GUILDMAG

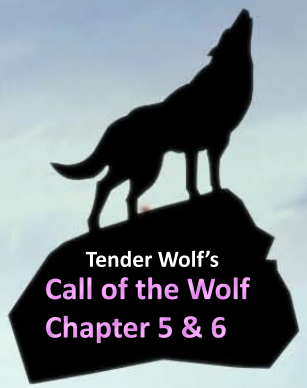
OCTOBER - ISSUE #3 BY THE COMMUNITY, FOR THE COMMUNITY

In this issue:

The Deep
Abaddon
The Luxons
Title Hunters: GWAMM
Poetry
And more....

THIS ISSUE'S THEME:

WATERS OF TYRIA



Tender Wolf's
Call of the Wolf
Chapter 5 & 6

TZU'S FAN ART





On The Tube with
Daelin Dwin



The Serpentine Races



The Deep

EXCLUSIVE COVERAGE FROM:

COMIC CON
gamescom
PAX
PENNY ARCADE Expo

CONTEST!





FALL FASHION

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EDITOR'S WORD:

This issue of GuildMag is all about the conventions. Members of the GuildMag team were able to attend GamesCom, ComicCon and PAX to bring us first hand coverage of all the exciting gaming news from the events!

Our convention coverage begins with ComicCon. GuildMag writer Twitchy was able to attend this event in San Diego, and brought back with her an insightful article all about her experiences at Comic-Con.

The next convention was GamesCom, and with it came a lot of exciting gaming news and the first hands-on demo of Guild Wars 2 playable by the public. Our Dutch delegation, consisting of myself, Arghore, Jonny10 and Asuran, couldn't wait to play the demo and interview the developers. We have several articles about the demo and the convention from each of our perspectives, in addition to an exclusive chat from the ArenaNet Party featuring Arghore.

Lastly, GuildMag writer Izari and editor Jess trekked across the country to Seattle for PAX Prime. Izari brought home with her a ton of swag as well as exclusive coverage of the event including the GW2 dynamic events panel and the invitation only ArenaNet party.

In addition to the abundance of convention coverage, we bring you entertaining features centered around this month's issue theme "the Waters of Tyria." Dive right in with articles on the luxons, the bodies of water, Abaddon and more.

All in all, this issue promises to be packed with cool stuff for everyone to enjoy, so please read on and be sure to leave your feedback at http://www.guildmag.com!

-Dutch Sunshine

This issue:

→ **San Diego ComicCon**
Twitchy's ComicCon report.

→ **Waters of Tyria**
A thorough article on the waters of the world and their unsolved mysteries

→ **Fall Fashion**
Look your best this season with fall fashion tips.

→ **Guild Wars 2 Demo Review**
A hands-on review of the live demo.

→ **The Adventures of Soy Oil Minion Bomber**
Not just anyone can be a Minion Bomber.

→ **Tzu's Artwork**
Check out some artwork from the talented Tzu.

→ **GamesCom 2010**
Our experiences, reviews and an interview with Tearsdale.

→ **The Serpentine Races**
Exciting lore articles on the known serpentine races in the world of Tyria: the forgotten, the krait and the naga.

→ **Title Hunters: GWAMM**
Interviews with dedicated players who achieved the acclaimed "God Walking Amongst Mere Mortals" title.

→ **GamesCom Q&A with Jeff Grubb and Colin Johanson**
A continuation of our video interview.

→ **On The Tube With Daelin Dwin**
A recap of some of the most entertaining Guild Wars videos on YouTube.

→ **Abaddon: The Insane God**
Another fascinating study by Gawain Draxynnus.

→ **PAX-Prime 2010**
Izari's report from the front.

→ **Holiday Hipster Contest**
Dress up for Halloween or Wintersday and get a chance to win exclusive PAX swag!

→ **History and Culture of the Luxon Armada**
Background lore on the nomadic faction.

→ **The Deep**
Delve into a mine deep beneath the jade sea, and discover the evils contained within.

→ **Poetry**
Community submitted poetry.

→ **The Norn**
An inside look into the norn culture.

→ **Convention Videos**
All our GamesCom & PAX footage on one page.

→ **Call of the Wolf**
The story continues with chapter five and six.

→ **End of the Line**
The last tidbits and a preview of what we're planning for the next issue.



San Diego Comic Con



GamesCom


PAX-Prime 2010

Three water Djinn enter a bar...
Half the clientele rushes out, while the other half cowers in a corner of the room
The barman stutters: "H...h...how can I h...help you?"
1st Djinn: "Don't worry, it is us..."
Barman: "W...w...what? H...how?"
2nd Djinn: "Mister smarty pants over here was convinced he bought 3 Gin Tonics."

Reports from: COMIC CON

June 22nd-25th marked the weekend of my third Comic Con in downtown San Diego, California. Born and raised in SoCal all my life, it actually saddens me that I haven't gone to more Comic Cons than that. It really is an awesome place—comic books, movies, video games and even some cable TV networks all share the floor at the massive event. Even though it's dubbed Comic Con, the convention itself pretty much houses something for everyone. So it really comes as no surprise that the attendees are a veritable mosaic of all different types of people. You've got the cosplayers, the mega comic book nerds, the gamers, the fangirls and even a significant portion of regular, curious people braving the crowds for a glimpse of just what the heck is going on.

Comic Con is massive and an endeavor to prepare for. The event is in July, but my friend and I had to buy our badges in October. That sounds ridiculous, but Comic Con sells out at an obscenely fast pace, and I wasn't about to miss out. Hotels are also a factor that you have to stay on top of. The hotels around the convention center are usually very, very expensive, but still book fast around the days of the con. More affordable options are at a farther distance, but such a trade-off is usually not as painful as it sounds. Navigating downtown San Diego and finding parking is actually quite simple with a little knowledge of the area.



WEDNESDAY-

July 21st, Wednesday night, was the big drive down for me. After work I gathered my things, stuffed them into my car and began the uneventful ride from Los Angeles to La Jolla, San Diego where my friend's apartment was. Immediately after arriving and getting settled, my friend and I went to sleep. We had a big day ahead of us tomorrow, and we couldn't wait!

THURSDAY-

On Thursday morning, at around 8am, we grabbed the essentials for our trek into downtown convention territory- wallets, cell phones, water bottles and comfy shoes. It's always good to pack light for this thing, because you're guaranteed mountains of swag that can add up to quite a few pounds. That extra weight is not fun to haul around at the end of the day if you're not prepared.

Past experience with Comic Con allowed us to find parking a few blocks away from the convention center. Though San Diego gets completely packed from the event, it's still possible to find a decent place to leave your car. Also, if you happen to be near a trolley station, then you're also in luck. A station drops off literally right in front of the convention center. Comic Con certainly gets crazy, but it's still at a very accessible venue, with many options for parking just a short walking distance away.

After our brief walk, we waited in the registration line for maybe a half hour. Despite the amount of people gathered to pick up badges the first day, I was pleasantly surprised to find the line moving at a decent pace. The giant swag bags that Warner Brothers has been known for every year were particularly popular this time around, it was almost as if every major company there had their own giant tote for you to haul things in. However, I honestly don't recommend it since the things are so big that once you start filling them with junk, the weight begins to do a number on your back.

The first day of the con mostly involved me and my friend getting a feel for this year's venue. We wandered the dealer's hall first thing, to beat the crowd that would inevitably hinder us later in the day. Thursday was pretty good in that regard, I managed to scan the whole perimeter of the dealer's hall, taking in as much as I could. NCsoft's booth was nestled nicely in a corner and easy to locate and remember for the future. Later in the day, my friend and I attended a couple panels for TV shows we were fans of. Afterwards we left the convention center for the Mariott next door. It was here that all post-panel freebies were given out. T-shirts, hats and posters galore! Not a bad way to end the day.

FRIDAY-

Friday was a shopping day for us. We arrived there at around the same time, and found the crowd circulating in front of the convention center a bit bigger than the day before. In the morning, it was easy to squeeze through the sizeable throng, but we knew that come afternoon it would be a zoo. Inside, the dealer's hall was a bit more boisterous and a few booths changed up the atmosphere a little to impress the growing crowd. Paramount had a Thor display that wasn't there before- a huge golden throne that had to be around 40 ft. across. It was gaudy as heck, but cool to see up close!

By Twitchy







As the crowd was thicker today than the day before, I found myself navigating the floor in a much more aimless fashion. I went wherever the flow took me, but I wasn't disappointed. I enjoyed chatting it up with various vendors, and even spotted Peter Mayhew (of Chewbacca fame) signing autographs. He's there every year, as far as I know, but it's still cool to see a Star Wars veteran appreciating fans.

Several art books, prints and toys later, our shopping Friday was up, and my friend and I took our aching feet and bags of stuff back home to recuperate.

SATURDAY-

The next day was the big one, Saturday, where the major panels and major crowds invaded poor, unassuming downtown San Diego for the geek-out party of their lives. My friend decided to wait four hours in line for the Harry Potter panel in Hall H. My plan was a bit more productive—NCsoft time! I ventured to the booth at around noon, when at least some people were off to lunch. I didn't really notice much difference in the crowd, though. NCsoft, like I said, was situated in a corner. It was therefore easy to find, and to me, in a thankfully less crowded area.

The booth housed several rows of nice computers, all playing demos of NCsoft's Aion or City of Heroes. I goofed off on an Aion computer for a while, flying around and admiring the game's amazing scenery and detail. Couldn't quite figure out where I was going, though. After that, the line for the book giveaway started developing, and I decided to try my hand at getting a free copy of Ghosts of Ascalon. And I didn't leave empty-handed either!

My friend was kind enough to follow me to the Guild Wars 2 panel later that day. She wasn't much of a gamer to begin with, but I was thankful for her easygoing nature. The panel wound up being a nice way to end our Saturday anyway. A lot of the information delivered was stuff I've heard before (being a diligent GW2 Guru lurker), but it was cool seeing members of the Guild Wars 2 team up close and personal. The atmosphere was friendly, casual and exactly the type of panel that I wish happened more often at Comic Con.

SUNDAY-

Sunday, the event's crowds started trickling away, little by little. We decided to take advantage of lowered sales at the dealer's hall, as was tradition on Sundays, and remained there for several hours. There was a distinct feeling of the convention "toning down" a bit, which I didn't mind. Though it was a new day, I was exhausted. Four days of dragging heavy bags, wading through crowds and walking miles through convention halls and downtown streets can do a number on anybody, but it was definitely a fun way to workout. In the end, my drive home was long and boring as expected, but I left satisfied that my time there was in no way wasted.

San Diego Comic Con is crowded, smelly and exhausting. It sometimes takes an incredible feat of patience to navigate, and even then you might not make it to that long-awaited panel. But regardless of these faults, I plan to go again. And again. With the amount of stuff to see and do, things to tinker with and buy and awesome people to meet, I cannot stress enough how amazingly fun the experience is. NCsoft and the Guild Wars 2 team's presence there made my experience doubly enjoyable, and I already can't wait until next year.

By Twitchy

The Waters of Tyria

Water is powerful; more powerful, I'm sure, than you realize.

-Bahltek

The lands of Tyria are full of unsolved mysteries. The seas and lakes of Tyria hold even more of these mysteries. No one knows how many species live there, how many long-forgotten ruins lie at their bottoms or how many powerful and ancient relics reside amongst their waves. The time will come when the mortal races dare enter the unknown and try to shed some light on the aforementioned mysteries, but they must prepare, for the seas and lakes won't give away their secrets easily. Until then, allow me to dive into the mysteries of Tyria's waters.

The Oceans of Tyria:

Cantha lies south, across the ocean... past the ruins of Orr, past the islands of Fire, past the crystal lands of burning sun and beyond the Clashing Seas. Only the greatest sailors dare such a journey, I assure you.

-Jiaju Tai

So far we have knowledge of only one ocean, the Unending Ocean, or some may call it the Clashing Seas. It's unknown whether there are more, or if only one ocean divides the continents of the world. This enormous body of water separates the continents of Tyria and Elona from Cantha. The Battle Isles (inhabited by the Priests of Balthazar and the Zaishen Order) lie somewhere in the ocean, however, it must be closer to Cantha, since the Empire of the Dragon claims the isles as its own. The actual distance between the isles and the continent has never been measured scientifically, but captains and travelers say that it is as much as several hundreds of miles.

Our knowledge of its sea life is incredibly scarce. Some people who have crossed the Clashing Seas claim to have seen krakens as well as other fearsome and gigantic creatures, but so far these reports have not been proven officially.

There are four known historical events that are tied to the Unending Ocean. One is from 175 BE (Before the Exodus of the Gods). In this year the Margonites, originally a seafaring tribe of humans before their transformation into demonic beings, settled the ocean's Elonian coasts as well as those north and to the west of the land, possibly along the Orrian peninsula. Their vessels also ruled and cruised the ocean during those peaceful times.

The second, the third, and the fourth event are all connected to the Great Corsair Wars. The First Great Corsair War began in 712 AE, but other than its beginning, nothing else is known about this series of maritime battles. However, we know a lot more about the Second Great Corsair War. It started in 982 AE and ended with the defeat of Lady Glaive's armada at the hands of Seamarshal Matoha in 1016 AE. After her loss, Lady Glaive fled to Orrian waters on her ship, the Queen of Fools, where she and her crew were granted amnesty by King Zoran (father of King Reza who was the last monarch of the kingdom) in the underground caverns we now call Shards of Orr.

Waters of the Tyrian Continent:

The Sea of Sorrows:

The inland sea that connects the shores of Kryta, the Tarnished Coast and the Ruins of Orr originally had a much brighter name. Prior to 1071 AE its name was the Bay of Sirens. After Orr sank to the bottom of the sea, seafarers ventured into Orrian waters to determine the fate of the peninsula. There they saw firsthand the horrible effects of the Cataclysm. The disastrous event destroyed many ships that were in the proximity of the explosion, and after some time, more and more of the wreckage has washed ashore along the coasts. Due to the abundance of shipwrecks and the Sinking of Orr, the sea's name was changed to the Sea of Sorrows.



The sea itself is separated from the Unending Ocean by a narrow strait, called the Strait of Malchor, that lies between the Ruins of Orr and the Tarnished Coast. It was named after the sculptor who created the first generation of the statues of the gods. The Sea of Sorrows is an important trade route mainly for Canthan traders and Xunlai agents. Visitors from the Dragon Empire and Elona also have to sail through this beautiful, but sorrowful sea in order to reach Lion's Arch, the Krytan capital.

Giant's Basin:

These lakes often confuse newcomers and visitors alike. The two lakes form a pair, although the one that lies to the east near the foothills of the Shiverpeak Mountains is called Lesser Giant's Basin (obviously the smaller of the two). Both of them are saltwater lakes and they provide an abundance of fish for the northern provinces and towns of Kryta.



By Thalador Doomspeaker

However, the more interesting of the two is the Greater Giant's Basin. This interest is inspired by the area called Watchtower Coast, which, true to its name, holds several now-ruined towers. Nobody knows the true purpose of these crumbled guardians, but historians speculate that in ancient times these guard towers protected Kryta from a mysterious northern threat that might have had the means to cross the lake.

Also, the province of Shaemoor and the area of Divinity Coast is the site of Kryta's oldest settlements. Historical records state that the coast and its neighbouring lands have been occupied by humans for more than seven hundred years.

THE ULLEN RIVER:

Its real name is Ullen River, but those of us who know it best never call it that. It's the Dark River to us. Dark as in absence of light, yes but that's only part of it. A shadow lies over that region, and it is cast by something...unseen, I suppose you could say.

-Old Joness

The Ullen River river begins its journey from the southern hills of Twin Serpent Lakes, then flows in a western direction towards the Maguuma. Deep within the jungle, it turns south and continues its flow until it reaches Tangle Root.



The river itself is very special. Those who traverse and know it best call it the Dark River. Many guides and ferrymen claim that something unseen is casting an unnatural shadow over the course of the river. The source of this shadow has not been discovered yet. However, some explorers and archivists speculate that there's a hidden Mursaat city - because of the unseen source of the shadow - somewhere close to its banks. None have found this city so far, or if they did, they could not return to tell the tale. Or perhaps Saul D'Alessio did, but he did not speak of the city's location? somewhere close to its banks. None have found this city so far, or if they did, they could not return to tell the tale.

DRAKKAR LAKE:

My brother and I were both hunters. One day, we chased our prey across Drakkar Lake, a place our people normally shun.

-Jora

This frozen lake lies between the highest peaks of the Far Shiverpeaks. The norn normally shun it, since an ancient being haunts that area. Elementals and centaurs of the Modniir tribe can be usually seen patrolling the lake.



A norn hunter, Svanir, was corrupted by something ancient, cold, and powerful, when he was chasing wolves with his sister, Jora, through the eerie lake. Svanir felt the presence of this entity, and believed a simple spell could reveal the nature of its power. However, in the moment he cast it, the power tapped into him, twisting both his body and mind. Svanir was trapped in his bear form, but he was not sane. His body became icy, and spikes of ice jutted out of his shoulders. His sister resisted the grim power, but was cursed by it (she could not become the Bear until she slew Svanir). The Nornbear, which Svanir had become, raided norn travelers and settlements, until Jora ended his madness in 1078 AE, during the Great Destroyer crisis.



A short, but special discussion with Alkar, the greatest Dwarven historian and scientist of our time, makes me believe that the source of Svanir's corruption was an Elder Dragon called Jormag. He told me not to delve into this matter more, for something terrible could happen. He said farewell and descended into the Depths. I haven't met him since then, and without the Tome of Rubicon, I cannot continue this research. One thing is sure: be wary if you visit Drakkar Lake...

STEAMSPUR BAY:

Steamspur Bay is a massive frozen bay south of Droknar's Forge. Port Sledge, the only Dwarven seaport, is established near its coast.

By Thalador Doomspeaker

The Waters of Tyria



Minor Rivers and Lakes of the Tyrian Continent:

* Ascalonian Lakes: Once grand lakes of Ascalon, today, they are pools of tar and sludge. Because of their "ugly transformation," the enormous bones of the long-extinct Giganticus Lupicus became visible again. Adventurers can find their spines and skulls lying all over the northern "lakes" of Ascalon. The True Giants died out around 10,000 BE.

* Tears of the Fallen: Two tear-shaped lakes near Dakutu Village. The area is infested with bog skales, although the local villagers live peacefully in hillside farms on the west side of the lakes. It might be good to know how they scare away those pests.

* Twin Serpent Lakes/Footprint Lakes: Smaller lakes that dot the area near Riverside Province. The Ullen River originates from this area.

Former Seas and Rivers of the Tyrian Continent:

The Crystal Sea:

And so it came to pass that Jadoth, being persecuted by the horrific Forgotten armies, and hounded from his home, did seek refuge among the cooling mists of the Crystal Sea.

-Scriptures of Abaddon, 1 BE

Before the Exodus of the human gods, the arid area known as the Crystal Desert was covered with water. It was the center of the Margonite civilization. During their golden age they built their towns and cities on the islands that stood out of the mighty sea. The Temple of the Six Gods, which was drawn into Torment when Abaddon fell, also stood at its shore. It's not fully known what happened to the sea. Some (like Thadeus Lamount, the famous Tyrian historian) say that the gods raised the land so all the water emptied into the ocean, while others believe that Abaddon's fall boiled the sea and devastated its coastline, since the area known as the Desolation was formed in the very same year as the Crystal Desert. Only the gods know the truth to this mystery.

One thing is sure. The rise of the First of the Margonites is connected to the Crystal Sea: Jadoth, a persecuted Margonite, was chased by an armada of Forgotten warships through the Crystal Sea. On the 51st day of his exile, he beseeched his god, Abaddon, to smite the Forgotten. Abaddon saved the haunted Margonite, then "gifted" him with his magic. It happened in 1 BE, according to a quoted part of the Scriptures of Abaddon.

Today, only the rotted ship rigs, the tattered sail clothes and the broken hulls mark that the area was once a sea. The same ship parts are the only remnants of the once grand Margonite culture.

"Thirsty River":

In the distant past, a mighty river shaped the lands east of Augury Rock. Adventurers can still see the deep channels of the river, but they will find no water there, only sand and dry wind. The Rune Circle, one of the keys to Ascension, can be found in the immediate area of the former river, and amongst the ruined ships of the Margonites. Those who wish to Ascend must cleanse themselves through a ritual that burns away the person's earthly imperfections. The forgotten are still guarding this holy site.

Unnamed Bodies of Water of the Tyrian Continent:
These are the waters of the Tyrian continent that have not been named yet. The names I use are not official; they are merely the creations of my imagination.



[*]"The Northern Seas": A large sea or ocean that borders the shores of the region that is north of Kryta and the Giant's Basin.
[*]"Delta River": A large river that flows from Greater Giant's Basin and empties into the "Northern Seas" with a large delta.
[*]"Maguuma Lake": A large lake west of Greater Giant's Basin and north of Bloodstone Fen.
[*]"Amnoon Bay": A long bay that leads to Amnoon Oasis from the Sea of Sorrows.
[*]"Dalada Lake": A medium-sized lake within the heart of the charr homelands. The lake is littered with smaller islands, with one large island standing out from the rest, which is characterized by strange, spiked formation on this particular island. Thanks to High Priest Alkar again, it seems that the spiked ridge is another Elder Dragon, named Kralkatorrik.

By Thalador Doomspeaker

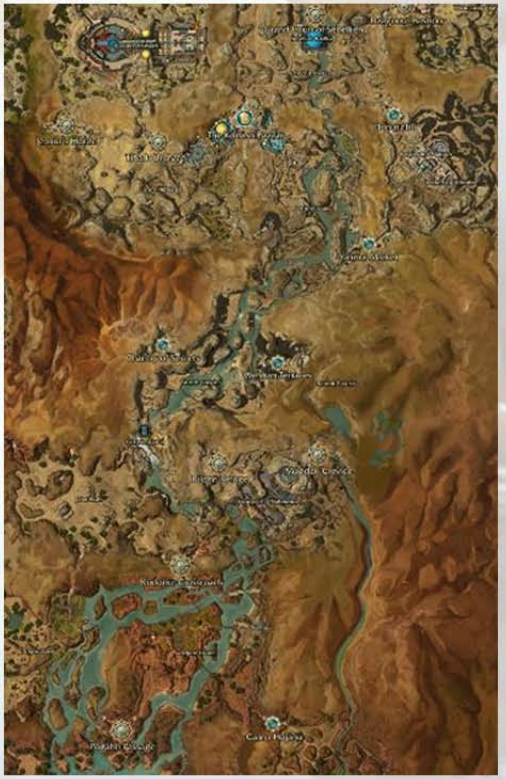
Waters of the Elonian continent:

THE ELON:

Life here depends on the ebb and flow of the river Elon.

