THE COMPLETE ART OF GUILD WARS™

ARENANET 20TH ANNIVERSARY EDITION

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THE COMPLETE ART OF GUILD WARS:
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CHAPTER ONE

GUILD WARS

PROPHECIES

Tyria was anything but quiet when the surviving Ascalonians began the voyage from their war-torn lands into the unfamiliar depths of Kryta. They sought refuge and belonging, relief from the ever-burning embers left over from the Searing. They crossed the Shiverpeak Mountains, fighting alongside the Deldrimor Dwarves. They overcame the White Mantle and pursued Ascension in the Crystal Desert. Though their former home in the land of Ascalon was once known for its autumnal radiance, the world would never again know such peace.

CHARACTERS

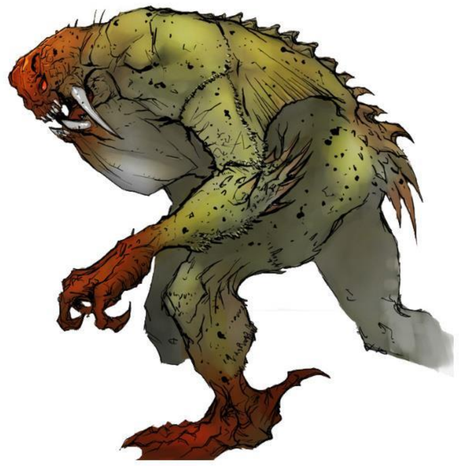
The player is the leading character in *Guild Wars*, sculpting a unique journey based solely on their personal creativity. When the charr invaded Ascalon in an attempt to reclaim their homeland, the surviving humans were scattered—sent to all reaches of Tyria. The player travels to the west in search of a new home, accompanied by Prince Rurik and other Ascalonian refugees. They are forced to adapt to a changing world.

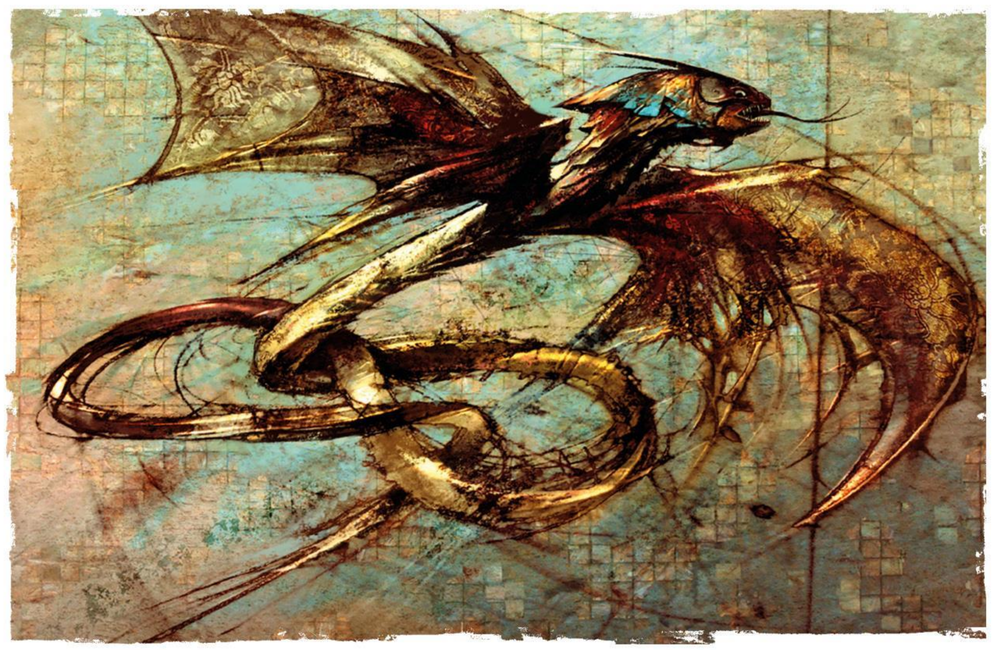
The humans are a determined race. They are capable and intelligent, albeit proud.

With the six original professions, the player has immense flexibility in perfecting their unique combat style. From the illusive, magic-wielding mesmers to the savage warriors and the masterfully cunning rangers, the possibilities are as endless as the adventurer's curiosity.

CREATURES

Humans are not the only beings that call Tyria home. Sentient creatures dwell in every stretch of land, while many a formidable foe can be found lurking. Giants and ettin live in the mountains and gravitate toward harsh terrain, while skelk stalk every bog. One of the greatest standing threats to the human race, the charr, now freely roam among the burned ruins of Ascalon in search of a worthy fight.

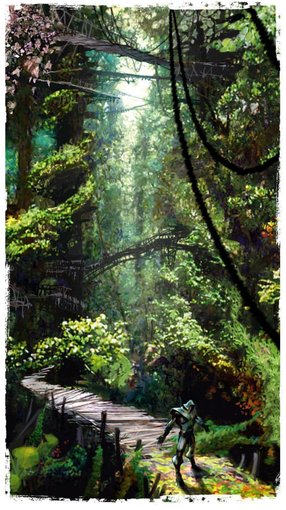


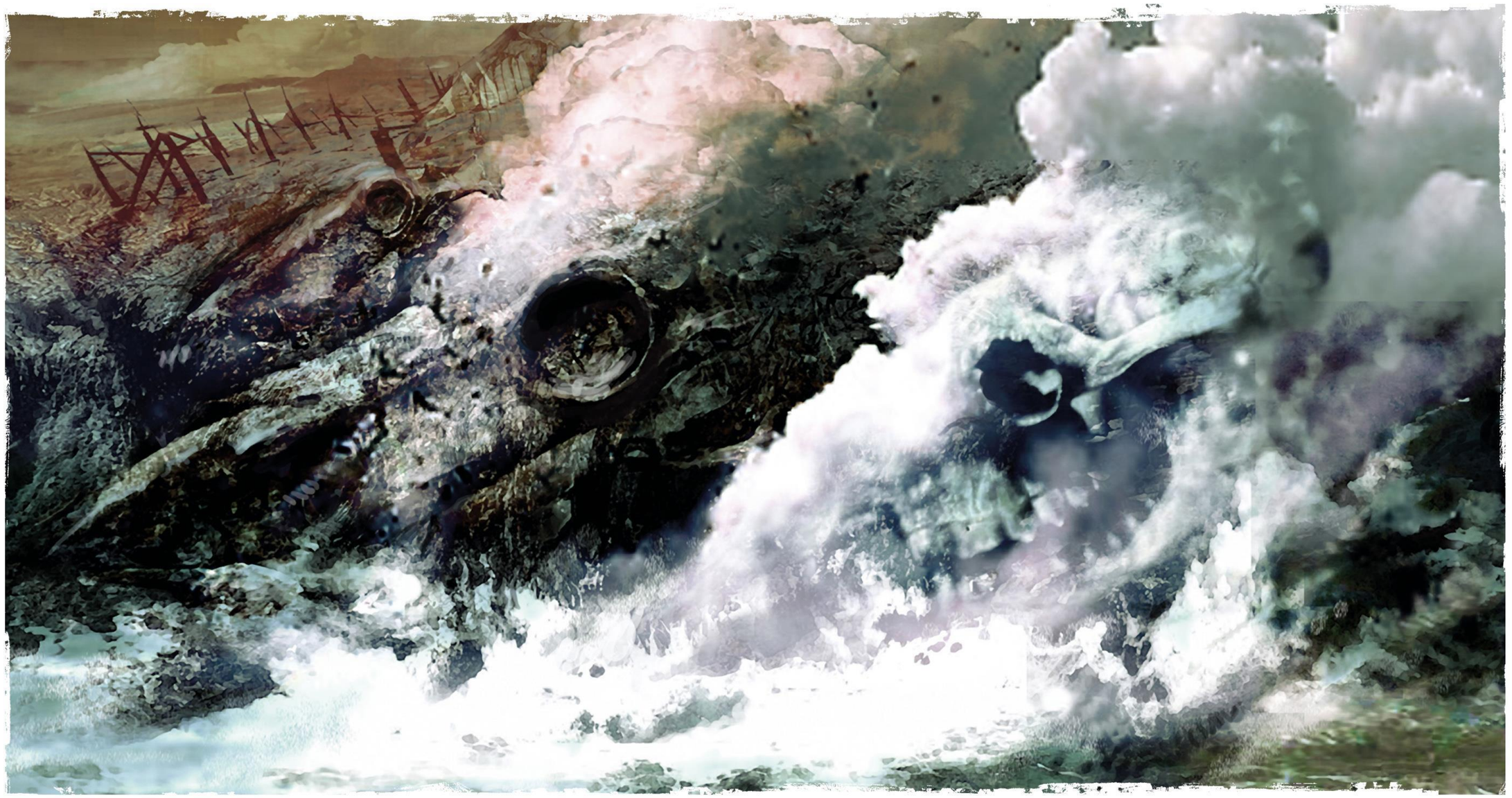


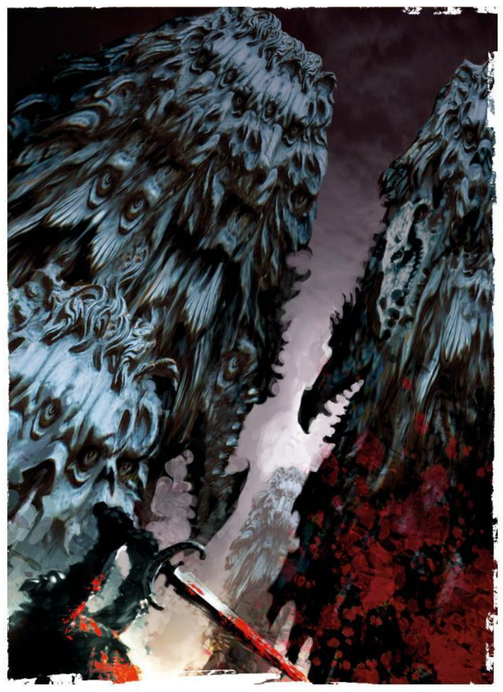
The undead pose a horrifying threat to the player. Corpses and souls who are unable to cross over to the Mists, these foes are known to serve powerful necromancers—and quite possibly the Lich Lord himself.

ENVIRONMENTS

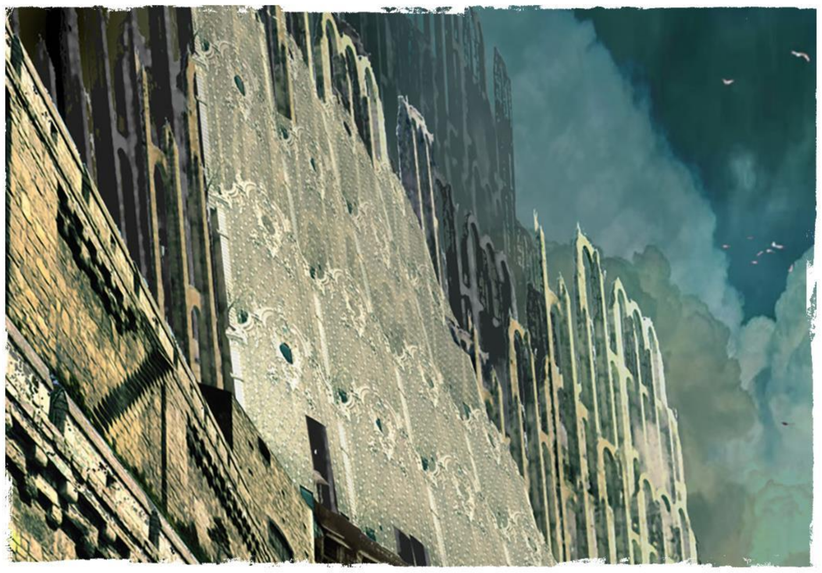
Before the Searing turned Ascalon to ash, the lands surrounding the city were bathed in golden light. Painted in the colors of autumn, the once-peaceful countryside served as a haven for its people. Despite the destruction of Ascalon, however, the rest of Tyria remains largely unexplored. From the dense jungles of Maguuma to the towering Shiverpeak Mountains, Tyria is rich with natural beauty that continues to prosper despite the events that will eventually bring turmoil to the land.

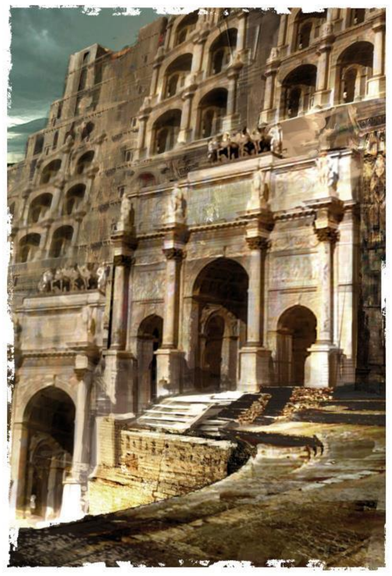


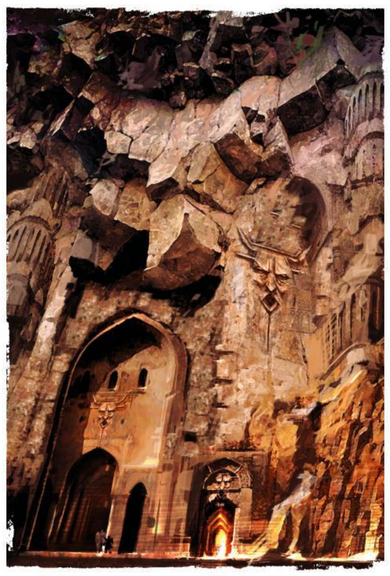


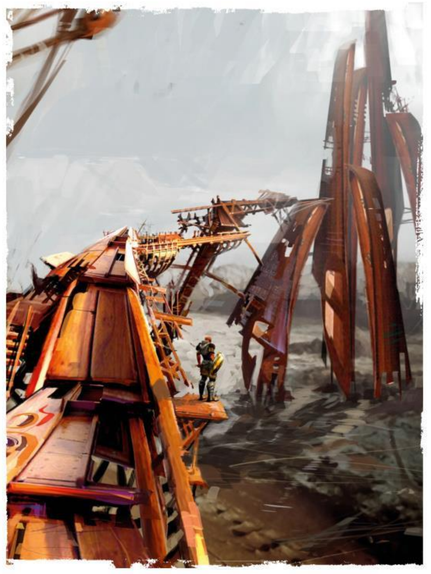


Abaddon's Mouth is the largest volcano in the Ring of Fire Islands. It is lined with twisting faces and shapes that were formed by the malevolent forces that lie within its depths.







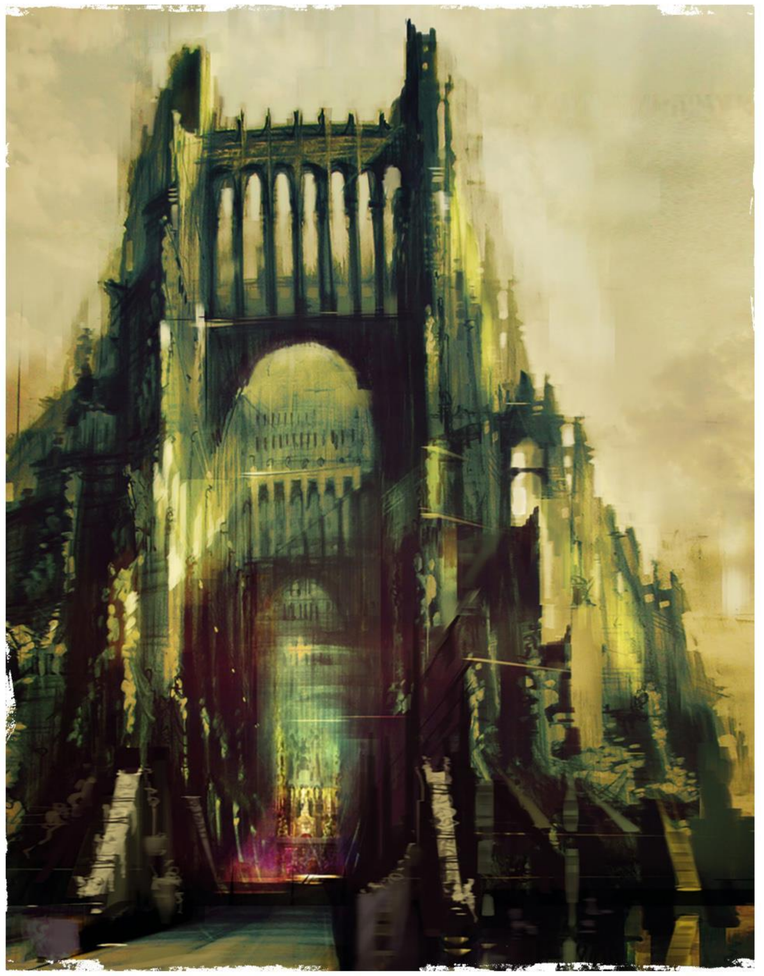


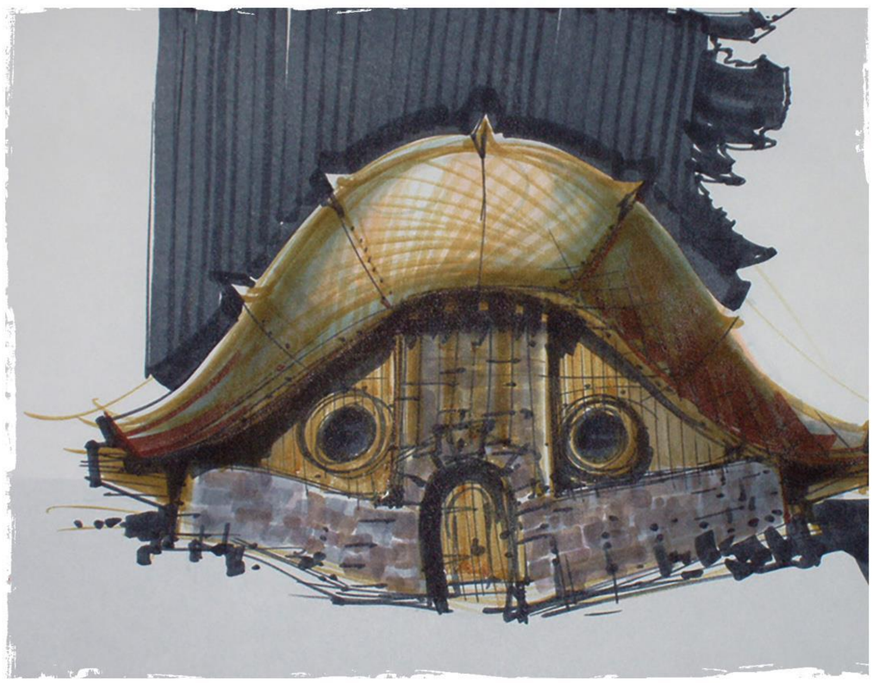
From Old Ascalon to the coast of Kryta, each region of Tyria has a unique architectural style that utilizes the surrounding environment. Even before the Searing, human civilization stretched well beyond the Blazeridge Mountains and deep into Elona in the south.

A labyrinth of mines can be found hidden beneath the soils of Tyria, connecting all corners of the world. Sorrow's Furnace in the Southern Shiverpeak Mountains is but one of these elaborate mazes and one of the largest mines carved out by the Stone Summit Dwarves. The dark, winding tunnels lead to extensive caverns filled with foes and ancient ruins.

In an instant, civilization can crumble beneath war—leaving nothing but ruin and destruction in its wake. The Searing did just that, turning Ascalon City to rubble and the countryside into a battlefield. The Great Northern Wall once protected its inhabitants from the charr in the north, but it is now little more than a pile of debris, a reminder of what once was.

Towering structures can be found above and below ground, serving as beacons of despair or hope. Great furnaces melt away whatever metals remain in the mines of the Shiverpeak Mountains, a symbol of oppression for the Deldrimor Dwarves. Similarly, humanity can only reminisce about what Ascalon City once represented while its walls still stood.





The varying terrain serves as inspiration for inhabitants across the world. In the Shiverpeak Mountains, the dwarves favor sloping rooftops that protect their homes from heavy snowfall, while coastal residents near Lion's Arch use thick grasses to cool their homes under the beaming sun.

CHAPTER TWO

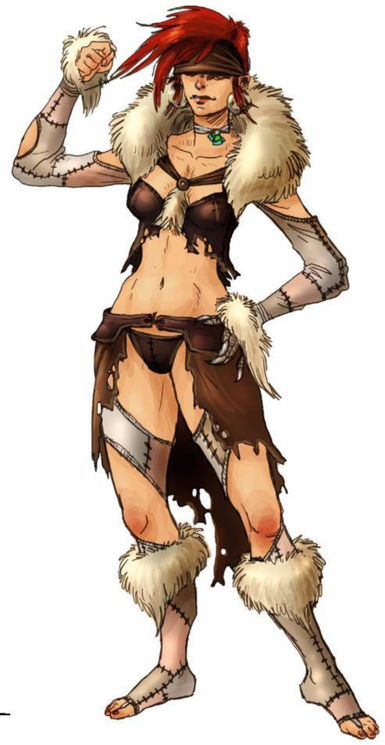
GUILD WARS

FACTIONS

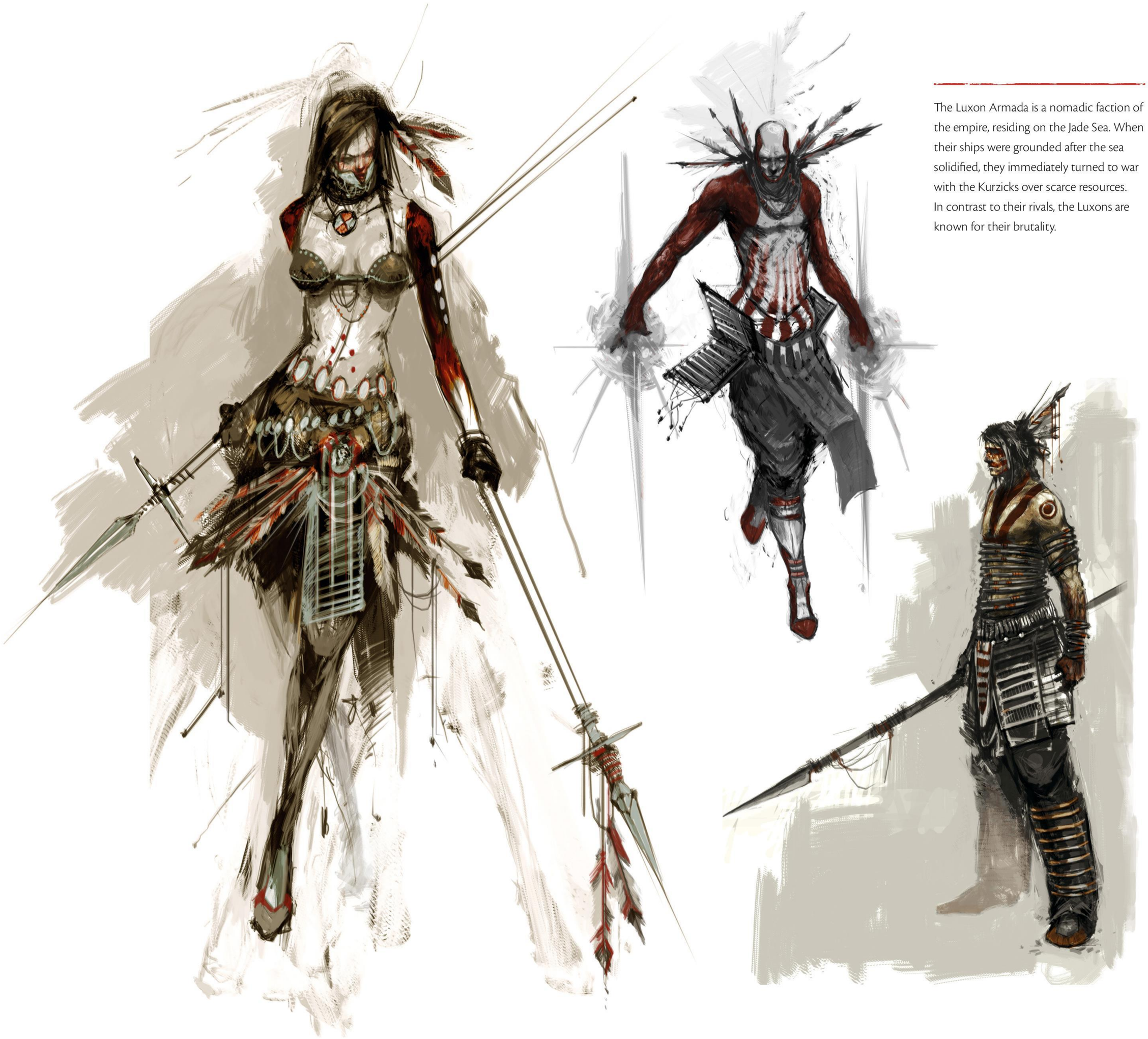
When the champions defeated Shiro Tagachi for the first time, a great blast known as the Jade Wind rendered everything in its path frozen; the ocean turned into a solid sheet of jade and the forest to stone. Although the people of Cantha thought they were free of the assassin's wraith, when the Affliction began to spread across the empire, it not only threatened the still-recovering civilization but all of living existence. In order to protect their land from further destruction, two warring factions temporarily allied to quell the return of the corrupt Envoy.

CHARACTERS

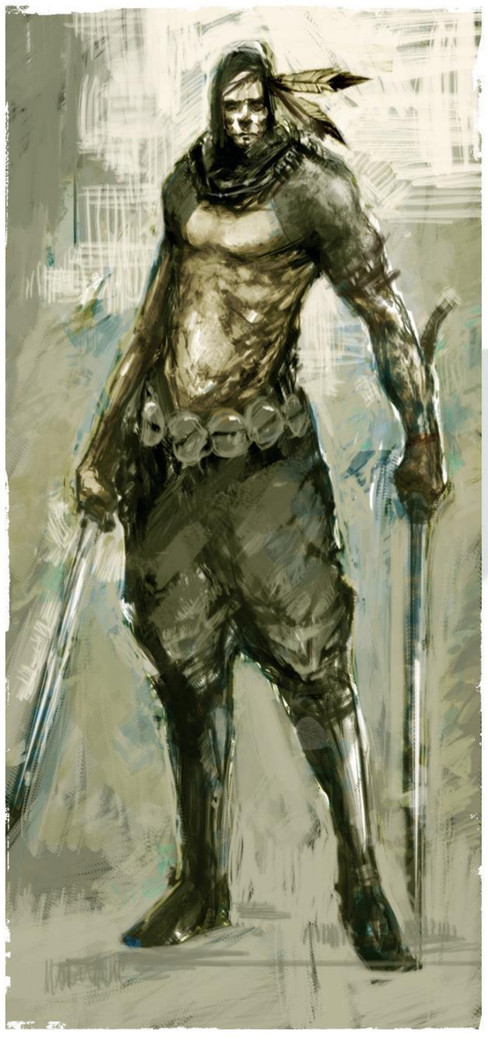
The Empire of the Dragon is the oldest known nation of people in the world. The empire hosts two competing factions, the Luxon Armada and the Kurzicks, who have been at war for as long as time can recall. Despite their conflicts, both factions still stand as vassals to the empire. Being a bureaucratic nation, Cantha is governed by the Celestial Ministry. While the people are generally partial to their emperor, they do not favor the ministry. The Luxons and the Kurzicks, however, have their own unique hierarchies.



In this ancient society, the people of Cantha value tradition and loyalty. Master Togo, the headmaster of Shing Jea Monastery, helps guide the player on their journey to defeat Shiro.



The Luxon Armada is a nomadic faction of the empire, residing on the Jade Sea. When their ships were grounded after the sea solidified, they immediately turned to war with the Kurzicks over scarce resources. In contrast to their rivals, the Luxons are known for their brutality.



The Kurzicks are a fiercely religious people who worship the True Gods. Led by the Council of Nobles, they are culturally driven, holding art and other artistic practices in high regard. They are made up of five Great Houses, each of which is devoted to its own preferred god.

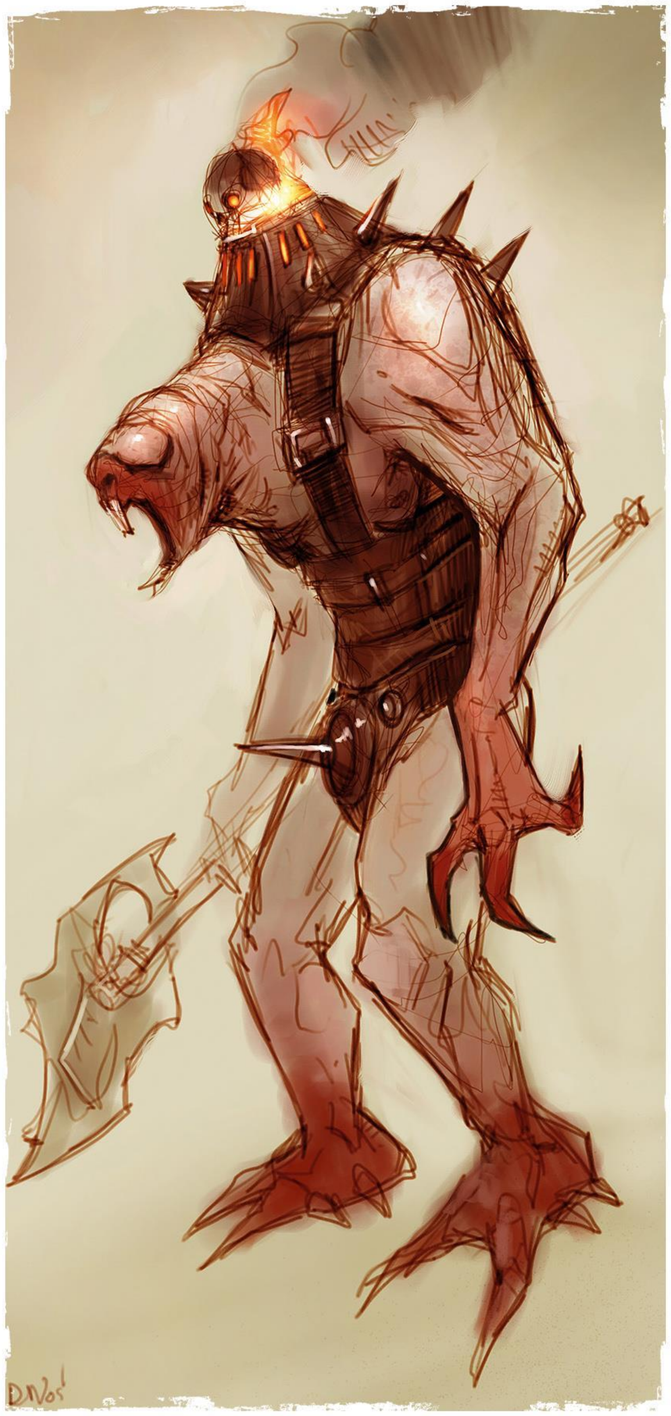
Wardens are the mysterious protectors of the Echovald Forest, home to the Kurzick people. Although the forest was petrified during the Jade Wind, the Wardens continue to protect the ancient grounds.

