's a definite sense of camaraderie that comes from all being volunteers, and a shared commitment to provide a great service to the community. Of course the community itself is also a reason. Every now and then a thread or post will crop up that honestly makes me proud of what we have collectively achieved. The recent 'War in Kryta' events have spurred a lot of that, particularly the incredibly creative 'Poster Vandalism War' thread.

What sort of changes for GW2G.com did you make based on experiences from GW1?

We're definitely getting heavily into social networking, and figuring out how best to use the various channels to supplement our community. I can't stress that last point enough, actually making the effort to use it appropriately and actually provide a valuable service is the number one goal. A lot of organizations or companies have a Twitter account because they feel they should, or a Facebook page because 'it's the done thing'. It's a waste of time if you treat it like a fashion trend without understanding what it is capable of or designed to do.

A good example of where we're taking it beyond convention is our official Steam group. There's a lot of potential in Steam as a community platform, but it's overlooked by many because of the misconception of it being primarily a distribution and launcher tool. To illustrate that, the number of people who use the Steam group to follow news, chat with other members or game together is now almost as big as our Facebook and Twitter followers combined.

(Since writing my original reply I see that Aion has announced an official Steam group too, good for them!)



Both GWG and GW2G have a bar at the top mentioning MMOguru network. What is MMOguru and how is Guild Wars Guru related to it?
MMOGuru is really just a network switch, if you like. When you have multiple fansites (and we do actually cover quite a few titles) it makes sense to tie them together in a way that makes it easy for members to move from one to another, and that's what the top bar does. If someone on GuildWarsGuru has an interest in Final Fantasy XIV (for example), it's in both of our interests to direct them to FF14Guru. They like how Guru runs fansites, and we like retaining our community. It's also about creating a fansite brand that people can trust and recognize, no matter how they come across our various sites.

You mentioned on the forums that you are thinking of making a GW2G related guild, can you tell us more about that?
When Guild Wars 2 hits beta there is inevitably going to be utter chaos. Hundreds if not thousands of guilds will formed and disbanded in the first few weeks with the flux of new players, and therein lies the benefit of extending Guru's community into the game. By that time many of us will have spent probably a year or so together on the forum, some even longer. There is a collective tone and attitude that makes our community a pleasure to interact with, and there's no reason that shouldn't translate into the game itself.

It's not like we're going to put an iron-curtain around the guild/alliance either. It would also be a great environment for entirely new players who may not be as familiar with the Guild Wars franchise or the Guru network. Giving them a stable and mature environment from the start might be the encouragement they need to figure the game out and progress.





"There is a collective tone and attitude that makes our community a pleasure to interact with."

And finally, do you have any tips you have learned along the way for aspiring "community managers"?

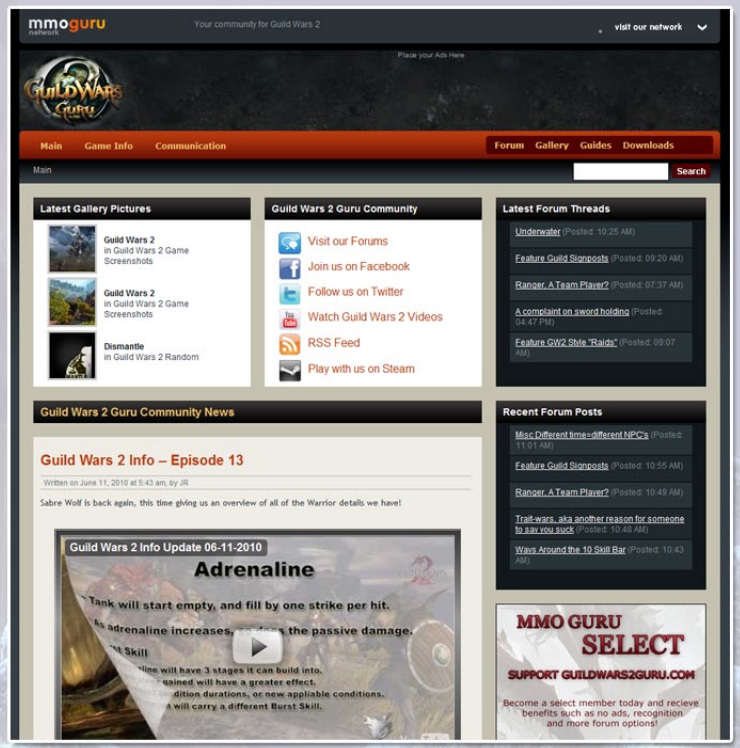
Tough one. The community manager role is pretty nebulous, being notoriously hard to define. I guess the core focus is on communication, so I'll focus on that:

First point would probably be the importance of refining messages. There is so much weight in what words you choose or how you phrase a message, and it can make the difference between a blindingly positive and a screamingly negative reception. There is no such thing as a casual remark when you are a community manager on the job.