-Jurah, the Master of Whispers

The river Elon is the life-giving force of Elona. Without it, the provinces of Vabbi and Kourna would be arid deserts. The source of the river is somewhere near Dasha Vestibule, or further north, but Elonians consider the Mirror of Lyss to be the beginning of the Elon. The Mirror is a beautiful lake in the heart of Vabbi. The Sebelkeh Basilica, the most ornate and magical temple in Elona, and the heart of the Lyssan faith, is floating directly above the reflecting pool.



The Elon continues to the south, crossing Vehtendi Valley, Yahtendi Canyons, and the Fortress of Jahai, where the Grand Cataract is. The river is briefly stopped at the Mahnkelon Waterworks, but after regaining its strength it flows towards its end at the bay of Gandara.

The Elon river overflows its banks every spring, revitalizing the nearby plains in the process, which allows the villages to begin the harvesting season. The river is protected by nature spirits, the Water Djinns. These entities are almost one with the river, and it is their sacred duty to defend it from evil or anyone who would wish to harm the river. Dehjah and Yartu are two of those spirits who are friendly to mortals except those whom threaten their beloved river.

In the year of 1075 AE, Warmarshal Varesh Ossa, descendant of the legendary Turai Ossa, made pacts with the banished god, Abaddon. Her rituals enabled demons to slip into Tyria from the Realm of Torment. The Drought (a greater demon) made its lair within the Mahnkelon Waterworks, intending to consume the Elon. The demon did not only want to taint the waters, but planned to barrel down the river, cross the channel and destroy Istan. Fortunately, Sunspear heroes, the then Master of Whispers, and the river spirits thwarted its plans by destroying the wretched creature.

THE BAHNELON RIVER:

The Bahnelon is a river east of the Elon. It is much smaller than its sister, and does not have as deep of an impact on the lives of the Kournans. Partially underground, it emerges to the surface near the Mahnkelon Ward, a water-pumping station used to filtrate parts of the Elon and flush the waste into the Bahnelon, from where it continues south until it flows into the sea at Freeman's Cove (a small corsair community).



By Thalador Doomspeaker

Waters of the Canthan Continent:

The Jade Sea:

The Jade Sea was a beautiful sea bordered by the Echovald Forest and the Empire of the Dragon. It froze into solid jade 207 years ago. In the year of 872 AE, Shiro Tagachi murdered Emperor Angsiyan in the middle of the Harvest Ceremony. In turn, Shiro was slain by the combined might of the assassin Vizu, the Luxon champion Archemorus and the Kurzick Saint Viktor. Shortly before his death, Shiro let out a cry that was empowered by a dark force from another realm. The sound of the wail spread, and so did its effects began to materialize. The Echovald Forest was petrified, and the sea turned into jade, earning its name.

The majority of the sea's creatures either became one with the sea, or became corrupted. Many of the once benevolent Saltspray Dragons turned mad from the Jade Wind. The naga did not become corrupt; instead, many of their species became frozen in the sea. Only a few escaped to land. They had to abandon their old ways and ethics in order to survive in the new, harsher environment. No longer did they live in peace with the Canthan humans. Instead, they wanted to make them pay for what they had done.



here's no longer need for ships to trade and travel. The Luxons have begun mining the sea for its resource. The most important jade mines are the Jade Quarry, where war is constant with the Kurzicks. Other mines include Creon Jade Mine, Rhea's Crater, the Aurios Mines, and the Deep (although this one was shut down because of a powerful demon that terrorized the area).

Interestingly, only the northern half of the sea is dense with islands, while there are no islands in the other half.

The "sea" life is surprisingly large, despite the Jade Wind's terrible effects. Turtle Dragons, Saltspray Dragons, leviathans, jellyfish, ravenous giant fish, the naga and other creatures all live on the jade surface.

Rijeka River:

The Rijeka River can be found in the southern parts of the Echovald Forest. The Rijeka runs alongside Durheim Archives, cascades along a series of waterfalls, and then continues westward until it reaches the Canthan seas. The river is quite special, as it is said to be flowing with the essence of the Echovald Forest. The famous Mourning Veil Falls is part of the river.



Minor Lakes of the Canthan Continent (Shing Jea Island):

* Lake Puang: A small lake in a cave near Tsumei Village. It is fed by the impressive Zen Nai Falls and provides fresh water from the mountains not only for the local inhabitants, but for the Empire of the Dragon as well - since it serves as Cantha's main water supply. It seems to be an important site for the naga of Shing Jea Island. Naga wizards and witches can be often seen here.
* Miki Lake: A tiny, frozen lake in Jaya Bluffs. Overrun by the tengu and the yeti. It is not far from Zuuyun Point, the highest peak of the eastern mountain range of the island.
* Tei Lake: A shallow lake north of the Daijun Library, in the valley of Zen Daijun. Pilgrims who visit the valley for enlightenment often rest near this beautiful and soothing pond.

As you can all see, there's much to discover about the waters of Tyria. Magical properties, sea life, forgotten relics and ruins. We all know that one day, we'll go underwater and try to find the answers to these questions. But when is that day?

-Thalador Doomspeaker
Season of the Scion, Day 230 of 1079 AE

By Thalador Doomspeaker

Fall Fashion

As the days get shorter and the nights get cooler, Autumn warns that her time to reign is near. But fall is not simply a time of death and slumber: the world imitates the seasonal transformation with a beautiful display of changing colors and several cultural events to attend.

September kicks off the holiday season and Tyria's inhabitants can look forward to wide-spread monthly celebrations, giving everyone an opportunity to look their best. First, get your patches and boots ready for the Corsair self-observance coming up this month, and the highly anticipated Halloween holiday will give everyone a chance to throw caution to the wind and don their favorite, wackiest ensembles!

Regional Palettes

Many of the popular colors of summer make a comeback in more subdued and darker shades. Bright and vibrant are out. Overall, avoid intense blues, purples, and greens in favor of the warmer side of the color wheel. It's a good time to experiment with mixing browns, reds, and oranges to find a rich but subtle theme.

The Kingdom of Ascalon is accustomed to the ongoing cycle of death and rebirth. In homage to their heroes who have fallen like the leaves, the Ascalonian Autumn is flavored by oranges, yellows and reds. Specific tints to look out for are ochre and goldenrod. All of the red family, and specifically the rich, cooler shades will be in style.

Autumn is the season for tree lovers, and we all know the Kurzick are huge fans of of the forest. Their color scheme influences Cantha's fashion this fall, so keep an eye out for deep blues, silvers and amber, a color trend that will continue into winter and spread globally. Kurzick Armor is well suited for the season as well, especially for elementalists, monks and warriors.

Elona may not see as drastic a weather shift, but they still enjoy a little cooling off in the northern regions. The dark and daunting world above Vabbi makes its claim in the fall and the colors will reflect that influence: sandy orange, dark brown and pale yellow.

Armor trends to look out for: tops with long sleeves for both genders, coupled with skirts and high boots for ladies. Gentlemen will find loose, long bottoms perfect in this weather. Those who opt for heavier armor can lean towards plate with a few revealed areas to vent during the warmer hours of the day. Thick northern armor with fur should be avoided for now.



Holidazed!

The best part about Halloween? The chance to ignore everything stylish and go for the ultimate trend: good, ol' fashioned fun! Masks and costumes of all types from any festival will be popular, but of course those specific to Halloween are great. Ritualists get to shine in their mummy-inspired Ancient armor and necromancers can pretty much wear anything to scare everyone. Witchy elementalists look great with Wicked Hats and Elite Stormforged armor together. The possibilities are endless!

Absolute Accessories

For the fall, Destroyer Gloves look great with the season's colors and theme. Blindfolds, the Dread Mask and Grenth costumes make great extras during the shifting weather.

Attire Around the World

Last issue, you guys voted and decided your favorite city dresser was the sassy mesmer in Lion's Arch (and who could blame you!). I announced a call to arms for mixed armor sets that look great together, and you guys answered enthusiastically. Check out these creative combos and pick your favorite!


Ivan Ruse


Gaz The Malevolent


Jera Velaso

Next 'Attire Around the World' will highlight the best of the best of Halloween costume creativity. Send in your quirky holiday combos to izzie@guildmag.com. Be sure to check out Tyria's spookiest outfits in our November issue!

By Izari

Guild Wars 2 - Demo Review

As you may have read in the reviews before, Guild Wars 2 was available in demo-format at both GamesCom and PAX. Quite a lot of sites have published various videos giving insight into how the game actually plays, other sites have posted hands-on reviews discussing their opinion on how the game played. But GuildMag thought you might also be interested in reading an article on what the demo actually consisted of.

Creating your character

The demo included a slimmed down version of what will be in the real game, nevertheless it gave away some interesting facts about the character creation process which will be featured in Guild Wars 2. After choosing your race, sex and profession you had to fill in a biography of your character's history. Here you had to answer a couple questions determining how your character would behave in the world. I'll give an example by stating the human warrior questions:



The elementalist's creation screen

I wear _____ on the battlefield. Because of this I am recognized and given proper respect.

- *A spangenhelm*
- *A cap helm*
- *No helm at all*

Trouble may follow me, but I use my_____ to overcome it:

- *Charm*
- *Dignity*
- *Ferocity*

I was raised _____.

- *By common folk*
- *Among the nobility*
- *In the streets*

One of my biggest regrets is that _____.

- *I've never searched for my true parents*
- *I never recovered my sister's body*
- *I passed up an opportunity to perform in the circus*

Everyone said I was blessed by _____ when I was young.

- *Dwayna*
- *Grenth*
- *Balthazar*
- *Melandru*
- *Lyssa*
- Kormir

After these questions you were asked to sign your biography by entering your name, which also shows how well everything has been designed to immerse the player into the game, making it actually feel like you already in exist in Tyria. In Guild Wars 2 your name can contain 19 letters (spaces included) and it will not limit you to needing to have a surname and last name, instead you can just go with only a surname.

The human kingdom, a territory going into oblivion

In the demo that was available at GC and PAX there were two large areas for you to explore. You could explore the human starter area, using a level one human character. The character gave you a chance to familiarize yourself with the game play and generally just play around.



This area started with a movie, telling you that you've been either living in the streets or amongst the nobles, based on your previous answers to the biography questions, which really makes the story feel more like it's *your* story, instead of a random story that you're forced to follow. You get to see that your character already has some friends and that he was traveling outside the city only to find out that Shaemoor was being attacked by centaurs.

By Dutch Sunshine

Guild Wars 2 - Demo Review

Another new feature which was not so imminent, but still felt right, was the fact that there was no traditional, linear tutorial but instead the player was thrown into action immediately. You were asked to help save the people of Shaemoor that were being attacked by the centaurs and thus you instinctively went searching for the villagers in need of help. After you helped them reach safety in a nearby tavern, you felt like you needed to do more to help, so you went out and helped Captain Thackeray with another centaur attack on a nearby fortress. After you nearly succeeded in getting rid of the centaurs, one centaur shaman, fled from the group to summon an elemental, causing two huge stone hands to grow out of the ground. This was not just some "kill the ten rats quest," no, it was a massive elemental that you, as a level one or two, needed to destroy to save the fortress.

After your bravery in the previous battle, you were sadly knocked out for three whole days, you even got a visit from a friend while you were unconscious! Now is where the freedom of an open world begins, you could literally do anything you wanted now, either follow your personal story line or walk out into the persistent world to enjoy the dynamic events or just enjoy the beauty in the available zones, ranging from Divinity's Reach to a ruined Temple of Ages. If you decided to just follow your personal storyline you were either thrown a surprise party or you were involved in a bar brawl or even [enter street version here], based on the different answers given in the biography. All in all, the personal story really promises to give each player a personal experience of the game's story and it will only grow! An example given could be that the guards want to arrest the people who participated in the bar brawl but because you helped out in Shaemoor you're not arrested.





This land is Charr land

The charr zone started with the same character creation, although with different questions and visuals. After this you were immediately thrown inside the game at a small charr outpost in high-level Ascalon (45-50). The area was quite large and you could explore a portion from above the ruins of the Great Northern Wall, to below the pockmark flats. In this part you could see the ruins of Serenity Temple and see where Steeleye Span was built upon the place Fort Ranik used to be.

The main attraction of this area was obviously The Shatterer, a creature that spawned every now and then in the most northern part of the map. If he did, you would get a message if you wanted to travel there, but considering this was likely just done so that everyone in the demo could get a chance against the dragon, this option probably will not be transferred over to the actual game.



All in all, this area was mostly used to give you an impression of what the game had to offer so far, but I'm sure that as the game develops and the storyline gets implemented into this part of the game ,it will prove to be an interesting area to explore for both old Guild Wars players and new ones.

By Author

Tim

Guild Wars 2 - Demo Review

The Gameplay

In the original Guild Wars, you were locked on the floor. You couldn't jump or swim, the only thing you could do was run around in the world. In Guild Wars 2, however, it's possible to jump, swim, and you're even allowed to dodge at the cost of a small amount of energy by double tapping into the direction you want to go. Another returning and helpful function was the auto-run option, which makes longer walks less boring for your fingers and enables you to enjoy the world around you as your camera was not locked onto the character's back, but on his position. This function also enables you to view your character up front as you could in the original Guild Wars.



Targeting and auto-attack in Guild Wars 2 has also undergone a revamp. Whereas in the original Guild Wars you would auto-attack your enemy by merely clicking on it, you now have to choose a skill and bind it as an auto-attack skill, which also makes it easier for a specific skill to be repeated. However, since the auto-targeting in Guild Wars 2 is modified and the placement of your character is more important than it was in the original Guild Wars, you now have to make sure that you're close enough to an enemy in order to hit him. For example, when you've got a warrior and want to attack an enemy that's slightly out of your attack range, you'll still use your skill but instead of hitting, you'll miss. Nevertheless, targeting is made easier in Guild Wars 2, as the only thing you've to do is to make sure your enemy is in sight to auto-target it. In other words, the enemy that's the closest to you gets targeted automatically. When attempting to kill a larger boss, you'll get multiple visual clues as to where you can attack him. These visual clues are represented by a circle floating in front of the enemy's body.

As we mentioned before on one of our GuildMag Blitz blog posts, the level cap has been raised from level 20 in the original Guild Wars to 80 in Guild Wars 2. Next to this, the leveling curve will smooth after a while so that all your levels will be equal in length to obtain.

The Interface

Let's begin with explaining the obvious, the interface. Below is a screenshot out of from a demonstration given at GamesCom.



1. Compass **2.** Skill bar **3.** Chat panel **4.** Experience bar **5.** Event tracker **6.** Options **7.** Target
This displays your current target with its health, a picture, the name and the level of the target.

Compass

The compass is much like your old school Guild Wars compass. It shows the direction for continuing your personal storyline via a green arrow. It has all kinds of dots representing various characters in the world, and you can still click on the map to ping a location to your team members.

Next to these old functions, the compass also shows you where your next waypoint is in whatever zone you currently are in, and it also makes a wider difference between the displayed dots (no longer will you'll be confused about who's your team member or just an ally).

While the compass still rotates with how you move your screen in-game, it no longer displays all the directions of the compass, but instead is limited to the N for North.

By Dutch Sunshine

Guild Wars 2 - Demo Review

Skill bar
To make sure you're following us, we'll first give you your average skill bar as you find it in Guild Wars 2 (currently), and number it so you can follow what we're talking about:



1. Health ball orb
The health ball orb is the replacement for the health bar in Guild Wars. When you run out of health, you'll end up in the downed state which grants you four new skills in a separate skill bar. Your screen will also get a red glow at the edges to make your last struggle feel as intense as an actual last fight.

2. Energy bar
This one stays the same as in Guild Wars. You're going to need it to use your skills, though it has been tweaked a bit as you can read next…

3. Energy potions
In the original Guild Wars, energy management was an integral part of any build. It was a short term resource that could be exhausted in a single combat fight, which could ultimately slow down a player's gameplay. Now in Guild Wars 2, energy is a long term resource and is maintained by energy potions. You can jump into a fight and keep fighting with the use of energy potions; however, they do have a cooldown which is further extended while in combat.

If you run out of these, you might experience slower gameplay by having to stop every few fights to regain your energy, but now, you won't be using up your entire energy pool for every single encounter.

4. Weapon skills
These skills are determined by what kind of weapons you're currently wearing wielding. Are you wearing wielding a sword and a shield? You'll get three sword skills, and two skills to use with your shield. Are you using a rifle? You'll get five skills which make use of the rifle. You can't change these skills as they're the general setup for these weapons.

5. Utility skills
Utility skills on the other hand can be tweaked. The first (or 6th if you count the first five skills) of these skills will always be your healing skill, wherever you go. This skill is to make sure you can heal yourself. The healing skill, just like the other utility skills, can be changed. Next are slots 7-9 which serve as your general utility skills. These can be changed anytime you are outside of combat. Finally, the 10th skill slot will serve as your elite skill.

As I mentioned before, these skills are changeable, this is being which is done by a small arrow just above these skills which opens up a new tab showing the available skills for that skill slot as shown on the picture to the right.

6. Weapon swap
In Guild Wars you could have up to four different weapon slots. This has been reduced to a maximum of two. However, now the changing of the weapons changes your first 5 skills, so weapon swapping is very important. You can determine these two slots by going to your 'hero' panel where you can choose which two weapon sets you want to use. Currently, the Elementalist only has one active weapon slot and instead uses Attunements to alter his weapon skills.

7. Specialized profession bar
A newly added feature to Guild Wars 2 is a specific profession bar for all professions which is located above your weapon skills.

- A warrior has an adrenaline bar which consists of three stages. Each stage represents a new adrenaline level. When you've filled up a stage, your damage will be passively increased. At different adrenaline stages, a warrior can unleash his Burst skill that is specific to his main hand weapon. Once the Burst skill is used, the adrenaline drops back to 0.
- The elementalist makes use of this specialized bar by offering you four different kinds of attunements. Throughout a battle you can change your attunement from fire, to either earth, water, or air. Each attunement has both an active effect when the attunement is activated and a passive effect that remains on the elementalist for as long as he is in that specific attunement. To prevent abuse of this feature, there is an added cooldown timer which prevents you from rapidly changing attunements.
- The necromancer has a bar which fills up with life force, obtained by either slaying enemies or using certain skills. At any time, the Necromancer can activate his Death Shroud to unlock 4 new skills to defeat his enemies. The Necromancer also enters the Death Shroud, with whatever amount of life force he had remaining, when he is downed. Now you may wonder, why would I want to be in my downed state form? Well, as a necromancer your skills are quite impressive and cause a lot of damage. It also comes in handy when you need to scout an area ahead, as your character will transport back return to the original activation point of the skill when your life force, which replaces your health while transformed, runs out.

By Dutch Sunshine

Chat panel
For the public the chat panel was only used as all chat, but seemingly there were some other chat panels already in the game. When pushing some buttons keys I accidentally became stuck in the private chat, nevertheless my experience was fun, and I'd like to return a favor by quoting Designer Curtis Johnson from the ArenaNet blog:

"A demo player named Dutch Sunshine made a run from the newbie area at level two with a group of higher level ArenaNet staff and survived all the way into the level 15 area. In the end, Dutch Sunshine took on this huge swamp behemoth with us in a massive battle full of carnage and pyrotechnics. Awesome stuff."

Experience bar
While the experience bar was more present in Guild Wars, in Guild Wars 2 it got worked into the overall interface and got stretched across the whole screen. Your current level is shown at the utter far left of the experience bar.

Event Tracker
This one is a handy feature that you'll be likely to often use use often. It shows what events you currently have active. This can be used to monitor your progress in multiple dynamic events at one time. White bars are used to show the player how much morale the enemy has left, the health bar of a boss, how much longer the walls will hold, or how much health a certain character or structure may have remaining.



Upon completion of an event, you can be rewarded for your participation level in the event. Either bronze, silver, or gold medals will be displayed to show much you participated in each event. A higher level medal scores additional experience, karma, and gold for the victorious player. In the screenshot above, you can find the event tracker in the upper right corner. Your personal storyline 'quest' will be listed in green text, events you have active are in yellow, and a larger event that requires a larger group will be shown in orange.

Options
These buttons indicate various options that will be accessible in the final game, though for the demo they were off-limits.

PANELS

Inventory

The inventory returns and is better than before, as now you'll be able to have at least five bags with twenty slots each, resulting in a final sum of one hundred inventory slots. To compare, in Guild Wars, there were 45 normal inventory slots and 20 weapon slots in the recently added equipment packs.

You do start out with a bag of only twenty slots, and just like in Guild Wars you can also click the different bags to go to each one of them, but as an added addition, you can also scroll down with a scroll bar on the right side.



Hero
While the Hero tab in Guild Wars was only used to show your account and character achievements, in Guild Wars 2 your hero panel will show you your attributes (like it used to be in Guild Wars), traits, personal history, and achievements.



• **Equipment**
In Guild Wars 2 your equipment is split from your inventory, but has added a few other things to the panel. To start off, there are quite a few new armor slots added to the equipment panel. You can now equip a separate earring for your left and right ear, a necklace, a cape, and two slots for rings, one for each hand.

Next to the usual display of a helmet, torso, gloves, leggings, and boots, you can now also equip shoulder plates. All equipments change, as usual, as soon as you equip them.

At the bottom of the equipment panel you can find an option to manually change your weapon set by clicking on a two-splitting arrow.

By Dutch Sunshine

Guild Wars 2 - Demo Review

• Dyes

At the bottom, next to your weapons, you can see an eyedropper symbol which lets you change your equipment panel into your dye panel. This dye panel held 250 possible colors in the demo, but has already been upscaled to at least 400 around the time of publishing. This dye system works differently than the one in Guild Wars as it lets you unlock your dyes rather than having to buy them from a dye trader or having to buy them t high prices from other players. These unlocks will find a place both in-game as well as outside of the game.

Each armor has up to three dye slots for you to modify, and fourth one to make your armor look more like a set when combined with different pieces of armor.

We've made a video of this dye system while we were at GamesCom so be sure to check that out via our convention video page which you'll find a link to at the end of this article.



• Attributes

Attributes have also seen a makeover from the original Guild Wars, no longer does each profession feature a separate set of attributes. Instead, everyone shares the same attributes, although some are locked and faded out in gray when it might not be so smart to use a certain attribute for your profession. Attributes that do affect your current skill setup are depicted with a small arrow on the right side of the attribute.

Unlike Guild Wars, where you needed to have a certain amount of attribute points to add another point to your attribute, you can now add all attribute points separately. When reaching a new level, you'll obtain 6 attribute points to use.



The attributes in Guild Wars 2 are the following:
- Strength: improves your melee power, and obviously will be useful for melee-damage dealing professions.
- Agility: affects longer range power, and will be used for weapons like a bow or a rifle.
- Intelligence: enhances your magic power, and will be useful for casting-professions.
- Vitality: ups your total health making your character more durable in battle.
- Perception: increases your chance on a critical hit
- Willpower: adds more energy for you to use

• Personality and character info

The last feature of the equipment panel is your personality, which is also a new feature for Guild Wars 2. First, at the top you'll find your current level, your overall defense rating and your overall gained experience. Below this you'll find three bars, a yellow one depicting 'Charming', a blue one which represents 'Dignity' and a red bar for 'Ferocity'. The highest percentage will be your current personality and will be the deciding factor on how others might approach you.