Houses of nobility play a significant role in the social hierarchy of the empire. From imperial guards to the emperor himself, nobles and members of the leading courts are easily recognizable by their elaborate garb.

Two new professions were introduced in *Factions*: the assassin and the ritualist. Assassins are skillful duelists that use their expert dexterity to outmatch their opponent. Alternatively, ritualists are masters of the Mists, calling upon spirits to aid them in battle.

CREATURES

Cantha hosts a variety of foes similar to those found in the north—and plenty of new (if ancient) creatures that roam the Jade shoreline. Although they have been forced to adapt to life on land, monsters that generally favor an aquatic habitat, such as the kappa, naga, irukandji, and leviathans, thrive in this environment. In this land heavily influenced by belief and culture, other ancient, tranquil beings, such as the celestials, are honored throughout the region.



In addition to all of the unique species that can be found on the southern continent, other familiar creatures, such as mantid, wurms, dragons, and dredge, are also present in Cantha—though they have taken on new forms that may be unrecognizable to the curious adventurer.

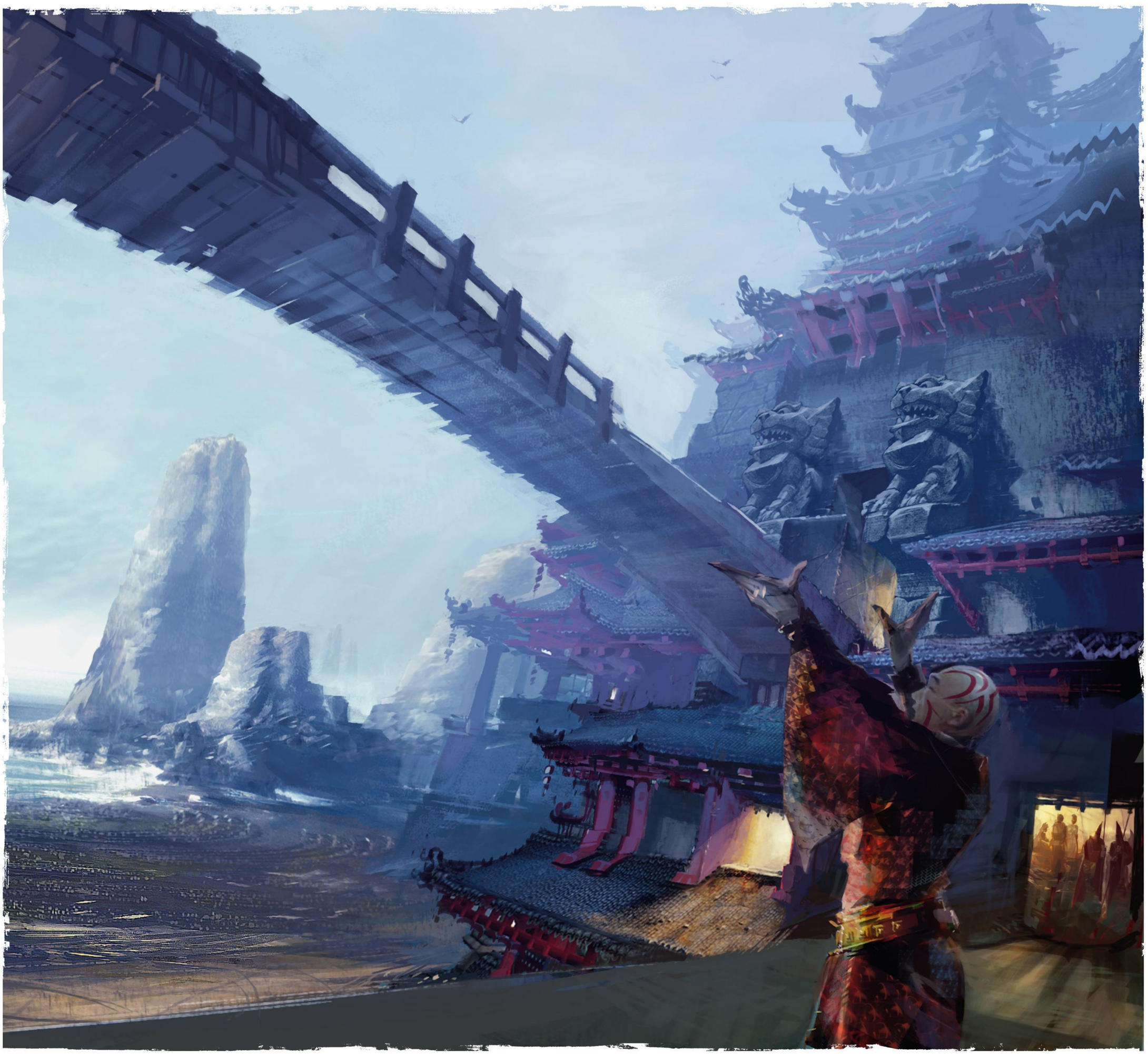
Many peaceful spirits and other docile creatures were corrupted by Shiro's malevolence upon his return. The kirin are no different. These hoofed creatures are hostile to travelers and can be found within all reaches of Cantha. They wield magical abilities commonly associated with monks, necromancers, and mesmers.

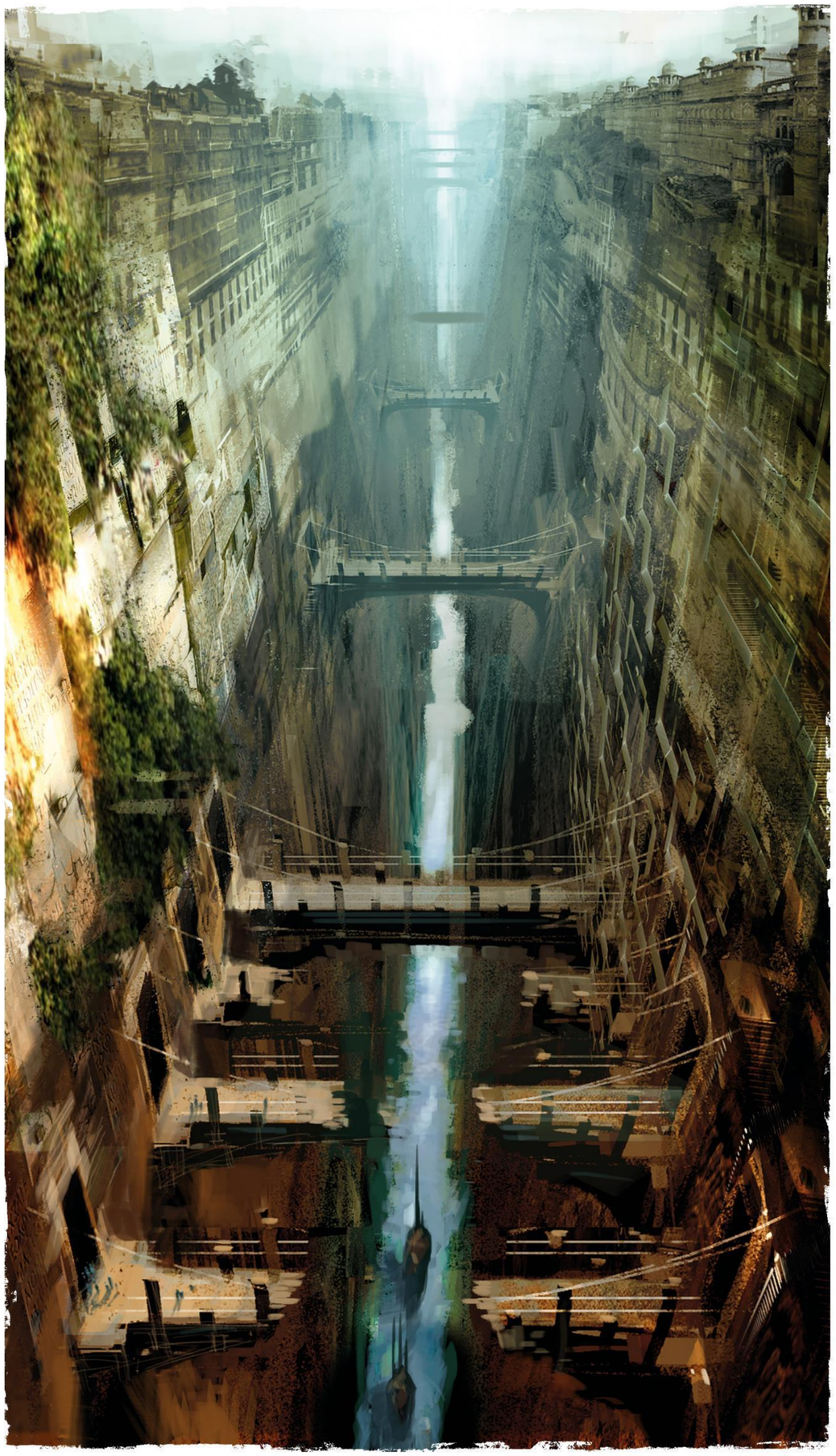
The Shiro'ken are constructs made of flesh and bone that serve as Shiro Tagachi's personal army.

Constructs are artificial or formerly inanimate objects that are controlled using powerful magic to do the wielder's bidding—as the Shiro'ken were controlled by the Envoy, Shiro.

ENVIRONMENTS

Cantha is made up of four primary regions, varying from a densely populated metropolis to calm seaside villages. Shing Jea Island, home to the Shing Jea Monastery, is covered in rolling hills and farmland. Kaineng City, the capital of Cantha, is one of the largest cities in all of Tyria. The Echovald Forest and the Jade Sea, each known for its natural beauty, both fell victim to the blast of the Jade Wind. However, despite the trauma that these regions have endured over time, Cantha remains one of the most serene corners of the known world.

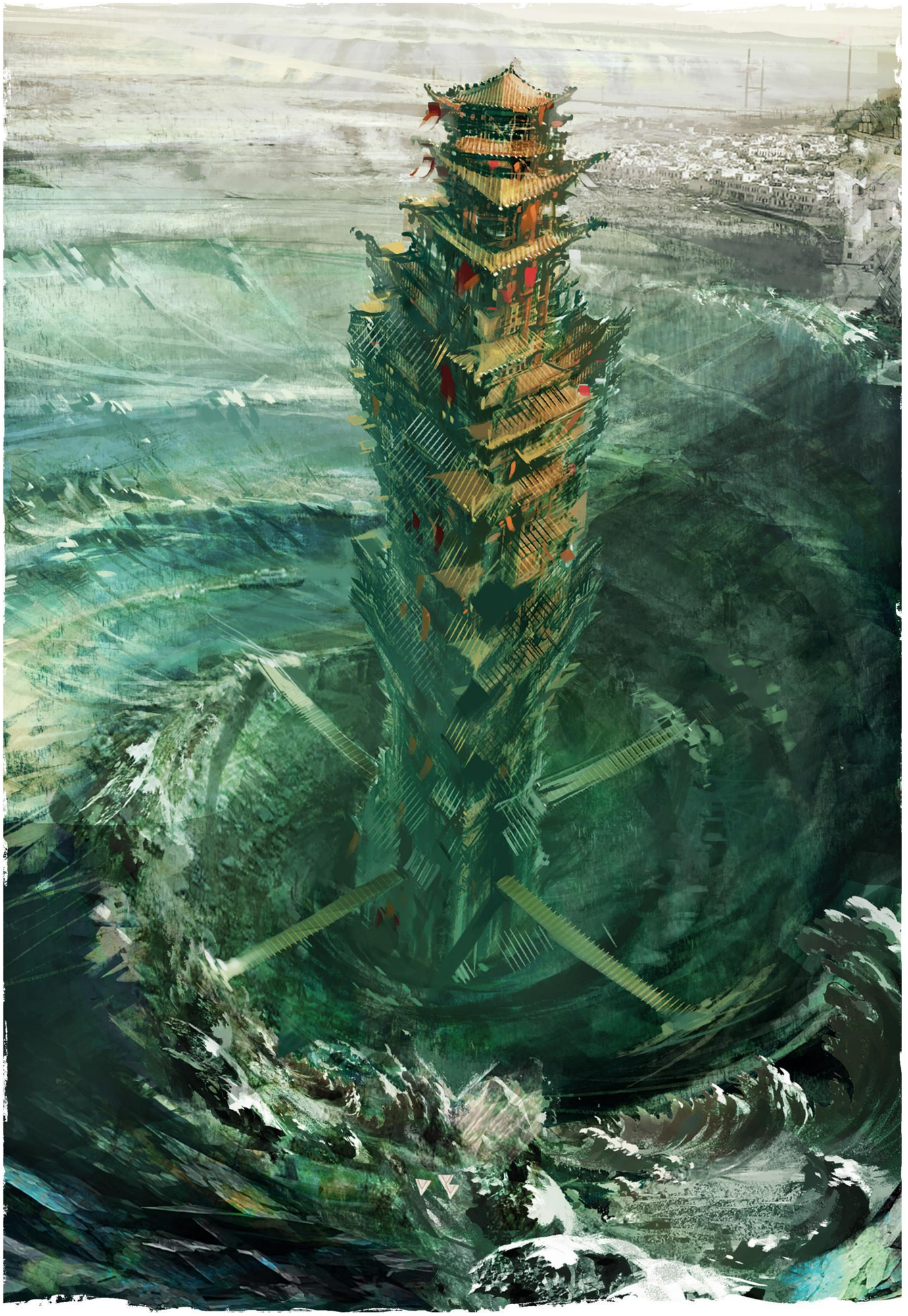


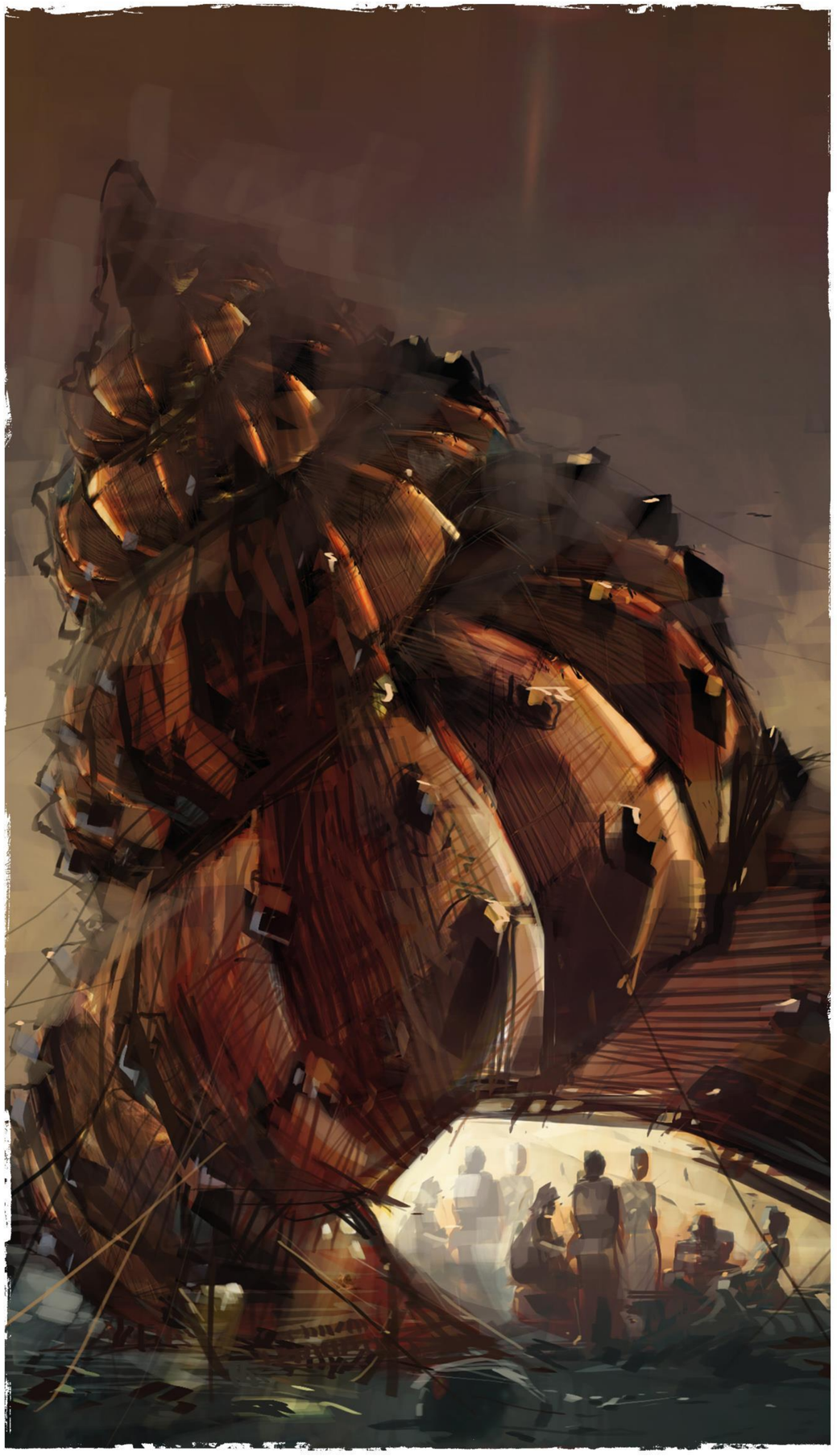


Kaineng City is the esteemed capital of Cantha. While one portion of the city is opulent and rich, the other is a densely populated maze of towering blocks and narrow passageways. The ancient metropolis accounts for almost a third of the entire continent's landmass.

The Echovald Forest, though once lush with life, is now silent. Home to the Kurzick people, the forest was petrified during the Jade Wind. After returning to their home, the Kurzicks adapted to the new environment. The forest is now embellished with gothic architecture, complementing the austere atmosphere.

The Harvest Temple is surrounded by a frozen whirlpool of solid jade. During the Jade Wind, the temple began to sink after the blast rendered it unstable, but the solidifying of the Jade Sea suspended the tower in place. The frozen whirlpool is now an eerie reminder of the event, as well as the origin of the blast.





Ornate Dragon Lighthouses can be found along the coastline of Cantha, erected by the Empire of the Dragon on the outskirts of Kaineng City and bordering the Jade Sea. Easily seen through dense fog, they are a constant reminder of the empire's power.

WEAPONS

In Cantha, certain weapons are considered religious artifacts and are heavily guarded. The Kurzick and Luxon champions who initially struck down Shiro were immortalized in two of these powerful objects: the Spear of Archemorus and the Urn of Saint Viktor. The former, made of the Luxon hero's bones, is still honored in the faction's annual Convocation ritual. The latter, which holds the ashes of the Kurzick hero, is held at the Cathedral zu Heltzer.

Daggers became more prominent in *Factions* due to the introduction of the assassin profession, whose members often use the short, swift blades in the course of their work.

CHAPTER THREE

GUILD WARS

NIGHTFALL

An ancient magic stirred the golden sands of Elona awake, leaving its people vulnerable to malevolent forces that would threaten their oasis. Once cast down by the other five gods, Abaddon's reach continued to corrupt the land long after his banishment. When Varesh Ossa threatened to wake the vengeful god, a band of heroes sought to stop her. With the looming threat of his return, Kormir and a cadre of Sunspear allies traversed the scalding, hostile terrain in search of answers. As night slowly descended upon Tyria, even the dead weren't opposed to rising if it meant preventing further chaos.

CHARACTERS

The nation of Elona does not have a singular, unified government but rather is split into three major provinces. Despite this separation, the people of Elona are largely unified by the love of their land and are guarded by the Order of the Sunspears, an elite faction of warriors dedicated to protecting the nation and all of its people from harm. When night began to fall on the desert, it was the Sunspears who took up their weapons and prepared for the long fight.

A cadre of heroes accompany the player in their pursuit to save Elona. Koss, Melonni, and Razah are but a few of these adventurers, all of whom bring their unique expertise to the party. Koss is a brute of a warrior but uses his knowledge of battle to assist the Sunspears. Melonni, a skilled dervish, wants nothing more than to protect her people.

Two new professions were introduced in *Nightfall*: the dervish and the paragon. Dervishes are holy warriors who channel the powers of the Human Gods of Tyria, while paragons are adept commanders, using shouts to direct and support their comrades in battle.

The desert is filled with a cast of heroes and enemies that all play a unique role in the salvation of Elona. From unlikely antagonists to comrades with undying loyalty—some will fall victim to corruption, while others will rise to divinity and godhood.

CREATURES

In order to survive in the unwelcoming terrain of the desert, the creatures of Elona have adopted a more aggressive way of life. They often travel in packs and don't hesitate to engage with an unwelcome foe. Alternatively, species that resemble insects or plants, such as the mandragor, jacaranda, and iboga, blend into the surrounding environment, giving them the upper hand in an unexpected fight. Due to the barren nature of the land, however, these creatures are often hunted down and used as a food source by the Elonians.

Cast in the likeness of Abaddon himself, the Words of Madness serve as the monks, or healers, in the Realm of Torment. They protect the fallen god's other abominations, silently slithering about the dark prison, awaiting his call.

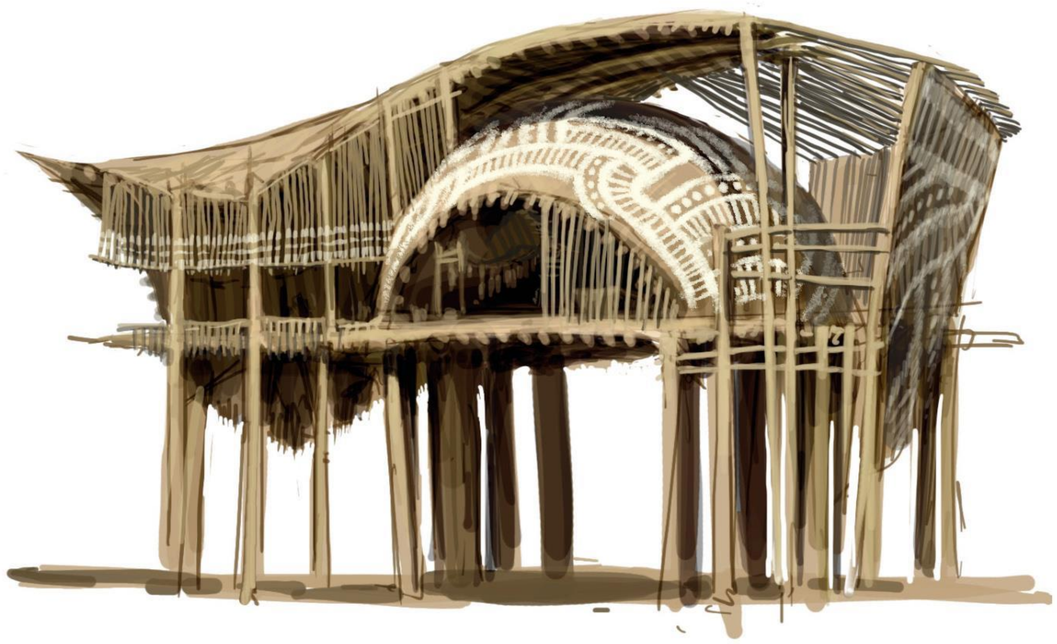
The Margonites are the once-human followers of Abaddon, transformed into ethereal demons to carry out his bidding.

Torment Creatures are also servants of Abaddon, but they can be found across all reaches of Tyria if summoned by an entity with sufficient strength.

Although the northern region of Dzalana is inaccessible to the people of Elona, the princes of Vabbi claim that it is the homeland of the heket and harpies. Each species is intelligent and not to be overlooked, serving as great threats to their foes. The heket, large frog-like creatures, are also commonly found in the northern regions of Tyria in wetlands or other murky habitats.

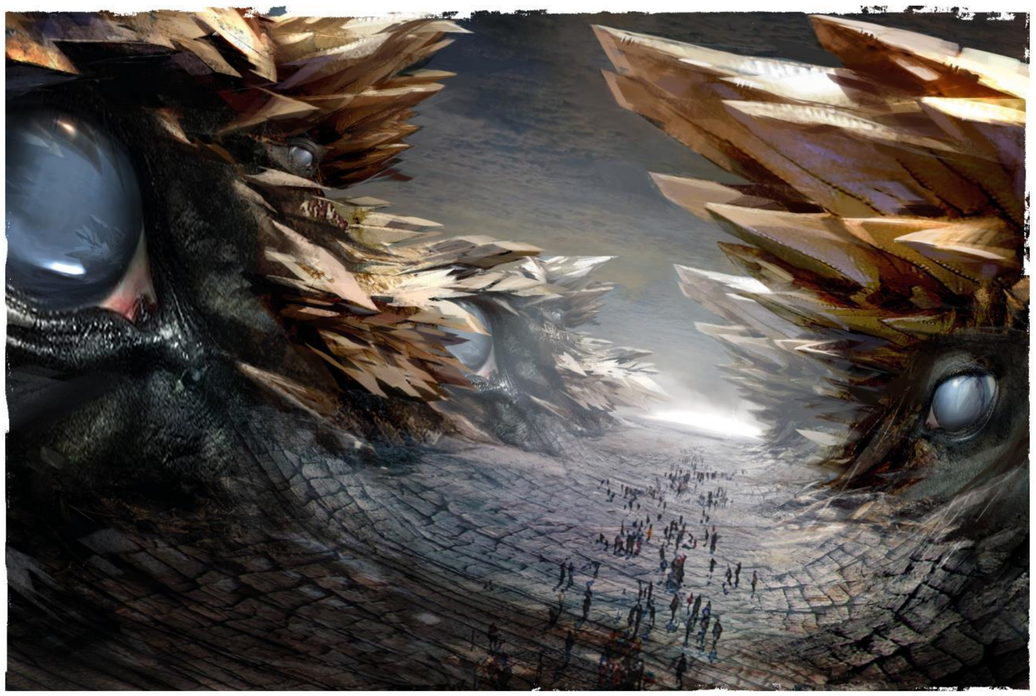
ENVIRONMENTS

Although most of Elona is covered in long stretches of barren, cratered land that makes it largely inhospitable, humanity continues to survive, building lavish cities and cooling oases. The island of Istan lies to the southwest of the main continent. Though Istan alone faced its own devastation after the Scarab Plague and the fall of the Primeval Dynasty, the island is far more verdant than the rest of the nation. The other three regions reside on the main continent: Kourna, Vabbi, and the Desolation.

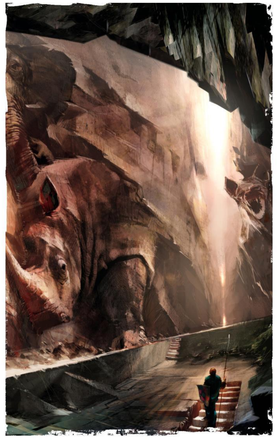


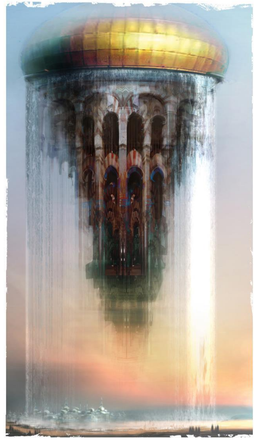
Much like the creatures that inhabit the desert, the people of Elona have adapted to the terrain and expertly utilize the environment in the creation of their villages and cities. Civilization generally gravitates toward bodies of water, which not only provide relief from the harsh climate but encourage trade with other nations.

Despite the scalding sun, Elona is a semiarid biome and is filled with natural beauty. Its plains are covered in a canopy of vast blue sky, overlooking miles of untouched land. Although vegetation is scarce due to an overall lack of rainfall, especially on the main continent, scattered patches of tall grasses and trees are not uncommon, granting shelter to human and critter alike.



Each of the four primary regions of Elona—the Desolation, Kourna, Vabbi, and Istan—differ as greatly from one another in architecture and terrain as they do in government. While the isles are more fertile, the mainland is rocky and arid.

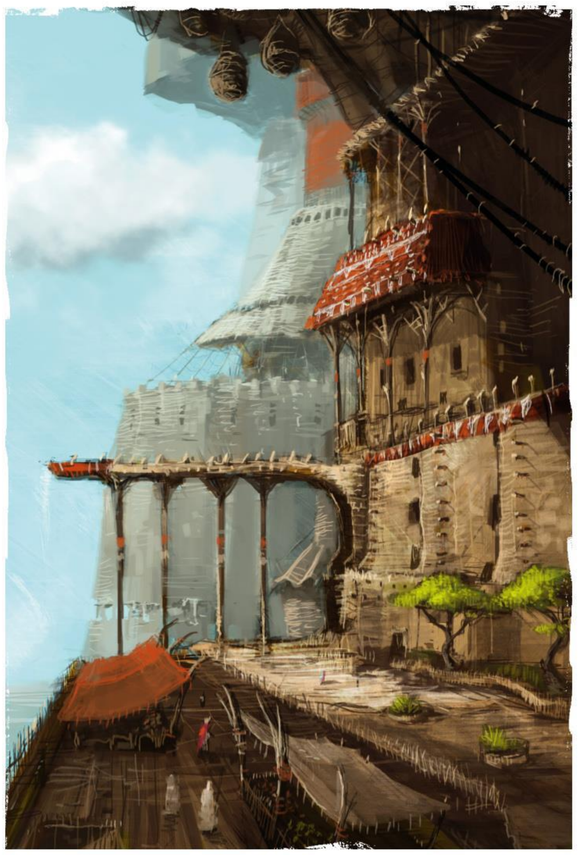




Vabbi, one of the three ruling provinces of Elona, is easily one of the most opulent cities in all of human civilization. A portrait of wealth and elegance, the golden city is covered in cascading waterfalls, with lush, floating gardens lining every passageway. Domed pavilions are painted in rich teals and blues, creating a brilliant contrast between the harshness of the desert outside and the coolness of the extravagant havens within.

The Realm of Torment serves as the personal tomb to Abaddon, where he was sealed away when the other five gods banished him from the living realm. Possibly one of the greatest threats to the living world, the realm is filled with his vile abominations and other dangers. The environment is twisted and warped with malice, much like the corrupt god himself.

Istan is a vast island off the shore of the main continent and the second major province in the region. It houses the city of Kamadan, also known as the Jewel of Istan. The city is a bustling hub of trade, always teeming with merchants and travelers alike from all stretches of the world. Istan also serves as the headquarters to the Sunspears, who reside in the Great Hall just outside of the city in the Plains of Jarin.



Kourna is the third province that makes up Elona and is easily the most aggressive. While it is home to the Moon Fortress, a massive coastal stronghold that borders the shoreline of the continent, much of the region is scarcely populated, with large stretches of dry, empty land. Its citizens are accustomed to a harsh reality, but whether soldier or farmer, they have a strong sense of national loyalty and pride.

WEAPONS

The craftsmanship of weaponry in Elona is fit to combat the many dangers found hidden in the sands of the desert, from the great beasts that roam the wasteland to the corsair pirates and other human threats. With the introduction of the paragon profession, throwing spears became a vital aid in battle. Similarly, dervishes prefer to wield vicious scythes, delivering devastating blows to multiple enemies with a single swing.

Corsair raiders and thugs favor brutal blades, giving them the upper hand in a duel. Elaborate, almost archaic devices are often used to lay siege to neighboring villages.

