



Guild Wars Mission List

An Online Games Your Way Guide
by
Online Gamer Richie

<http://www.online-games-your-way.com>

Before we get started a few quick things.

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Online Games Your Way Quote's

“Everyone Was a Newbie at Some Time”

“Being a Jerk doesn't mean your leet, just means your a Jerk”

About the Author



Hello I'm known as Online Gamer Richie.

I've been playing Guild wars for over four years and gaming in General for as long as I can remember, and have accomplished many things. At the moment I stand at 50 points in my Hall of monuments and plan on getting GWAMM.

I'm also the creator of www.online-games-your-way.com. I have played many games including: Guild Wars, World of Warcraft, Lord the Rings Online, Dark Ages of Camelot, Everquest, and many others.

I created this guide to help new and old players alike get there, Hall of monuments statues with less frustration.

I hope you enjoy the guide.

Thank you and
As Always
Play The Game Your Way

Introduction

Welcome to Guild Wars Mission list. Before we get to the Mission list itself.

Let's go over what missions are. Missions are the primary story of the game and often take you to key places in the game.

How to use the list

This list is broken up into campaigns and zones. The list itself has several parts. First part is the mission. Then comes whether or not it is hard mode or normal mode and whether or not you've done the bonus for either. The last part is left open for letting you know if a friend has done the mission or not.

General Tips

1. Consumables are very handy but are not needed.
2. Taking your time and pulling, will save you lot of frustration.
3. Having the proper weapons and runes on your armor can help make things easier.
4. Bringing friends is always helpful



Let's get to ...

The List



Prophecies Campaign

Missions in this campaign can be very difficult if one does not take their time. Even with a full group of hero's some sections can be extremely difficult.

Prophecies Tips

Missions are broken down into three types of groups. The four man group – these groups are normally in the beginning areas of the game, better known as starter missions.

Six man groups – these are often found midway through the the Prophecies campaign.

Eight man groups – these are the largest groups you can have in the missions.

1. When dealing with the four man group. The basic group makeup normally should be one healer, one tank, and two casters.
2. When dealing with the six man group the basic group makeup normally should be two healers, one tank, two casters, and one other player.
3. When dealing with an eight man group. The basic group make up only should be three healers, one tank, three casters, and one other player.
4. The Ebon Vanguard title can be extremely helpful in the beginning levels of this campaign.
5. Starting off in this campaign, one should really think about purchasing mercenaries, from the in game store.

Tyria

Ascalon

Mission	Normal	Bonus	Hard Mode	HM Bonus	Friend
The Great Northern Wall Fort Ranik Ruins of Surmia Nolani Academy					

Northern Shiverpeaks

Borlis Pass The Frost Gate					
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Kryta

Gates of Kryta D'Alessio Seaboard Divinity Coast Riverside Province Sanctum Cay					
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Maguuma Jungle

The Wilds Bloodstone Fen Aurora Glade					
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Crystal Desert

Dunes of Despair Thirsty River Elona Reach Augury Rock The Dragon's Lair					
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Mission	Normal	Bonus	Hard Mode	HM Bonus	Friend
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Southern Shiverpeaks

Ice Caves of Sorrow					
Iron Mines of Moladune					
Thunderhead Keep					

Ring of Fire Island Chain

Ring of Fire					
Abaddon's Mouth					
Hell's Precipice					



Factions Campaign

Missions in this campaign can be very difficult if one does not take their time. Even with a full group of hero's some sections can be extremely difficult.

Factions Tips

Missions are broken down into three types of groups. The four man group – these groups are normally in the beginning areas of the game, better known as starter missions.

Six man groups – these are often found on the beginning island in this campaign

Eight man groups – these are the largest groups you can have in the missions.

1. In factions it is advisable to get to the Eye of the North as soon as possible. If you have that expansion. The heroes from that expansion will help greatly.
2. If you do not have the Eye of the North, you can purchase mercenaries from the in game store. These NPC's work exactly like heroes.