When you first create your character you'll get the question what you use to overcome your troubles. The answer (charm, dignity or ferocity) will be filled up to 50% while the other two will remain 25%.

Traits

This panel is divided in two columns, one column with your available options. These are decided by two factors, namely your profession and the weapons you're currently wearing. In fact, the first two options resemble some of the old attributes. The fifth option can display all the other weapons which your character can use by displaying smaller logos on top of this option which can be chosen from to see that certain option. Most options have three tabs to use your traits on, but there might be more or less for other kinds of weapons. When you're dual wielding or wearing a shield, the latter will get only one trait for you to use, while the former gets two traits.

On the right side of the panel is the list of traits that you currently have available, with these being divided by categories, one for each major profession trait option and possibly one for each weapon. When chosen from the list and applied to your options, they'll give you all kinds of bonuses ranging from increased damage to a shorter recharge time for your skills.



By Dutch Sunshine

Guild Wars 2 - Demo Review

My story

This one is the obvious evolution of the story books in Guild Wars, but now integrated into the panels. It works just like the books, to turn the pages click on an arrow on either the right or the left side and it will take you to your previous completed stories. If you need a specific page, it's easier to click the small logos at the bottom of the panel. The green logo depicts your current story and the one with a checkmark are the stories you've already finished.

Achievements

In Guild Wars achievements were called titles, and they really are quite the same thing as far as we could see. In Guild Wars 2 though, they've categorized the achievements under seven categories. The first category of achievement are for each type of monster that you'll fight (centaurs, drakes, harpy's, the list goes on) this one's called Slayer. The second being Master of Weapons, which was inaccessible for the demo, but will likely involve the amount of times you've used a certain weapon. Explorer will obviously involve the exploration of content like map exploring. The last four title categories are called Adventurer, Vanquisher, Trader and Hero and were all off-limit just like the former, aside of the 'Slayer' category.



In the overarching category panel you can see how many titles of each category have already been completed.

As you can see on the picture to the left, the achievements menu is divided in three columns, one stating which achievement you're dealing with, the middle one showing you which rank you currently got and how far you are into obtaining the next rank and the last column gives an answer to those who love to show off your skills to your friends as you can now compare how far a friend is with his titles via a small diagram.

A charr, a norn and an asura enter a bar...
Charr: "Say, why is that little pest of an asura so quiet? Normally he would talk for ages about his inventions."
Norn: "Oh, he pressed some buttons and is now stuck in the private chat..."

CHECK OUT THE VIDEO PAGE FOR EXCLUSIVE VIDEO COVERAGE!



By Dutch Sunshine

The Adventures of Soy Oil, Minion Bomber



It was the first day of class at Shing Jea Monastery, and Soy Oil was excited, even ecstatic. Today, she was going to have her own crop of students, her own new, young minds of Level Twenty Noobs to mold in her glorious image. It was hard-going convincing the Board that she wasn't just an upstart, a merely viable build, but a valid, contributing member of the community. It helped that for the past two years, she stopped laughing out loud every time a minion exploded. Giggling is okay, but no laughing!

Approaching the classroom where she was going to teach, she took a deep, calming breath as the "Classes Begin Now" bell gonged, adjusted her Tina Fay glasses, then pushed open the door. The instant she stepped into the room, she knew something was off. She saw fellow Ritualists here, but also Necromancers, Rangers, and even Monks! Snape lurked in the corner of the room, sneering as he jotted down a note. What was going on? No, wait; there was one thing she could say. "Good morning. This is the Introduction to Minion Bombing class, room 42. Is everyone in the right room?" She saw nods going around. Okaaaay… "All right, then. Everyone take out your skillbars, let's see what we've got." As pings sounded across the room, she rapidly scanned the builds. Splinter Barragers throwing paper arrows, Minion Masters calming their charges, the Spoil Victors and Spiteful Spirits refusing to look at one another, Heal/Prot Hybrids arguing with each other, Channeling Restos combing their unruly hair and failing, various Attuned builds looking reserved, the Vengeful Was' in a corner by themselves not touching each other, the builds she saw covered most of the spectrum. Ok, there was ONE Minion Bomber right in the front row, but it seemed like she still had the basic Canthan Edition.

Soy Oil stalled for time. "Let's go around the room and introduce ourselves, names, builds, Campaign of Origin and what we hope to get from this class, you start." The Paragon stood, the scraping of his chair producing an entirely incongruous high F and he started shouting, "My name is Barack Obama, from Elona, and I hope to produce an Era of CHANGE, and also party support with my chants." At this point, a few Mesmers started screaming "Obama, marry me!" "I want your babies!" "I voted for you!" "Squee!" Barack turned around to see a Prize-Winning Hog in the room. "Nice lipstick, but… are you actually a student?" An old soldier NPC rushed into the room, pointedly not looking at Obama, and dragged the piggy away. "Sorry, sorry, don't know how she escaped the cooler, we're not supposed to be in here until 2012… or was it 2016? Haha, I'm such a maverick…"

Soy Oil had enough. Gesturing to Snape, she walked out of the room. "Excuse me for a moment, class…" Once Snape had finally slunk his way over, closing the door behind him, "SNAPE! What is going on, here?" Snape sneered. "This is a work of parody, the author is not affiliated with ArenaNet or Guild Wars Guru, Barack Obama, John McCain, either political party or any loyalty besides Doing It For The Lulz. All rights reserved. Insert other legalese here."

By BarGamer

Honoring the Hunter's Moon

In October, every year,
A moon will rise, it's hunters dear,
This Moon for them's a sign,
"Starting the hunt again is fine."
This event we call the Hunter's moon
And we will honor her again soon,
Yet our biggest question, to be fair
Is if we will meet YOU there.

On the October 23rd the Hunter's Moon will rise again, and this was reason enough for a few Guild Wars players to start organizing an event honoring it (or "her" based on historical beliefs). This special event called "Honoring the Hunter's Moon" is held in-game in Serenity Temple, International District one, two and three, and we need you to make it extra special.

WHAT IS HONORING THE HUNTER'S MOON?

Honoring the Hunter's Moon is a community hosted in-game version of the pagan celebration which honors the Hunter's Moon. While this is an ancient celebration, there actually still are certain groups of Wiccans that still celebrate this feast. In ancient times the Hunter's Moon was the signal to hunters to start gathering dried meat for the winter, as it would be arriving soon and their families would starve if they didn't start preparing from that moment on. The druids however gave a whole new meaning to this and they worshiped the moon like a goddess. While this event has wonderful spiritual meanings and cultural relevance, we mostly want to celebrate the changing of the seasons and just have a fun party with tons of fun people from all over the world, so let's have fun in the name of the Hunter's Moon!

WHAT'S THE PLAN?

So the plan is to honor a full moon, but how are we planning to do that? Well the answer to this is to celebrate in the name of the Hunter's Moon. We all know how to have a party in real life; some beer, some crisps, some good conversation and of course a nice activity to add some structure to the whole party. All this knowledge being transferred to in-game knowledge makes for a wonderful party with tons of freebies and good conversations. All of this, combined with a full moon on the 23rd of October, equals a party honoring the Hunter's Moon. Yeah you heard it right, freebies, free stuff, free alcohol points, great prizes for doing well in activities, free alcohol points, free sweet points and especially free alcohol points! This all will be done in Serenity Temple International district one, two and three from 20:00 till 23:00 BST and all are welcome.

HOW CAN YOU HELP?

What if I would like to help, how can I do that? If you want to help we would really appreciate it and can always use some in-game donations in the form of rare materials, sweet, party, alcohol points and/or in-game gold. If you're not so rich or would just rather want to help us out in a more personal and intensive way, you can visit our site Huntersmoon.tk and check out the "Join Our Team" tab, there we have a list of roles you might be just the right person for. We need a lot of people for distributing information, organization and keeping the evening running and we can't steal all of those from our main sponsor, The Imperial Guards Alliance [TIG]. So if you want to help, please contact any of our ambassadors, you can find a complete list of them on the site, or fill in the Join our team-form, also found on the site.

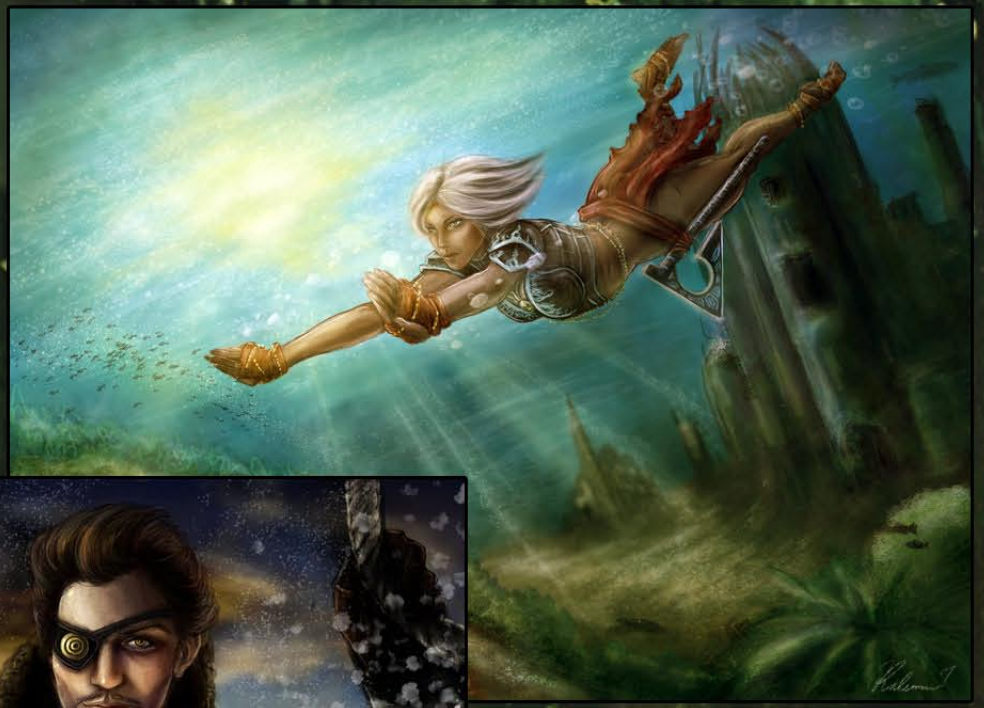
-Mark, Mark Is Beest IGN, Global Coordinator of Honoring the Hunter's Moon.
http://huntersmoon.tk/



By Mark Is Beest

Artwork by Tzu
http://www.adamoluna.deviantart.com/







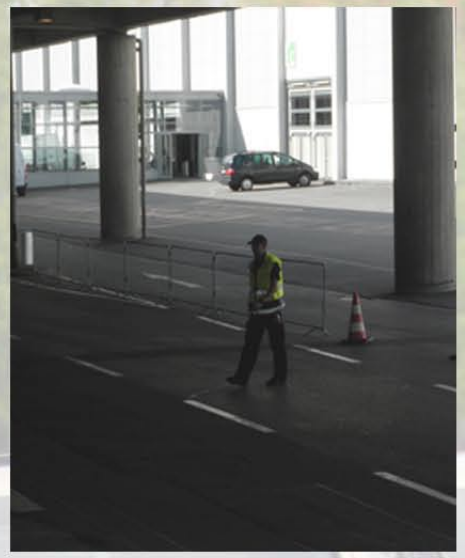
DAY 0 – 18 AUGUST 2010

After a 3+ hour drive I arrived in Cologne, dropped my bag in my hotel room and figured out what I wanted to do next. No surprise there, I wanted to check out how to get to the Koeln Messe the fastest, and of course check out the best entrance in relation to the point of arrival and locate Hall 9, where the Arenanet booth would be.



I looked at the map of Cologne and figured that I might be able to walk to the "Messe", so I tried that first. There was also an S-bahn (metro) going there, but if walking could be just as fast, why not walk? Once I had finally reached the "Messe" it was pretty clear that walking would probably not be the fastest way. The S-Bahn station was right in front of the entrance, so on the big day tomorrow, I would certainly take the S-Bahn.

It was fairly 'quiet' around the "Messe". However, I knew that inside the first day for Press and Industry was already taking place. Unfortunately, there was no way for me to get in today, so I walked my way around the big hall complex. Sure enough, halfway down I found the elusive hall 9, where tomorrow I would spend most of my day at the ArenaNet booth.

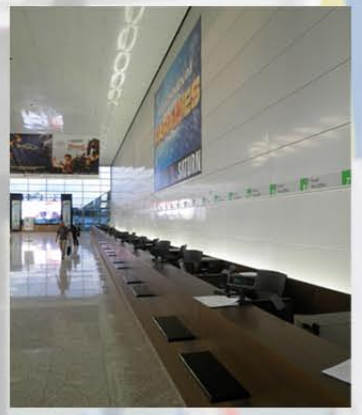


SO CLOSE, YET SO FAR...

...Or was I? On the other side of Hall 9 was a car entrance into the complex, and there was an open door to Hall 9! For a moment I thought, that guy doesn't look too strong.. Just as I was about to take the sprint I realized that my actions now, could well spoil my possibility of ever getting into the Messe at all. No, I'd best keep my cool and wait for tomorrow...

Last thing to do before going back to the hotel for dinner, was to take a picture of the rather empty entrance hall (south) that was closest to the S-Bahn station. I wonder how it will look tomorrow...

DAY 1 – 19 AUGUST 2010



My alarm rang at 9:00am, and I hit snooze in a reflex. "Oh man ... " As the alarm rang again at 9:15am I realized I wasn't at home. I was in Cologne for GamesCom and Guild Wars 2!

So I jumped out of bed, took a quick shower, got dressed, while drinking something that said 'instant coffee' on the bag ... Off to the station, luckily it was rather close, so close even that I had to stop in front of the station to finish my smoke. Platform 10 was the place of departure, and sure enough, it didn't last very long before the Metro arrived, and the trip was only 1 stop, yay! As I exited the Koeln Messe station, I could not believe my eyes.



By Arghore

Man, was I glad I ordered my ticket online. I could totally avoid that crowd and walk into the entrance. "Hmm", I remembered the empty hall from the day before. If it was so busy outside, how would it look inside? My thoughts were answered as I entered the entrance hall. Way at the back were the entrance gates. They opened with a bar-code reader, the bar-code was on my entrance ticket I printed at home, so I could just skip this crowd as well. If you ever plan to go to a games convention, and you wonder if you should order your ticket online...



Off I went. It was only just past 10:00am, and the crowds were slowly flowing into the Hall Complex. After a short walk my heart started to pound faster, as I could now see the entrance to the hall I had only been able to see from the outside yesterday. Hall 9, the hall where the ArenaNet booth would be premiering the GuildWars2 Demo. Only an escalator and a few steps were in-between it and me...





... Or so I thought, as I entered the hall it was very clear that I was not the only one coming to see ArenaNet. Their booth was loaded with eager fans dying to get their hands on the demo, and it wouldn't be until 15:00pm before I got a chance to play myself. Not just because of the crowd, but also because of all the things happening at the ArenaNet booth during the day, that were worth our attention. As the other GuildMag attendees will tell you...

By Arghore

At 8:00 in the morning, my brother-in-law, my sister and I set off to the train station to pick up Asuran and from there we started on the road trip. Two hours later we arrived in downtown Cologne. After being dropped off, we headed for the north entrance of the Koelnmesse. The first thing we noticed was a huge Guild Wars 2 poster, and man that was quite something. We got so excited to see some actual Guild Wars 2 stuff rather than an image on a screen.



I have to say, I didn't expect the fair to be as huge as it was. When we arrived in the hall, the crowd spanned across the entire room. Luckily we bought our tickets online, or we would have had to queue for one as well. We legally cut in line by going in through the side and got in pretty quickly. Once we got in we headed straight through the Sony fanboys to the NCSoft booth, which was very good looking to say the least.

ARRIVAL

We got there at 10:30, and the Guild Wars 2 trailer was playing on the big screen. The first thing we did was to find Dutch Sunshine, which was quite hard with SO many people around, but eventually we met up. We started to collect some swag at the... well, swag desk. We all got an Aion/GW2 bag which came in very handy for the rest of the day. Before GamesCom, I had made an arrangement with Tearsdale, a GW2G mod and member, to meet up and have a chat. I had a picture of him so I was prepared.

I recognized him at the swag desk but he didn't see me, that wouldn't matter since he didn't know what I looked like. After getting a bag, I left a GuildMag card with my name on it at the desk, leaving a mysterious "I was here" message. By that time, Nima (aka the crazy German bald guy) appeared on stage. That's right, Nima was at GamesCom again. Everyone was rewarded with a rain of swag; unfortunately I didn't manage to catch any. A video of this can be found on our YouTube channel.

At 11:00, the first live demo hosted by Martin Kerstein started. Martin showed us a level one human elementalist saving villagers and defending a fort from a group of centaurs. There are countless of videos on YouTube, and they will probably explain the demo better than text will. After the demo, it was about time for us to play the game, so we all got in line at various stations. While waiting for my turn, I spotted Tearsdale on the booth floor and (properly) introduced myself and we chatted a bit (as much as it was possible with the deafening noise of the Aion fanboys surrounding us). He had some interesting things to say; you can read all about it in his interview in this issue of GuildMag. While we were standing there, I noticed someone with the "Demo Krewe" logo on his backpack. It turned out to be Arrow Master (GW2G username). Which brings me to the Guild Wars 2 Guru GamesCom meeting. As I mentioned earlier, the event was much larger and louder than I expected, the meet-up therefore didn't go as smoothly as planned. But outside of the actual gathering I did meet Tearsdale, Arrow Master and a third person I'll mention later in the article.



By Jonny10

Finally it was Asuran's turn to play. He played the (high level) charr necromancer, and he'll be discussing everything about it in his article. Dutch Sunshine was opposite of us and got to play not long after. On the main stage, the art book Q&A and give-away had started, I saved a spot for Arrow Master in the demo line while he went over to the stage. I had to make the decision between the demo and the art book. I finally decided the chances of achieving awesomeness were greater if I stayed in line waiting for my turn to play.

Without further ado, let's play Guild Wars 2!

That title is very lame, I know, but I had it in mind for a few days now; it won't bother you anymore. For the demo I chose a female human elementalist, not just to choose a different profession from the others, but I was genuinely looking for some fireball action. So as I started my character called 'Guild Mag' (That's a hello to whoever will read the server logs) and actually skipped the first cutscene since I already saw it on the live demo.

What I played in the demo is not much different from what was shown in the live demo, so I think it's a bit redundant to talk about it. But heck, after three years of waiting I'm definitely excited to talk about what I thought of the game and the little things I tried out. During my playtime, Tearsdale helped me and suggested some must do events and locations, he already knew the game inside and out.

Already awesome!

Early in the demo, I ran into a farm that was getting raided by bandits and an event status was shown in the top-right of my screen displaying something along the lines of "Defeat the bandits invading the farm, 8/16 bandit waves remaining". The bandits kept storming in through a bottleneck in the fence, I didn't participate much in this event though because I was distracted by some cows. Tearsdale told me I could feed them if I took some hay from a feed bag near the fence. When I fed the cow little hearts floated above its head and I was rewarded with karma. I hadn't even played the game for ten minutes and already something memorable happened. During the bandits event, I ran into Joe Hostile (aka Joey Knight) a member of ArenaNet's Quality Assurance, Guild Wars internal testing team. In five years time, that's going to be a pretty funny thought.



Art cards handed out after every live demo presentation.

Speaking of memorable happenings, walking through Divinity's Reach, I saw someone jump off a building in the distance and die. We were all like "Did that guy just jump?" so I ran up to him to resurrect him. I did so by going to his corpse and a "[F] Revive" icon appeared. After he was resurrected he ran off. That's when I noticed the name "Kekai Kotaki" above his head. I was like, "Dude! That's Kekai Kotaki!!" how awesome is that? It's not something I'll forget soon. Thank you and you're welcome Kekai! :)

One of the goals I had when I went to GamesCom was to check out some of the tiny mechanics of the demo. The only emotes that seemed to work were /bow /wave /salute and /sit; however they did nothing more than make your weapon disapear. The graphics and sound option tabs were labeled with 'Not in demo' so I didn't find out any of the options, which is understandable for a demo. Also, the poison condition was described as "You don't feel so good" which I thought was pretty funny.





All white doesn't look as good as a combination of colors.

Two other noticeable things were the dye system and dodging. I'm very happy with dodging since it brings back an element of my all-time favorite game, Unreal Tournament. It even works in the same fashion, by double tapping a movement key in the direction you want to dodge-roll. This brings über-micro to GW2, and I think it will play a big role in PvP eventually. The other thing was the dye system. You can see a video of how it works on our YouTube page. I think that the best part of the dye system, next to the huge variety of colors, is that dyeing everything black or white wasn't the best looking. Like on most GW armors, in fact, it looked horrible. This really encourages people to make good color combinations and play around with the hue and saturation options too. For demo purposes it was free and fully unlocked. Tearsdale actually spoke with Izzy while he was there about the dye system. Izzy said that you will start with some basic dyes -probably that starter set- and you can unlock other sets throughout your gameplay. When you unlock more sets, they become free to use from now on. No more individual bottles of dye! Looking good will again be one of my priorities.

By Jonny10

Another thing that felt necessary was to jump in the big hole at Divinity's Reach (The district it's in is actually called 'The Great Collapse'). Unfortunately I didn't manage to pull it off, I tried to jump from the bridge but couldn't make it over the rope. And man, you should see the construction docks around the hole, they look like they were made for jumping in it. I did try to jump from one of the docks into the hole, but I couldn't jump far enough.

After dying from jumping of one of those docks, I spent the rest of my time exploring Divinity's Reach. Later in the day, Asuran told me he saw an Elonian district but apparently I ran straight past it. The huge garden is indeed beautiful and I'll definitely spend some time there when the game comes out. I opened my map and spotted an Asura gate nearby, which leads to Lion's Arch. Even though Tearsdale told me it wouldn't work I still wanted to check it out. To my delight, there were two asura standing by the gate, one was a necromancer and he looked very scary, even for an asura. And by the way, notice anything? I reached this gate after 35 minutes, and that includes all the time I spent exploring. This means a human can go to Lion's Arch as early as level two or three! Awesome!

Pics or it didn't happen

During the live demo at 4:00 I spotted Daniel Dociu on the corner of the booth, so Asuran and I approached him. Daniel was nice enough to sign our Nightfall art books and take a picture with us, and I totally let him know that he's awesome. I still have the pen he signed with, and I touched his shoulder (Obsession?). Shortly after, I spotted Isaiah (Izzy) and we took a picture with him as well. I asked him how everyone keeps up with his awesomeness to which he replied "They don't," further proof that he's awesome.

