

The cover art features a close-up of a character with pale skin, light blue eyes, and short, spiky white hair. She is wearing a dark, high-collared garment with intricate metal chains and buckles. In the bottom right corner, a human skull is visible. The background is dark and textured with faint, golden, swirling patterns. The title "GUILD WARS" is written in a large, ornate, golden font with a glowing effect, and the word "MANUAL" is written below it in a simpler, white, serif font.

GUILD WARS

MANUAL

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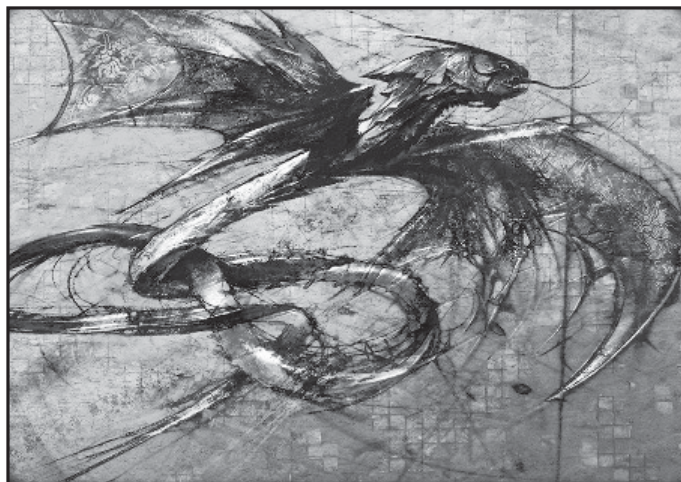
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Chapter One: Characters

The World of Tyria

The kingdoms of Tyria, the Empire of Cantha, the provinces of Elona, the Battle Isles—together, they form the world of *Guild Wars*®. Millions of adventurers have explored this world, and more arrive every day. They compete in gladiatorial arenas, save the world, explore the landscape, make great fortunes, descend into the underworld, and travel to different dimensions. Whether you want to experience the game's story or rush straight into arena combat, every game starts the same way: you begin by creating a character.

Creating Your Character

Guild Wars is a versatile, expandable, and customizable game. It consists of three campaigns (the "original" *Guild Wars* campaign,



Factions®, and *Nightfall*®) plus one expansion (*Eye of the North*™). You only need one of the campaigns to start playing, but you can expand the world by adding more. You also must install at least one campaign to play the *Guild Wars* expansion.

No matter where you start, your character is at the heart of the game's story, working with other characters, Heroes, and henchmen you recruit along the way. Choosing your primary profession is the first step. The first *Guild Wars* campaign introduces six core professions: the Warrior, Ranger, Monk, Mesmer, Elementalist, and Necromancer. *Factions* adds the Assassin and Ritualist. *Nightfall* includes the Dervish and Paragon. (*Eye of the North* doesn't have character creation, which is one reason you need a campaign to play the expansion.) Characters from different campaigns can work together, taking advantage of the strengths of each profession.

Two Professions, Many Skills

Each time you create a character, you select a primary profession. Later in the game, you'll choose a secondary profession. The professions you choose determine your character's attributes, armor, and fighting style, influencing the way you play the game. Your primary profession determines the armor you can wear, and that armor affects your Health and Energy.

Your primary and secondary professions also define which skills are available as you advance in the story. *Guild Wars* includes over a thousand skills, and your character can learn hundreds of them. Each time you're ready to leave a town or outpost, you can change your character's attributes, and you can bring eight of those skills with you. You have plenty of choices, so you should feel free to experiment with different combinations of professions, skills, and attributes until you create a character that suits your play style best.

RP Characters and PvP Characters

Each time you create a character, you must decide on a style of play, choosing between an "RP" (roleplaying) character or a "PvP only" (player-versus-player only) character.

- ✦ An RP character starts off in the cooperative, roleplaying section of the game. These characters begin at 1st level (the game's lowest level) and must work their way up to 20th level. All roleplaying characters can also compete in PvP (although their competition will usually be 20th level characters).
- ✦ A PvP only character can only participate in the competitive PvP section of the game. These characters start out at 20th level, the game's highest character level. You'll find more details on PvP in the final chapter of this manual.

Attributes

Attributes make your skills more powerful and affect other game mechanics (such as damage and skill duration). Your character begins play with four or five attributes, as determined by your primary profession. One of them is a *primary attribute* that is unique to your primary profession. When you choose a second profession, your character gains an additional three or four attributes.

For example, if you selected Warrior as your primary profession, your character would have the Warrior's primary attribute, Strength. You would also have the four standard Warrior attributes: Axe Mastery, Sword Mastery, Hammer Mastery, and Tactics. If you wanted to add Monk as your secondary profession, you would also gain the three standard Monk attributes: Healing Prayers, Smiting Prayers, and Protection Prayers, but would not receive the Monk primary attribute, Divine Favor.

If you're playing in the RP part of the game, you'll have the option of changing your secondary profession later, but you'll need to play through much of the story before you have that choice. See the sidebar at the beginning of the next chapter for more details.

Primary Attributes

A profession's primary attribute is only available to a character with that profession as a primary choice. Chapter Two describes what the different primary attributes do.

The primary attributes are:

Strength (Warrior)
Expertise (Ranger)
Divine Favor (Monk)
Energy Storage (Elementalist)
Fast Casting (Mesmer)
Soul Reaping (Necromancer)
Critical Strikes (Assassin)
Spawning Power (Ritualist)
Mysticism (Dervish)
Leadership (Paragon)

You'll want to keep your primary attribute in mind when choosing your first profession. If you choose Mesmer as your primary profession, for example, you can put points into the Mesmer's primary attribute, Fast Casting, which decreases the activation time of all of your spells. If you choose Mesmer as a secondary profession, however, you won't have access to that primary attribute or

its effects. (You can use skills related to that attribute, but since you won't be able to increase that attribute, you won't be able to improve those skills.)

Attributes and Skills

Most skills are tied to a specific attribute. Improving an attribute improves its related skills. After you create a character, you can press **K** for a list of all your character's skills and attributes, including a listing of which attributes affect which skills.

Leveling Up

Unless you start the game with a 20th-level PvP character, you'll need to "level up." As your roleplaying character defeats enemies, completes missions, and finishes quests, your character earns experience points (XP) and gains levels. Each time you gain a

level, your character's maximum Health increases (making you harder to kill). The roleplaying part of a campaign advances your character up to 20th level, the highest level you can attain. You can check how much experience you need to reach the next level in the Hero panel (press **H**).

Beyond that point, your character can continue to improve. While playing the cooperative, roleplaying content, you can collect skills, upgrade weapons and armor, explore the world, and ally with other players. Each *Guild Wars* campaign and expansion also includes a storyline. Finishing each storyline is a considerable achievement, and you should reach 20th level before you attain that goal.

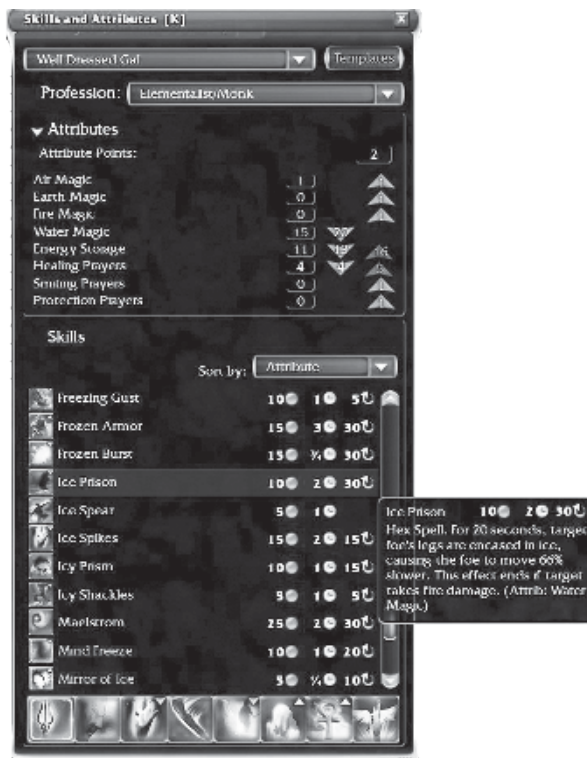
Characters from the roleplaying game can also compete in PvP arenas. The skills they learn and equipment they acquire in cooperative play can help them in competitive play. Again, the last chapter has more details on competitive play.

Gaining Attribute Points

Each time your roleplaying character gains a level, that character gains attribute points. The number of points you receive when your character gains a level varies as you progress through the game. By opening the Skills and Attributes panel (press **K**), you can see the total number of attribute points your character has.

Attribute points are used to raise attributes; you can spend them at any time. Raising an attribute increases the effectiveness of skills and weapons related to that attribute. Whenever your character is in a town or outpost, you can change your allocation of attribute points, raising or lowering each attribute. Doing so doesn't cost your character money or experience—that's part of the customizable nature of *Guild Wars*.

This flexibility allows you to adapt to new situations, increasing the effectiveness of new weapons and skills. For example, suppose your Warrior finds a rare sword, but you've trained your



Warrior to use hammers with the Hammer Mastery attribute. After traveling back to town, you can move points from Hammer Mastery to Sword Mastery. When you equip that rare sword, you'll be more effective with it. When you're learning the game, you'll have time to adjust your attributes as you progress.

Gaining Skill Points

Each time you level up, your character receives a skill point. You can also gain skill points by completing missions and resolving quests. Each time your character purchases a new skill, you'll need to spend one of that character's skill points. Some of these skills are bought from Skill Trainers found in towns and outposts.

Before you leave a town or outpost, you can change the skills your character uses, so a large collection of skills can be useful.

Beyond 20th Level

After your roleplaying character reaches 20th level, that character still gets a reward each time you gain enough XP to level up. You won't gain additional Health or attribute points, but you will continue to earn a skill point each time you gain a level. You will still be a 20th-level character, but those extra skill points can be very useful when you want to acquire more skills.

Customizing Your Character

Characters come in all shapes and sizes—they can be male or female, large or small. The professions, skills, and attributes your character learns and improves upon make your character different from any other. Over time, you can adjust your character further by improving weapons and armor (with runes, insignias, upgrades, and inscriptions), modifying the appearance of your character's armor (with dyes), and of course, continuing to expand your collection of skills.

Expanding the World

You can create up to four characters after you install your first campaign and start your *Guild Wars* account. For each additional *Guild Wars* campaign you buy and install on that account, you gain an additional two character slots. If you need more characters, you can buy additional character slots from the *Guild Wars* In-Game Store, but you aren't required to do so. At any time, you can delete or create new characters.

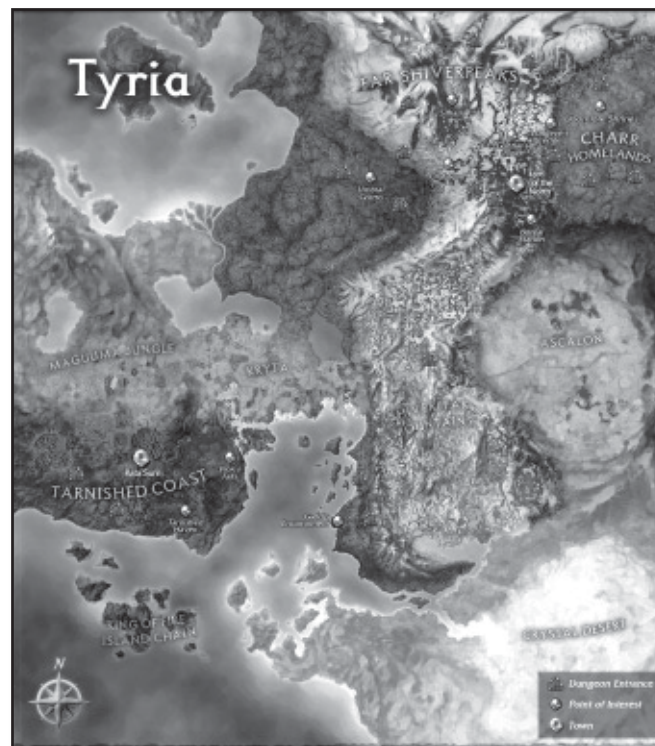
As you add games, the world expands. A roleplaying character from one campaign can travel to the setting of another campaign after reaching a "port city." Characters from the original campaign can do this after reaching Lion's Arch. *Factions* characters must reach Kaineng Center; *Nightfall* characters use Kamadan.

A character must reach one of the game's port cities (and reach 10th level) before playing the *Eye of the North* expansion.

After you've installed an additional *Guild Wars* game (or added its key to your account), each port city you enter will have a quick message explaining which quest can transition your character between games. The message appears when you enter the port city, and it recurs each time you enter until you start that quest.

Each campaign and expansion is set in a different part of the world.

- ✦ The original *Guild Wars* campaign is set on a continent called **Tyria**. The name of this continent is also the name of the world. Characters from this campaign come from the Kingdom of Ascalon, and they're called Ascalonians.
- ✦ The events of the *Eye of the North* expansion take place on this same continent, starting in a region called the **Far Shiverpeaks**. Characters from any campaign can travel to this expansion.
- ✦ The second campaign, *Factions*, takes place on the continent of **Cantha**. Characters from this campaign are called Canthans.
- ✦ The third campaign, *Nightfall*, begins on the continent of **Elona**. Characters from this campaign are called Elonians. Since they start the game in the province of Istan, they're also known as Istani.



Chapter Two: The Ten Professions

You've got up to ten professions to choose from in *Guild Wars*. Each one has a set of attributes that affects your character's skills. The choice you make will give you a unique set of abilities for dealing damage, protecting and healing allies, and altering the enemies and environment around you. You are what you build, so consider your choices carefully.

Primary Profession	Your primary profession determines the type of armor your character wears, as well as your character's basic appearance. The profession includes four to five attributes that improve skills over time, including a primary attribute.
Secondary Profession	Your secondary profession provides your character with three to four more attributes and additional skills. However, your secondary profession does not include the primary attribute for that profession.

Changing Your Secondary Profession

A roleplaying character can change his or her profession in four places within the world.

- ✦ In the original campaign, a character can undertake quests in the Crystal Desert to change his or her secondary profession to one of the six core professions.
- ✦ In *Factions*, a character can unlock secondary professions by talking to a Profession Changer in Senji's Corner.
- ✦ In *Nightfall*, the Profession Changer is in the Command Post outside the Sunspire Sanctuary.
- ✦ The Battle Isles has a Profession Changer in the Great Temple of Balthazar.
- ✦ Each Profession Changer works the same way: Unlocking a secondary profession costs 500 gold and has additional requirements (based on your character's starting campaign).