Another important attribute of communication is audience perception. Learn to put yourself in their shoes and gauge what you are doing with their biases and preconceptions. It sounds trivial, but when issues drag on it can be increasingly difficult to get yourself back into that mindset, and that's usually when you need it most.

Other than that, always think about tomorrow. What can you do proactively to improve the environment? Stagnation is as much a risk to communities as anything else.

Thank you for your time
Thanks for the opportunity to contribute to GuildMag, and keep up the fantastic work!



Visit the websites at:
http://www.guildwarsguru.com
http://www.guildwars2guru.com

By San Darkwood

Background from www.atyrianodyssey.com

Title Hunters

Savior of the Kurzicks | To DTSC or Not To DTSC?

> "Arguing the inefficiency of waiting 30 minutes for PvP missions that could result in a loss."

For any completionist aiming to make an impressive Hall of Monuments, the quest to max out as many titles as possible can be a daunting one. But as Guild Wars veterans have proven time and time again, the players will always come up with creative, effective, and sometimes controversial solutions to circumvent these road blocks.

Few solutions were as hotly debated as the notorious Drazach Thicket Speed Clear of 2009, more commonly known as DTSC or DSC. The team build consisted of eight monk primaries (or in some cases, secondaries) split into four teams of two: a 600hp tank and a smite monk with 16/16 smiting / protection. The smite would cast and maintain four enchantments on the tank while the tank would cast several other enchants on his/herself. It was the 600's job to aggro and kill groups of mobs while the smite stood far away from danger. During down time, the smite was also in charge of using Blood is Power to renew the tank's energy and purging any lingering conditions on their charge.

The roles were straightforward and easy to teach and learn. A well coordinated group could clear the Thicket in an average of fifteen minutes, earning up to 17,000 Kurzick faction per run. A few groups were known to sometimes clear it in as fast as nine minutes. The true record is unknown, but it was becoming clear that running DTSC was the fastest and most efficient way to earn faction. This benefited both players who were seeking to max their Savior titles and Alliances who were competing to control outposts across inland Cantha.

These runs, while popular amongst title hunters, were sometimes looked down upon by the general player base who felt it was unjustly simple. There was a lot of back and forth between those who practice the 'hardcore farming' and the ones who prefer to run the game traditionally. Players against DTSC and other speed clearing methods complained that it was game-breaking and unfair.

Supporters, on the other hand, argued the inefficiency of waiting 30 minutes for PvP missions that could result in a loss. Regardless of player opinion, however, ArenaNet made a hard call in late Feburary 2010 with an update that aimed to break down the 600/smite team.

It's been almost half a year since that update and, true to form, the farmers have found their ways around the 'nerf' to keep the speed clear spirit alive. While it would seem the popularity of these runs has wavered slightly, it is far from dead.

Here I talk with two title hunters from both ends of the spectrum: One whose entire Alliance ran DTSC often and the other who maxed his title without ever completing a DTSC.



Sporting the [TAS] tag, **Elizabeth Genevieve** was part of a competitive faction farming Alliance over the summer of 2009. During that time she strived to complete her own title goals while helping her Alliance gain and hold outposts.

Q. About how long did it take you to get your title? Was it easier or tougher than you originally anticipated?
A. I took 3 months to get from 1 million to 10 million Kurzick faction and then stopped (that was like, in 2007 or so). Around August 2009, I started DTSC'ing and finished the title late October. So, more or less 3 months of non stop farming. It wasn't 'tough', but as the weeks came by it just started to get more and more boring. That's one of the downsides.

Q. What was it like when you finally hit max rank? Was there any point where you felt like you wanted to give up?
A. What was it like? I felt a HUGE relief. I swore I would never ever DTSC again. There was one week that I had enough and started doing some other stuff, but I eventually came back.

Q. When you first learned how to do the DTSC, what was that like? Which role did you play / enjoy most?
A. I first started as a Smiter and I really liked sitting there doing nothing... Then I realized some 600's got a little too pissed off when I didn't remove their cripple condition. After a few weeks, I tried running as a 600 and then I was the one yelling at Smiters for not removing my cripple.

Q: What sort of motivation did leaders use to get guildies and allies to run DTSC, PvP, and the like for donating faction?
A. The one and only motivation was people's own desires of achieving the title. At least on the guild I was in.

Q: Faction farm guilds sometimes have strict rules regarding donations; inactive or slacking members sometimes get demoted or kicked. Was yours like that? Do you think this sort of discipline is helpful or detrimental to overall morale and progress?
A. Yes, and no. Mine didn't have a strict rule regarding donation, but it was unforgivable about inactivity. It helped on keeping the town we owned and on raising the alliance factions, but one didn't really create a sense of companionship because of that. There were always people coming and leaving and such.

