GUILDMAG

DECEMBER - ISSUE #5 BY THE COMMUNITY, FOR THE COMMUNITY

In this issue:

The Dwarves - Children of the Great Dwarf
Title Hunters | Survivors of Legend
The Mystery Behind the Bakers
To Be A Master...A Guild Master, That Is
Wintersday Workshop
And more....







THIS ISSUE'S THEME:

FRIGID TIMES

Tender Wolf's
Call of the Wolf
Chapter 7 & 8

Lore interview with game designer:
Jeff Grubb

GRENTH
Death and Ice

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Enter GuildMag

I know, I know, it's hard coming up with a name I like for this outlet. As a not native Project-lead it would not make much sense for me to have this one called 'Editor's Word' but really, I think 'Enter GuildMag' one suits the purpose for now.

Wintersday is coming, a time to be with your family, prepare for the new year and make sure you get that one thing you want from Sant... ehh, Dwayna of course. One of those things you do in these few days will maybe also involve looking ahead to next year, be it because you're turning older a year or for any other reason you can think of.

That's pretty much what we of GuildMag will be doing as well. Next year we'll be celebrating our first aniverserry and of course we're hoping it won't be our last. To ensure that even more we're reviewing the usefullness of our site. Over the past few months we've found ourselves in the luxurious position to be read, heard and even viewed by over a couple of thousands of people. What started out as just a magazine by the community for the community has now grown into a full-fledged news and entertainment source for everyone that is interested in either the original Guild Wars or Guild Wars 2. But we're not there yet, we know that, we want to bring you more, not more of the same, but more of a different kind. Over the next few weeks we'll be unleashing GuildMag Visions, GuildMag Features and we'll be rebranding our videos to GuildMag Videos (original eh?), more on that will soon be posted in a blogpost on our also-soon-to-be-new site.

I have kept you reading for too long, as our writers did their best to bring you our last issue for 2010, packed with interesting lore in the theme of 'Frigid Times' and the returning articles. Be sure to welcome the new writers, editors and designers over at our site and while you're there, leave some feedback behind! Don't forget to attend our own Wintersday event: Rudi's Quest on which you can find additional info in this very magazine.

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→ **The Dwarves**
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→ **Surviving the great drought**
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→ **Lore Interview with Jeff Grubb**
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→ **Jingle all the way**
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→ **Wintersday**
What exactly is Wintersday, and where does it come from?

→ **Winter Fashion**
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→ **Holiday Contest results**
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→ **GuildWars Fan Artist 'Kiya Koreena'**
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A study on the origin and types of spirits

→ **Title Hunters | Survivors of Legend**
These sturdy players know no death.

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→ **Call of the Wolf**
The story continues with chapter seven and eight.

→ **Poems**
Community submited poetry

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







MEET THE TEAM

A short introduction to the team of GuildMag



Nickname: Dutch Sunshine
IGN: Dutch Sunshine
Task: Project-Lead
What's Up?: 'As a child I grew up in these lands.....'



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



Nickname: Jonny10
IGN: Nightshade Special
Task: Designer/Webmaster
What's Up?: Pink fluffy unicorns dancing on rainbows.



Nickname: Malchior Devenholm
IGN: Malchior Devenholm
Task: Head-Editor/Podcaster
What's Up?: Hide yo' kids, hide yo' wife!



Nickname: Izzie
IGN: Izari Aljen
Task: Writer/Podcaster
What's Up?: Summer, I miss you.



Nickname: Arghore
IGN: *something* Arghore
Task: Bar joker/Writer
What's Up?: Getting ready for 2011.



Nickname: Draxynnic
IGN: Manfred Draxynnus
Task: Writer
What's Up? Clouds. Wet ones.



Name: Konig
IGN: Konig Des Todes
Task: Writer
What's up: Resting my tired mind after 2 months of busybusybusy.



Nickname: Free Runner
IGN: Free Runner
Task: Writer
What's Up?: WTB New Sylvari Image



Name: Valiant
IGN: The Valiant Hunter
Task: Editor
What's up: 'Stay a while and listen...'



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



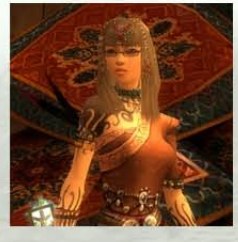
Name: Thistle Xandra
IGN: Thistle Xandra
Task: Editor
What's up: Mildly witty comment with subtle humor.



Name: Velentine
IGN: Velentine Hath
Task: Writer
What's up: Enjoying some Thanksgiving pie.



Name: Timewarp
IGN: Vera Maldroma
Task: Designer
What's up: Garden gnomes



Name: BarGamer
IGN: Soy Oil
Task: Elite Proofreader
What's up: Work, eat, game. Not enough sleep.



Name: Verene
IGN: Farai Savitri
Task: Designer
What's up: Reality is a killer.



Name: Artaxerxes
IGN: Artaxerxes Kaede
Task: Writer
What's up: Late-night studying and sleep deprivation.



Name: Nox
IGN: Nox Ethereal
Task: Designer
What's up: Psyched for the new forum/fansite I'm creating at quaggan.com

Shivering Peaks: The Icy Mountains of Tyria

These wintry times render much of the landscape frigid, cold, and icy. Not only in the real world are people able to revel in the seasonal frost; citizens of Tyria can also find their towns to have festive makeovers accommodating for this joyful time of year. Lion's Arch, Ascalon City, and Droknar's Forge are just some of the outposts that recieve new faces on a yearly basis.

While the majority of players are out there enjoying the festivities and making the most of the season, some of the lore enthusiasts among us take inspiration from the climate and take to delving into the colder side of Tyrian history. What better example of frosty weather is there than the Shiverpeak Mountains? These lore-rich realms of snow are some of the most interesting locations to be explored in the game.

The Shiverpeak Mountains compose nearly a third of the continent of Tyria. Historically, they have served a multitude of significant functions: they have been home to the dwarves, norn, and a myriad other creatures; they divided the human kingdoms of Kryta and Ascalon and served as a natural barrier between them during the Guild Wars. There's no doubt these mountains have played a large role in the history, geography, and politics of Tyria.





The Grand Arbitrator

Social and political conflict has been abundant in the continent of Tyria for as long as anyone can remember. When the guilds of Ascalon, Kryta, and Orr quarreled during the Guild Wars, the Shiverpeak Mountains acted as a mediator - a referee of sorts. Had the Shiverpeaks not been a divisor of these world powers, the bloodshed caused by the petty wars they carried out would have been much, much larger.

The Shiverpeak Mountains have also acted as a divisor in the charr conflict with the human kingdoms. Ascalon, for example, is bounded to the north. For the charr to be able to mount a campaign against Ascalon, they would have had to travel through the Far and Northern Shiverpeaks, fighting their way through norn and dwarven territory in order to reach their target. The Shiverpeaks served as an obstacle and defense against charr invasion. Were it not for the Shiverpeak Mountains, the kingdom of Ascalon would have fallen much, much earlier.

The Way of the Land

The geography of the Shiverpeak Mountains is some of the most unique landscape design featured in the game: high mountain peaks, frozen lakes, and the occasional clearings with beautiful foothills reminiscent of Pre-Searing Ascalon. Interestingly enough, there is a noticeable difference between the landscapes of the different sections in the Shiverpeaks. The Southern, Northern, and Far Shiverpeaks all have their unique touch, which adds variety and originality to the landscape of the continent.

Icy Tundra: The Northern Shiverpeaks

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

- The Guild Wars Manuscripts

The Northern Shiverpeaks are the first taste of icy terrain experienced by young Ascalonian heroes. It is the first haven encountered after fleeing Ascalon and the first time we meet the dwarves. Needless to say, it is a very important place in the storyline of Prophecies.

The Northern Shiverpeaks are a labyrinth of mountain peaks, riddled with Stone Summit dwarves, ettins, and centaurs. Travelling through this icy domain is no easy task. The Borlis Pass is the only traversable route through the mountains in this part of the Shiverpeaks - safe being a relative term of course. The only other known route across the Shiverpeaks is located in the distant Far Shiverpeaks.

The Northern Shiverpeaks are also the home of Anvil Rock. This is the legendary rock where the Great Dwarf is said to have forged the dwarven race. Political conflict and civil war have impaired the pilgrimage of dwarves to this historic landmark, and the area is now littered with minotaurs, centaurs, and dryders.



By Artaxerxes

Shivering Peaks: The Icy Mountains of Tyria

Arid South: The Southern Shiverpeaks

"Long ago, when the tribes of Deldrimor were united under one banner, Droknar's Forge was the seat of the mighty Dwarven nation's power. Named for one of its most beloved kings, the Forge has never once been taken by an enemy nation."

- In-game description

The Southern Shiverpeaks have some of the harshest weather in the continent. This arctic, snow-covered tundra is the original capital of the Deldrimor dwarves, who share the mountains with tengu, dredge, trolls, and other ice-dwelling creatures. Human influence, however, was scarce before the Shining Blade took up camp here after fleeing Kryta.

Marshalls Tasca and Whitman, two Ascalonian explorers, were one of the few humans to have traveled these peaks before that. More than a decade before the events of Prophecies, this team of explorers left Ascalon and set out to explore the world. Their legendary exploits are renowned throughout human society, though little is known of this adventurous duo. Tasca is believed to be dead, and Whitman is fighting rumors of his own demise. Their original base of operations is currently under dwarven control and is now known as the Deldrimor War Camp.

The Southern Shiverpeaks are also home of the largest (albeit only) town in the mountain range: Droknar's Forge. It was established and served as the throne for King Droknar, back in the time when the dwarves were united for a common goal and fought under a single banner. Now the official capital of the Deldrimor dwarves, this port city is the main centre of commerce in the frozen lands. You can read more about the dwarves and their society in the article "The Dwarves – Children of the Great Dwarf," found in this very edition of GuildMag.



Northern Aurora: The Far Shiverpeaks

"[The Norn] are not organized into a single nation. Instead, those who display exceptional strength and prowess in battle establish homesteads, though they are certainly not considered "rulers". They often spend years at a time tracking a particularly strong or clever quarry; they never give up on a battle, a pursuit, or a friend."

-The Guild Wars Eye of the North Manuscript

The Far Shiverpeaks are first encountered in the Eye of the North expansion. It is a far-off land and the primary home of the norn. This section of the Shiverpeaks is desolate and far more uninviting than any other place in the mountain range.

The norn have established towns and strongholds along the Far Shiverpeaks, from the Charr Homelands to the Verdant Cascades. The norn are not united under a single banner, believing in the valiant power of the individual. When not out on a hunt, however, many norn inhabit the forts established by some of the more powerful and influential norn. Outposts such as Sifhalla, Olafstead, Longeye's Ledge, and Gunnar's Hold, for example, serve as places for norn to rest and share tales of their heroic deeds.

Many creatures inhabit these remote lands along with the norn. Jotun, vaettir, and elementals are among the many groups that call these badlands home. A lot of these creatures can be found in the surroundings of Drakkar Lake. This mysterious frozen lake radiates a mystifying aura that robbed Jora of her power to become the bear and transformed her brother into the feral Nornbear. This is the first time players experience the vast power of the elder dragons, a bleak foreshadowing of the devastation to come in the future.

A Land of Endless History

Although remote and dangerous, the serene beauty, abundant within these snow-covered mountains, is ultimately comforting. Countless pages of history have been written throughout the icy blanket covering the Shiverpeaks, and a shrill wind between the cold crags invites adventurers to come and write their own. What will the future of these mountain peaks hold for Guild Wars 2? While we can't be sure of anything, it's a safe bet that the Shiverpeak Mountains will continue to be one of the most eerily interesting places in the world of Tyria.



By Artaxerxes

On The Tube with Daelin Dwin: Wintersday edition

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

A cold chill has swept across Tyria as Grenth and Dwayna prepare to do battle.
For now though, I bring you four festive videos for your enjoyment.



12 Days of Guild Wars Christmas / I'm Gettin Nuttin For Christmas

Some festive festive-ness in this festive-full festive-fest.



by oggycheese

Guild Wars: "Wintersday 2010"

Branshew returns to provide us with a great piano arrangement, combining the five race themes from Guild Wars 2 with Carol of the Bells.



by BranShew7

Guild Wars - Wintersday 2009 (Happy Holidays!)

A relaxing recap of last year's Wintersday celebration.



by MithandailLotus

12 Days of Wintersday

Let the staff at the Gaming World Entertainment Network, along with a load of other people, bring you a carol of great joy and delight in this musical presentation.



by GamerGurlAngelika

Well that is all for now, for this year in fact. Will 2011 bring more fine works of video/audio art?
Probably. See you then, and merry Christmas/Wintersday/Kwanzaa/Hanukkah/Other-festival-in-the-month-of-December.

By Daelin Dwin

THE DWARVES Children of the Great Dwarf



The dwarves, one of Tyria's oldest races, had inhabited the Shiverpeak Mountains long before the humans were brought to the world by their gods. Basically a humanoid race, they are short, stocky, and almost always have braided beards. According to Ogden Stonehealer, even female dwarves might have beards as well.

The dwarves are remarkably resilient and endurable. Despite their short appearance, underestimating a dwarf – especially a Stone Summit one, who are infamous for their aggressive nature - could be the very last mistake you make, as they are also known for their exceptional strength. Their reputation is also great because of their outstanding abilities as craftsmen and blacksmiths. If you, dear traveler, wanted to equip yourself for dangerous adventures and expeditions, you should really visit one of the great Dwarven industrial centers. Trust me, you won't find better armor or weapons in Tyria other than the ones crafted by Dwarven smiths.

Despite their unexceptional talents and skills, the time of the dwarves is about to end. To understand the the imminent fate of this once proud race, one must delve deep into the structure and history of the dwarven race.

DWARVEN SOCIETY

Before I speak about the history of the Dwarven race, I would like to introduce and describe their society.

Deldrimor

Since its foundation, the nation of Deldrimor has stood firm in the harsh mountains of the Shiverpeaks, spanning the length of the entire Northern and Southern Shiverpeak regions during its golden age. The kingdom of Deldrimor was likely to be founded by Droknar, who united the various Dwarven clans. To outsiders, it's unknown whether all the Dwarven kings descended from Droknar, or whether the leader of one of the strongest clans assumed leadership through elections after the death of the previous king. However, the fact that the nation survived for hundreds, if not thousands of years, and still retained its form as a kingdom, implies that the system of heredity or election works rather well. Even then, election seems like the most probable form of succession, since parleys and discussions between Dwarven clan leaders were held at Anvil Rock before the civil



The banner of Deldrimor

The king's work was not an easy one. That was the reason why he had ministers who helped him in different fields of politics. The only Deldrimor minister we have knowledge of is Orozar Highstone, King Jalis Ironhammer's Minister of Affairs. The capital of the state was Droknar's Forge, but during the last generation, the seat shifted to Thunderhead Keep.

Economy and Trade

Deldrimor economy was mainly based on the mining of precious ore from the mountains and then forging high-quality weapons and armor from them. In some cases, like Budger Blackpowder's enterprise, the ore was used in creating explosives (side note: what really gave Blackpowder's powder that extra kick was the griffin guano he mixed into the substance). Many dwarves chose the artisan, merchant or craftsmen professions in times of peace, although there were those who chose to be shepherds of dolyak herds, or keep the lumbering creatures as farm animals.

Deldrimor traded a lot with the humans (especially the Ascalonians). The products that the nation needed were probably wheat and other things that were not available in the mountainous areas. These trade contracts were possibly among the reasons for the Stone Summit to start the civil war. For example, before the actual war, a Stone Summit warlord called Brag raided Orto Copperhammer's mines when he learned that his cousin was trading with the human settlements in the foothills.



A Dwarven shepherd tending a dolyak.

By Thalador Doomspeaker

Army

Deldrimor's army was one of strongest military force in the history of Tyria. Its scouts were rather skilled (to the point that the Stone Summit would've had a much harder time taking Thunderhead Keep if they hadn't killed the Deldrimor scouts before the siege), and the siege weapons the nation had were very efficient and precise. Dwarven militias held order in the kingdom and protected the towns and villages that were further away from the populated areas. The Shiverpeaks were, and still are, home to many aggressive species, thus the army always had to be vigilant and prepared. It was disbanded after 1078 AE.



A Dwarven scout



A Deldrimor ballista standing ready for a sudden Stone Summit assault.

Religion

Almost every dwarf believed in the Great Dwarf, their creator. Holy sites to the dwarves were Anvil Rock (which they thought to be the place where they had been "forged" by their god) and the underground Stone Basilica, which housed the Tome of Rubicon (the Great Dwarf is also credited for the writing of this book). The head of the faith was the High Priest and Chief Keeper of the Deldrimor Rubicon. The last High Priest in Dwarven history was Alkar, who had written sanitized versions of the Tome and discovered the assigned destiny of the dwarves. (continued next page...)



The underground Stone Basilica.

By Thalador Doomspeaker

Religion (continued)

The Dwarven lore spoke of a malignant, apocalyptic being whose rise, according to the Tome and Alkar, would've meant the end of the world as the then-inhabitants of Tyria knew it: it was the Great Destroyer. The exact opposite of the Great Dwarf, the Great Destroyer was the arch nemesis of the Dwarven god and his people. High Priest Alkar's description perfectly introduces it: "The Great Destroyer is reputed to be everything the Great Dwarf is not... evil, malicious, and greedy to the core." The Tome of Rubicon told the creature's tale: long ago, these two fought and at the end the Great Dwarf took the Great Destroyer's name, thus stripping it of its power. He sealed the name within the Tome until the time of their final battle, which eventually happened in 1078 AE.