Cantha

Shing Jea Island

Mission	Normal	Bonus	Hard Mode	HM Bonus	Friend
<u>Minister Cho's Estate</u> <u>Zen Daijun</u>					

Kaineng City

Vizunah Square					
Tahnnakai Temple					
Arborstone					
Boreas Seabed					
Sunjiang District					
Nahpui Quarter					
Raisu Palace					
Imperial Sanctum					

Echovald Forest

The Eternal Grove					
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Jade Sea

Gyala Hatchery					
Unwaking Waters					



Nightfall Campaign

Missions in this campaign can be very difficult if one does not take their time. Even with a full group of hero's some sections can be extremely difficult.

Nightfall Tips

Missions are broken down into three types of groups. The four man group – these groups are normally in the beginning areas of the game, better known as starter missions.

Six man groups – these are found on the small island

Eight man groups – these are the largest groups you can have in the missions.

1. Lightbringers gaze will come in handy in many of the later missions.
2. Having the Lightbringer Title on is good for all of Nightfall, because you will have it on to help reduce damage to you from Abaddon and his demonic servants, while increasing your damage to them as well.

Elona

Istan

Mission	Normal	Bonus	Hard Mode	HM Bonus	Friend
Chahbek Village					
Jokanur Diggings					
Blacktide Den					

Kourna

Mission	Normal	Bonus	Hard Mode	HM Bonus	Friend
Consulate Docks					
Venta Cemetery					
Kodonur Crossroads					
Rilohn Refuge					
Pogahn Passage					
Moddok Crevice					

Vabbi

Tihark Orchard					
Dzagonur Bastion					
Dasha Vestibule					
Grand Court of Sebelkeh					
Nundu Bay					
Jennur's Horde					

The Desolation

Gate of Desolation					
Ruins of Morah					

Realm of Torment

Gate of Pain					
Gate of Madness					
Abaddon's Gate					



Eye of the North Expansion

Missions in this campaign can be very difficult if one does not take their time. Even with a full group of hero's some sections can be extremely difficult.

Eye of the North Tips

Eight man groups – these are the largest groups you can have in the missions.

1. Make sure that whatever mission zone you are in use the reputation for that zone. An example – Norn title should be used when in the far shiverpeaks missions.

Tyria part 2 – G.W.E.N.

Far Shiverpeaks

Mission	Normal	Bonus	Hard Mode	HM Bonus	Friend
Curse of the Nornbear					
Blood Washes Blood					
A Gate Too Far					
Destruction's Depths					
A Time for Heroes					

Tarnished Coast

Finding the Bloodstone					
The Elusive Golemancer					
G.O.L.E.M.					

Charr Homelands

Against the Charr					
Warband of Brothers					
Assault on the Stronghold					

Dungeons

I want to make this clear. While these ARE NOT missions, they do go to your Master of the North title. You get points for both Normal Mode (10 points) and Hard Mode (20 points).

Mission	Normal	Bonus	Hard Mode	HM Bonus	Friend
Arachni's Haunt					
Bloodstone Caves					
Bogroot Growths					
Catacombs of Kathandrax					
Cathedral of Flames					
Darkrime Delves					

Fronis Irontoe's Lair					
Frostmaw's Burrows					
Heart of the Shiverpeaks					
Oola's Lab					
Ooze Pit					
Raven's Point					
Rragar's Menagerie					
Secret Lair of the Snowmen					
Sepulchre of Dragrimmar					
Shards of Orr					
Vloxen Excavations					

Mission	Normal	Bonus	Hard Mode	HM Bonus	Friend
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Slavers' Exile					
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- To Complete you need the do the following 4 subdungeons

Justiciar Thommis					
Selvetarm					
Forgewight					
Duncan the Black					

Builds

Before we get to the builds I want to make something very clear. At the time this guide was made the following build was working and may still be working great. The Game does change and so one needs to be able to change with it. The builds below are a great starting point for your own group set ups. They may or may not work for your play style, So please feel free to make changes to them. If you have not seen the video , please click the following link

You can copy the Template Code into your game by

1. Opening the skills and attributes (hit the letter k On your keyboard)
2. Click the Blue diskette to the Left of the Profession drop down bar.
3. Click on Template code
4. Give the Template a name
5. Then Copy the code from the Template code here
6. Then to past the code in the Game hold CRTL and V
7. Make sure u paste it in where it says Template code.

The Tank - Warrior/Dervish – Jora in the video

Template Code: OQokEhSb1suTUZvSVKK+krr4I9C

This this build is about conditions and interrupts while keeping the tank alive.