Q: Speed clear farming is sometimes the target of as much heat and 'nerfs' as botting and loot/gold farming. Do you feel this treatment is undeserved?
A. I think nerfing speed clears should be done more often, really. The game is practically stale because of letting people abuse skills and areas. If ANet had the time and manpower to really shake up the game's balance, it would force people to find another 'gold mine', and that, in my opinion, would keep things interesting.

Q: So many guilds and alliances burn out of the control race rather quickly. Why do you think that is?
A. That's a simple question. Getting to 100 millions of faction is easy, maintaining that is a lot harder. People are inconsistent regarding the number of times they donate faction. Sometimes they'll donate a lot, sometimes they'll donate less, sometimes they'll not even donate.

Q: Would you recommend joining a faction farm guild/alliance to Kurzick title hunters?
A. Definitely. If I had not joined a DTSC'ing alliance, I would have never completed my title so quickly.

Q: What other advice would you give to aspiring Saviors?
A. Uhm, the usual; don't give up. It will get boring and annoying, but with patience and time, you'll eventually achieve it.



Late for Lunch, a.k.a. Seth, maxed his Kurzick Title without taking part of DTSC or joining a high-stakes faction farming alliance. Here's a take on a different side of the coin.

Q: About how long did it take you to max out your Kurzick title? Was there any point in time you felt like you wanted to give up?
It took me about six months to max using a combination of hero fast faction farming [HFFF] and Alliance Battles. At about halfway through r11I stopped and was going to wait for the next double weekend but wound up coming back to it before the bonus! The money I was getting out of it kept me going and I ending up buying multiple sets of FoW armor and chaos gloves.

Q: What sort of methods did you find most efficient and / or enjoyable?
Forming my party in ID1 of Heroes Ascent and my 2 alt accounts which I would micro. The only reason I did this run after run was because of the 750g/run=18,750g in 32 mins which was great.

Q: You mentioned that you ran a lot of PvP and other farming with friends. How much do you think having a steady group to play with helped with this and other titles?
Having found a good group of players to PvP with, as well as a group that enjoys late night dungeons and missions, has really added to my playing experience. This is most likely why I am still playing. Even if we aren't doing the same things in game, talking on vent is always fun while playing!

Q. Why did you choose not to do the DTSC?
DTSC was "created/invented" literally two days after I maxed Kurzick!

Q: Speed clear farming is sometimes the target of as much heat and 'nerfs' as botting and loot/gold farming. Do you feel this treatment is undeserved?
As much as Anet tries to nerf speed clears or other area clears, the player base always comes out with a new way to farm. But botting has hit a new level since GW first came out, such as the simple bergen bots, now compared to [more complicated] bots. There are many other bots to farm anything you want; Titles, ecto, Glad points, VQ, you name it, there's a bot for that. With the drop rate varying if there are 8 party members or just 1, it is necessary to have these nerfs.

Q: What was it like when you finally got that title after all that time?
It was pretty good. It bumped me up to R5 KoaBD which was pretty prestige at the time, I think. I was glad to leave Cantha after a long time there and move to Heroes Ascent where I currently reside all day, everyday!

Q. What sort of competitive PvP are you hoping for in GW2? Would you be for or against another title such as this one?
I would like to see a low end AB/FA style of play, relaxed easy to form a team. I'd also like a higher end GvG/HA style of play requiring skill and tactical game play. GW really has the best PvP of any MMO, just the botting kills it which really sucks!

Q: What other advice would you give to aspiring Saviors?
Get into a guild that does speed clears a lot and just power through it. These days it can be obtained easily, even if you're just starting put a good dent in it when the double weekends comes!

Thanks a bunch to these wonderful players for their time and, of course, congratulations to both on your progress!
Something to say? Send any questions, comments, complaints, or love notes regarding this article to izzie@guildmag.com



By Izari

The Asura

Background lore on the mysterious race.

The asura is a very known race in the community of Guild Wars, either loved or haterd everyone knows them.
They were first introduced as a promotion minipet, to promote the press article of PCgamer about Guild Wars: Eye of the North and Guild Wars 2

Their status in 1078 AE
Not much is known about the mysterious asura.
They were first discovered by humans when several continents were struck by powerfull earthquakes, these powerful forces of nature created openings big enough for heroes to explore.
The first asura seen by a human is called Vekk, who is helping the dwarves with a new problem that threatens the world of Tyria.
With the combined help of humans, norn, charr and the asura they managed to defeat the Great Destroyer.
Due that the asura weren't seen for centuries the humans thought they were just a myth.
At this moment we don't know much about them, since they lived underground for centuries and only came to the surface due that the destroyers pushed them out of there underground homes.
They quickly adapted to live on the surface and used the old ruins in the tarnished coast as their new home.
The asura are also very intelligent, and despite being on the surface now they continued exploring and inventing stuff like they always have done.