Despite the religion of the Great Dwarf was the strongest in Deldrimor, the kingdom allowed religious freedom. Some dwarves became followers of either Dwayna or Grenth (although it's suspected that these dwarves believed in the Great Dwarf as well). One prime example was Ural Highstone, who started worshipping Dwayna after he had been saved from the Stone Summit by his brother. Because of his devotion to the winged goddess, Ural's soul was taken by Dwayna after his untimely death had occurred. Interestingly, Dwayna's and Grenth's Dwarven followers mostly appeared at Wintersday.



Glint's shrine in Droknar's Forge. A device with which the Brotherhood can communicate with the Dragon Prophet.

The other group was the Brotherhood of the Dragon. The guild revered Glint, the Dragon Prophet, and benefited themselves and the Dwarven community by learning more of prophecies. However, some dwarves, in return, called them blasphemers because of their connection to the dragon.

Addendum: A very interesting information was brought up not so long ago. A mysterious oracle said that the Great Dwarf could be the collective consciousness of the dwarves themselves and that the Great Dwarf might have never been met as a real being.



The Stone Summit

The Stone Summit was a guild of xenophobic Dwarven radicals led by Dagnar Stonepate, King Ironhammer's cousin. Formed in the last guild war with the sole purpose of becoming the only sovereigns of the world - enslaving the "lesser" races (especially the humans) in the process.

They were cruel, calculating, and were not afraid of using aggression and enslavement against the hated humans and other species. Although they were a relatively young formation, their numbers before the civil war were very large, nearly on par with the Deldrimor army's numbers. Before the beginning of the war, they occupied staging grounds for their forces (Camp Rankor, Icedome, Grenth's Footprint, Spearhead Peak and Tasca's Demise) and shortly afterward they declared Sorrow's Furnace, one of the greatest Dwarven mines, their own, and set their guild's headquarters there.



The Summit banner during the civil war.



A Stone Summit mining operation near the Ice Caves of Sorrow.

Economy and Trade

The Stone Summit began large mining operations in both the Northern and Southern Shiverpeaks. It's currently unknown whether the mines in Ice Caves of Sorrow, Iron Mines of Moladune and Iron Horse Mine were former Deldrimor establishments or Stone Summit additions. Because of their hatred towards other cultures, they did not trade with anyone, except maybe with Deldrimor dwarves (of whom they didn't know to have any trade agreements with humans) before the war. However, they were so active in the market of slavery, that they even bought slaves from human slavers, like Galen Trask.

By Thalador Doomspeaker



Army

As mentioned before, their army rivalled their cousins' forces. The brutal Stone Summit contingents travelled the Shiverpeaks to hunt their rivals, or prey on enslavable creatures. They also raided mines, villages and outposts – not bothering themselves if the inhabitants were dwarves or other beings.

Higher-ranking Summit rode mounts: mainly armor-clad dolyaks, snow beasts and ice drakes restrained with crude chains and other "disciplinary" devices. The Summit didn't bother to tame their mounts, as they preferred chaining and overpowering the beasts, so those would bend to their masters' will instead of getting accustomed to them.

The Summit were also fond of using siege weapons. From ballistae to ice ships armed with nasty catapults, they were more than glad to put them into action against their foes.



An ice warship preparing to unleash hell upon its masters' foes. However, the banners on its stern are similar to Deldrimor design. It's possible that the ships were either stolen from the Deldrimor docks, or a large part of the Dwarven navy joined the Stone Summit's cause.

Slavery

Beside the enslaved beasts of war, the Stone Summit subjugated the dredge, a mole-like race who lived in the Depths of Tyria. Then they started using the dredge as expendable tools within Sorrow's Furnace and Vloxen Excavations. The creatures toiled away under their taskmasters, being driven to work by the threats and pain of the Summit's whips. In the end, the dredge started a rebellion (while others escaped to Cantha by unknown means) and fought an underground war against their oppressors. The revolt also played a hand in the later downfall of the Summit.

The Stone Summit were able to enslave fearsome creatures as well. In Slavers' Exile they had a vast collection of slaves: mutated wolves, centaurs, undead, elementals, spirits, imps, a White Mantle officer, a centaur chieftain, a dryder and a djinn. It seems that they might have been able to enslave the whole word, after all.



A dredge slave having a short rest before continuing the digging in Vloxen Excavations.

Religion

While it's not fully clear what the Stone Summit's faith was, there were some among them who worshipped the Great Destroyer. The leaders were the Hierophants who knew quite a lot about sorcery and Dwarven lore. Stone Summit "priests" were always interested in finding ancient and dark powers; a group of Summit Gnashers once summoned an icy demon (imp) from the Underworld, while Taskmaster Bellok of Vloxen Excavations tried to unleash a long-forgotten lich upon the unsuspecting world.



The Great Destroyer, arch enemy to the dwarves. Some aberrated Stone Summit still worshipped it.

By Thalador Doomspeaker

Dwarven history

Unfortunately, our knowledge of their full history is pretty scarce, due to the fact that most of their written records were and are thought to be either lost or hidden in the Depths of Tyria (like in the case of Tome of the Rubicon). The Dwarven timeline contains many undated events, and it is also spotted with rather large gaps without any known happenings. Judging from this, the dwarves could keep their secrets very well.

Unknown time, presumably between 10,000 BE and 1796 BE: According to Dwarven lore, the race was forged upon Anvil Rock by their mysterious god, the Great Dwarf, who later departed to the mythical Dwarven area of afterlife, the Great Forge (or Eternal Forge). The writing of the Tome of Rubicon is also said to have happened in this time frame.

Unknown time: Deldrimor tribes were united under the banner of Droknar. Kingdom of Deldrimor was founded. Droknar's Forge became the seat of power.

Unknown time: Kathandrax Steelsoul, the mighty Dwarven hero, repelled the charr time and again.

534 AE: Lornar single-handedly held off a Hill Giant invasion.

Unknown date between 1013 and 1070 AE: During the last guild wars: Thunderhead Keep became the Dwarven capital. Formation of the extremist Dwarven faction called the Stone Summit.

1070 AE: Civil war erupted between the radical Stone Summit and the Deldrimor nation.

- Stone Summit conquered several areas, including the Frost Gate.



First siege of Thunderhead Keep.

1072 AE: Last year of the civil war.

- Siege of Krok's Hollow and Grooble's Gulch. Result: Deldrimor victory.
- Ascalonian refugees escaped through the Frost Gate. Prince Rurik died while protecting his people.
- The Shining Blade and their pursuers, the White Mantle and their unseen gods, the Mursaat, arrived in the middle of the war. Deldrimor and Summit losses. White Mantle – Mursaat advance began towards Droknar's Forge and Thunderhead Keep.
- Ascalonian heroes returned to fight against Deldrimor's enemies.
- Stone Summit besieged Thunderhead Keep. Result: Stone Summit victory.
- Deldrimor – Ascalonian strike team led by King Jalis Ironhammer retook the Keep and defended it from Stone Summit and White Mantle – Mursaat assailants. Death of Dagnar Stonepate, Founder and Leader of the Stone Summit. The Stone Summit was pushed back to Sorrow's Furnace.
- Covert missions against the Summit of the Furnace. Burying of the Tome of Rubicon.
- Ennis Granitestrider led a group of human heroes against the Iron Forgeman. Destruction of the Forgeman. Result: the Stone Summit was crippled.
- A few months later, Deldrimor scored a decisive victory against their wicked cousins. The surviving Summit fled to the Far Shiverpeaks.

Between 1072 and 1078 AE: High Priest Alkar dug out the Tome of Rubicon from the ruins of the Stone Basilica. Re-discovery of the dwarves' destiny.

1078 AE: Skirmish to the Far Shiverpeaks. The Great Destroyer crisis. Transformation of the Dwarves. Death of the last Stone Summit Hierophant.

By Thalador Doomspeaker

Deldrimor arc

- Ogden Stonehealer summoned King Ironhammer, his strongest and most loyal warriors and friends to the Battledepths, near the Eye of the North.
- Preparations began against the rising Great Destroyer and its Destroyer hordes.
- Stone Summit attack on Jalis' encampment. Ural Highstone died in the battle. Result: Deldrimor victory.
- Counterstrike against the Summit of Drakkar Lake. Result: Deldrimor victory.
- Ogden's human allies helped Outrunner Remlok and Sage Bollnar in recovering the Anvil of Dragrimmar. The Anvil was an ancient relic of great importance to the dwarves. It was said that the Great Dwarf forged unbelievably strong weapons and unbreakable shields upon its face.
- Search for allies. Ebon Vanguard, Asuran golemancers, mighty norn hunters, and a charr revolutionist joined the struggle against the apocalyptic creatures.
- Retrieval of the Hammer of the Great Dwarf. Rite of the Great Dwarf: dwarves became immortal stone soldiers.
- Battle in the Depths. Heroes reached the Central Transfer Chamber.
- Destruction of the Great Destroyer.
- Many more dwarves underwent the Rite of the Great Dwarf. They depart into the Depths to hunt the disorganized Destroyers.



The Transformation of the Dwarves

Stone Summit arc

- Failure in Vloxen Excavations and Darkrime Delves. The "Darkrime" task force failed to retrieve unknown but powerful artifacts. Taskmasters of Vloxen Excavations died before they could unleash Zoldark the Unholy.
- Requested by a norn skaald, human heroes struck at Slavers' Exile. The Summit's strongest slaves were killed. Duncan the Black, last and probably the most powerful Stone Summit Hierophant, was also killed before he could harness the deceased Great Destroyer's soul.



Duncan the Black, the Stone Summit Hierophant who planned to harness the soul of the Great Destroyer.

The time of the dwarves is close to its end. Their place is being taken by the dredge, who consider themselves to be the true heirs to the dwarves. While they left their knowledge, their inventions and their legacy for us, the locations of these relics need to be uncovered. There will be a time, when all the races will miss the dwarves. And those who knew them and were their friends will always miss them.

But there are two more things that do bother me. What about those who did not undergo the Rite? And what about the surviving Stone Summit? What does the future hold for thm?

- Thalador Doomspeaker
Day 336 of the Season of the Colossus, 1079
After the Exodus

By Thalador Doomspeaker

Rudi's Quest

The story so far ...

The days are getting colder and colder; the wind outside gusts in a cold breeze. Lands are getting bedded by snow, and in the air... in the air, there's a red spot, marking the coming of something special.

This year, when Reindeer Rudi visits Lion's Arch, he will have a quest: **find [Santa]!**

Everywhere around, you can find clues that something that we know as [Santa] is actually around in Tyria. Rudi once knew [Santa], but when he traveled from the artic seas in the north to Tyria one day, [Santa] disappeared. Many say [Santa] has been sighted in the Northern Shiverpeaks; others speak of shady figures hanging around in Kryta. Is there something bigger at stake?

It's Rudi's Quest to find Santa back and prevent whatever is about to happen in Tyria!

Important Information

Where? Lion's Arch International District 1

When? 26th December

What time? between 7.00pm (19.00) GMT and 1.00am (1.00) GMT

Requirement: Finishing Eye of the North is required to join in on all the fun, though a good chunk will take place in Lion's Arch.

Parties involved
- GuildMag (Event host)
- Gamers World Entertainment Network

Contact us
Ingame: Dutch Sunshine
Email: contact@guildmag.com

Surviving The Great Drought

Ever since the beginning of summer, ArenaNet has bombarded us with a constant flow of information. Healing and death, the Ranger, the Necromancer; hell, some of us even got to play the demo. However, the news locomotive has nearly ground to a halt. The Hall of Monuments Reward Calculator has been the only (albeit massive) piece of information we have gotten this month. How ever will the Guild Wars 2 community survive this biblical shortage of information? Today I've got some tips to help you out.

1.Go to the official Guild Wars 2 site and refresh the page every five to ten seconds. The more you do this, the faster the news will come. This has been scientifically tested and confirmed by the researchers over at the Leading Institute of Announcement and Reveal Systems (the L.I.A.R.S)

2.Start multiple threads on Guild Wars 2 Guru regarding the next profession reveal. Be sure to post them in the Announcements section (because you want announcements, right?) and use misleading titles such as "New profession revealed…….when?" This way, the title shortens to "New Profession Revealed…" and you fool the system into revealing a profession. Trust me, this always works. I've done it like 4 times.



3.Complain about everything. Transmutation stones will cost real life money? Threaten not to buy the game. No demo being showcased in a city near you? Claim that ArenaNet is bigoted against you and/or your "kind." In general, find anything about the game that you don't exactly love, and complain about it as if it was a game-breaking feature. The more you complain, the more anxious ArenaNet will be to keep you interested. This means that they'll pump out more and more information to keep your personal hype level in check.

If you perform all of these tasks on a daily basis, the next reveal of information will come in no time. Everybody will love you for being such a team player in the process of forcing reveals that they will completely forget about the fact that your begging makes you come off as an immature little warthog.

/trollface off



While we are definitely not swimming in the middle of a sweet stream of information, people do need to realize that the circumstances presented during the summer were out character at best. Does anybody remember the days of early 2010? I think that's what the community should be getting used to. ArenaNet spoiled us with tons and tons of gameplay information during all of these conventions. Now that most of them are done with, we're left on our knees with our tongues sticking out begging for the slightest drop of info. The funny thing is that when the community finally gets used to the slower stream of information, ArenaNet will again find a reason to commence another bombardment and spoil us once again. Just my two cents.

By Artaxerxes

Lore Interview with Jeff Grubb

It's true that there has been some sort of a drought as one of new writers stated in the article before, but that does not hold us back from asking new questions! So we send an e-mail to ArenaNet in the hope that they could answer them. Because gameplay-wise there is no concrete topic to ask questions for without resulting in a 'We cannot talk about that just yet.' we decided to ask them a few lore-related questions which will surely give the Guild Wars 2 community something to talk about until the next stream of information wil be released somewhere next year. For now though, enjoy the read!

GuildMag: On the Ghosts of Ascalon map, the Maguuma Jungle seems to be called the Maguuma Wastes. Is it no longer called the Maguuma Jungle or is it just the top, dry portions seen in GW1 that are now called Maguuma Wastes?

Jeff Grubb: The northern parts of the Maguuma Jungle have dried out, creating the wastes (the southern regions, where the asura and sylvari have set up their nations, are considered part of the Tarnished Coast). This change has been attributed to the rise of the Elder Dragons, but that has not been confirmed, and there may be other nefarious agents at work.

GuildMag: What can you tell us of the Mists that is not already explained in the Prophecies and Nightfall Manuscripts? Is it best to compare it to outer space in real life, or is it something vastly different, that you will continue to subtly develop in side quests with races like the asura?

Jeff Grubb: The Mists are the building blocks of reality, the proto-reality that exists between the worlds. It is where we find afterlifes and the homes of the various gods and other powerful entities. The Mists also resonate from the worlds around them, such that they form bits of their own reality – islands of existence that reflect the histories of their worlds.

In GW2, our PVP will take place in the Mists.

GuildMag: What happened to King Jadon of Kryta? He abandoned his throne, but where did he go? Is he still alive during Guild Wars Beyond, in exile somewhere? Might he try to reclaim the throne, or might some later child of his -- born in exile -- assert some claim to it? This could tie in to the various conflicts that Salma has to face over the next few years.

Jeff Grubb: The tides of history have closed over King Jadon and the rest of the royal family. While it is possible that his family may have survived, no word of it has come down into the present time.

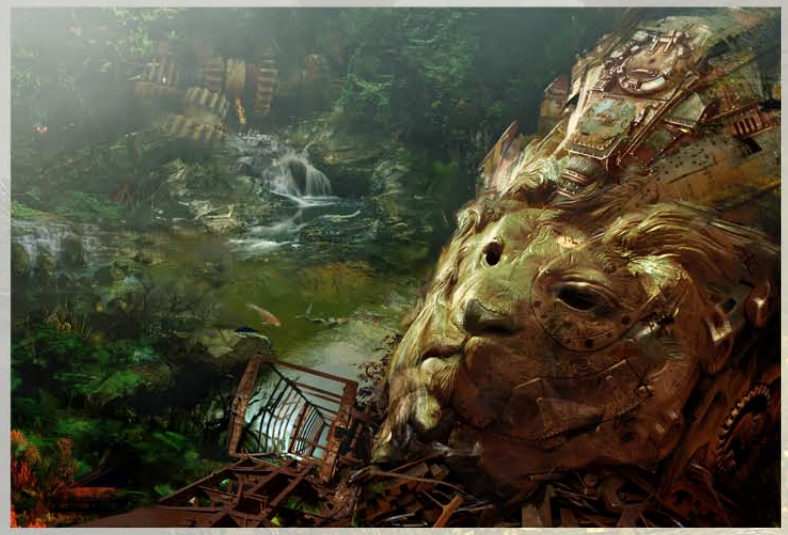
GuildMag: Can you give us more information on the Great Dwarf, is he really a god or more like a powerful spirit (like the spirits of the wild)?