After you've completed one of these quests or paid a Profession Changer, you can change your secondary profession in any town or outpost by using the Skills and Attributes panel (press **K** to open or close it). You cannot change a character's primary profession after character creation.

Assassin

The Assassin walks the shadows, a deadly viper ready to strike at the heart when an enemy least expects it, nowhere and everywhere all at once. Assassins are masters of their chosen weapon, the dagger, and excel at inflicting Critical Strikes that cause massive damage. The Assassin is trained to efficiently link attacks together in a chain that does not give the enemy a chance to hit back. They have mastered the ability to move as shadows—Assassins wear light-weight armor, and they prefer to avoid damage by not being there when the enemy's strike lands. Their other magical skills include hexes that lower the target's defenses and protect the Assassin from harm.



Assassin Attributes

Critical Strikes (Primary Attribute)	For each point spent on this primary attribute, the Assassin gains an additional 1% chance to score a critical hit. Assassins can also gain Energy whenever they score critical hits in this way.
Dagger Mastery	Boost the Dagger Mastery attribute to boost the damage the Assassin inflicts with daggers and the chance to land a critical hit with a dagger. Many skills, especially dagger attack skills, become more effective with increased Dagger Mastery. This attribute also improves your chance of performing a double strike, which allows you to strike with both daggers at once.
Deadly Arts	Increase the Deadly Arts attribute to improve the duration and effectiveness of hexes and other skills that make a single enemy vulnerable to the Assassin's strikes.
Shadow Arts	Put points in the Shadow Arts attribute to improve skills that boost the Assassin's defenses and allow instantaneous shadow movement.

You need *Factions* to create a character with this profession.

Dervish

Serving the gods as holy warriors, Dervishes stand confidently in the whirlwind of conflict. Martial techniques perfected in the deserts of Elona allow a Dervish's scythe to lash out quickly at multiple opponents, surrounding the holy warrior with a swath of destruction. Initiates often learn spells of self-protection, prayers that rush a warrior into battle, and invocations that empower attacks with elemental fury. Masters of the profession can assume the form of a god, enacting divine will with holy blessings. Keenly aware of the conditions of a fight, a Dervish can reap great benefits by using multiple enchantments. Wandering the savannahs and deserts of Elona, the faithful Dervish chants prayers to the earth and wind, and the fury of the sandstorm answers in response.



Dervish Attributes

Mysticism (Primary Attribute)	Mysticism, the Dervish's primary attribute, gives you Health and Energy whenever an enchantment on you ends.
Scythe Mastery	Scythe Mastery increases the damage you inflict with scythes, as well as your chance to inflict a critical hit when using a scythe. Many skills, especially scythe attack skills, become more effective with higher Scythe Mastery.
Earth Prayers	Many Dervish spells, especially those dealing with defense or earth damage, become more effective as this attribute is raised.
Wind Prayers	This attribute increases the duration and effectiveness of Wind Prayer skills, including prayers that speed movement and lash enemies with cold damage.

You need *Nightfall* to create a character with this profession.

Elementalist

Earth, air, fire, and water—the Elementalist commands the primal forces of the world. These sorcerers can inflict more area-of-effect damage in a single attack than any other profession. Their approach to magic is as varied as the many permutations of elements in the world. Those who crave raw power specialize in one or two elements, but dabblers prefer to experiment with different combinations.



Elementalist Attributes

Energy Storage (Primary Attribute)	The Elementalist's primary attribute, Energy Storage, increases maximum Energy and boosts skills that help regenerate Energy.
Fire Magic	Improve Fire Magic to increase the duration and effectiveness of the Elementalist's fire skills, which inflict fire damage and can affect large areas.
Water Magic	Allocate points to Water Magic to increase the duration and effect of the Elementalist's water skills. Water skills slow enemy movement and deal cold damage.
Earth Magic	Build up Earth Magic to increase the duration and effectiveness of the Elementalist's earth skills, which can protect characters and allies or inflict earth damage against enemies.
Air Magic	Air Magic increases the duration and effectiveness of the Elementalist's air skills, which pierce armor, cause Blindness, and knock down enemies.

Mesmer

Mesmers are masterful manipulators, bending reality to their will. With Illusion, Inspiration, and Domination magic, they subvert the Energy of rivals, counter spells cast by their enemies, interrupt skills and spells, and disrupt their foes. The Mesmer works equally well as a damage dealer and support character, but using some of this profession's abilities requires planning. Many of the Mesmer's most powerful skills punish an enemy whenever that foe uses certain skill types or attacks, either by inflicting heavy damage or leeching Energy.



Mesmer Attributes

Fast Casting (Primary Attribute)	This primary attribute lets the Mesmer cast spells faster than any other profession and affects associated skills.
Domination	This attribute boosts the duration and effect of your Domination spells, which punish enemies for attacking or using a certain type of skill.
Illusion	Increase your Illusion attribute to extend the duration and effect of Illusion spells that deceive enemies, hinder their movement, and cause damage over time.
Inspiration	Put points into Inspiration to pump up the duration and effect of your Inspiration spells, which deal with Energy manipulation.

Monk

The Monk is a personification of divine grace, a conduit between the power of gods above and conflicts on battlefields below. The Monk's connection to the gods allows this hero to heal and protect allies while smiting enemies with holy power. Monks are often popular as a support profession in a group. They do their best work assisting a capable team. Most prefer to stand behind a wall of melee fighters, since this profession isn't as good at front-line fighting as the Warrior.



Monk Attributes

Divine Favor (Primary Attribute)	Each point spent in this primary Monk attribute grants a small healing bonus to all Monk spells that target allies. Divine Favor also pumps up the duration and potency of spells that call forth divine powers to aid the Monk's allies.
Healing Prayers	Healing Prayers increases the duration and effectiveness of spells that allow the Monk to heal allies.
Smiting Prayers	Smiting Prayers boosts the duration and damage caused by skills that harm foes—especially the undead.
Protection Prayers	Protection Prayers adds to the duration and power of protection spells that keep you and your allies safe.

Necromancer

The Necromancer holds power over death and the undead. Soul Reaping, Curses, Death Magic, and Blood Magic—each of the dark arts requires occasional sacrifices of blood (and Health). That's often a small price to pay for the havoc that results. Necromancy requires patience and discipline to master, but effective exploitation of the living and the dead can have devastating results. Necromancers fight alongside some of the greatest heroes in the world . . . but "anti-hero" might be a better term for this profession. Necromancers gain their power and strength from the suffering and untimely demise of others.



Necromancer Attributes

Soul Reaping (Primary Attribute)	Soul Reaping, the Necromancer's primary attribute, gives you Energy whenever a non-spirit creature near you dies.
Curses	Add points to Curses to boost the duration and effectiveness of curse skills.
Blood Magic	Blood Magic adds to the duration and effectiveness of skills that steal Health from enemies.
Death Magic	Increase Death Magic to increase the duration and effect of skills that deal cold damage, as well as those that summon undead minions for you to command.

Paragon

Paragons are the guardian angels of Elona, humanity's champions against malefic threats. They rally the valiant with shouts and chants, aiding Heroes, henchmen, and other adventurers through inspiration and motivation. A Paragon's best weapons rely on an insightful mind, a courageous spirit, and a charismatic voice. Many Paragons also arm themselves with a spear and shield, striking from a distance as they shout their battle cries. Through insight, they help others resist hexes and conditions, echoing their commands across the field of battle (in fact, some "echo" abilities renew themselves each time a chant or shout ends). When all hell breaks loose, a commanding Paragon shines as a beacon of light, driving back the forces of darkness.



Paragon Attributes

Leadership (Primary Attribute)	This attribute supplies you with Energy for each ally affected by one of your shouts or chants.
Spear Mastery	Spear Mastery increases the damage a Paragon inflicts with spears, as well as the chance to inflict a critical hit when using a spear. Many skills, especially spear attack skills, become more effective with higher Spear Mastery.
Command	Some Paragon skills, especially those that protect your allies or increase your tactical position on the battlefield, become more effective with higher Command.
Motivation	Increase Motivation to increase the duration and effectiveness of related skills, as well as the Paragon's ability to help with recovery.

You need *Nightfall* to create a character with this profession.

Ranger

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



Ranger Attributes

Expertise (Primary Attribute)	Expertise helps you manage your Energy efficiently by reducing the cost of attacks, rituals, touch skills, and Ranger skills.
Beast Mastery	Beast Mastery improves skills that make your animal companion more effective in battle. It affects your pet's base damage.
Marksmanship	The Marksmanship attribute adds damage to basic bow attacks and affects the chance of a critical hit. It's the base attribute for most bow skills.
Wilderness Survival	Wilderness Survival improves many preparations, defensive stances, and traps, as well as nature rituals, which affect all friends and foes within range.

Ritualist

Ritualists channel otherworldly energies that summon allies from the void and employ mystic binding rituals that bend those allies to the Ritualist's will. They hood their eyes to better commune with spirits that grant great power and protection to both Ritualists and their comrades. The Energy they channel drives Ritualist skills that enhance the deadliness of an ally's weapon and wreak havoc on an enemy's Health. The Ritualist can also use the remains of the dead to defend the living—not by reanimating corpses as a Necromancer would, but through the ritual use of urns and ashes. Where the Ranger lives as one with the spirit world, the Ritualist can and will be its master.



Ritualist Attributes

Spawning Power (Primary Attribute)	For each rank of Spawning Power you have, creatures you create (or animate) have more Health, and weapon spells you cast last longer. Some Ritualist skills, especially those related to spirits, become more effective with more ranks in Spawning Power.
Communing	Increase the Communing attribute to boost the Ritualist's ability to summon and command otherworldly allies.
Restoration Magic	Spend points in Restoration magic to add to the duration and effectiveness of Ritualist skills that heal an ally.
Channeling Magic	Build up the Ritualist's Channeling Magic attribute to increase the duration and effectiveness of skills that inflict spiritual harm on enemies.

You need *Factions* to create a character with this profession.

Warrior

The Warrior rushes to the front lines of a fight, dealing damage that's up close and personal. Wearing heavy armor, these soldiers can endure massive amounts of punishment. Armed with brutal melee weapons, hack-and-slash heroes dish it out as well as they can take it. (For this reason, many MMORPG players refer to this type of character as "the tank.") Energy fuels some Warrior skills, but other skills depend on adrenaline, which slowly builds as the Warrior deals or takes damage.



Warrior Attributes

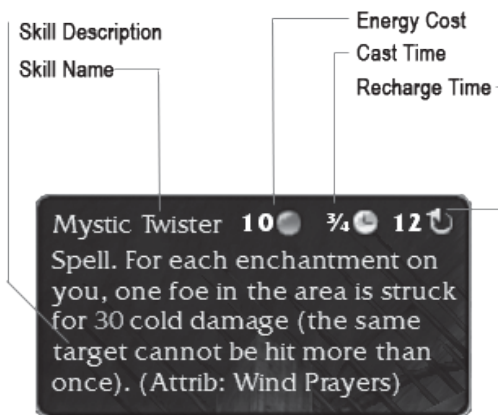
Strength (Primary Attribute)	Strength is the Warrior's primary attribute. It increases your Warrior's armor penetration, and it's the basis of many skills that inflict greater damage on foes.
Swordsmanship	Swordsmanship increases basic sword damage, damage inflicted with sword skills, and the chance of a critical hit with a sword.
Axe Mastery	Improve Axe Mastery to increase basic axe damage, damage inflicted with axe skills, and the chance of a critical hit with an axe.
Hammer Mastery	Hammer Mastery increases basic hammer damage, damage inflicted with hammer skills, and the chance of a critical hit with a hammer.
Tactics	Tactics increases the effectiveness of skills that give your Warrior and your allies an advantage in battle, such as shouts and stances.

Chapter Three: Skills

Once you understand your character's attributes, it's easier to select your character's skills. To see a complete list of the skills your character knows, press **K** for the Skills and Attributes panel (or go to the main menu and select Skills). Your character's Skill Bar, located at the bottom of your screen, can hold up to eight skills at a time. When your character is in a town or outpost, you can equip skills or move them around on your Skill Bar. After you leave a town or outpost, you can change the order of the skills on your Skill Bar, but you can't replace them (unless you learn new skills as part of a quest or mission).

As the skill list shows, most skills are linked to a particular attribute (although a few are listed as having no attribute). Your character will be more effective when you have points in the attributes related to your most useful skills. For example, if your Necromancer has several Blood Magic skills equipped, you probably want to have points in the Blood Magic attribute.

Anatomy of a Skill



When you're reading the description of a skill, icons and key-words help define how that skill works.

	Adrenal Skills	A skill with this icon requires adrenaline, which builds up during combat. Adrenal skills become brightly lit when ready. Some Warrior skills, such as Gash, require adrenaline.
	Attribute	A skill's attribute is listed in parentheses at the end of the skill description. Most skills are tied to an attribute from your chosen professions. Raising that attribute improves the skill's effectiveness.
	Casting Time	After you click on a skill, the casting time is the amount of time that passes before the skill activates.
	Energy Cost	Most skills cost Energy to use.
	Health Sacrifice	Many Necromancer skills require a sacrifice of Health in order to use them.
	Maintenance Cost	Some enchantment spells cause your Energy to degenerate as long as you maintain the enchantment.
	Recharge Time	After use, most skills must recharge before they can be used again.
	Skill Type	Most skill descriptions begin with a skill type or subtype. A skill that doesn't fit into an existing category begins with the word "Skill." The end of this chapter has more details.
	Touch Range	Your character must be adjacent to a target to use this skill on it. When you use the skill, your character will run up to the selected target.

Conditions

Like hexes, conditions hinder a target in some way. Conditions are more common than hexes, but they're also easier to remove. When a condition affects your character, an icon appears in the upper-left corner of your screen. You can place your cursor over the icon to read its effects, but since conditions occur repeatedly, you'll want to remember their effects. Learning these details can help you devise strategies for countering (or surviving) conditions.

	Bleeding	Causes slow Health degeneration. (Turns Health Bar light red.)
	Blind	Your attacks have a 90% chance to miss.
	Burning	Causes rapid Health degeneration. (Sets your character on fire.)
	Cracked Armor	Reduces armor rating by 20 points. (The condition can't reduce an armor rating below 60; this doesn't affect characters with an armor rating lower than 60.)
	Crippled	Movement is slowed by 50%.
	Dazed	Spells take twice as long to cast and are easily interrupted.
	Deep Wound	Reduces maximum Health by 20% (maximum 100 points). Healing is 20% less effective. (Turns part of your Health Bar gray.)
	Disease	Causes Health degeneration. (Spreads to nearby creatures of the same type. Turns your Health Bar green.)
	Poison	Causes Health degeneration. (Turns your Health Bar green.)
	Weakness	Reduces base damage on attacks by 66%. Reduces non-zero attributes by 1.