Being on the surface however made their advanced technology being noticed by others, such as the heroes who were trying to get the asura to work together with the other races to destroy the great destroyer and the Shining Blade also took an interest in the asura, hoping they would become their allies with their struggle against the White Mantle.

Most noticeable was Gadd, who used the Shining Blade for his experiments in the promise he would help them, though in fact Gadd didn't really cared about them, and just saw them as test subjects that can be replaced. Despite being intelligent and technology advanced, they also brought problems to the surface.
Most famous are the Golems of Zinn, which attacked several major cities and locations.
Due to these kinds of accidents, some people started to distrust the asura and despite that Zinn was banished from Asuran lands he sooner became in touch with the Shining Blade and once again got his own lab.


The asura as we'll see them in Guild Wars 2

Advancement
Nothing much is known yet about what happened in time between 1078 AE and 1328 AE
What we do know is that they decided to stay on the surface.
During their time on the surface their skin has become smoother.
Also they kept increasing their technology, as we can easily see with their capital city: Rata Sum, a huge floating cube and their famous network of gates, which is being used by all races.
However they still protect their jealousy guard the gates to prevent the other races to steal their technology and to make sure the use of the gates is only peacefully.
Another thing the asura is famous about is their golems.
Huge magical automatons that the asura are able to control.
Their way of living doesn't involve a government but their divided in krewes, krewes are small individual groups who work together on certain things(like building golems) and are being led by the most experienced asuran.
The asura despite working in krewes, are all part of one of the major colleges:
- Dynamics
- Statics
- Synergetics

They strongly believe in the principles of the Eternal Alchemy.
That the idea is that all beings and the magic is part for a greater purpose or machines.
Mainly the group called the Inquest strongly believes more in this then most asuran.
They view the world as 1 big machine which can be controlled.
Due to their intelligence they feel they are superior towards all lesser intelligent races who they sometimes seeing them as simply tools for their experiments.
The other races know of this and hold them in great distrust despite the asura to remain neutral.
Whatever the odds are, from the distrust from the other races to the threat of the dragons they will always keep their head up for the eternal Alchemy

By Asuran



GuildMag PodCast

Thanks to a new partnership with GuildMag, we have relaunched and re-branded the PodCast “TyriaCast” as “The GuildMag PodCast“. This will be a separate outlet as part of the GuildMag network to not only bring the news of both Guild Wars 1 and Guild Wars 2, but to express our personal speculation on various topics.

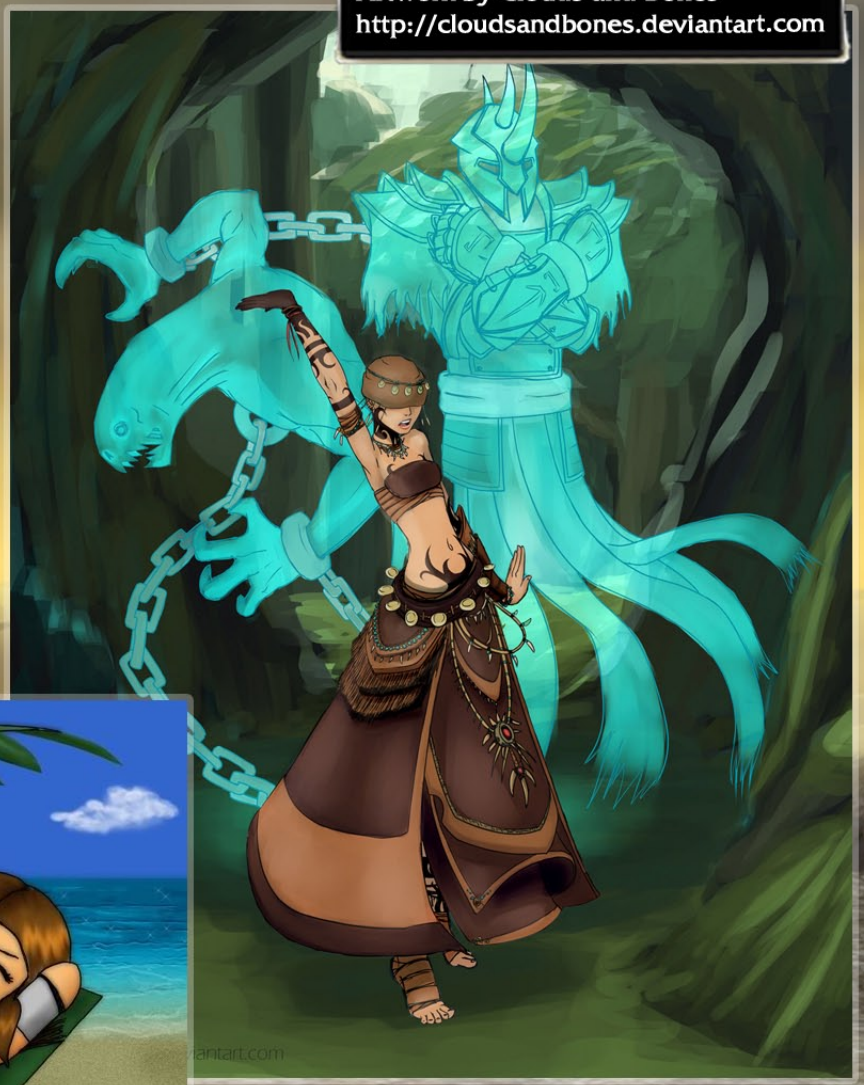
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Call of the Wolf