Jeff Grubb: The Great Dwarf can best be thought of as collective consciousness of the dwarves themselves (indeed, in making the prophesy of the Great Dwarf defeating the Great Destroyer coming true). Has anyone MET the Great Dwarf, and found him to be a real being? Well, that has not happened.

The whole question of gods is based upon culture. The humans have tangible, powerful beings that they can interact with – hence, gods. The spirits of the norn also fit that description, so humans would call these beings "gods" as well. Norn would disagree. And describe the human gods as being "Spirits of Action" of the humans – Balthazar is obviously War, and should be spoken of as such. Kormir is Knowledge, and calling her Kormir is a quaint human thing.

Similarly, the humans would say that asura have no gods, or that they worship some concept. The asura would say that the Eternal Alchemy is obviously a true way of looking at the universe, and that that human gods were merely functions in that equation (really BIG functions, but functions nonetheless).

And while the Charr recognize the humans gods as powerful patrons, they reject those patrons as being all-powerful or worthy of veneration. Indeed, such worship makes the worshippers weak.



By Dutch Sunshine

Lore Interview with Jeff Grubb

GuildMag: Are there any tidbits about the Nightmare Court you could toss our way?

Jeff Grubb: The Nightmare Court is shaping up nicely. More is revealed about them, and their relationship to Caithe, in the Edge of Destiny novel (plug, plug).

GuildMag: Primordus was the first one to awake. While (most of) the other dragons moved places (be it raising a continent or flying south), Primordus decided to stay in the Depths of Tyria. Why did it decide to stay there?

Jeff Grubb: Primordus has remained beneath the surface, but that doesn't mean he hasn't moved around. He has been clearing huge tracks of the underground regions of the world, and his activities have sent a number of other races to the surface, including one that the asura are all-too-familiar with – the rodential skritt. As a result of his activities, the minions of Primordus can be found almost anywhere on the surface.

GuildMag: In a previous interview that we did with Colin Johanson he mentioned that you were able to tell us more about the Dominion of Winds as seen on the map that went with Ghosts of Ascalon. Even though it will not be accessible from the start, can you tell us what's so special about this landmark?

Jeff Grubb: Two words – Tengu City.



GuildMag: There were many unexplained features of the landscape of Tyria that led to the formation of a subgroup of fans interested in lore. We know this is partly being tackled with translatable signs, but will we see more examples of places without much description or with lots of mystery, like Wizard's Tower in Kessex Peak, the Talmark Pillars in the Wilderness, and so forth, in GW2?

Jeff Grubb: Yes. While we are regularly going through the world, there are always cool additions which in turn create new stories. Some of them will have translatable signs, and others will be easter eggs or plans for the future.

And oh yes, the Wizard's Tower in Kessex Peak is still around, but has been towed to a new location by its current owner.

GuildMag: In the original Guild Wars we've already seen three of the five bloodstones, will we be able to find the other two and could you tell us some more about them?

Jeff Grubb: We are not revealing what has become of the Bloodstones yet, but they may have an influence in future expansions.

GuildMag: Why did only the inhabitants of Ebonhawke survive the Foefire, which has killed every other human in Ascalon and turned them into ghosts?

Jeff Grubb: Ebonhawke was not part of Ascalon at the point, though it was an outpost. It was beyond the effects of the spell.

GuildMag: In the Ghosts of Ascalon book, an unnamed imperator of the Flame Legion is mentioned to have had the Claw of the Khan-Ur. Where did he find the Claw and what was the imperator's name?

Jeff Grubb: The Flame Legion Imperator who lost the Claw has had his name struck from the records and carved from the monuments. His story has not been revealed.

By Dutch Sunshine

Jingle All the Way!

As you leave the Eye of the North, you make a right and wander over to Gwen's garden. You take a moment to admire the hard work of Gwen and then kneel to gather in the scent of a Red Iris. Suddenly, you get the eerie feeling someone is watching you. Slowly, you stand, straining to hear any threats. You turn around, weapon ready. You see nothing, only hearing the strange chime from some unseen source. You scan the area before you, starting to suspect your imagination was just going wild. You relax, turn back to the flower, and find yourself face-to-face with a blue-eyed, snowy-feathered moa. With a startled yelp, you jump back and bump into something very large and very soft. Turning around, a polar bear greets you with a playful nudge with his head.

You have just found yourself a White Jingle Moa and a Jingle Bear. Luckily for you, they're quite friendly!



Who are these animals?

The White Jingle Moa and Jingle Bear are two charmable animals that first appeared during Wintersday after completion of Lt. Thackeray's quests in Eye of the North.



Where do you find them?

You find them in Gwen's garden but only if you (or someone in your party) have completed the Wintersday 2009 quests. The Jingle Bear will show up alone if the Wintersday 2008 quests were done.

Can you get them any other way?

You can unlock them using Zaishen coins or Balthazar Faction at the Zaishen Menagerie.

Are we going to get a new Jingle animal for Wintersday 2010?

The Jingle Bear was introduced in 2008... the White Jingle Moa in 2009. Hopefully, we can look forward to another Jingle animal for 2010!

Jingle animal fun facts:

- There aren't any Jingle cubs or chicks in the Zaishen Menagerie.
- Jingle creatures will not attack you when trying to charm it, which means you can't death-level them.
- Jingle animals have a red collar with bells on them that actually… jingle.

By Thistle Xandra

To Be A Master...
A Guild Master, That Is

A look into the minds of
Tyria's Guild Leaders

The role of the Guild Master, or Guild Leader, is as varied and ambiguous as the types of guilds that exist across the RPG gaming universe. But regardless of what kind of crew you call home -- from 5-man table top dice-rolling to 300-member cross game clans-- there will always exist the need for a central figurehead who calls the shots. They go by many names: Dungeon Master, Clan Leader, Guild Master, and, of course, Guild Leader.

The involvement that a leader has with his or her guild can vary greatly. Some guilds run socially, both in terms of member relationships and overall management, while others rule with an iron-fist in order to ensure top-notch performance and progression. Many players will see guild leaders as almost on another level; they can be idolized as a matriarch or fiercely resented, but their position, for better or for worse, is always recognized. There is no clear-cut way to decide what system to use or how involved to get; it all depends on the goal that every fearless leader makes the moment they decide to take up the challenge.

There is one thing, though, that every guild leader past and present knows is true: the position is sometimes a thankless job and carries with it a lot of responsibility and frustration. The decisions that have to be made are often difficult ones and it's rare to find no opposition from their members.

But on the same token, it can be one of the most fulfilling aspects of gaming. Guilds can easily become as close as family and the memories will often trump the hardships. Many lives have been saved in one way or another because of a supportive gaming clan, and many lasting friendships and relationships are born within guilds. To be the leader of one can bring with it a lot of joy and pride.



Order of Dii

Guild Wars is a game that focuses heavily on the 'guild' part, and we can only hope and expect the same to be true for Guild Wars 2. And when ArenaNet introduced Alliances with the Factions campaign, the leadership role took on a whole other level. Managing a single guild was hard enough, but an alliance of 10? Now that's something.

In order to shed some light and hopefully bring about a new appreciation for what it takes to lead a strong and successful guild and alliance, I asked some of these brave individuals to share their experiences over the past few years, both good and bad.

Alaris Mystique
of The Order of Dii

The Order of Dii is one of the oldest and largest guilds in the history of the game, thanks to their strong presence on popular community site IncGamers. While the reins have switched hands since its inception, the most recent leader, Alaris Mystique, shares how heading up Dii has been over the past two years!

Q: So how long have you been heading up your guild?
The guild was formed just before Prophecies was released, but I only joined Guild Wars when Nightfall was released. I was promoted to Guild Leader on November 18, 2008, so 2 years ago.

Q: What is your primary focus? (PvE, PvP, Social, whatever happens, happens?)
Whatever happens, really. We tend to be more PvE / social, but sometimes we get enough people interested in GvG or elite areas, so those interested in those things can do that. We really want to be a place that people feel comfortable doing what they want.

Q: How did you decide you wanted to lead your own guild? Did it happen right away or was it a gradual thing?
Definitely gradual. I started as a recruitment officer and generally got more involved in trying to settle issues between members of the Guild and Alliance.

Q: Did you set up any goal for how you wanted to run things or what your focus was going to be?
Democracy and friendship. We have a long tradition of relying on polls for important decisions, and of considering other's opinions. I wanted to keep that going, especially the part about listening to different opinions and seeing if a compromise was possible.

By Izari

To Be A Master...

A Guild Master, That Is

Q: How have things changed since then?
We've managed to maintain a good atmosphere despite our fairly large member list and sometimes diverging interests.

Q: Were you successful? Did you ever reach those first goals?
Of course we were, because I am the best leader ever, right? lol... I'd rather let my Guild mates tell me if I was successful, they would be less biased than me. We've had a few bugs to work through, but I think that we managed to work them out satisfactorily most of the times.

Q: Did you have to change your game-plan to fit your members at all?
My game plan comes from Dii members, so I guess the answer to this question is "never". It requires the leadership a lot of flexibility and open-mindedness though... at one point I was defending the interests of GvGers even though I have yet to even try GvGing.

Q: What was one of the hardest decisions you had to make as a Guild Leader? How did people react? Was it good or bad?
Conflict between members is always really hard to handle, especially if you get to know them. Some members are just trouble and it's easy to kick them out, but when you have to deal with a member that has both great qualities and a bad temper, it can get really difficult to manage.

It seems every guild has some members like that, though it might not be a bad temper but something else. I tried to control his temper, but looking back, I should have been more supportive instead (or at least in addition). I think we all recovered from that event, but the mood was down for a while during and after that event. I admit that I could have handled the situation better... I think some of the negative feelings could have been avoided if I had handled it better.

Q: Do you think it's a good or bad thing to get emotionally attached to your guild and its members?
Good. You need to stay objective in your decisions, but you should also care about them and their well-being. One does not preclude the other if you're careful not to become biased.

Q: Do you think it helps or makes things more difficult?
It's difficult if you can't do both. But if you can be attached as well as objective, then it's much better than being either more exclusively.

Q: Do you ever feel people don't appreciate what you do?
I feel they appreciate me more than my real worth! lol. I'd like to say thanks to Lensor for all the co-leadership help, as well as all the extra help officers have put in over the years to help make Dii what it is today.

Q: What's one of the best memories you've had with your guild?
Doing elite missions together with several members who had never been in an elite mission (often, that included me), using BYOB (slightly modified so we'd have a fair chance at a win, but not PvX builds). There's nothing more fun than a bunch of casual players doing elite content together (and completing it, even if not on first try).

My second best memory would be activities we organized that turned out well, like our 6th Anniversary (thanks Lensor for all the good work on that).

Q: For Guild Wars 2, do you and your guild plan on migrating over to the new game?
Yes, absolutely. We have a thread (or more) about that topic, and I'm sure that as we know more about GW2, we'll start planning in more details how we'll build Dii in GW2.

Q: Do you have any goals or plans for how you'll run things in GW2? Will it be different or similar?
It will be the same, except that with the influx of new players, we'll have to be more strict on the recruitment rules. We've relaxed the rules a bit to make the recruitment less painful during the drought. But over 6 years, we've figured out rules and attitudes that work pretty well, why change the formula?

Q: Now for some wisdom: if you could go back to that day you decided to start your own guild, and give yourself one piece of advice (or even a warning!) what would it be?
Get to know your members, and appreciate them for what they can bring to your guild. This is something I still don't do enough.

Q: Any final pieces of advice for aspiring guild masters?
Be an officer for as long as you can, and really try to learn the job from that position. Some people become guild leaders just because they want to and so they start their own guild by themselves, or because they want things done their way (that's always a bad reason). But what they don't realize is everything needed to make it work. By being an active officer, you learn a lot about what makes a guild. Your guild might be different from the one you were officer in, but at least you'll already have tons of experience on what to do and what to avoid... and how to be good to your members. The early times of a guild are hard because you need a critical mass so that people who join actually stay. If in addition you lose members because you make mistakes... it can make leadership a frustrating experience. I've learned a lot about leadership first as a recruitment officer (I was not a full officer until later), then as officer helping out with diplomacy.

By Izari

To Be A Master...
A Guild Master, That Is

Tasha Darke
of Mystic Spiral

Q: So how long have you been heading up your guild?
4 ½ years now, give or take a few months here and there where its been necessary to have a break. Mystic Spiral is primarily a social guild, and as a result the focus changes depending on what people want to do. Mostly that's various forms of PvE but we've also dipped our toes into GvG and HA in the past.

Q: How did you decide you wanted to lead your own guild? Did it happen right away or was it a gradual thing?
The decision was made in Spring 2006 after leaving my previous guild for personal reasons. Over the course of a week on my own and being frustrated at what was being offered in local chat, a couple of friends and I banded together to try and create something a bit different.

Q: Did you set up any goal for how you wanted to run things or what your focus was going to be?
We knew we wanted a guild that focused on the people behind the characters and that took the time to get to know its members. Also I didn't want the title of "leader" to mean much. I contemplated setting a mule account to be leader at the very start but decided against it as people regard an active leader as a sign of a healthy guild. I still only regard myself as leader because someone has to be. The main short term aims were just to get some more members and see how easy or hard recruitment would be. At the time we were very much thinking about things in a PvE vs PvP standpoint and sided very heavily on the PvE.

Q: How have things changed since then? Were you successful? Did you ever reach those first goals? Did you have to change your game-plan to fit your members at all?
Well we went from 2 members to our current numbers of 85! It took us a long time to realise that PvE wasn't really an accurate description of what we had to offer people. A lot of PvE guilds are focused on a specific aspect of the game, like speed clears and that's what people expected when they saw PvE in adverts. But that's not really what we offered, and it made recruitment challenging for a while. While a lot of us are title orientated, it will take us a long time to get there because we do so many other things along the route. So people joining to gain a specific title would get frustrated, because it would take a lot longer to achieve than they wanted it to.
Once we changed that to emphasize the social side of what we were doing we saw a much better success rate with recruitment. A side effect of this was having to limit the quantity of people we invited to keep the same atmosphere. Its also quite a challenge to cater to the variety of interests that a social guild covers while keeping the numbers low enough to keep it friendly - we have members who are RA experts, ex-top 200 GvGers, speed clear nuts, traders, experimenters as well as people who just like to chill out!

Q: What was one of the hardest decisions you had to make as a leader? How did people react? Was it good or bad?
I think the hardest decision I had to make was that to leave our previous alliance. There were a lot of people there we had some very good times with, but we were headed in different directions and I wasn't happy there as a player. Luckily our guild members were supportive of the move.

Q: What's one of the best memories you've had with your guild?
So so many but if I have to pick...in game I think it has to be one of our general knowledge quizzes because nearly everyone got involved. It didn't matter if they knew the answers or were aiming for a prize or not, as those who didn't just shouted out random answers which made the evening hilarious. Out of game, probably this August when a few of us went to Gamescom to play Guild Wars 2. It was the first time many of us had met in real life but you couldn't have told. Good times!

Q: How do you feel about getting emotionally attached to your guild and its members? Do you think it helps or makes things more difficult?
Its a real mixed bag. On the one hand I've made some life long friends playing Guild Wars and that's something I wouldn't have got if I hadn't gotten attached. The flip side is that you can get too involved and over analyze things. If someone leaves, it's very easy to blame yourself or the way the guild currently is, but it just may be that you aren't catering to what they need - and you don't need to cater for everything. As long as you can take a step back from the personal relationships and remain impartial when its needed then I think only positive things can be gained.



Tasha Darke

By Izari

To Be A Master...

A Guild Master, That Is

Q: Do you ever feel people don't appreciate what you do?

I think it's easy for people who haven't been in charge of a guild to misunderstand what's involved in making something lasting.

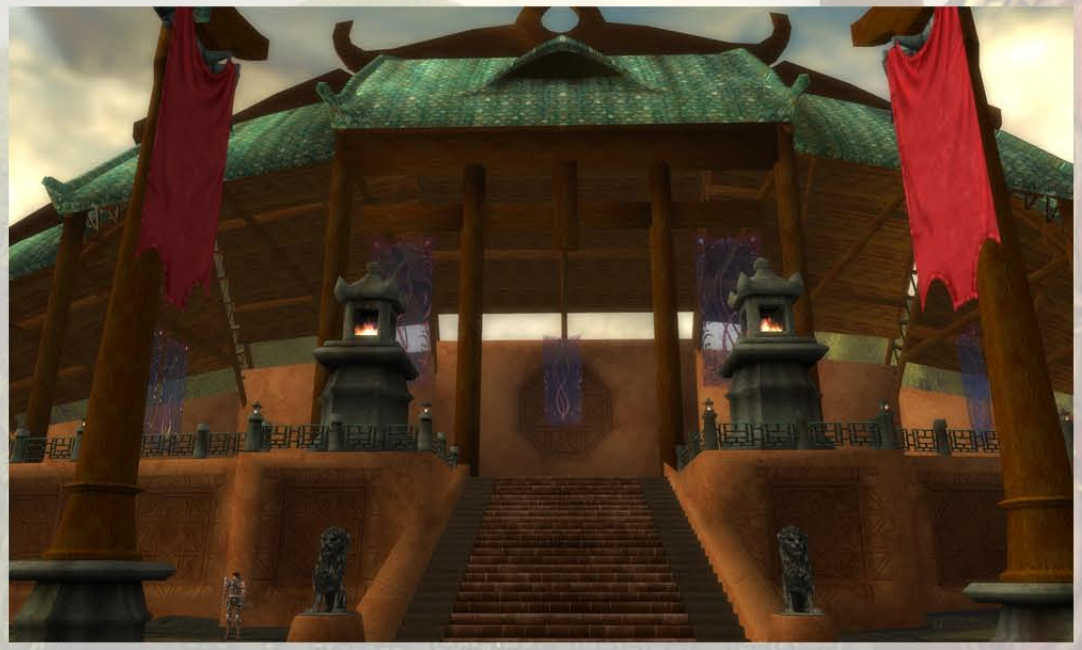
Generally it involves a lot of talking to a lot of people, both inside and outside the guild. There's recruiting, organizing events, keeping an eye on things and nipping problems before they become noticeable, keeping good relations with the alliance... and that's all before you get to go out of the guild hall!
All that being said, I do feel appreciated for the effort that gets put in, the same way I appreciate everyone who helps me out.