After the last demo (where I finally caught a t-shirt!), it was about time for our ArenaNet interview, so we looked for Martin since he was supposed to escort us to the business area of GamesCom. Unfortunately we couldn't find him, so we started asking some ArenaNet devs. That's when we were surprised by the fact that everyone knew about GuildMag once we introduced ourselves. So after a while, Stéphane (Lo Presti) took us to Colin Johanson who was standing somewhere near the booth in his awesomeness.



Legen... wait for it... dary!

We introduced ourselves and started what I like to call: "The Walk of Awesomeness." There we were, walking down the hall of the Koelnmesse, chatting with ArenaNet developers. I told Colin it was good to see him in person to which he replied "Yeah, it's good to finally come out of the office after hiding for three years." See, even they are being killed by the marketing! Colin said we should come over to Seattle for a tour of the office I stepped back a bit and I whispered to Asuran: "Dude, did we just get invited for a VIP tour at ArenaNet?!" That's unbelievable, I mean we all know nobody is allowed in there! But let's not hold Colin accountable for what he said there; we'll ask him to back it up. Although, I have started looking at tickets to America. Best part of GamesCom in my opinion :)

Serious business

So arriving at the business area of GamesCom, we ran into a problem, we weren't allowed to enter without a business pass. Colin and Stéphane went inside to see if they could arrange something. After some time, Stéphane came back with one business pass, so only one person could enter and do the interview. We simply decided that Dutch should go. The original plan was that we'd go together so I could film and ask a few questions myself, but it honestly wasn't that much of a setback. I would have loved to meet Jeff Grubb face-to-face though.

So the rest of us waited outside while everyone admired Asuran's Guild Wars 2 t-shirt. After an hour or so, Dutch came out with a semi-big smile on his face. Apparently the camera battery died half-way through, but the good thing about that was that Colin was nice enough to continue the rest of the interview by e-mail. You can read the continuation in this very issue.



The swagbag, it's a bag for swag but it's also swag itself.

By Jonny10

Once we got back, it was nearly time for the closure of the day and, of course Nima was there too. After the massive crowd cleared, I spotted someone in a t-shirt I was on the lookout for all day. It was a white t-shirt with the 'Demo Krewe' logo on it, and yes it was DBZVelena from the Guild Wars 2 Guru forums. We were about to leave but we were still able to chat a bit. She told me about something I'm very familiar with: Stroopwafels, a true Dutch delight. Apparently she even brought them for the ArenaNet crew, and if there's one thing I know, it's that Americans LOVE stroopwafels! She also told me that a few people from ArenaNet are heading to Amsterdam for some tourism. When it really came down to leaving I stopped by Martin Kerstein to say goodbye, and that was the end of my GamesCom. I'll definitely be there next year, and for more than one day.

The word "Awesome" has been used 9 times in this article.





READ ON WITH ASURAN'S GAMESCOM REPORT ->

A charr, a norn and an asura enter a bar...
Where a large crowd of humans is chanting at another human.
Charr: *snarls* "Who in Tyria does he think he is?"
Asura: "That has to be one of the most annoying bookahs I've ever come across. Why do you suppose he's screaming?"
Norn: "I do not know, but whatever he's doing, the crowd here seems to like him."
Loud Human: "Ich sag Guild und Ihr sagt Mag!"
Loud Human: Guild!
Crowd: Mag!
Loud Human: Guild!
Crowd: Mag!

By Jonny10

Jonny, his sister and his brother-in-law gave me a ride to GamesCom. The drive took about two hours and once we arrived Johnny and I were dropped off and we quickly went towards the Koelnmesse. The first thing we saw was a huge poster at the front of Guild Wars 2 which immediately got us excited about it.

Once we were inside we realized just how crowded it was and saw a lot of people were standing in line to purchase a ticket, we were glad that we bought ours online. We quickly made our way towards the NCsoft stand and in the walkway was another huge poster of Guild Wars 2. Because of the crowd, we knew it would be difficult to find Dutch Sunshine but after searching for awhile we found him. We then grabbed a Guild Wars 2/Aion bag to put in all the goodies and swag we were going to receive at the event.



Shortly after, Nima was on the stage making the crowd go wild for the onstage demo. He was throwing t-shirts to the fans (luckily I was able to grab one) and shortly after that Martin Kerstein came on the stage to talk about Guild Wars 2 and share some in-game footage. The demo was interesting to see in person, but it was very similar to the live demos I saw the day before on a live stream.

AFTER THE DEMO.

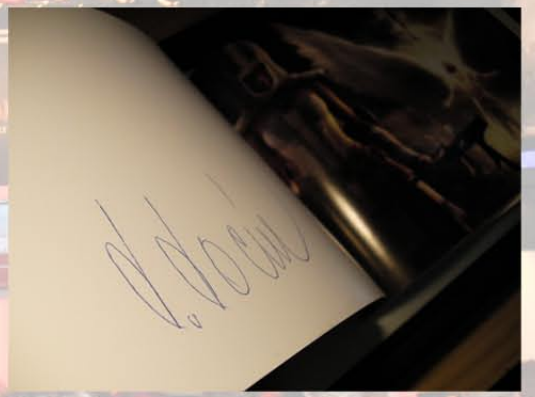
Once the onstage demo was done It was time to stand in line and wait to actually play the demo. While waiting, Jonny and I talked to several people from the Guild Wars 2 Guru community including ArrowMaster and Tearsdale (who was working at the NCsoft stand). Jonny and I stood on one side while Dutch Sunshine was on the other side waiting as well.

Interestingly, the GuildMag business cards we made garnered us some attention while we mingled with other gamers in line.

Finally, after waiting for around an hour, I was able to play the game (which you can read more about it in the expanded review). After I finished exploring the game world, it was Johnny's turn to play and he was guided by Tearsdale. Once he was done playing, Dutch, Johnny and I went outside to eat and discussed the questions we planned to ask during the interview. I had decided to wear the Guild Wars 2 t-shirt I had snagged earlier and it drew a lot of attention, particularly from people who wanted it themselves, in addition to people who looked at me with hatred (*cough* WoW fans). All 3 of us quickly walked around GamesCom to check out some other things, but soon we headed back to the GW2 booth for another live demo.

MEETING ARENANET AND THE AFTERMATH.

Of course during the day we saw several personnel from ArenaNet and had the chance to talk to some of them, asking a few of them what they thought of GuildMag, though not all of them had seen it yet, it was great to hear that several of them were quite excited about it. One of the most awesome things of the day was meeting Daniel Dociu in person and even having him signing the art books for Jonny and I.



After the Live demo we prepared for the interview and went looking for Martin but we couldn't find him, instead we received help from Stéphane and he walked us to Colin Johanson who was standing outside the booth. Walking the "walk of fame" with ArenaNet personnel was awesome and during the walk we talked with them and even joked around that GuildMag could be the official Guild Wars magazine, afterwards he said we should come to Seattle and we would receive a tour of the Arenanet office. Johnny was even more surprised and said to me: dude did we just get invited for a tour at ArenaNet? All four of us were excited and asked if he would back it up once we go to Seattle. Once we heard this we already started planning to go to Seattle in the future. It was interview time but unfortunately we had some problems- we weren't allowed past the security staff without passes, and Arenanet was only able to get one pass for us to go to the interview. Dutch Sunshine was the lucky one since he was the founder of GuildMag.

By Asuran

While Jonny, Arghore (who found me after I was on the big screen asking Colin Johanson a question during his Q&A) and I were waiting, we discussed the demo. Once Dutch Sunshine was back we returned to the NCsoft stand for the last live demo. Once that was done, I quickly went looking for some food (I had a long way back home) and then went back for the last moments, but sadly its like they say, all great things must end.

THE DEMO REVIEW:

ASCALON AND THE CHARR

I decided to play as a charr since I was a little bored of the humans. Besides, I had already seen plenty of other people playing with a human. Once I had chosen the charr I was given the choice between male or female. I chose female since we have already seen male charrs a lot in Guild Wars. After that I had to answer some question for my personal story line, though for the demo it wasn't really that useful but still it was fun to have a preview of the charr storyline choices.

Then it was time to actually play the game. The first thing I noticed were the trees outside the outpost I was in. I walked outside and with the trees it looked a lot like everyone's good memories area: the pre-searing. Another thing I noticed after a while of were the ruins of buildings of ascalonian people, but one thing that impressed me were the ruins of the great wall, even now completely overgrown, infested with wildlife (harpies especially) and parts of it completely destroyed. most of it still stood strong.

Of course one of the other things I was curious about was the dragonbrand. I reached it at the place once known as the serenity temple. It was pretty amazing the looks of the dragonbrand and the description from the book (Ghosts of Ascalon) fits perfectly. The description about the charr was also right, everywhere you looked there was a charr, but mainly to defend ascalon from the dangers of the local wildlife and of course from the threats within the dragonbrand.



NECROMANCER



For the demo I decided to try out the necromancer because at the time we didn't know much about it and I was curious how playable it was since I wasn't a big necro fan in Guild Wars (Monks rule!) One of the choices I was able to make in the personal story gave me headgear. Since I don't like headgear on my characters I was looking for a way to hide it but couldn't find a way to do that. For the demo I accepted it, but if the full release is similar it will be a big downside for me.

When it comes to weapons my first set had a dagger and a war horn ,and my second set an axe and a focus. When it came to the weapon skills I preferred the first set due to the amount of life stealing skills. I also had three different kinds of summon skills: one that allowed me to summon several bone minions, one that summoned an undead devouver for ranged attacks and one that was also my healing skill- a blood fiend which looked a lot like a wind rider.

One major difference between the original Guild Wars and Guild Wars 2 was that you don't need corpses to summon minions . Furthermore, there was a unique thing for the necromancer called life force and it fills up with the deaths around you and once full, you can enter the death shroud that allows you to use other skills than what you had in your regular skill bar.



By Asuran

GAMEPLAY

I first decided to walk around and explore but within two minutes I was invited to fight against the Shatterer. I was pleased with the invitation since I didn't have to wait endlessly for it to come. The Shatterer itself was quite easy to defeat since it didn't do a lot. Even standing one meter away from it, I didn't receive much damage, so I hope that changes for the full release. The fight was fun but also quite chaotic since you see all kind of spells flying around you. One other thing I enjoyed during the fight was the use of an environmental weapon that was a mortar. I had to aim with my mouse which gives a good feeling of extra interactivity. Once the fight was over a chest spawned and everyone who fought against the Shatterer received something as a reward.



Next, my screen displayed that a new event was nearby and that I had to talk to a golem traveling with an asura. Once I reached it, only the golem and charr bodyguard were there but not the asura I was looking for. Talking to the golem revealed the asura was kidnapped by the harpies. Despite talking to him to activate the event (which was quite like a quest for my feeling) it was already active. As soon as it was activated my timer was already half way showing that the event already started and I simply joined it later. Once I found him some other players and I were trying to save him but we were too late. He didn't actually die- despite the event description mentioning that he would, but that could be due to the demo so others could do it as well.

In my last 10 minutues I was invited again to fight against the Shatterer, I didn't accept but after walking around for two minutes I found him never the less and fought him again.

Overall the demo gave a good impression and playing it was a lot of fun, though there were still some bugs and other things that weren't fully finished yet. The demo was a bit easy, I was able to survive with ease, I hope it will change to have more challenging gameplay.

READ THE REST OF AGHORE'S TAKE WITH EXCLUSIVE CHIT-CHAT WITH THE DEVS. ->



By Asuran

DAY 1 – 19 AUGUST 2010 – On my way out … Into the night …
Then the end of this day neared as time got closer to the Koeln Messe closing time of 20:00h (8 pm). Following the crowd, I made my way back to the south entrance/exit to catch the Metro back to Cologne central station.

It had been an exciting day, with loads of experiences, surprises and general fun stuff and information about Guild Wars 2, a game we all look forward to with great expectations. It's going to be a different game than Guild Wars "Original", and seeing the road forward is the road to take, one shouldn't look over one's shoulder. Still, while leaving the Koeln Messe I couldn't withhold myself from doing just that, and take one last shot of the hall where I entered this morning. (picture of hall with people leaving)

Then it was off to the station to catch the metro to Central station, where I quickly grabbed some fast food at a well-established franchise in stations all around Europe. I rushed back to the hotel to freshen up a bit, because this "day" had more in store for me, and time was of the essence. I had no idea what kind of crowd to expect at the NCSoft Party. If the day was to give any clue, there would probably be a line throughout the center of Cologne …

I arrived at 'Goldfinger' around 21:30h (9:30pm), and I expected the worst. To my amazement, there was no line, in fact when I walked into the bar area the place looked deserted. Was I the first to arrive ?! Moving my way to the back of the bar I noticed the establishment continued into an outside terrace area, where to my joy I saw loads of familiar faces and loads of Guild Wars fans. There were about 75 people there I would guess, and the atmosphere felt a bit like a big family party. ArenaNet personnel was scattered around, and fans were talking with them or each other, while enjoying various international and typical German drinks.



Seeing I was on my own, I quickly grabbed a drink at the outside bar and sided myself with some of the familiar faces.

Disclaimer: The following is a collection of some of the interesting tidbits of information I managed to gather during conversations at the party, as well as during my two days at GamesCom. I used my journalistic 'freedom' to write it down as a big ongoing conversation with ArenaNet, in the setting of the NCSoft party.

The first people I ran into at the Party were Colin and Leah. I had spoken to both already during the day, but I still felt a bit nervous, so after convincing myself that: 'since they didn't bite during the day, they wouldn't do so now … unless they were vampires…'; I took a deep breath, stepped over and said:

Arghore: "Hi there Leah, Colin, content with the first day?"

Colin: "Hi, yeah, very much, there were loads of fans right from the start, in fact, multiple fans actually ran from the entrance to our booth this morning, when the doors opened, to get their hands on the demo. It was nice to see our efforts are being appreciated, did you get a chance to play?"

Arghore: "Yeah I played a Human Necromancer, great fun, although at times it felt a bit like running around like a headless chicken. The Event notifications helped, but I wonder if they won't become tedious after a while, and what about exploration, don't you think people will want to find the events by themselves, based on sound, smoke, etc. instead of a 'Event Nearby' notification?"

Colin: "Funny you mention that, see I play the game almost daily and to be honest, they are starting to irritate me every now and then. But we noticed during game testing that a lot of players walked straight past events, so we came to the conclusion that we had to put in something to grab a player's attention."

Arghore: "Hmm, ok, but like, after a certain level players will be used to it right? Wouldn't it be an idea to switch off these notifications at say level20 or maybe add an on/off toggle in the settings somewhere so explorers can find the events on their own?"

Colin: "Interesting ideas, though concerning the explorers, even though some of the events or rather possible event locations are on a notification, we put in loads of events and triggers through-out the world that don't work off this system. So you can certainly find things by going 'off the beaten path'."

By Arghore

Arghore: **thought, ok someone else joined the conversation about potions and Eric had to start at the beginning again, poor Eric, he will probably have to recite this quite a few more times before this evening is over, let alone before the end of GamesCom**: "Thanks Eric, nice meeting you, I'm gonna get me a drink"

Eric: "Yeah nice meeting you too, bye … most of the times this was when you ran out of energy…"

Arghore: "Hi, I am Arghore from GuildMag, may I ask what you guys do at ArenaNet?"

Matt & Jason: "Hi Arghore, I am Matt, I'm a programmer", "Hi I am Jason, and I am a programmer too"

Arghore: "Programmers, hmm, it's going to be hard to come up with some questions about code; so you both code the same kind of stuff?"

Matt: "I mainly do server/client programming, and Jason, well he can speak for himself."

Jason: "Well I basically create the force, for the developers to use it so they can construct their dynamic events and other content."

Arghore: "Cool, so you guys basically ARE 'the force' providing the hard code for the whole game to function."

Matt & Jason: laughter, yeah that's right!

Arghore: "So, I wondered for the server side, did you build it from the ground up, or did you reuse parts of the old code?"

Matt: "We did have to build it from the ground up for the main part, since GuildWars2 will feature a persistent world and some other new features, but yeah, we did 'recycle' some of the good bits from GWO, no reason to type the same thing twice..."

Arghore: "With the new server/client software, does that mean we will still have the same way of acquiring update, like d/l new content on the fly?"

Matt: "Yeah, the client update is going to stay fairly the same; Now I can't talk about server updates yet, and the persistent world does pose some challenges there.

Arghore: "So does that mean we might see downtime? Or will you update servers one at a time, seeing it is so easy for gamers to log on to another server while 'theirs' is patched?

Matt: "Like I said, I can't talk about the how of server updates function yet, but I can assure you that Uptime is one of the most important things for our game."

Arghore: "Fair enough… So Jason, coding the force, what does it consist of?"

Jason: "It can be anything the dev's want or need really, as we build almost everything in house."

Martin: "Hey Jason, Matt want to come party upfront in the bar, it's starting to fill up…"

Matt & Jason: "Sure, let us grab a drink, It was nice meeting you Arghore."

Arghore: "Likewise.. have fun."

Martin: "You want to come as well?"

Arghore: "Nah, I hope to find a developer to ask a bit more about event creation, but I was hoping I could ask you if the Demo will be released to the public after PaX, to d/l and play at home or something?"

Martin: "No sorry, the demo will not be released to the public, as for a dev, you could talk to Annie or Leah".

Arghore: "Ah I already talked to Leah, so I'll head over to Annie, have fun Martin."

Martin: "I will!"

Arghore: "Hi I am Arghore, and you are Annie right? you work with the force that Jason creates?"

Annie: "Hi Arghore, yeah I am… ehrm excuse me?"

Arghore: "You work on content with the tools that Jason creates? Like I wondered how you actually build these dynamic events; I'm not sure if you know Ryzom, but it has this in game editor where you can build missions with area triggers, dialog triggers, interactive objects and so on, I wondered if you use something similar?"

By Arghore

Annie: “Hmm, I don’t know Ryzom unfortunately, but from what you tell me it sounds like it works somewhat the same. We basically have an editor with all sort of triggers, dialog boxes and other components we use to combine and make our content. And if we need anything we can just ask the programmers to make it, it’s such a plus to have that in house as opposed to bought editors. And this extends beyond the editor really, like if we need a certain NPC which we can’t construct from the elements in our editor we can basically go talk to the costume department to ask and have it created. Or when we come up with a certain event, we go talk to the lore department to discuss where it would be most suited, for which race, area, etc.”

Arghore: “Ok, that sounds like a pretty extensive tool with some nice backup, so what did you create with it, and do you have a favorite NPC?”

Annie: “It is a great tool and the backup is fantastic! I worked a lot on the human content, I don’t know if you got to play it? And a favorite NPC, hmm let’s see, well that has to be Lord Faren <3 in the Human Gentry experience.”

Arghore: “Yeah I played Human Necromancer today, though I went for ‘streets’ so I didn’t have the chance to meet him, unfortunately. What I did see in the human experience were ingredients though, are they part of cooking?”

Annie: “I don’t think we are ready to talk about those things yet, so I’m sorry, we are still discussing things like Crafting and Mounts and so on; how and if they are going to end up in the game.”

Arghore: “That’s all right, so back to the content design, do you also test the things you create? Because I know that when I played around with the Ryzom editor, for every mission step I put in I had to test it numerous times and adjust it, so it would actually work as I intended.”

Annie: “No not extensively, like, we work in close contact with the QA team to make sure the content works, then they take it over from there, after we put it in the game. You should go talk to them, they are right over there.”

Arghore: “Thanks for your time and answers Annie, it was really nice to meet you.”

Annie: “No problem it was nice to meet you too.”

Arghore: “Hi I am Arghore from GuildMag and I post on gw2guru regularly as well. So you guys test all the stuff the Dev’s make? ”

Matthew: “Hi I’m Matthew, and yeah, we try and break the stuff the dev’s come up with, on a daily basis”

Arghore: “So you get to play the game every day, sounds like a cool job; but doesn’t it feel like a grind testing these events over and over?”

Matthew: *laughs* “Yeah it’s a cool job, but I think you got the wrong angle on it, when you mention grind; Now we do play the same content over and over, but never with the same intent, like, we try and come up with different ways to break the event; what if we do this, or what if we do that, how does the content react if we do… etc and so on… until we are sure that most bugs are covered.”

Arghore: “Most? Shouldn’t Quality mean that all the bugs are ironed out?”

Matthew: “Well when I say most, it means we tested the content in every way we thought off to make it break. The rest is mainly statistical probability, there can always be some unforeseen bug that pops it's head up, but statistically speaking this chance should be as good as zero.”

Arghore: “So how long does it take to test an event?”

Matthew: “Well not all the content is the same, but on average we test for about 8 hours with our whole team, to make sure the Quality is assured.”

Arghore: “Thanks Matthew, I’m gonna get me a drink now, I’m rather thirsty.”

Mathew: “No problem, feel free to step by the booth tomorrow, if you have any more questions.”

Arghore: “Thanks I sure will.”

As I headed towards the bar a fan approached me…
Rhys: “Hi I am Rhys, I overheard you say Guru, who are you on there?”

Arghore: “Hi, I’m Arghore, nice to meet you, sorry what was your name again, I’m not sure I recognize you from guru?”

Rhys: “I’m Rhys, I posted in the guru get together, I come from Australia.”

By Arghore

Arghore: “Ah yes, I remember you, you were on a Euro trip, so did you meet any more people from Guru?”

Rhys: “I met a few yeah, how about you?”

Arghore: “Yeah I met a few too, I saw Tzu and DBZVelena, and I met some dutch people from GuildMag, but that wasn’t a surprise as I’m from GuildMag too.”

Rhys: “What about ArenaNet people, you get to talk to any?”

Arghore: “I talked to most of them, still want to talk to Jeff and Chris over there, but I’m rather nervous as I’m not sure what to say, as he is like the big boss.”

Rhys: “You should just go for it and say ‘hi’?”

Arghore: “You are probably right, and I might not get another chance in my life, I’ll just take a deep breath and go for it.”

Arghore: “Excuse me, seeing I might not get another chance in my life time, I would like to take this opportunity and say ‘hi, it’s a great honor to meet you’, ehrm, let me introduce myself: I’m Arghore from GuildMag and I also post on the guildwarsguru's …”

Chris: “Hi Arghore, nice to meet you, so you post on guru or 2guru?”

Arghore: “I mainly post on gw2guru, seeing guru is rather full of ‘ehrm how to say this’, like, Trolls.”

Chris: *laughter* “Yeah I know, at times it takes quite some effort to convince my CM’s to post there.”

Chris: “And how do you like the recent takeover by Curse?”

Arghore: “Well, it’s still fresh so it’s hard to judge right now, but from the looks of it nothing much will change, and if anything it will be for the betterment of the site. If not, there will most likely pop up another fan site.”

Chris: “So, is there anyone from ArenaNet you haven’t talked with, that I can introduce you to?”