CHAPTER FOUR

GUILD WARS

EYE OF THE NORTH

Deep beneath the surface of Tyria, the rumble of battle jolted the world awake. All corners of the land were thrown into a fight against the destroyers, servants to the Elder Dragon Primordus and harbingers of a new war against great, slumbering beasts that roamed the land long before the gods themselves. From Cantha in the south to the Far Shiverpeak Mountains of the north, age-old conflicts were set aside and enemies were forced to unite in an attempt to extinguish the flames of the primitive force—a force that would someday awaken again, regardless of their success.

CHARACTERS

The air chilled as an ancient power stirred: change was imminent in Tyria. The asura rose from the Depths of Kryta for the first time in centuries. Charr warbands turned against Hierophant Burntsoul, rejecting the outdated teachings of the Shamans. The norn, a robust race from the northernmost Shiverpeaks, beat the drums of battle as their own were slowly corrupted by malign forces. Familiar faces and foes alike needed to act, to face the menace that bubbled beneath their feet—and to do so together.

The norn are as boastful as they are noble. These warriors rule the north, eagerly challenging any foe, beast, or opponent they cross without hesitation. They are largely independent, preferring to roam alone rather than traveling in large hunting parties. However, despite their hardened, often unapproachable personalities, they revere the Spirits of the Wild and have a deep respect for nature.

The asura are a curious race. Eager to claim intellectual superiority over their contemporaries, they are remarkably sharp. Adept innovators, they look to advanced technologies to establish their place on the surface of Tyria.

The asura are quite small in stature; the tallest asura is comparable to the size of a human child. They have large eyes and long ears, with ashen skin that varies in shade.

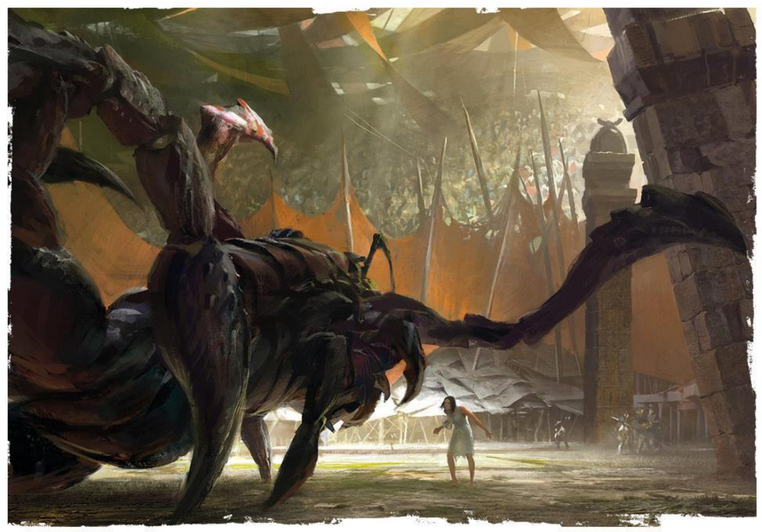
The charr are relentless conquerors, but when given the opportunity, they can also be fiercely loyal allies. In order to best the destroyers and prolong a period of peace in Tyria, the humans established an alliance with Pyre Fierceshot, an outcast who opposed the teachings of the Shamans and sought liberation for the charr.

With the arrival of the destroyers, another age-old prophecy emerged from the depths of time: they are the heralds of the Great Destroyer, Primordus's champion, who was once defeated and sealed away by the Great Dwarf himself to prevent the waking of the Elder Dragon. The fight pushed the heroes of Tyria to their limits, testing their skill and determination.

CREATURES

Sinister forces rattled even the most practiced warriors of the Far Shiverpeaks. Deceptive and foreboding, the creatures of the north were birthed and raised in an environment filled with ancient power. The most vicious creatures wore an unthreatening mask, while the most dangerous barreled through the mountains like a living blizzard. Their mere existence was a fable, from tales whispered around campfires—so powerful and notorious that their defeat would be worthy of a hearty ballad.

The jotun are a primitive race of lesser giants. They are belligerent and lack any sense of morality, tearing through anyone or anything that they please. They were once vastly intelligent and known for their adept sorcery, led by the almighty giant kings at the height of their reign. After centuries of civil war between clans seeking power, they became savage, and their rich legacy diminished.



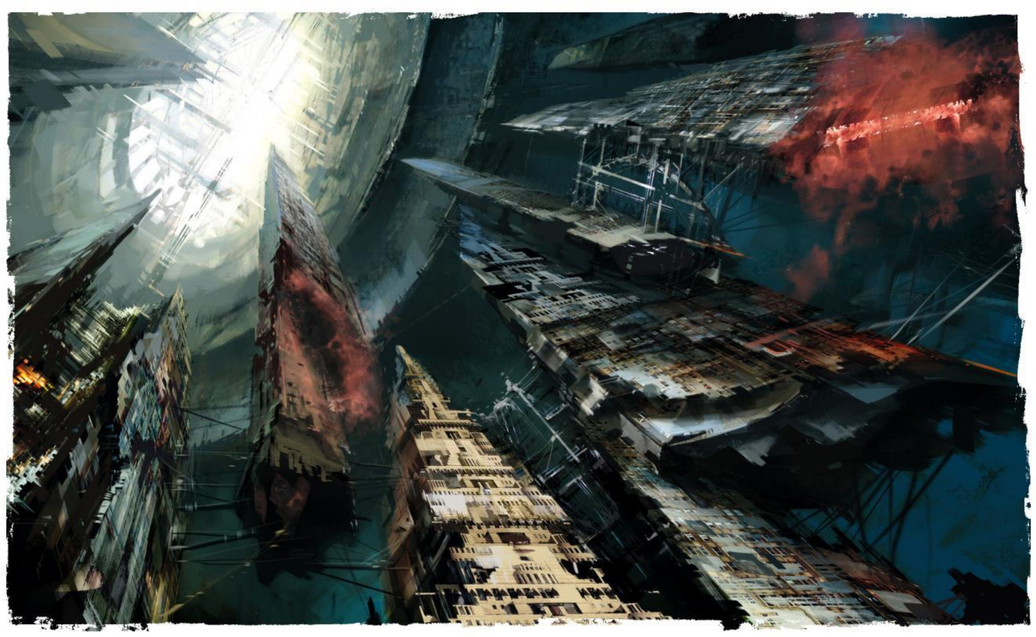
The Elder Dragons are thought to be some of the oldest creatures within Tyria and wield unfathomable power that is akin to that of the gods. When the destroyers emerged from the Depths of Kryta, two of the known six could be found slumbering within the main continent: Kralkatorrik and Primordus.

The norn have been hardened by their environment and hunt the hostile beasts that prowl the Far Shiverpeaks. Wolves, bears, avalanches, and kveldulf—the children of Fenrir—are some of the most common creatures found on the outskirts of their homesteads.

ENVIRONMENTS

When Ascalon fell during the Searing, the surviving humans were split. Some traveled to the west and built sanctuaries in Kryta, while those who weren't captured or killed by the charr would eventually flee into the northern territories. The Ebon Vanguard turned the Eye of the North, a massive tower at the center of the Far Shiverpeaks, into a new stronghold for humanity. The Eye rests on a perpetually frozen lake, a symbol of survival in difficult times. In this unfamiliar landscape of snow and ominous magic, the vastness of Tyria would again reveal itself to the living world.

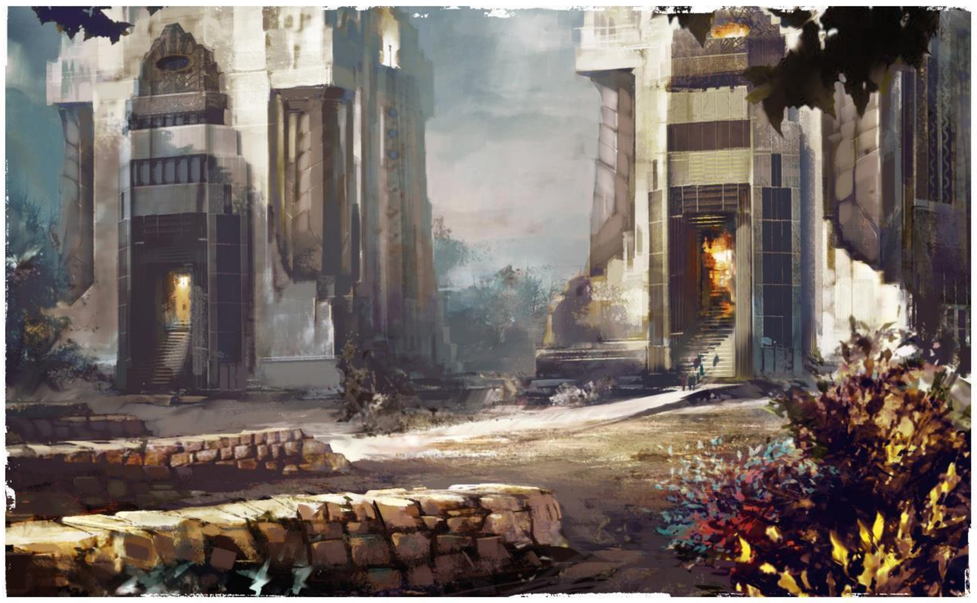
Far removed from the frigid temperatures of the north, the asura claimed their new home along the shores of the Tarnished Coast. The tropical shoreline of the Maguuma Jungle, though humid and uncomfortably hot, is home to the newly established asuran city Rata Sum and refuge to the human outcasts in Tarnished Haven.



Dark magic thickens the air around Drakkar Lake. Just below the surface of the impenetrable, frozen water, one of the champions of the Elder Dragon Jormag lies dormant. Drakkar, after whom the lake was named, corrupts those who draw too near—even the norn dare not approach.

What lies beyond the northern border of Kryta is unpredictable and savage. The Far Shiverpeaks and Charr Homelands are as brutal and wild as the creatures that live there, filled with long stretches of harsh terrain and bitter winds that have a more potent bite than any beast. But when the heavy clouds part and the storms clear, the raw, untamed beauty of the north is boundless.

Once thought to be an enormous monument carved in his likeness, the Elder Dragon Primordus is concealed belowground within the Depths of Kryta. The asura built labs near his body to collect the magical energies that radiated from the great beast, harvesting that power to generate their extensive network of Asura Gates.



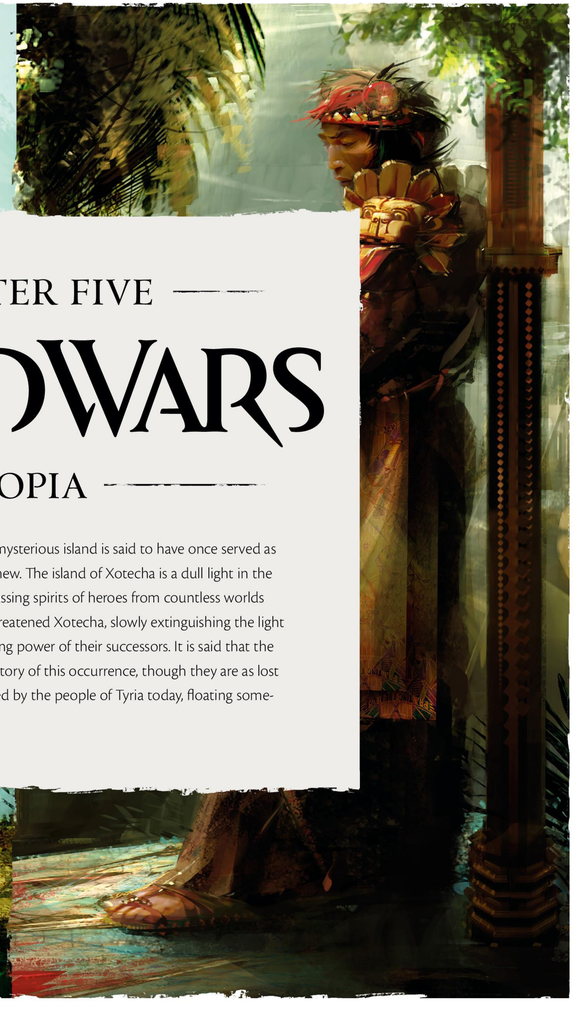
Every stretch of Tyria is mystifying and filled with unexplained phenomena—the ground itself is saturated with ancient magic. Imprisoned in a mysterious statue in the Ice Cliff Chasms, a reptilian creature sits atop a massive column that overlooks the snowy canyon. The frozen beast of unknown origin is protected by ice elementals that patrol the land below.

To escape the relentless cold of the Shiverpeak Mountains, even the norn turn to a warm hearth in Gunnar's Hold. The massive arctic haven shields the northern warriors from the dangers of the wild. Named after its current master, the settlement rests southeast of the Norrhart Domains, just north of the Eye.

WEAPONS

The Deldrimor Dwarves were known for their meticulous craftsmanship, forging some of the finest weapons in all of Tyria. With the rising influence of King Jalis Ironhammer, the newly unified dwarves dug further into the Depths of Kryta, searching for ancient weapons that could aid them in battle against the Great Destroyer. Named after the celebrated King Droknar himself, these mythic weapons required the finest metals and were shaped deep within the forge.

Charr weaponry is as harsh and violent as the feline warlords, with blades sharp enough to cut down any challenger. They are composed of bones and remnants from their kills, a collection of fangs, claws, skulls, and salvaged metals—symbols of their brutality in combat.



CHAPTER FIVE

GUILD WARS

UTOPIA

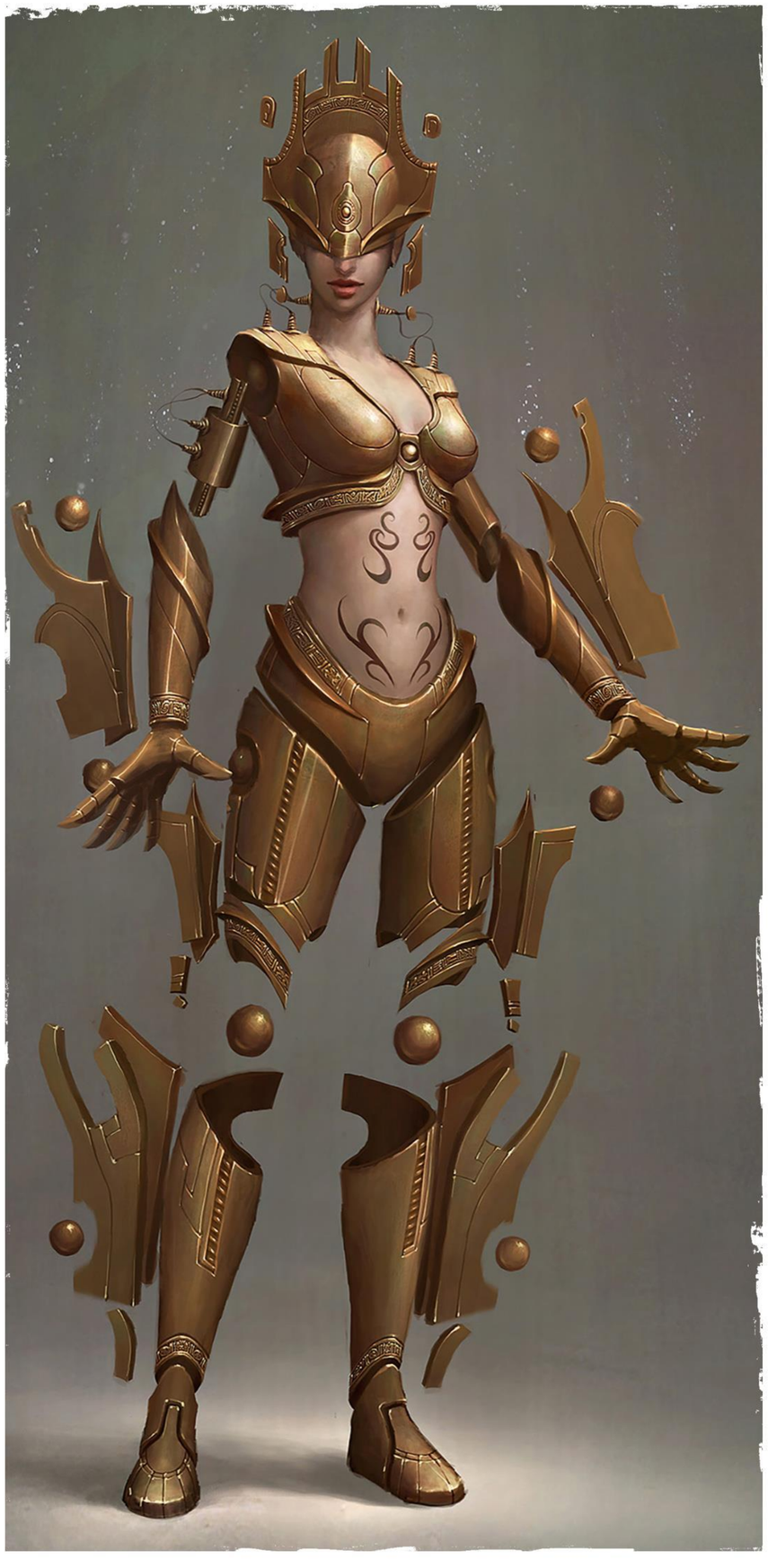
Hidden away in a lost realm of the Mists, a mysterious island is said to have once served as a sanctuary to both the Old Gods and the new. The island of Xotecha is a dull light in the heavy fog of the afterlife, a beacon to the passing spirits of heroes from countless worlds and endless timelines. A great force once threatened Xotecha, slowly extinguishing the light of the Old Gods, but was quelled by the rising power of their successors. It is said that the eight tablets of the Schism Codex told the story of this occurrence, though they are as lost to time as the island itself—a fable recounted by the people of Tyria today, floating somewhere in the realm of the dead.

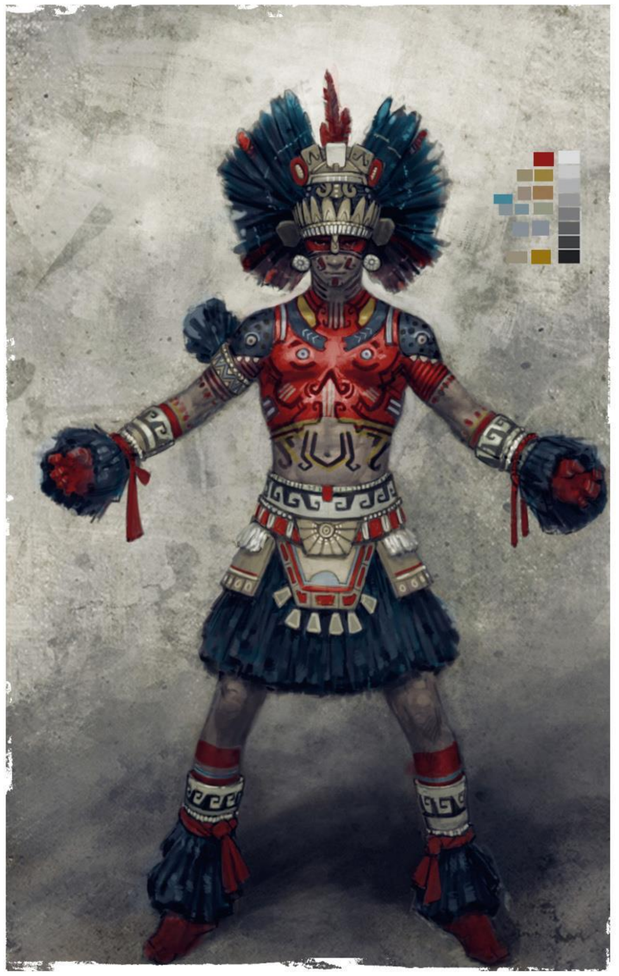
CHARACTERS

Long before the current inhabitants appeared on the island, the gods claimed the sacred grounds as their home and domain. Now that the gods have abandoned the land, whether by choice or by death, the people of Xotecha wander the fabled island. They are a mostly peaceful people, welcoming to other trapped souls who find themselves washed up on its shores from the waves of time. While none remain who dwelled there during the reign of the Old Gods, the new residents of the island are eager to explore the unfamiliar terrain.

The Eagle Guard are the protectors of Xotecha—scholars and researchers, they travel the island in search of its many secrets and fight against the mysterious forces that threaten their new home.

The inhabitants of Xotecha possessed great power unknown to the people of Tyria today. Chronomancers and summoners were mythical casters, using complex spells and conjurations to conquer their foes. Chronomancers, in opposition to the profession easily recognized in modern Tyria, used cantrips to enhance or manipulate their abilities, giving skilled individuals a clear advantage in battle.





Upon casting a spell, summoners conjured powerful creatures that would come to their aid in a fight. These beings only appeared for a fleeting moment, attacking their master's opponent before vanishing shortly after.

CREATURES

Powerful creatures both threatened and protected the island, some as old as the gods themselves. The tannek were particularly monstrous creatures, ravaging any township or city that they happened upon. They were one of the greatest threats to Xotecha—summoned by a mysterious, unknown entity that sought to destroy all life on the island.

Colossal golems, far more complex and mysterious than the ones that the asura would later develop, were erected by the gods to guard the Xotechans. They have existed on the island since its creation, living in partial unity with the natives. They were made of rock and other natural resources, adorned with an eerily human expression.

The Children of the Forgotten were said to be the descendants of enormous, winged serpents that protected Tyria long ago. They were summoned by the goddesses Dwayna and Melandru before their departure and ordered to protect the living inhabitants that were left behind.

ENVIRONMENTS

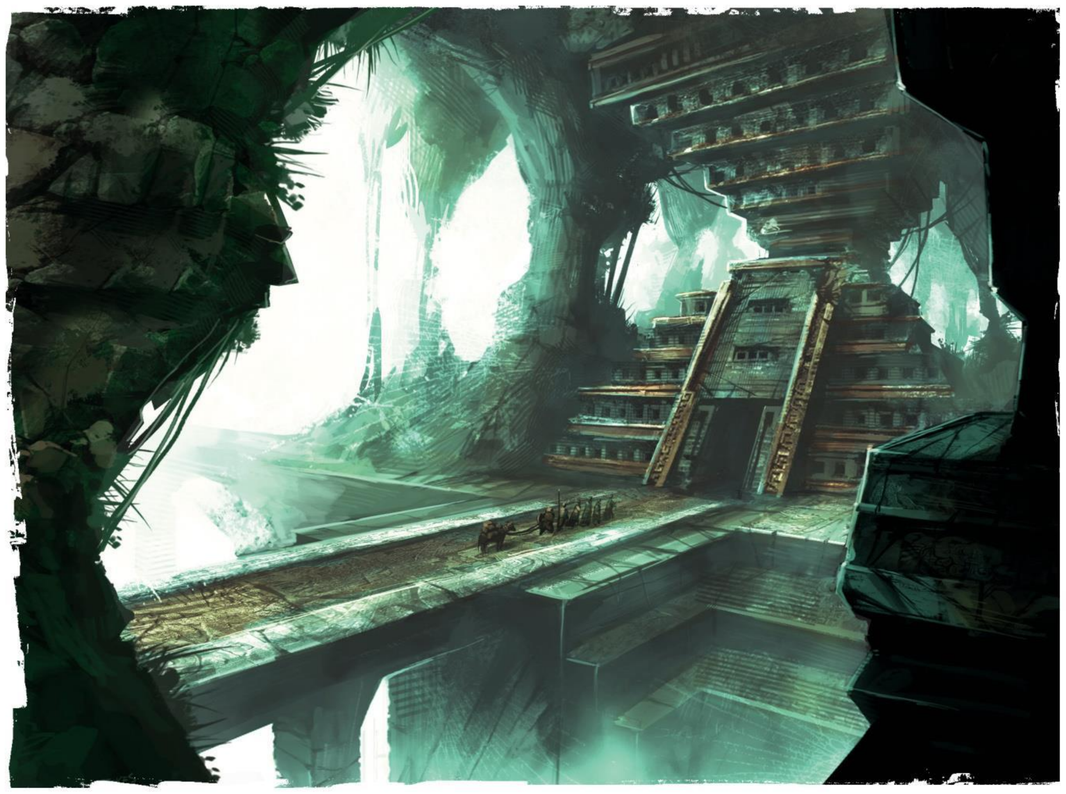
Every stretch of Xotecha is rich with mystery. Fixed at the heart of the island, an ancient city oversees all that pass through, and time is marked by a great wheel at its core. Beyond the gates of the city, the surface of the island is covered in rolling hills and verdant jungles, divine temples and abandoned estates. Cursed battlegrounds serve as a solemn reminder of holy wars past and foreshadow what may be yet to come. Subterranean caverns lie beneath the lush earth, each of which is imbued with one of the elemental powers of the Old Gods.

The island supposedly housed multiple shantytowns that were filled with lost souls from all stretches of time: The people of Tyria and its heroes—those who died in the war against the charr at Ascalon, who lost their lives to the skirmishes in Elona. The Margonites, the Canthans. Souls from places still undiscovered within the world today, and from days that are yet to come. They all find themselves trapped on the shores of Xotecha, unable to leave. They gather in the ruins that surround the main city, named after the island itself, in an attempt to establish themselves in this strange, displaced land.

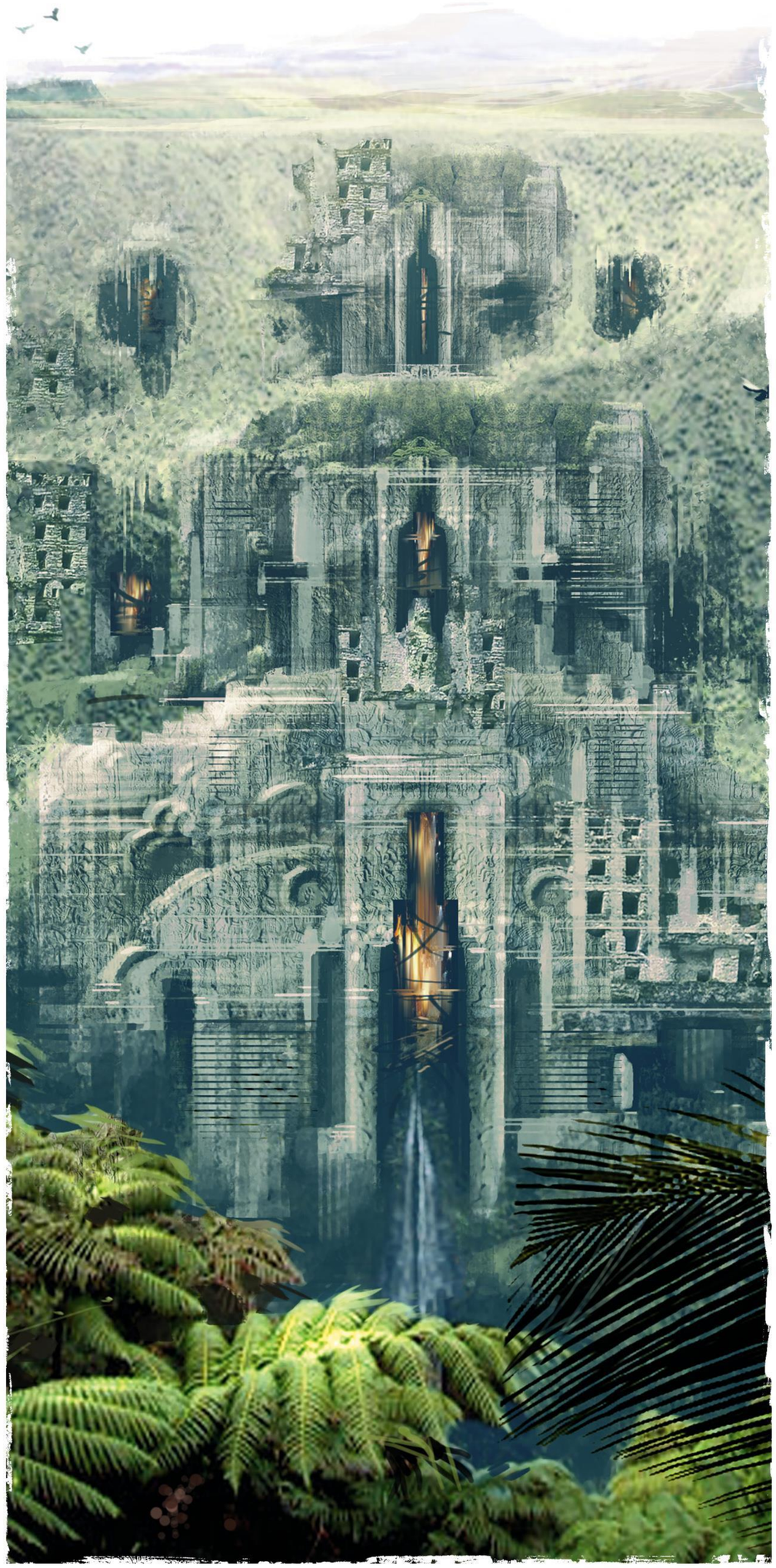
Between its verdant valleys and mountains, the surface of Xotecha is speckled with the remnants of the former homeland of the Old Gods. Enormous structures, whose functions are largely unknown, loom throughout the lost oasis. Relics of time and beacons of great power, they silently stand in the absence of their creators.

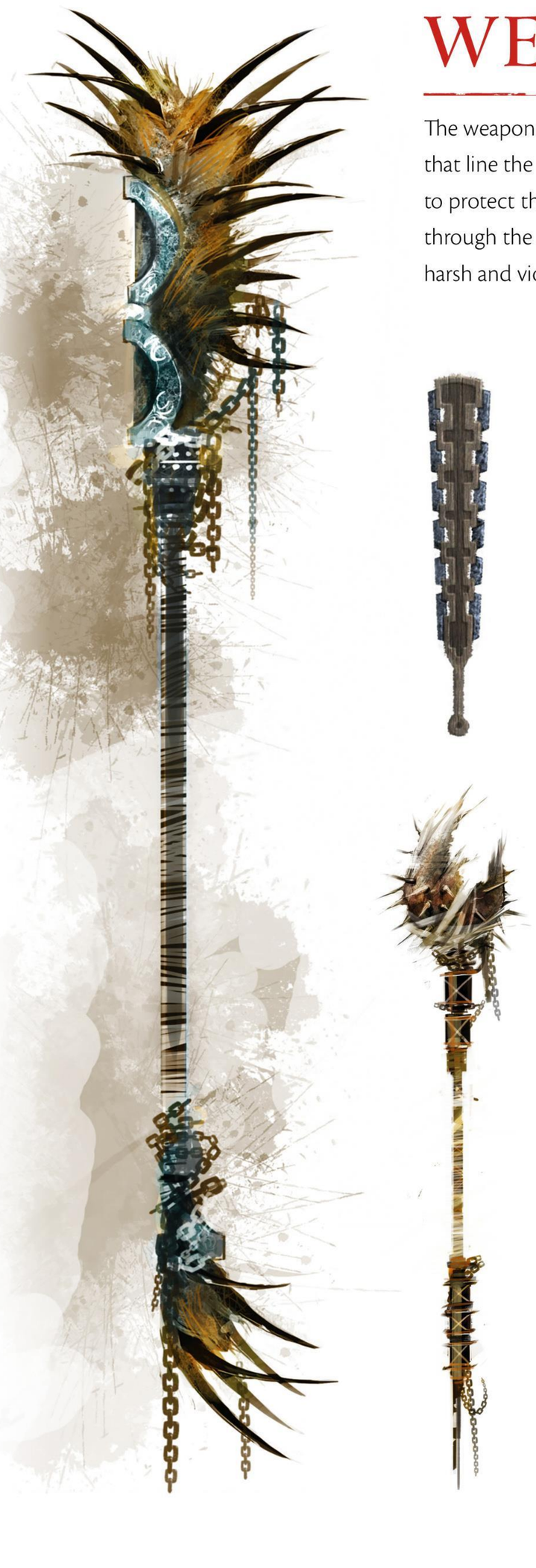
The architecture of Xotecha is imbued with rich magic, giving it a distinctly inhuman appearance. To some, it may resemble the towering, illustrious structures that the asura are known for today.