The Skills

Dismember: this skill reduces the maximum health of your foe for a period of time (aka: deep wound).

Agonizing chop: this skill does extra damage as well as an interrupt for those mobs afflicted with deep wound.

Disrupting chop: this skill interrupts an attack.

Distracting blow: an area of effect interrupt

Defy pain: temporarily increases your health

Aura of Thorns: a flash enchantment that causes crippled, and then later bleed

Vital Boon: temporarily increases your health. When this enchantment and you are healed for part of your health.



Mystic Regeneration: a temporary regeneration healing enchantment

The Healer (1) - Ritualist/Monk– Razah in the video

Template Code: OAOk0kgYITWEIxdTzm00jDno4EaE

This build is a pure healing build that acts like three healers in one.

The Skills

Healing Breeze: enchantment that heals over time

Signet of Rejuvenation: a heal that heals extra if one is casting or attack

Ghostmirror Light: heal an ally, if within earshot of a spirit it will heal you as well

Mend Body and Soul: heals a ally, and removes a condition. If in earshot of a spirit

Union: a spirit that reduces damage

Rejuvenation: a spirit that does an AOE heal

Preservation: a healing spirit

Resurrection Chant: resurrect a fallen ally



The Healer (2) - Monk/Ritualist– Tahlkora in the video

Template Code: Owgj8MQcIPw1mt0skENnItEGCA

A build used for healing, and condition and hex removals.

The Skills

Watchful Healing: enchantment that heals over time

Ghostmirror Light: heal an ally, if within earshot of a spirit it will heal you as well

Mend Body and Soul: heals a ally, and removes a condition. If in earshot of a spirit

Signet of Devotion: a single target heal

Soothing Memories: heal an ally, gain energy. If holding an item

Mend Condition: remove one condition difficult condition is removed ally is healed



Remove Hex: remove a hex

Unyielding Aura: resurrect a fallen ally when enchantment is removed, Monk spells heal for a percentage more help. While enchanted with unyielding aura

The Healer (3) - Necromancer/ Monk– Livia in the video

Template Code: OANEUpI30MVFA00Ae3874AWVhGB

A healer that acts like a minion master.

The Skills

Animate Bone Minions: exploit nearest corpse, create to bone minions

Animate Flesh Golem: exploit nearest corpse, create flesh golem

Patient Spirit: a delayed heal

Signet of Rejuvenation: a heal that heals extra if one is casting or attack

Ethereal Light: a single target heal

Healing Ribbon: a field that feels two other allies near your



target

Signet of Lost Souls: if though is below 50% health, you gain health and energy

Resurrection Chant: resurrect a fallen ally

The SoS - Ritualist/ Monk– Xandra in the video

Template Code: OAOjAqiMJOXzvZ5saqMXmXO0IA

SoS with spells for extra damage

The Skills

Signet of Spirits: creates three spirits that do damage

Pain: creates a spirit that does damage

Bloodsong: creates a spirit whose damage attacks steal life

Painful Bond: an AoE hex that increases friendly spirit(s) attacks



Spirit Boon Strike: does damage, and heal spirits

Essence Strike: does damage, gives energy if spirits are with in earshot

Spirit Burn: does damage, causes burn if spirits are within earshot

Resurrection Chant: resurrect a fallen ally

Interrupts -Mesmer/ Monk– Gwen in the video

Template Code: OQNGAWwyOSHfQhQrA9AIfKfGgNB0RA

Interrupts with damage

The Skills

Psychic Instability: interrupt, if action was a skill, it also causes knockdown (Aoe)

Clumsiness: Aoe interrupt plus damage

Leech Signet: interrupt, if action was a spell, you gain energy

Signet of Distraction: interrupts a spell

Power Lock: interrupts a spell or chant

Shrinking Armor: health degeneration, when hex ends causes cracked armor

Chaos Storm: Aoe damage and energy drain

Resurrection Chant: resurrect a fallen ally



AoE - Elementalist/ Monk– Vekk in the video

Template Code: OgNEkoys2CZEVM00EJq6ALIWhGB

It's all about the Aoe

The Skills

Breath of Fire: Aoe damage

Fire Storm: Aoe damage

Liquid Flame: damage, if foe was attacking does Aoe damage

Energy Blast: single target damage

Ward of Stability: protects from knockdown

Ward Against Melee: protects against melee damage



Master of Magic: enchantment all elemental attributes are set to 12, plus energy regeneration increase