Arghore: “I talked to allot of them already, though I would like to talk to Jeff Grubb, maybe I’ll get to that later…”

Chris: “No, come, I’ll introduce you to him, I was heading in that direction anyways”

Jeff: “ … and so little bits of lore…”

Chris: “Hi Jeff, I want you to meet Arghore from GuildMag, he wanted to talk to you and ask you some things.”

Jeff: “Hi Arghore, I’m Jeff Grubb, what did you want to talk to me about? “

Arghore: “Hi, an honor to meet you, ehrm, seeing I seem to drop right in the middle of a conversation please continue.”

Jeff: “ok, so yeah, little bits of lore are scattered all over Tyria and we used some of those to extend our story in Guild Wars 2. It’s how we try to build up our lore in general, next to of course the main story, have scattered bits here and there that people in the future can pick up and combine or expand upon.”

Jeff: “Ok, Arghore what did you want to know?”

Arghore: “Well I came up with this story for my character, which at the same time is some sort of mission design for one of the god realms, like one of the closed ones. So I wanted to tell you about it and see what you think..”

Jeff: “Well go on..”

Arghore: *censored*

Jeff: “See what I mean with those tiny bits of lore, another great example of how somebody comes along and picks up bits here and there and combines them into a new story; Now I do have to warn you here Arghore, there have been a lot of people that picked up the idea of creating content for the god realms and they have recently been discussed quite extensively as possible content for Guild Wars Beyond. So before you go and work it all out as a mission, you might want to contact the Live team and ask them if they would be interested.”

Arghore: “Thanks Jeff, I will probably do so, and if they are not interested I might still write down at least the story and put it in GuildMag.”

By Arghore

The party was nearing the end, for me at least, I left at around 01:00am not long after at least some of the ArenaNet krewe had left, Stephane was right behind me and I wished him a good night as we exited the door of Goldfinger.

When I came back to the hotel I crashed on my bed, tired … tomorrow would be another day of GamesCom, where i will try the charr experience and give the rest of GamesCom a look. With this busy day ahead I should better get some sleep…

Check out our video page more GamesCom goodness!





Coming up: an interview with Tearsdale, who worked as a booth helper during gamescom

By Arghore

At GamesCom I ran into Tearsdale from Guild Wars 2 Guru, we made arrangements beforehand to meet-up at the booth as part of the Guru Meet-up. Tearsdale worked as a booth helper for NCSoft during GamesCom and answered some questions about his experiences during the event.

Care to introduce yourself to the readers?

Well... let's start with the basics, my name is Daniel, but most people will probably either know me as Tearsdale on GW2Guru or not at all. Apart from that there isn't much to say. I'm a relatively dedicated GW and GW2 fan and otherwise a pretty ordinary guy.

How did you end up getting a job as a booth helper?

Last year GamesCom was getting closer and NCSoft intended to have a big presence there due to the upcoming release of Aion. But since they don't have that many German speaking employees they decided to ask staff members of various German fansites for the game whether some of them would be interested in helping out. I got one of those mails and agreed. After some talking with the agency to handle the formalities, I was one of about a dozen volunteers who helped out at the NCSoft booth as casual staff.

This year we all received another mail which asked us whether we wanted to help out again and soon after that about eighty percent of last years volunteers were aboard again for another ride, and it was an awesome ride if I may say so.

What did your job exactly entail?

Mostly walking around just in case something might happen. Well, in theory we were supposed to answer questions and explain the game to people and take care of various minor problems which might arise. But as it turned out GW2 is far too easy to learn and people rarely needed our help. Technical problems were thankfully really rare as well and that lead to the weird situation that we more often had to explain where one could get those paper bags and that GW2 would be released "when it's done."

Sometimes stuff had to be brought to, or retrieved from the business center or the supply container or something like that. It's pretty hard to really describe what the job entails, it's mostly about being there, keeping your eyes open and doing what is necessary, whatever that might be.

Also I would like to stress that this was only a temporary job as a volunteer, I am no longer related to either NCSoft or ArenaNet in any fashion since the trade fair ended.

Where did you spend the night and eat? Was everything arranged for you?

Since the exhibitor pass doubles as a train ticket and I don't live that far from Cologne I spent my nights at home in my own bed. Lunch was brought to the booth by a catering service and it was really delicious.

You seemed to know every detail and corner of the demo, did you play it before the public event started?

Yeah, we had a briefing and a decent amount of time to try out the demo ourselves on Tuesday, which was really useful since even on Wednesday the booth was really crowded, so we probably wouldn't have had the chance to learn much about the game.

The briefing on Tuesday however allowed us to easily explore the demo and we even had a whole bunch of the Anet guys close by who would occasionally give us little hints where to go or what to try out and answer all the questions we threw at them.

At the booth, you mentioned something about the Shatterer being taken down in the first hour. Did other things like this happen?

Yup, that was pretty surprising. I'm not quite sure anymore whether it was on Wednesday or Thursday, but it happened within the first hour. People were arriving at the computers, starting to play, and some went to where the Shatterer was. Nothing extraordinary.

Then the Shatterer took some damage and such, but nothing serious, just a small group of people using the cannons and mortars while keeping his minions away from the big guns. The next time we checked the Shatterer was suddenly down. While we expected him to go down multiple times during the day it caught us by surprise that it happened that quickly, at a time that we had anticipated people would be busy trying to figure out the game instead of taking down a giant boss monster.

And there were a couple other amazing things outside of the game as well. The bags for example. I don't know the actual numbers, but we had a pretty insane amount of those bags for each day and still, we had to turn down lots of people each day, because that many people wanted one of those bags and we simply didn't have any left. Also the effect Nima has on the crowd is pretty awesome as well, it's always fun to watch him doing his work.

By Jonny10

WHAT WAS THE MOST MEMORABLE THING THAT HAPPENED AT GAMESCOM?

I'm not quite sure, I think it's more the overall experience. The booth that fills up completely only minutes after the halls open to the public, the crowd going along with Nima's show, all the people who are trying out the game they've waited for, for the first time... and of course working together with the guys from NCSoft and ArenaNet.

It's been awesome to work with them. While some of the NCSoft guys already knew most of us volunteers, most of the people we worked with didn't know us, they just knew that we were the ones supposed to increase the count of German speakers and help out around the booth. But they greeted us warmly and were obviously really happy that we were helping them out. And being welcomed by, and working together with a bunch of really nice people who really love their job and their game... well that's simply awesome.

SO, THREE YEARS OF WAITING PASSED. WHAT IS YOUR IMPRESSION OF THE GAME?

I think the years waiting were worth it. I had the chance to extensively try out GW2 on Tuesday and saying anything else than "I absolutely love it!" would be a lie.

Sure, I'd like this and that to be done a little different, but the overall impression of the game I have is a really good one.
If we'll have to wait for another year... it will be hard, but worth the wait if they use the time to continue with what they did for the last three years. Talking to some of the developers made me realize that they're probably the biggest fans a game ever had. They're that dedicated to make a game that they and everyone else will love. And if that means that they need additional time, then they need it and it will be spent wisely.

YOU MUST BE TIRED AFTER DAYS OF STANDING IN A CROWDED, NOISY BOOTH. TOTALLY WORTH IT?

It was completely worth it, yes. You're right, it's really tiring and I think that everyone was at least a tiny bit happy that it's over now.

We all had a blast and really enjoyed working the show, but while morale was staying high and was possibly climbing even higher it was noticeable how the days took their toll on our bodies. People being hoarse, looking tired and silently complaining about how their feet were killing them. So I think we all were happy when Sunday evening arrived and it was over, but at the same time we were sad because a really fun and awesome week was over and we had to part ways.
And I'd certainly do the job again any time. But please not within the next two weeks or my feet will execute their plan to kill me.

THANKS FOR TAKING THE TIME TO ANSWER OUR QUESTIONS, IT WAS NICE RUNNING INTO YOU AT GAMESCOM.

No problem, it was a pleasure. And it's always nice to meet someone I otherwise only know from a forum or such.

Oh, and no... we don't have any bags left. No, not even a single one.



By Jonny10

Pink Day in LA

Consider this an open invitation to our next fundraiser in Guild Wars! On be-half of the Canadian Cancer Society and Gamer Giving Back, we are reviving Pink Day in LA in support of Breast Cancer Research and Awareness (with the permission of Mister Pink aka Master Saji, of course!) The event will be on October 16th from 12pm-6pm Mountain Standard Time (GMT -6) in the International Districts!

This year, Pink Day in LA is looking to raise funds for cancer research with the Canadian Cancer Society and you can start out by clicking on the really super-cool button!



Pink Day in LA 2010

Pink Day is being revived this year thanks to the helping hands of Gamer's Giving Back and the Gaming World Entertainment Network (GWEN) and will be taking place on October 16th from 12pm to 6pm Mountain Standard Time (GMT -6) in the International Districts!

There will be music provded by GWEN as well as in-game goodies you can win and don't forget to dye your favorite armor pink to show your support!

Keep your eyes peeled for other surprises for Pink Day in LA!

Attention all donators!

Please include your IGN (In-Game Name) with your donation if you are contributing. This will be helpful for us when it comes to the prize drawing list*. All people who donate will have a set of prizes that they have a chance to win for contributing! What you need to do:

1. Post your IGN along with your real name (optional) when donating.

2. E-mail donations@gw-en.com with a number from 1-1000. If duplicate numbers are chosen, we will e-mail you, asking you to choose another number. These numbers will be drawn from for the prizes.

3. If you are selected as a winner, you will be contacted via the e-mail used to select your number. If the prize needs to be mailed to your home, you will need to at this time provide your address.

District Hosts

* International District 1 - GW-EN.com
* International District 2 - Guildmag.com
* International District 3 - [Vamp]
* International District 4 - [FoS] and [SPG]
* International District 5 - Various Volunteers

Please note that we are prepared to host up to 5 International Districts at the moment, but as interest peaks on the event, we are prepared to open more districts if needed :)

People will be available to run prizes to other districts, if International 1 is full. :)

District-Wide Events

1. Guild Wars/World Trivia/ Canadian Cancer Society Quiz Questions to be asked in district (every district will have this). Every 15 minutes (Between the Quizzes on-air)
2. Lion's Arch Caterers - will be handing out various beverages - Each district will announce who will be doing this that day!
3. That One Pink Guy Says - Like Simon Says, but for manly men (and women!) who wear pink! Various Prizes here! (Including Ectos! Yes, all the prizes will be mainly pink!)

External Links

Pink Day in LA Website
Gaming World Entertainment Network
Pink Day in LA on Guild Wars Guru



The Serpentine Races

There are three known serpentine races in the world of Tyria: the forgotten, the krait and the naga. Despite them all being serpentine and having a few similarities, none of them are known to be related to each other.



The Naga

The naga are the serpentine race that lives along the coast of Cantha and within the Jade Sea. Over two-hundred years ago the naga were a peaceful race that lived solely in the water. However, the notorious Jade Wind changed all that. When Shiro's death wail raced over the Jade Sea, the water's waves froze and, supposedly, the entire body of water froze – and a great depth did indeed freeze. When the sea froze, the majority of the naga race froze with it, stuck in a petrified coffin for eternity.

There was a particular naga that survived, however. This naga was Hanasha Coralfin. She was a priestess who used her remaining power to revive the naga she could find. After reviving a few, those she revived brought more survivors to the priestess until a small tribe of forty was formed. Under her guidance, they changed their moral and social standards in order to survive.

Over the next two-hundred years, the naga became an extremely hostile race. Particularly aggressive naga are their elders – called by Luxons as "Ancient Elder Naga" – redundant name nonetheless. In part because of their aggression, the naga are captured by Luxons to be used for combat practice, especially the elder naga when possible, due to their extreme aggressiveness.

On Shing Jea Island, the naga are known to reside within caves along the coastlines. Along with being particularly hostile toward the humans – for they blame all humans for the Jade Wind the same way that wardens do – the naga are very aggressive against the tengu. They have, on multiple occasions (especially during a previous Day of the Tengu event that celebrates the anniversary of the end of the Tengu Wars) slithered from their caves and coastal homes to attack both tengu and human villages.

Everywhere in the continent of Cantha, humans have various uses for the naga's bodies. Naga skins are used for drums, chairs and clothes. Their skins are often considered to hold magical qualities and are used for high quality gifts. Luxons use naga hide to keep their champions safe by using the hides as an undercoat in the armor, due to the belief of the magical qualities of the sea being infused in the hide. Some may consider this cruel, but the naga wouldn't think twice about doing the same to humans.

With the Jade Sea returning to its liquid state, the naga are likely to be taking back to their underwater lifestyles. Whether or not they leave their aggressiveness behind on land is unknown.



The Krait

On the other side of the Unending Ocean resides the serpentine race of the continent of Tyria: the krait. The krait have a still unknown past and mostly unknown culture due to their elusiveness to the other races of Tyria. They live within and along the Tarnished Coast. Like the naga, the krait are primarily an aquatic race that are also seen on land. The few surviving witnesses that have seen the krait describe them as an army of slithering, serpentine fighters that are able to transform in the middle of battle into a variety of dangerous forms.

The krait are known to have two long fangs with brown, tan and orange skin, with red, orange and yellow feathers. They can have from two to six limbs depending on the form they take.

The krait are said to be semi-intelligent and are a very xenophobic race; as such they are hostile to other races they encounter, attacking them on sight – though interestingly, they have been seen without assaulting the frog-like hylek. And, like the naga, their skin is considered to have powerful and magical properties to them.

If they were not as deadly as they are, it is a sure thing their skin would be used for as many purposes as the naga's.

By Konig Des Todes

The Serpentine Races

The Forgotten

Lastly, we turn to the third serpentine race of the world: the forgotten. The four-limbed forgotten are said to have been brought here by the Six Gods long ago in 1769 BE (Before the Exodus) to serve as custodians of the world alongside the prophetic dragon Glint. They had spread throughout Tyria, from the planet-named continent to Elona and to Cantha itself.



When humans arrived in Cantha they managed to develop without conflict with each other. In an unknown time before 205 AE (After the Exodus), the forgotten had a war with the hostile charr in the borders of what are now called Ascalon and the Crystal Desert – eventually having to draw back. When humanity came to the continent of Tyria, their work of maintaining balance was quickly destroyed by the greedy race. Around the time of the Exodus, the forgotten were in a war with the human-turned-demonic Margonites (though it isn't clear whether they were humans or demons during this conflict as evidence points to both). Soon enough, in 174 AE, they left the world of man altogether for the Crystal Desert and, unknown to people at that time, for the Realm of Torment.

In the Crystal Desert, the forgotten continue to act as custodians and guardians – but instead of doing so for the balance of the world, they do so for their new master, Glint. There they act as test holders for the trails of Ascensions, bent on preventing such accomplishment. They also act as guides for those who seek their knowledge, unlike the Elonians who came with Turai Ossa whom attacked the forgotten on sight. For those seeking audience with the dragon Glint, they act as part of her defenses, a different test for those who enter the Crystal Desert.

Their role in the Realm of Torment is not dissimilar. They call themselves wardens there, but effectively do the very same thing: guarding and protecting. But whereas they act as defenders in the Crystal Desert, here they act as jail guards, watching over the imprisoned servants of the fallen god Abaddon. They have been here since the Exodus, keeping the minions of the God of Water and Secrets at bay. However, with the god's death and Kormir's rise, their new role there may change. Though, with the numerous jailbreaks of these worshipers of Abaddon, they have been seen aiding the new Goddess of Knowledge, Truth and Secrets in securing her new realm and fighting off the now-fallen Margonite lord: Mallyx.

The future of all three races are questionable. But only one, the krait, has a clear path, at least until a threat enters the seas around the Tarnished Coast.

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

A charr, a norn and an asura enter a bar...
Charr: "Are you guys sure about this, I can hardly see where I'm going."
Norn: "Sure, 'every bar in Kryta night' doesn't mean, 'stop after you've seen five.'"
Asura: "Here, take this..."
Charr: "What's that?
Asura: "It's an energy drink, just drink it."
The charr takes the potion and gulps it down.
Charr: "Nooooo, I'm sober again! What? Why...?"
Asura: "Yeah, like I said, it's an energy drink. Whenever you drink too much, you just pop one open, and you can start drinking again...over and over... until you run out of potions of course..."

By Konig Des Todes

Ttitle Hunters

God Walking Amongst Mere Mortals | Quest for the Ultimate Glory

The journey of title hunters ends with the holy grail of titles, God Walking Amongst Mere Mortals (GWAMM). Also known as the Big Deal track, with all tiers being inspired by the popular Will Ferrel movie, Anchorman. The only way to obtain the highest rank is to successfully max out 30 others. It comes with an impressive nametag, in addition to a unique Hall of Monuments upgrade. The rewards and prestige associated with completing this feat have already inspired many passionate individuals to undertake this challenge, with many more enthusiasts certain to follow.

Introduced in May of 2008, eager players immediately took up the challenge to get as many titles as possible. Initially the task may appear daunting to some, but it's not as strenuous as it seems, and it appeals to many dedicated players. The biggest advantage for players is the feat's function as a “Meta Title,” meaning, that as gamers naturally progress through each campaign, they are already working towards it. Titles that were already obtained count towards GWAMM, so focusing on individual goals instead of an overwhelming "big picture” makes the task less imposing.

Despite the aforementioned advantage, at some point (as with many of the titles in Guild Wars), it will inevitably become a grind. Once the easy or straightforward goals are knocked out of the way, the rest of the trek can begin to feel like an uphill battle. Faction farming, solo runs, bulk purchases, endless vanquishing, AFK’ing rings and relying on a lot of luck -- or a lack of luck-- can sometimes make the task feel like it's not even worth it.

Whether maxing out the GWAMM track is actually difficult or simply time consuming really comes down to each player and his or her style. For this issue of GuildMag, we had the opportunity to speak with two players who have slain this figurative beast, and discuss with them the ups and downs of their hunt.



INTERVIEW 1 : UNTOUCHABLE WITCH

So I've got to ask: in terms of gold and time, how much do you think you spent on the title?
Well it didn't take me that long at all, a lot of titles I had were already near max and I finished vanquishing all areas in the matter of a month. But maxing Luxon did take me quite awhile, maybe 2 months.

On the money side... it was a lot. I had to max sweets, party and wisdom to get to 30 (my main doesn't have survivor). I bought sweets and party in a matter of three days when ectos were only around 3k per, so it was about eight or ten stacks to max that (most of my money gone). Then I started working on the wisdom title, which took about two weeks. I would buy unids, sell the mods, buy unids, sell the mods etc.

A lot of players think going for the max GWAMM title is insane, if not a waste of time. Some even unjustly say that those with the title "have no lives". What do you say to that?
Things are only a waste of time if that person doesn't enjoy doing them. I think playing/watching baseball is a waste of time, but I'm sure many people don't agree. And honestly anyone can get GWAMM. The only titles that require a lot of time are the faction titles and ranks. So I don't think its fair at all to say anyone who has GWAMM has no life, and in my opinion anyone who says that is just mad because they aren't able to obtain it.

At what point did you decide you wanted to seriously pursue getting GWAMM? Was it the moment it went live or a decision you made later?
I decided I wanted to pursue GWAMM a couple days later when I finally took a look at my titles and realized I had a lot of titles close to being maxed, so I figured why not. Then I started power-trading to get money, and selling rare minis I had because I knew I was going to have to max some money titles.

Which part was the most difficult for you? Did you ever feel like you wanted to give up on it?
Well obtaining the PvE titles were extremely easy, anyone could do it, they just require time. The only tough titles to obtain are money titles in my opinion because a lot of people don't have the means to get them maxed. I never felt like giving up because I knew I'd have enough money to max.

A lot of players complain that vanity and joke titles, like drunkard or sweet tooth, shouldn't count towards the Meta because they don't show any sort of real skill or commitment. Do you agree or disagree?
I disagree; it takes skill and commitment to get money to max those titles. You have to powertrade a lot to work up enough money to max. And really, any title can be bought. Example: You can pay someone to vanquish for you while you're AFK, pay someone to run missions for you etc.

By Izari

With Guilds Wars 2 still a long while away, players have more time to work towards GWAMM and other "hard to get" rewards like prestige armor, inevitably making them more common. Do you feel that this takes away from the overall feeling of achievement for you?
No it doesn't take the overall feeling of the achievement away because I know I was one of the first to get it. Time allows for things to happen, it's only natural that more people have GWAMM and more people are walking around in FoW armor.

What kind of reward in Guild Wars 2 would you like to see for those who have the GWAMM title?
I haven't really thought about it to be honest. If we got a reward, or there was no reward it wouldn't really matter much to me. But I do think it would be cool if GWAMM carried over to GW2 and you could start from 30 maxed titles in GW2 and work up your way from there, or even if you could just wear it as a title in GW2.

Last but certainly not least, what kind of advice would you give for aspiring GWAMMs who've just begun or perhaps are losing steam in their journey?
I would say keep working at it, and don't give up! There is plenty of time to achieve GWAMM and it's certainly not hard. Find a guild that still does things like vanquishing/dungeons/missions.



INTERVIEW 2: GILL HALENDT

So I've got to ask: in terms of gold and time, how much do you think you spent on the title?
I've been playing Guild Wars since Day one and been actively hunting for titles on both my main and my secondary characters pretty much since their introduction, yet I can't really say I've ever devoted all of my play time to titles alone. Social interactions played a significant role in my game experience and I love good company above everything. Playing with close friends and helping guildies was usually my priority over my own personal objectives. I also took many breaks between titles to attend more casual activities, such as creating new characters or exploring just for the sake of admiring the landscape... I'm just like that, I call myself an addict but I'm not that obsessed with titles or accomplishments. So, it's been a couple of years of a much-relaxed title hunt for me.

In terms of gold, can't really say... about a million gold for sure. I've purchased most of my sweets and alcohol without ever bothering to check for accurate market prices. Who knows how much money I could have saved...

Some say getting GWAMM is "beating Guild Wars". Thoughts?
Titles don't really reflect actual ability in my opinion, but rather commitment and devotion to the game. It's been almost one year since I got GWAMM on my main character, but still, I don't feel like I've "beaten the game" yet. There's still much I could learn to do better! Guild Wars is immense, it's the sort of game you can hardly ever "beat." Whenever you think you've reached your limits, you soon realize there's some margin for improvement in some field.

A lot of players think going for the max GWAMM title is insane, if not a waste of time. Some even unjustly say that those with the title "have no lives". What do you say to that?
Well, I admittedly had much time to spend on this game, but then again, it all depends on each player's approach. Getting GWAMM never was a top-priority nor a goal to obsessively pursue for me. I've been rather "slow" at maxing titles when compared to many others who've accomplished GWAMM long before, and that's because I do have a life, a job and a family indeed. I've been playing the game at my own pace and got there eventually. It was also great fun, so, definitely not a waste of time!