Enchantments and Hexes

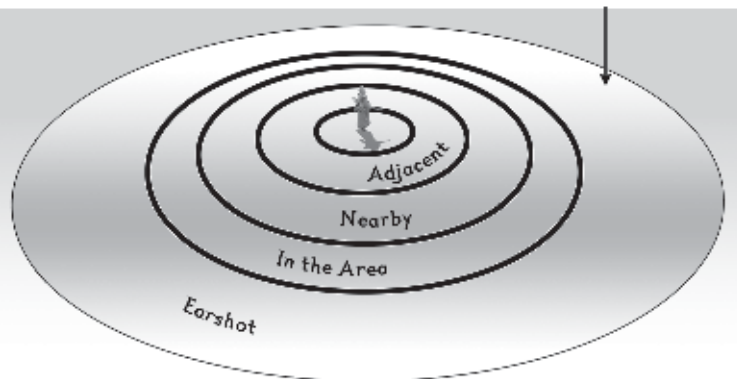
Enchantments aid you in battle for a period of time by providing offensive and defensive advantages, such as extra armor, firepower, or healing. Hexes temporarily harm or restrict your character. When you cast an enchantment spell on yourself (or when an ally casts one on you) an icon appears on-screen to tell you which enchantment you are under. Similarly, if an enemy casts a hex spell on you, an icon appears. You can mouse over these icons for information about the enchantment or hex affecting you.

Range and Distance

Most spells you cast reach no farther than the edge of your Danger Zone, marked by the white circle around your character on your Compass. (Within the game world, that's about 88 feet.) Various bows have ranges which fall outside this radius (such as the flat bow and long bow). For a deeper introduction to ranged attacks, explore the Isle of the Nameless, the PvP tutorial in the Battle Isles.

Range

Danger Zone
(see description of the Compass)



The game has five standard ranges for most attacks, skills, and spells.

- ✦ Skills that require you to touch your target have a range of 2 feet. Their range is listed as **touch**.
- ✦ If you can hit a target with a melee weapon, that target is considered **adjacent**.
- ✦ A target that's **nearby** is up to one-and-a-half times farther away than an adjacent target.
- ✦ A target that's **in the area** is up to two times farther away than an adjacent target.
- ✦ A target that's within **earshot** is up to three times farther away than an adjacent target.

Builds

You'll hear the term "build" a great deal when players talk about characters in *Guild Wars*, especially when they talk about player-versus-player games. The word refers to the eight skills your character has in the Skill Bar when leaving a town or outpost (or at the start of a PvP battle), along with the points you've allocated in attributes. Some players tend to settle into a preferred build that fits their favorite style of play, while others adjust skills to prepare for a particular enemy, mission, or explorable area. After joining a group, some players coordinate their skills as part of a team strategy.

The skills in a character build should work well together and work effectively against the foes you expect to encounter. You may need to take into account the other characters in your group, especially if there's a chance two characters might have the same specialty. For example, if your group includes two Monks, you might not want both of them to focus on Healing Prayer skills. Instead, you could set up the first one as a healer with Healing Prayer skills while the second one protects the party with Protection Prayer skills.

Since you can change your character's skills and adjust attributes in any town or outpost, you can alter your build as necessary before each quest or mission begins. When you're ready to start a PvP battle, you can change your build again for competitive play.

Skill Types

Guild Wars has many basic skill types and subtypes. You don't need to learn them all to play the game, but understanding the definitions can be helpful. Most skill descriptions begin with a skill type, which tells you how a skill will behave. Some skills don't have a skill type and don't fit into any of the categories listed below, but each one is still defined as a "Skill" in its skill description.

Attack

Attack skills help you inflict additional damage (and other effects) with your profession's weapons. Most attack skills require a character to have a specific type of weapon equipped. When you look at a weapon's description in your inventory, you'll see a listing of its weapon type. When a skill requires a profession, you'll need it as either your primary or secondary profession.

- ✦ **Axe Attack, Hammer Attack, Sword Attack.** Your character must have the right weapon equipped—axe, hammer, or sword—to use one of these skills. Only Warriors can use these skills.
- ✦ **Bow Attack.** Your character must have a bow equipped to use one of these skills. Only Rangers can use these skills.
- ✦ **Lead Attack, Off-Hand Attack, Dual Attack.** Each of these attacks requires a pair of daggers to use, and you can chain these attacks together. Some skills (such as Palm Strike) allow you to skip the normal attack order. Only an Assassin can use these skills.
- ✦ You must successfully strike with a **Lead Attack** before using any skill that says "Must follow a Lead Attack" in its description.

- ✦ You must successfully strike with an **Off-Hand Attack** before using any skill that says "Must follow an Off-Hand Attack" in its description.
- ✦ All **Dual Attacks** cause you to attack twice in rapid succession. Both of these attacks will cause whatever effect the skill's description describes if they hit. You must successfully strike with at least one part of a Dual Attack before using any skill that says "Must follow a Dual Attack" in the description.
- ✦ **Scythe Attack.** Your character must be a Dervish equipped with a scythe to use one of these skills.
- ✦ **Spear Attack.** Your character must be a Paragon equipped with a spear to use one of these skills.

Chant

A chant bestows a one-time benefit (or "buff") to another character, Hero, or henchman within earshot who meets its requirements. (Earshot is the longest range in the game.) Chants cannot be removed by enemies. Paragons use chants.

Echo

An echo is placed on a single character, bestowing a benefit when that character is affected by a shout or chant. Paragons use echoes.

Form

A form skill alters the appearance of your character as it bestows benefits to your character. The five "god forms" of the Dervish (such as Avatar of Dwayna) are examples of form skills.

Glyph

An Elementalist can use a glyph to enhance the next spell that character casts. Only one glyph can be active at a time. After a glyph affects a set number of spells, the glyph ends.

Pet Attack

A Ranger can capture and train a wild animal using Beast Mastery skills, recruiting a dedicated "pet." A pet attack is a type of skill

that allows a Ranger's pet to perform a focused, specialized attack. This skill can be activated instantaneously (like a shout skill), but it won't take effect until the next time the pet attacks an enemy. The pet cannot carry out more than one pet attack at the same time. If you try to use a second pet attack before the first one has resolved, only the second skill will be used.

Preparation

Rangers use preparation skills to modify their normal weapon attacks. A preparation skill can only affect the character who uses it. You can only be under the effects of one preparation skill at a time. Apply Poison is an example of a preparation skill.

Ritual

A ritual skill creates a spirit, a ghostly incarnation that has a magical effect on nearby allies or enemies. Each spirit has a Health trait. Spirits can be attacked and destroyed, but they cannot be hexed or enchanted. Only Ritualists have skills that can heal spirits. If a character creates a spirit within range of an identical spirit, and both were summoned by characters on the same team, the first spirit will be destroyed.

- ✦ Rangers use **nature rituals**. In general, spirits created with this type of skill affect all creature types, including both allied creatures and enemy creatures. The term "creature" includes characters, Heroes, henchmen, and allies—nature rituals affect all of them.
- ✦ Ritualists use **binding rituals**. In general, spirits created with binding rituals harm foes or help allies.

Shout

This type of skill can be used instantaneously, even when the character using it has been knocked down or is busy using another skill. Shouts often affect more than one target. The name of a shout skill appears in quotation marks and almost always ends in an exclamation point! When a character uses a shout skill, the name of the skill appears in a speech balloon over the character's head. "I Will Avenge You!" is an example of a shout skill.

Signet

Signets are skills with no Energy cost. All other skills either cost Energy or require another resource, such as adrenaline. Some skills are designed to only affect signets (such as Ignorance and Rust). The Resurrection Signet can be used by characters from any profession.

Spell

A spell is a skill based on a character's magical abilities. A spell's subtype is listed at the beginning of its description.

- ✦ **Enchantment Spell**. These are usually cast on allies, bestowing a positive effect on the target.
- ✦ **Hex Spell**. These are usually cast on enemies, bestowing a negative effect on the target.
- ✦ **Weapon Spell**. Ritualists use this type of spell in *Factions*. A weapon spell changes the way another character's weapon looks and performs.

Stance

Like shouts, stances can be used instantaneously, even when the user has been knocked down or is busy using another skill. A stance represents a character taking on a particular posture that provides benefits to the user in combat. You can only be under the effects of one stance at a time.

Trap

A Ranger can use a trap skill to place a hazard on the ground that cannot be seen by foes. When an enemy gets too close to a trap, the enemy triggers the effect of that skill. Traps do not affect allies. A trap skill usually has a long activation time. Most are easily interrupted—even being hit by normal damage will stop a Ranger from completing the use of the skill.

Chapter Four: Exploring

The world of *Guild Wars* can be divided into two realms: the areas inside towns and the areas outside them. (When we say “town,” we usually mean “town, outpost, or mission location.”) Inside a town, you’re relatively safe. Surrounded by merchants, trainers, crafters, and other non-player characters (NPCs), you can interact with other adventurers rushing around you. Outside a town’s walls, the world is far more perilous. Monsters roam the wilderness, and rivals lie in wait. Unless you’re brave enough to face those dangers alone, you’ll need to recruit other adventurers before you leave town. Once you know what to look for, you can quickly find the allies and resources you’ll need for exploring the world of Tyria.

Getting Around

Move your character around using the keyboard, the mouse, or both. Your movement is only limited by the surrounding terrain. Exploration is more than a simple matter of choosing the right direction; sometimes it helps to find a path as well. Some stretches of landscape are impassable, including steep ledges and towering cliffs.

Mouse Movement

- ✦ To move using the mouse, aim the mouse pointer at a patch of ground and click the left mouse button. Your character then walks to that location. This is often a great way to maneuver around obstacles and rough terrain when the path may not be entirely clear.
- ✦ To exercise direct mouse control, hold down both mouse buttons at once. Steer by moving the mouse left or right.

Keyboard Movement

Eight keys on the keyboard control your character’s movement. (If you’ve played other games of this type, you might know them as the “WASD” keys.)

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

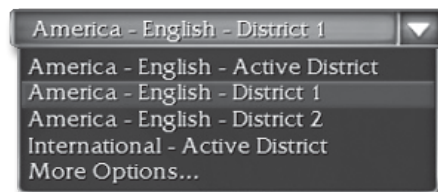
Camera Control

Your point of view is up to you. Change the distance between your point of view and the character with the mouse wheel. By holding the right mouse button and moving your mouse, you can change the game’s camera angle. If you want to invert your camera controls (a common choice for players of first-person shooters), go to Menu in the lower left corner of your screen and select Options.

Zoom	Scroll the mouse wheel forward and backward to zoom in and out on your character and the environment.
Rotate Camera	Hold down the right mouse button and move the mouse to change the camera angle (also known as “mouselook”).

Districts

Whenever you’re in a town or outpost, you’ll see a District menu in the upper left corner of your screen. Anytime a large number of people enter the same location, additional districts may appear to keep that location from getting overcrowded. When meeting friends, make sure you specify which district you’re in so they can find you easily. No matter which district you’re in, you can use the chat system to send messages to specific players (whether



sending a “whisper” directly to a friend or broadcasting to everyone in a guild you’ve joined, techniques you’ll learn in the next chapter).

Your *Guild Wars* account is specific to the region you live in, but you can meet players from other countries by traveling to another region or one of the International Districts. For example, if you normally play in the American region, but you want to play with a friend in Europe, the two of you could meet in one of the European regions. Use the District List drop-down menu in the upper left corner of the screen to get there.

Using Maps

Each character carries three maps while traveling. The *Compass* (or “Compass mini-map”) is a circle located by default in the upper right-hand corner of the screen. The *Mission Map* is an adjustable, movable rectangle you can call up by pressing **U**. Pressing **M** reveals or hides a *World Map* that stretches across the screen. Some players have their own nicknames for various maps, but this manual consistently uses these terms.

Compass

Your circular Compass contains a “mini-map” that shows an overview of your current location. You can use it to track the relative positions of allies, enemies, NPCs, and other players. By looking at colors, you can tell friends from foes: allies are green, other players are blue, and enemies are red. Your character is at the center of the Compass, surrounded by a white circle, the “Danger Zone” described below.



When you’re in a group, you can communicate strategy to other players by drawing on the Compass. Click on the Compass mini-map to “ping” a specific area. A quick ping can show your allies where you want to run or attack. Left-click and drag the mouse to draw lines on that map. This last technique is useful when you want to show someone a suggested path to take, especially when you’re leading a team that doesn’t know the surrounding terrain as well as you do.

Player Characters	Blue dots represent other online player characters inside the confines of a town. When they are on your team, player characters become dark blue dots.
Allies	Green circles represent your allies, including any Heroes and henchmen in your party.
Foes	Red dots indicate the locations of foes.
NPCs	Green triangles represent non-player characters (such as villagers, traders, and henchmen) not hostile to your party.
Danger Zone	This circle represents the radius beyond which monsters cannot detect you. Monsters inside this “aggro area” may become aggressive and attack you.
Ping	Click to “ping” the Compass mini-map and point out a location for party members.
Mission Pings	During missions, pings often indicate high-priority targets or the location of important items.
Map Drawing	Click and drag to draw on the Compass mini-map to diagram strategy for your allies. Opponents in PvP cannot see your team’s map drawings.

Mission Map

While you're exploring the world, you can press the **U** key to open (or close) a map of the surrounding area. In some *Guild Wars* games, this map often shows the location of objectives critical to a mission, so we refer to it as the Mission Map. (Since it opens by pressing **U**, some players call this the "U map.") By clicking and dragging a corner of this rectangular Mission Map, you can resize it for a larger or smaller area. You can also zoom this map in and out by highlighting the map and using the mouse wheel. When you're trying to find a path through particularly treacherous landscape, glancing at the Mission Map may be easier than opening and closing the World Map.

Outside towns and outposts, a red dotted line on the Mission Map shows the path you've taken. You can see nearby waypoints (green starbursts) related to a current quest. The details of each Mission Map are revealed as you encounter that area; until then, you'll see a fogged-out view.

Some quests and missions use the Mission Map to show other locations critical to your progress or related to objectives. In PvP, some locations critical to a battle are marked on the map. Whenever you're lost, consider consulting the Mission Map for more detail.