Tender Wolf's biography, chapter 3 & 4

Roston had a difficult time getting Connivia off his mind. He'd managed to get two more recruits the day before, which had pleased Adelbern. But as he drifted off to sleep that night, his mind was filled with several things.

He thought about his future, the guild wars, but mostly he thought about Connivia Nightingale. She was a beautiful young mesmer, and so kind. Who else would stay at home with their parents and take care of them as they'd done for them their entire life? Certainly no one that Roston knew. And she was funny as well.
Roston had been afraid of telling a bad joke or something, but if he had, Connivia hadn't let on. He was sure she'd seen his face fall when she first mentioned taking care of her "family". He thought she was married and had her own children already. Why wouldn't she be, as lovely as she was? But instead, the family she was referring to was the one that gave her life and took care of her. And she was now repaying the favor. Truly a lovely quality.

Roston felt different than he ever had before. He tossed and turned and had a difficult time falling asleep. When he awoke the next morning, he could hardly contain himself and his happiness. He wanted to tell someone what had transpired. And he also wanted to go back and see Connivia again. But before, he'd had a purpose. He'd been recruiting potential members for Ascalon's Chosen. If he went back, what would his reasoning be? Would Connivia think he was being persistent? Or did she want to see him again as well? He not only wanted to see her again, but needed advice. Finally, Adelbern noticed the different behavior of Roston and pulled him aside. "What's going on?" he asked.

"Oh my dear friend, yesterday while I was recruiting, I met the most amazing woman. You were right; yesterday, I was looking for recruits, not love, and I found what could be the woman of my dreams."

"Well, that's very good to hear. But why the long face? You look more confused than thrilled."

"Because I'd like to see her again, but I don't know what to do or how to approach her. Yesterday, I went there looking for recruits. I can't use that line again. And I'm sure she'll remain adamant to staying at home with her family she's taking care of, and I don't want to force her. What should I do?"

"I think the best thing for you to do is go back and see her if you so desire to. Just tell her you were in the area and thought you'd say hello."
"But why would I have been in the area? I won't lie to her and say that I was recruiting more people."
"Of course you shouldn't lie to her. You mentioned that you saved her from a skale yesterday. Go see that no more show up, and tell her you were doing as such."
"I suppose that could work. But she was outside yesterday, right there. What if she's inside?"
"It's called a door, my friend. All you'd have to do is knock on it to see if there have been any more skale problems. Find the courage to be a man."
"You're right. Thanks for the talk!"

Roston waved and hurried toward Wizard's Folly, with Adelbern chuckling behind him.

Connivia grabbed her basket and approached the door to go outside to gather more berries. As soon as she opened the door, she was surprised to see Roston there. She was so surprised that she let out a little gasp and dropped her basket.
"Oh, I'm sorry!" Roston said, bending over to pick up the basket. "I didn't mean to frighten you."
"Oh, it's all right. I just wasn't expecting you, that's all."
"Ah, well I was just patrolling to make sure that no more skale were around and thought I'd check up on you." "That's very considerate of you."Connivia blushed and tried to hide it, but she was sure that Roston could see her crimson face. But Roston was smiling back at her, and it made her heart race.



Roston bit his lip before finally saying, “I don’t know how you’ll feel about this, but I didn’t only come here to be sure that you were safe from the skale.”
“Oh?” Connivia’s heart sped up more.
“Yes, I actually came by to just see you.”
He said it all in a rush, as though he was afraid that if he didn’t say it now he never would. Connivia felt as though she’d faint. It was as if her dream from the previous night had come true.
“I really don’t know what to say,” she said at last, “except thank you.”
“I’ll be honest, I had a difficult time falling asleep last night. My mind just couldn’t get off of you.”
“Do you speak the truth? I actually had the same problem.”
“Truly? I am not lying. I would never lie to someone as lovely as yourself.” A part of Connivia was worried that Roston was moving too fast, but a larger part of her was so flattered that it was all she could do to refrain from jumping for joy. Instead, she replied shyly with, “Would you like to stay for dinner tonight?”
“I’d love to, thank you. But only if you allow me to help you gather those berries.” Connivia chuckled and agreed. Roston carried the basket and she led him to where she picked her berries. All the while, the two chatted as though they’d known each other all their lives. Connivia felt happier than she had in a long time, and Roston felt the same. When they finished gathering the berries, Roston walked Connivia back to her house. “Please, come in,” Connivia said. “I’d like you to meet my parents.” Though slightly nervous about how her parents would feel about her new friend, Connivia mostly felt confident.
“Mother, Father?” she called. Her parents walked out of their bedroom to see their daughter. “May I introduce Roston Wolfsong,” she said as she pointed to Roston. Roston bowed and said, “Hello Mr. and Mrs. Nightingale.”
Gerald and Sharla nodded at Roston. Connivia thought she saw a smile pass across each of their faces. She was secretly praying to the gods that this was true.
“Roston was the warrior I told you about that killed the skale that was running toward me yesterday,” she told her parents.
“Ah, you’re the warrior who saved my daughter,” Gerald said. “I can’t thank you enough”. In normal circumstances, Connivia would have argued that her life wasn’t even in danger, but this time she held her tongue.