Q: For Guild Wars 2, do you and your guild plan on migrating over to the new game? Do you have any goals or plans for how you'll run things in GW2? Will it be different or similar?
Yes, we plan on establishing ourselves in Guild Wars 2 as quickly as possible. Migration will be nearly impossible as some members won't have the means or the will to move to the sequel but we'll do our best to support both groups going forward. We already cope with a community inside Guild Wars and another based on Steam chat containing members that play a variety of different games together. The goals for MYST in Guild Wars 2 will be the same - make friends, have fun, get the job done. I plan on delegating more and better spreading control of the guild with 2 other people, as well as redeveloping our web presence. Other than that we'll see what becomes popular and run with that! I think we're all looking forward to being newbies again.

Q: Now for some wisdom: if you could go back to that day you decided to start your own guild, and give yourself one piece of advice (or even a warning!) what would it be?
Don't underestimate the number of hours it will take you to build the community. You will spend more time building relationships than playing. Learn to delegate to get your time back!

Q: Any other pieces of advice you'd give any aspiring Guild Leaders?
Remember that the words you use and how you say them will be the first impression strangers get of you. Take the time to use correct spelling and grammar, and you'll present yourself in the best light. Learn the balance between stifling a group with rules and allowing bad behaviour to run riot. Its OK to be wrong on occasion as long as you're honest about it. My final thoughts to any aspiring leader come from Truckers by Terry Pratchett:

'Abbots can't go changing their minds all the time. You'll find this out. The important thing about being a leader is not being right or wrong, but being certain. Otherwise people wouldn't know what to think. Of course, it helps to be right as well', the Abbot conceded."



By Izari

Wintersday

"Wintersday approaches, can you all see the signs?
The grentchies and the snowmen will soon all align.
For a battle in the end is what we shall face;
To determine the wintery fate of the whole human race.

Dwayna and Grenth will vie for our favor;
Through threats and presents of a wintergreen flavor.
In the end one shall win, one shall surely prevail;
And the length of the winter is the final detail.

So stock up on snowballs and clear all your packs;
For gifts of all sorts will rain down on your backs.
And if you should see a small urchin or three;
Remember the spirit of the season — 'Tis better to give than receive."

- ArenaNet

The Meaning of Wintersday

At the end of the year during the season of the Colossus, Tyria begins to feel the cold harshness of winter as snow begins to fall on the cities of Lions Arch and Ascalon. As the days count down to coming of spring, forces begin to move throughout Tyria, each with intent to serve their masters. For at the end of Colossus, a battle between life and death begins in order to decide the fate of the coming year - whether the next season should feel the warmth of spring or be consumed by the cold grip of winter all year around. That This battle is known as Wintersday.

On Wintersday, two of the six gods - the goddess of life and air, Dwayna, and Grenth, god of ice and death - compete for the coming season. Should Dwayna win, the cold winter of Colossus will end and the season of the Zephr, commonly known as spring, would begin bringing light and warmth to Tyria. Though should Grenth win, then the winter would continue into the Zephr causing Tyria to be shrouded by the cold darkness for the coming year.

The celebration of Wintersday is known to primarily take place in Tyria, however the land of the golden sun, Elona is also known to celebrate it, even going as far as to mirror the snowfall of Tyria by having hydromancers decorate the city of Kamadan with snow. On both continents, the supporters of the two gods descend upon the towns, each spreading the word of their chosen deity. Supporters of Dwayna will do whatever they can to bring spring to Tyria, spreading cheer, singing carols and giving gifts. However the supporters of Grenth are also ready to pull out all the stops to keep Tyria under the snow using mischievous tricks and sabotaging Dwayna's supporters. Due to this, Dwayna has been known to constantly beat Grenth at Wintersday...though this was not the case one Wintersday.

Dwaynas followers will do whatever they can to bring in Spring, while Grenths followers will pull out all the stops to stop Dwayna, and plunge Tyria into an extended winter. Dwayna is known to constantly beat Grenth each year however that changed one Wintersday.

The Mischievous Win

Long ago, Wintersday was constantly won by Dwayna, a winning streak that is said to have lasted fifty years. No matter what they did, Grenths supporters were beaten as Kryta was filled with Dwayna supporters causing Grenth to lose his icy grasp on Tyria each time. Grenth's followers became sick of this winning streak and began to devise a plan - the coming Wintersday would be Grenth's for sure this time!

The supporters of Grenth began creating gifts and set out to the temples where Dwayna's clergy gathered. They claimed that Dwayna was destined to win the coming Wintersday and so they would join her side, presenting the gifts to them. The clergy who were known to always believe the best in everyone were delighted that the enemies they had battled each winter were now allies. They each began ripping into the gifts.



By Free Runner

Wintersday

Before the clergy realised it, they had fallen for the trick of Grenth's supporters. Each clergy was consumed and trapped inside each present as planned, not to be released until Wintersday was over. The people of Kryta began to turn their backs on Dwayna when her clergymen did not arrive that Wintersday. Believing they have been abandoned, they gave up, not even bothering to put up a fight against Grenth's supporters, allowing him an easy victory.

Ever since that fateful Wintersday, those who follow Dwayna's teachings have made a sworn vow never to accept gifts from those devoted to Grenth.

Supporters of Dwayna

"So many smiling faces! I can feel the cold receding already. Clearly Dwayna shall emerge victorious this year, and spring is right around the corner!"
- Avatar of Dwayna

As one would expect, Dwayna has many human supporters, the majority of them making up her clergy who keep the supporters of Grenth from sabotaging their efforts. However, humans are not the only ones helping the goddess secure spring, as other races such as the dwarves of Deldrimor are also keen to join the goddess's side. Not only them, but also various magical creatures help to keep Tyrians and Elonians alike on the side of Dwayna.

Amongst these supporters and followers, the main force keeping Grenth's followers at bay are the brrrls, unusual snowmen who have been blessed by the goddess to fight the Grentchies. Brrrls, sometimes simply referred to as "Snowmen", hail from the cold reaches of the north, in the Secret Lair of the Snowmen. It is there that they are led by the most powerful brrrl in existence -the greatest snowman ever made; Freezie.

Freezie is a brrrl of immense power having been created by a lonely child from magical items that had been gathered from various places in Tyria. These items were the magical hat of a failed magician, the pipe of the Deldrimor dwarf leader, King Jalis Ironhammer who is said to have crafted it from the bones of a powerful frost giant, and two pieces of coal gathered from the remains of a slain titan after their rampage through Tyria. These three items on a snowman, along with the wish of its innocent creator, caused the creation of Freezie who now leads the brrrls against the grentch.

While not as powerful as the brrrl, creatures such as reindeers and polar bears aid Dwayna's followers, often helping to keep the grentch from stealing gifts. In particular, a well known reindeer in Istan is Rudi, a reindeer who is quite unlike others due to his glowing red nose. Rudi's nose is known to glow when nearby any sort of gift, allowing him to track down any gifts that may of been "misplaced" by the cruel grentch.

Supporters of Grenth

"So many cold hearts gathered in one place! Ah, I can feel icicles growing betwixtmy toes! My master is pleased. Oh yes, he is pleased!"
- Avatar of Grenth

Often found attempting to trick Dwayna's followers, the fewer in number but none the less determined supporters of Grenth are made up of necromancers, scarab creatures known as "humbugs" and worst of all, grentch. The necromancers are usually found singing distasteful carols, spiking egg noggs and creating grentch while the humbugs are sometimes seen aiding the grentch in their schemes.

Grentch are the unholy winter servants of Grenth making them the enemies of the brrrl. They are known to serve the god of death by doing what they do best - causing mischief. A grentch is said to be a person who has had their heart shrunk three sizes, knowing only hatred, fear and death and longing to ruin the spirit of Wintersday. Due to this it is possible for a grentch to be created from a human via special potion, with the necromancers often tricking the unlucky victim into drinking it. Like the brrrl, the grentch also have a leader figure from unknown origins, the powerful Grentchus Magnus who has fought Freezie and his forces several times in assaults upon the Secret Lair of the Snowmen.

The Decisive Battle

As the Wintersday celebrations draw to a close, the battle between Grenth and Dwayna begins. The Avatars of the two gods appear in the cities and call for their supporters to gather around them and show their support. As the Avatar of Dwayna promises warmth and light into the new year, the Avatar of Grenth mocks her and boasts that the year will remain locked in Winter. In the end, whichever of the two gods gain the more supporters wins Wintersday. So remember this Wintersday to choose carefully who to support - because in the end you may find yourself regretting your decision when Tyria is plunged into a year-long Winter.



By Free Runner

We will be partying it up throughout the holidays! Santa will be roaming around all of Tyria during the event, so make sure that you are tuned in to find out where his exact location is! You won't want to miss out when he starts to hand out goodies! This can be any time of the day and he will show up at least 10 times....or MORE each day!



12 DAYS OF WINTERSDAY SCHEDULE

20th - Lion's Arch International 1
21st - Eye of the North International 1
22nd - Droknar's Forge International 1
23rd - Kamadan International 1
24th - Eye of the North International 1
25th - Ascalon City International 1
26th - Lion's Arch International 1, 2, 3 (With Rudi's Quest)
27th - Droknar's Forge International 1
28th - Kamadan International 1
29th - Eye Of the North International 1
30th - Ascalon City International 1
31st/1st - Lion's Arch Traditional Chinese 1, 2 (Depending on Hat/Mask)
* We will have a special Dj Schedule Update on December 19th, to reflect which Djs will be djing throughout the holiday. Please check out the Dj Schedule section of our website during that time*

For the finale of 12 Days of Wintersday and announcing the Singing Competition winners! More Details to Come as the dates get closer...so check back often!

and...

Happy Holidays from the Gaming World Entertainment Network!

Winter Fashion

Winter Fashion

Welcome to the Winter Wonderland, Worldly Wanderers!

As if the excitement of Halloween wasn't enough, the holiday season is in full swing now, and we still have much more to look forward to. The event that defines the snowy season is Wintersday, where the historical battle between light and darkness has a world-wide influence: from food to festivities and, of course, fashion!

Regional Palettes

All the warm and bright hues have now been fully displaced by cool colors. Snowy blues, icy purples, and lustrous metals take the center stage and keep things interesting to boot.

Tyria's palettes are influenced by creative Asuran technology: lightning blue, silver-white, and a hint of gold are the tones to look for in your armor this season. Closer to the holidays, bright red and green make a come-back during the Wintersday celebration.

Canthans may not celebrate the Tyrian holidays as feverishly as their northern brethren, but they have their own special time to look forward to not long after. Canthan New year is right around the corner, and as such, the colors to look out for are soft glowy yellow, deep crimson, and, surprisingly, light pinks.

Elona celebrates the winter festivals with enthusiasm as well, mixing their local flavor with the holiday theme by ringing in dark velvety blue, deep forest greens, and amethyst purple.



Trends and Styles

Who better to look to for the warmest threads for the deep winter than our mountain-dwelling neighbors to the north? The Norn and Dwarves know cold, and fashion can have function when crafted by these expert armorers. With their soft furs and thick material, just about anything from Gunnar's Hold will work well for the season, particularly for monks, dervishes, and mesmers. As an alternative, The Granite Citadel offers great winter-ready elite sets for rangers and elementalists, and Droks provides a good set for warriors.
Steer clear of thin materials and revealing outfits (Yes Elite Luxon / Sunspear, we're looking at you!).

For those willing to spend some extra bucks, more formal attire is available thanks to the lovely designers responsible for Gwen and Keiran's wedding. Loose, flowy dresses are a must for those fancy affairs. Dwayna's lovely gown from last year will have its place at the banquets as a classic, and the white mantle regalia will also be trendy during this season. Avoid loud and garish Halloween costumes unless you want to spook the in-laws.

Absolute Accessories

For travel, Norn Woads, bandanas, and hats will keep heads warm and protected from harsh weather. Sunglasses aren't a bad idea either to shield your eyes from bright, reflective snow. Shelve the Destroyer gloves in favor of Chaos for winter. High boots are a must when traveling as is modest clothing. Monks should try to avoid sandals!

For minis: Norn Bear, Thorn Wolf, Water Djinn, Kveldulf, Jora, Giant Herder, Polar Bear, and Yeti are all comfortable in the cold weather.
Ranger pets who don't mind taking a vacation from the menagerie: Snow Wolves, Polar Bears, Jingle Bears, White Tigers, White Jingle Moas, and Ravens.



Attire Around the World

Check out our Holiday Costume special section for images from this past Halloween. But don't fret! As always, we have a "Who wore it best" challenge for you guys: Winter Companions! Take a shot in a snowy area (or major cities during the holidays) with your favorite pet or minipet by your side.

Send screenshots to izzie@guildmag.com, and get a chance to be featured in our next issue!

By Izari

DUTCH'S TALK WITH... Daniel Frozenwind

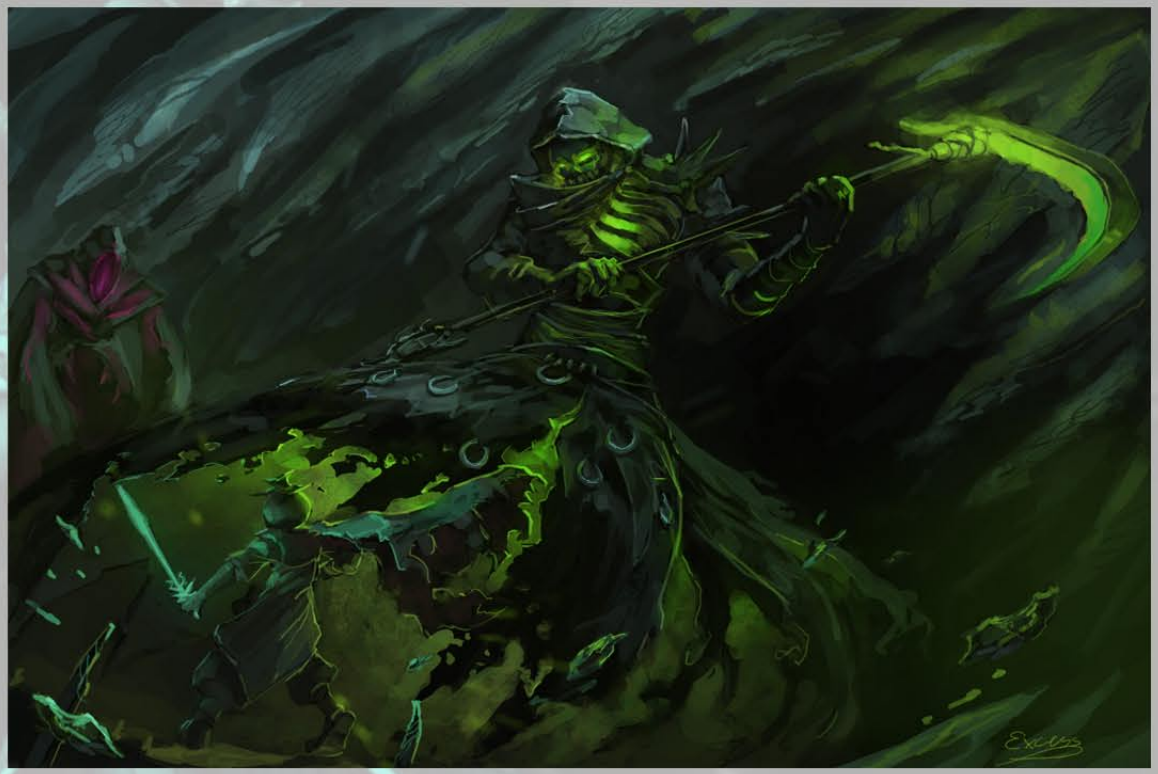
Dutch Sunshine: Look who we got here, it's Daniel Frozenwind! What's up?

Daniel Frozenwind: Why hello there! I do believe it's the sky! But kidding aside, I'm feeling frankly frivolous!

Dutch: Sounds chilly, though I'm sure our readers would like to know more about you! Give us an introduction!

Daniel: Certainly! Ladies and Gentlemen, Mesmers and God's walking among the lesser folk! I am the King of the Snowmen, Daniel Frozenwind, and I bid you a hearty hello!