World Map






Outside each town, the world awaits you. Press **M** to open (or close) the World Map. When the map is open, your cursor appears as a magnifying glass. When it has a minus sign, you can zoom out to overview mode by clicking the left mouse button; when it's a plus sign, you can zoom in to a smaller area with the left mouse button. In overview mode, the display shows the entire continent. Click on a portion of the map to see a closer view, as well as the towns and outposts you've visited there. Hold down the left or right mouse button while clicking on the map to scroll and view different areas of the world.

Map Travel

Press **M** to bring up the World Map. To instantly travel to any town you have visited before, click on its icon.

When you're in overview mode, locations on the map appear as pins. After you zoom in, they'll show up as more distinct markers. Each shield on the map shows the location of a mission (and different types of missions have slightly different symbols). Towns, outposts, and other types of locations have their own symbols (and different campaigns have different symbols).

	Town
	Outpost
	Mission
	Completed Mission

	PvP Mission
	Guild Hall
	From the World Map, click once to zoom in for a closer look at a region.
	Click to use boat travel and access other World Maps.
	While zoomed in, click a location icon and read about the area. Click Travel to travel there instantly.



Traveling

As you blaze trails across the wilderness, you'll reveal more of the World Map. Although you can gain experience by slaying monsters and enemies while exploring, completing quests and missions generally earns you greater rewards. Completed quests and missions may lead you to new areas of the map, such as towns and outposts you haven't yet discovered.

Once you've revealed towns or outposts on your World Map, you can travel freely between those locations by "map traveling." Open the World Map (press **M**) and click on the location. Your character will automatically travel from your current location to that town, outpost, or mission. You can even rush back to town in the middle of combat—a choice to consider when you and your allies are overwhelmed.

The leader of a party (the character who assembled it) can move the entire party from one town or outpost to another; a timer counts down before travel begins. If a party member hasn't been to that destination before, that character will drop from the party. If another character attempts to map travel, that character will drop from the party.

Titles

Performing certain heroic deeds (and some not-so-heroic-but-still-impressive deeds) can earn your character special titles. For example, each campaign includes Exploration titles, which you earn by exploring a certain portion of the World Map. Press **H** to open the Hero panel, and then click on the Title tab, to see your progress on various titles. If a title has a check box next to it, you can select that title to display it under your character's name. The title appears whenever you're in a town, outpost, or mission location.

Towns and Explorable Areas

Towns are the social hub of *Guild Wars*. A character in a town can see, meet, and chat with other players' characters, visit merchants and trainers, collect quests from quest givers, form an adventuring party, recruit henchmen, or (if you're in a really social mood) invite bystanders into a dance party. While you're there, you can change the skills on your Skill Bar and trade up for better equipment.

Once you leave town, the only other adventurers you'll see are the ones helping you on your adventure. You'll have the whole world to yourself and your party. (Some MMORPG gamers would call this area an "instance.") A few friendly NPCs survive out in this wilderness—including collectors, merchants, and traders—but they are vastly outnumbered by your enemies.

Outside the walls of towns and outposts, the world is broken down into different explorable areas. Each one has its own name. Players sometimes refer to these areas as "zones." You can enter or leave a zone by a gate, marked on any of your maps by a white swirl. When one character in a party goes through a gate, the entire party reforms on the other side of that gate. Anyone in the party can exit a zone by map traveling, although doing so will drop that character from the group.

Trading

During your travels, your character can collect loot from fallen foes. Often this will be gold, but sometimes your loot is an item: a weapon, shield, or possibly even a salvageable part of your enemy's armor or hide. Many towns have bustling marketplaces with merchants, weaponsmiths, crafters, and other traders. They can help you exchange this wealth for what you really want—whether that's better items or even more gold.



Trading with NPCs

Left-click on a vendor to start a transaction. In most trades, you can select the type of item you want to buy or sell using the appropriate tabs at the top of the commerce window. Sometimes you'll need to ask for a price quote beforehand, since the market for some commodities may change. To find NPC vendors faster in town, hold down the left **Alt** key.

Trading with Characters

To trade with another character, target that character and hit the Trade button at the top of the screen. Then either submit an offer in gold or put an item up for trade. Both players must accept the offer to seal the deal. Players who thrive on trading can use their chat interface to check the Trade channel in town. Some players post trade announcements in the Party Search panel (see below).

Who's Who in Town

Most types of NPCs you'll need can be found in towns and outposts. Smaller outposts are usually inhabited by a less diverse variety of citizens: a merchant, a Xunlai Storage Agent, and maybe one or two quest givers. The larger hub towns (marked accordingly on the map) usually have a larger population of NPCs.

Holding down the left **Alt** key (and moving the camera with the right mouse button, if necessary) shows the names of merchants and other NPCs in front of you. Whenever you get lost in town, you may want to (politely) ask other players for directions.

Henchmen

Adventurers gather in outposts and towns, organizing expeditions for their journeys outside the gates. You may occasionally find it difficult to assemble an ideal group of adventurers. When

this happens, you can usually find several NPC adventurers waiting near the town gates, ready for recruitment.

Henchmen are computer-controlled adventurers who are always ready to travel with you. Some players hire one or two henchmen to round out a team. Others actually prefer to play solo, using one character to lead an entire team of henchmen.

The level of a "henchie" depends on your current location. When you map travel to another town or outpost, henchmen who aren't available in that location drop from your team. The ones who remain will have the same level they normally would if you recruited them from that location. Henchmen don't gain experience—since their level depends on the place where you recruit them—but they do take their share of any gold and items you find on your adventures.

Goods and Services

The world of Tyria also has a thriving economy. In addition to the buying and selling that takes place between characters, towns and outposts across the continent include markets that provide resources your adventurer needs. Merchants, crafters, and traders are all ready to help you—for the right price, of course.

Merchants

Merchants buy and sell all manner of items—weapons and armor, skills, dye, crafting items, Identification and Salvage Kits, and more exotic commodities. Identification Kits tell you exactly what an unidentified magical item in your inventory does. Salvage Kits allow you to recover crafting materials, weapon upgrades, and armor upgrades from some of your loot. When you hold down the left **Alt** key to read the names of NPCs around you, citizens who sell these items have the word [Merchant] after their name. When you're starting out, some merchants can sell you starter versions of weapons and armor.

Weaponsmiths

Weaponsmiths are crafters who customize weapons. A customized weapon provides a 20 percent damage increase, but it's only useable by the individual who paid a crafter to customize it; other characters cannot use that weapon. Weapons you want to sell on the open chat market *shouldn't* be customized, on the other hand, since you wouldn't want to prevent other people from using them. If you plan on equipping and using a weapon (and possibly selling it to a merchant later), consider going to a weaponsmith to pay for customization. An NPC with the word [Weapons] after its name can customize weapons. Many Weaponsmiths can also create weapons in exchange for gold and crafting materials.

Armorerers (Armor Crafters)

Armorers can create new armor out of raw materials you've found, salvaged, or bought, such as chitin hides, ingots, or slabs of rock. Some of the materials you need might be for sale nearby; look for a Materials merchant (described below) or talk to other characters nearby to find out if they're available. An NPC with the word [Armor] after that merchant's name can craft armor.

Note: Armor is always customized for the character using it, so don't bother trying to sell or purchase armor from other player characters. Always use common sense when trading with other players. Take a good look at what you're buying and selling before you agree to a trade.

Traders

Traders buy and sell items you can use, either for altering existing items or creating new ones. They base their prices on what the market is offering, so you'll need to get a price quote before you buy or sell from them. Traders specialize in different markets. A Materials Trader sells the resources crafters need; a Rune merchant sells enhancements to armor; a Dye merchant sells dyes

you can use to visually customize your armor; and so on. Players who count their gold carefully compare the prices they get from Traders against the prices offered by other merchants and other players. A Trader's specialty is listed after that NPC's name: [Material Trader], [Rune Trader], [Dye Trader], and so on.

Skill Trainers

Skill Trainers sell skills for all professions. Each one usually has a specialty or unique selection. Buying skills requires more than gold; you'll need to spend a skill point for each one. (In the original campaign, some skills are available as rewards for completing quests, so you won't necessarily need to buy all of your skills.) They don't offer elite skills, however, and they can only sell skills that are already unlocked on your account. A Skill Trainer's name is followed by the word [Skills].

Collectors

Collectors conduct their trade both inside and outside towns, sometimes in unlikely and inhospitable places. For various reasons, collectors want large quantities of trophy items from enemies you slay in the wild, and they're willing to trade for them. Some offer a wide variety of powerful weapons and other useful items in exchange; others can provide high-quality armor. Even if you don't have an immediate need for a Collector's reward, you can usually still make a profit from it, either by selling it to another character or finding a merchant who'll buy it. A Collector's name is followed by the word [Collector].

Xunlai Storage Agents

Xunlai Agents belong to an ancient and incorruptible banking guild from the continent of Cantha. Collectively, they offer a valuable service: they store equipment and gold your characters don't want to carry. Nearly every town you encounter has

a Xunlai Agent, right next to a location you can use to store items and money. A Xunlai Agent always has this name: Xunlai Agent [Storage].

Any character who wants to use the guild's services can pay 50 gold pieces to open an account. The storage account is shared by all the characters on your account, but each character needs to pay once for access. Additional storage space becomes available when you add additional campaigns to your account. Xunlai Agents offer an easy way to transfer gold and items between your characters.

For instance, if your 20th level Warrior/Monk finds a bow your low-level Ranger/Elementalist could use, your Ranger could withdraw that bow from a Xunlai account later. This not only frees up more space in a character's personal inventory, it also makes leveling up low-level characters on the same account a little easier.

Materials Storage: Your storage account can also be used to store the materials crafters need to make weapons and armor. For an additional 50 gold, a Xunlai Agent can expand your Xunlai account with materials storage. This adds additional slots for crafting resources in your storage space; each slot holds up to 250 units of a crafting material. Each character on your account can pay 50 gold to get materials storage.

Guild Registrar and Emblemer

Each campaign has locations where you can find a Guild Registrar and Guild Emblemer. A registrar can create a guild for you for 100 gold. An emblemer can create a cape design for your guild for 2,000 gold. Joining an existing guild doesn't require you to see the registrar. For more details, see the "Guilds" section in Chapter Five.

Signet of Capture

One of the most versatile skills you can buy from a Skill Trainer is the Signet of Capture. This special skill temporarily fills up a skill slot. The signet can capture skills—including valuable elite skills—from fallen "boss" enemies (described below). If a boss you've defeated doesn't have skills you can use, the Signet of Capture cannot target that fallen foe. You can't capture skills for a profession you're not currently using.

Each time you use a Signet of Capture, you lose the signet, replacing it with the skill you've captured. You'll also get 250 XP for each level you have when you capture an elite skill. (A 20th level character earns 5,000 XP.) You can buy multiple Signets of Capture, but the cost increases each time you buy one, up to a maximum of 1,000 gold.

After you've captured an elite skill, your character (and each of your Heroes with the related profession) can use that skill. You can only place one elite skill on a Skill Bar. The icon for an elite skill has a gold border.

Boss Enemies

Boss enemies are named enemies: each boss has a first and last name. You can identify a boss by the colorful aura that surrounds it, signifying its power. Most are located at the heart of an enemy stronghold or territory, and they're more powerful than their surrounding minions. Killing a boss improves your character's morale, a concept we'll address in the next chapter.

You can tell the profession of a boss by the color of its aura. Warriors are yellow; Rangers are light green; Elementalists are red; Assassins are light purple; Mesmers are magenta; Monks are blue; Ritualists are dark blue; Necromancers are dark green; Paragons are pale yellow; Dervishes are gray. When in doubt, look at the skills and spells a boss uses.

Quartermaster

Factions introduced a new type of NPC: the Quartermaster. These traders are similar to Collectors, but the items they collect are typically available as rewards for completing specific quests. Once you have enough of these items, you can trade them for useful equipment. For example, characters in *Factions* can earn Monastery Credits by completing low-level quests, and then trade in

those credits for weapons or shields. Some special events include chances to acquire exotic items and trade them into a Quartermaster (or an NPC who works like one) in exchange for a reward only available at that event.

Consumable Crafter

Eye of the North introduced a new type of crafter, one that can create “consumable” items. Like a scroll, a consumable is an item you can use once to affect the game. Unlike scrolls, some of them can be crafted. Crafting a consumable requires materials and sometimes a skill point. Some of these crafters require your character to attain a certain rank on a specific title track before you can use their services. To make more of these items, look for an NPC with the word [Consumables] after that character’s name.

Some consumables are given as rewards for special events (such as candy canes or four-leaf clovers); others are sold by merchants (like Dwarven ale). These items usually have minimal game effects, such as changing your character’s appearance, removing a random Death Penalty, or making your character seem intoxicated. Craftable consumables can have major game effects, such as removing a larger Death Penalty or temporarily granting an additional skill point. Consumables can be traded between characters.

Storyline NPCs

There’s more to life in the world of Tyria than buying and selling goods. Every day, its citizens are caught up in adventures and intrigues. Many NPCs are involved with the objectives of quests and missions. You’ll see people fighting alongside you in battle, imploring you for help when they’re under attack, and passing on crucial information you need for your adventures. They’re extremely knowledgeable, providing ample information about the world around you, including history, current events, and dangers lurking on the horizon. Storyline NPCs are even more helpful: they help you advance the story.

Starting a Mission

The method for starting a mission in *Guild Wars* varies between games.

- ✦ In the original campaign and *Factions*, a character starts a mission by entering a mission location (a town or outpost with a mission) and then clicking an Enter Mission button.
- ✦ In *Nightfall*, your character can enter a mission location and then talk to a mission NPC to start a mission. (Some missions have additional requirements to fulfill before you can start them.) A mission NPC has a green mission symbol overhead.
- ✦ *Eye of the North* doesn’t have missions or mission locations. Instead, it has “repeatable primary quests.” Each of these quests begins with a primary NPC (or an object that functions like one). Some of them are found outside towns and outposts. Each quest has a repeatable primary quest icon overhead.



Guild Wars
Mission
Complete



Factions
Mission
Complete



Nightfall
Mission
Complete

Quest NPCs

As your character gains experience, you can participate in quests and missions, two types of adventures that advance the game. Quest givers are NPCs who begin quests. When you see someone standing beneath a green exclamation mark, that person starts a quest. An NPC that advances a quest stands under a green arrow.

Once a quest begins, you can consult your Quest Log (press **L**) to keep track of your progress, including the objectives you’ll need to complete them. On many quests, you’ll return to the same

quest giver. When you have a quest in your Quest Log, you'll usually find a reference to the location of that adventure's quest giver in its description.