“It was my pleasure, sir,” Roston said. Connivia’s parents visibly smiled now, and her mother offered Roston a seat at the dinner table. Connivia and her mother served the skale soup while her father and Roston engaged in conversation. She was cheering inwardly that things were going so well. The foursome had a civil and casual talk during the meal, but alas, the meal ended too soon for Roston and Connivia. Connivia walked her guest to the door while her parents cleaned up the kitchen. She was surprised they excused her to escort her guest to the door, but she assumed that was the more polite thing to do.
“Thanks for the soup,” Roston said when they were both alone outside. “It was delicious.”
“Those skale are good for something at least,” Connivia said with a grin. Roston laughed and agreed. Connivia looked up into the sky. “So many stars,” she said. “They’re so beautiful.”
Before thinking, Roston blurted out, “You are too.”
Connivia turned to look at Roston and she felt her face heating up.
“Thank you.”
After a few more moments of looking at the stars, Roston said, “I’m sorry. I hope I’m not coming on too strong. It’s just that I’ve never met anyone like you, and I’ve never felt this way before.”
“It’s all right. But how are you feeling, exactly?”
“Happy, calm, relaxed…things I haven’t felt since I joined Ascalon’s Chosen.”
“I see. I must say that I feel the same way. Though I’ve never been in a guild, I still sometimes feel trapped.”
“I’m sorry to hear that. But I understand how you feel. I can’t relate, but I still understand. But I must say that I like your parents.”

“I was so nervous tonight. They’re very overprotective of me. They were married when they were…older than most people are when they get married. But I still love them. Sometimes I just wish that I could have had what some may call a ‘normal’ life.”
“Perhaps someday you will.”
“Perhaps. I just need to be patient. I’ve been taught that good things come to those that wait.”

The two looked up at the stars for a while longer before Roston said, “I was wondering, would you like to have dinner with me sometime? As in, with me alone?”
“Yes, I would like that very much.”
“Great!”
The two smiled at each other and agreed to have dinner the following evening at Foible’s Fair. Then, Roston kissed Connivia’s hand before going off into the night.



Chapter 4



Over the course of a few more months, Roston and Connivia continued to have dinner together, and grew closer each time. The last several times they'd even held hands when walking back to Connivia's house. And the last three times, their evenings had ended in a kiss. Their first kiss was a kiss that everyone dreams about, with fireworks and time coming to a halt. Their feelings toward each other were growing rapidly. But neither knew when or how to bring up their feelings.

But alas, one day in February, Roston worked up the courage. As he was walking Connivia home from Foible's Fair, he suddenly stopped. Connivia stopped as well and turned to Roston looking concerned.

"What is it?"
"Connivia, there is something I need to tell you. These past several months have been the most amazing of my life. I've never felt this way before, nor have I ever had a feeling so strong."

Roston paused, as though he were catching his breath. Connivia's heart rate sped up and her grip on Roston's hand tightened.

At last, Roston spoke.
"Connivia Nightingale, I love you."
It was as though the gods were gazing down on Connivia and shed light on a day cast into darkness. Those three words made her weak in the knees. How she'd longed to hear them one day, and from a man just like Roston.Though it seemed like an eternity before she replied, she finally said, "Roston, I love you too. And I have for so long, I was just nervous about saying so."

With that, the two smiled and embraced each other before sealing their love with a kiss. When Connivia returned home, she realized that she was much later than usual. She hoped her parents were asleep, but unfortunately, they were not. They were both waiting for her sitting at the dinner table.
"Connivia, you're late," Gerald said by way of greeting.
"I know, I'm sorry. I didn't mean to be."