I am what I like to believe a sort of envoy for the holiday spirit, a Community Organizer/Supporter so to speak. I have made many dear friends in my ageless time in Tyria, without whom I could have never achieved some of the more spectacular events and activities that have been enjoyed by the masses. Of course there is the Mad Queen Malafide, whom helps me concoct many marvelous sights and spectacles! And so many others to list here, you know who you are. I love the Guild Wars community's vibe when they all come together; it's why I do what I do.



Dutch: So, you say you're king of the snowmen, is it hard, living as one?

Daniel: Much harder than I ever let on, other than training everyday to master the art of ventriloquism to speak to mortals (I dare you to see my mouth move!) I'm in nigh constant demand from my subjects...Oh and I have to babysit Death. Other than that, it's pretty "ice".

Dutch: Babysit Death? That must be a difficult task!

Daniel: I keep The Emperor of Oblivion, Dhuum, whom seeks every waking minute to break free of his bonds and reign the Underworld once more, sealed in the Hall of Judgment. It is no easy task, but someone has got to do it. It's a grim thankless task I must undertake, of which a certain king has no right to call me a fruitcake for! Then again he IS mad.

Dutch: From our interview with Mad Queen Malafide we learned that you teamed up to do the King's and Queen's Horrorween, and we know quite a bit about that already, but what did you do before that event came to be?

Daniel: Many years ago when I was still a mortal walking amongst mere newbies, Tyria was still very young and was about to experience its very first Wintersday as a result of the Goddess of light and air Dwayna and the God of Death and Ice, Grenth having a bit of a domestic disagreement.

Needless to say, it was a very magical time for all of us who were present in Lion's Arch. I will always remember how the snowball started rolling for my community work. How I shall reveal exclusively to GuildMag readers...

It started with exactly 100 gold coins...

By Dutch Sunshine

DUTCH'S TALK WITH... Daniel Frozenwind



I saw everyone having such fun interacting with everyone else at Wintersday that I decided that I would provide free gold out of my very small at the time coffers, to anyone who could answer some basic riddles about Wintersday. I soon had a somewhat large crowd around me, and people started to give me money and items of their own accord to continue with the activity. This soon became an annual occurrence, as more and more people would be waiting for me to show up, much like they do for Thorn. I started to gather more activities and event ideas under my belt, as well as new friends to expand the scope of these humble beginnings. My first true recognized "community event" was King Frost's Wintersday Extravaganza, while Malafide had the then unnamed Halloween event, which would then lead to the Horrorween Grand Event Arc when we finally teamed up. King Frost's Wintersday Extravaganza was my first true foray into community work. As last note on this question, Rahja's Masquerade Ball was a great influence for me; both me and him had different event styles that I feel I hybridized over time when I took over for him for the Balls thereafter. I have nothing but respect for that man.

Dutch: That does sum up your past quite well, any hints or ideas you got for the future which you want to divulge?

Daniel: I have a term I like to use called: it's a Snowman Secret using Snowman Science. But alas, I would hate to disappoint your readers so I shall leave them on a cliff to hang with a bunch of skree instead!

It involves finding a Top Hat to last me 250 years. A dragon proof Carrot and a yet-to-be-built Band Stand in a place that does not exist, yet I am told is reachable to people after a divine purpose.

Make of that what you will.

Dutch: I heard you like rabbits, care to explain?

Daniel: Other than the immediate compulsion to return to the Underworld my response is: Follow the white rabbit near Drakkar Lake, and then ask me that. Alternatively if you value your sanity, you could read "The Rabbit Conspiracy" found in the Odd Book on my wiki page.

Dutch: Okay, so you have a great passion for them..... Moving on, well, we asked Malafide this, I assume this also applies to you: How is it, playing a character with world fame?

Daniel: By world you mean Tyria right? Because I don't think people should know about the antics I play on people in real life, if they ever get too close for the Snowman's comfort. Remind me to tell you some time about two guys in a web-cafe. This "Fame" is not all it's cracked up to be. Sadly in every community there will always be the trolls, although they haven't had an effect on my gameplay or my events, my works are visual and can act as a beacon to them. I learnt to not stoop to their level, even if they can be a hassle to others I work with, there is a quick and easy solution of a mass /report or a friendly GM attending the event to swiftly dispatch Dhuum. Also another drawback is the barrage of personal messages I get in-game, it could quite possibly be likened to Spamadan, at about half the speed.



By Dutch Sunshine

DUTCH'S TALK WITH... Daniel Frozenwind

In regards to gameplay, it can be a double-edged sword. Sometimes it can produce extremely humorous situations and other times I wish I had just gone with my friends/guildies. Take a trip to the Underworld one time with me and see what happens when a player makes the connection between the player and the puppet. Hilarity usually ensues.

Whereas Malafide gets a lot of marriage proposals (even better now of the new costumes!) I get a fair share of the weird experiences too, such as what color are my undergarments or would I be able to produce said person with an heir, in much cruder terms of course.

I tend to play away from the populated districts as I'm often caught by a passerby. All in all, I have alternate accounts I play on to hide away from The Snowman King, although I have left clues on how to contact me in various places.

Dutch: Any tips on how our readers should spend their Wintersday in game as well as outside of the game?

Daniel: In game, with your guildies and friends. Consuming as much booze, party and sweet items as possible, while having fun doing seasonal or random adventures, an added bonus is if you mirror that in real life at the same time!

I dare any of you to do Frostmaw's Burrows drunk in-game and in real life and tell me you didn't find it insane in a good way.

Outside of the game, to me, family is the most important thing at Wintersday, spending time with them using as many booze, party and sweet items as possible is one of the best things ever!

...Oh and of course....

Building Snowmen



Dutch: Well, that's it, anything else you might want to add as a last note?

Daniel: Firstly, a big THANK YOU for donating so much at the recent Pink Day in LA. The candy floss colored Snowman, would like to extend his appreciation to Gw-en.com, its staff, and EVERYONE who was involved.

I would also like to leave a message here for the many thousands of players I have had the pleasure of meeting. For the support from the community and a good amount of friends, all your varied outlooks have helped me keep things running how they should, never to have a dull moment. Without you, these events would never have been so well received. In essence I did not make these events but you did, each and every one of you.

Dutch: Yeah, it was a great event and really showed some awesome dedicated community work. Thanks for your time!

Daniel: Thank you for the interest, best of luck to GuildMag for the future!

By Dutch Sunshine

The Mystery Behind the Bakers

An investigative study conducted by Mel Hoppenheim

Keiran Thackeray makes his trek home after his disappearance in the war for Kryta. Salma sits comfortably in her coastal throne, preparing for the chilly holiday that lurks around the corner. Cantha feels strange winds blowing this season; something lies in wait. All the while, whilst the world of Tyria revolves, the Guildmaster and Head Baker plans for one of Tyria's most mysterious holidays.

Sweet Treat Weekend rears its delicious self on the third Wednesday in November and sticks—pun intended—around until the following Monday. During these four days Tyrians, Canthans, Elonians, and even Tengu find themselves surrounded by delicious pies and and endless supplies of amazing apple cider. This delicious holiday, however, is surrounded in a veil of riddles and lies. Scholars around the world have tried to crack the case, but not many have succeeded.

I was looking through some old scrolls the other day, and I found something that caught my eye. This object was an old dusty letter whose wax seal was still in place. “The Scribe” was all it read; one can only assume that this person was the author of this letter. Intrigued, I began to lift the seal but only succeeded in ripping the delicate milky parchment. After a bit of careful maneuvering, I was able to pry out a folded piece of parchment from the fragile envelope and delicately unfold it. Luckily the print was legible.

After studying the letter and comparing it to a few other of The Scribe's letters I had come across in my travels, I confirmed its legitimacy and began my studies. For nights I sacrificed sleep for study and pored over many olden tomes—which flared up my allergies—and made no progress. One night, after what seemed like ages, sleep began to take hold, but in the instant—you know, that moment before your senses dull and your mind is lulled into rest, I had an idea.

Seasonal Fare

Autumn winds blow through the lands and shorter nights herald the coming of a special holiday. Often during this seasonal lull between the long, sweet days of summer and the short, bitter days of winter, my thoughts turn to my childhood and to fond memories of my grandmother's baked goods and the pungent odors wafting from grandfather's barn as he turned apples into cider.

What brings this to mind is some interesting news I learned while traveling through Tyria, Cantha, and Elona these past few weeks. It seems the Fraternal Order of Bakers and Brewers (FOBB) plans to gather at secret locations across the lands to exchange recipes, share samples of their goods, and spread their special brand of cheer (to the dismay of bar maids and innkeepers alike).

What may interest you, gentle readers, is that in the past, the participants of these surreptitious banquets have often left for home not fully in control of all of their faculties (much like my grandfather after a day of making cider), and have been known to unwittingly leave some of their wares along the roadside as their carts bump and carom along the cobbles, where they have been picked up by various denizens of the area.

So, be on the alert in all three lands during the next several days, for you may find means to acquire samples of the latest FOBB confections or beverages. If past harvest convention fare is any indicator, these tasty treats are sure to please.

-The Scribe

With a resurgence of energy I packed my travel kit and began north from my humble home in Fisherman's Haven. The trek East was dangerous, as it always has been, but I found my spirits warmed by the apple cider I managed to scavenge. A few days into my adventure I had my food stolen by some nasty ice imps, and what's worse, I noticed a tribe of Jotun had made their way south; now normally I would have dispatched them, but I had been a day without food and these Jotun seemed drunk and bloodthirsty.

I tried to sneak past the drunken buffoons, but was noticed when the Jotun were able to smell the cider in my pack. Thinking quickly, and wishing not to be eaten alive, I ran into a nearby cave, with an entrance just small enough for a human to crawl into. Fortunately, I found some more ice imps in the cave and quickly dispatched of them while they were sleeping. Off in the corner I saw something miraculous, a mountain of delicious pumpkin pie. Kormir and Dwayna smiled upon me as I gorged on this mountain of happiness.

By Velentine

The Mystery Behind the Bakers

An investigative study conducted by Mel Hoppenheim

I was able to sneak out the next morning, noticing the Jotun were passed out from too much drinking the night before, and trekked onward.

Finally I made my way to Grenth's Footprint; a disastrous place it was. The oppressive Stone Summit surrounded the entrance to my research; I must press on for the sake of truth and discover. I wove in and out of hiding, cleverly making my way to the entrance of Sorrow's Furnace, and after a few clever maneuvers I had made it. I stood at the entrance, my heart pounding in my ears and my stomach in my throat, dreading what I was about to do when, fortunately, a group of adventurers came along.

We exchanged a few quick words, and I learned they were trying to unlock the secret of some mysterious stone egg; so we all had a reason to go. I joined them in their journey. The descent into the heart of the furnace was horrifying, but the seasoned adventurers and I made it through all right.

The party finally made it into the heart of the forge. A giant mechanical golem sat stationary in the middle of the room doing Dwayna knows what. Three Stone Summit stood upon large pedestals eating pie and enjoying apple cider. It seems the guild members of [FOBB] don't discriminate. Luckily we caught them unawares, dispatched the Stone Summit Clerics quickly and released the Djinn powering the golem.

The adventurers' eggs all hatched into a black moa chicks, which was rather interesting and I had wished I could have studied them further, and they left happy and successful. I opted to stay behind and search the remains, hoping to find some insight into the matter of the Bakers. I examined the golem, expecting he was perhaps taking part in the mass-production of these pies. After some quick searching, I found nothing pointing to the guild of bakers and brewers.

My mind wandered and I began to ponder the origins of such a machine. It seemed too ingenious for the Stone Summit to have worked up, and the dredge slaves in their custody probably couldn't construct something of that manner. I figured I would try and catch a word with Oola- she's generally the aficionado when it comes to golems and constructs.

So, naturally, I made my way to Oola's lab. It was an easy trek getting myself to the lab and an even easier stroll through her lab—it seemed as if some adventurers had taken out the sentinels before I arrived. On the second level of her lab I found something shocking, smaller replicas of the large golem I had witnessed in Sorrow's Furnace. Perhaps Oola had created the golem found in Sorrow's Furnace. With this thought in mind I pressed on.

I confronted Oola and promptly asked her about the golem. She shot me down quickly and began calling me a slough of names, adding every negative adjective in front of the word, “bookah” she could find in her vocabulary- which is rather extensive, I must say. I was then scolded for helping in its demolishing for she wished to get in more research on it, for it appeared her replicas weren't in working order. After a bit of scolding I asked her what she knew of the Fraternal Order of Bakers and Brewers but received only more harsh words in return.

Leaving the lab empty-handed and with the word “imbecile” ringing through my ears I returned back to my home in Fisherman's Haven and sat down to enjoy my collection of pie and cider. The pies and cider began to grow thin the next day, and completely stopped appearing the day after that. It seems the mystery still remains, but perhaps I'll solve it next year. The Fraternal Order can't hide forever, and the Tyrian scholar, Mel Hoppenheim, will bring light to this mystery. For now, I can revel in the comfort offered by this delicious pumpkin pie and pleasant, warm apple cider and prepare for the coming Wintersday.

-Mel Hoppenheim



By Velentine

Grenth - Lord of Death and Ice

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

Came then Desmina, scorned and exiled by her people. And in her misery and wretchedness, did Desmina curse the gods for abandoning all who, like her, admired power and ambition.
And asketh she, "Where is the god to whom I may give my undying devotion? Where is the God to whom I may beg revenge against those who scorn me?"
And rumbled then the earth from far below, and with a terrible groan, split open. The ground grew white with frost and ice, and from forth the frozen earth spilled the rotted, skeletal minions of Grenth.
Appeared then the god, and with bony hands outstretched, welcomed the girl into His fold. Saith he, "I am your god. Follow where I lead, come whence I call, and the rotted corpses of the dead will be yours to control." And swearing allegiance in life and beyond, did Desmina thence become the god's first follower.



From the viewpoint of many, Grenth is perhaps the most sinister of the six gods in the current pantheon. Part of this is that while other deities seek qualities such as honour, courage, compassion, altruism, and conservation in their chosen followers, Grenth openly values power and ambition, as shown in his scriptures above. Combined with the darkness associated with his powers, this has perhaps contributed to Grenth's followers showing a greater tendency to become villains or at least follow paths of dubious morality, with examples including Oberon, Verata, and possibly even the liches Khilbron and Palawa Joko. However, it must be remembered that there are heroes as well as villains among those who follow Grenth's teachings.

Another contributing factor is, of course, the nature of Grenth's domains. Death is something feared by many; and with his animal-skull mask (or is it a mask) and wraithlike representatives, Grenth does little to present a friendly image. His toleration and even sponsorship of undead has likely done little to endear him to the populace given the recent invasion of undead in Kryta and the less recent invasion by Palawa's forces of Vabbi. It's not just in the metaphysical that Grenth is feared, however, as he also claims dominion over the dark nights and freezing snows that suck the life and warmth from those caught inadequately prepared during the winter months in cooler climates.

However, the largest factor may be Grenth's role as the judge of the gods – apart from those souls claimed in advance by other forces or deities, those that die must eventually submit to Grenth's judgement. While those that are judged worthy may pass on to Eternal Paradise or some other reward in the afterlife, for others those judgements can be quite harsh. Well-known examples include the two brothers who were transformed into serpents for attempting to take Grenth's place, and the fiery torture visited to the invaders that murdered Hai Jii's family, although the existence of the Envoys demonstrates that Grenth can offer a chance for redemption as well as punishment. The most infamous of his judgements coming to light since the events leading to Kormir's ascension, however, had been the casting of souls tainted by Abaddon's touch into the Realm of Torment – a fate that could await the virtuous and valorous as well as the villainous. With the possibility of such harsh judgements, it is unsurprising that Grenth may be feared as much as revered – although as punishing as Grenth may be, he still represents a far better deal to mortals than the predecessor he cast down uncounted centuries ago.



(a Dervish transformed into the Avatar of Grenth)

Perhaps as part of his focus on judgement, Grenth calls upon his followers to judge the truth of what they observe, banishing illusions and casting down that which has the appearance of divinity without the substance. As well as placing Grenth's followers among the fiercest enemies of the

By draxynnic

false religions such as that of the Unseen that have arisen in the world, this might be expected to lead to rivalry between Grenth and the goddess of illusion, Lyssa. However, little evidence has been observed of such a rivalry.

While this rivalry may or may not exist, a clearer example of rivalry is seen every Wintersday between Grenth and the other goddess of Spring, Dwayna. While Dwayna and her followers see Wintersday as a time of celebration, Grenth and his followers view this as a travesty against a time intended for sober reflection and showing respect for death. This contest has lead to a kind of bet between the two deities, where whichever deity can better inspire their preferred spirit in the populace can lengthen their preferred season at the expense of the other deity's. As the followers of Dwayna seek to bring joy through the medium of gifts, those of Grenth seek to undo their efforts, sabotaging presents and playing cruel pranks on the populace.



(an Ascalonian mural of Grenth)

Followers and Temples

As would be expected from a god of death, Grenth is a popular deity among professions that deal with the dead on a regular basis. Necromancers are the most visible profession associated with Grenth, often acting as undertakers and chroniclers of the dead when not engaged in combat, experimentation, or religious observations. Ritualists, with their focus on calling the spirits of the dead, also have a tendency towards following the deity who takes the most responsibility over those spirits, although since other deities (especially Dwayna) also take responsibility for their own chosen, this may not be universal.