At what point did you decide you wanted to seriously pursue getting GWAMM? Was it the moment it went live or a decision you made later?
When it was introduced, my first thought was "That's insane! No one's ever gonna to make it!". At first I pretty much discarded it, as it felt too hard and time consuming for me to get it. Then I decided to give it a try, but way back then I frankly never though I'd ever be able to reach the highest rank. I kept raising the bar each subsequent tier of the title and there I am...

By Izari

Which part was the most difficult for you? Did you ever feel like you wanted to give up on it?
The Allegiance Title (Kurzick) was a pain to get, and probably the only title I had to coerce myself into getting, but that's mostly due to my overly boastful attitude... I've always found speed clears and "gimmick" builds depreciable, so I've never, ever joined a DTSC group even if I could... and rather did it the "hard" way out of self-conceit: AB/JQ/FA like there was no tomorrow and tons of vanquishing and books.

A lot of players complain that vanity and joke titles, like drunkard or sweet tooth, shouldn't count towards the Meta because they don't show any sort of real skill or commitment. Do you agree or disagree?
Well, these titles require no skill indeed, but still require substantial amounts of money. That usually implies the ability to gather that much money and also some perseverance to actually get the titles done once you've got enough consumables. I don't think any of the current titles actually shows any "real skill" anyway, so I have no problems with vanity titles as long as they reward some peculiar, if meaningless, attainment.

With Guilds Wars 2 still a long while away, players have more time to work towards GWAMM and other "hard to get" rewards like prestige armor, inevitably making them more common. Do you feel that this takes away from the overall feeling of achievement for you?
No, not really. I'm a "newcomer" myself, my GWAMM dating back to mid-2009. Achievements were usually meant to put myself to test, nothing else. It was never approval I was after; I played my game for my very own satisfaction. I believe the feeling of achievement should always be a purely personal matter; insane competitiveness brings to nothing but pointless frustration and ruins the game experience in the end.

Would you like to see a title system in GW2 and if so, in what form? Similar to what's there now or a different system?
I definitely like the idea of a title system in GW2, though I think that titles should be given less of an importance in terms of gameplay so that they don't turn into the only encouragement to keep playing, as with the current game.

What kind of reward in Guild Wars 2 would you like to see for those who have the GWAMM title?
Nothing special. I actually think GW2 shouldn't offer any specific reward for each individual title, but rather for completed Monuments in the HoM. Anyway, it's a new game and I hope the developers stay faithful to their declared intention to make it a fresh start for anyone.

A charr, a norn, and an asura enter a bar...
Charr: "I have to show you guys this awesome new weapon I found in the human lands!"
Norn: "Human lands? What could those midget norn without beards possibly produce that would impress you?"
Charr: "This!" *The charr holds up a bunny rabbit*
The norn and the asura burst into laughter
Asura: "And what do you plan to do with that?!"
Charr: "It's biological warfare! I will release it in the human's crops. It shall eat all of the crops, and the humans will starve to death!"

By Izari

gamescom Interview

With Jeff Grubb and Colin Johanson

Perhaps you've already seen our video interview on our website featuring a few members of the Guild Wars 2 team, from shortly after our GamesCom visit. For those of you that haven't watched it yet, aren't sure how Youtube works or for any other possible reason you can think of for not watching our interview, we've included it in this month's issue of GuildMag in text for you to read! Included are a few bonus follow-up questions that were not so clear in our recording, so we cut them out of that one, but are including them in our text version. Have a nice read!



GuildMag: How's the development of Guild Wars 2 coming along?
Jeff Grubb: Very well thank you, thank you![Laughter]
Colin Johanson: It's coming along great, we're obviously here with the demo because we're proud enough of the work we've put in and we're ready to show it to everybody. Down at the demo floor right now, you only get to play for about forty minutes, before the demo resets. That's to make sure everybody gets to play the game. We know that if we just let people walk up and play the demo, super-fans would be there for the entire day and no one would get to play. But though you only get to play for forty minutes, there are about twelve hours of gameplay or so, in between the human and charr content that we brought to the demo today. So the development is going very well and we're very happy with that.

GuildMag: Guild Wars players are dying to know more about the Hall of Monuments, what can you tell us about that?
Jeff Grubb: Ahh. [Both Jeff and Colin were laughing] Well, we've already stated that there will be something that carries over from the original in Eye of the North to those who have many achievements there. There will be an award within GW2. Now one of the challenges is of course the fact that we have five different races and how we can make that work. I think it's still under discussion, but we are still committed to the idea of carrying forth a rewarding reward. If you had cool things in your Hall of Monuments you should be able to get a reward in GW2.

GuildMag: Anything on the rewards?
Jeff Grubb: Nothing that I want to say to a recording device right now. [Laughter]

GuildMag: In the past you've talked about making guilds more social, how do you want to achieve this, aside from stuff like the web browser chat?
Colin Johansson: So we're not talking about guilds right now, something we're going to reveal more information on later. I will say though, that the core systems of the game, the idea of having a dynamic event system, the idea behind that is that you can have a more social game world. Our hope will be that people will make friends through the event system. Playing around with people and doing content together will cause you to start to recognize people. You're like: 'Oh, I just did an event with you, I remember you! Let's form a party!' You'll end up joining a party and you'll end up playing together, then you'll become friends and then you'll end up joining a guild together. Our hope is that our event system is kind of like your friend finder that helps you find people in the game world to be friends with. Once you're friends with them you'll start partying and you'll end up joining guilds. I think it's going to lead to something where there are more people joining a guild and a lot more people who'll make friends in an online space, because of the event system.

GuildMag: Guild Wars, as well as Guild Wars 2 are free to play, while other MMO's have a subscription, what do you plan on doing with the cash shop for Guild Wars 2?
Jeff Grub: We're a no-subscription game, because you purchase the game itself and do not have to pay a subscription much like Guild Wars 1. In addition to that in GW1 we also have micro-transactions. We've been introducing those, seeing how they work, seeing how effective they've been. So we will continue both of those in Guild Wars 2.

GuildMag: But will it be like the cash shop in Guild Wars 1, or will it be like Asian MMO's where a cash shop can give you an edge over other players?
Colin Johanson: We're still fairing out what makes good micro transaction content. The Guild Wars 1 team is working a lot on developing some of those and you've seen some of those and you've already seen some of them in the online shop. We're going to learn lessons from them at what they do, and we'll make sure that we will sell things that players will be excited about and think are cool. We're also making sure that we do not sell things that everyone is pissed off that the only way to get it is via the store. We want to make cool, fun stuff that's totally optional to buy from the store and not mandatory. I think we want to make sure that we do not do something that's not fun

On The Tube with Daelin Dwin

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

Channels:

xoxardnekoxo



Tender Wolf not only writes for GuildMag, but also has a channel that features various machinima and character stories for your entertainment.

"My channel has a variety of different Guild Wars videos. Many include personal stories for characters, some include random music mixes and [others] include a story that goes [along] with [a] song but not of a particular character. From dance videos, to videos with deep emotion, you're guaranteed to find something you'll enjoy!"
-xoxardnekoxo (Tender Wolf)

MaskofTK

MaskofTK's channel features two machinma series telling various tales of adventure, love and triumph.

"My channel originally started off as a place for me to experiment with video making and story telling. As a writer, I love reading a great story. So too, I aim to tell great stories, ones that move and entertain people as much as stories have done so for me in the past. That's how Guild Wars: TK's Fan Mini Series (a Guild Wars Machinima series) came about. Over the past two and a half years, I have worked with over one hundred people and Guild Wars players on this series, including Baumer (aka Trek-Crazy on YouTube) the series Co-Director. I encourage you to check out the series and episodes to see how it turned out."

-TK (MaskofTK)

arenanetofficial

If you haven't seen this channel before then shame on you, it's the official channel for ArenaNet, the developers of Guild Wars. The arenanetoffical channel features all the Guild Wars 2 trailers, convention panels and art slideshows, used by Daniel Dociu at GDC.

"Located in Bellevue, Washington, ArenaNet is a wholly-owned subsidiary of Korea-based NCsoft Corporation. The studio was formed in the spring of 2000 with the goal of creating a state-of-the-art interactive game network, and of developing premier multiplayer, online games. Having built such a network, ArenaNet continues to improve upon it, keeping stride with current technology and offering new and innovative approaches."

-From arenanetofficial's (Arena-Net) youtube page

Videos:

Guide to Guild Wars Machinima - Episode One: Recording Software by DominationDarren



If you've ever wanted to make your own machinima then you should check this out. Episode one of the newly created series covers the recording software available and DominationDarren's opinion on each piece of software.

Guild Wars Political Ad by SkipPrime



We are getting political with this, er... Guild Wars Political Ad. What if Luxons were less combative and more democratic? Well, this video shows us just that.

Guild Wars - Charrs' Day



This amusing animation/music video tells the tale of the 'Charrs' Day', sorry humans, you get owned.

There's your video fix for the next month or two. 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

Abaddon

The Insane God

Part three of a study on the nature of the gods by Gawain Draxynnus, penned in the year 1080 AE

And so it came to pass that Jadoth, being persecuted by the horrific Forgotten armies and hounded from his home, did seek refuge among the cooling mists of the Crystal Sea. Untold weeks passed as Jadoth huddled in his sanctuary, with nothing to see save the endless ripples of the boundless ocean.
On the 51st day of his exodus, a frightful sight manifested before Jadoth's eyes: the unmistakable shape of Forgotten warships upon the horizon's shimmering edge.

And prayed Jadoth, "Abaddon! Lord of the Everlasting Depths, Keeper of Secrets, open mine eyes and bestow upon me the knowledge of the Abyss that I might smite mine enemies and send them to the watery depths!
An unsettling silence swept across the waves. The twilight sky shattered and stars streaked down upon the Forgotten armada. The seas boiled and ruptured, and gave birth to a maelstrom from which not even light could escape, transforming the sky above into a midnight void.
And thus was magic gifted to Jadoth, chosen of Abaddon, the first of the Margonites.

-Scriptures of Abaddon, 1BE

It is ironic that, being a god of secrets who had been imprisoned for over a thousand years during which time the other gods had suppressed almost all knowledge, Abaddon is (apart from his successor Kormir) perhaps the god about whom we know the most. While the other gods have kept their secrets to themselves, many of Abaddon's have been uncovered by the Sunspear expedition into the Realm of Torment that lead to his final downfall. Even so, we know little of of Abaddon's activities before the events leading to his confinement. Through a Margonite defector known as the Apostate, we know that Abaddon himself, like Grenth, had a predecessor, but few hints to the nature of this predecessor remain.



A Margonite altar to Abaddon, depicting him in his characteristic mask and entwined by two serpentine creatures.

Of Abaddon's behaviour as the God of Water, little is known except that Grenth took over sponsorship of Water Magic after Abaddon's imprisonment (although whispers of prophecy suggest that Lyssa may also have some influence in this area), and the likely connection between the seafaring culture of the Margonites and Abaddon having selected them as his chosen people. It was, however, his role as the God of Knowledge that got him into strife – when the gods decided to grant magic to the races of the world, it was Abaddon's responsibility to distribute this new knowledge. The wars that followed were blamed on Abaddon having distributed the magic too freely – in the example of Jadoth in the Scriptures of Abaddon retrieved from the ruins of the Temple of the Six Gods, he is recorded as having granted powerful destructive magic to a fugitive on the run from the forgotten, who are recorded in history as being the servants of the gods. History does not record why Jadoth was pursued by the forgotten – it is possible that his persecution was justified as a criminal on the run from justice.

If it had ended there, it is possible that Abaddon would still be among the Six Gods today. But when the other gods decided to place limitations on the use of magic through the bloodstones, Abaddon was enraged at the watering down of his gifts. In response, he lead the Margonites on a crusade against the other gods, transforming them into demonic entities before launching an assault on the Gates of Heaven. Despite early successes, Abaddon was defeated by the other five gods, the energies released in the battle boiling the waters of the Crystal Sea and transforming it into the desert we know today. His power broken, Abaddon was cast into the prison-dimension of the Realm of Torment and bound by chains forged by Balthazar himself. After sealing the prison, the gods set about wiping every trace of Abaddon in Tyria they could find, fearing that knowledge of Abaddon in the mortal world would allow him to exert his will there. As part of this process, the gods cast all those 'tainted' with knowledge of Abaddon into the Realm of Torment as a safeguard against the taint spreading, regardless of whether the victims of this treatment were accomplices or foes of Abaddon. Perhaps they felt that those innocents who were cast into the Realm of Torment through no fault of their own would be collected by and serve as reinforcements for the forgotten jailors.

By Draxynnic

The first sign of cracks in the prison began to show approximately two hundred years ago. Two of his minions are known to have appeared at this point – the titan that appeared to the Burnt warband of the charr Flame Legion in Hrangmer Volcano, and the demonic fortune teller that would plant a seed of paranoia in Shiro's mind that would lead to the release of the Jade Wind. However, despite this connection Shiro was granted a "second chance" by the gods as an Envoy, seeking redemption for his crime by shepherding the spirits of the deceased to their final destination. Perhaps this was because Shiro did not learn during his first life of the true nature of who had manipulated him.



An alternative design for a statue of Abaddon depicting the God of Secrets carrying a scythe - possibly another hint that the Dervish profession once carried Abaddon's favour.

At least one other demon, known to us as Terick, is known to have escaped the Realm of Torment before the Searing. It was with the Searing, instigated by the charr at the direction of the titans, that Abaddon's plans began to come to fruition. With the threat of the charr bearing down on the city of Arah, Terick encouraged Vizier Khilbron to employ forbidden magics, supposedly in the city's defence – but instead they led to the city's destruction and the transformation of it citizens into undead. This set the stage for the events of the Flameseeker Prophecies, which led to a portal briefly opening between Tyria and the Foundry of Failed Creations within the Realm of Torment. Fortunately, through the actions of the same heroes that unwittingly aided the former Vizier in opening the Door of Komalie, the Door was sealed and the titan army that had been released contained and destroyed.

Shortly afterwards came the so-called return of Shiro. As an Envoy, it is likely that Shiro had continued to be active in Cantha the whole time, only being seen by those who were to be brought to the places of their afterlives. It was in 1072 AE that Shiro began his bid to return to the mortal realm, transforming the living into corrupted afflicted and infusing the souls of the dead he was supposed to escort into the constructs known as Shiro'ken.



Shiro'ken



Whether this bid for life was at Abaddon's instigation or purely of Shiro's own volition is not known, although testimony from other Envoys as well as the enigmatic Suun states that his activities threatened not just Cantha, but the balance of the universe itself. This may indicate that, knowingly or not, Shiro's activities served to strengthen Abaddon in some manner. Since it is known that not only Shiro himself, but also some of his victims were cast into the Realm of Torment, it is likely that the knowledge Shiro used to build his armies and regain his corporeal form bore the taint of Abaddon.

Smaller skirmishes were fought in 1072 and the following years between human heroes and Abaddon's allies. These included a contest in the Tomb of Primeval Kings in the Crystal Desert before Shiro's reappearance and an attempt to disrupt and steal the power the Dragon Festival in Cantha. The defenders of Tyria victorious in both cases, the climax came in Elona during the year 1075 AE.

In the final stages, Kormir claimed responsibility for bringing Abaddon's attention to the world through investigating ruins connected to him in Fahranur, but unless Kormir had lived for centuries before her ascension, it is likely that she has overestimated her part and that Abaddon's plans were already well in motion before Kormir's trip into the First City. Having been influenced and taught by her general Kahyet, Varesh undertook a series of rituals to weaken the walls of Abaddon's prison in each of the Elonian provinces, culminating in the opening of a portal through on the site of Abaddon's defeat. Fortunately, this portal opened into the stronghold of Abaddon's surviving jailors, who had been under siege by Abaddon's resurgent followers within the Realm of Torment. Instead of serving as the means of invasion into the mortal realm, the portal allowed mortal heroes to reinforce the strength of Abaddon's jailors, ultimately allowing a counter-attack into the Realm of Torment that lead to Abaddon's defeat and the ascension of Kormir.

By Draxynnic

Followers and Temples

Apart from the Kournans under the influence of Varesh, the last known human worshippers of Abaddon were the Margonites, a seafaring culture that settled on the coasts of Elona and the Crystal Sea. According to the ghosts of the Crystal Desert, some of these Margonites attempted Ascension by converting their ships into towers to reach a sufficient height to catch the eyes of the gods. It is not known whether this happened before Abaddon's fall (possibly the event that brought them to Abaddon's notice) or after, possibly as an attempt by those Margonites that were not transformed to gain the forgiveness of the Five.

The fate of the majority of the Margonites that fought with Abaddon was to be transformed into demonic beings that melded flesh with a substance that appears to be pure energy.



This granted them considerable power, including freedom from aging and the ability to gain short periods of invulnerability (or longer periods of near-invulnerability, for the elite Horde of Darkness that lead the Margonite assault on the Gate of Heaven) and the ability to consume souls for more power – but it came at a price. The new form of the Margonites was incapable of reproduction, making further conversions the only way to replenish their numbers.

I say "last known" in this treatise due to the curious presence of the Apocrypha and other writings of Abaddon within Fahranur's ruins. Since the Sunspear ghosts that guard the Apocrypha know what is within and the Scarab Plague occurred after the Exodus, it is possible that the Primeval Kings knowingly concealed some fragment of the texts of Abaddon in the deeper parts of their city. It is even possible that the Plague itself resulted from the Apocrypha's presence, possibly as a punishment from the other gods for harbouring this forbidden knowledge or as a direct consequence of the evil of the Apocrypha.

Apart from the chamber of the Apocrypha, the only known sites of worship of Abaddon outside the Realm of Torment that may predate Varesh's rise are found in the Desolation. One is the Great Margonite Temple in the Sulferous Dunes, and even that site may have been constructed or converted during Varesh's advance on Morah rather than having survived the purge after Abaddon's fall.



If so, it was short-lived, as it was not long after its discovery that it was destroyed by an alliance of Sunspears and Palawa Joko's forces. The second had the potential to play a direr role in our history, as it was the resting place of the Staff of the Mists, a sister artifact to the Sceptre of Orr. Fortunately, the Staff was recovered and put beyond the reach of Abaddon's allies before they could put it to use.

After Varesh's rise, the Plaza of the Five Gods in Gandara was rededicated to Abaddon, and the Sunspears and their allies narrowly averted an attempt to do the same to the Sebelkeh Basilica over the Mirror of Lyss.

Within the Realm of Torment, Abaddon reinforced his Margonites with new followers drawn from the Realm of Torment itself. These included the aptly named Torment Demons, born from the Dreadspawn Maw or from the material of the Realm of Torment itself, each with the ability to summon more of its kind when under threat. Terick and the "fortune teller" that corrupted Shiro both proved to be this kind of demon. Observations in the Stygian Depths where these demons were produced indicate that while demons are generally considered to be birthed fully formed from the Mists, these may instead have been created, first as a skeletal frame upon which flesh grows to create a fully fledged demon.



The other group of followers constructed in the Realm of Torment were the titans. Formed from tormented souls in the Foundry of Failed Creations (likely those souls that find themselves in the Realm of Torment and were not rescued by the Forgotten), the titans construct bodies for themselves from the elements found in their area, whether those elements are volcanic rock and magma, ice and snow, vegetation or the material of the Realm of Torment itself. Destroying a titan is a long, gradual process, as when one of the stronger titans falls, weaker titans rise from its remains, until finally the last pieces of the titan are too small to continue fighting. Fortunately, with Kormir tightening her grip on the Redeemed Realm, it is to be hoped that the births of both titans and torment demons will cease.

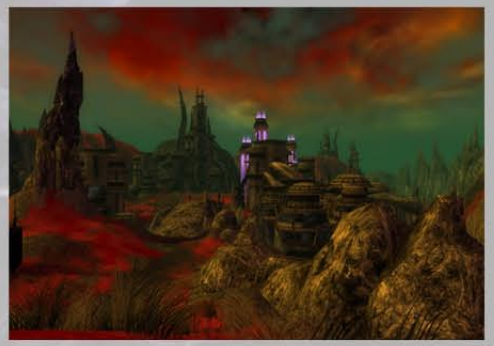
The Realm of Torment

The Realm of Torment itself is a series of nightmarish domains separated by locked gates. During the expedition into the Realm of Torment, each of these gates proved to remain under the control of the forgotten despite the deteriorating situation, but evidence such as the appearance of the Lich in different domains suggest that the followers of Abaddon had a means of bypassing or penetrating these gates nonetheless, possibly through their corruption of the Shadow Nexus. As well as the dangers presented by

By Draxynnic

Abaddon's followers, many of the domains within the Realm of Torment actively fight intruders, hindering their efforts in facing the servants of Abaddon they fight.

On the far side of the Mouth of Torment from Tyria was the primary fortress of the forgotten within the Realm of Torment. This fortress connects to the Shadow Nexus, the original key to the Realm of Torment placed by the gods to allow access to the Realm of Torment.



However, Abaddon's minions somehow gained access to the Nexus, employing it to launch their assaults upon Tyria. Outside the front gates at the time of the expedition was a corrupted mirror of the Jahai Bluffs region, likely revealing Abaddon's intended fate for the Bluffs. Adventurers within the corrupted Bluffs find that they are less able to employ their skills in quick succession.

Passing through will grant entrance to the Gate of Pain, through which lies the Domain of Pain, which punishes intruders through spikes of pain whenever they seek to employ their powers. A landscape apparently constructed of twisted, tortured limbs, the Domain of Pain contained two landmarks of interest. Immediately beyond the Gate of Pain are the fleshy Leech Tunnels, within which specialised Titans known as Flesh Gluttons drain the memories of dead souls (possibly as part of the preparation for their transformation into Titans).

Beyond this can be found the banks of the River of Souls, formed of the souls of those consigned to the Realm of Torment. A dam on this river, called the Soulweir, was employed by the forces of Abaddon and his allies to retrieve souls from the river until it was destroyed.



The River of Souls

A desecrated shrine of Balthazar contains within it the portal to the Gate of Fear. Adventurers leaving this gate find themselves afflicted by waves of fear that slow the reactions of even the bravest hero. It is here that the Apostate found evidencethat proved that Abaddon had a predecessor, foreshadowing his own replacement by Kormir.

Beyond a portal in what appears to be a belly of a gigantic spider in the Domain of Fear is the Gate of Secrets. The domain beyond the Gate is dominated by the spires of the Atrocity Library, which, along with other towers found floating within the domain, are said to contain the full depth of Abaddon's dread knowledge within. The full horror of these secrets weighs down heavily on intruders in the realm, making spellcasting and the use of many other powers more fatiguing.

Hidden within a fold in the landscape is the gate to the Depths of Madness. Perhaps due to the influence of the fallen Temple of the Six Gods, the weight of Torment weighs lighter here, merely reducing the effect of healing spells cast within its boundaries. Of course, many heroes would say this is dangerous enough. Here is where Khilbron and Shiro met their final fate, and where the gods granted their blessing for the destruction of Abaddon. Opposite from the temple within the Depths of Madness is a Margonite city – while its name has not been verified, texts have spoken of a city called Ar'Challah which is presumed to be this location.