The Storyline

Each *Guild Wars* game has a story running through it via a chain of primary quests and missions. To advance the game's story, look for the next primary quest in your Quest Log (opened with the L key) or the next mission on your World Map. Sometimes completing one mission will automatically take you to the location of the next mission or primary quest. You may need to locate the next Quest NPC or Mission NPC, but those characters will have a green icon over their heads to make them easier to find. Also, if you highlight a quest in your Quest Log, the World Map will show the name of the location where you need to go next for that quest in green text.

In *Eye of the North*, the story is composed entirely of primary quests, so you'll need to look for primary quest NPCs or repeatable primary quest NPCs to advance the story. These NPCs also have icons over their heads once their quests are available to you. These icons are described below.



Quest
Available



Mission
Available



Quest
Advancement
Available



Repeatable
Primary Quest
Available

Mission NPCs

In the three *Guild Wars* campaigns, after you travel to a mission location and put a team together—inviting Heroes, henchmen, or other characters—you're ready to start a mission. In the original campaign and *Factions*, a mission begins when the party leader clicks on an Enter Mission button. In *Nightfall*, each mission requires you to talk to a mission NPC or "MNPC" to advance the story. An NPC that starts a mission stands under a green mission symbol.

Some missions have requirements you must meet before you can begin, along with an MNPC who can explain them to you. In some cases, everyone in the party must meet a mission's requirement, and sometimes completing a previous quest is a requirement for starting a mission. Some missions in *Nightfall* also require you to have a specific Hero in your group before you can begin. Each time, the description should tip you off to the fact that you're starting a mission instead of a quest.

Repeatable Primary Quest NPCs

The *Eye of the North* expansion doesn't have missions. The story is a chain of *primary quests*, and missions have been replaced with *repeatable primary quests*. Unlike missions, they don't always begin in a town or outpost. To start a repeatable primary quest, look for an NPC (or an item) with a green repeatable primary symbol overhead.

Heroes

As you advance through the game's storyline, you'll have opportunities to recruit adventurers (controlled by other players) and henchmen (computer-controlled allies). These alliances are temporary, usually long enough for you to finish a few quests or missions. *Nightfall* and *Eye of the North* include opportunities to recruit long-term allies: heroic non-player characters who play an ongoing role in the story. Completing specific quests allows you to unlock these unique NPCs, commonly known as *Heroes*.

Heroes typically join your party as part of a quest. Sometimes the rewards for a quest include a chance to permanently ally with that Hero: the NPC is unlocked for your current character. Your character can be allied with multiple Heroes. You can add up to three of your Heroes to your party whenever you're in a town, outpost, or mission location. After you leave the town or outpost, the Hero gains experience and levels, just as a character does.

Once you leave town, a Hero's actions are guided by the actions of the character who controls it. (When multiple players work together in a group, each player's character controls the Heroes allied to that character.) Heroes gain experience points for finishing quests, completing missions, and defeating enemies. Like henchmen, they take their share of gold and loot when defeating enemies. In the next chapter, the section on "Combat Modes" has more information on using Heroes in combat.

Weapons and Armor: After you recruit a Hero, you should examine your Hero's armor and weapons.

- ✦ You'll eventually want to improve and customize your Hero's weapon. When a Weaponsmith customizes one of your weapons, that weapon is customized for your character and all of the Heroes your character has recruited.
- ✦ You won't need to visit an Armorer to improve your Hero's armor; it improves as the Hero gains levels.
- ✦ You should eventually add runes and insignias to your Hero's armor. You can remove these upgrades with an Expert or Superior Salvage Kit.
- ✦ Some NPCs can alter the appearance of a Hero's armor, such as NPCs with the words [Hero Armor] in *Nightfall's* Challenge Missions.

Skills: Each Hero has a default set of skills, but you can change those skills in any town or outpost. You can also change a Hero's secondary profession, which presents more opportunities for a Hero's build of skills.

- ✦ When your character buys or captures a skill, all the Heroes your character has recruited can also use that skill, as long as they have the related profession.
- ✦ When you buy a skill or elite skill with faction (from a Priest of Balthazar in the Battle Isles), those skills become available to those same Heroes.

- ✦ In *Nightfall* and *Eye of the North*, advancing specific title tracks earns you Hero Skill points, which you can use to buy skills from a Hero Skill Trainer for your Heroes.

Interacting with Players

As you explore the world, you'll find life easier if you can work effectively with other players. Knowing how to build a good group can help you survive some of the most difficult adventures in the game. Good communication can make that team even better.

Chat

After you type a message in your Chat panel, you can send it to everyone in the area, one specific character, other players on your team, or every online player in your guild.

- ✦ To open the Chat panel, press **Enter**.
- ✦ To chat, type your message in the text field, then press **Enter** again.
- ✦ To select a specific chat channel, left-click on the appropriate tab, or use the shift and number keys associated with that channel. Team Chat, for example, can be accessed by hitting the # symbol (**Shift + 3**).
- ✦ To review a chat session, click on the word balloon symbol in the lower left and use the scroll bar to view the text.
- ✦ To "whisper" a private message to another character, bring up the Whisper Chat menu by pressing (**Shift + '**). Enter another player's name (the one with whom you wish to converse discreetly) and tab over to the message field to type your text. Whispering works across districts and geography; it's the best way to track down friends when you're not sure where they are, but you can see they're online in your Friends list (press **N**).

The chat channel you choose determines where the message goes. You can buy and sell rare items on Trade Chat (often for a

better price than a Merchant offers), confer with teammates in Group Chat, or check in with guildmates in Guild Chat by pressing the @ key. (Chapter Four has more information about guilds.)

Emotes

Typing is just one method of communication. With emotes, you can use different actions and animations to communicate with (and entertain) your fellow players. To perform an emote, press **Enter** to bring up the Chat panel, then type in / followed by the name of the emote. For instance, you can type **/laugh** to see your character erupt with laughter or **/dance** to kick off a dance party. The *Guild Wars* website, wiki, and Quick Reference Cards all provide lists of emotes.




Playing Well with Others

Whether you prefer cooperative or competitive play, the game is easier when you work with a good team. When you're surrounded by other characters in a town or outpost, consider recruiting a group of adventurers to help you out. As an alternative, you can use the chat system to ask around until a team recruits you.

If you're putting a team together, use **Ctrl** or **Alt** to check out the levels and professions of characters around you. After you find someone you want to recruit, left click on that character with your mouse cursor, and then press the **+** symbol next to the character's name in the Party Formation panel. If the other player is available for a team, and you've got room on yours, that player can decide whether or not to join you. Some players have numbers after their names; this not only shows that they're on a team, but also shows how many are in that character's party. If

you have enough room on your team, you can actually merge the two groups into one.

When you aren't in a group, you can approach a party leader and attempt to join that group (or "self-invite"). Party leaders are designated by a blue head-shaped icon floating overhead (like this, ) with a number that denotes the size of the current group. When you do this, the party leader sees your name at the bottom of the list, along with a choice to accept you or turn you down.

Your chat system can be very useful in narrowing down what you need in a group: which professions you need, which skills, whether you want to try for bonus objectives, and so forth. Putting together the ideal team is an art. Whenever you need to fill a few spots on the team quickly—or whenever you just feel like playing solo—you can also invite henchmen onto the team, and they'll never refuse.

The Party Search Panel

In all of the *Guild Wars* games, you can look for players in a town or outpost by using the Party Search panel. Whenever you're in a town or outpost, you'll see a Party Formation panel on your screen with a Search button inside it. When you use Party Search, you'll see potential party members organized in different categories, depending on the type of party they want.

Players typically announce in chat when they're "looking for group," usually with the letters "lfg." A player who uses these letters in local chat automatically adds the name of the party leader to the Party Search panel. The panel can also be used to merge existing parties. A player can use the panel to search through all characters at the same location (within the same region). You can also use the Party Search panel for recruiting guild members, trading items, adding Heroes to your party, and recruiting henchmen without walking across a town or outpost.

Chapter Five: Adventuring

Conflict is a way of life. Anyone who ventures outside town should be ready for the dangers that lie ahead. Once an adventure starts, a little knowledge can mean the difference between life and death.

Choose Your Skills

Before you leave a town or outpost, you can equip up to eight skills on your Skill Bar. You'll gradually gather a collection of skills as you advance through the game. Press K to call up a complete list of skills your character knows (along with the related attributes that character has). To organize that list, use the dropdown menu in the corner of the Skills and Attributes panel. When you're in town, you can click and drag skills from the skill list to the Skill Bar. One of the strengths of *Guild Wars* is the diverse collection of skills you'll gather as you play the game, so feel free to experiment with as many of them as you can.

Skills and Attributes Panel

The Skills and Attributes panel gathers all of the basic statistics for your character in one place. Your attributes are listed at the top, and your skill list is at the bottom. With this panel, you can also adjust the skills, attributes, and secondary profession for any Heroes you control. A character who has unlocked another secondary profession (see Chapter Two) can also change professions in this panel.

In addition, you can use this panel to load, save, or manage "templates." Look for the blue computer disk icon in the upper left. A template summarizes a build of skills and attributes with a short name (and a short line of code). By saving templates, you

can quickly switch builds as your character (and Heroes) prepare for different missions and explorable areas. For more information on using the Skills and Attributes panel, including ways to use templates, check the *Guild Wars* website and wiki.

Your Inventory


Press I to open (or close) your inventory. Through that screen, you can equip weapons, armor, and off-hand items (such as shields and focus items). As you advance in the game, your character can acquire a belt pouch and additional bags for increased carrying capacity. A Rune of Holding can increase the carrying capacity of each bag, but not belt pouches or your backpack (or special bags like Zehtuka's Pack). To open a pouch or bag, click on its picture in the inventory screen. The F5 through F8 function keys open specific bags. F9 opens all of them at once. You can also use the Inventory menu to change the equipment your Heroes are carrying.

Loot and Treasure

As you defeat enemies, items or gold may drop next to the body of the fallen. Any character in a group can pick up gold, but the amount is divided equally among all characters, Heroes, and henchmen in the group. Other types of loot are assigned randomly to the player characters in the group; you can only pick up items that have been reserved for you. If you have room in your Inventory, items you pick up appear there. Outside towns and outposts, you can drop items you don't need on the ground, so others can pick them up.

Item Rarity

An item's usefulness and rarity determines its worth. You can tell an item's rarity by the color of text used in its name: white for common items (including non-magical weapons and armor), blue



for common magical items, purple for uncommon items, and gold or green for rare items. Sometimes a unique item belonging to a single boss monster drops when that boss dies—that item's name is shown in green. A green “boss” item isn't necessarily more powerful than a gold item.

When you want to sell an item, you may want to offer it on Trade Chat before going to a Merchant or Trader. If you're a good negotiator, you might find a better price from another player. Identification and Salvage Kits can help you manage rare items; the section on “Kits” below has some advice.

Weapons

Each profession specializes in a few particular types of weapons. Although any profession can use any weapon, only a character who meets that weapon's requirements gets all of its bonuses. Some weapons require you to have points in a specific attribute to get their full effects. (For instance, a Ranger can use a sword that requires Strength 5, but only a Warrior who meets that requirement gains its full benefits; otherwise, it deals the same amount of damage as a starter weapon.) A Weaponsmith can customize a weapon for you, increasing the amount of damage it deals, but only your character (and Heroes recruited by that character) will be able to use that customized weapon.

Armor

Your primary profession determines what type of armor you wear. Unlike weapons, pieces of armor are customized for you when you buy them. You can purchase armor from an Armor Crafter NPC if you acquire enough gold and the proper materials (often available for sale from a Materials Trader). Sometimes you can get armor from a Collector (an NPC who offers items in exchange for trophies you collect from fallen enemies), including armor that's different than what's normally available for sale. Enemies occasionally drop armor as well, but it's customized for

them and cannot be worn by other characters. Instead, you can salvage materials from enemy armor with a Salvage Kit (see below).

Kits

Kits are used to alter items in your inventory. They all work the same way: you double-click on the kit and then click once on the item. Some items in your inventory are listed with the word “Salvage Item” or “Unidentified” beneath them. Salvage Kits extract resources from items, including salvage items extracted from enemy armor. An Identification Kit reveals what an unidentified magic item does.

If you see the word “Unidentified” beneath the name of a magic item, you may want to reveal its identity and function with an Identification Kit. This type of kit has two varieties: Normal and Superior. The only difference is the number of times you can use the kit. Selling an identified item typically yields more money than selling an unidentified one.

There are four types of Salvage Kits: Normal, Expert, Superior, and Perfect. Normal Salvage Kits can break down almost anything in your inventory into common crafting materials, such as wood and cloth. Expert Salvage Kits retrieve rare crafting materials, runes, insignia, inscriptions, and upgrade components from some valuable items, including magic, uncommon, or rare items. You'll also find them useful for salvaging rare materials from most common items. Superior Salvage Kits work like Expert Kits, but have more charges. *Eye of the North* introduced a fourth type of Salvage Kit, the Perfect Salvage Kit. This kit retrieves weapon upgrades, runes, and insignia without risk of breaking the salvaged item, but it cannot retrieve crafting materials or unidentified items.

When you identify rare armor, you will often find runes that can alter your character's statistics. You will need an Expert, Superior, or Perfect Salvage Kit to recover the rune, which you can then

attach to your own armor. Identifying it with an Identification Kit also unlocks that rune for PvP play (see the final chapter for more details).

Crafting Materials

Crafting materials are either common or rare. Tanned hide squares, chitin, wood planks, and steel ingots are all examples of materials crafters use to make weapons and armor. Fallen enemies sometimes drop materials, but you can also get them by salvaging items. When you need a larger quantity of a specific material, you should track down a Materials Trader (an NPC with the words [Material Trader] or [Rare Material Trader] after the merchant's name). These merchants buy and sell materials. The prices of their goods vary depending on what's in demand. The game also includes NPCs who can craft rare materials from common ones; look for a tag with the word [Materials].

Enhancements

Runes, upgrade components, insignias, and inscriptions all enhance items. They all work the same way: you double-click on the enhancement and then click on an item it can affect. Identifying one of these enhancements also unlocks it for PvP play; see the final chapter for more details.

Runes permanently alter armor. Many towns include a Rune Merchant NPC (with the words [Rune Trader] after the merchant's name) who buys and sells this commodity. Some uncommon and rare items in your inventory may contain runes as well; you can extract them by using a Superior, Expert, or Perfect Salvage Kit. You can remove runes from your armor with a Salvage Kit, but there's a risk of destroying the item. (When you remove a rune from a Hero's armor, there's no risk of destroying it.) Your character can only use runes related to your primary profession. For instance, a Warrior/Monk can only use Warrior runes.