Members of professions that deal, or risk, death on a regular basis are also likely to pay homage to Grenth. While this applies for all of the adventuring professions, many of the Canthan guilds of assassins, while primarily drawing from Lyssa's principles of duality and deception, seek the blessing of Grenth before taking new assignations. Grenth's focus on cold and ice also draws his attention towards the patronage of water elementalists, although the fall of Abaddon and rise of Kormir has sent ripples through the pantheon that some say may lead to change in this area. Like all the deities, Grenth is also served by holy dervishes, who draw upon his teachings to freeze, cripple, and counter the enchantments of their foes.

This aspect of cold and ice has spread into Grenth's supernatural servants. While Wintersday snowmen in the mortal world are normally associated with Dwayna, within the Underworld (for a description of which readers are referred to my previous manuscript) an afterlife as a creature of ice is the reward for Grenth's oldest and most devoted followers, serving as Grenth's honour guard under King Frozen wind. His primary lieutenants, however, are the wraithlike Reapers, of whom each is granted responsibility over their own portion of the Underworld.



(a Kournan mural of Grenth, as seen in Gandara)

While the Reapers sometimes also act as Grenth's representatives on Tyria, the task of shepherding the souls of the

By draxynnic

dead is granted to the Envoys. While it is unclear whether they are truly servants of Grenth or whether they are employed by the gods as a group, the Envoys are powerful souls who committed great crimes in life, but whom the gods deemed worthy of the opportunity for redemption. It is unknown what term of service may be required, but Shiro had presumably served for at least two centuries before making his bid to return to life, nearly destroying Cantha in the process and resulting in his soul being cast into the Realm of Torment… where, in an apparent failure of judgement by the other Envoys, Shiro was made one of the generals of the fallen god Abaddon.

The creation of Grentches, Grenth's minions in seeking to ruin the joy of the Wintersday festival, is one of the darker elements of Grenth's service. A potion is brewed from termites, swamp gunk, garlic, and unwashed socks and empowered with the words "Stink! Stank! Stunk!" before being given to an unsuspecting victim. On consumption, the potion shrinks the victim's heart three sizes, transforming them into a Grentch to spread mischief, misery, and if Grenth wins the Wintersday contest, temporary death. While Grenth's position that wintertime should be a time of sombre reflection rather than merrymaking has some merit, the permanent transformation of unwilling victims into Grentches is certainly distasteful. The origin of the scarablike Humbugs that aid the Grentches and Grenth's other followers in the efforts to destroy Wintersday cheer is, however, yet to be identified.

While there are many cultures that invoke Grenth (including the Deldrimor Dwarves), there is only one, outside of the necromantic orders, that is devoted to him. Again, this is one of the Kurzick Houses – specifically, House Durheim. Maintaining the histories and genealogies of the Kurzick people within their archives, members of this house claim that Grenth grants them knowledge of the lives of Kurzicks that have gone before – possibly through their ritualists summoning the spirits of dead Kurzicks with whom to discuss details of their lives. Those not maintaining the records are typically writers of plays and poems, with death and honouring of the dead being common themes. Located on the southern edge of Morostav Trail, the Durheim Archives are often the first Kurzick house to fall when the Luxon nation is ascendant – it is perhaps fortunate, then, that the Luxons have not despoiled the records, whether out of respect or of fear for Grenth's wrath.

Off the shores of Cantha, the best-known of constructions dedicated to Grenth were the catacombs of Ashford Abbey, home to multiple shrines of Grenth winding underneath much of Ascalon. Like most of Ascalon, the abbey was devastated during the Searing, and if any of the network survived intact, none of the known entrances survived the bombardment – Gwen reported passing through a set of catacombs in her escape from the charr, but given the distance it is unlikely that these were linked. Unfortunately, while the ghosts and restless spirits that had inhabited the catacombs were sealed within, the gargoyles somehow escaped and now infest the ruins of Ascalon's abandoned cities and towns.



Like the temple to Balthazar (see my previous work on that deity) en route to the Falls, there is also a large and mysterious structure dedicated to Grenth with which travellers crossing the notorious Lornar's Pass may be familiar. Those simply passing by will have only viewed the entrance – a wall constructed across a gap in the mountains containing a gate, ramp, and platform arrangement in similar style to the jungle temple of Balthazar, flanked by two columns rising over the wall. Those stopping to enter – whether out of curiosity or to take refuge from the elements or the inhabitants of the pass – are greeted by a long, walled pas sage, rows of columns rising on either side.

Continuing along the passage and over a gentle ridge reveals a hidden dell surrounded by rocky cliffs, a lone pine standing in defiance of the chill and snow. Only by peering around the crook in this blending of architecture and geography can a statue of Grenth be observed, revealing to whom this place is dedicated. Cables leading from three columns rising over the far cliff to a single column over the inside cliff serve some unknown architectural, artistic, or ceremonial purpose.

While Grenth is viewed as a dark figure in our pantheon, his role is a necessary one. It's not just that he stands between us and the much harsher judgements that would be given out to us by his predecessor, although in doing so he grants us a life after death for as long as he maintains his power. However, there must be someone to stand for those things that mortals generally prefer not to consider. Furthermore, while his judgements may be stern, such sternness is required – for what incentive would it provide to behave properly in this world if the judge of the next was not one to be feared by the guilty?



By draxynnic

Holiday Hipster Contest Results

We received tons of great submissions; choosing our finalists was no easy feat. However, after days of delays, deliberation, and violent disagreements, we finally came to our conclusions and had our finalists posted on the site for voting!

We'd like to offer a huge congratulations to our grand prize winner **Pallaeon Fel** for their awesome Halloween screenshot. They'll be getting the snazzy Rytlock T-shirt, just in time for the holidays!

Our second prize winner, **Rolin Mori** (erroneously listed os Muse Meche), scored exclusive convention swag in the form of four trading cards and a GW2 bandanna!

Thanks to everybody who participated, and as for our runners up... fear not; we'll have more awesome chances to win prizes in the future. Keep checking out GuildMag.com, our Magazine, and Podcast for announcements!



1st Prize: Pallaeon Fel





Runners Up: Alena Windsong & Kadin Astrid



Honorable Mentions: Funky Munky , Blue Fiend, Illusion of Sylvari, Flipside Parallel

By Izari

GuildMag Featured Artist: Kiya Koreena



This issue's featured artist is KiyaKoreena. If you are an enthusiast of the Nolani Academy on GuildWarsGuru, then you will most likely be familiar with her. However, even if you don't visit there often, you might be familiar with some of her creations, as she has won various prizes in official Guild Wars art competitions. We at GuildMag had a small interview with her to get to know her a little better, and we picked some of her creations to be displayed throughout this Issue. We hope you will enjoy the words and works of this great Guild Wars fan artist.

GuildMag: Can you tell us a little about yourself?

KiyaKoreena: I reached my 30th birthday in November this year and my current job is stay at home mom. I was born in northern Canada but moved down to the southern United States to marry my husband, whom I met online. We have been married 8 years now and have two young children. Creative outlets like my crafting help fill what's left of my time and keep me sane.

GuildMag: When did you join Guild Wars?

KiyaKoreena: I started playing about a week after Prophecies was released. A friend bought it for my husband. I tried it when he was away at work and that following weekend he had to go buy himself a new copy.

GuildMag: When did you start making Guild Wars related art?

KiyaKoreena: The first GW related thing I can recall was the monk armor costume in 2006 that I made for my daughter and used in the Halloween Art Contest.

GuildMag: Most of the Guild Wars community probably knows you from your plushies; but do you do other kinds of art too? Or is making plushies your favorite art form?

KiyaKoreena: I like making plushies but sometimes I get an idea and I just need to do it no matter the material. That is how I ended up with a 5 foot tall foam Golem in my attic. For Guild Wars, I have won three art contests with costumes, one contest with digital manipulation and drawing, and two contests with plushies/decorations.

GuildMag: Do you have a favorite work of art?

KiyaKoreena: The Mad King Thorn costume ranks right up at the top because of how much fun my husband and I had with taking the pictures and making the video for the entry. My next favorite GW one would be the Zinn puppet. Who wouldn't want a life sized asura sitting around in their living room?

GuildMag: Do you have a favorite medium for your art?

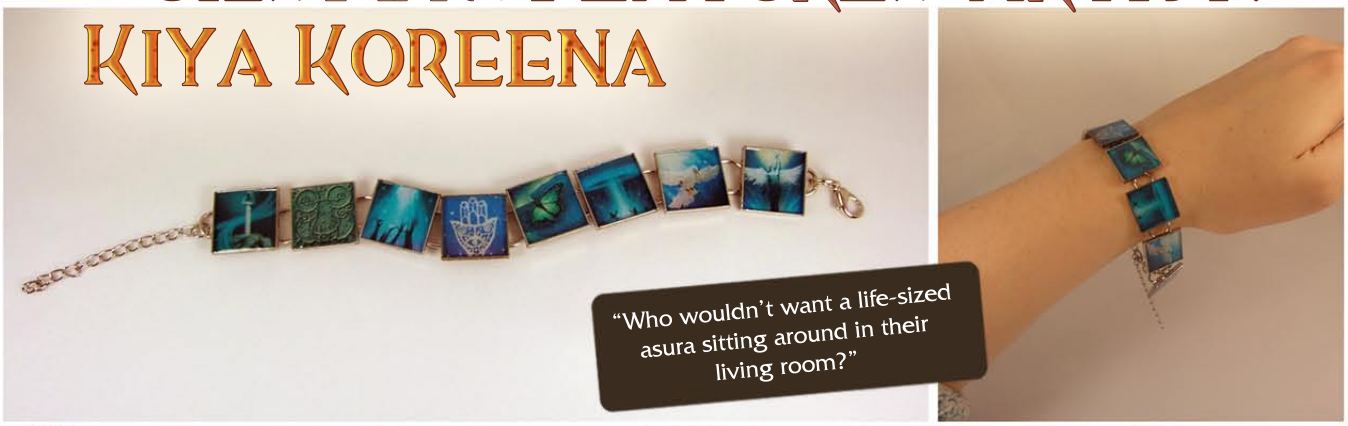
KiyaKoreena: My favorite medium is really whatever I can get my hands on and works with the idea floating in my head. I prefer to make physical objects and right now I am on a polymer clay dragon and beaded jewelry kick. I haven't found one thing I really like enough to focus solely on yet.





Artist Kiya Koreena

GuildMag Featured Artist: Kiya Koreena



"Who wouldn't want a life-sized asura sitting around in their living room?"



GuildMag: Can fans get their hands on your plushies somehow or are they solely made for special occasions?

KiyaKoreena: I am unable to make Guild Wars items for commissions as ArenaNet will not allow use of their intellectual property for commercial use. I have tried getting permission but was rejected. I will most likely continue making them for my contest entries if I feel like doing one, as well as gifts for friends. And they always find a good home seeing my kids have already adopted most them.

GuildMag: Will we be seeing you in Guild Wars 2 ?

KiyaKoreena: The current plan is yes. We have a guild to bring across to Guild Wars 2, and I also have had too much fun with Guild Wars to not give it a go.

GuildMag: Anything you would like to share with our readers/your fans?

KiyaKoreena: If you see a piece of art and like it, please let the artist know that you do and why. Compliments and recognition really make our day. When you can, please support the home craft and cottage industry. There are thousands of wonderful artists out there with incredible products that you would never find in a chain store. And for those living in the USA, please inform yourself about the Consumer Products Safety Improvement Act (CPSIA) and how it is hurting small industry (hand crafters), and in turn, taking away your choices in what products you can buy for children.

GuildMag: Thank you for your time and permission to publish your art works.

KiyaKoreena: No problem, the honor is all mine. I hope the readers will enjoy my art.

GuildMag: I'm fairly sure they will, I sure did.

Artist Kiya Koreena





COME GET LUCKY WITH GW-EN.COM IN 2011

Come Celebrate Canthan New Year with GW-EN.com, GuildMag and several guilds from the Guild Wars community!

We will be partying in the Asian Districts (Traditional Chinese and Japanese) of Shing Jea all weekend long.....

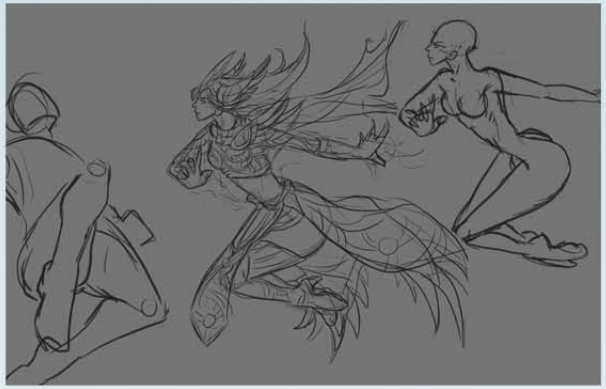
and...YES! The Lunar Collectors will be returning once again, where you can collect items (to be announced that day) to test your luck at getting some amazing prizes!

More details to be announced at a later date so keep your eyes and ears on GuildWarsGuru, GW-EN forums, and on-air at http://www.gw-en.com/

Woo hoo...Yay for Year Of the Rabbit (All you bunnies better hide your feet :O)

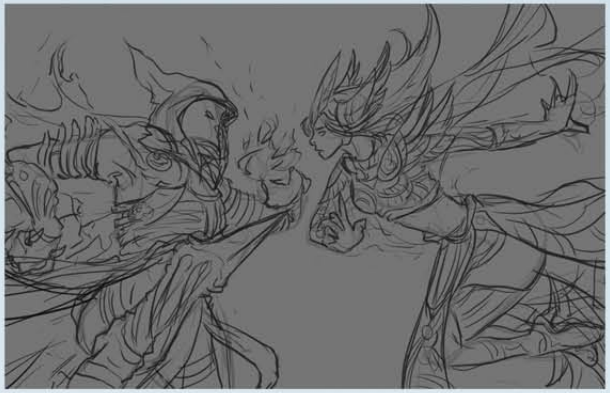
Wintersday Workshop 2010

This year's Wintersday Workshop started on the 12th of November. If you've never heard of the Wintersday Workshop, it is a workshop hosted on http://www.guildwarsguru.com in the 'Nolani Academy' section of their message board. The Workshop is a place for artists of all levels to share their progress and give and receive constructive criticism in order to improve their official Wintersday Art Contest submissions.



(first sketch by AryaBladeDancer)

The Wintersday Workshop started off with a blast, as we reported in our GuildMag blog post (link: http://www.guildmag.com/gmblitz-wintersday-workshop) on November the 15th, with eighteen artists and a few early sketches. At the time of writing this article, the thread spans over 25 pages with 'work in progress' artwork, progress discussions, and of course the occasional friendly banter. A total of 36 artists have joined the competition. Because that's the other side of the Wintersday Workshop, in the end there will be various prizes handed out in 7 different categories.



(getting the details sketched by AryaBladeDancer)

There are a few differences with the official contest: progress and thread participation is as important, if not more, than the final piece. Unlike the official contest, literature is welcome as well, and actually has its own category. Artists can also submit 2 works of art, but can only claim one prize. Prizes are all donated by sponsors and we recently received word that Guild Wars Guru has donated 10 Wedding Costume Pack Codes towards the Workshop.



(black and white sketch by AryaBladedancer)

The Workshop closes (has its deadline) one day after the official ArenaNet Wintersday Contest deadline. The official deadline is on 12:00 Noon PST, December 31, 2010! Meaning the deadline for the Workshop is January 1st 2011! So, by the time you are reading this, there is still about a week to get your pencils out and start drawing...



(colors by AryaBladedancer)

We here at GuildMag will keep our eyes on this thread in the meantime and enjoy the art, progress and general excitement about these creations. As soon as the winners are announced, we will of course let the world know in one of our GuildMag blog posts.

Have a nice Wintersday...

By Arghore

Spirits, souls, ghosts, wraiths... all of these are names for a very interesting being. As a ritualist, I have long studied into bringing spirits from the afterlife, often referred to as the spirit realm by those of my profession, into the mortal realm.

And now, I write about spirits as a whole. Firstly, about the various lives beings go through, and secondly, the kinds of spirits there are out in the worlds.

There are three stages of "life," which is how the first part of this topic is split up. Each stage deals with a different type of body or location. I have named these stages the “Mortal Life,” “Ghostly Life,” and “Afterworld Life.”

Stage 1: Mortal Life

This stage is the life of corporeal beings with physical bodies. Basically, it is the original life of creatures.

How I view this stage of life is that there is a physical body that traps (for lack of a better word) the soul and keeps it in the physical world. While it traps the soul, it also protects the soul, preventing any damage to it. The reason why I say "trap" is because the soul cannot freely leave the physical body, not like many would want it to. The “Mortal Life” can take place on any plane of existence, whether it is Tyria, or somewhere within the Rift where the spirits seem to go.



As evidence by Shiro Tagachi, it is possible to return to this stage through the use of powerful magic. Because Shiro was able to return to his mortal body, something I now wonder is "Will we meet others who will return from the later stages to the 'Mortal Life?'"