The island is surrounded by nothing and everything: the Mists, or as the Xotechans call it, the Unformed. It is a void where worlds are born and where they are destroyed. But, throughout the endless cycle of birth and death, life on Xotecha continues to thrive—despite the chaos that surrounds it or the turmoils that pierce this refuge, the afterlife continues.



The island of Xotecha is a relic of time, one of the only remaining footprints left behind by the Old Gods. Abandoned temples sit in eternal silence, carrying the secrets of creation and destruction in languages far older than Tyria itself.

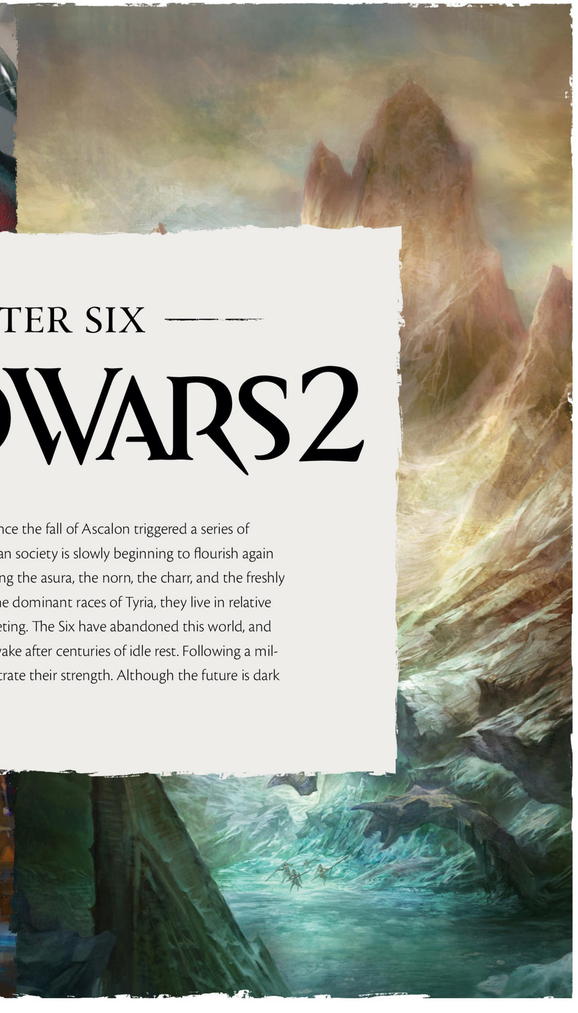




WEAPONS

The weaponry on Xotecha is crafted from the scraps of the ancient cities and ruins that line the land—made from whatever material the human inhabitants can amass to protect themselves from the great beasts and other hostile souls that may pass through the Mists. These weapons are as vibrantly decorated and opulent as they are harsh and violent.

Many relics are hidden among the ruins of the island, possibly once wielded by the Old Gods during their reign.



CHAPTER SIX

GUILD WARS 2

Two hundred and fifty years have passed since the fall of Ascalon triggered a series of conflicts that would rattle all of Tyria. Human society is slowly beginning to flourish again in Kryta, with newly established amity among the asura, the norn, the charr, and the freshly awoken sylvari. While unrest still burdens the dominant races of Tyria, they live in relative peace. But these moments of solace are fleeting. The Six have abandoned this world, and the Elder Dragons are finally beginning to wake after centuries of idle rest. Following a millennium of sleep, they are eager to demonstrate their strength. Although the future is dark and unknown, Tyria remains ever changing.

CHARACTERS

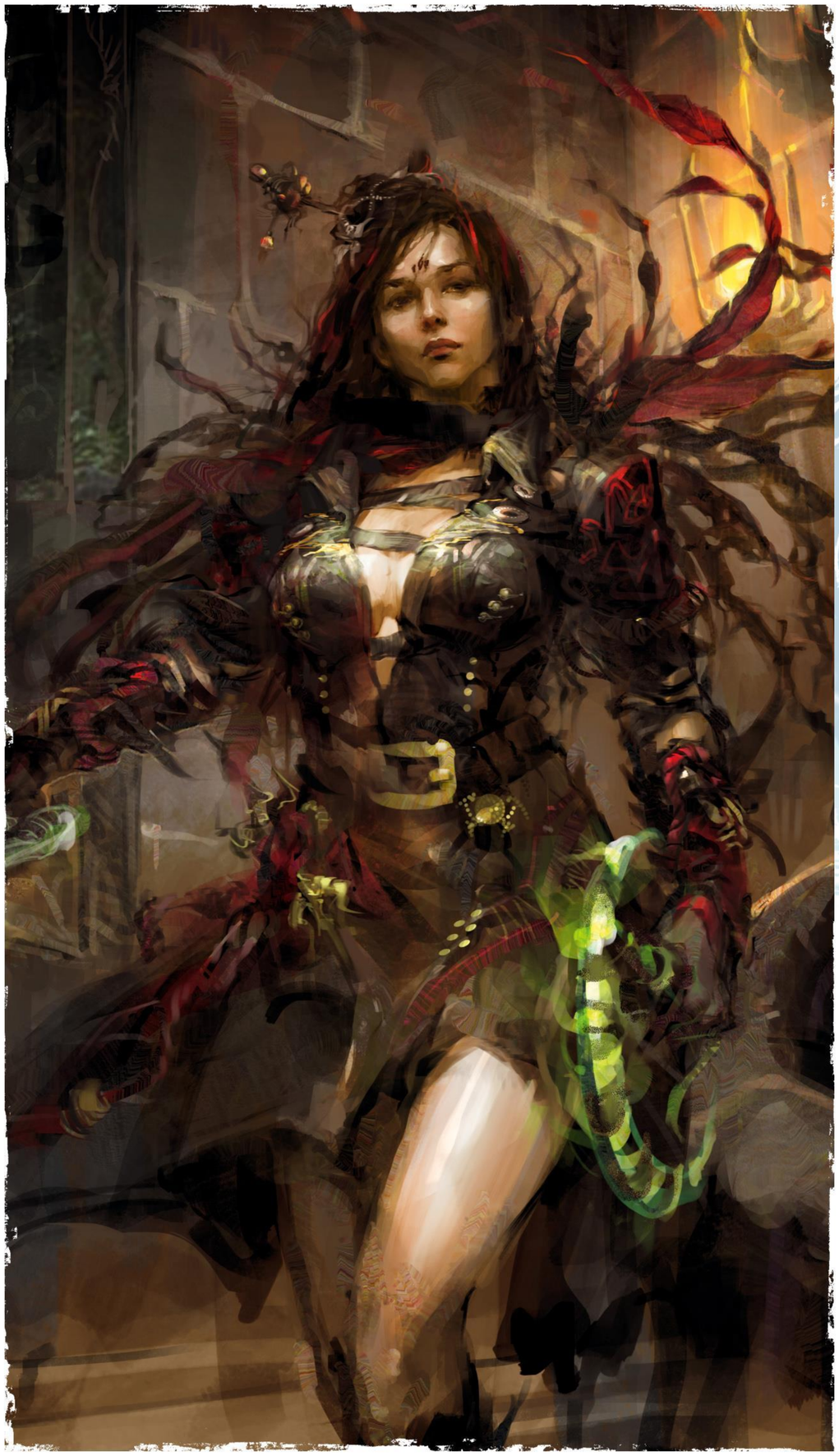
The heroes of Tyria face threats far more complex and perverse than those of their ancestors—the rise of the Elder Dragons. It would take a great display of strength to combat them, with their power comparable to that of a god. The Pact Commander, accompanied by a new band of comrades, is the hero of this story. The fate and prosperity of Tyria are in their hands.

The sylvari are not simply born—rather, they wake from a deep slumber beneath the Pale Tree. They are curious, and even the most wicked of their kind blooms with a uniquely seductive elegance. With their waking, the world welcomed a new era of discovery, as many things were still unknown and had yet to blossom.

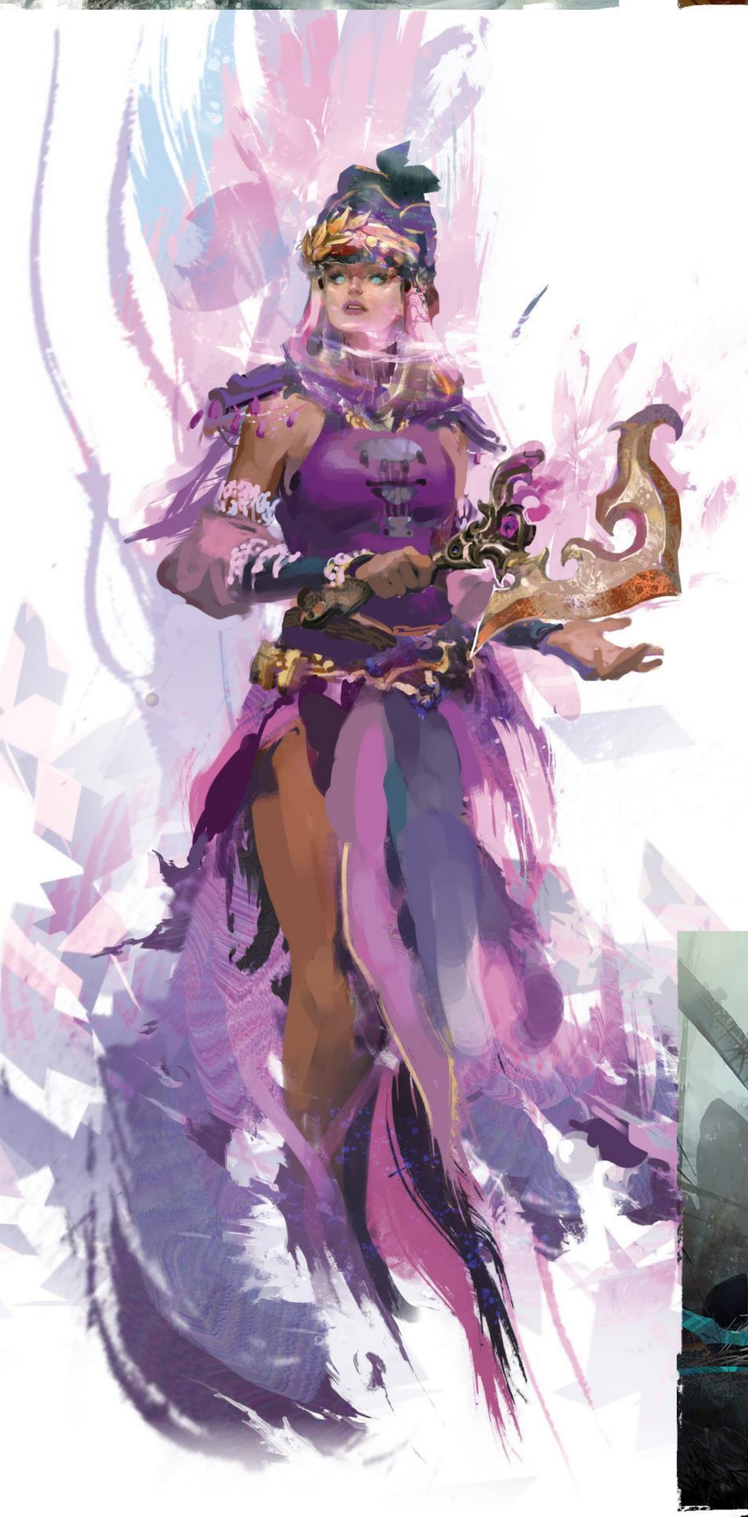
The people one meets in Lion's Arch are proud of their individuality. One's garb can represent one's heritage or beliefs. The norn often sport heavy furs to protect them from the bitter winds of the Shiverpeak Mountains—but they are also worn as a trophy to display a successful hunt. The sylvari, however, favor delicate layers made of leaves and other natural materials, allowing their verdurous flesh to easily breathe.

The asura have fully established themselves as a dominant force to be reckoned with; their intelligence is surpassed by none, or so they believe. Over the last two centuries, they have worked tirelessly to advance their magic and schools of thought—though not all asura think alike. Hungry for power and eager to assert their intellectual prowess, the Inquest have broken away from the Arcane Council—mostly. These rogues are ambitious, like all asura, but their practices are unsavory.

With the rise of new power, the return of the White Mantle was inevitable. Their desire to wrest authority from Queen Jennah is only surpassed by their powerful thirst for control—no matter the sacrifice, they will do whatever is necessary to achieve their goals and appease their gods.



There are nine primary professions in modern Tyria, similar to those of yesteryear but with the addition of the revenant, thief, guardian, and engineer. Each brings a different utility to battle, complementing one another with unique abilities and skills. Some require deep devotion and adept magical ability to master, while others depend on stealth or brute strength.



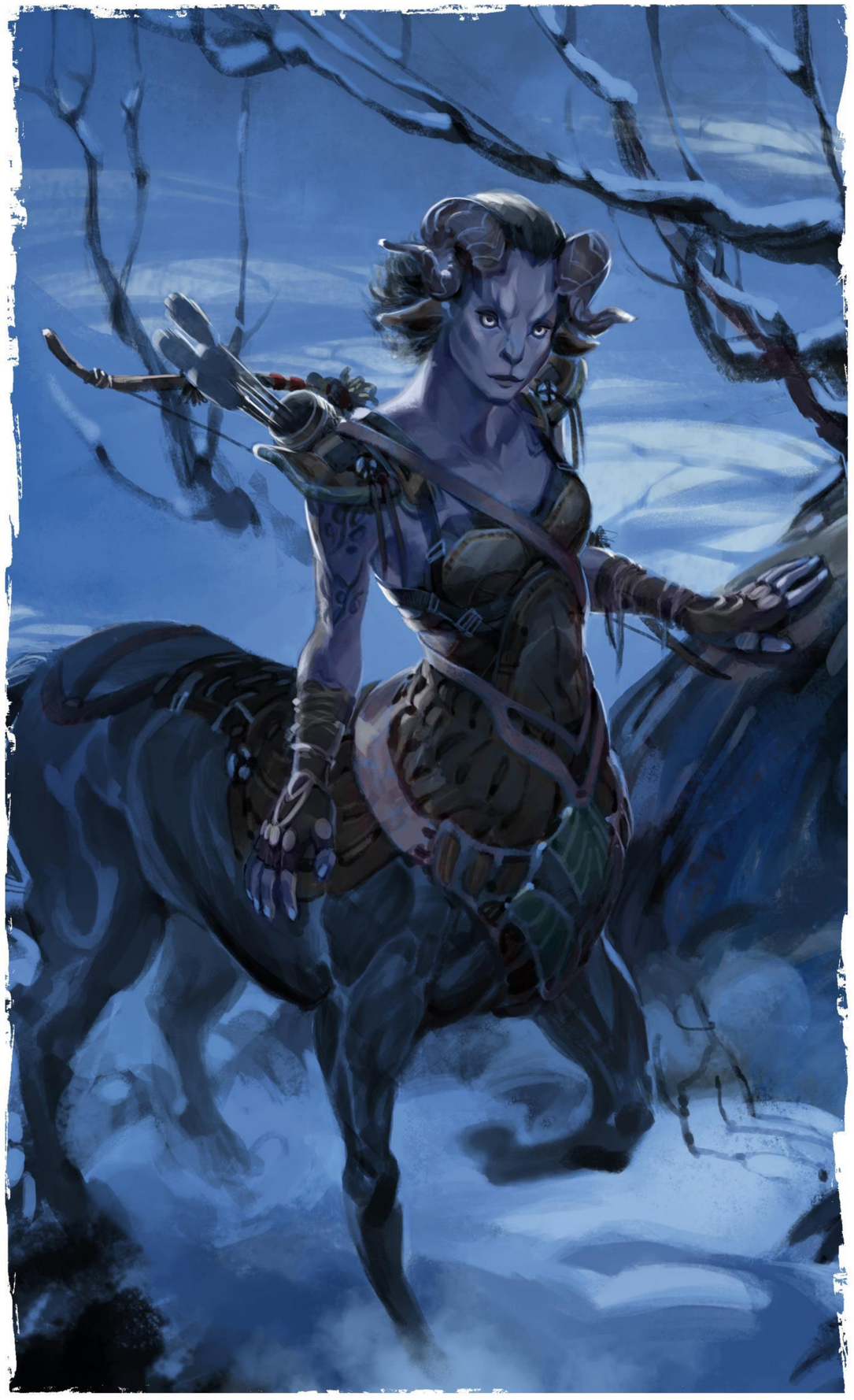
Every story begins with a thought, whether small or large. Some start somewhere mundane and unassuming—in an alley or beneath a tree. But where that story leads and how astonishing it turns out to be is entirely dependent on the will of the player.

Evil has many names that have been lost to time, and yet Scarlet Briar's would be remembered by all. In an age of dragons and particularly vengeful gods, it would take only a young girl filled with malice and corruption to change everything.

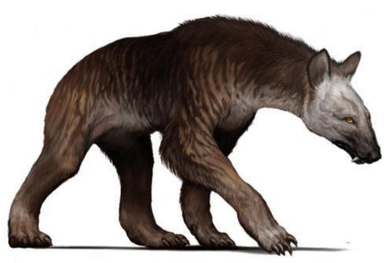
There are three orders that seek to combat the rise of the Elder Dragons: the Durmand Priory, the Order of Whispers, and the Vigil. Where there are enemies, one can also find allies—those who share aspirations and morals, whether they possess a similar yearning to protect the weak or have a common foe. While each of these organizations utilizes different tactics, they all want the same thing: to claim victory over the dragons.

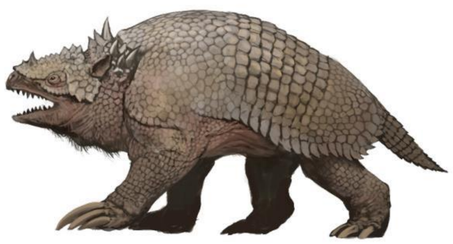
CREATURES

Foes that once roamed the lands can still be found hidden within every stretch of Tyria. However, over time new enemies and monsters have appeared, occupying every cavern and riverside. With the Rising of Orr and the arrival of Zhaitan, the Risen contaminate the shoreline like an inescapable disease, while the ruined remains of Ascalon City are filled with the vengeful ghosts of those who died during the war against the charr—haunting all who dare pass.



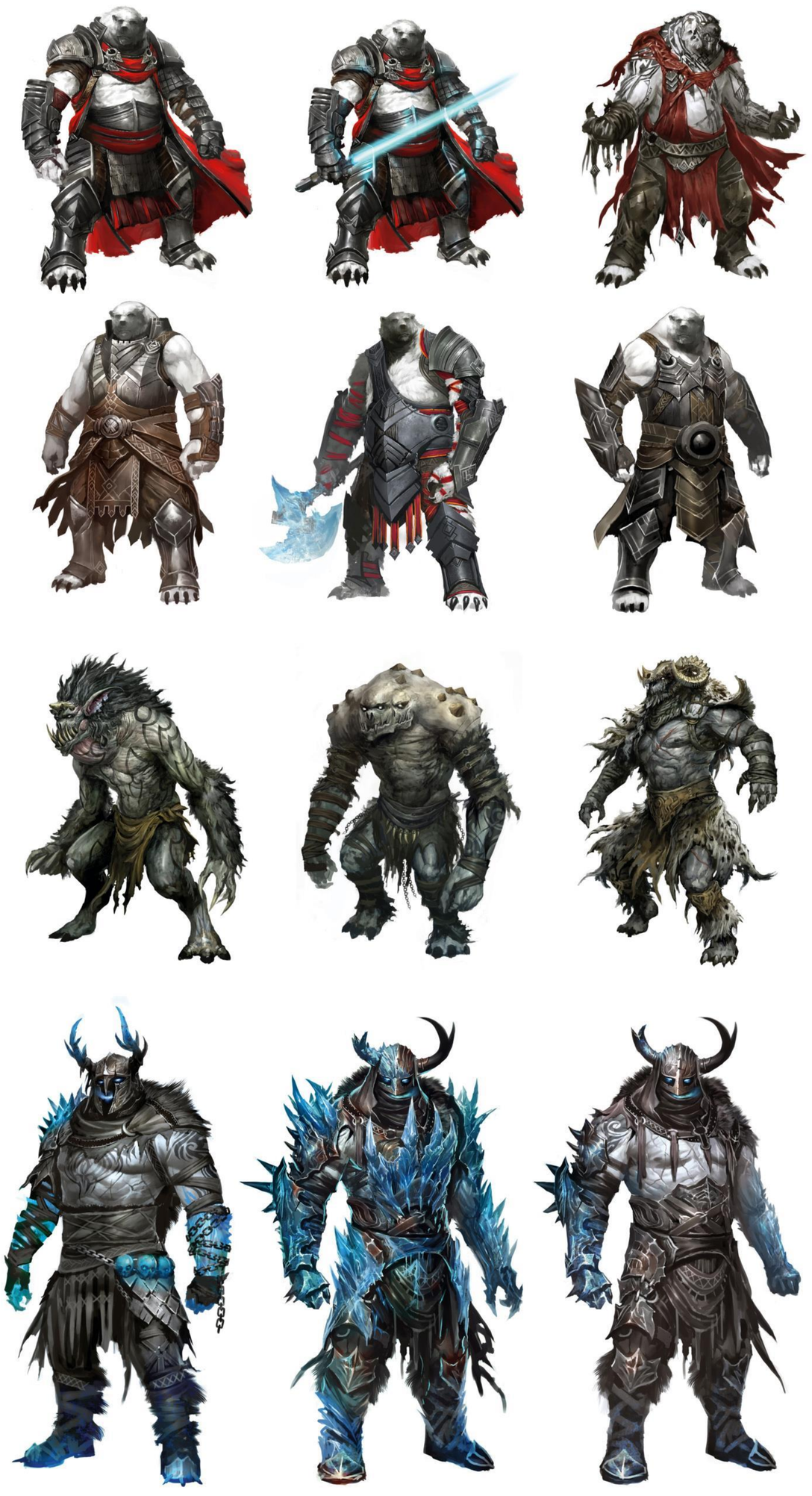
Bred to be warriors, centaurs are at home on the battlefield. They lived on the plains of Kryta long before any other, and they have never forgotten when the humans stole away their lands. While war rages between the two races, it is said that they are gathering somewhere in the Woodland Cascades—preparing an attack to reclaim their home.





Not all sentient creatures in Tyria are violent. Some, such as the dolyak or moa, are fairly placid—only turning hostile when they or their kin are provoked. Those who have chosen the path of the ranger have a unique relationship with these creatures, possessing the ability to tame them and lead them into battle.

Just as hostile as those found on land, the creatures that dwell in Tyria's lakes and oceans are venomous and cruel. The krait are particularly nefarious. These serpentine beings are from the Unending Ocean, but they are nearly as mobile on land as they are at sea. They will not hesitate to attack, even enslaving those who cannot escape.



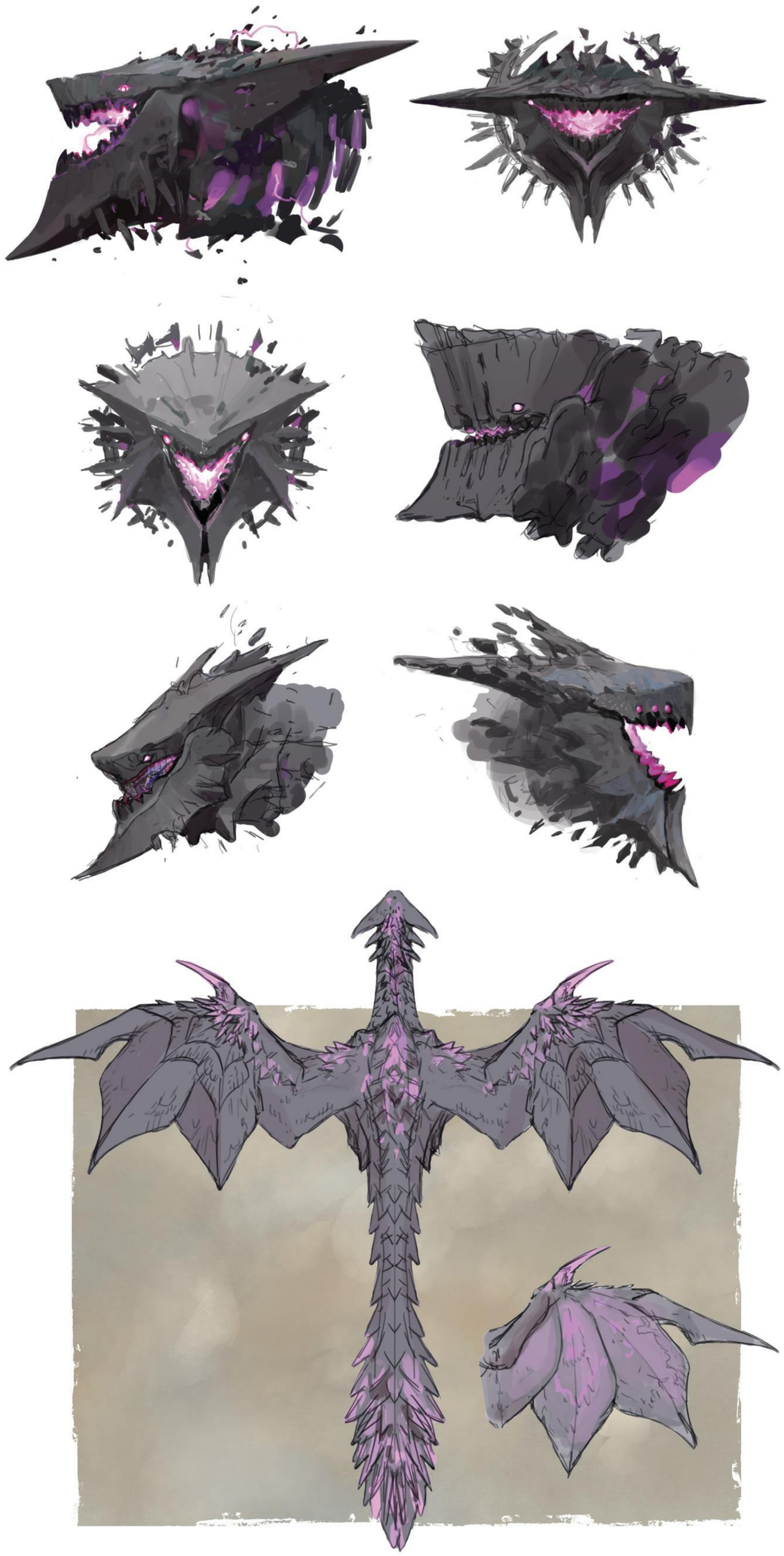
Taller than a norn but far more peaceful in nature, the kodan are a race of polar bear–like creatures from the Far Shiverpeaks. They are devout worshipers of Koda the Founder, their god, believing that the balance of nature should be respected. In accordance with their teachings, Koda is the creator of all things—the earth, the water, and all the spirits that dwell within Tyria are his creation. All of which must be protected, and the balance maintained.

Although many of the charr have broken away from the teachings of the Shamans, the Flame Legion still burns in the north. Their rage flickers like an inferno, their lust for power and revenge refusing to wane. This rage has consumed them, manifesting itself as literal flame that engulfs their limbs. They control great metal constructs called Effigies; ablaze, they attack those who refuse them.

The asura have spent the last few centuries perfecting their most prized creation: the golem. Those who pilot these colossal machines are called golemancers. These, of course, are entirely necessary, as the golems are completely devoid of any self-awareness without the guidance of their highly intelligent, albeit small, creators. They are often made from natural materials, such as stone or other magically imbued natural substances.

The versatile golem goes beyond asuran use, as well. They are often used in battle or as protection. The modern golem, thanks to the astute mind and innovation of the inventor Snaff, needs little more than a strong will to control it. A capable mind, he preached, is the greatest asset to a golem's strength.

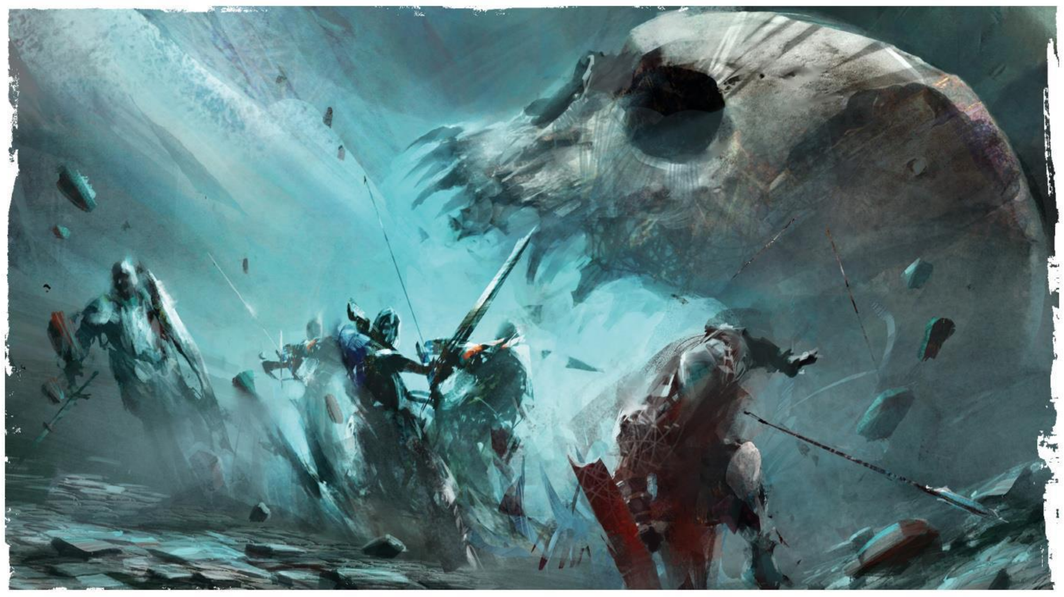
The skritt, which bear a strong resemblance to an overgrown rat, are a particularly persistent race. Much like the asura, they spent the greater portion of the last few centuries burrowed beneath the ground. They too maintain a deep reverence, of sorts, but rather than worship any spirit or a god, they are infatuated with something far more shiny.



Kralkatorrik once slept half-buried beneath the earth in the Charr Homelands. A drifting storm of Brand and lightning, he would corrupt everything in his path. With the ascension of his scion's kin, Aurene, the crystalline dragon rose from the earth to extinguish his granddaughter's power before she could ascend—as well as the rest of the living world, should he succeed.

Each of the six Elder Dragons is distinctly associated with their unique element or domain. They are said to stand at least a thousand feet tall, towering over the earth.