Beyond the Depths of Madness is the gate behind which Abaddon was imprisoned until he was destroyed and his mantle assumed by Kormir. Great waterfalls surround this gate, but a gap in the walls revealed a glance of a copy of the Sunspear Great Hall within a Plains of Jarin enshrouded by the hallmarks of Torment, likely indicating Abaddon's plans for Istan if he had not been stopped.



The Gate of Anguish in the depths of Torment could only be reached by the aid of an avatar of Kormir after her ascension. The Domain of Anguish was the site of the final push by the greatest of Abaddon's surviving commanders to dislodge Kormir and achieve the ascension of their own chosen Mallyx. These included Lord Jadoth who commanded the Margonite city of Torc'qua and the Dreadspawn Maw within the Stygian Veil. Also present were the representatives of Dhuum and Menzies – the same Fury that launched an attack on the Festival of the Dragon some years ago, and a greater form of the Darknesses that attacked the Tomb of Primeval Kings.

By Draxynnic

Like the rest of Torment, each of these regions had its own way of aiding its inhabitants in fighting against Kormir's allies – the City of Torc'qua drains energy from attackers while the Stygian Veil punishes intruders that seek to avoid the strikes of the defenders. The Ravenheart Gloom in which the followers of Menzies gathered is swathed in shadow, rendering it difficult to see to land blows reliably – unless one does not need to see in order to strike. Said to be a bridge to even darker places in the universe, the Ravenheart Gloom proved to be the site of one of the portals through which Mallyx's forces continued to threaten our world even after Abaddon's fall. The Foundry of Failed Creations in which the Fury made his stand, once a Forgotten prison and then the site of the creation of the Titans and (through the Door of Komalie located within) the staging point of the Titan invasion in 1072, is possibly the most dangerous of the four, punishing intruders for even the slightest movement within the domain.

The Ebony Citadel in which Mallyx made his stand was especially perilous, as among his powers was the ability to conjure spirits similar to those of a Ritualist that covered the citadel with the characters of all four of the surrounding domains. Despite this, however, he was eventually defeated, leaving Kormir as the undisputed mistress of what is now referred to as the Redeemed Realm. While it is inevitable that Kormir will seek to reshape the Redeemed Realm into a more comfortable abode, how she will do so, and what else she will do with the power of Abaddon in the future, is yet to be revealed.

Whatever else may eventuate, we can now rest assured that the divine architect of many of the disasters that the human nations have suffered in the past years and centuries is no more. While the appearance of foes such as the Great Destroyer show that there are other threats out there, with the destruction of a god at the hands of human heroes, it must be all but certain that humanity's other foes will be soon to follow.



The mural of Abaddon at Gandara, used as a focus for Varesh's demonic summoning ritual that broke the attacking Sunspear army at the Plaza of the Five Gods.

By Draxynnic

Ghostfest

"I think that on a night such as this, the mood should be very scary."

-Mad King Thorn

Brought to the community by: Adult Entertainment [XXX] and the Sweet Misty Fire [SMF] Alliance.
Hosted by: Moxie Java
Community Event Location: Lion's Arch International District 1
Date and Time: Saturday October 30th 2010 6pm EST (11pm GMT)

[XXX] and the [SMF] Alliance wish to bring to the community's attention our Halloween event, Ghostfest 2010. We would like to invite all the players of Guild Wars to celebrate this year's Halloween, including everything ArenaNet and its staff have done for the Guild Wars community. This event will not only feature the traditional prizes and games most player-held community events tend to run, but we also hope it will be one of the biggest choreographed ghost-in-a-box spams ever. [XXX] and the [SMF] Alliance plan to hand out over 10,000 ghosts-in-the-box to the participants of Ghostfest and release them all over Lion's Arch in one frightening, ghostly display that the Guild Wars community will not soon forget. On top of that, we will be recording the whole event to be posted on YouTube so that even the players who could not make it will be able to see the horror of Ghostfest. Each player participating will receive 100 ghosts-in-the-box and 1 Transmogrifier Tonic free of charge. We will have random creatures handing out Globs of Ectoplasm as well as several contests where players will have a chance to receive a Miniature Undedicated Mad King Thorn. The final contest winner will receive a Mini Mad King Thorn, 250 Trick or Treat Bags and 50 Globs of Ectoplasm.

Ghostly Itinerary:

6:00pm EST-
Beginning of the Event.
Announcements and Special Thanks.
Transmogrifier Tonics will be handed out.

6:10pm EST-
Guild Wars Halloween Trivia (Prizes: 3 Mini Mad King Thorns).
Globs of Ectoplasm will be randomly distributed.

6:20pm EST-
Halloween Hangman (Prizes: 3 Mini Mad King Thorns).
Globs of Ectoplasm will be randomly distributed.

6:30pm EST-
The Horror Begins - Participants will receive 100 Ghost-in-the-Box.
10,000 Ghost-in-the-Box will be released in sync.
Recording for YouTube.

6:40pm EST-
Scariest Costume Contest (Prizes: 1st Place: 1 Mini Mad King Thorn, 250 Trick or Treat Bags, 50 Globs of Ectoplasm, 2nd Place: 1 Mini Mad King Thorn, 1 Armbrace of Truth, 3rd Place: 1 Mini Mad King Thorn).

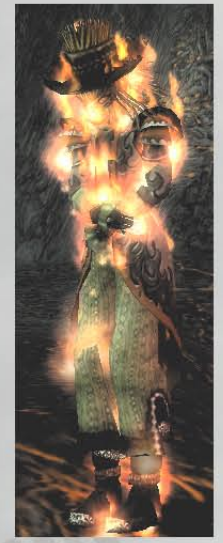
Prizes are updated daily.

7:00pm EST-
Wrapping it up.

Costume Contest Judges:
Moxie Java
Lady Tammatha
TBA

Volunteer Ecto-Handlers:
Feary Princess
Priest
Shane
TBA
TBA

Special Thanks:
Lady Tammatha
Priest Mhenlo
Krea
Feary Princess
Robert
Rhapsody



Ghostfest Information Links:
http://www.guildwarsguru.com/forum/comm ... 51815.html
http://wiki.guildwars.com/wiki/Ghostfest
http://www.youtube.com/watch?v=ClFu7BVAJaM




Artwork by Kekai Kotaki
http://kekai.blogspot.com/
Cover
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GUILDWARS

Guild Wars 2 Unleashed

Like many of the lucky convention goers that attended Pax Prime earlier this month, I spent a great amount of time hanging out around the Guild Wars 2 booth ogling and drooling at my first real, good look at the game. I was also lucky enough to be a part of some of ArenaNet's fan-immersive events for the weekend.

I didn't get a chance to play it myself (a sin, I know, I know) but I got to watch and record hours of what was going on and it's really hard to think anything other than, "Wow, ArenaNet has really struck gold here."

Their plans to revolutionize and turn the MMORPG genre on its heels has been unprecedentedly successful. And it's more than just the gameplay and profession roles that are setting new standards for future titles, but the very core of promotion, marketing and community involvement as well. Nothing exemplifies this better than the demo, something seemingly simple and small on the outside but full of power and influence that's hard to see, but is easily felt on the inside.



THE DEMO

ArenaNet produced for the two major summer conventions what I feel is the most perfect early-stage demo that could possibly be made. We knew from the get-go that this was a very watered down and simplified version of the game and we were only getting mere droplets of what the final product will be. But what we did get once we were able to see and test the demo for ourselves is the solid four building blocks of what every MMO has and needs to be soundly successful: stunning graphics, intuitive gameplay, the multiplayer experience and solid insight into leveling in two tiers. Without a doubt, this was brilliantly created by the developers and I applaud the minds who came up with this system.

In one forty minute session, players got a solid feel for what this game is about. We got to create a relatively personalized character and spend time choosing who this individual was going to be. Following creation, we were treated to another visually dazzling, customized cinematic that mixes in-game 3d graphics with Guild War 2's signature art style. Moments later we were thrown into the fray, joining with dozens of fellow players and ArenaNet employees who participated in the battle from the convention and at home in their studios.

Over the course of one of the presentations I happened to watch, players found themselves tasked with a huge array of missions, the most striking of which was a dynamic event chain playable from start to finish. It began with fending off marauding centaurs and eventually led to a final battle with a huge boss: a creature several stories high and equally as wide (and apparently a baby compared to later bosses!). The scene shifted seamlessly from gameplay to cinematic and back. As Martin explained what was happening on the stage and Anet employee Mike fought bravely with an elementalist, I took notice that the individual who was currently playing at the demo station in front of me was involved in the same exact battle. Likewise, all the other screens were showing the same thing. Here, right in front of me, was a group of people who had never met each other before, gamers and developers alike, banding together to fend off this one monster and all before level 3.

This essentially is what put into perspective what the dynamic events and Guild Wars 2 are all about.

THE PANEL

The Dynamic Events panel proved to be much more than I had expected. Being one of the first big bits of information we got regarding Guild Wars 2, I was a little apprehensive about hearing about something I already knew. We were met with the surprise, though, that the lucky 50 who got into the panel would work with Eric Flannum, Colin Johansen and Jeff Grubb to create our very own dynamic event chain that would eventually make it into the actual game in one form or another. Hearing that, I knew this was going to be good.

As expected, we spent a good amount of time going over the basic idea of where dynamic events come from and what the goal of them are. Some very important aspects of the event system were covered; players are always allies and are encouraged to work together, the idea is to change the world and have things work fast, and players are never supposed to fail events on purpose. And yes, some quests -are- triggered by NPC interaction, but this isn't a bad thing at all. In fact, it helps prevent areas being permanently overrun by the bad-

By Izari

dies when the player population drops. But once triggered, the chain happens and everybody gets to jump in whether they talked to the NPC or not, and everybody who helps gets rewarded.



When it was time to plan our event chain, we got to learn about three zones and their levels, terrains and the races that would exist in them. Large interest in underwater combat fueled attendees to choose Timberline Falls as our setting, a diverse area that was home to the peaceful, somewhat cowardly Quaggan and slave-driving, abusive Krait. The conflict between these races became the basis of our event, and ideas from the practical, to the insane were thrown out by fans. Colin wrote them down and Eric and Jeff explained why they could or couldn't work depending on resources and lore. It was a great back and forth between developer and gamer and an insightful look into the process of how Anet works together as a team. After running twenty minutes over, just as things started getting really interesting we finally had to wrap up our adventure into the future Tyria and bid farewell. But that was far from the end of all things Guild Wars: we had a party to get ready for!

The Party

There were few things Guild Wars fans were more excited for at PAX than the ArenaNet party hosted at the Hard Rock Cafe Saturday night. It was invitation-only, but there was enough room that the majority of people who really wanted to go were able to make it, which was great news for everyone. As if mixing and mingling with Anet during the expo wasn't enough, the intimate setting at the party gave everyone a chance to really get to know the developers one on one. Every single employee was extremely accommodating to questions (as long as you didn't ask the dreaded "when" in regards to a release date) and were just as excited to meet us as we were to meet them.



The best part was getting to see so many of them there that I had never seen or heard of before. We forget that behind the faces we know well like Martin, Regina, Gaile, Emily, Eric and so-on, there's a dozen other ArenaNet guys and gals putting just as much hard work and dedication into the development of the game. Thanks to Malibu Barbie of G.W.E.N.'s bubbly and outgoing personality, we were able to walk around and basically introduce ourselves to many of the new faces we hadn't seen before.

By Izari

PAX Guild Wars 2 Unleashed

Specifically, GuildMag editor Jess and I got to talk at length with Stephen Hwang, a level designer that had a hand in the famous topsy-turvy terrain in the Ruins of Surmia mission (he made a point that he was not responsible for Prince Rurik's legendary AI!).

During our talk we learned a lot about the developer's side of the story and how they love this game just as much as we do. The team has been amazed at the fan reception they've received and he noted that the Guild Wars community has always shown a mature and accommodating attitude. I asked if he was worried if the inevitable influx of new players would change this dynamic, but he was confident that only good would come from all the newer fans. I wish I had his optimism, however I'm sure if the veterans set a good example for the new comers, we can keep that quality community in tact! Another question I asked is if ArenaNet had any plans to work on new games of a different franchise in the future, to which he soundly replied that they've got to get this monster done first (and who could blame them!)



Stephen made an interesting point on the subject of competition: he feels developers should view each others as allies, not enemies. Everybody there at ArenaNet also enjoy playing other games and other MMOs too (a point that's lost a lot on the forums when anybody mentions "the Game-That-Shall-Not-Be-Named") and it doesn't mean one has to beat out the other.

Not long before we left, Stephen took us around to introduce us to some of the other employees like Kekai Kotaki, lead concept artist and master behind the artbook, and Chris Lye the marketing guy. After having learned Stephen was from Boston, I tried to convince Chris to send him and Anet to PAX-East. I got no promises for Boston, but I did learn they'd have a small presence at New York Comic Con!

It had been a few hours so we decided to head out for the night, but I walked away feeling better, (if that was even possible), about the future of Guild Wars 2. Many worry that the game is making way too many promises that can't possibly be kept. Even I'd agree It's an ambitious project, and with Guild Wars 2 being the most hyped and talked about game right now it's hard not to imagine the possibility of a letdown. But even though ArenaNet may be the cool kids on the block right now, they've got a very down-to-earth attitude about the whole thing, and that alone gives me confidence that everybody, new fans and old, will be nothing less than amazed on release day.

A charr, a norn and an asura enter a bar...
Charr: "Did you see that ranger's shark pet, it was awesome!"
Norn: "Yeah so cool, I might need to charm one too!"
Asura: "You think that was awesome, didn't you see the pet that the sylvari had? "

By Izari

Holiday Hipster Costume Contest!

Love dressing up for the holidays? So do we!

In order to celebrate the most wonderful time of year, GuildMag is holding our second contest open to all fans who want to participate!

Send in a screenshot of your favorite holiday outfit for either Halloween or Wintersday to contest@guildmag.com. Once all submissions have been received, the GuildMag crew will pick our favorites to be posted and voted for on our website! That's right: you, the fans, get to vote for the best of the best!

Winners and runners up will be feature in our upcoming holiday special issues!

First place will win the red Guild Wars 2 T-shirt featuring Rytlock, courteously donated by the lovely people of ArenaNet!

Second place will receive a Guild Wars 2 bandana and four trading cards, exclusive from the summer conventions.

So what are you waiting for? Start modeling!



1ST PLACE PRIZE



2nd PLACE PRIZE

Things to Know:
- Submissions due Oct 22th. 2010, 10:00pm EST.
- One entry (character/outfit) per person. So choose wisely!
- Please send no more than 3 screenshots.
- T-shirt size is American Unisex-L. If this doesn't work for you, kindly allow another player to step up instead.
- Please only participate if you're ok giving out a valid mailing address for the prizes.
- Finalists will be chosen based on best outfit and overall quality of the screenshot. Try to do well in both :)
- Finalists chosen by the GuildMag team. Number of finalists will be based on total submissions.
- Winners will be chosen by public vote.

History and Culture of the Luxon Armada


The emblem of the Luxon Armada.

The Luxon Armada, best known for its siege turtles and the war with the Kurzicks, are a nomadic former-seafaring people. Though their origins are unknown – as is the case with all humans on the world of Tyria – they have been called "Luxons" long before the Empire of the Dragon was formed and even longer before they could be called a nation.

History of the Luxon

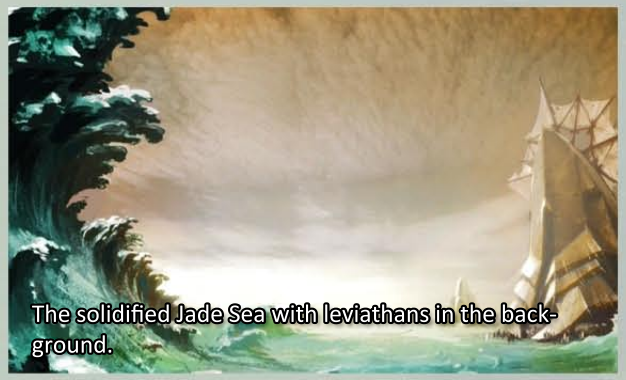
Luxon children today still hear tales about their unnamed homeland, a nameless land far across the open ocean and lost now to the land-bound faction. Historians believe that certain discoveries point to a Luxon presence in the Crystal Desert, implying that the Crystal Sea could be the unknown origin of the Luxons. However, these discoveries could very well belong to the lost Margonite civilization, another seafaring human culture that, around the time of the Exodus, warred with the forgotten serpents and were turned into ethereal demonic beings by their now-dead god: Abaddon.

But it is still possible that these discoveries belong to the Luxons, giving implications of a possible shared ancestry between the two cultures. It is even possible that, before the Exodus of the Gods, the Luxon peoples worshiped Abaddon alongside those they worship today: the gods Balthazar, Grenth and (surprisingly to some) Lyssa and the demi-goddesses Aula, Elore and Ione.

The year 48 CC (Canthan calendar), or 462 BE (Before the Exodus), marked the uniting of the Luxon tributes into a single nation, claimed to be done due to an increased aggression from the people of Cantha, which became the Empire of the Dragon only 48 years earlier.

While the first emperor, Kaineng Tah, made peace with the Luxon people, the second emperor, Yian Zho, did not. He was the cause of the increased aggression, done in order to subdue what he called an insurgency in the Luxon territories. In his crusade, he massacred hundreds of Luxon elders in public executions. This crusade caused the Luxons to formalize their own nationality and caused a war between the two groups. However, all the Luxon's efforts were for naught; eventually, they had to surrender, but they gained more freedom in the form of becoming a vassal state.

It is believed that this loss to the Empire was the beginning of their ire towards the Kurzicks in the Echovald Forest, who became vassal states after a similar line of events just three years later. This conflict raged unaltered (to known knowledge) until 1382 CC (872 AE). It was in this year that Emperor Angsiyan began to formalize a peace treaty between the two warring vassal states, and, despite common belief, such could not be done without the aid of Shiro Tagachi, who was able to speak a language both nations could understand. It was also due to the bodyguard that the two champions Archemorus and Saint Viktor agreed to the treaty.


The solidified Jade Sea with leviathans in the background.

Many know of what happened the day of the Jade Wind, for whatever reason (immediate insanity from the tauntalizing fortune teller or prepared planning of a dark ritual, or a long held-back hatred for the emperor), Shiro Tagachi slew Emperor Angsiyan and was confronted by Vizu and the Luxon and Kurzick champions. While each side views their own champion as the sole piece to Shiro's defeat, all three were necessary to defeat the enraged assassin. And due to the very man who almost brought peace to the three human nations of the southern continent, the Kurzicks and Luxons once more renewed their war, each side viewing the other as the cause of their own champion's death.

The Jade Wind, which turned the Jade Sea solid, became a force that changed Luxon lifestyle forever. No longer able to sail seas, the Luxons had to adapt their vessels into contraptions to walk the hardened water. Their leviathans (not to be confused with the species of the same name) became the main means of transportation on the Jade Sea, and are used as mobile fortresses. It is because of these leviathans that the Luxons worship the twin goddess Lyssa.

With the Jade Sea turning to literal jade, and the Echovald Forest producing amber, the war between the Kurzicks and the Luxons had a new second meaning: a war for resources. While the entire Jade Sea was made of jade, the pure and magical jade only resided in a few places, one of which being the Jade Quarry along the western shore. Likewise, the resources for the opposing side is rare, causing more conflict between the two factions.

The history has been unchanging excluding the official announcement of the war between the two in 1527 CC (1017 AE) and a temporary peace formed in 1582 CC (1072 AE) due to Shiro's return.



By Konig Des Todes

History and Culture of the Luxon Armada

THE THREE CLANS

The Turtle Clan, also referred to as the Tortoise Clan, is the most well known clan of the Luxon Armada. Not only do they possess the fiercest warriors, but they also raise and control the devastating mammoth turtles, many of which are used as siege weapons. Unlike the other two clans, they do not use the leviathan ships, but rather prefer their own turtles for transport.



The Crab Clan, led by Elora who is the sister of the previous captain, Artras, who squandered the clan's resources for years while Elora was presumed dead after a Kurzick raid, are masters of mining the Jade Sea. Many of the Luxon reavers (the jade miners) belong to the Crab Clan and the clan has an uncanny knack for locating the most previous veins of magically concentrated jade. The Crab Clan is also known for pillaging the remains of vessels and creatures trapped within the Jade Sea and utilize crab-shaped leviathans.

The Serpent Clan, also referred to as the Snake Clan, are known as the engineers of the Luxon Armada. The Serpent were the first of the Luxons to adapt to life on land in the form of the leviathans, and due to this they are occasionally called the Leviathan Clan. Their leviathans range from all shapes and sizes, utilizing legs, sails or silver runners, and the biggest of the leviathans are able to hold three siege turtles, allowing the Luxons to deploy the slow turtles at greater speeds – which is often done in a favored tactic of the Luxons. Their most prized possession is the Halcyon.

While the Crab Clan is the wealthiest and most successful clan at mining, the Serpent Clan's skilled reavers are well known for their ability to obtain prizes from locations thought impossible by the other clans. Due to this, the Serpent Clan are the most successful when it comes to piracy, which is an honorable and necessary, way of life to the Luxons.

THE LUXONS' CULTURE

The modern Luxons are led by their Council of Elders that meets annually to modify and improve the laws of the people, what they call the "code." The Council of Elders is filled with the elders from the three Luxon clans: the Turtle, the Crab and the Serpent. Underneath the elders are the captains of the three clans – known as the Three Queens – who lead the individual clans while the elders provide advice. The Champions of the three clans act under their captains and enforce the "code" within each of their own clan, they are also the greatest fighter of their own clan.

The Convocation is a yearly gladiatorial battle between the three clans that occurs in Boreas Seabed. It determines three things within the culture: Which clan will wield and protect the Spear of Archemorus (a spear made from the bones and houses the spirit of the fallen champion), which clan will fight the mighty kraken known as Zhu Hanuku (which manages to return every year), also known as "Old Long-arms" in the ancient tongue and which clan will act as the leader of the Luxon Armada until the return of Zhu Hanuku and the next Convocation.

The Luxons are combative by nature, settling disputes through combat and having skirmishes between the three clans. Those that hold the titles of captain and champion gain them through combat as well. One famous case of how the captain title passes on is the story of Xandra – an exile Luxon of the Turtle clan, sent to far away lands by her own mother, Juno, to keep Xandra safe from what Juno did to her own father, Kivros.

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

A charr, a norn and an asura enter a bar...
Where a human friend is just on his way out.
The three: "Won't you have a beer with us?"
Human: "Sure, I'll be back in a bit. I just remembered I forgot to water my sylvari."