Stage 2: Ghostly Life

In this stage, souls roam the world, waiting to be taken to their afterlife destination (usually the Underworld, sometimes other realms). It is this stage that all of the spirits in the world are in (e.g., the spirits in the Crystal Desert, Desolation, Ascalon, etc.).

This stage can also be considered the stage for "spirits who cannot find rest," as this is the same idea. Spirits here are simply waiting to move on or are unable to move on due to some regret or mistake regarding their "Mortal Life." For instance, the spirits in the Crystal Desert and the Desolation are unable to move on due to one of two things: firstly, wanting to finish the journey or be reunited with their loved ones; second, wishing to see Turai Ossa go through Ascension.

When under the order of the gods, it seems that spirits are allowed to travel freely between this stage and the next stage. This is most evident by the avatar of the gods (most of which resemble spirits, Lyssa’s Muse being the exception), who grant special people access to their god’s realm and in some cases guide a spirit themselves, and the envoys (as they are the spirits of past criminals), who have to shepherd the dead.

Stage 3: Afterworld Life

First, I will start off by saying that there seems to be two ways into this stage. The first being obvious: an envoy takes the spirit to the Underworld – or a spirit is taken by an avatar to the respective realm. The second is that when a ghost is killed, it is sent to the spirit realm.

The biggest mystery in all of this is what happens to the spirit if it is killed in the spirit realm. Vizier Khilbron and Shiro Tagachi are perfect examples of this. After the heroes killed them as spirits here in the Depths of Madness, what happens to them?

This is where facts seem to end, even for me. However, there seems to be multiple ways to kill a spirit, which may be affecting what happens to them. I, personally, have three theories on what happens:

Outcome 1

When a spirit is killed in the Rift, it disappears forever. This currently has little to no support and is just a common belief of what happens to a spirit. If this outcome ever happens, I believe it would be a rare outcome and would only happen in unusual times (as this happening a lot would throw the universe out of balance if this ever occurs).

Outcome 2

The second possibility would be when the spirit dies in the Rift, the "spirit energy," as one can call it, is sent back to the Mists. This would be the case for most of the deaths of spirits, as I do not believe that the Mists cannot create something out of nothing as energy cannot be created or destroyed.



Because energy cannot be created or destroyed, a soul cannot be created out of nothing, and therefore the Mists must gain something or else all new life will eventually stop. The best source of this “something” would be the energy from spirits when they get killed. This would mean there is reincarnation to a degree; however, it is possible that the “spirit energy” can mix, resulting in the next spirit (and in effect a living being) being a different entity.

By Konig Des Todes

Outcome 3
A third possible outcome would share that like what happens with the spirits created by the Foefire – they merely lose their shape, become an ectoplasmic mist, and slowly regenerate over time.

A Unique Death
There is a fourth outcome that is due to being eaten by a demon or something demonic, such as a Margonite, and sometimes even a scarab has been seen devouring spirits. Along with what happens to a spirit when they die normally, we do not know what actually happens to a spirit when they are eaten.

What I see as the most likely thing to happen would be the same as the above outcome 1: the complete destruction of the soul. However, the difference between here and outcome 1 is that while outcome 1 has no export for the energy of the soul, being eaten does have an export of energy.

This outcome would support why Dhuum's and Menzies' forces attacked the Hall of Heroes, to gain a food supply for the upcoming attempt to release Abaddon. This would also be why the Fury attacked Shing Jea during the Dragon Festival, to gather the Celestial Essences as a food supply – as Celestial Essences appear to be the same substance as a spirit.

River of Souls

A lovely topic with the Rift and spirits is the River of Souls. There are many thoughts about this going all over. It is a rarely visited aspect of the Realm of Torment. Simply put: the River of Souls' purpose is unknown.

However, I have a theory of its purpose. One belief is that it goes through all the realms of the Six Gods; I would agree to this. But I will expand on this idea. I believe that the River of Souls goes in a circular path - never ending, never beginning. Some spirits are stuck in this river, a punishment similar to that of the envoys although this is a lesser punishment.



From death, the spirit is taken to Grenth to be judged by the envoys, except in rare cases. After being judged by Grenth, they are put in the River of Souls, and the river takes the spirit to its correct resting place. As such, it passes through all the realms (and nearby the Hall of Heroes) until it comes back to the Underworld.

The River of Souls never "dries up" because there are the spirits who are meant to be the "inter-realm guides" for other spirits. These punished spirits could very well be the ones that helped break the dam during Abaddon's attempted escape.

Formless Spirits

While most spirits have a shape and look like normal creatures, there are some spirits seen that have no form. These are rare encounters, but everyone has seen them.



Many of these formless spirits are seen during Halloween in Lion's Arch (and possibly other towns) and in the River of Souls. These look like your typical childish depictions of a ghost: a white creature with a head, hands, torso, and looks like it's wearing a sheet over it. At first, I thought that these spirits are those who had little power in life. However, the ghosts in the Crystal Desert, Desolation, Realm of Torment, and Underworld disprove that.

Another kind of formless spirits are seen in many places throughout the world and the realms of the gods. Some such places are in Lion's Arch and Tombs of the Primeval Kings during Halloween and within the Foundry of Failed Creations. These spirits are similar to the previously mentioned formless spirits; however, they appear to have horns on their heads and seem to be a little slimmer. As such, I've temporarily dubbed these "demonic formless spirits" and the previous kind "normal formless spirits."

My current theory about these two formless spirits is that the demonic formless spirits are the spirits of those who were evil in life or perhaps are those spirits which are being tormented (a prerequisite, it would seem, to create a titan), and the normal formless spirits were good in life or at peace. I say this because many cases where the demonic formless spirits are seen are locations of agony and pain to the souls - within bloodstones and within the Realm of Torment being two prime locations of this example.

I believe that their form is the true form of spirits. Seeing how denial and disorientation are "common among the newly dead" (as stated by the envoys), those who don't subconsciously take on the form of their body when they die are in denial of the fact that they died and subconsciously took a form, while those who know themselves to be dead could choose to take on their true form.



By Konig Des Todes

Envoys

The envoys were great villains in the past. After death, they were punished with the task of guiding the newly dead spirits to the Rift. Usually, the envoys would take the spirits to the Underworld, but on rare occasions – such as Shiro Tagachi's second death – would take spirits to the Realm of Torment.









While punished into a forced "community service" by Grenth, they are also given very strong powers, such as controlling spirits and the ability to kill and resurrect people easily. The later ability has led many to believe that the "spirit lord" Mad King Thorn is also an envoy.

Spirits of the Wild

These Spirits of the Wild are an interesting thing to look at, as we know very little about them. What we know of them can be summarized by Egil Fireteller in Jaga Moraine. To summarize: the norn revere the spirits of the animals whom they depend for food and shelter, such as Bear, Raven, Owl, Wolf, Wurm, Eagle, Snow Leopard, and Ox.



While they hunt and slay those creatures, they praise their spirit and thank them for their sacrifice. They believe that the animals are their brethren and that the spirits guide them in their life. There are also hostile, sometimes malicious, spirits such as the spirits of the mountains, seasons, fire, and darkness. The animal spirits are the norn's allies against these hostile spirits.

There are several traits that each animal spirit has, and each seems to have its own personality. For instance, the Raven Spirit is a cunning and wise trickster, and it is connected to the Underworld and the spirits of the dead (it is very similar to Grenth in many ways), while the Wolf Spirit is a savage tracker, and represents the thrill of battle. These spirits are much like avatars of the gods in terms of power and some representation. However, overall, the connections fail due to far too much criss-crossing of representations. Due to this, for the time being, it is too hard to tell of the origin or nature of these spirits.

As for the hostile spirits, it seems that the norn just link an aspect of nature to have a hostile spirit, because these aspects of nature prove as challenges to the norn, which they might not be interested in (they are more interested in fighting than trying to survive blizzards and the like). Each of the hostile spirits that we know of can be related to something in the Far Shiverpeaks that, while has been proven to be troublesome for the norn, they do not give a challenging fight to them.

It has been brought to me that these hostile spirits could be spirits that hide within, or affiliate themselves, to aspects of nature. One such example being the Vaettir, primarily Nulfastu Earthbound who is said to have once been a "great, northern nature spirit" that descended into dark arts in an attempt to destroy his brethren and take their powers, but was struck down, having his body bound to this world and his powers to the spirit realm. His story, except for the end, often reminds me of Abaddon's - yet another link between the spirits around the norn and the gods.



By Konig Des Todes


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Survivors of Legend

One of the most difficult (and sometimes controversial) tracks in Guild Wars is Survivor, considered one of the more prestigious titles. The premise is getting through 3 often nerve-racking ranks of invincibility: getting to level 20 without dying once, and then continuing that tradition up to 1,337,500 XP for Legendary Survivor. There are several options for doing so, all centered around making big XP as fast and safely as possible. Traditionally, players simply put together a serious defensive build, often choosing a character whose profession is known for its survivability (R/Mo was popular for a while), and farm areas known to be relatively safe, whilst taking advantage of double XP elite capture weekends. Since then, many options have popped up, including the popular Kilroy Stonekin's Punch-Out Extravaganza!

The downside to the title is that there is a little bit of fate involved. Even the most safe-guarded methods are subject to snipes from lag, disconnects, and plain-old bad luck. Because of this, title hunters serious about success often plan their playing time according to outside factors, like avoiding holiday weekends and prime hours where population and latency is high.

We've got a few Survivors to share their thoughts, experiences, and wisdom with us!

Interview 1 | **Zalroth Of Drogbar**

Q: In terms of raw time played, about how long did it take you to go all the way to Legendary?

I did my first survivor before Eye of the North came out, and it was a time consuming process (although I loved every minute). I don't recall how long it took in terms of playtime, but the title took me around 3 months of playing religiously to get. On my second survivor, I completed the title in around 20 hours.

Q: Did you do it in a short period or spend a longer time on getting the title?

As I mentioned in my last answer, the first time around took a couple months. I think I managed to finish my second survivor in under a week.

Q: How many budding survivors did you go through and end up having to re-make do to some unfortunate circumstances?

I went through about 3 or 4 elementalists my first time around, mostly because of poor pulling and lag spikes. I got the title in one try on my second survivor; I still don't know how I managed to do that!

Q: What was it the like the first time (or few times) you ended up dying while going for the title? Was it frustrating / angering, or did you take it in stride?

The first time I lost a survivor I think I might have gone into shock. I had just achieved rank 2, and was really excited. In this excitement, I was not paying attention to a patrol of unruly Mandragors and got spiked down within seconds! I was a little angry after the fact, but took the passing of the rest of my survivor attempts in stride. Keeping a level head is a huge help when you're going after a title that gives you one chance.

Q: What method of XP farming did you wind up preferring?

I'm going to get a lot of flak for this, but I really, REALLY enjoy farming Fonris Irontoe's Lair with my good pal Kilroy. I enjoy it not because it makes the title trivial, but because it is so fun (and who doesn't want free booze?).

Q: When you ended up finally getting your title, what was that like? How did it feel?

The first time I finished the title, I had a huge swell of pride in my chest. Not so much that I could now display the title, but because I proved to myself that with enough time, devotion, and care I could do something that is pretty damn cool.

Q: You've done this more than once. What made you decide to go for it again?

My first time doing the title was on an alt, and I was in the process of remaking my main, so I figured that Legendary Survivor would be a fun title to pursue. I also wanted to see how much I could improve in terms of time. I think I beat my old record with flying colors.

Q: What do you think of the Irontoe Extravaganza being added? Do you think it's cheap or welcome?

In terms of the XP gain, I'd say it's a little cheap. I'd be a hypocrite if I said I didn't enjoy it though. It's a valid method of farming XP and isn't the only way that you can get the title, so I can't really get too mad at it now, can I?

Q: Do you think a Survival-like title or achievement should be implemented in GW2? If so, would you do it?

I don't really know at this point, but knowing ArenaNet I think we'll be pleasantly surprised with something similar to the Legendary Survivor title. I'll be on the front lines trying to go for that title, as well.

"I proved to myself that [...] I could do something that is pretty damn cool."

By Izari

Q: Any pieces of advice for aspiring survivors out there?

Sure! The first and most important thing to remember is to keep a cool head; don't panic. Take a secondary that has skills that will complement your armor and primary profession's defensive skills. If you're an Elementalist, consider taking Mesmer to compliment Stone Striker with Mantra of Earth. If you're a Warrior, consider taking Mesmer (again) to compliment your naturally high armor with a quick heal and additional +40 armor vs. Physical damage or +40 armor vs. Elemental damage. Take the time to make a skillbar with a fair amount of defensive skills, but don't go overkill.

Regardless of which method you choose, you should also consider bringing Lightbringer Scrolls or something to augment experience gain. If you're capping, remember to have the appropriate class as your secondary of the skill that you're capping. I've meticulously pulled and killed mobs to get to a particularly tough boss, only to realize after I kill it that I conveniently forgot to change my secondary profession.

Last and most importantly, HAVE FUN! While this might be a serious goal you're working towards, having fun will make the process towards getting the title much, much more bearable.



"I was going to try it exactly once and that failure wasn't an option."

Interview 2 | **Linna Excel**

Q: In terms of raw time played, about how long did it take you to go all the way to Legendary?

It's been awhile so I can't remember, and I tend to dawdle at times so that doesn't help either. :) I guess I'd say anywhere between 20-40 hours in game taking a more laid back approach.

Q: Did you do it in a short period or spend a longer time on getting the title?

Longer period. I started my first survivor when Nightfall came out, and it was 7 or so months later when I finally got around to finishing it. Basically when it started to seem like a chore, I quit trying for the day.

Q: How many budding survivors did you go through and end up having to re-make do to some unfortunate circumstances?

Two with the unfortunate circumstance being a lack of will to do it again... so I deleted and made a new character with no survivor progress each time.

Q: What was it the like the first time (or few times) you ended up dying while going for the title? Was it frustrating / angering or did you take it in stride?

It didn't happen for the one survivor character I did finish. One of the primary goals I had when I made her was that I was going to try it exactly once and that failure wasn't an option: i.e., no remakes. So I adapted my playstyle to be more conservative and was lucky enough to finish my goal, but I did have some pretty tense close calls... even though I didn't die, those made me stop playing my LS for the day.

Q: What method of XP farming did you wind up preferring?

Well I started in Cantha before GWEN came out so for the first level I didn't need to farm. On double cap XP weekends, I made sure to get some capping done and pretty much just slowly played through the games. It was after GWEN came out that I realized wurm farming would be ultra safe, if a little boring, so when I wanted to go farm XP, that's what I ended up doing when I wanted to just farm. The nice, calming scenery for the area was a big plus. If you're going to spend X amount of hours farming, you might as well pick a place you'll enjoy looking at.

Q: When you ended up finally getting your title, what was that like? How did it feel?

Relief that I had done it and it was finally over, and a bit of accomplishment for meeting my goals for getting survivor.

Q: You've done this more than once. What made you decide to go for it again?

I forgot about how much of a chore it felt like and all the close scrapes. After I realized what I was doing again I ran away screaming. :O I may try it again at some date, but since I can't get it for my main (made her 3 weeks after proph came out; no LS titles back then), my interest in doing it again kinda waned.

Q: What do you think of the Irontoe Extravaganza being added? Do you think it's cheap or welcome?

I don't feel one way or the other about it. I appreciate the cleverness involved in putting the connection together that you can get survivor with it and the dedication to go through with it all, but spamming the get up button for 1.3 million xp really isn't my sort of thing. To each his own.

By Izari

Q: Do you think a Survival-like title or achievement should be implemented in GW2? If so, would you do it?

Nah. From what I've read, GW2 is going to be a beast of a different nature… you'll have fewer options for your bar, no heroes, using defensive skills on your bar is being discouraged… I'm really not sure a survivor title will be appropriate.

"I chose a more purist approach to surviving."

Q: Any pieces of advice for aspiring survivors out there?

I guess the best thing I can say is figure out the right method of getting there for you: either Kilroy's, wurm farming, simply playing through the game… whatever. Remember Guild Wars is a game and is supposed to be fun, so choose whatever method feels the most fun to you. For me, the thought of continually remaking a character didn't seem like fun at all and saying that I got LS on the 17th try would have watered down the accomplishment for me; so I chose a more purist approach to surviving. Personally being able to set a goal and finding out a way to achieve it means more to me than the title does. I know someone else who wanted to get LS on every class without resorting to any farming techniques.

So I guess what I'll say is this for my advice: ask yourself what are you really trying to accomplish and how can you make it fun?



By Izari

The Team's Opinions On... Halloween

It's been almost two moons since Mad King Thorn last slew the audience with his questionably comical jokes. Some were farming Trick-or-Treat bags, trying to make a quick buck. Others were anxiously waiting to receive this year's festival hats. Most of us however, were simply enjoying the festivities. Here is some insight on what the team here at GuildMag thought of the event.

Daelin Dwin - Writer

I've always been a bit "meh" about Halloween and only ever really taken part in the finale for the festival hat, but this year I was suprised by the pretty fun new quests that appeared in both Lion's Arch and Kamadan. None of them were too hard for a decent enough group and the rewards were pretty generous. The new costumes however didn't take my fancy, the multiple headpieces were a pretty nice deal but the costumes themselves look a little silly, from nipple rings (Male Lich) to filled diapers (Female Lunatic Court). The new festival hats also didn't appeal much to me. The goggles are okay, but very loosely connected to Halloween, and don't get me started on the cat ears. It came across as a little lazy with such tiny headpieces for one of the major festivals of the year. But apart from the costumes and festival hats, I enjoyed myself the eve of Hallows'.