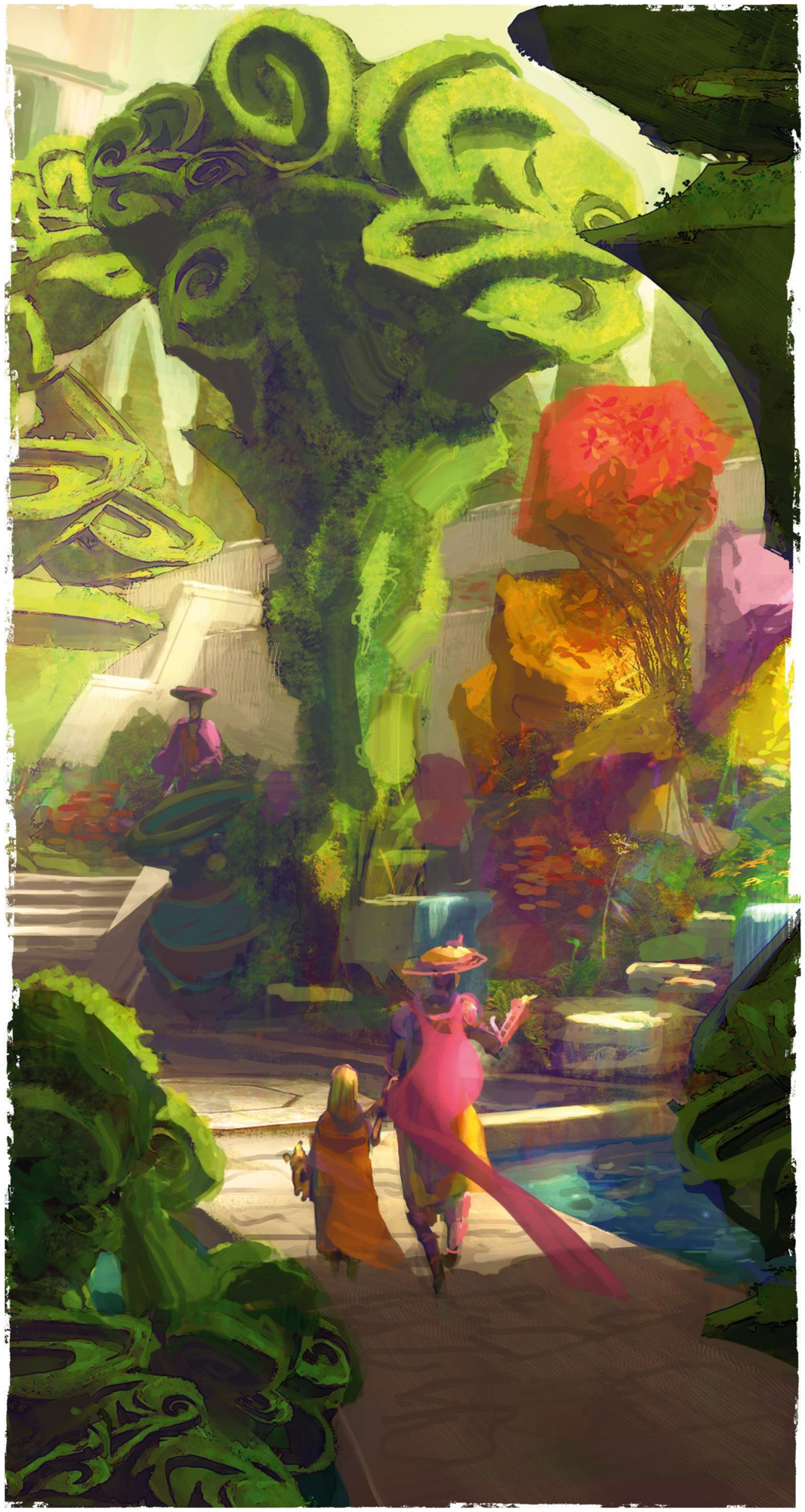
The largos are an aquatic race from the depths of the ocean. Very little is known about their culture and current whereabouts, but they are easily identified by their large, bioluminescent wings. Should you cross one, be prepared to meet a harsh, swift death.



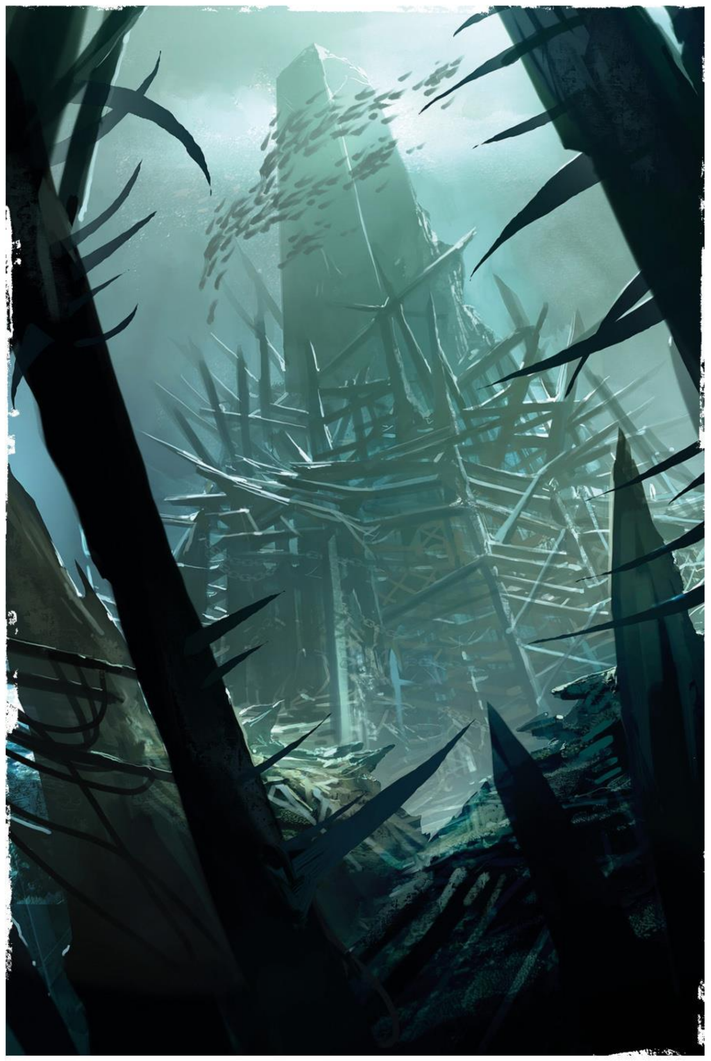
The Elder Dragons are not the only threats to the living world—in every corner of Tyria, large beasts with unfathomable power prowl the land. They require a great deal of coordination to conquer, and failing to defeat them may have dire consequences.

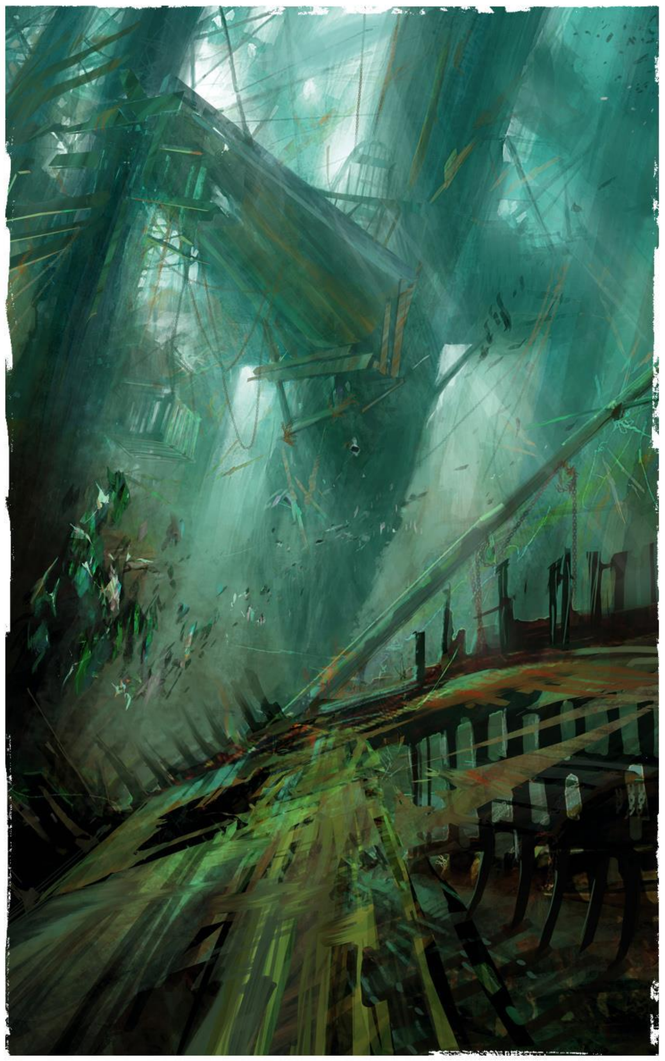
ENVIRONMENTS

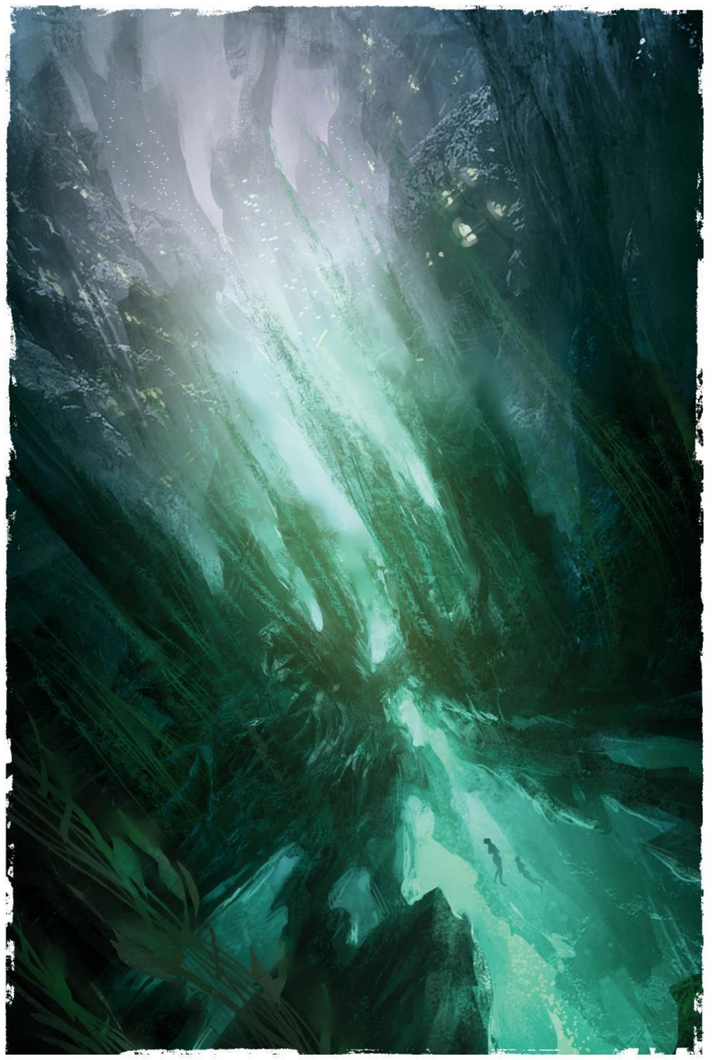
Despite the constant threat of war, civilization is strong. The norn, humans, and charr have all built upon their adopted homes in Hoelbrak, Divinity's Reach, and the Black Citadel. The asuran city of Rata Sum is thriving, and the sylvari have taken root in the Grove. Each city is a display of times present and times past, despite being relatively new developments. Different quadrants of Divinity's Reach illustrate a unique culture of human civilization, from Elona to Ascalon. Hoelbrak houses four great lodges, each of which is dedicated to a different Spirit of the Wild. The Grove is the most serene, a verdant alcove rich with gardens and tranquil lagoons.



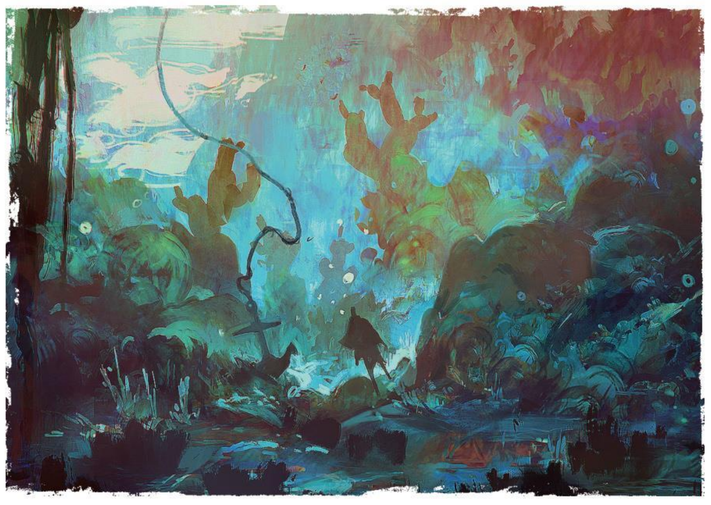
The Ruins of Orr are but a glimpse into what once was—an opulent kingdom, turned to rubble and overrun by the Risen. Arah was a city to behold, home to the Six Human Gods. Like the rest of Orr, it is now dripping with rot and malice.



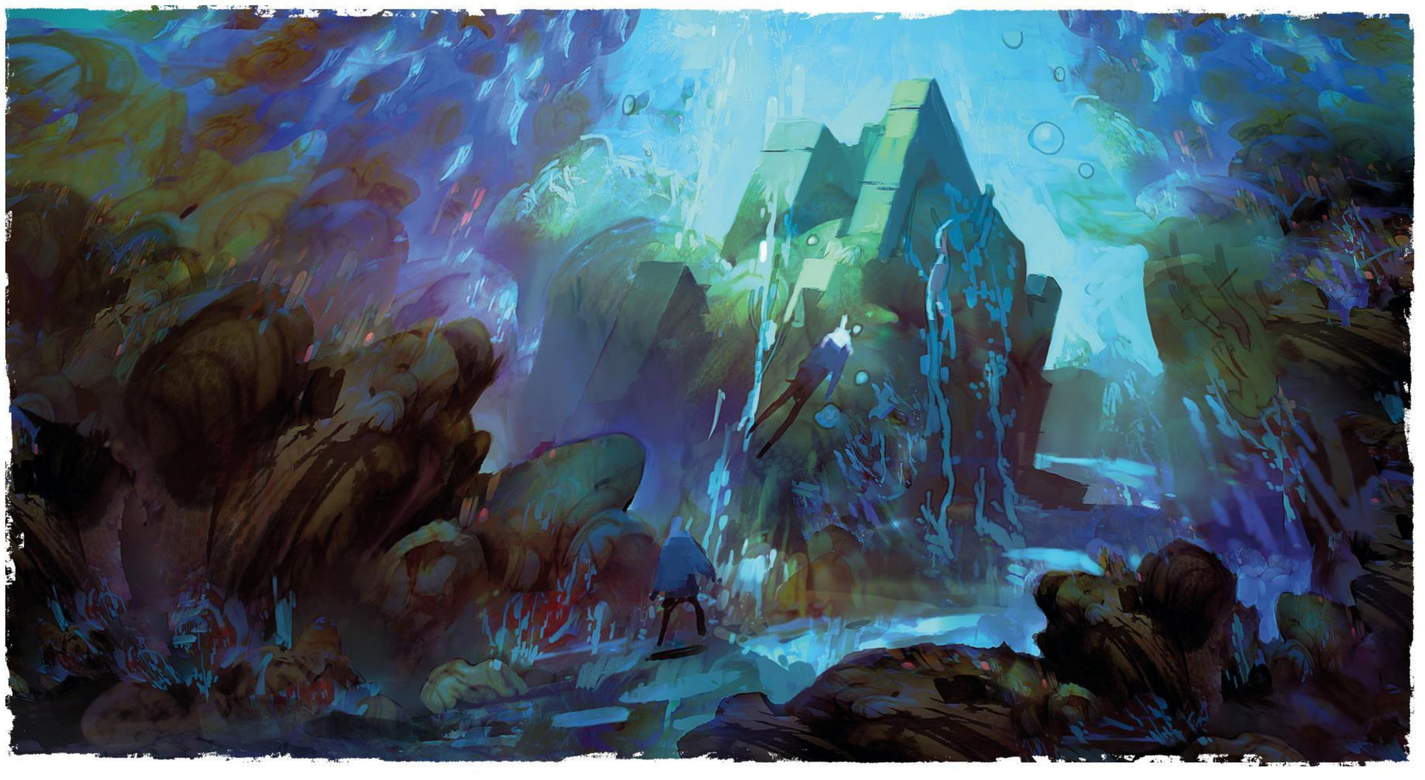


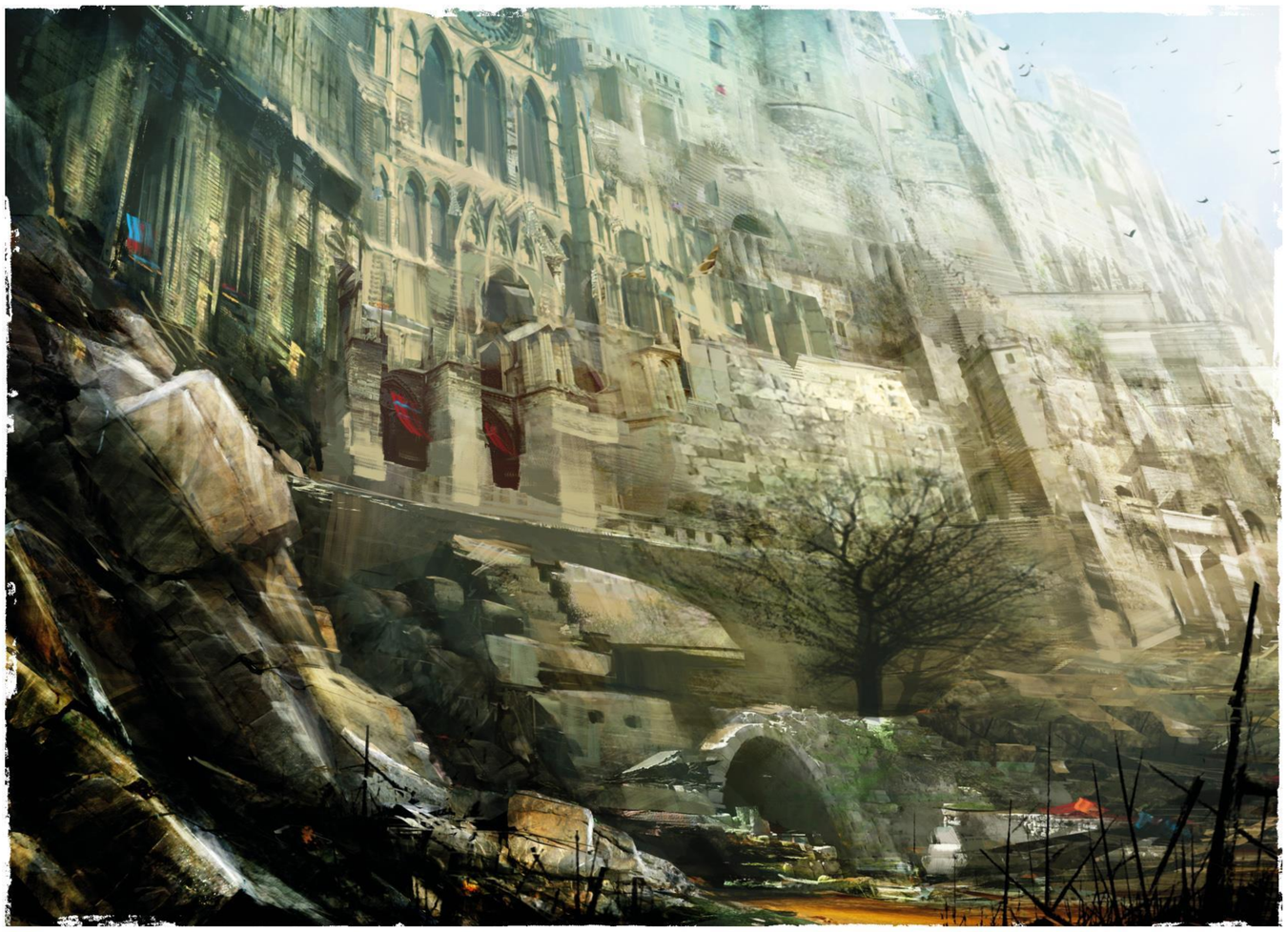


The underwater depths of Tyria's oceans are dark and mystifying, filled with uncharted territory and gentle whispers of untold stories.



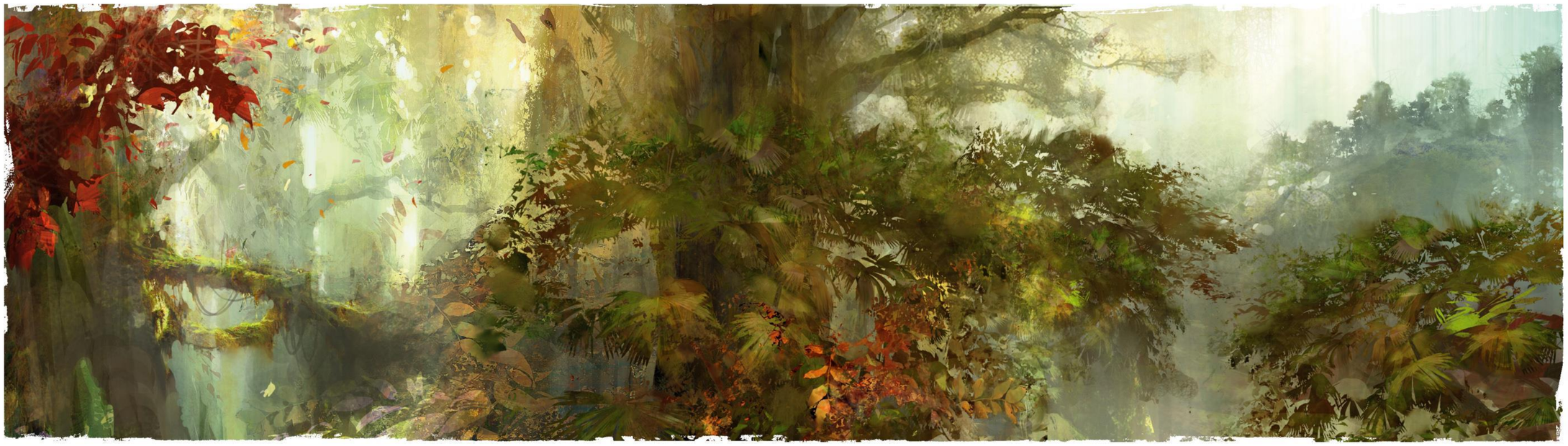
Krait Obelisks are the focal points of their worship. These cryptic monoliths line the ocean floor, sometimes protruding from the surface. They are made from a dark, smooth stone, much like obsidian. It is not uncommon for the krait to erect Deeps—their elaborate cities—around these structures.



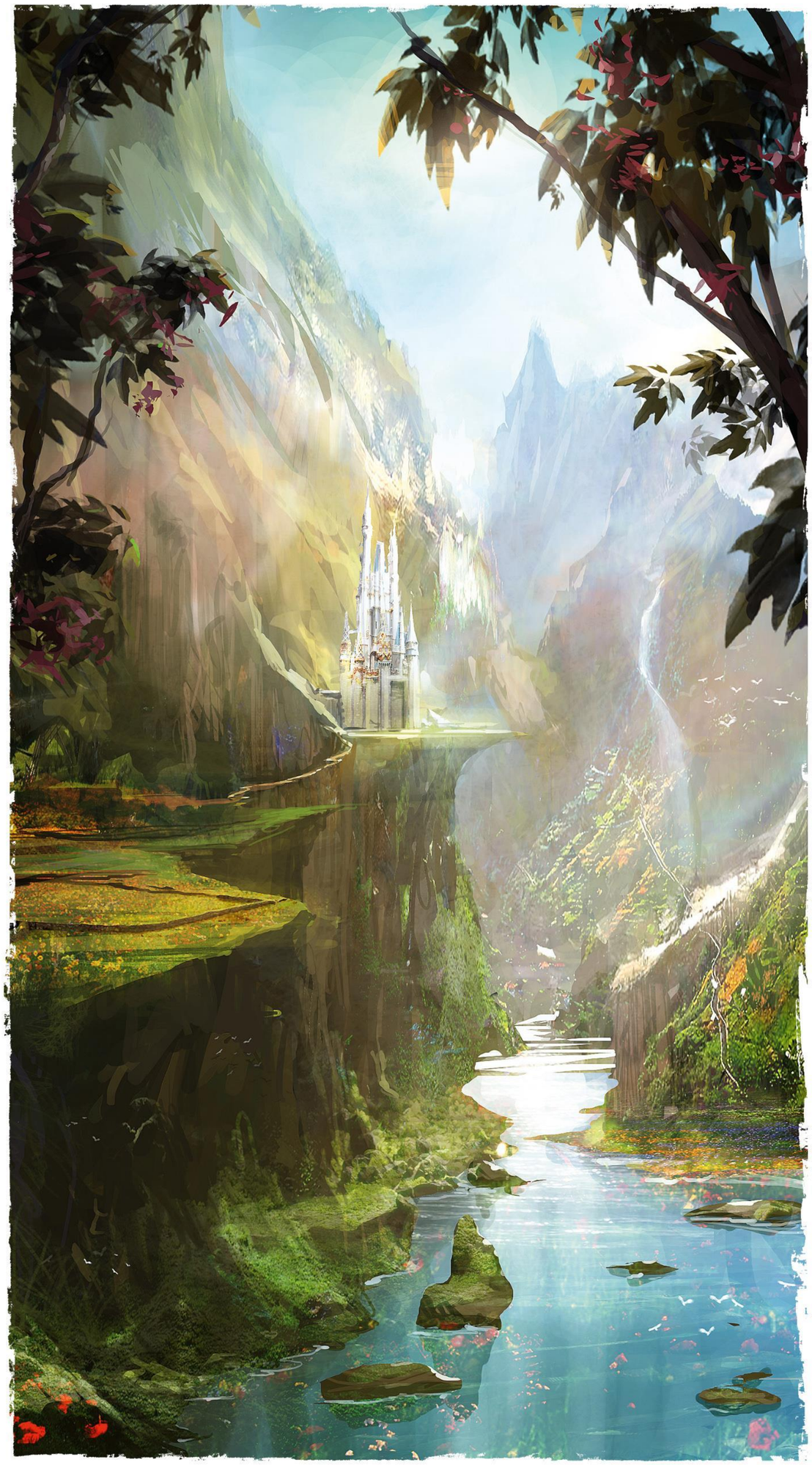


Where there is ruin, there is hope for healing. Upon the remnants of civilizations past, the new inhabitants of the world have brought the ruined cities of Kryta into new life. The Black Citadel is a makeshift metropolis of metal, home to the Iron Legion, a newly established charr faction.

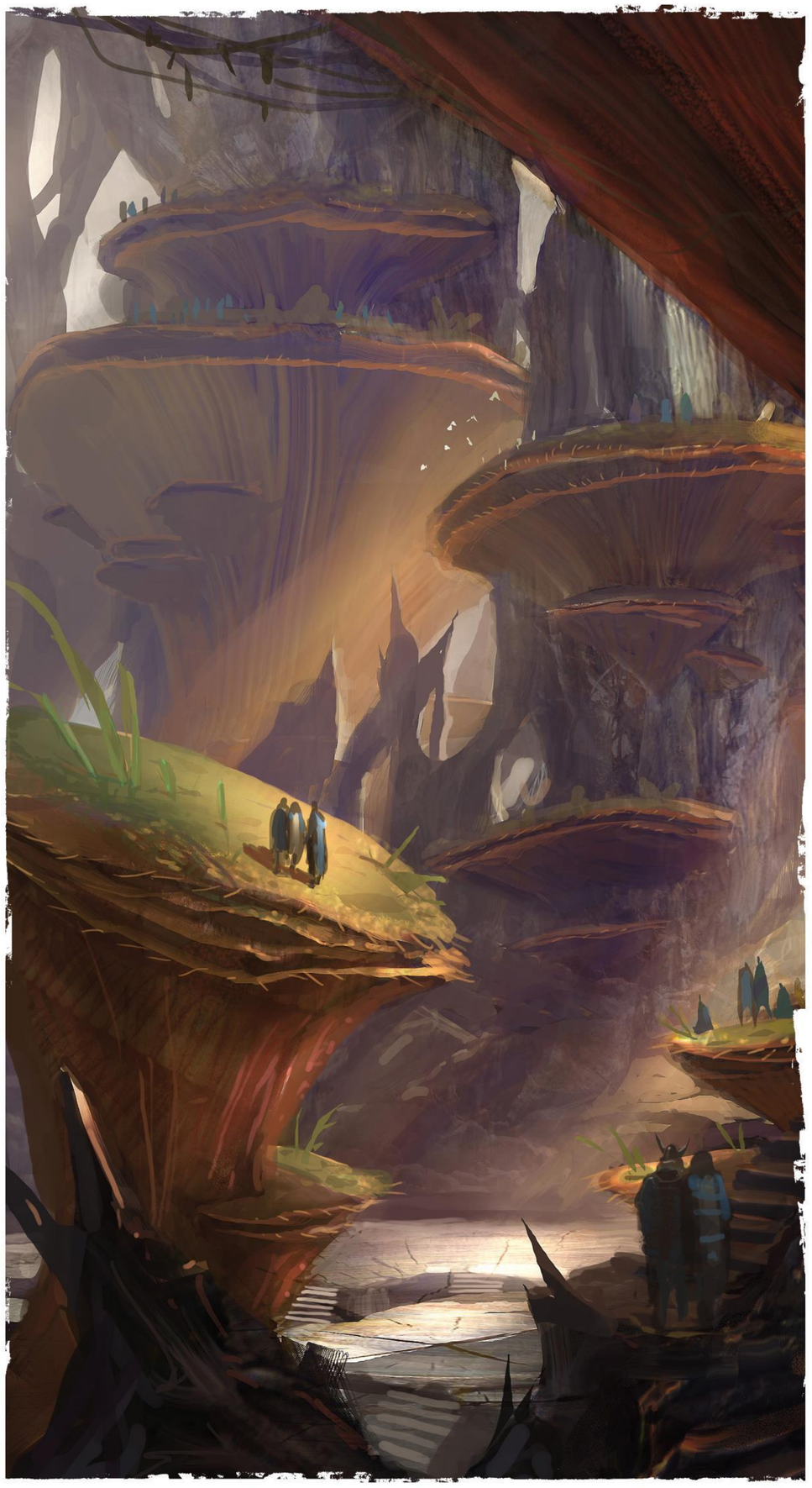
The asura have become the most developed society over the past 250 years, tirelessly working to refine their technologies. The city of Rata Sum is easily the most advanced in the known world, only surpassed by other asuran developments. The city is centered around an enormous floating cube—lifted from the ground by concentrated magic.