Insignia function like runes in most respects. An insignia upgrades a piece of armor and adds a prefix to the armor's name (such as Survivor's Platemail Gauntlets); a rune adds a suffix (Platemail Gauntlets of Superior Vigor). You can place one rune and one insignia on each piece of armor (as with Survivor's Platemail Gauntlets of Superior Vigor). Insignia that affect Health and Energy stack across armor pieces; an insignia that affects armor rating only applies to the piece of armor to which it is attached.

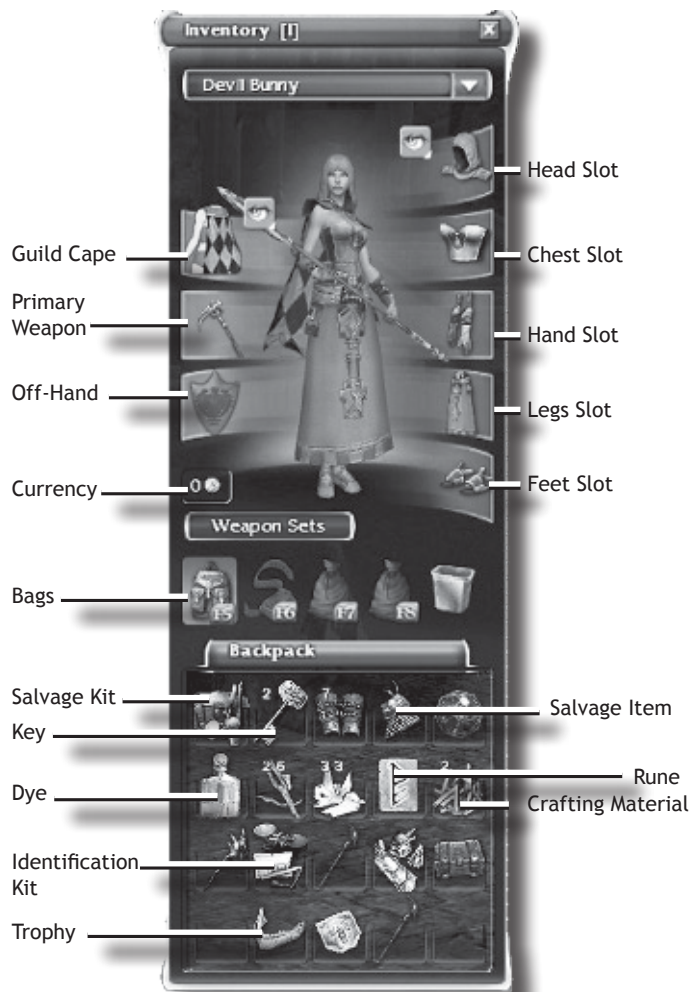
Stacking and Non-Stacking Items

You can use multiple copies of a rune or insignia with a "stacking" attribute. If a rune (or insignia) is "non-stacking," you can't get the benefit from using another non-stacking rune (or insignia) of the same type. For example, if you have the same Minor Swordsmanship rune (a non-stacking rune) on your helm and on your boots, you won't gain the same benefit twice. Some runes have a negative effect, such as a Health penalty, so use them wisely. The negative effects of a rune will stack.

Upgrade components enhance weapons, and each one is described as part of a weapon (such as a haft or bowstring). You can usually upgrade a weapon with different components (such as an axe haft and an axe grip). All weapons (except wands) have two components you can add. One adds a prefix to the weapon's name, and the other adds a suffix. Off-hand weapons and wands can only have a suffix.

Inscriptions are another type of weapon upgrade. An inscription provides an inherent bonus for a weapon, and each one is identified by a phrase (such as "Let the Memory Live Again"). Inscriptions aren't available from merchants, but they can be bought from other characters or salvaged from dropped items. (Most items in the original campaign and *Factions*, however, don't have inscriptions. Instead, they have inherent bonuses that can't be added or removed.)

You can remove a rune, insignia, upgrade component, or inscription from your equipment with an Expert, Superior, or Perfect Salvage Kit. Unless you use a Perfect Salvage Kit, there's a risk of destroying the item.



Other Items

Scrolls provide temporary enhancements, usually augmenting the amount of experience you and your allies receive. Scrolls have different levels of rarity, and some have effects with distinct time limits. (For example, a Scroll of Hunter's Insight increases the

amount of experience everyone in your party receives; its effects end if you fail to kill a boss for five minutes.) Look for an NPC with the [Scroll Trader] tag to buy one. To buy a Rare Scroll, look for an NPC in town with the words [Rare Scroll Trader] after the merchant's name. Some are available from Quartermaster NPCs (mentioned earlier).

Trophies are items you can loot from fallen enemies. You can usually sell them to various merchants for gold or trade them to Collectors for other rewards.

Quest Items take up space in your inventory, but usually cannot be sold to a merchant. If you have multiple copies of a quest item you need to satisfy a quest objective, you can offer to trade those items with other characters. After you've finished the quest, you usually have no further need for the item. You may want to give it away, trade it, sell it, or destroy it.

Bundle Items are large enough that they won't fit into a backpack, pouch, or bag—you need to carry one with both hands. You can't use weapon attacks while you're holding a bundle item, since your hands are full, but you can still use skills that don't require a weapon. While carrying the bundle item, you won't benefit from weapon bonuses, so your Health and Energy might suffer.

Most bundle items are associated with quest or mission objectives, but they occasionally serve other uses (such as the flags carried by characters in PvP play or explosives in certain PvE missions). A character can drop the item by clicking the Drop Item button or using map travel. Some special bundle items bestow a magical bonus when you drop them or while you carry them.

Character Status

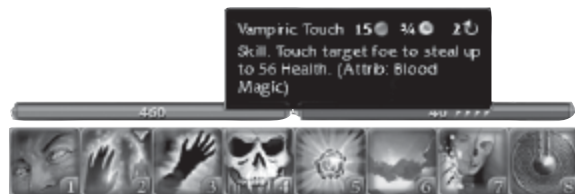
On every adventure, you'll need to keep up to date on your character's status. At the bottom of your screen (when the World Map is closed), you will find three elements of the user interface

designed to keep track of status: the Skill Bar, Health Bar, and Energy Bar.

The Skill Bar

The Skill Bar at the bottom of your screen has eight boxes you can equip with skills. When you learn skills outside a town (such as when you get them as a reward for finishing a quest), you have the option to remove one of your skills and replace it with the new one. You can also change your skills whenever you're in a town or outpost. Pressing **K** brings up a list of all the skills you know; click and drag a skill to move it from your skill list to your Skill Bar. You can rearrange the order of your currently equipped skills in the Skills and Attributes panel. You can change the location of the Skill Bar on your screen in the Interface section of the Options menu.

Each Skill Bar slot is mapped to a number key on your keyboard for quick use, or you can click on a skill to use it. (You can also set a "keybind" to change the key you press to use a skill by opening the Control tab in the Options panel.) You can only use skills when you're outside a town. By placing the mouse cursor over a skill, you can see more information about it, including its Energy cost and recharge time. A timer on each skill slot shows how much time it needs to recharge.



Equip Skills	Drag skills from the Skills menu to the Skill Bar. You can only equip skills in towns and outposts, although you can arrange their order whenever you want.
Use Skills	Click the target foe or ally on which you wish to use the skill, then either click on the skill to activate it or press the corresponding number key (1–8).

Health and Energy

Above the Skill Bar, you'll see two of your character's most important statistics. The red Health Bar is listed above the left side; the blue Energy Bar is listed above the right side. Each one shows your current rating for that statistic.

Health keeps you alive. Hexes, conditions, and damage from enemies can reduce your current Health; healing skills can increase it. Health regenerates naturally when you're not taking damage, and the longer you are not in combat, the faster your Health returns. Some spells regenerate your Health more quickly, while others cause it to degenerate. Different conditions can change the color of the bar; for instance, Poison attacks change the bar to a sickly green. Your maximum Health is determined by your equipment and current level, increasing as you gain levels.

Energy fuels most skills and spells. Using one of these skills or spells depletes your current Energy (unless it has an Energy cost of 0). A few types of skills are fueled by other resources (such as Adrenaline). Your base Energy is determined by your profession; your maximum Energy is determined by your armor and equipment. Some skills and conditions temporarily increase or decrease your maximum Energy, and some magical items provide a temporary or permanent increase. (The Elementalist's Energy Storage attribute can also increase maximum Energy.)



As you play the game, you'll see arrows on your Health or Energy Bar. Arrows to the left [<<<] show degeneration; arrows to the right [>>>] show regeneration. More arrows mean faster "degen" or "regen." Degeneration is usually caused by a hex or other negative condition, and certain skills can cancel those effects. Regeneration increases when you use certain skills, spells, or items. You'll also regenerate faster outside of combat. On your Health and Energy Bars, each arrow represents the gain (or loss) of two Health each second or one Energy every three seconds.

Customizing Your Screen

Many elements of your screen's User Interface are customizable, including the Compass, Mission Map, Skill Bar, Health and Energy Bars, and Party panel. You can resize them, drag them, and adjust them to fit your preferred mode of play. Select the Interface tab from the Options menu to bring up Interface options. (You can alter the Mission Map and Party panel without using that menu.) When this manual refers to the location of a panel, icon, or other graphic element on your screen, it's the default location. Some players speed up their reaction time or make the game more comfortable to play by adjusting these elements of the user interface.

Death and Resurrection

When your current Health reaches zero, your character dies. Party members outside a town can resurrect you at that same location (using skills like Resurrect), but only if they're near your body and alive. When everyone in your group dies, you'll all reappear somewhere else. If you're in an explorable area (that is, outside a town or outpost), you'll "rez" at the nearest resurrection shrine. When everyone dies in a mission, the mission ends, and your party reappears back at the mission staging location where you first entered. In *Eye of the North*, dungeons and repeatable primary quests use resurrection shrines, so these function the same way as explorable areas.

Morale

The life of an adventurer is filled with trials and tribulations. Death can be demoralizing, but you can still rally your troops by defeating powerful boss enemies.

Death Penalty

Each time you resurrect, you receive a death penalty (DP) that reduces your maximum Health and Energy.



Heroes and henchmen, also receive a death penalty each time they're resurrected. (In PvP, pets can also receive DP.) Your current DP (if you have any) is listed in the upper left corner of your screen. Each death inflicts a 15 percent penalty, up to a maximum of 60 percent. (You cannot resurrect at a shrine during PvP, however, if you have 60 percent DP.) Earning experience slowly reduces that debt. Killing bosses also reduces DP, and some special items reduce it. The penalty is reset to zero when you return to a town or outpost. Whenever adversity becomes overwhelming, consider opening your World Map and using map travel to jump back to town, so you can remove your debt before trying again. In Hard Mode (described later), your party returns to your last outpost if all your party members reach 60 DP.

Morale Boost



Defeating a boss monster (an enemy with a full name and glowing aura) gives you a +2 percent morale boost, increasing your maximum Health and Energy. You can gain this benefit multiple times for multiple bonuses; the effects stack up to +10 percent. If you have a death penalty, morale boosts will gradually reduce it. Additionally, gaining a morale boost recharges all of your skills; this is the only way to recharge your Resurrection Signet in an explorable area. Returning to town recharges signets.

Enchantments and Hexes

Enchantments and Hexes are spells that can affect Health, Energy, and other attributes. (Technically, they're subtypes of spells, as noted in their descriptions.) Spells with the Enchantment subtype boost your abilities in battle by providing offensive and defensive advantages, such as extra armor, firepower, or healing. Hexes do the opposite, reducing a character's abilities in battle.

When you're under the effects of a Hex or Enchantment, an icon for that effect appears in the upper left corner of your screen.

Mouse over that icon for a detailed description of the effect. If an effect has a duration, the icon includes a timer bar that shows how much time is left.

Blazing through Combat

Fights can flash by quickly in *Guild Wars*, and it's easy to get lost in the chaos of battle, but fortunately a few tips and tricks can help you blaze through them. One way to select and attack an enemy or ally is by clicking on its name on the screen, but shortcuts can help you target more quickly.

Targeting Enemies

- ✦ Press the **Tab** key repeatedly to cycle through the enemies you can see on your Compass.
- ✦ After targeting your enemy, you start attacking that enemy by pressing the **Spacebar**.
- ✦ Press **C** to target the closest enemy.
- ✦ Each skill in your Skill Bar, including your special attacks, is mapped to a number on your keyboard. Pressing a number key may be faster for you than clicking the button on your Skill Bar.

Targeting Allies

- ✦ Press **P** to open (or close) a list showing the current Health of the characters, Heroes, and henchmen in your group. Some allies important to the story will be on the list as well. Target an allied character by clicking that character's bar. You can also target the closest one by pressing **V**.
- ✦ After targeting an ally, hit the **Spacebar** to run toward that character. This tactic is useful when you need to help someone with a touch spell or other short-range spell. Once the fight is over, the method works as a follow command; when you catch up with your ally, you'll stop running.

You'll probably be too busy to trade during a fight, but once it's over, you might want to exchange items (especially since each piece of loot is assigned to one character). Once you've targeted an ally, click the Trade button to start your transaction.

Calling Your Target

Some organized teams fight more effectively by calling out targets. To declare your intentions in a fight, target your enemy (by left-clicking on the name, using the **Tab** key, or pressing **C**), then hold down the **Ctrl** key while you start your attack (either by clicking on the enemy or pressing the **Spacebar**.) As soon as you attack while holding **Ctrl**, your character sends a message to the team: "I'm attacking [enemy's name]!"

You will then see a small crosshair next to your name on the Party panel. Any character who left-clicks that crosshair or presses **T** targets the same foe to "assist" on the attack. Some henchmen who have applicable attacks will also leap into the fray, assisting against the target you've called out (unless you've given them commands not to attack; see below).

Focusing multiple attacks on the same target is often an effective strategy. Many groups assign a single player character to call out attacks, whether that's a ranged attacker who "pulls" in an enemy from far away or a melee character with heavy armor who rushes in first to draw multiple attacks ("aggro" a mob). By calling out targets, you can concentrate firepower on a named boss monster or single out a group's support staff, such as a healer lending support to a larger group. Calling targets can also work especially well in PvP, particularly when multiple attackers want to "spike" maximum damage on the same enemy.

"I'm Shouting My Status!"

The "**Ctrl** + command" trick works with just about every command, as well as many elements of the game screen. For instance, you can hold down **Ctrl** while clicking the Health Bar to call out




your character's Health. You can even use **Ctrl** when using many of your skills. As an example, a healer who's ready to resurrect a fallen teammate can announce "I'm using Resurrect on [ally's name]!" During the planning stage of a quest or mission, you can use this trick with your Skill Bar in the party chat channel to announce your build to everyone in the group.