Resurrection Chant: resurrect a fallen ally

Title Synergy

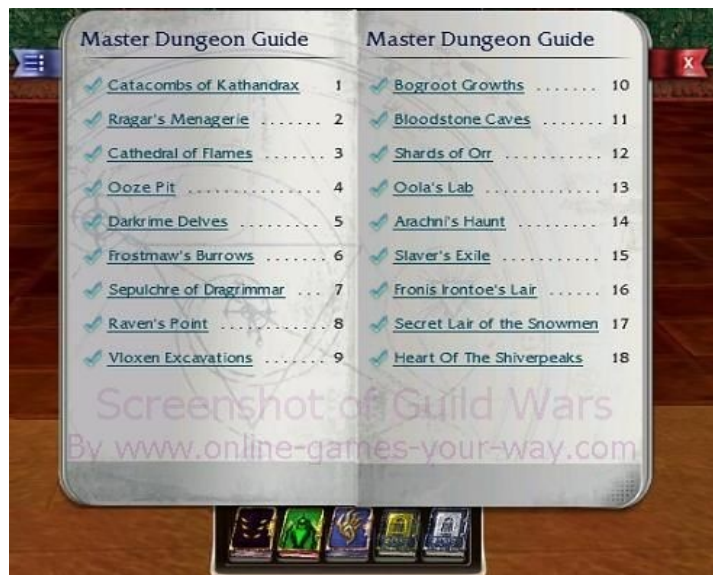
These are Titles that mesh well with the Protector/Guardian title(s).

Cartographer:

Some areas can only be gotten to through Missions. Also If you beat a mission let the cinematic play all the way through. By doing this, often times more of the map will become clear.

Reputation/Allegiance Titles:

Obtained through bounties and rewards for completing a mission. Some of the Reputation points that can be obtained are: Kurzick/Luxon faction, Sunspear, Lightbringer, Asuran, Norn, and the Ebon Vanguard Points. There are many books in the game that allow you to up your reputation.



Your Online Gaming Friends

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Special Thanks to the wonderful People At

www.gwauctions.org for having one of the best sites that allow for safe and easy trading of items.

As Always
Play The Game Your Way
Laterz

We here at online games your way believe that having as much information as possible is always best. So we are offering some of the best resources that we ourselves use.

We believe in playing the game your way. What this means is everyone has their own play style, and knowing that play style allows you to become the best player you can become.

Resources

Our Other Guides

Guild Wars Account Safety

Guild Wars Gold Guide

Guild Wars Miniature Pets

Guild Wars Title Lists

Guild Wars Vanquishing Lists

Websites

[Online games your way](#) – in game site that covers many games and is always changing to help you play your way. You can find plenty of tips , tricks, and walkthroughs to help you through much of the main parts of **[Guild Wars](#)**. Found in the **[Guild Wars Tips pages](#)**.

[Guild Wars Auctions](#) – a quick useful way to sell in game items for in game gold.

[PvX Wiki](#) – A site that has many types of builds including run builds for all types of runs.

Products of use

[Guild Helper: Guild Creation Guide](#) – Give Your Guild a fighting chance to Survive. Only 1% of all MMORPG guilds will last over three years. Most will fail within six months. Don't be a statistic.

[Game Copy Wizard](#) – Ever buy a new computer, go to Download or play a game and discover “OMG A SCRATCH” its ruined. Well, not anymore with game copy Wizard you can completely backup any video game using a CD or DVD burner.

Things of Interest

One of the things I'm often asked is how do I become a game tester. So I went and did some searching and I found these sites that may offer the information you are looking for.

[Gamer Testing Ground](#)

[Only 4 Gamers Game Testing](#)

[Game Tester Guide](#)

[GameTesting Guru](#)

P.S.

If you like this guide or any of our other guides, and would like to be the first to know about any new guides we create, for Guild Wars or any other games we may make one for.

How about being the first to know about Videos, New Guides, and Products that may help you in your gaming experience. All you need to do is sign up as a fan to our website.