By Konig Des Todes

THE DEEP

Two hundred years ago the land of Cantha faced its greatest disaster. The annual Harvest Festival that took place at the Harvest Temple became a bloodbath with Cantha's emperor lying dead at the shrine. Shiro the Betrayer had assassinated the emperor.

A servant of the emperor managed to sound an alarm and both Kurzick and Luxon champions charged into the temple after Shiro. After a vicious battle, an opening was created by Vizu the Assassin who had accompanied them, allowing the champions to strike Shiro down. On the verge of death, Shiro let out a wail that pierced the air for hundreds of miles, petrifying everything it reached. Cantha had been ravaged by the Jade Wind, an event that would change the landscape of Cantha forever.

THE JADE SEA

As the Jade Wind washed over the surrounding seas, everything was frozen, not in ice, but into a mass of solid jade. The seafaring Luxons became landlocked, unable to transport goods to nearby islands due to their boats becoming trapped by the frozen sea.



The Luxons were forced to adapt to their new home and began utilizing turtles for trade transportation, replacing their need for ships. While some Luxons adapted to reclaim their old lives, the Luxons known as reavers began carrying out extensive mining operations on the unmoving waters, mining jade and claiming precious resources made up of the petrified life within the solid jade waters. Some mining operations caused conflicts with their longtime enemies the Kurzicks, while others stirred forces from beneath the Jade Sea. These were forces that the Luxons did not bargain for.

INTO THE DEEP

"If you wish to prove your loyalty to the Luxons, head into the caves known as The Deep that lead toward the ancient mine, and destroy the outcasts and the demon Kanaxai."

-Eurayle

Desperate for jade and resources, a group of Luxon reavers began mining deep down into the sea, not knowing what awaited them at the bottom. For when the Jade Sea was created, a demon had become trapped beneath it, a demon of nightmares. Getting closer, the demon caused the Luxon miners to slowly become infected by its nightmares, causing them to go insane. These Luxons became known as the Outcasts, a group that roams the surface of the Jade Sea and will not hesitate to attack on sight.

The demon was known as Kanaxai, bringer of despair, and it lay in wait at the bottom of that ancient mine. The Luxons sealed the entrance, waiting for champions who would dare to venture down into the ancient mine to fight the nightmare horde.



TRIALS OF THE DEEP

"So, you have passed through the depths of the Jade Sea, and into the nightmare realm. It is too bad that I must send you back from whence you came."

-Kanaxai Aspect of Depletion

The Deep is not a simple mine that spirals downward into the depths; instead, it is made up of many areas that take knowledge and skill to traverse. These areas are often called rooms, stages or sections by adventurers, and the entire mine is made up of fifteen of them.

Each of these sections is inhabited by various creatures and groups, and above all, each is guarded by an aspect of Kanaxai; beings that hold only a fraction of Kanaxai's true power and cause terrible effects to befall those who come close to them. The aspects guard the gates that connect each room, meaning that those who wish to continue onwards must first face the aspects while under their effects.

Each of these sections is inhabited by various creatures and groups, and above all, each is guarded by an aspect of Kanaxai; beings that hold only a fraction of Kanaxai's true power and cause terrible effects to befall those who come close to them. The aspects guard the gates that connect each room, meaning that those who wish to continue onwards must first face the aspects while under their effects.

WHAT LIES BENEATH

"What gives you the right to enter my lair? I shall kill you for your audacity, after I destroy your mind with my horrifying visions, of course"

-Kanaxai

Along with the aspects, many other dangers lurk in the mine. These include the various, hostile sea creatures that, like the Luxons, also adapted to their new home. These beasts roam the sections in groups made up of Ripper Carps, Darkened Irukandji and Scourge Manta, all ready to devour those who trespass. While their counterparts on

By Free Runner

the surface are also known to display hostile behaviour to merchants, traders and adventurers, the ones lurking within the Deepare much more deadlier, showing signs of being affected by Kanaxai's power. Many leviathan creatures also call the Deep their home, all much more powerful than their common kin found above. The Luxon reavers who originally created the mine, the Outcasts, also plague the deep, wandering the areas aimlessly. However, creatures even more terrifying than both frenzied fish and insane luxons hide within the Deep. These are the Oni.



Oni are considered one of the most dangerous creatures on two legs by Canthans. They appear from nowhere and kill their victim without reason. Some believe these demons are from the Mists while others think they are from somewhere even more distant, somewhere cut off from the world of sanity. Though some think the Oni are from somewhere closer to home... and they wouldn't be far off.The Oni originate from the Deep or to be more precise, originate from Kanaxai. When the Oni are not appearing on the surface world, they are roaming the various corridors of the Deep.

KANAXAI, BRINGER OF DESPAIR

"I am Kanaxai, creator of nightmares. Let me make yours into reality."

-Kanaxai Aspect of Decay

While he is the being who is responsible for the nightmares of the Deep, Kanaxai's true origin is unknown. He is found at the end of the mine, inside natural caverns far below the Jade Sea. No records of the demon of nightmares have been found, and his exact reason for being below the sea isn't clear. However since the time the Luxon reavers dug into his cave, he had begun spreading his power, amassing an army known as the Nightmare Horde.

Kanaxai is a demon who doesn't seem to be under the command of any god or being, and as such, is a demon who terrorized the world of Tyria for his own pleasure. He is eventually defeated by champions who bravely entered the Deep, though nobody can know for sure whether another like him exists, hiding below the earth and waiting for the time to strike. However, one can be sure of one thing: this nightmare is over... for now.

By Free Runner

DIVINITY COAST MASSACRE



Sinking below the horizon
Splashes of soft pink, vibrant lavender
Escape the dim sphere
Shadows traverse the bloodstained shoreline
Remains scattered across the immense battlefield
Wounded cling desperately
Searching for a sliver of hope among the wreckage
Searching for their lost brethren
Clawing into the scarlet sand
Torrents of rain spilling in from the sea
Wash away the dead
The hopeless warriors
Once strong and brave
Now lie broken and slaughtered
Cowering before the elements
Vanquished by fear and blade
Conquered on the shores of their homeland

By Matt 'Beans' Strohl

A whispering wind howls through the trees...
To some it will be the last breeze...

A hellish magic ordered by a false god
Blows a great wall to a single rod

A creature that MEANS horror to the people
Why is there no steeple?

The creatures charge til' they cross the earth
For they must make it one burning hearth

They are defeated by a drunk...
In a land of many tree-trunk...

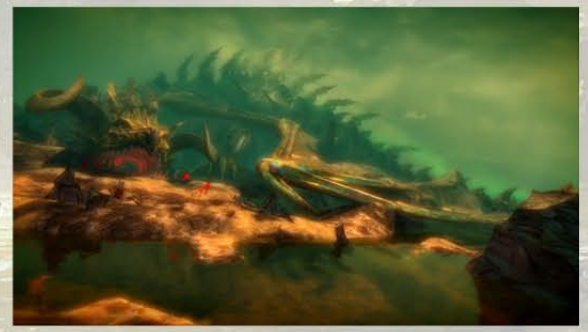
But in a holy city the defenders think other
Using forbidden magic just to smother

But the land explodes, and sinks
Say good bye to the desert lynx

Underneath the dragon commands all
By 10 decades he rises, not wanting to fall

For another 15 they fight, and bite
They have made this dragon quite a sight

They join together all the foes
To make the dragon the feast of the crows...



By Sean Crush

The Norn

We are norn, we have no need of articles about us, but silly GuildMag decided to write one anyway.
-From an overheard norn conversation

The first appearance by the norn was in the expansion pack Eye of the North and they were introduced via Jora, a tall norn female who initially appeared friendly towards players, but it was only because she was actually hunting for bigger prey.

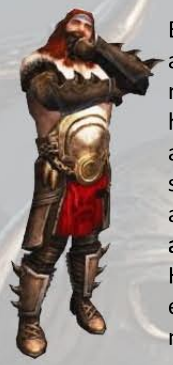
The norn are a very proud race and they'll make sure you realize that if you ever interrupt them or try to help them. The greatest glory for every norn is to be sung about forever by the bards, which they refer to as skaalds. Every norn wants to become a legend, so when it comes to sport- the bigger the game, the higher the fame. They have the strength and stamina to conquer foes much larger than themselves and are capable of surviving attacks that would kill a human in one blow.

As a result of their amazing strength and stamina, norn can sometimes act reckless, charging towards a promising hunt without thinking. Their carelessness has resulted in many deaths, mostly from others races who happened to have accompanied the norn, or were merely been in the wrong place at the wrong time.

UNITY

The norn have a very independent culture and don't like working together to kill large prey, but during one specific time of danger that came from underneath their feet they had no choice but to work together.

Though the mighty heroes of Tyria had a lot of difficulty achieving it, they were eventually able to befriend the norn named Jora when her brother was cursed and she lost her ability to change into bear form. Her loss of ability resulted in her losing the respect of the other norn, making her unable to rally them to assist her.



Eventually the Heroes were able to meet and fight together with Olaf Olafson, the most famous norn of them all. Thanks to him, the dwarven norn came to help against the Great Destroyer and even a small group of norn formed to help against the destroyers (though they probably joined just for the thrill of the hunt). However, once the threat of the destroyers was gone they returned to their normal nomadic way of life.

This turned against them, though, as around a century later the dragon in Drakkar Lake named Jormag woke up, along with his icy minions. Instead of fighting together they fought as individuals as they usually do, and stood no chance at defeating the dragon, forcing them to retreat to the lands that were once owned by the dwarven race. However one norn named Asgeir was able to cut one of Jormag's teeth and took it with him to the location where the norn constructed their capital Hoelbrak, where the tooth remains to this day.

SPIRITS OF THE WILD



Instead of gods like the humans believe in, the norn revere the spirits of the wild. The norn are even able to shapeshift into the spirit animal they revere the most. The bear spirit, also known as the Great Spirit, is the most sacred of them all. It resembles strength and is known by the norn to be the most powerful spirit, but they revere more than just the bear spirit. They also revere the Wolf, Raven, Snow leopard, Owl, Wurm, Ox and Eagle spirit.

However, after the dragon Jormag awoke and forced them to move, the spirits helped the norn during a period of norn exodus. The spirits that helped them were: Bear spirit, Wolf spirit, Raven spirit and the Snow Leopard spirit. Since then, those four spirits are revered the most by the norn, while the remaining spirits are still revered but not nearly as much as the four that helped the norn.

THE TIMES OF DRAGONS

250 years after the Great Destroyer was defeated, the norn live in a time of uncertainty. Their choice to move south into the dwarven lands created a war between them and the dredge- who, after being enslaved by the Stone Summit, will not be forced out of their homes again.

Even with the threat of the dredge and the dragons, they still resist any form of organized government or army and still act as individuals. The only thing close to a leader are the ones who they respect the most, so only the strongest norn that have accomplished the most incredible achievements are considered to be anything remotely resembling a leader.

Despite the war with the dredge, the norn do get along with most other races in Tyria. Both the norn and the charr respect each other for their strength and won't seek to fight each other. Meanwhile, their respect for humans is dubious for the moment since they think the human queen named Jennah is too weak.

They also respect the asura for their advanced technology and magic, but that doesn't mean they trust them. And the relationship between the norn and sylvari is currently unknown. Several races respect the norn mainly due to their impressive strength. Due to their nomadic lifestyle norn can be found almost everywhere on Tyria, even in the capitals of the other races, but no matter how the others think of of them or how dangerous their next hunt will be, they will always overcome it because they are norn.

By Asuran

GuildMag Convention Videos

GuildMag Interview with Colin Johansson and Jeff Grubb



You can read it here in our issue but you may also want to listen and watch to the devs themselves talking about their game in this video!

Dye System in Guild Wars 2



The only video that made it out of the demo, centering around the Dye system comes from ourselves.

So be sure to check this one out!

Temple of the Ages in ruins



When I saw the Temple of Ages in ruins, I asked if this meant the end of ecto-farming, they laughed. Check out this video to see why I asked!

International podcast with Martin Kerstein and Colin Johansson Part 1



We also attended the international podcast with Colin Johansson answering the tough crowd questions! [part 1]

Charr Necromancer versus the Shatterer



Check out this clip featuring a charr Necromancer who takes on the Shatterer together with other demo players!

A charr, a norn and an asura walk into a bar...
Charr: "I've heard tales of a holy place called the Temple of the Ages near Divinity's Reach, but when I visited the place, it was in ruins. Anyone know what happened to it?"
Norn: "Most likely the floods reached that far inland and flooded the temple."
Asura: "Nah, it's more likely that the weight of 2 million perma-sins collapsed on it!

International podcast with Martin Kerstein and Colin Johansson Part 2



In this part of the international podcast, Asuran takes the mic to ask Colin a question about the other races. [part 2]

Charr Necromancer random gameplay



In this clip we play around a bit more with the charr necromancer to show you some of the skills he's capable of.

A charr, a norn and an asura enter a bar...
Charr: "Did you hear about the new paint scheme for armour in Guild Wars 2? "
Norn: "Yeah totally awesome, 3 dyeable areas on every piece of armour!"
To their surprise, the asura bursts into tears ...
Charr, Norn: "What's the matter? "
Asura: "3 dyeable areas on every armour piece! Do you realize how many black dyes that is?!"

Nima is Awesome!



Ich sag 'Guild' und ihr sagt 'Mag'! Ok, so thats an inside prank of ourselves, nevertheless Nima is awesome and here you can see why!

Beetletun, 250 years forward



A once small farmtown has grown, check out how it has flourished over 250 years.

By Dutch Sunshine

Gameplay from PAX!



Random, but interesting, clips made at PAX. This includes human, as well as necromancer footage.

Human Ranger extraverganza!



We played around with the ranger skills that were available from start, check it out!

Design a Dynamic Event panel Part 1



Izari got a ticket for the Design a dynamic event panel, and she filmed the whole lot! Check out part 1 here where they get introduced to the dynamic event idea.

Design a dynamic event panel Part 3



In this part the design a dynamic event panel gets rounded up, watch the panel as it comes to a close!

Design a dynamic event panel Part 2



In this part the designing of the dynamic event kicks off. Check out this video to see what the attendees come up with as ideas for a dynamic event!





By Dutch Sunshine

Call of the Wolf

Tender Wolf's biography, chapter 5 & 6

CHAPTER 5

The wedding was scheduled to be in October. Roston and Connivia were so ecstatic. As soon as Roston had popped the question, Connivia burst into tears of joy and gladly accepted.

The two then walked to Connivia's house and told her parents the happy news. Connivia was partly afraid that her parents would object, but to her surprise and happiness, they did not. They congratulated them both and gave them each hugs. The next person to tell was King Adelbern.

The king congratulated the couple as well, but he couldn't refrain from asking, "Roston, does this mean that you are resigning from Ascalon's Chosen?"

Roston looked at Connivia. They had this discussion before, and Connivia had said that it was Roston's choice to make, but Roston had already considered this. He had not truly been happy while in the guild. What he always wanted was to find a woman like Connivia, and now she was to be his future wife. The decision was a no-brainer.

"Yes, sir," he said. "If I'm to be married, I want to be able to stay at home with my wife and take care of her. But it's been an honor to be in your guild."

Adelbern nodded. "I thought as much. It has been an honor to have you in my guild. Congratulations to you both."

"Thank you sir," Roston and Connivia said in unison. Then, they went for a romantic stroll through Lakeside County.

*****

It was now July, and Roston and Connivia were counting down the days until they were to be joined in matrimony.

But Connivia was faced with a large burden – her parents had both fallen ill. They seemed to become susceptible to the same disease, but no one was sure what it was. Monks were at a loss as to how to cure it, but they said it was something they'd never seen before.

Gerald and Sharla were having difficulty sleeping at night, coughing up blood and couldn't keep food down. Roston helped his future wife take care of her parents, but they seemed to be getting worse every day.

Finally, one devastatingly sad day in August, Gerald and Sharla Nightingale passed away.

Monks believed the cause was old age, as per their symptoms. Connivia's heart was filled deeply with sadness, and though Roston was there to comfort her, all she could think about was how her father was afraid of losing his little girl, and how he'd have to walk her down the aisle and give her away on that big day in October.

Her parents wanted so badly to attend her wedding, and now they would be unable to. Several guests had already been invited, but the people Connivia really cared about attending were gone.

She got down on her knees and begged the gods, asking why they took her parents, and if they could only be allowed to live until after her wedding. But in her heart, she knew that this would do no good. The gods made their decision, and there was nothing more she could do about it.

But Connivia still couldn't understand why her parents both lost their lives in the same manner on the same day. Perhaps it was a coincidence, or perhaps it was planned that way from the beginning. But Connivia knew that if she were to suffer the same fate some day, she'd want to die with her husband by her side. She didn't want to leave him alone in the world, nor did she want to be left alone without Roston.

*****

The big day of October 17 had finally arrived. Roston stood proud below the statue of Dwayna in Ashford Abbey as Connivia walked alone toward him. She was offered a replacement for her father to escort her, but she'd declined. She would rather make the walk alone than with a stand-in father. No one could take the place of her parents.

When Connivia arrived at Roston's side, the two smiled at each other. It had been three months since Connivia's parents' passing, but she still missed them greatly. She especially missed them today. Roston felt his love's pain and he was there for her whenever she needed him. And he would continue to be, for the remainder of their lives.

"Roston Wolfsong," said the monk, "do you promise to take Connivia Nightingale as your lawfully wedded wife, to have and to hold, to love and to cherish, in sickness and in health, for as long as you both shall live?"

"I do."

By Tender Wolf

"Connivia Nightingale, do you promise to take Roston Wolfsong as your lawfully wedded husband, to have and to hold, to love and to cherish, in sickness and in health, for as long as you both shall live?"

"I do."

"You may kiss the bride."

The couple touched their lips together and once again saw fireworks, just as they had the first time they'd kissed.

"I now pronounce you man and wife. Ladies and gentlemen, I present Mr. and Mrs. Wolfsong!"

The crowd roared and cheered as Roston and Connivia embraced each other and walked out of the abbey. They ran to Wizard's Folly and Connivia's house, where they would now reside, and lay down on the bed together.

"I love you so much, Roston," Connivia said in tears.

"And I love you. I will always be there for you."

The two embraced each other and kissed again. Then, they got started on forming their own family.

Chapter 6

Three years passed and Roston and Connivia had not yet been blessed with a child. They'd begun to pray after the first six months when Connivia had not yet confirmed that she was carrying a child.

King Adelbern now had a son of his own. The new prince's name was Rurik. The entire kingdom journeyed to pay their respects. Rurik was now five years old. Though Roston and Connivia were happy to have an heir to the Ascalon throne, they were saddened that they still had no child of their own.

At times, the couple worried that they would be unable to have a child, but they kept hoping for one someday. But when seven more years passed, they began to lose that hope.

*****

One morning in January, Connivia awoke feeling strange and different. She also felt somewhat ill. She stumbled out of bed and felt her dinner from the previous night come up.

Roston sat up in bed, fully alert and deeply concerned.

"Connivia, are you all right?" he asked with alarm.

Connivia wiped her mouth and said, "Yes dear, I'm not sure what came over me. Perhaps dinner from last night just didn't agree with me."

"We've had bear steak a million times before. Certainly it's something different."

"Perhaps. But I'm not too concerned about it. I'll be fine."

Roston climbed out of bed and held his wife in his arms. "There, there," he said. "Whatever it is, I shall take care of you."

"Thank you, darling."

The couple kissed and Connivia sat back down on the bed. Roston took the initiative to cook breakfast for his wife for once. He would do this on certain or special occasions, or when she was ill. But he truly didn't mind. It made him feel better about himself and more like a husband.

For the next few days, Roston would occasionally go out hunting for food while Connivia stayed at home. But the same incidents continued to occur. She began pondering what could be causing this when the answer suddenly struck her. It was obvious that this wasn't some new or rare disease that she had become susceptible to. Instead, it was what she and Roston had been praying for for the past ten years; Connivia was pregnant.

Tears of joy filled her eyes as she sat down on the bed with a large smile on her face. Roston then came back inside carrying the corpses of several skale.

"I still love my skale soup," he said as he set them on the floor. "It reminds me of the first meal we had together."

Then he saw Connivia sitting on the bed smiling up at him. He rushed over to her.

"Are you alright, Connivia?"

By Tender Wolf

"Yes, dear. I'm more alright now than I've ever been. I know now why I have been so ill lately."

"Do you? How do you know?"

"It's a feeling I have and it's the only explanation. And it's actually not an illness but a blessing."

"Oh? Please, tell me what it is."

"Roston darling, the gods have answered our prayers after ten years."

"You mean…?"

"Yes. I'm pregnant."

Roston smiled as big as his wife before he swept her into his arms and kissed her deeply. "This makes me so happy and proud!" he said.

Connivia hugged her husband tightly, but then a thought struck her mind. Her smiled faded slightly, and Roston noticed.

"What is it?" he asked.

"It's just that, we've been praying for ten years for a child and now we're finally expecting one. But ten years has been a long time. We're not young anymore. Do you think we can raise a child?"

"Darling, we may not be as young as we used to be, or as young as we were when we hoped we'd be blessed with a child, but we're not too elderly to care for one. I don't think we can raise a child; I know we can."

"You're right. You always know just what to say to ease my mind."

"Of course. It's my job as a husband."

The couple laughed before embracing each other again.

"Come," Roston said. "I believe a celebration is in order. And we can start by telling the king himself."

"What a splendid idea! I'm ready."

And with that, the couple walked hand in hand to Ascalon City to share their exciting news.

Stay tuned for chapter seven and eight which will be published in our next issue.

By Tender Wolf

END OF THE LINE...

CAPTION ATTRACTION!



Why couldn't you put the ecto back in the bag? - Tender Wolf



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

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NEXT ISSUE:*

The Shadows of Tyria

- Dhuum and the Underworld
- GoA Review(s)
- Undead and Spirits
- Halloween
- The Sylvari
... and more!

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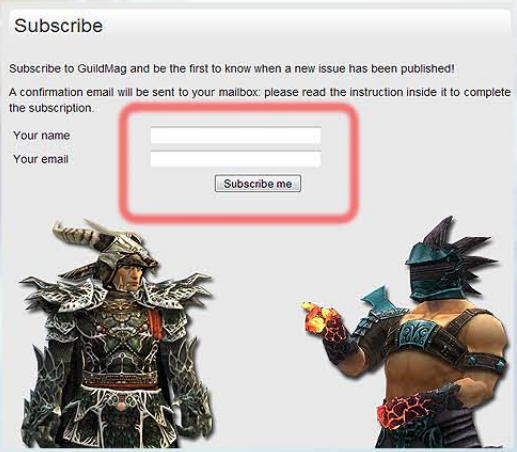
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This issue's jokes were created with the help of some of the GuildMag crew. Do you think you have a good and somewhat original joke for this topic? Submit your bar joke to barjoke@guildmag.com, or through the "submit your work" applet on our website. If you can make most of the crew here at GuildMag laugh, we'll be sure to put your joke in one of our next issues.

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