"Connivia, we were worried," Sharla scolded. "You were out with some boy you've been seeing for quite some time now, and your outings have gotten longer and longer each time. What could you possibly be doing?"
"Let's not forget that Roston is a member of Ascalon's Chosen," Gerald cut in. "He's a fighter, and he's not meant to be a man that could take care of you."
Connivia had taken lectures her whole life from her overprotective parents, and she'd always just held her tongue and agreed. But tonight, her temper flared and boiled. Her fists clenched and she screamed back at them for the first time in her life.

"Stop it! I am going to be 18 next month, and I am plenty old enough to make my own decisions! Stop telling me what to do as though I were still a child!"

Her parents looked very taken aback and shocked. They looked at each other and for a moment, Connivia thought that she had done the right thing. But this thought vanished when her mother's face fell and her father's eyes narrowed.

"Go to your room," he said at last. "I don't care how old you are, you're still living under our roof and you will abide by our rules. And you are still our daughter. If this is the kind of impact that boy is going to have on you, you are no longer allowed to see him."
"Father, you like him! I remember the day you first met!"
"That matters not. That was then and this is now. I forbid you to see Roston Wolfsong again."
"You can't do that! And I don't care what you do, I won't stop seeing him! I love him!"
Her parents looked even more shocked than before. Her mother opened her mouth to speak, but Connivia didn't wait around to hear what happened. She ran into her room, slammed the door, and locked it.She jumped onto her bed and buried her face in her pillow as she burst into tears. She thought at least one of her parents would come to see if she was all right, but alas, this did not happen. So Connivia fell asleep with tears stinging her eyes.

Light beamed in through Connivia's window. She opened her eyes and they felt swollen. Then she remembered the terrible evening the night before – the fight with her parents, their forbidding her to see Roston again…but then she remembered that she and Roston had confessed their love to each other. Connivia felt very alone. It was like Roston was all she had left. But instead of feeling sad, she felt happy and relieved.
She got out of her bed and changed her clothes. She would later bathe in the lake, but first, she had to get out of her house without her parents knowing. She wasn't going to stop seeing Roston. She was old enough to make her own choices, and she was going to do so. She loved Roston, and no one could stand in the way of that. Connivia reached for the lock on her door, but she stopped when she heard strange noises coming from the other side. She put her ear to the door and listened. She discovered that the noise was someone crying. Her mother was on the other side of the door crying to her father, who was, from the sound of it, pacing back and forth across the floor.

“I don’t want to do this any more than you do,” her father was saying. “But if she’s going to treat us with such disrespect and take advantage of us allowing her to go to dinner with this boy by showing up later every time she goes out, then she doesn’t need to see Roston.”

Through her sniffles, Sharla said, “But think of how you’d feel if you were deprived of the one you love. Face it, Connivia’s taken care of us more than we’ve taken care of her for the past several years. We’re not getting any younger, and neither is she. She needs to start a life of her own.”

Now it sounded like her father was crying. Through his sobs, he said, “She’s my little girl. She always will be. I don’t want to let her go.”

Now the two cried in unison. Connivia began to tear up as well. So that’s why her father didn’t want her to see Roston – he was afraid of losing her forever. But Connivia wouldn’t let that happen.

She unlocked her door, opened it, and went out into the family room. Her parents looked up and tried to hide their tears.



“Don’t hide your feelings,” she said to them. “I heard everything that was just said.”
“Oh, dear,” her mother said, “it wasn’t meant for you to hear.”
“I know, but I’m glad that I did hear it. Now I know why you don’t want me to be with Roston.”
Her father stood up and walked toward her. “Daughter,” he said, “I am quite fond of Roston. You’re right, I do like him. And I think he’s good for you. I just fear that…”
“Don’t worry, Father. You’ll never lose me. I don’t care what happens in my life, you’re my parents and I love you both dearly. There is nothing that can take me away from you.”
“Oh I’m so relieved to hear that. Your mother and I both only wish for you to be happy.”
Connivia’s tears finally came as she jumped into her father’s arms and said, “Thank you.”
Her mother joined in the group hug, and the three were crying a chorus. At last, the group hug dissolved and Connivia’s mother said, “Go find Roston. You two are meant for each other, I can feel it.”
Connivia’s face lit up and she gave her parents one last hug before dashing out her front door and sprinting to Ascalon City. Roston wiped the sweat off his brow. “That was some rigid training!” he said to Adelbern who was next to him. Adelbern chuckled and said, “Yes, but it’s always good to be fully trained. You never know when these skills may come in handy.”
“And I thought Warmaster Grast was difficult!”
“Oh, Devona takes after her father, so she could probably teach you a few things herself.”
“Ah, I know her father. I know what you mean.”
The two warriors chuckled.
“Roston!” a voice suddenly shouted from behind them. The two men turned around, and there was Connivia running toward them.
“Connivia!” Roston shouted back and ran down the steps to meet his love. He swept Connivia up into his arms in a warm embrace. Then he set her down and asked with genuine concern, “Are you all right?”
Connivia was out of breath, but through her panting she said, “Yes, I’m fine. I need to talk to you. I have so much to tell you!”
“I certainly hope this is good.”
“Oh, it is!”
“All right. Excuse me, Your Highness,” he said to Adelbern, who nodded.