Daelin Dwin's Rating - 7/10

Konig Des Todes - Writer

Halloween has always been my favorite holiday - both in and out of Guild Wars - but I have always felt it was a bit lackluster. Last year's quests additions were nice, but with the thought of them being one time, it was just "meh" outside of the new lore. The additions to this year's quests, and the return of last year's, along with an expanding map selection on Costume Brawl was a huge plus in every way. I personally enjoyed the re-randomization of Costume Brawl as well, and quite enjoyed the jokes placed in the new quests (who wouldn't enjoy annoying Joko?). There were only two things which stuck out to me as being annoying: firstly, the immensely negative response Costume Brawl got from the community that I observed - along with how people played in a rather hostile manner (from my own personal experience, at least). Secondly, would be the sayings which the female Lunatic Court costume was a "diaper" - this is incorrect. The costume is quite obviously modeled after old noble outfits which emphasized (to an unrealistic amount) the size of one's buttock. Done for various reasons - physical appeal being one. I'll ignore commenting on the festival hats as, while they do not fit my personal taste, many others enjoy them, and I am not one to crash other's parades... unless it's actually funny to do so... with napalm.

Konig Des Todes' Rating - /10

Verene - Designer

Oh, Halloween. This was only my second as a Guild Wars player, thanks to technological mishaps, and as a result I only have 2009's festival to compare to. Halloween is one of my favorite holidays (who doesn't love to dress up and get candy?) in general, so I'm always looking forward to fun in-game to celebrate. This year definitely had it's ups and downs, but in general I feel like it didn't quite have the 'bang' that 2009 did. The new quests were definitely to be preferred (even though I spent quite a long time farming skeletons last year, I didn't once at all this year), even though they didn't feel connected; perhaps they were more enjoyable because of that, and because they were largely just silly fun. Any appearance by Joko is a welcome one, as well. I personally adore the costumes; the Lich one is just plain sexy on female characters, and I love the tattered noble look to the Lunatic Court costumes, including the old-fashioned bustle on the female costume. Many people didn't like the festival hats much, but personally? I'd rather have cat ears than a silly Charr mask that I'll never wear. Despite all of this, though, it just didn't feel as big; there wasn't as much of an impact as last year with Dhuum's appearance. But just who is that Nameless Lich...?
Verene's Rating - 8.5/10

Artaxerxes - Writer

While I personally enjoyed this year's Halloween event, I didn't really have much to compare it to. The last time I partook in a Halloween event was way back in 2007.

However, I really enjoyed myself this year. The new quests were a nice addition to the event, and I loved the opportunity to venture into the Underworld and explore an area I would usually be too afraid to enter. I'm not going to lie, the Underworld is too threatening for my taste.

While I wasn't able to get past the second quest in the event due to my amazing lack of skill, I actually enjoyed myself each time I tried (and failed). While I made quite a pretty penny repeating that quest on all of my characters, I honestly just wanted to experience

By the GuildMag Team

While I wasn't able to get past the second quest in the event due to my amazing lack of skill, I actually enjoyed myself each time I tried (and failed). While I made quite a pretty penny repeating that quest on all of my characters, I honestly just wanted to experience that quest as many times as I could. ArenaNet really outdid themselves with the quests this year. I only wish I could have done more of them.

ArenaNet might have outdone themselves with the quests this year, but unfortunately the festival hats did not do it for me. Seriously, cat ears? What is this, some kind of kinky anime? Sure, they might have made some amazing costumes to go with the event, but that's no excuse to neglect one of the most precious traditions in of the game. I mean, how is this at all Halloween related? Strapping together some cat ears and labeling them "Furrocious" seems a lot less than what I have come to expect from ArenaNet.

The only use I found for this year's festival hats was wearing the Spectacles on my mesmer to give him a 19th century machinist look, and even that got old quickly. Festival hats seem to just be getting progressively worse each year. I just hope next year we won't be getting Hello Kitty facepaint.

Artaxerxes' Rating - 7/10

Valiant - Editor

Halloween 2010... in retrospect, probably one of my more favourite Halloweens. Then again, I do only have two others to compare it to - '09 and '08 - but what's that to stop me? Usually, I'm addicted to Guild Wars seasonal events, and this year's dark festivities were no exception. Although it was a shame I couldn't participate in some of the quests due to completing them last year, the addition of the new quest chains in both Elona and Tyria were a welcome surprise; though it has to be said that I did find the one where you had to search for 'a sarcophagus worthy of a king' quite a challenge - all fifty painful minutes of it. However, this year it wasn't the usual quests that interested me: it was the Costume Brawl. The Costume Brawl is not only a great way in which to farm those tricky Gamer points, which I'm pleased to announce I've almost achieved the third rank in after many years of anguish, but, in my opinion, it's also a great way to earn yourself some extra holiday gold: before the quest chains were released, one stack of Trick-or-Treat bags was worth a massive 50 platinum, and when you consider how quickly you can attain stacks of these (usually within 3 days for an 'average' player), then I challenge you to find a quicker, and more enjoyable, way to farm.

For me, this year, it was all about farming. But the point is that thanks to Halloween I managed to enjoy it as each game of the Costume Brawl puts you in different, challenging scenarios - and I'd like to add here that I wasn't one of those people screaming at their computers because one player was going the wrong way. Overall, I thoroughly enjoyed Halloween 2010 and I hope you did too and I eagerly await to do it all again next year.

Valiant's Rating - 9/10

By the GuildMag Team

Call of the Wolf

Tender Wolf's biography, chapter 7& 8

Everyone was thrilled to hear the news of Connivia's pregnancy. A baby shower was held and several gifts were given. Several people asked the couple if they hoped for a boy or a girl, but neither of them had a preference. All they wanted was for their child to be healthy.

King Adelbern attended the baby shower as well. His wife had died earlier in the year, so he brought young Prince Rurik with him. The king suggested to his old friend that he give his child something meaningful like he did with his son.

"What do you mean?"

"I know that you admire my sword, Roston. And you know that there is a similar sword to it, but no one knows of it. That will change when Rurik here is old enough to wield a sword."

"I'm afraid I don't understand."

"My sword has a twin, if you will. My sword is called the Magdaer, but there is a second sword that shares its appearance and powers. It is known as the Sohothin, and it will be Rurik's someday. Perhaps you should do the same with your future child."

Roston pondered this idea, but in his heart he didn't like it. He felt that Adelbern was forcing his young child to fight when he may not want to. Even though Rurik was to be the king someday, he shouldn't be forced into combat if he didn't desire to.

But Roston didn't say this aloud. Instead, he nodded and thanked Adelbern for his suggestion. He glanced at Connivia and could tell that she was thinking the same thing.

But inside, both Roston and Connivia knew that all they wanted for their future child was for it to be happy and safe. Other than that, it mattered not.

On September 11, Connivia felt both pain and relief.

"Roston," she said gasping, "it's time."

Roston knew nothing about delivering an infant, but his wife had assured him that when the time came, she'd know what to do.

So Roston grabbed some extra blankets and placed them on the bed beside Connivia. After a few more hours, the sound of a newborn crying could be heard throughout Wizard's Folly.

"Roston," Connivia said happily, "come look at our daughter."

Roston smiled and felt tears gather in his eyes.

"She's so beautiful," he said. "What should we call her?"

"I've always been partial to the name Teia."

"Well, that is an interesting name, but I've always liked Ceyra."

"Perhaps we could give her a name that combines the two?"

"I like that idea. Hmm…"

The two pondered for a while, but they couldn't seem to find the perfect name that combined their two ideas. But at last, Roston came up with the perfect name.

"I have it! What about Keiondra?"

"Oh, that's a beautiful name! It fits her very well."

"Keiondra it is. Keiondra Wolfsong."

Upon hearing this name, the infant awoke and made goo-goo noises as if to say "thank you."

Roston and Connivia laughed and they each placed a kiss on top of their child's head. They each took turns holding their daughter before placing her into the cradle that Roston had carved. Then, the Wolfsong family drifted off to sleep together.

CHAPTER 8



Taking care of an infant was no simple task. Roston and Connivia found that out right away. But even in the most frustrating situations, they were very grateful to have had their prayers to the gods answered after ten years.

Keiondra grew quickly. Roston was glad that he'd made the cradle larger than most. That way, as Keiondra grew, she could remain in the same cradle without being uncomfortable or outgrowing it.

But Roston knew that as his daughter grew older, he would eventually have to let her have a bed of her own. He'd already begun carving it.

*****

Eight years later, Keiondra was playing outside when she saw a bow protruding from the ground. Curious, she went over and picked it up. There was an arrow next to it. She placed the arrow on the bowstring and took aim. She was aiming for a nearby tree trunk. She managed to graze the side of it and chip off some bark, but she didn't actually hit the tree trunk in the center.

By Tender Wolf

Call of the Wolf

Tender Wolf's biography, chapter 7& 8

"Keiondra, what are you doing?" her father asked from behind her.

Keiondra turned and smiled as she pointed to the tree.

"I just found this bow with an arrow and I shot at the tree. I hit it, too!"

"That's great! But be careful, I don't want you to get hurt. How did you know how to use a bow?"

"I've seen people using them. Daddy, I want to be a ranger when I grow up."

"I think that would be great for you! But you can't begin your training until you're 13."

Keiondra's face fell. "Could you teach me, Daddy? Or could Mommy?"

"Well we'd both love to, but we don't know anything about being a ranger. You'd have to talk to a professional for that."

"Can I still practice every day?"

"As long as you're careful and one of us is watching you, I don't see why not."

"Thank you, Daddy!"

Keiondra happily threw her arms around her father's legs. Roston picked up his daughter and swung her around.

"Wee!" she cried.

Then, Roston put Keiondra on his shoulders and carried her back inside. All the while, Keiondra clutched the bow. When they got back inside, Connivia was preparing a lunch consisting of worm husks. She did a doubletake when she saw her daughter holding a bow in her hand.

"Keiondra, what are you doing with that?"

"Daddy said I could practice to be a ranger as long as one of you watches me. I found this and an arrow, and I hit a tree! I want to be a ranger when I grow up!"

"I see. Your daddy said you could practice now, did he? Darling, it's going to be a while before you grow up. Perhaps you should just wait until you're 13, when you can officially begin proper training."

"But Mommy! That's not fair! Daddy said…"

"I know what your daddy said, but he should have talked to me first."

Roston set Keiondra down and put his hands up. "Now, now, Connivia, don't worry. Many children are starting to know what they want to study as they get older. I see no problem with this. Besides, the sooner she starts, the more knowledgeable she'll be."

"I just wish you would have talked it over with me first."

"Why? Would you have refused the idea?"

"Of course I would have! Keiondra is only eight years old!"

And so began another quarrel between Keiondra's parents. Keiondra went into her bedroom, carrying the bow with her. She sat on the bed that her father had carved for her and gazed down at the bow in her hand.

There was a reason other than the bow that Keiondra wanted to become a ranger when she was old enough to do so. She loved animals very deeply, and she knew that the only profession that allowed her to have an animal by her side was the ranger. But Keiondra also felt that being a ranger would be perfect for her. It would combine the melee fighting of her father with the distant fighting of her mother.

Still, she didn't understand why her mother worried so. Her parents were both very overprotective of her, but her mother was even more concerned for her safety than her father. Keiondra didn't understand this, but she was afraid to ask her mother about it.

She glanced down at the bow again before placing it under her bed and just lounging, gazing up at the ceiling. A few moments later, she heard her door creak open.

"Keiondra," her father said as he poked his head in, "it's time for dinner."

"I'm not very hungry, Daddy."

Roston came in and closed the door behind him before sitting down next to his daughter.

"Want to talk about it?"

"I'm just afraid."

"Afraid? Of what?"

"Of disappointing you and Mommy."

Roston took his daughter in his arms and cradled her as though she were an infant again.

"No, Keiondra, you would never disappoint us. We both love you very much. We only want what's best for you."

"But why does Mommy get mad at things and you don't?"

By Tender Wolf

Call of the Wolf

Tender Wolf's biography, chapter 7& 8

"Well honey, I don't know, but I suspect it's because of the way she was raised. Sometimes, parents raise their children based on how they were raised themselves."

"I want to be a ranger but Mommy doesn't want me to be. I don't want to hurt her, but that would make me very sad."

"Well, I promise we'll talk with her about it. But right now, let's go eat dinner."

"Okay."

Then, father and daughter got up and walked to the kitchen. Connivia was just placing the skale fin soup on the table.

"Here you are, Keiondra," Connivia said with a smile. "I know how much you love skale fin soup!"

"Thank you, Mommy," Keiondra said as she took a seat.

Connivia smiled at her daughter before sitting down at her place. Roston sat down too and made a gesture to his wife. She nodded and turned to their daughter.

"Keiondra," she began, "I'm sorry for being angry with you earlier. It's just, you're our only daughter. Our only child. We love you dearly, and if anything were to ever happen to you…"

Connivia trailed off, but Keiondra knew what her mother was trying to say. She'd been told many times how her parents had prayed to the gods for 10 years before they were finally blessed with their only child. She understood why her mother was overprotected, but she still wanted to live her own life. Perhaps not today, but someday.

"It's okay, Mommy. I don't want to disappoint you, but I really want to be a ranger when I grow up."

"Oh, you'd never disappoint me. I promise you that. I only wish for your happiness and safety. But you can't begin training until you're 13, and that's five years away. Perhaps we should just focus on today."

"All right."

The family finished eating and engaged in casual conversation. Keiondra found her mind wandering often, imagining herself five years down the road, holding a bow in her hand and having a trusty animal fighting by her side.

She'd given much thought already to the kind of animal she'd like to have. Melandru's stalkers were particularly special, being that they were a part of Melandru, the goddess of nature and earth, herself. Black bears could be quite cute and playful. But Keiondra had quickly discarded these ideas when she had laid eyes on a wolf near Ashford Abbey.

She knew the moment she saw it that she wanted a wolf as a pet. It was such a perfect creature for her. Many people believed that wolves were deadly and blood-thirsty monsters. But Keiondra knew better. She knew that wolves were tender and gentle creatures who only wanted to be loved like anyone else. Not only that, but her last name held the name of 'wolf' in it. Having a wolf by her side would only be right.

That night, Keiondra lay in bed thinking and fantasizing about her future. She looked forward to the day she became 13, when she could join the Ascalon Academy and learn to become a ranger. And of course, to have a wolf by her side. She fell asleep and dreamed of becoming a heroic ranger with statues and stories dedicated to her.

By Tender Wolf

Poetry

~~~Gods, Save Their Souls.~~~



In the moment before the Searing.
Saw a race of people fearing.
The end of the fight,
An Ending dark or light?
.....
A death not even true.
For these unlucky few
are ghosts at most
death is never close.
Walking the wasted earth
wondering if they can hurt.
We take pity on these people
they are neither good nor evil.

Gods, rest their souls.

by Wandy



All across
the vine-covered stones of the ramparts,
the breath
of a thousand loving soldiers,
so cold and quiet,
freeze my core, my heart.

All along
the wheat-covered fields of our beloved Ascalon,
run rampant
the legions of writhing, wretched charr.
So sick and hateful,
my stomach churns.

The call
of a mighty warhorn only a warrior could let loose,
echoes in
my pink, hollow ears; only screams will follow.
The sound
of a thousand warriors brandishing their beloved blades,
brings about my tears.

Singing my name
the screams far off, so faint.
Charr waiting to die, hoping for salutations
with Grenth, our conspirator; show no mercy.

A lyric,
so soft, as blood
trickles down the vein of my blade.
Silver, the charr's bane.

A sonnet,
written in bodies,
as my armor clanks and groans
wherever my instinct, like wind,
tilts my single, shining blade,
of grass.

Stained
red with no afterthought,
only vengeance was brought,
upon hallowed grounds.
Buried with their sounds.
Muffled, dying, screams.

Green grass,
like Yuletide,
complemented with
deep crimson.

How festive.

Lament loss,
toast to victory,
be ready for tomorrow,
again we shall sing.

by Velentine



END OF THE LINE...

CAPTION ATTRACTION!



"I know I said Boo, but I didn't think I was THAT scary!" - DBZVelena



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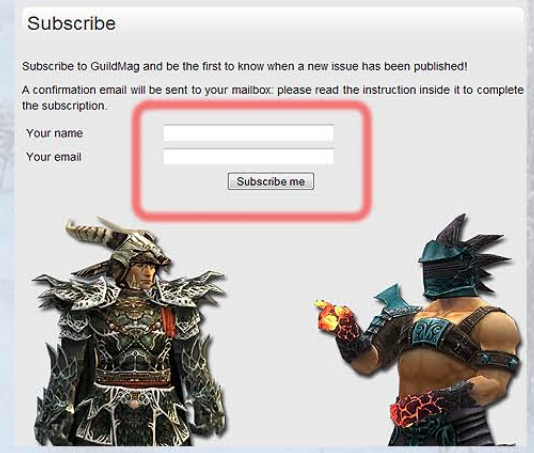
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