Hero and Henchmen Waypoints

Your Compass includes one or more flags underneath its mini-map. You can use these flags in explorable areas or missions when you have henchmen or Heroes in your party. If your game does not include Heroes, only one button (showing multiple flags) is available on your Compass. Click on the button to assign a waypoint for your henchmen. Once you place the flag on your Compass mini-map or on the ground in front of you, your henchmen will go to that waypoint.

If you've installed *Nightfall* or *Eye of the North*, your character can control up to three Heroes. If you use the waypoint showing multiple flags, all of your Heroes and henchmen will go to that common waypoint. You'll also see three single flags on the Compass. Each individual flag directs a single Hero to a specific destination. Other types of allies don't respond to waypoints.

Hero Combat Modes

	Fight	The Hero attacks a called target or a target in combat with the party. If necessary, the Hero will charge forward, away from the rest of the party, to attack.
	Guard	The Hero stands guard over the flagged area if you have placed a destination flag, or toward the back lines of the party if you have not. The Hero will attack called targets and any target in combat with the party, but only if doing so does not force that Hero to leave the guarded area.
	Avoid Combat	The Hero never attacks and attempts to avoid enemies when attacked. This can be a useful setting for a dedicated healer.

Each Hero in your party can have one of three combat modes, and each one corresponds to a different icon. Some types of allies, such as pets, have similar icons.

Each Combat Mode panel also has a crosshairs icon, which can be used to assign a Hero (or other ally with a panel) to a specific target. Click on the crosshairs and then click on the enemy you want that ally to attack.

Missions and Quests

Hunting enemies gradually earns you experience, but the fastest way to earn levels is by completing missions and quests. Each *Guild Wars* campaign has a story told through a chain of primary quests and missions; the expansion's story is told through a chain of primary quests.

Multiple Characters

Nearly all quests and missions are designed for a group of adventurers. As you play through the game, you can recruit henchmen, Heroes, and other players' characters to help you. No matter how many adventurers you bring along, you won't reduce the final reward you get for completing the quest or mission. If a quest has a final reward of 1,000 XP and 100 gold, for example, you'll get that regardless of how many characters are in your group. Keep in mind, though, that only characters in your group who have the current quest listed in their Quest Log will get the reward. If a quest adds a waypoint to your Mission Map, only characters who have that quest active will see it.

Experience (XP)

The amount of experience you get from defeating an opponent depends on the difference between your character's level and your opponent's level. The chart below shows the base amount

of experience you'll get from defeating an opponent; divide that amount by the total number of characters, Heroes, and henchmen in your party to find out how much your character will receive. You won't receive XP for defeating an opponent more than five levels below your character's level.

For example, a fight between a 20th-level Warrior/Monk and a 16th-level monster earns a base amount of 32 XP (since the difference between 20 and 16 is four levels). If the character fought that monster alone, the reward would be 32 XP. If the character was assisted by three henchmen, dividing the XP reward (32) by the number of characters, Heroes, and henchmen in the party (4) would show the result (8 XP). Note that the level of those henchmen in the party doesn't matter.

difference	base XP
level -6	0 XP
-5	16
-4	32
-3	48
-2	64
-1	80

difference	base XP
0	100
+1	120
+2	136
+3	152
+4	168
+5	184
+6	200

Missions

Each *Guild Wars* campaign features a number of missions that represent key points in the story. In the course of exploring the world and performing primary quests, you will reach locations where you can start missions. Missions not only drive the epic storyline in each campaign, but also provide a significant amount of experience, along with cinematics that reveal more of the story. (The *Eye of the North* expansion does not include missions; instead, it has repeatable primary quests and dungeons.)

The Help Menu and the Wiki

The **F10** button opens a Help menu for *Guild Wars*, which is linked to the Official *Guild Wars* Wiki. This wiki is continually developed and expanded by the game's extensive community of gamers. When you're stuck on a mission or quest, the Help menu can help you figure out a strategy, since it includes documentation and advice copied and compiled by other players. The wiki also has information on nearly every aspect of the game.


Quests

Completing quests is another effective way to gain experience and levels. When you see a green exclamation mark hovering over an NPC's head, that character either has a quest ready for you or can help advance the story. Before you accept a quest from a quest giver, you'll see the rewards you can earn (whether that's gold, items, skills, XP, or a combination thereof). After you accept a quest, it's added to your Quest Log.

By opening the Quest Log (press **L**), you'll see a list of your current quests. Each quest has a list of objectives that get crossed off as you complete them. You can change your current quest at any time. On most quests, an arrow appears on your Compass showing the direction to the next objective. A green swirl on your World Map either shows the location of that objective or a gate you can pass through to move closer to the objective. (Note that the sequence of gates may not be the shortest possible route.) A few quests don't have these waypoints, usually because they involve searching or exploration. If you have trouble finding your way back to the current quest giver, you'll find the NPC's zone listed in your Quest Log.

Primary and Secondary Quests

Primary quests appear at the top of your Quest Log when you accept them. Some players informally refer to these as link quests



because they link the story between missions. Completing a primary quest either leads you to the next mission location or the next primary quest. This chain of primary quests and missions forms the storyline of the game.

Secondary quests don't directly advance the storyline, but you'll still earn XP and other rewards for completing them. Some players familiar with other RPGs think of them as side quests.

By completing both types of quests, you can earn gold and skill points, obtain rare equipment, collect skills (thus unlocking them for PvP play), and (of course) earn experience toward your next level. When a mission or primary quest is currently beyond your character's abilities, consider chasing down and completing secondary quests to make your character more powerful and versatile.


Special Missions

Factions and *Nightfall* have two additional mission subtypes. They're similar to story missions, but don't have an impact on the storyline. Elite Missions and Challenge Missions begin like any other: you go to a mission location, join a team of adventurers, and start the mission.

In an *Elite Mission*, a cooperative team of up to twelve high-level characters works together. Each Elite Mission is set on a dungeon-style map with multiple rooms and varied rewards, including unique items. Each one has a unique set of objectives and victory conditions.

Challenge Missions are designed for up to eight high-level characters. The maps for these missions are usually smaller than those in Elite Missions, but they are known for unleashing waves and waves of frequently spawning foes. Each one has specific goals and objectives based on its map, along with a scoring system. When you complete one, you can compare your results against other players on a leader board for that mission.

Dungeons

Eye of the North added dungeons to the world of *Guild Wars*. Most dungeons begin like a repeatable primary quest: you enter the dungeon after talking to a specific NPC. If you need to talk to an NPC before entering a dungeon, that character has a green dungeon icon  overhead. Each dungeon consists of a series of levels similar to explorable areas. (In some cases, the interior of those areas will be different if you haven't talked to the dungeon NPC.) The end of each dungeon typically has a boss monster and a treasure chest that appears when the boss is defeated. Every character in the party can receive a reward from that chest.

Some quests lead into dungeons. When you enter a dungeon through a quest instead of talking to a dungeon NPC, its contents and objectives may be different.

Additional Rewards

In some roleplaying games, when you're finished with the story, you're finished with the game. *Guild Wars* includes additional rewards. Long after you've reached 20th level in the cooperative game, finished all the quests and missions, and discovered all of the secondary quests, the game goes on. For a start, you can earn bonus rewards for missions, vanquish zones, and complete missions in Hard Mode, and collect bounties and titles. The game is as extensive as you want to make it.

Bonus Rewards

Each campaign includes bonus rewards: you can receive an additional reward for a mission based on its objectives or your character's performance. Each campaign handles this differently. When you're grouping with other players, you'll want to decide whether your party wishes to work for a bonus objective or not.

In the original campaign, most missions include at least one optional bonus objective. Each bonus is worth 1,000 XP. In each case, you'll need to talk to an NPC with a green exclamation mark. When your party accepts this objective, you'll see it in your Quest Log. You can only receive the bonus for each objective once.

In *Factions* and *Nightfall*, each mission includes two bonus objectives. You do not need to speak with an NPC to receive these objectives, and their details are not always listed in your Quest Log. Sometimes a bonus objective is based on your performance. If you don't complete any bonus objectives, you receive a Standard reward (1,000 XP) for completing the mission; completing one bonus objective is worth an Expert reward (2,000 XP). Completing all bonus objectives is worth a Master reward (3,000 XP). You can earn each type of reward once for each mission.

The *Eye of the North* expansion doesn't have missions, so it doesn't have bonus rewards. However, each time you complete a repeatable primary quest, you earn 1,000 XP. You can earn this reward multiple times.

Each *Guild Wars* campaign includes a title awarded to characters who finish all the missions in a campaign at the highest level of performance. For example, you can earn the Protector of Elona title by achieving Master completion in all *Nightfall* missions. *Eye of the North* has a similar reward, but it's based on both exploration and completing certain objectives in missions.

Hard Mode



After you finish a game's storyline for the first time, you unlock another mode of play on your account for that game: Hard Mode. Before you leave a town or outpost to enter a mission or explorable area (EA), you can choose this mode of play in your Party Formation panel. This increases the level and other statistics of all enemies. A party leader can choose Hard Mode for a mission or EA as long as everyone in the party

qualifies for it. (After you've unlocked Hard Mode on your account, each character in the party must be 20th level.) Characters earn 50 percent more experience in Hard Mode.

While you're in Hard Mode, a red helmet icon appears over most explorable areas and missions on your World Map. When you successfully kill all of the enemies in an EA in hard mode, you've "vanquished" that EA. When you finish a mission on Hard Mode, you've "vanquished" that mission. Areas you haven't vanquished have a small red icon; areas you have vanquished have a large gold icon. Each campaign has two title tracks for vanquishing: one for explorable areas, and one for missions.

Bounties

In *Nightfall* and *Eye of the North*, most explorable areas include an NPC who offers a *bounty*. After you accept a bounty, an icon in the upper left corner of your screen shows the type of creature or enemy that fulfills it. Each bounty also corresponds to a title track (shown under the Titles tab on your character's Hero panel, opened with the **H** key).

Each time your character advances on that track, you receive a new title. These titles may unlock new skills for your character or grant other benefits, such as additional statistics available when the title is displayed. For example, each rank you gain on the Lightbringer track from *Nightfall* unlocks a new title. When that title is selected in the Hero panel, your character inflicts more damage against and takes less damage from Abaddon and his demonic servants.

Eye of the North has additional bounties. After you accept a bounty in an explorable area or dungeon in the expansion and kill a certain number of creatures, you can click on another NPC granting bounties in the area to gain a random reward. Usually this reward is gold or a faster increase in your advancement along the title track, but sometimes your character receives a temporary benefit that makes hunting easier (a "hunt buff").

Eye of the North also includes “PvE-Only skills,” which are only useable in the cooperative version of the game (you can’t use them in PvP). Some are available as quest rewards, while others only become available after you’ve reached a specific rank on a title track related to these bounties.

Guilds

Guilds form for a variety of reasons. Some recruit characters who want to level quickly through cooperative environments. Others seek out competitive players who live for the thrill of guild-versus-guild competitions. For some players, building social contacts and allies among other players is as important (or more important) than collecting skills and equipment.

As you’d probably expect, guilds are the heart and soul of *Guild Wars*. You don’t have to join a guild, but if you do, all of the characters on your account will belong to that same guild. From the moment you join, you can press **G** for more information on your guild, including the names of guild members currently online. You can also chat with others in your guild by pressing **Enter** (to open chat) and then selecting the Guild tab. Your rank in the guild determines whether you can invite other players and grant them membership.

Create a Guild	Visit the Guild Registrar in any large town to create a new guild. Follow the onscreen instructions to name your guild. Visit the Guild Emblemer to purchase a cape and create a unique emblem for your members to wear.
Invite Members	When you invite players to join your guild, they’ll receive an invitation, which they must accept in order to become a member. If the person you invited already belongs to a guild, you will receive notification, and your invitation will not be sent.
Accept (or Decline) a Guild Invite	When you are invited to join a guild, you can accept or decline. Press G to open the guild window, then click on the accept or decline button.
Guild Ladder	Your guild earns rating points for each battle victory, while the Guild Ladder on the <i>Guild Wars</i> website tracks the top 1,000 guilds according to rating points earned.

Guild Halls

As characters in your guild gain wealth and earn levels, you may want to consider building a guild hall. It’s a place where you can meet and socialize with other guild members. Your guild will need a Celestial Sigil, earned by accomplishing legendary, high-level deeds in the Hall of Heroes or by purchasing one from a Sigil Trader. Be advised that a Celestial Sigil can be very expensive, and its price changes based on demand. When you’re ready to select a guild hall, you can choose from a variety of buildings and landscapes. Each port city (Lion’s Arch, Kaineng Center, Kamadan, and the Temple of Balthazar) includes an NPC who can help you create a guild hall. These NPCs are called Ambassadors, and each one has the words [Guild Halls] after his or her name. Once your hall has been built, it can serve as your refuge and headquarters. A guild may also use this hall to stage guild-versus-guild battles (GvG). Consider the layout of the guild hall map if you plan on participating in GvG. The guild leader is the only player who can change the guild hall.

Alliances

Characters form a guild; several guilds form an alliance. When your guild is in an alliance, you can freely visit the guild halls of all your allied guilds. Additionally, everyone in the alliance can talk (that is, type) on their Alliance Chat channel. Up to ten guilds can be in an alliance, so you’ll have an even larger group of familiar players you can team with on adventures.

Alliances also play an important role in the *Factions* campaign; see the next chapter for more details. You must own *Factions* to create an alliance. Any character from one of the other *Guild Wars* campaigns or the *Eye of the North* expansion can join a guild that is already in an alliance.

Chapter Six: Player Versus Player

The first chapter describes how to create a roleplaying character: a character who advances through the game's storyline using a cooperative "player-versus-environment" (PvE) style of play. There's more to the game than PvE, however, and life does not end at 20th level. Some players prefer different challenges, facing off against their most dangerous rivals in the game: other players. This style of play is called "player-versus-player," or *PvP*.

Characters in PvP

As you build up a character to 20th level in the cooperative areas of *Guild Wars*, you'll advance a storyline, unlocking skills along the way. As you unlock these skills for your roleplaying character, they become available for all of your PvP characters (although *Eye of the North* does include some "PvE-only" skills). Drawing from your collection of skills, you can build and customize characters for a variety of high-level challenges.

Two types of characters participate in PvP: PvP-only characters and RP characters.

PvP-Only Characters: Each time you create a character, you can decide to build that character exclusively for PvP play. A PvP-only character begins play at 20th level. In addition to the skills and items available after character creation, you can use skills and items you've unlocked in the game's story. You can also use skills you've bought with *faction* (described below). Another option is unlocking skills with a PvP unlock pack, available at the *Guild Wars* In-Game Store (accessible after you log in).