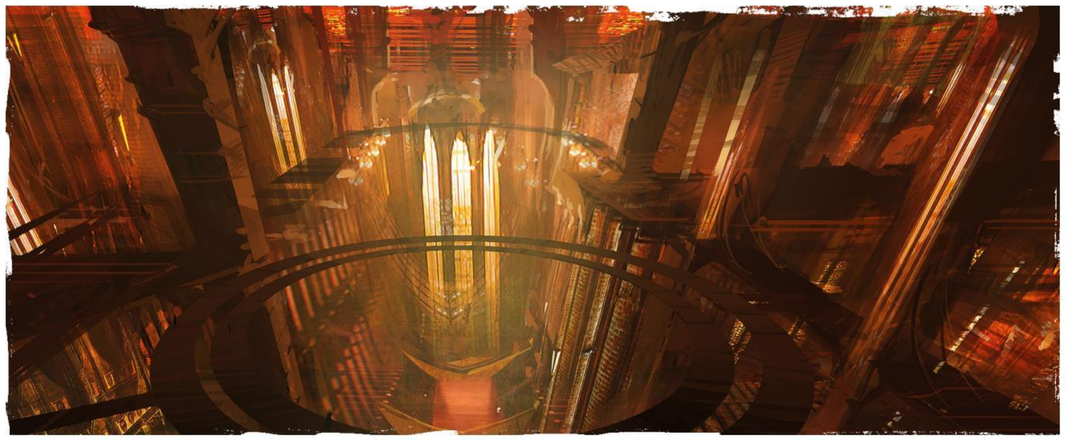


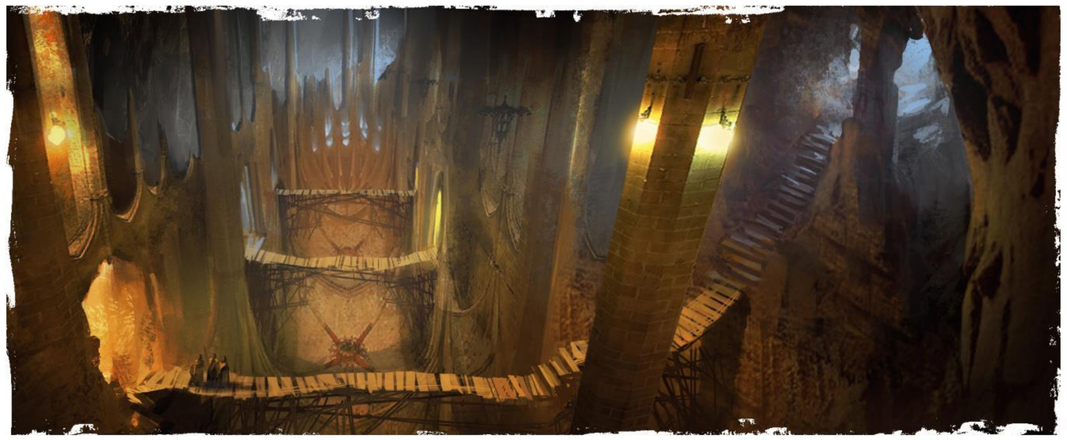
Built along the edge of a steep cliff, the city of Divinity's Reach rests to the south of the Woodland Cascades. Home to Queen Jennah, the current ruler of Kryta, it is the last true human refuge—although that does not diminish their sense of honor and glory. Its walls were built with pristine white stone. Sturdy, but radiant in the sunlight. The circular city is laid out like a clock and is divided into six primary districts, all of which surround the royal palace at its apex. It is a symbol, and a reminder, that there is always hope for regrowth.

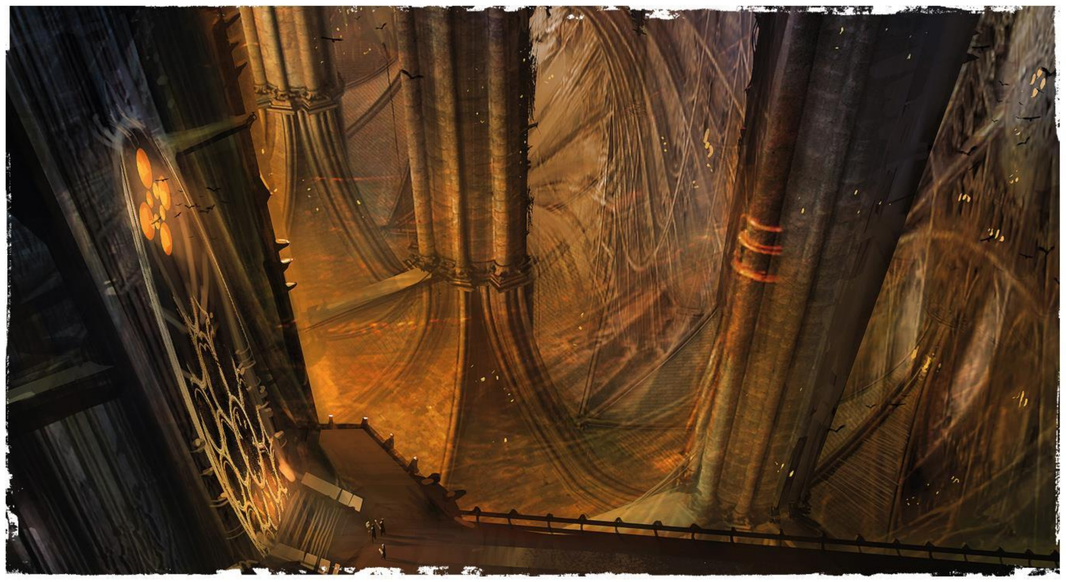


Just beyond the city gates is an expanse of wilderness. A quaint village lies on the southern edge of Kessex Hills, guarded by a mysterious floating tower—to the west, hidden away in Lornar's Pass, one can find an ominous portal that leads to the realm of the dead. Mysterious and mystifying, the land is rich with magic.

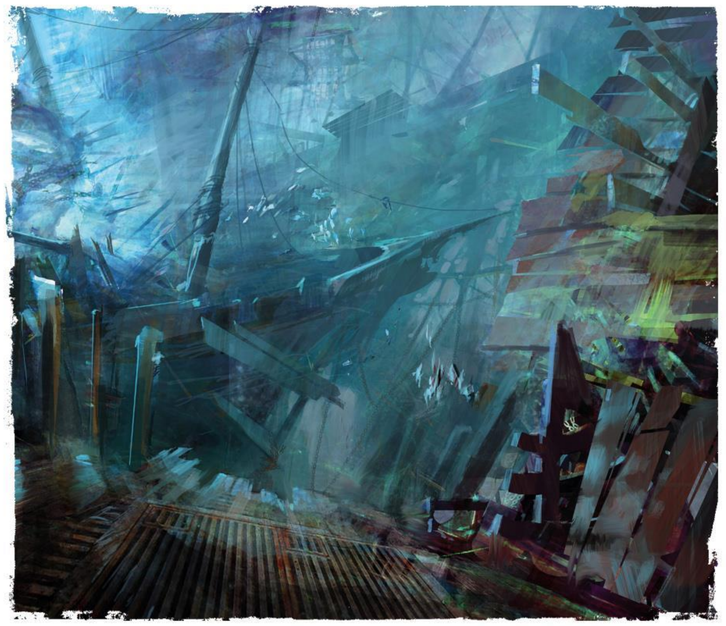


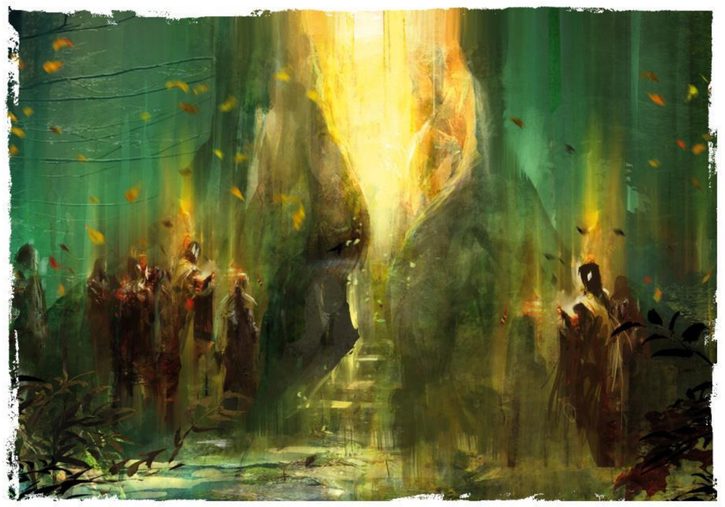






A maze of catacombs rests beneath the city streets of Divinity's Reach, filled with crypts and well-protected secrets. Very few have permission to wander these corridors, though it is said that the Shining Blade's headquarters is hidden somewhere within.





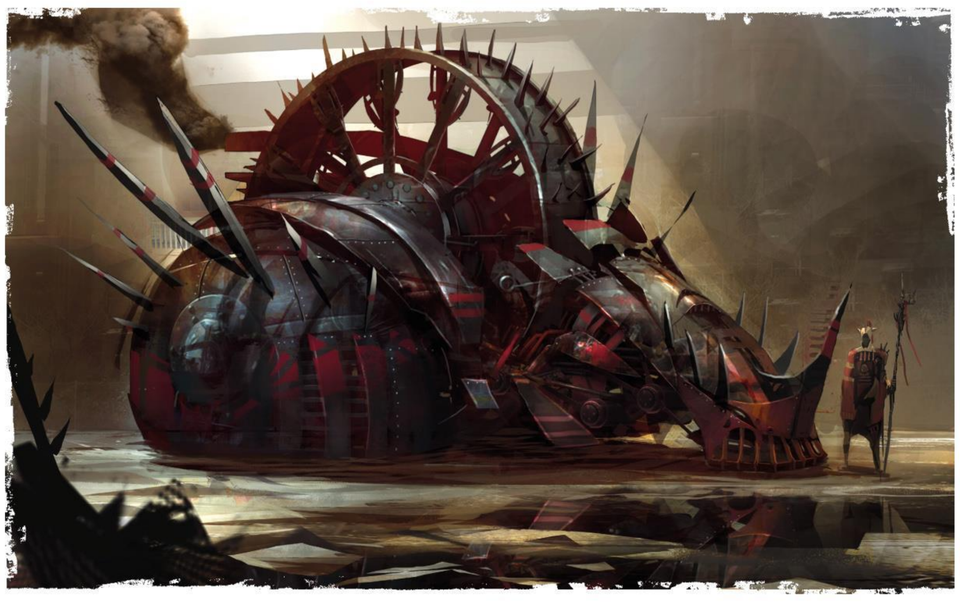
Whether to recognize the defeat of a dragon, the changing of seasons, or the awakening of a sylvari, in a world where pain is too easily accepted, Tyria pauses to celebrate the passing of time. Although a small victory, perhaps, it is still vital to rest one's sword and remember why we fight these seemingly endless wars: for a better, more peaceful sunrise.

WEAPONS & PROPS

Whether in the distinct architecture of Rata Sum or the verdant oasis that is the Grove, every plant, building, and book is filled with magic and rich with culture. From the food that the people eat to the clothing that they wear, Tyria is as diverse as the beings who inhabit the land.

Legendary weapons, such as the esteemed greatswords Twilight and Sunrise, are symbols of master craftsmanship and great wealth. To swing one through the air is to split time itself, leaving behind either a trail of darkened starlight or one of warmth from the morning sky.

A hero's preferred weaponry is as distinctive as their clothing or home. It says as much about one's fighting style as it does about one's heritage. Krytan weapons are simplistic and elegant—while weapons carried by the kodan are encrusted in a thick layer of impenetrable ice.



The charr have continued to evolve their practice in brutal warfare, building elaborate tanks, airships, vehicles, and weaponry. Their focus on such craftsmanship may be attributed to their distrust of magic, as most have turned away from the teachings of the Shamans in favor of a more pragmatic way of life.

Despite all that the land has endured, Ascalon remains cast in the colors of autumn—the trees that line the horizon are painted orange and red, igniting the sky like a warm hearth.

Human civilization has spent the last two centuries rebuilding, turning the land between Lion's Arch and Divinity's Reach into small townships and farmland. Humbled by war and misfortune, the common folk favor peace over extravagance, making the most of their limited resources.

CHAPTER SEVEN

GUILD WARS 2

HEART OF THORNS

Mordremoth was in a deep slumber beneath the earth in the Heart of Maguuma. Waiting, dreaming of a world where his presence would be feared by all. When Scarlet's drill pierced the ley line and disrupted the flow of magic, he awoke. Slowly, he bled into the minds of his children. He urged them to wake—his voice little more than a murmur whispered through a heavy storm. All of the Maguuma Jungle shook with life, restless and hungry after a dormant sleep. The call of the Elder Dragon beckoned his minions to rise, and so they did.

CHARACTERS

The latest Elder Dragon to wake posed a threat far greater than that of Zhaitan, as his assault began somewhere unexpected: in the minds of the sylvari. Loyalties would be questioned, but to challenge Mordremoth at the heart of the jungle, it would take a great display of power and willing allies. When the Pact Fleet was annihilated, many of the Pact Commander's comrades were taken or killed, and those who still stood would have to fight on.

The revenant would become the ninth profession in Tyria. They are mist walkers, able to call upon spirits from the realm of the dead and channel their abilities to use in battle—such as the plague bringer, Shiro Tagachi, and Mallyx the Unyielding.

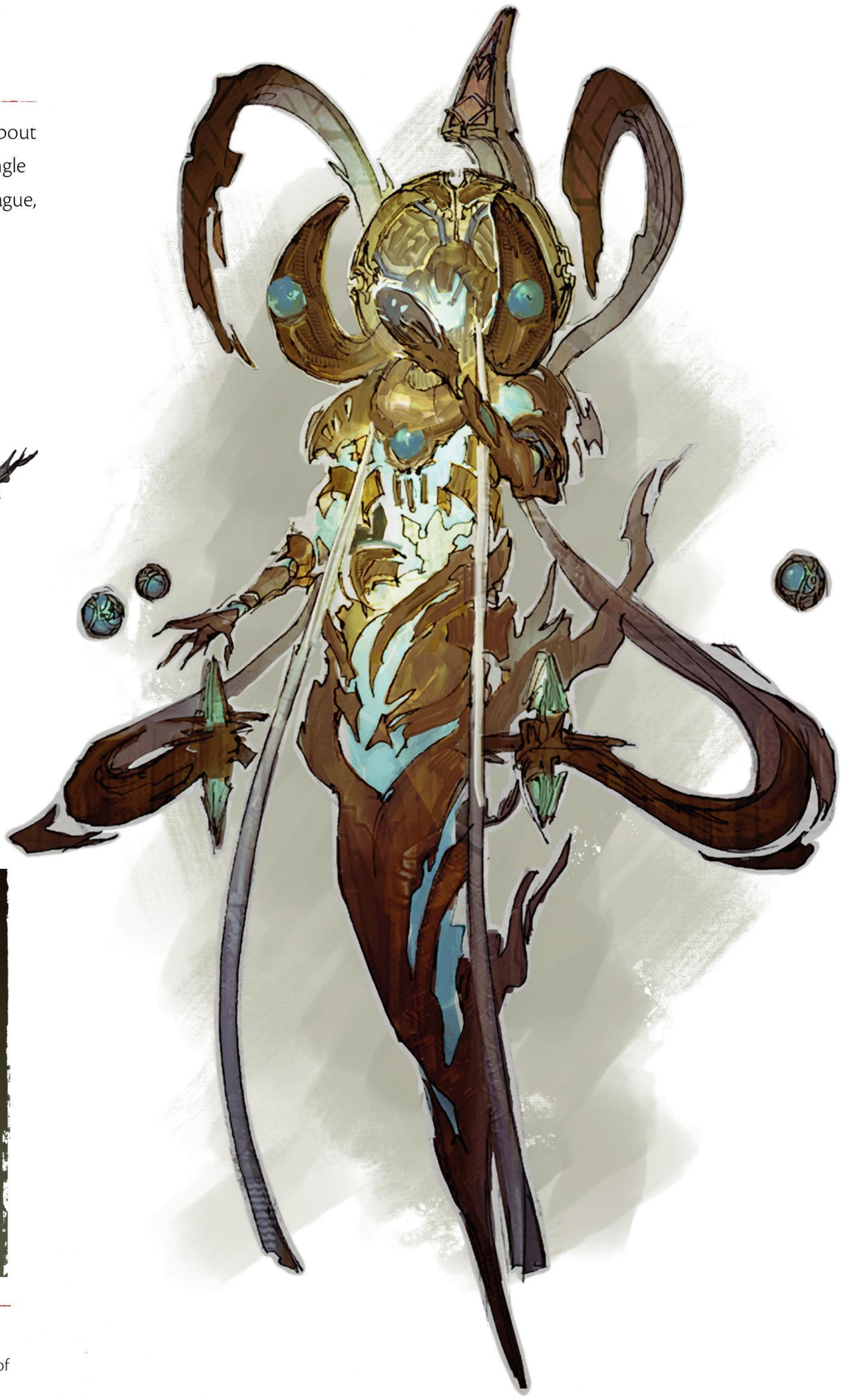
A hero is as powerful as their guild—a band of comrades and friends with a shared goal or ambition. Together they face trials and seek out adventure, overcoming difficult tasks that require a great deal of cooperation. One's guild may be a symbol of status or a reflection of allegiance.

It takes adept skill and practice for one to conquer great power. Elite specializations were introduced in *Heart of Thorns*, allowing each of nine core professions to concentrate on new abilities and attributes. An elementalist could choose to become a tempest, allowing them to wield warhorns and release powerful blasts of magic—while a mesmer could become a chronomancer, granting them the ability to manipulate the passage of time itself through the use of wells. Dragonhunters, particularly strong guardians, lure their foes with traps. Each of these new concentrations makes for uniquely engaging combat, as more specializations would be introduced with time.

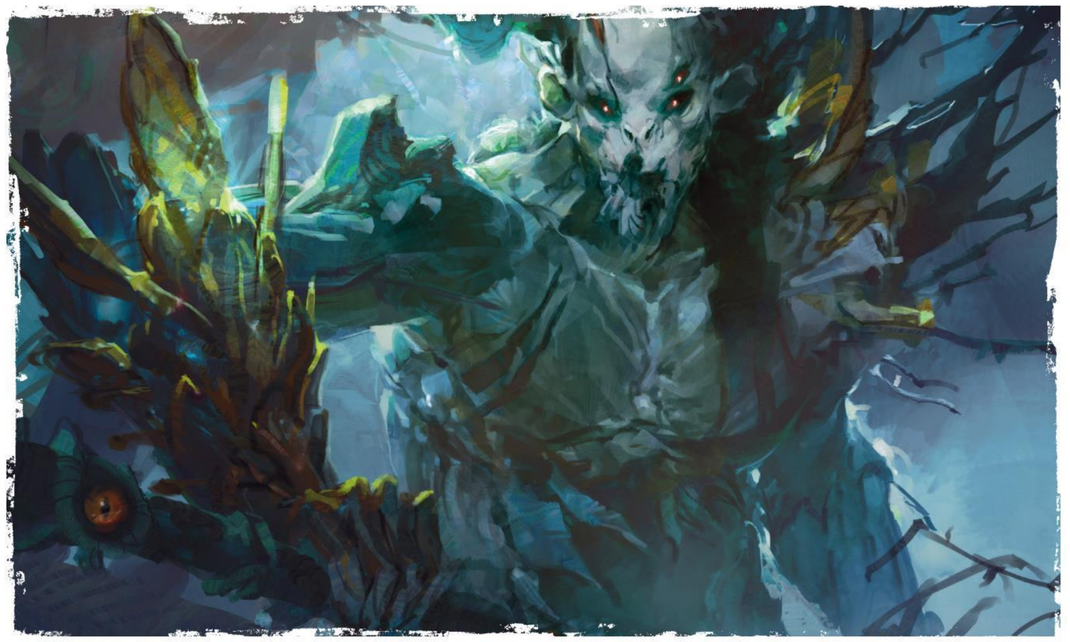
CREATURES

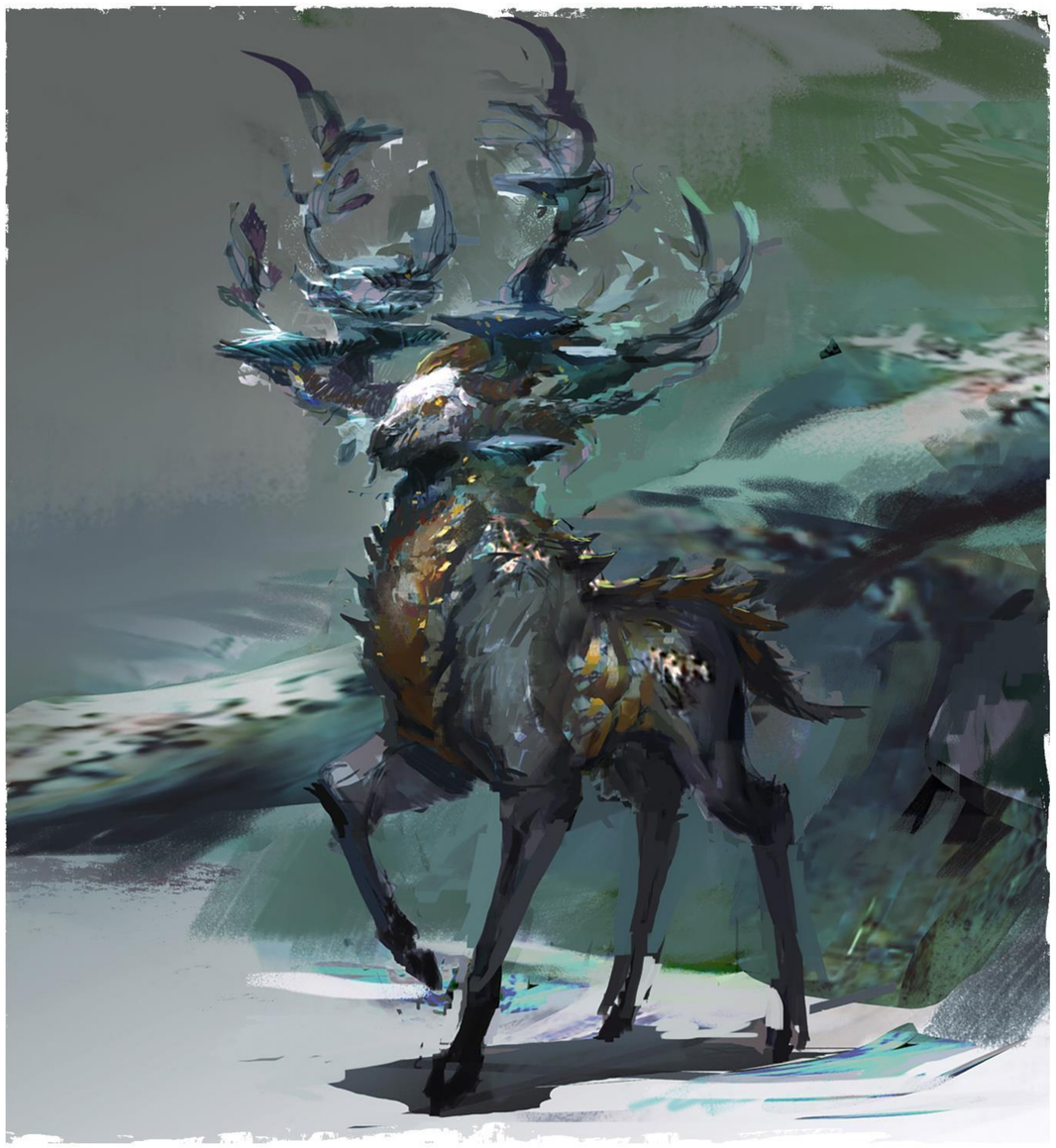
The jungle is filled with foes far more vile than any found in Kryta. Saurians parade about the airship wreckage, and toxic mushrooms linger in the foliage. Bengals stalk the jungle trails, hungry and thoroughly savage. Mordremoth's minions carry his ill will like a plague, hunting down members of the Pact while they trek through the jungle's depths.

Once human, the Exalted were tasked by the Forgotten with protecting Glint's legacy. They are heavily imbued with ancient magics, making them adept spell casters; they are protected by a thick, gilded layer of enchanted armor and are invulnerable to an Elder Dragon's corruption.



Wyverns rule the Maguuma Jungle, favoring the lofty canopies of Verdant Brink over the chaos down below. These winged beasts are ferocious, often possessing certain elemental abilities. Creatures of their habitat, they try not to drift too far from the sky. Although they are quite average in size compared to the other reptilian beasts found in the jungle, their matriarchs and patriarchs are enormous—they should not be approached without having completed the appropriate preparations.

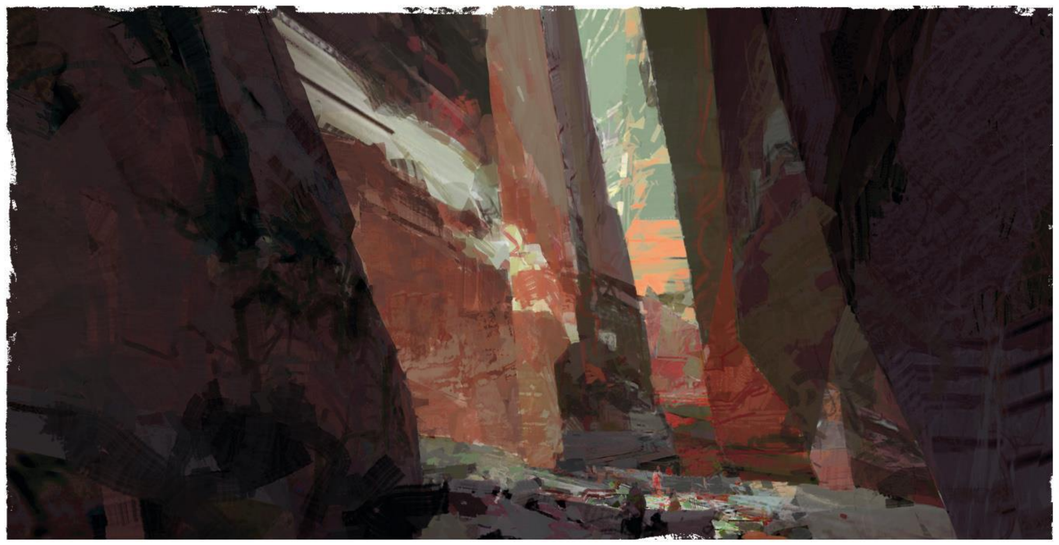


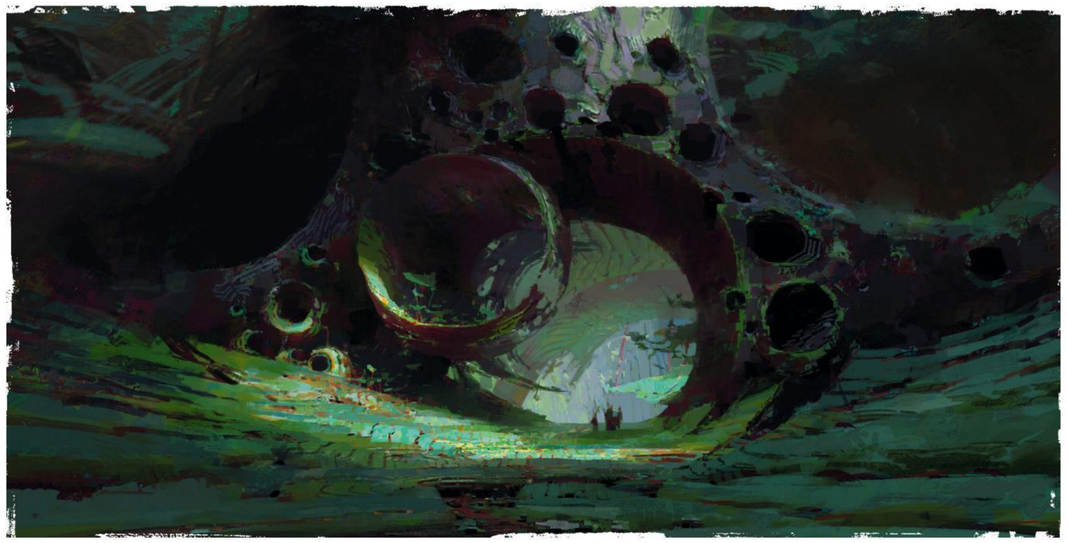


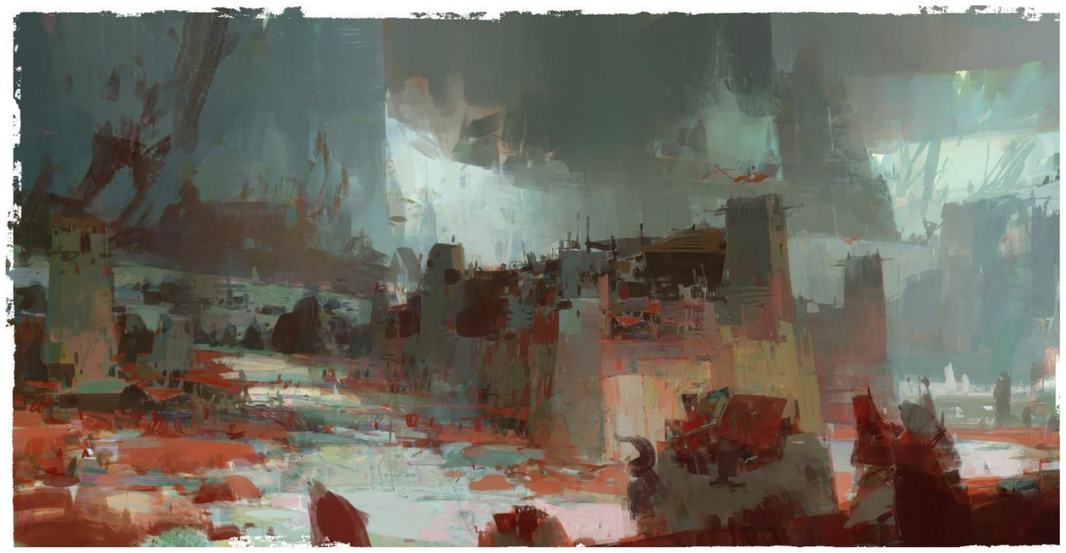
Mordremoth's invasion began long before the rest of the living world was made aware of his presence—but his reach began with the Blighting Trees. They are malevolent and imposing, birthing his minions, the Mordrem. Much like the Elder Dragon himself, they are plant-like and writhing with malice.