Roston and Connivia walked to the waterfalls in Lakeside County’s town of Ashford before Connivia finally explained what had transpired the night before. When she finished, Roston could only stare.
“If I’m causing a problem between you and your parents,” he said, “I don’t want that to happen.”
“No, that’s not it. There is no problem. My father is just afraid of losing me, and he wishes I could be his little girl forever. But everyone knows that can’t be.”
Roston pondered this before taking Connivia’s hand in his. “I love you so much,” he said.
“I know, and I love you too.”
“Will you do something for me, Connivia?”
“Anything.”
Roston took a deep breath and exhaled before getting down on one knee and asking the question he’d wanted to ask for so long.
“Will you marry me?”

A charr, a norn and an asura enter a bar...
After drinking more than 4 and less than 6 beers.
Charr: "I don't know about you guys, but I don't feel a thing."
Norn: "Yeah, not even the slightest visual distortion !"
Asura: "Hey barman, what kind of beer is this ?"
Barman: "Sorry guys, I only serve Dwayna's D'light."
The three: "D'LIGHT !?!"
Barman: "Yeah, the game got rated Teen.."

By Tender Wolf

CAPTION ATTRACTION!



I know there is a truffle here somewhere! - Keith Haines



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

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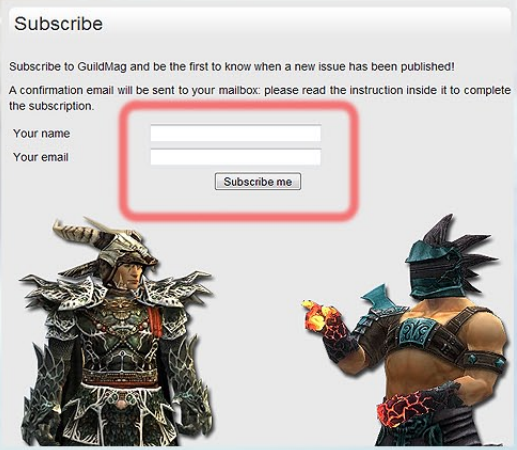
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A charr, a norn and an asura enter a bar...
Charr: "I'm so glad we finally have NON-combat activities."
Norn: "Yeah, I can't wait for the Bar Fights & Target Shootout !"
Asura: "And let's not forget the Shoot 'Em Ups.."

A charr, a norn and an asura enter a bar...
As they sit down, Dhuum rises up and ins-takills a human.
The three: "What on Tyria was that ?!"
Barman: "Most likely another drunkard botter.."

Do you think you are funny? Or maybe you just have a Guild Wars related bar joke? If you can make most of our team laugh, there is a good chance your joke will make it into one of our Issues. So, send your funny stuff to: barjoke@guildmag.com



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Next issue!

A War in Kryta special

Upcoming articles:*
- Seer
- Mursaat
- White Mantle
- Shining Blade
- Shining Mantle [Fan-Fic]
- Ghosts of Ascalon
- War in Kryta
- Viral Campaign
- Ingame Events
- Future Beyond

*We reserve the right to change this list.

WAR IN KRYTA



A Ranger walks into a waystation one night to find the place totally deserted, save for one Ritualist kneeling in a circle of candles. Intrigued, the Ranger knocks on the door frame...
Ritualist: "Shh!"
Ranger: "What are you doing?"
Ritualist: "Communing."
Ranger: "...Communing?"
Ritualist: "..."
Ranger: "Communing with what?"
Ritualist: "The spirit world."
Ranger: "The spirit world?"
Ritualist: "Yes, the spirit world. Now shut up and go away!"
Miffed, the Ranger leaves the waystation and camps outside for the night. The next night, after a day of training his Stalker, the Ranger walks back into the waystation, only to find that same Ritualist still kneeling on the floor. The candles had almost burned themselves out and more resembled miniature volcanoes than candles. Exasperated, the Ranger spoke up once more.
Ranger: "You're still communing?"
Ritualist: "Shhh!! Yes, I'm still communing. Go away!"
Ranger: "Just how long does it take to commune with dead people?"
Ritualist: "Longer than you think. Now git!"
The Ranger left in a huff and camped outside again. The next night, after taking out his frustrations on several Grawls, the Ranger returned to the waystation and, once again, the Ritualist was kneeling on the floor.
Ranger: "Still communing, huh?"
Ritualist: "Yes..."
Ranger: "You know, if it takes three days to summon a spirit, you might want to look into a new line of work, man."
Ritualist: "I've summoned, discussed with, and banished a few dozen spirits already."
Ranger: "Then why are you still here?!"
Ritualist: "...because I can't see the exit..."

By Jon of the Plauge