RP Characters in PvP: You can instead choose to play PvP with one of your existing roleplaying (RP) characters. Keep in mind that the "build" of skills you use for cooperative RP play may not be effective in competitive PvP play.

Each campaign includes arenas available to RP characters below 20th level, but some battles are only available to 20th level characters. Most PvP takes place in a region called the Battle Isles. Any RP character can travel from a port city to the Battle Isles, but most of the battles there require a character to be 20th level. Guild halls are located near the Battle Isles on a character's World Map; an RP character in a guild with a guild hall can also play PvP there.

Watch and Learn

As you learn your way around PvP, you characters can watch and learn from matches in Observer Mode, a feature we'll address at the end of this chapter.

The Battle Isles



One region of the world exists solely for the purpose of testing the mettle of heroes: the aptly named Battle Isles. Acolytes of the Zaishen Order, a devout sect dedicated to the war god Balthazar, train for a never-ending series of heroic conflicts. Each day, experienced adventurers from Tyria, Cantha, and Elona sail to the Battle Isles to test their worth. The Zaishen Order welcomes competitors from around the world. Since they consider combat a sacred right, they ensure that all fights are fair fights within their holy arenas.

If you create a PvP-Only character, that character begins play in the combat tutorial area of the Battle Isles. Roleplaying characters can travel to the Battle Isles by ship from a port city (Lion's Arch, Kaineng Center, or Kamadan).

The Combat Tutorial

You can learn all about PvP gameplay—and *Guild Wars* combat in general—on the Isle of the Nameless, a location in the center of the Battle Isles. The Isles include an academy offering a full course of techniques and training. Although the focus is on player-versus-player combat, you should check out this area even if you never intend to set foot in a PvP arena. For a start, you'll find out about various conditions you might find yourself suffering (such as Bleeding or becoming Dazed) and learn which skills and professions are effective against such conditions. The Isle of the Nameless also features training arenas and targeting aids that can teach you about ranged combat and spellcasting, including the relative distance of terms like “adjacent” or “nearby.”

Unlocking Skills and Runes

The more you play through the roleplaying content in the game, the more choices you'll have in competitive player-versus-player arenas. Not only can your PvE characters unlock new skills for PvP by adventuring through the cooperative section of the game, they can also unlock item upgrades, such as runes.

While you're playing the PvE section of the game, you'll want to keep an eye out for weapon components. Some magic weapons have specialized components that grant bonuses to your character. When you identify a weapon component in the cooperative game (using an Identification Kit), you unlock those same components for use in the competitive game.

In addition, after you loot armor from foes you've defeated in the cooperative game, you can identify that item to see if it has a rune (using an Identification Kit). Runes you've identified in this way are also unlocked for the competitive game. The same principle applies to insignia and inscriptions.

Balthazar's Faction

You can improve your PvP characters by winning matches in arenas. When you're on a team that eliminates opponents and wins competitions, each character on that team earns *faction* (sometimes called Balthazar's Faction; press **H** for a current tally.) Priests of Balthazar on the Battle Isles can unlock skills and items for you in exchange for faction. When you unlock a skill or rune in this way, all PvP characters you create from that point on can use that skill or item.

Roleplaying characters who come to the Battle Isles from the cooperative (PvE) area of the game can also buy skills and runes from these same merchants. They can't use them in PvE, but they can still use them in PvP, and buying skills and runes with faction unlocks them for all your PvP-Only characters.

Players can also trade faction for Zaishen Keys. These keys unlock a Zaishen Chest on the Isles of the Nameless, which provides equipment useable in both PvE and PvP.

PvP Equipment Panel

The items you unlock in the PvE game (or via faction purchases) that you wish to use on your PvP characters, including runes, insignia, inscriptions, and weapon upgrades, can be found in the PvP Equipment Panel (opened with the **J** key). Whenever your character is in an outpost in the Battle Isles, you can change weapons and armor using this interface. As an alternative, you can move non-PvP items between your Xunlai Storage account and your character.

PvP Combat

PvP battles consist of two or more teams (usually groups of four or eight) battling for supremacy. Depending on the type of

conflict, you may be able to work with allies from your guild, form a pick-up group of other online players, or recruit henchmen and Heroes. You can participate in many different types of conflicts, including Arenas, Guild Battles, Tournaments, and the Heroes' Ascent.

Arenas

Most arenas can be found on the Battle Isles or accessed through a guild hall. Some are found in more remote locations.

Random Arena: On the Battle Isles, the Random Arena is a great place to find PvP action any time, particularly for new players. These matches don't require you to form a party. When you enter an arena, the arena automatically creates a random team from the pool of available players. After you win five consecutive matches in Random Arenas, you'll unlock the Team Arena. If you win ten consecutive matches, your team will be pitted against players from Team Arenas.

Team Arena: In this arena, you can form a party of four characters and face off against a randomly selected team. Each time, the battleground and rules of the match are determined randomly. You'll see a quick prompt of the rules before the match begins. After you win five consecutive matches in Team Arenas, you'll unlock the Heroes' Ascent arena.

Heroes' Ascent: Form a party and face off against a randomly selected team in tournament play. Different types of battles (such as Annihilation, Capture the Relic, and King of the Hill) are described at the end of this chapter. Heroes' Ascent includes a series of maps. Each time you win, you advance to the next map; if you lose, you're sent back to the staging area for Heroes' Ascent.

In addition to faction, a character who wins in Heroes' Ascent receives fame. A character who accumulates enough fame eventually increases in *rank*, which can be displayed as a title under the character's name.

Hall of Heroes: The final map in Heroes' Ascent is the Hall of Heroes. One team defends it against all challengers. Each time you defend the hall, your team name is broadcast throughout the world. You can also earn gold and items by winning in the Hall of Heroes.

Zaishen Challenge: You must finish the combat tutorial on the Isle of the Nameless to unlock this arena. Assemble a team of four adventurers for a series of PvP battles against computer-controlled enemies. Each battle features a different set of professions and requires a different strategy. By finishing five matches against NPCs in the Zaishen Challenge arena, you'll unlock greater challenges in the *Zaishen Elite* arena.


Hero Battles: If you have *Nightfall* or *Eye of the North* on your account, you can compete in Hero Battles. In the Hero Battle outpost, two players compete against each other. Each player controls one character and three Heroes. Players who haven't unlocked Heroes in the PvE areas of *Guild Wars* can still unlock them for PvP by spending faction; talk to a Priest of Balthazar in the Battle Isles to do this. To compete in Hero Battles, you must register one of the characters on your account as your "account name"; talk to Tolkano, the Tournament NPC. When results for Hero Battles are displayed, your account name is the one that's shown.

Random Arenas in Other Lands

Roleplaying characters have their own arenas for player-versus-player competition. Each *Guild Wars* campaign has at least one PvP arena in a cooperative, roleplaying area of the game. These arenas usually have a level limit; for instance, the original campaign included arenas available to characters under 15th level.

Automated Tournaments

An NPC named Tolkano manages automated tournaments in the



Battle Isles. Before you can play in registered tournaments, you must talk to Tolkano and register your account name. Entering a tournament costs a tournament token, purchased from Tolkano with Balthazar faction; some tournaments have additional costs. Any character can talk to Tolkano to learn the details of the next tournament, register for a tournament, view current matches, and review the current standings. You can win account rewards by doing well in automated tournaments, including items and changes to your character's appearance.

Automated tournaments include Guild-versus-Guild Battles and Hero Battles. In daily automated tournaments, guilds and players earn qualifier points. When a group of players (or a single player in Hero Battles) has earned enough of these points, they can participate in monthly tournaments. Schedules and full rules for tournaments, including map rotation and prize information, are posted on the official *Guild Wars* website.

Guild Battles

Guild battles pit guild against guild in a variety of situations that will test your skills and team spirit; this style of play is often called “guild-versus-guild” or “GvG.” Your guild needs a guild hall to participate in this part of the game; you begin a guild battle from that location. GvG play has one victory condition: kill the opposing Guild Lord. The Guild Ladder on the *Guild Wars* website tracks each guild's wins and losses. Thousands of teams compete for ranking, fighting for the top position on the Guild Ladder.

Alliance Battles

If you have the *Factions* campaign installed on your account (or you've added its account key), you can participate in Alliance Battles. The leader of an alliance can choose to ally with one of two factions from that game: the Luxons or Kurzicks. If your guild is not part of an alliance, the guild leader can choose. (If you don't have *Factions* installed on your account, you can still join a guild

in an alliance, but you can't travel to the required locations for Alliance Battles.)

Choosing either faction adds an NPC to your guild hall. The NPC gives your guild access to locations in the *Factions* campaign where your guild or alliance can participate in Alliance Battles. Players in Alliance Battles gain Kurzick or Luxon faction (in addition to Balthazar faction) for helping one side or the other. The total faction points awarded to each side determines which faction has control of that location on the map.

Heroes' Ascent

One of the few known portals between Tyria and the Underworld, Heroes' Ascent is zealously guarded by the most devoted of Balthazar's followers. Those brave enough to venture here seek an audience with the spirits of legendary warriors long dead. Adventurers who prove themselves worthy are granted the right to escort these spirits toward the Hall of Heroes, as they fight against other teams for honor and glory.

Once you arrive in Heroes' Ascent, you'll need to form a group of eight people before you can enter the first mission, a qualifying round. If you can complete that qualifier, you'll then compete against people from all over the world. All teams you face struggle toward the same end: reaching and holding the Hall of Heroes. If you lose a match, your team will have to start over at the beginning.

Heroes' Ascent Scenarios

You'll compete on many different maps as you make your way to the hall. Regardless of terrain, all battles here can be divided into five types of scenarios: Annihilation, Capture the Relic, King of the Hill, Capture Points, and Relic Offerings.

Scenarios: Common Factors

All battles in Heroes' Ascent have the following elements in common:

- ✦ *Ghostly Hero*: In every Heroes' Ascent battle, your team is aided by a Ghostly Hero. Some battles require his presence in order to succeed. Your Ghostly Hero resurrects along with your team.
- ✦ *Morale Boost*: The morale boost removes a percentage of any existing death penalties (DP) from all team members. If your team has no DP, each member receives a boost to maximum Health and Energy.

Scenarios: Variable Factors

- ✦ *Resurrection*: Priests, when present, will resurrect dead team members every two minutes. If the Priest is killed, dead team members stay dead unless a team member resurrects them. Some battles feature a permanent Resurrection Shrine that cannot be destroyed.
- ✦ *Capture Points*: In a scenario with capture points, a team can capture an objective on the map if they outnumber their opponents at that location. A team achieves victory by holding these capture points for as long as they can.

Qualifier (Single Party)

This is the first stage of the Heroes' Ascent. Battle a team of NPCs to prove yourself worthy of continuing your journey.

- ✦ *Win Condition*: Defeat all enemy NPCs.
- ✦ *Lose Condition*: Your party is defeated and cannot be resurrected.
- ✦ *NPCs*: Ghostly Hero
- ✦ *Morale Boost*: Faster victory grants a larger morale boost. The clock will not start until a player approaches the enemy.

Annihilation

The goal in Annihilation battles is to survive until all other teams have been eliminated.

- ✦ *Win Condition*: Defeat all members of the opposing team.
- ✦ *Lose Condition*: Opposing team defeats your entire team.

- ✦ *NPCs*: Ghostly Hero, Priest
- ✦ *Morale Boost*: Kill the enemy Ghostly Hero.

Capture the Relic

In a Capture the Relic battle, two teams compete to collect enemy relics within a ten-minute period. To score a point, capture the enemy's relic and bring it to your Ghostly Hero. Another relic will spawn when the first is delivered; capture as many relics as possible before the clock runs out. This battle type features a Resurrection Shrine as well as braziers, which keep track of the score. The color and intensity of the flames (small, medium, and large) indicate which team is winning and by how many points.

- ✦ *Win Condition*: Collect more relics than the opposing team before the clock runs out.
- ✦ *Lose Condition*: Collect fewer relics than the opposing team before the clock runs out.
- ✦ *NPCs*: Ghostly Hero
- ✦ *Morale Boost*: Kill the enemy Ghostly Hero.

King of the Hill

The object of King of the Hill battles is to be the team in control of the dais when the clock runs out. Your Ghostly Hero must claim the dais using the "Claim Resource" skill, which takes five seconds to complete. This battle type features a Resurrection Shrine or a Priest.

- ✦ *Win Condition*: Your team controls the dais when the clock runs out.
- ✦ *Lose Condition*: The opposing team controls the dais when the clock runs out, or your party gets defeated and is unable to resurrect.
- ✦ *NPCs*: Ghostly Hero, Priest (in some scenarios)
- ✦ *Morale Boost*: Awarded every two minutes your team controls the dais.

Observer Mode

PvP is fiercely competitive, but it's also a spectator sport. *Guild Wars* includes an Observer Mode you can use to watch PvP play.

As a spectator, you can check out PvP maps before you try them, scope out the competition to pick up new strategies, and watch your friends battle to victory.

You can choose Observer Mode from the Main Menu (or by pressing **B**) to check out a guild battle or guild tournament going on in a PvP arena. To leave Observer Mode, use the menu, press **B** again, or press **M** to use ordinary map travel (which will take you back to the character you're playing).

Using Observer Mode

- ✦ You can only use Observer Mode in towns and outposts.
- ✦ Press **U** while in Observer Mode to open or close the map overlay.
- ✦ Matches are made available for observation 15 minutes after the match starts. If you are the first one to view the match, it will play back from the beginning.
- ✦ Any observer who joins after the first person will enter Observer Mode as the match is in progress. Later observers may miss the beginning of the match, but will be able to view it simultaneously alongside all other observers present. All spectators still watch the match with a 15 minute delay.
- ✦ The overhead view centers on a random player when you enter Observer Mode. You can switch your focus to another character by left-clicking on that character.
- ✦ You can also change your view by left-clicking on a character's icon on the observation map.
- ✦ You can use the **Tab** key to cycle through visible players.
- ✦ If you wish to observe without centering your view on a single character, find one of the small camera icons on the map and click on it. Your view will move to that point.
- ✦ Turn off the Auto-Camera feature (uncheck the box in the upper right corner of the screen) to take over from Observer Mode. Auto-Camera is on by default, and it moves from camera to camera (and sometimes from player to player) to let you follow the action with ease.
- ✦ Press **O** while in Observer Mode to see the score window, which tracks the Health and morale of each team throughout the game.
- ✦ While in Observer Mode, you can chat with other observers using Observer Chat. Players in the match will not be able to see observer comments at any time.