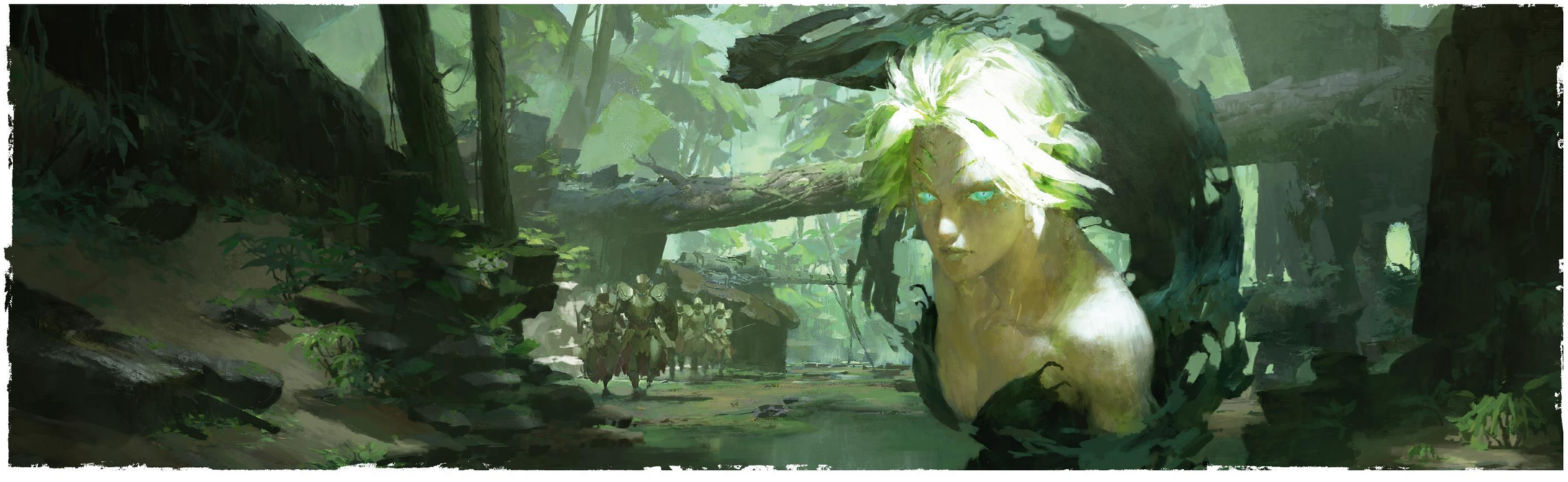
ENVIRONMENTS

Filled with secrets as old as the gods themselves, the Heart of Maguuma is ruthless. The winding expanse has been left largely unexplored until now, filled with poisonous flora and enemies just as potent. With the release of the ley energies and the waking of Mordremoth, the Pact was forced into this unfamiliar territory. The pursuit would make for an unforgiving passage, and not all would survive the journey.



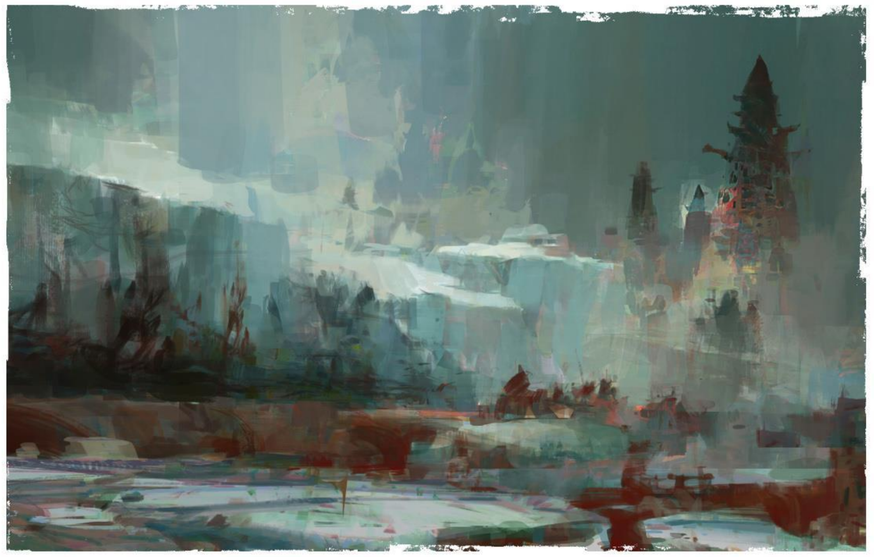






Before Mordremoth's onslaught, the world didn't know that the Pale Tree was once a sapling of the Elder Dragon. She was purified, somehow, and is remarkably benevolent. She sought to protect her young from the grasp of her maker, and so she kept the sylvari ignorant of their origin.

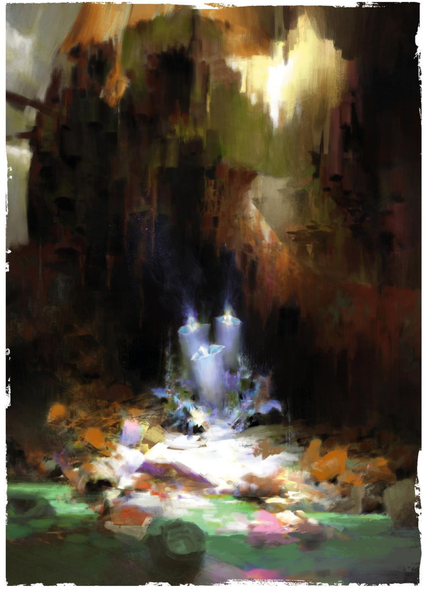
Sylvari who have succumbed to Mordremoth's influence are referred to as the Mordrem Guard. They are particularly imposing, and those who are corrupted members of the Pact have retained much of their memory and are acutely aware of their prey's war tactics. They are the Elder Dragon's most dutiful followers.

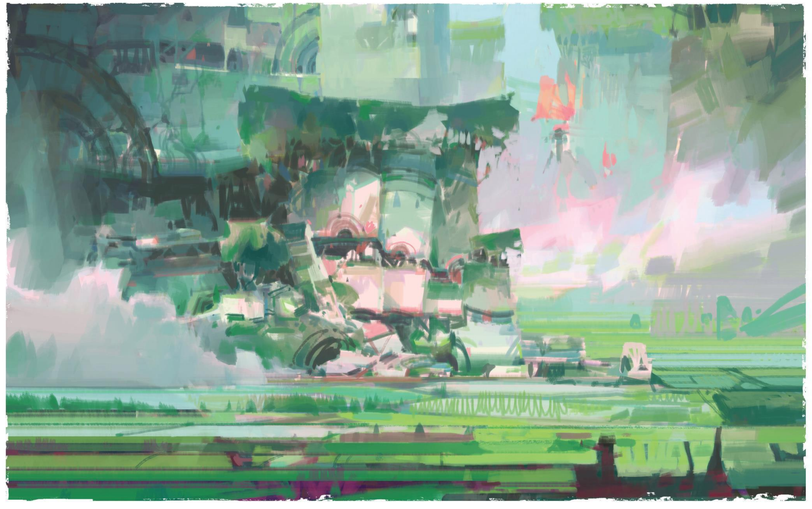


Mordremoth's body wraps around the Heart of Maguuma like a serpent, squeezing the life out of everything that falls into his trap. He possesses the ability to distort even the strongest will as he takes root in one's innermost thoughts. A maleficent deity with devastating power, he causes the earth to shudder with every breath that escapes his lips.

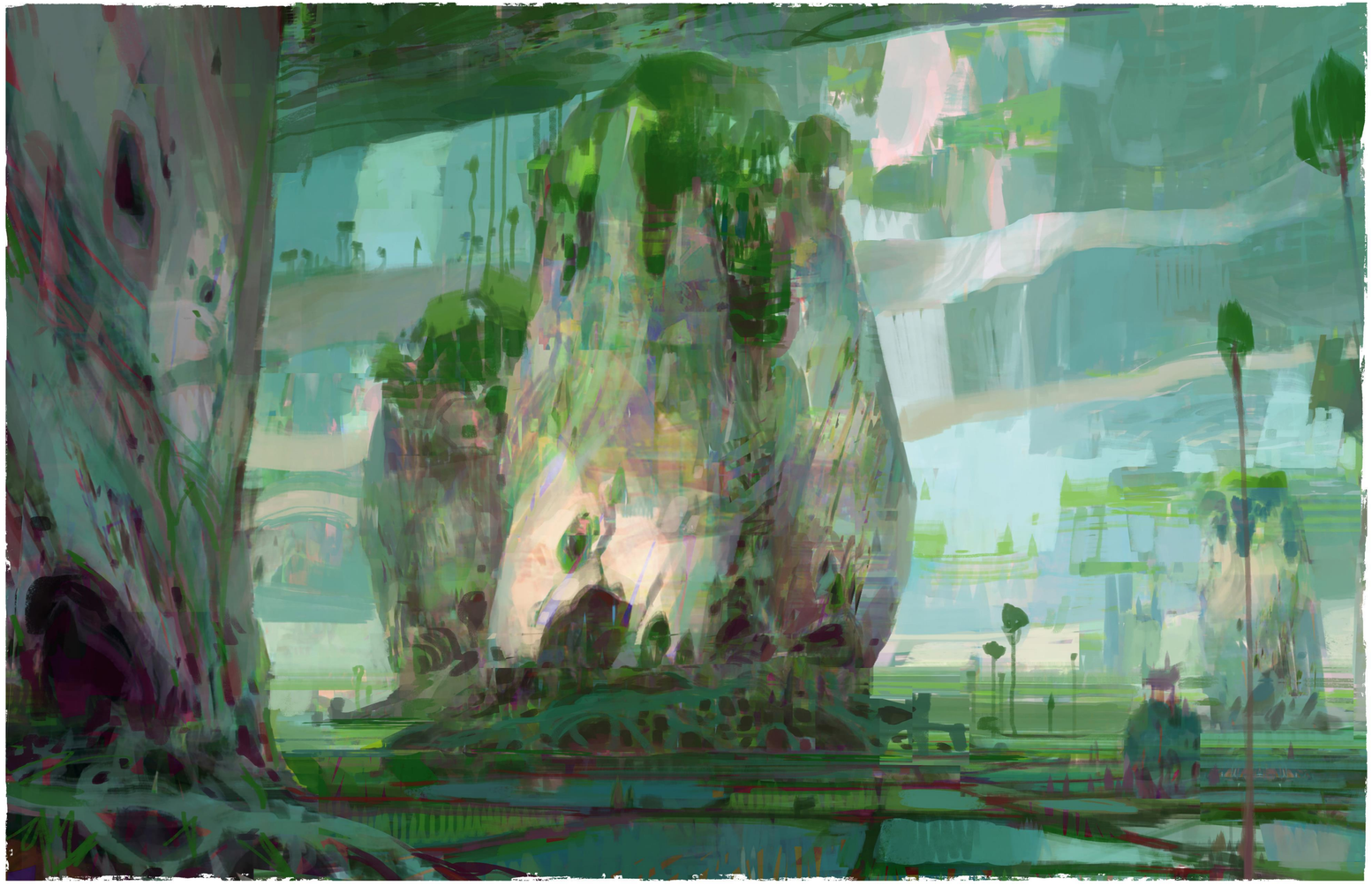
The Dragon's Domain can be found in the furthest reach of Maguuma. At its core lies the Heart of Thorns—an ancient tree that towers over the rest of the jungle. A swirling pool of caustic bile bubbles at the base of the hollowed trunk, feeding blistering pods that line the rotting interior. It houses the mind of the Elder Dragon. The air reeks of Mordremoth's corruption in this place, the source of his evil.

Tarir, the Forgotten City, is one of Tyria's best-kept secrets. The golden sanctuary is hidden away in Auric Basin, tirelessly protected by the Exalted. It was erected with the sole purpose of shielding Glint's egg and training the hatchling's future champion to counter the threat that the Elder Dragons would pose—and thus save the world.





Two unique races of hylek inhabit the Maguuma Jungle: the Nuhoch and the Itzel. Although some are not as welcoming to travelers, they are otherwise quite affable creatures and acknowledge Mordremoth's terrors as abominations. The former predominantly reside in Teku Nuhoch, a small enclave of villages and wallows found in Tangled Depths, while the Itzel live in elaborate treehouses to the north of Verdant Brink.



Delicate orbs of bioluminescence cling to the air in Tangled Depths, a twisting labyrinth of endless tunnels that burrow deep into the soil of Maguuma. The environment is nearly as menacing and wicked as the Elder Dragon himself, filled with subterranean waterways and chak hives. While exploring these depths, one may come across the long-abandoned city of Rata Novus—an ancient, cavernous lab once occupied by the asura before they fled to the surface of Tyria.

CHAPTER EIGHT

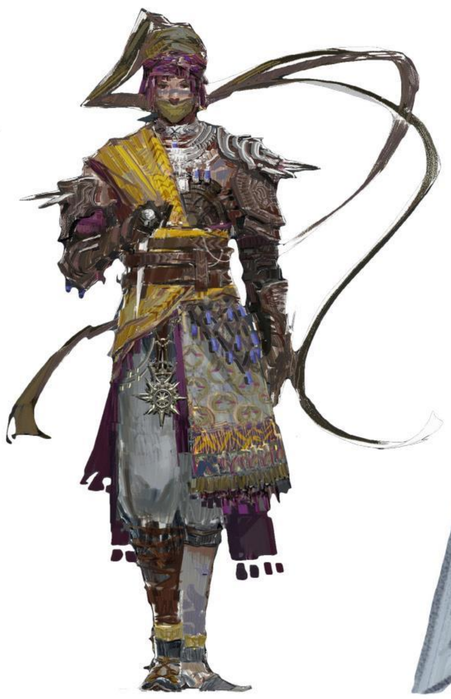
GUILD WARS 2

PATH OF FIRE

The Crystal Desert witnessed the wrath of a god once before, and it would endure that pain again. While war against Mordremoth raged on in the living realm, Balthazar sat in solitude. Stripped of his power and imprisoned within the Mists by the other five gods, he carefully plotted his revenge. With the Elder Dragons' power, he could defeat them all, he thought. It would take time to execute his plans, patience—and a wandering soul to free him from his shackles. Balthazar would leave a heavy trail of flame in his wake, and the world would suffer for the gods' betrayal.

CHARACTERS

Elona is a changed nation. Under the rule of Palawa Joko, famine is widespread, and the Elonians suffer beneath his tyranny. With the added pressures instilled by the Forged presence and Kralkatorrik's growing disturbance to the east of Vabbi, the people are desperate for aid. In order to escape the undead lord and all of the troubles that burden the southern continent, refugees flee to Amnoon—one of the only liberated cities free from Joko's grasp.



The Order of the Sunspears collapsed long ago, or so the people thought. They were hunted down by the Mordant Crescent and forced to bend the knee—the rest went into hiding. With whispers of a possible resurgence, the remaining Sunspears are beginning to rise again in aid of the Pact Commander and their pursuit for salvation.

CREATURES

The undead who serve Palawa Joko dominate the Desolation while Balthazar's forged constructs wreak havoc. The desert is filled with such creatures, making safe passage nearly impossible. To counter these threats, the Elonians have tamed great beasts to carry them through the sands—as loyal as any ally in battle, a mount would prove to be as much a necessity as a blade.

The Awakened and the Mordant Crescent are the loyal followers of Palawa Joko. Whether by force or by choice, they do his bidding. The former are mummified human corpses that have been reanimated by the undead lord through cruel experimentation. While most are fiercely loyal, some have retained memories from their past lives and reject Joko's will.

Traversing the hostilities of the desert takes immense dedication and a capable mount. With the complexity of the Crystal Desert's terrain, traveling by foot is simply too dangerous and wholly inefficient. A springer can easily conquer a steep cliff side, while wide canyons are rendered child's play by the leap of a raptor.

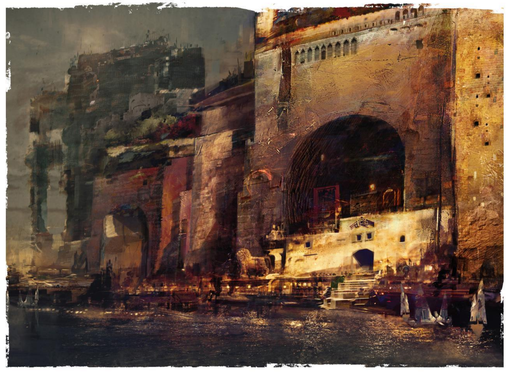
Griffons are the preferred mounts of the Sunspears, soaring through the sky at inconceivable speeds. They are noble, said to be sacred gifts from the goddess Kormir to aid her people in the liberation of Elona. Successfully taming one takes a great deal of determination, but a griffon's profound loyalty makes them glorious comrades and well worth the effort.

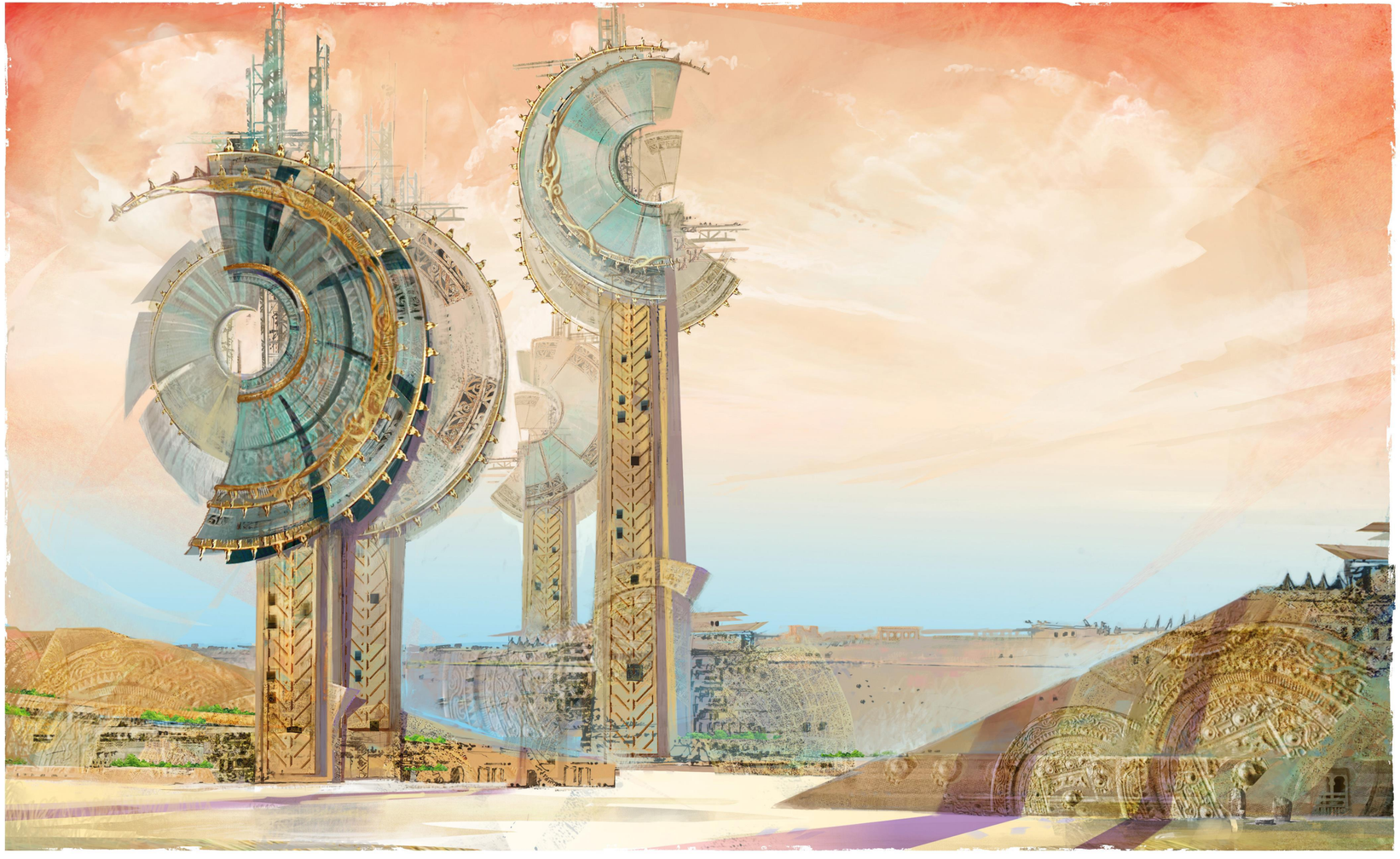
A fallen god of war, Balthazar possesses a will to seek revenge that is a force counter to nature itself. While he may appear to be just a man, Balthazar's veins run thick with magma. His minions, the Forged, are just as menacing. Resolute, he is ready to turn the world to ash simply to show those who have wronged him how far he will go in this chase.

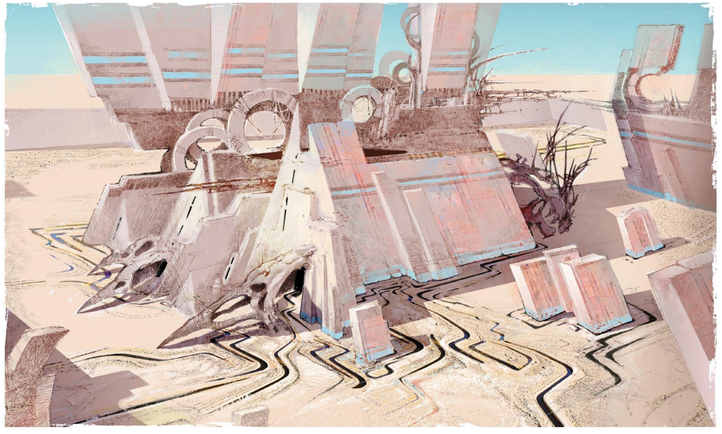
The Forged were cast by the same magics that the Forgotten used to create the Exalted. They are sculpted from dark, impenetrable metal—perfect instruments of war. Thick, eternal flames rage within like a furnace, concealing the souls of warriors past.

ENVIRONMENTS

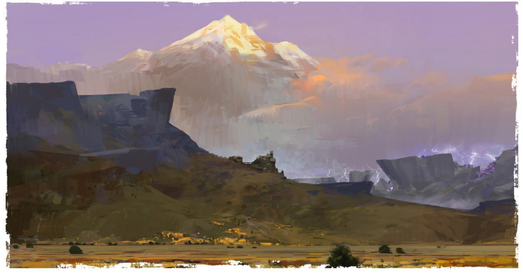
Although the Crystal Desert is a changed land, a wandering soul may find comfort and familiarity while crossing through the primitive grounds. While the land that falls to the north of the Elon River is largely free from his grasp, everything to the south lies within Joko's domain. Despite the conflicts that have left Elona in a constant state of unrest, the desert is rich with ancient magic—as old as time and eager to awake.

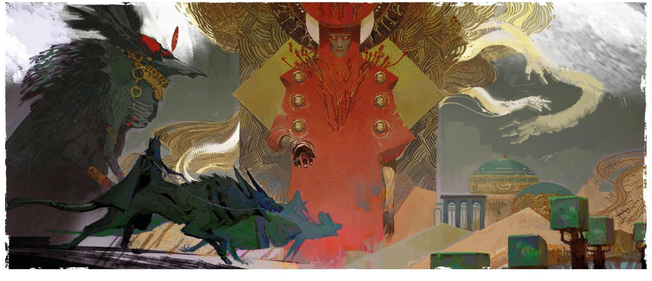






Once a small port village, the Free City of Amnoon is one of the few regions that have resisted Palawa Joko's reign. It is now a sanctuary for those defecting from the south, lined with refugee camps just beyond the city walls. It is situated beside a small inlet within the Crystal Oasis, granting easy passage to and from Kryta by ship.

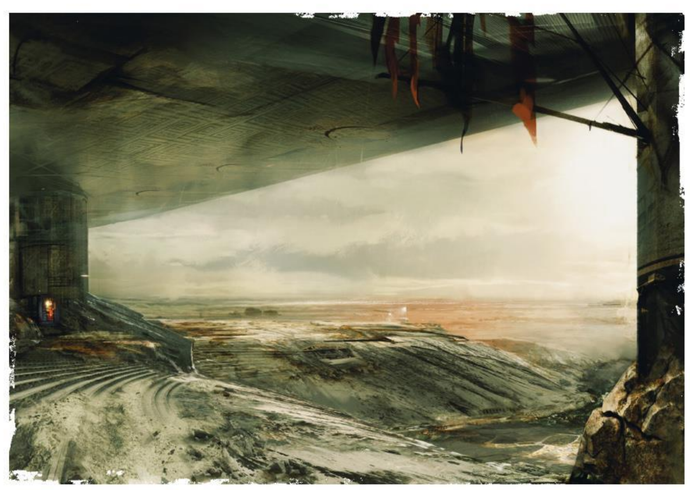


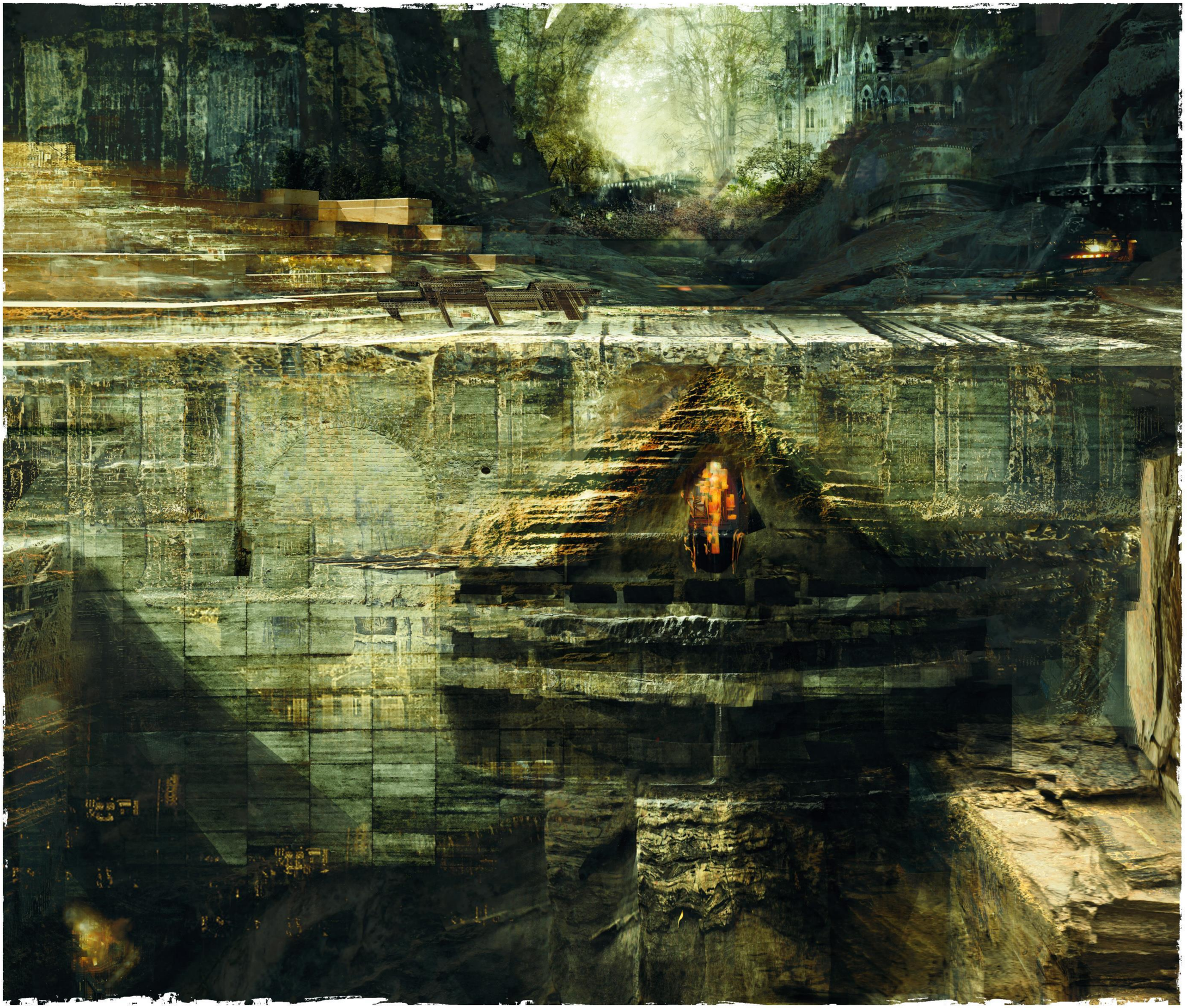


The desert shines with a golden opulence that is incomparable to anything else in Tyria. The stark land is rich with temples ravaged by time and mausoleums filled with bygone souls.

To the north, a gentle snowfall envelops the mountains of the Desert Highlands. This region connects the frigid landscapes of the Deldrimor Front to the southern continent. Unlike the rest of the desert, the Highlands are bitterly cold—covered in icy bluffs that dominate the horizon. Tucked between two peaks at the height of this range is Derelict Delve, a complex maze of dwarven mines and well-kept secrets.

Long ago, the gods performed a ritual that sealed Abaddon away within the Realm of Torment. A thick layer of sulfuric residue now clings to the air where he was struck down, making the Desolation inhospitable—and often lethal—to mortals. The hostile expanse serves as Joko's personal domain, home to the Bone Palace and an ideal training ground for his army of undead.

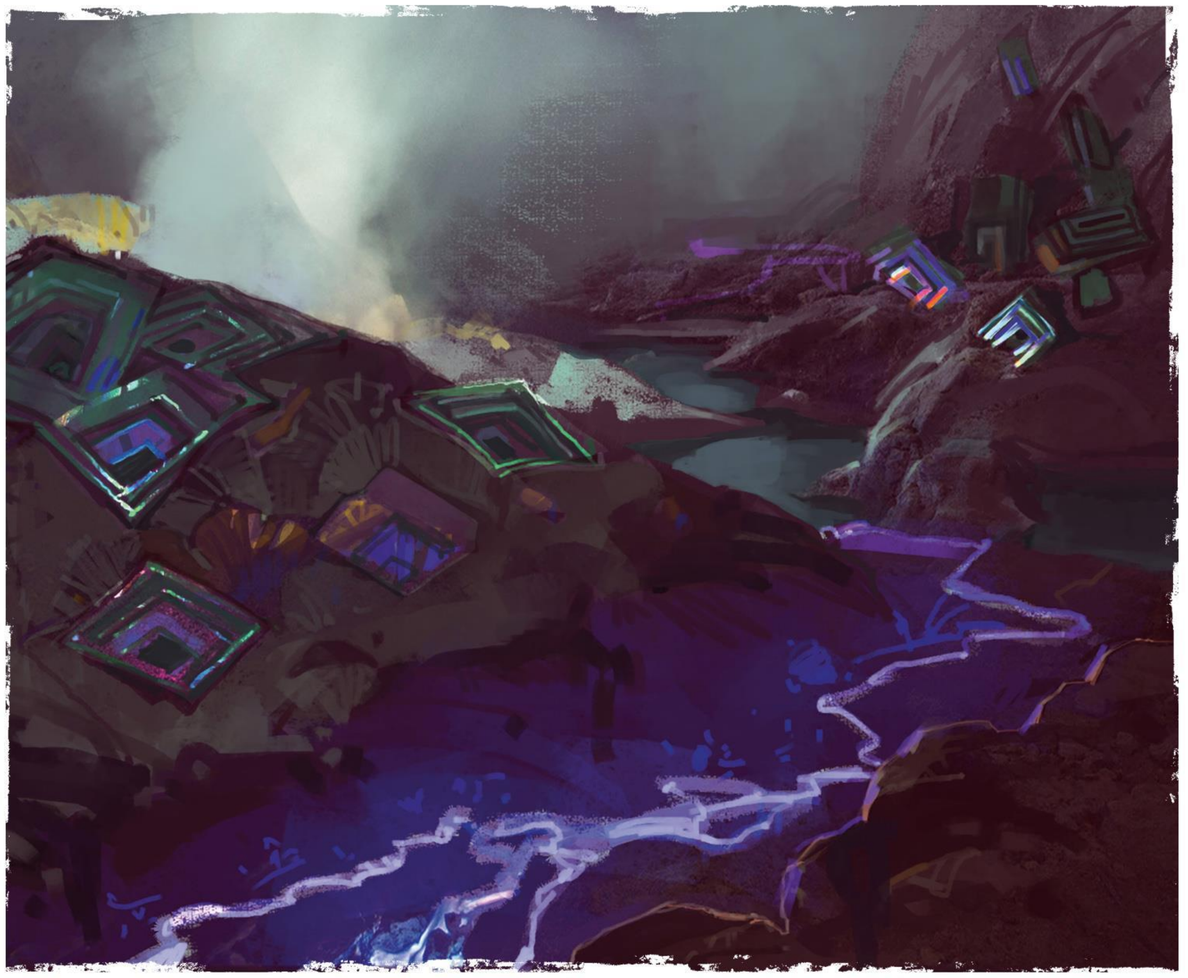


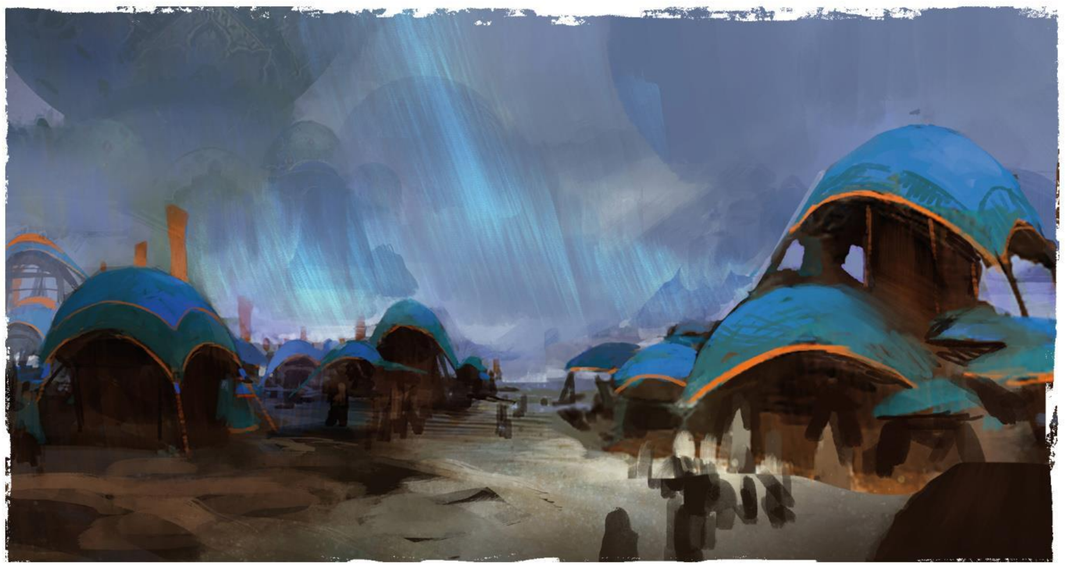


The Tomb of Primeval Kings is vehemently protected by the ghosts of fallen warriors. An ancient burial ground for the most revered leaders of Elona, it is filled with treasures and rich with history—even containing a portal to the Mists hidden away within one of its many crypts.

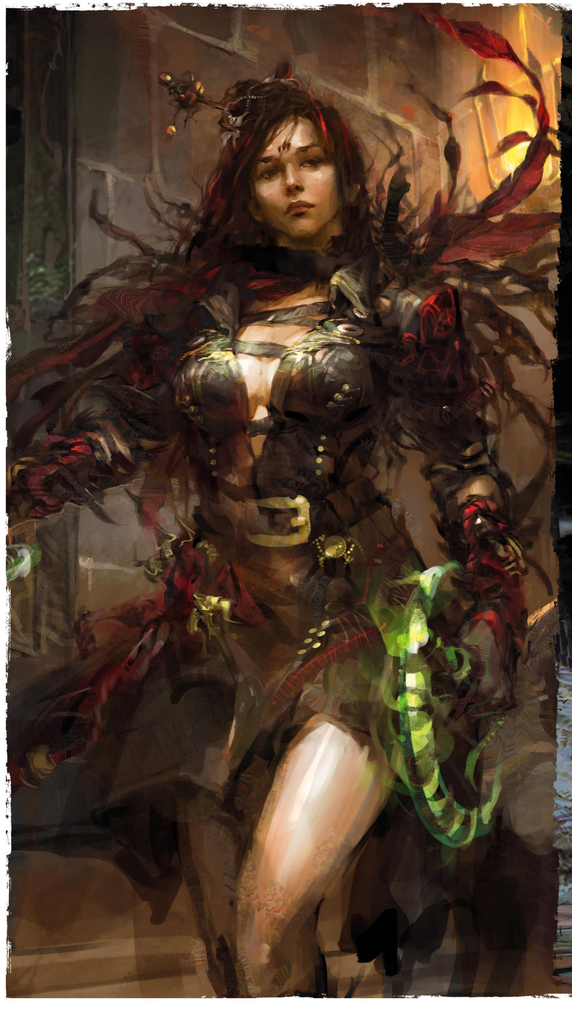
In spite of the troubles that plague the Crystal Desert, the land and its people persist. They have survived the onslaught of not one vengeful god, but two—as they would later withstand the long-lived terror brought on by Kralkatorrik's thirst for destruction. Elona endured the torment of an undead dictator, the fall of the Primeval Dynasty, and the Scarab Plague. Despite all of these troubles, though, the desert would heal. It is, like all things in Tyria, ever changing.

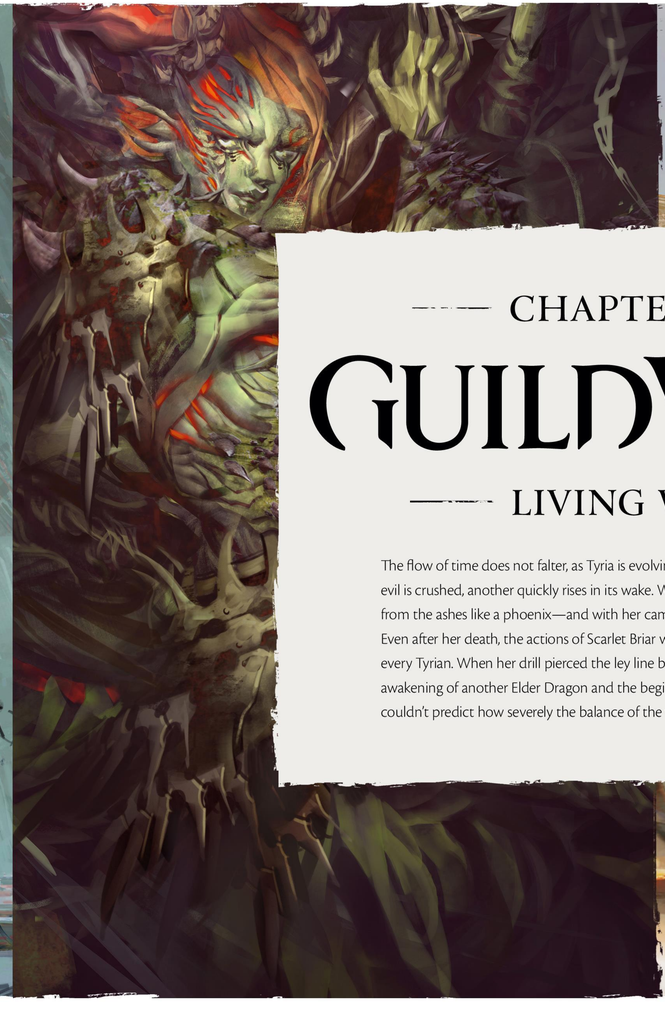
With every beat of Kralkatorrik's wings, the earth below his flight is turned to a sea of Dragonbrand—clusters of jagged crystal that pulsate with dark magic. They are almost beautiful despite being unmistakably malignant, clinging to the land like a scar from an old wound.





There is a certain peace in watching the sun set over the crystalline sands. The arid, dry landscape is coated with a cool breeze—to look up at the sky at night is akin to staring into the deepest abyss of the ocean. Such a sky blankets the desert and all that dwell there, a subtle relief from the harshness of the wasteland.





CHAPTER NINE

GUILD WARS 2

LIVING WORLD

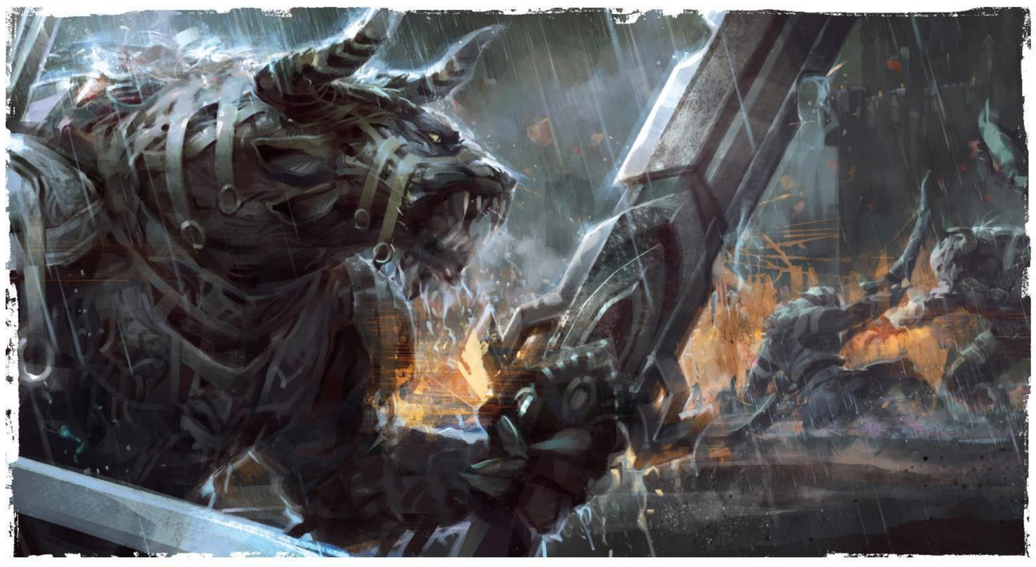
The flow of time does not falter, as Tyria is evolving with every passing moment. When one evil is crushed, another quickly rises in its wake. With the defeat of Zhaitan, a new threat rose from the ashes like a phoenix—and with her came a chaos that the world would never forget. Even after her death, the actions of Scarlet Briar would send a tremor through the heart of every Tyrian. When her drill pierced the ley line beneath Lion's Arch, she left one final gift: the awakening of another Elder Dragon and the beginning of a new era of darkness. Even Scarlet couldn't predict how severely the balance of the world would change in that moment.

CHARACTERS

In order to conquer the threat of Scarlet and all who would follow, a new cast of heroes join the Commander in the pursuit of peace. Rytlock Brimstone, Taimi, Marjory Delaqua, Kasmeer Meade, Braham, and Rox are but a few of these champions. Together they formed Dragon's Watch, a guild dedicated to subduing the rise of the Elder Dragons and all who would threaten their world. Although their focus would change as time introduced new challenges, their valor and loyalty are unflagging. In a world where great loss seems commonplace, having such allies is a necessity.

CREATURES

Mordrem bled from the Heart of Maguuma like a festering wound, emerging like weeds to welcome their god—the Elder Dragon Mordremoth. Such beasts would arise everywhere, harbingers of their master's ill will. A new pantheon of wicked creatures to wreak havoc in Tyria, following Scarlet's legacy of torment and evil.



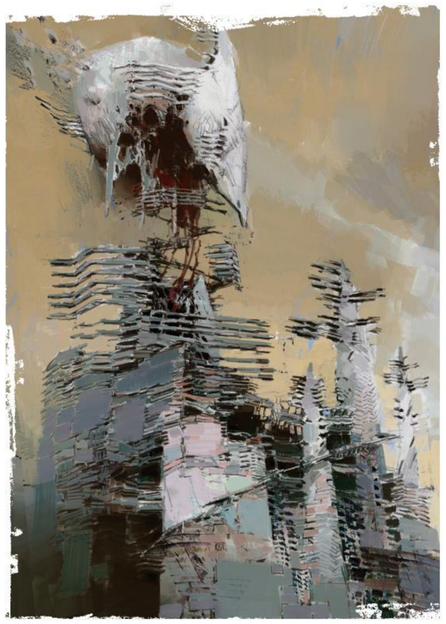
The mursaat were once a fabled race of occultists, possessing the ability to travel between the living realm and the Mists. Lazarus was the last of them, and with his death they would forever be extinct.

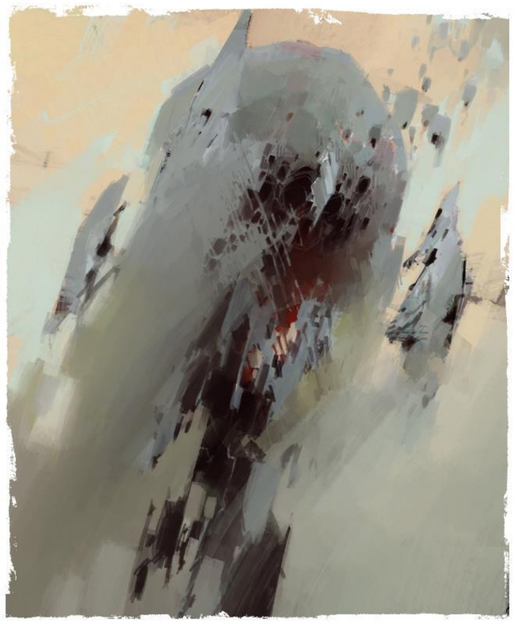
Tequatl the Sunless is the only remaining champion of the Elder Dragon Zhaitan. Like all of his minions, Tequatl reeks of death. Without Zhaitan's influence, he lays waste to the Splintered Coast—tormenting the hylek and the researchers who inhabit the shoreline of Sparkfly Fen. Despite Zhaitan's demise, however, Tequatl continues to evolve, although it is unknown whether this evolution will continue or how dangerous he will become.

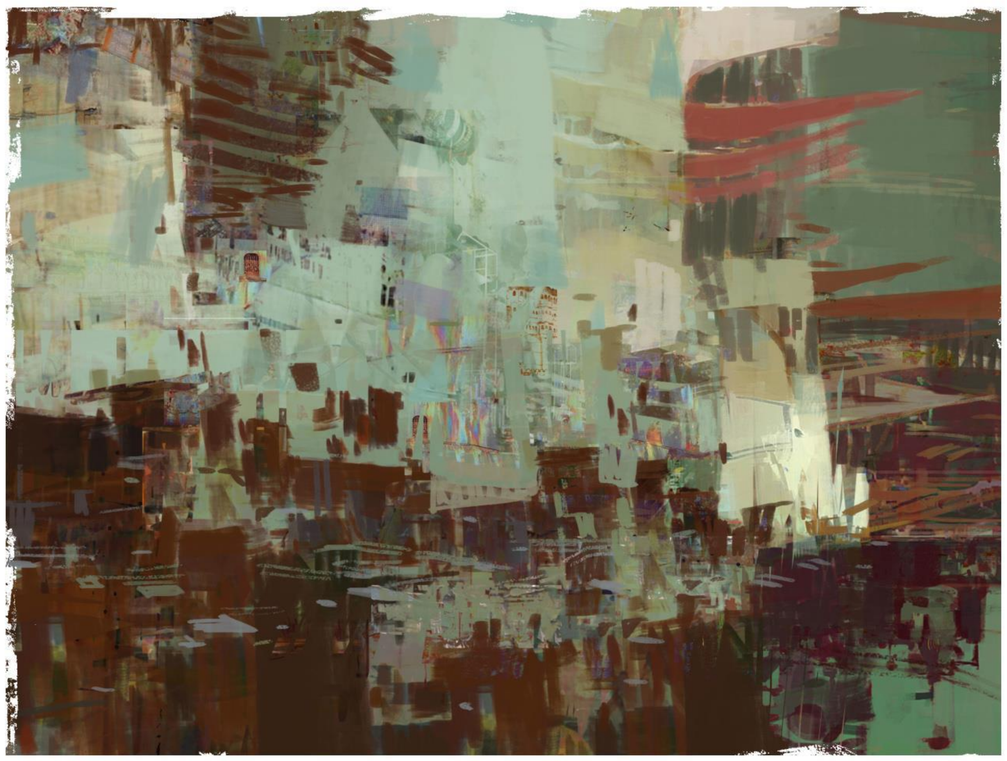
Hidden within the darkest hollow of the Woodland Cascades, the Bastion of the Penitent waits in silence for an unsuspecting party of travelers to brave its halls. The long-abandoned jail is guarded by a demonic presence named Deimos—a beast that thrives on the torment of withering souls. Only the bravest of champions dare step into the realm of this walking nightmare.

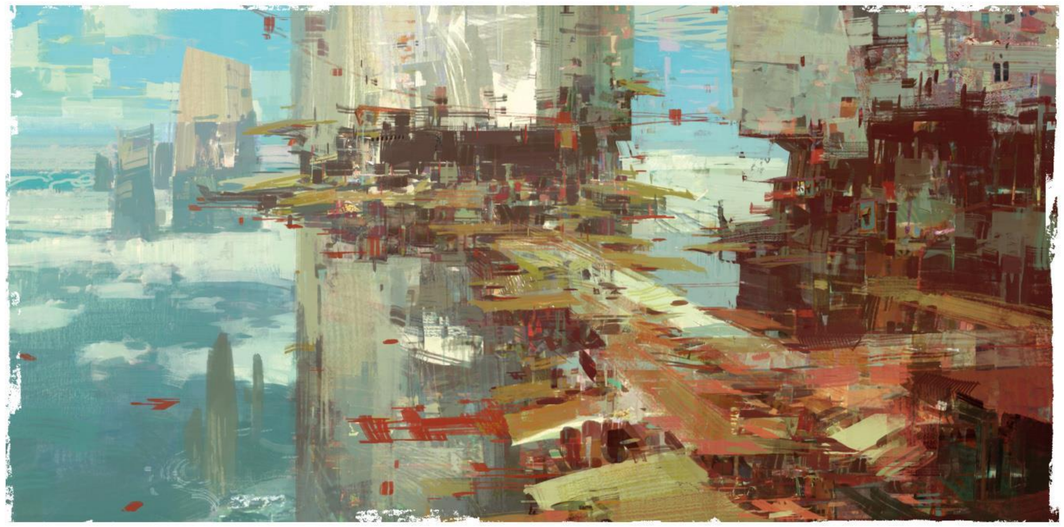
ENVIRONMENTS

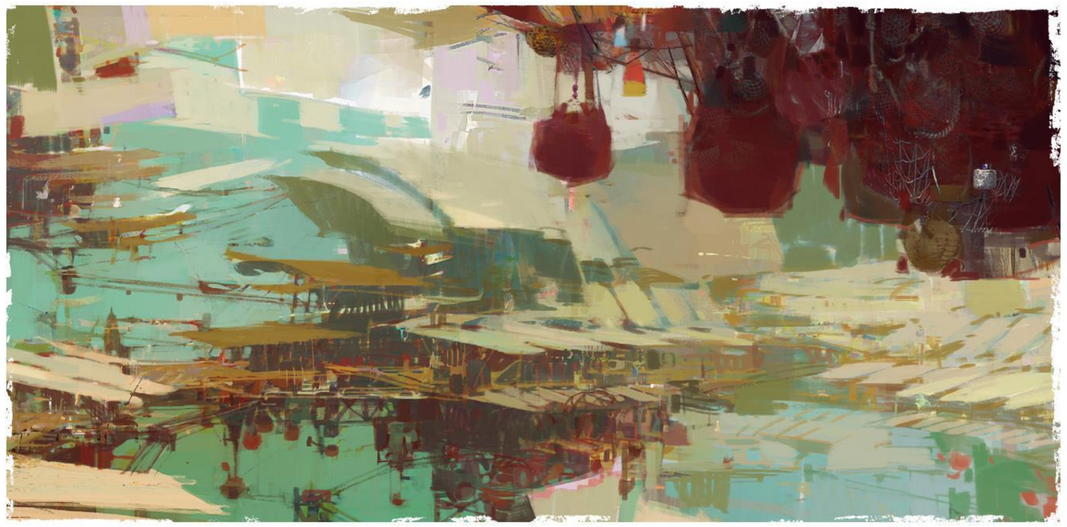
With the awakening of the Elder Dragons, change is imminent across the land. Like a weed, persistent and invasive, Mordremoth stretched his grasp far beyond his domain of the jungle as he began his onslaught against humanity in the Silverwastes—a dry, arid expanse of rock and sand. He took root in Maguuma, beckoning the other primeval forces to wake. Kralkatorrik stirred in the south, leaving a trail of crystal and Brand with every beat of his wings. While hidden away in their kingdom of snow and ice, Jormag sat in wait, watchful and observant of what would happen next.

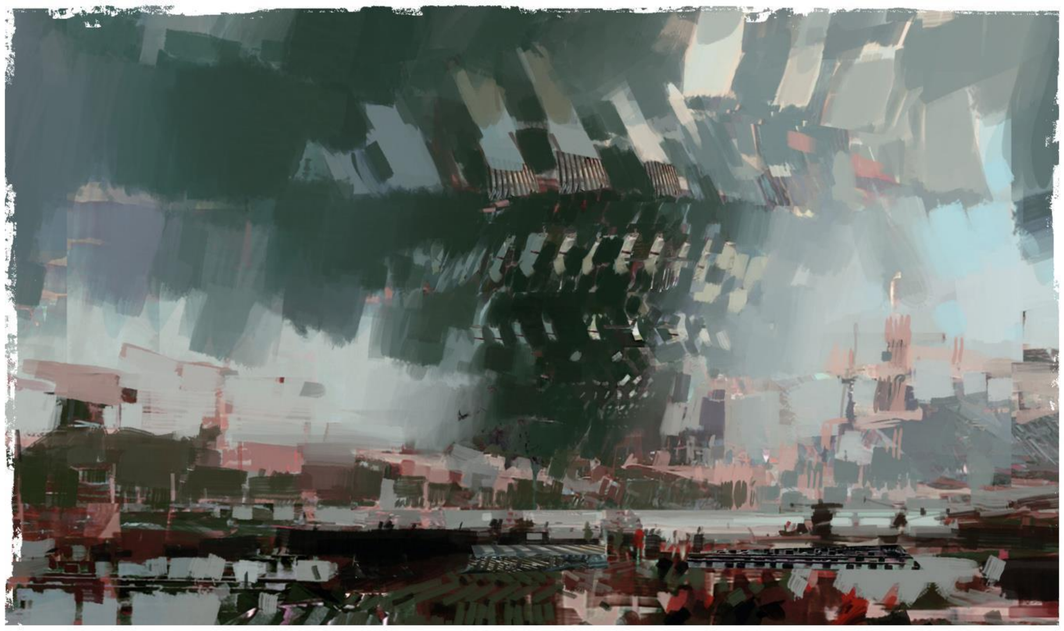




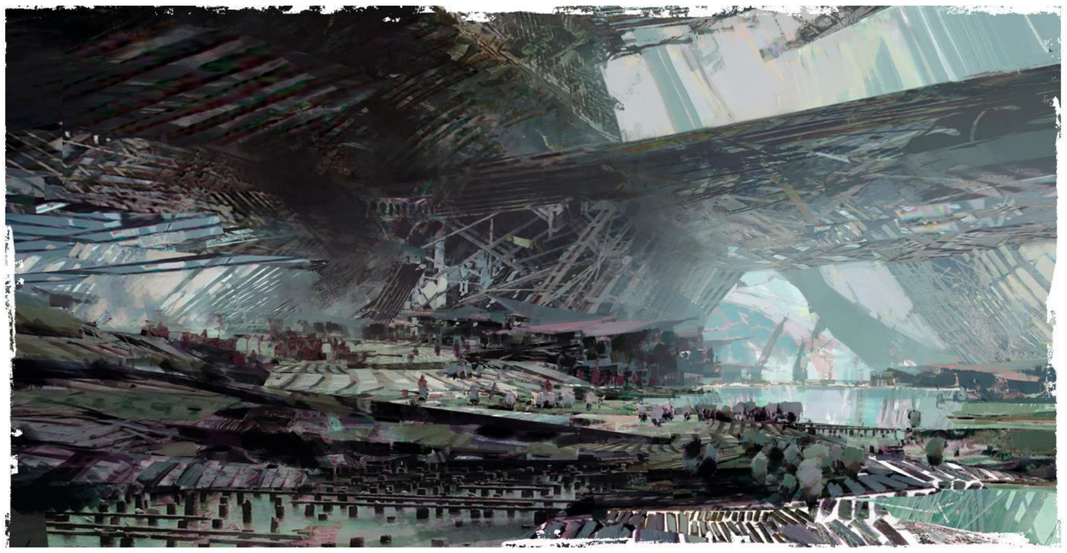


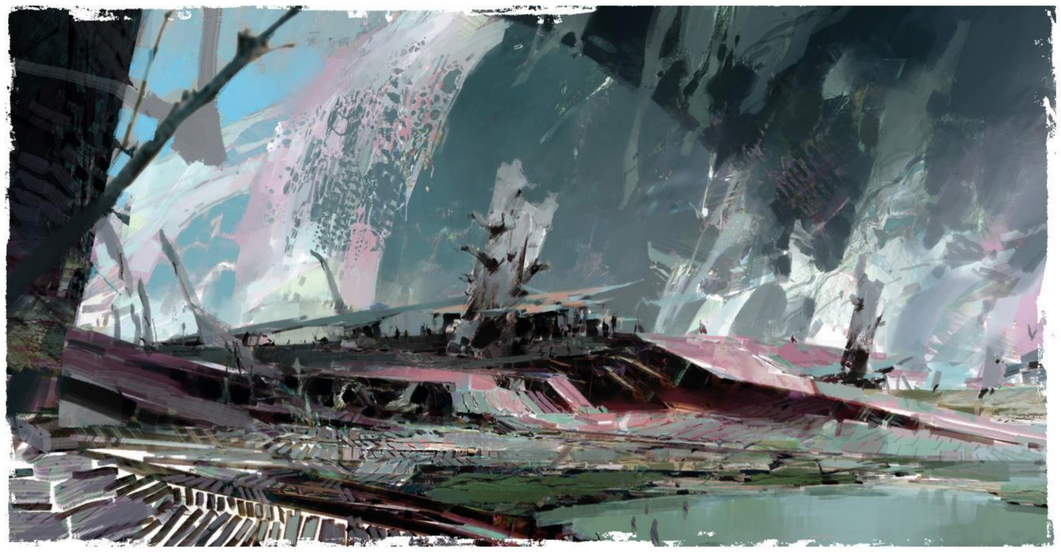


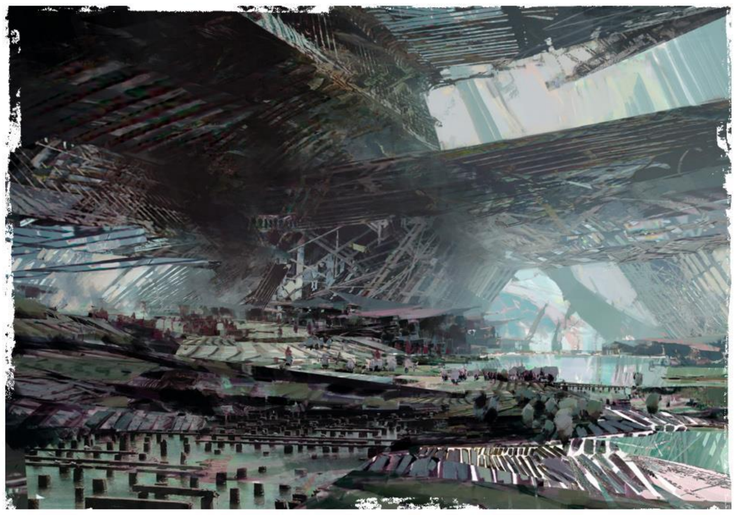


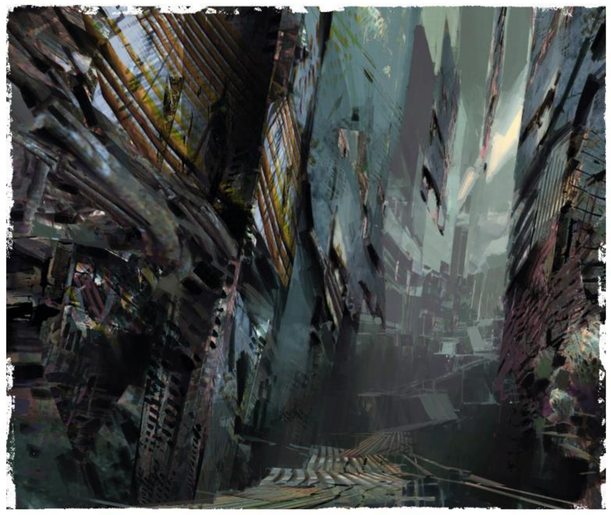


The Zephyrites celebrate tranquility and peace. Worshipers of Glint, they are a nomadic people who live atop floating sanctuaries that are carried through the skies by the power of the Aspects. Their primary vessel was known as the Zephyr Sanctum—although it would meet an untimely demise. Each year, the Zephyrites dock in the Labyrinthine Cliffs to celebrate the Festival of the Four Winds. They are vital allies, despite their otherwise neutral standpoint on current affairs.

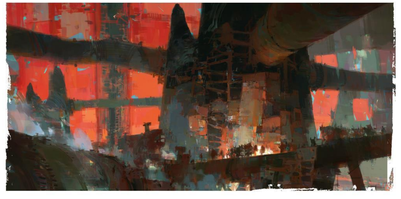
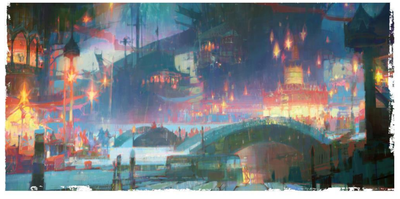
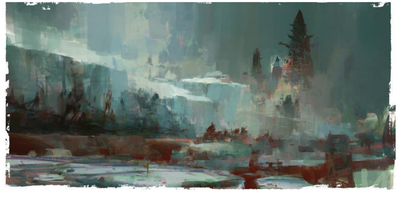


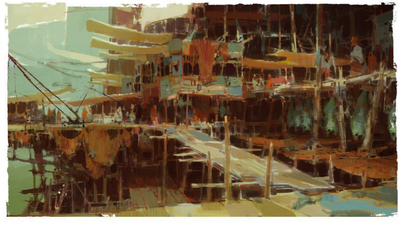






Before Scarlet wrought terror in Kessex Hills, the countryside was tranquil—save for a few bandit camps. A sheen of toxic fallout now clings to the air in the Nightmare Tower's wake, and the rolling hills are littered with creatures corrupted by the vile energies imbued into the earth. Remnants of Scarlet's wicked game protrude from Viathan Lake like a knife sticking out of a wound, keeping both the land and its people from healing.



The Sea of Sorrows has been largely unexplored since Zhaitan caused a cataclysmic tsunami to break over the shores of Tyria, flooding Lion's Arch and other areas bordering the Tarnished Coast. The discovery of Southsun Cove was shocking, really, as the island is unlike anything else—lined with crystal-white sands, but also filled to the brim with a peculiar race of crustaceans called the karka. Once the Ancient Karka, the largest of the lot and by far the most hostile, was subdued by the Lionguard, the island was quickly turned into a travel destination.

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