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# Guild Wars Vanquishing 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 Quotes**

*“Everyone Was a Newbie at Some Time”*

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

## About the Author



Hello my friends and allies call me 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 (1 title away from that). Currently I have vanquished all three campaigns.

I'm also the creator of [www.online-games-your-way.com](http://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, to get there vanquishing statue for the Hall of monuments with less frustration.

I hope you enjoy the guide.

Thank you and  
As Always  
Play The Game Your Way  
Laterz

## Introduction

Welcome to Guild Wars Vanquishing List. Before we get to the vanquishing list itself. Let's go over what vanquishing is. Vanquishing is when you complete a zone in hard mode by wiping out all the mobs. While this may seem easy enough, it is not always true.

## How to Use the List

This list is broken up into campaigns and zones.

The notations under the zone let you know that there is a quest that reduces the amount of mobs in that zone. The numbers directly to the right tell you the maximum mobs that are in the area. Then right beside that are the mobs are avoidable from being popped up.

Pop-up mobs are mobs that cannot be seen, but when you walk into the area they appear. Pop-up mobs are not needed to clear vanquish unless they are popped up. So avoiding pop-up mobs makes it easier complete the vanquishing area.

This list also allows you to follow a friends or multiple characters in their vanquishing. Basically if you have a friend or friends that are vanquishing together this list allows everyone to follow each other on what they have completed or need to complete.

**Note:** any area with \* beside the name means there is not a town in the zone.

## General Tips

1. Consumables are very handy but are not needed.
2. When clearing zones having a set pattern makes things a lot easier.

*Example: working around the zone in a counterclockwise*

*direction, then zigzagging through the middle.*

3. Oftentimes, you will find one or two groups left, finding these mobs will be the most time-consuming. So having candy or speed from consumables is nice to have on hand.

4. Taking your time and pulling, will save you lot of frustration.

5. Having the proper weapons and runes on your armor can help make things easier.

6. Having active quests can effect the amount of mobs in an area, the quest shown in the list will reduce the amount of mobs, all others have a chance of increasing the amount.

7. Mobs that fight each other will count for the total mobs in the area – This means your party doesn't have to kill everything first hand.



Guild Wars Screenshot By  
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Let's get to ...

## ***The List***



## ***Prophecies Campaign***

Vanquishing this campaign can be very difficult if one does not know a few tricks. Even with a full group of hero's some sections can be extremely difficult.

## Prophecies Tips

While it is possible to clear all of the zones in Prophecies with a group of eight, its really not practical to do so. There will be a total of three different group sizes that you will be dealing with while vanquishing, the four man, six man, and eight man. What this means is you will need three group builds, which will find at the end of this e-book.

### *Tips*

1. Infused armor is a must for later vanquishes.
2. The Evan Vanguard title is very useful for the first part of prophecies, due to the bonuses against the Charr.
3. Having the War in Kryta quests active, can effect the amount of mobs in an area. So double check to make sure none of these are active.
4. In order to hit the beginning areas within eight man group you must travel from the Temple of the Ages. If you're willing to go with the six man group, you must travel from Beacons Perch.

## Tyria

### Ascalon

Zone	Max Mob	Avoidable Pops	Done	Friend 1 Completed	Friend 2 Completed
------	---------	----------------	------	--------------------	--------------------

* Ascalon Foothills	59				
The Breach	134	Yes			
Diessa Lowlands	387	Yes			

- *Then and Now, Here and There*

* Dragon's Gullet	176	Yes			
Eastern Frontier	223	Yes			
* Flame Temple Corridor	111	Yes			
Old Ascalon	314	Yes			
Pockmark Flats	231	Yes			
Regent Valley	192	Yes			

### **Northern Shiverpeaks**

Zone	Max Mob	Avoidable Popups	Done	Friend 1 Completed	Friend 2 Completed
------	---------	------------------	------	--------------------	--------------------

Anvil Rock	255				
Deldrimor Bowl	195				

- *completing To Kryta: Refugees*

*Griffon's Mouth	52				
* Iron Horse Mine	202				
Traveler's Vale	191	Yes			

### **Kryta**

The Black Curtain	280	Yes			
* Cursed Lands	79	Yes			
* Kessex Peak	200	Yes			

- *The Villainy of Galrath*

* Majesty's Rest	86	Yes			
Nebo Terrace	164	Yes			

North Kryta Province	248				
----------------------	-----	--	--	--	--

- *Defend North Kryta Province*

Scoundrel's Rise	104	Yes			
Stingray Strand	171				
* Talmark Wilderness	250	Yes			
* Tears of the Fallen	70				
Twin Serpent Lakes	194				
Watchtower Coast	221	Yes			

### **Maguuma Jungle**

Zone	Max Mob	Avoidable Popups	Done	Friend 1 Completed	Friend 2 Completed
------	---------	------------------	------	--------------------	--------------------

* Dry Top	63	Yes			
Ettin's Back	221	Yes			
* Mamnoon Lagoon	60	Yes			
* Reed Bog	106	Yes			
Sage Lands	294	Yes			
Silverwood	221	Yes			
Tangle Root	239	Yes			
*The Falls	328	Yes			

### **Crystal Desert**

* The Arid Sea	140	Yes			
Diviner's Ascent	170	Yes			
Prophet's Path	326	Yes			
Salt Flats	245	Yes			
The Scar	270	Yes			
Skyward Reach	177				
Vulture Drifts	259	Yes			

### **Southern Shiverpeaks**

* Dreadnought's Drift	121	Yes			
Frozen Forest	325	Yes			
Grenth's Footprint	243				
Ice Floe	226				
* Icedome	141				
Lornar's Pass	299				
* Mineral Springs	206	Yes			

- *Defend Drokmar's Forge*

Snake Dance	410	Yes			
Spearhead Peak	234				
Talus Chute	418				
Tasca's Demise	107				

- *Defend Drokmar's Forge*

Witman's Folly	112	Yes			
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## Ring of Fire Island Chain

Zone	Max Mob	Avoidable Popups	Done	Friend 1 Completed	Friend 2 Completed
Perdition Rock	246				



## Factions Campaign

Vanquishing this campaign can be very difficult if one does not know a few tricks. Even with a full group of hero's some sections can be extremely difficult.

## Factions Tips

Once again you will find a total of three different group sizes that you will be dealing while vanquishing, four man, six man, eight man. What this means is you will need three group builds. Which you will find at the end of this e-book.

### Tips

1. Characters that were created in factions, who have completed the quest "*An Unwelcome Guest*" will sometimes find no enemies at all for the Zen Daijun vanquish, in order to vanquish the zone. If this happens, you will need to defeat one of the creatures in the area. *Example: Tiger or Crane.*
2. Faction zones often have many pop-ups, especially around bridges.
3. The four and the six man groups are the only group sizes on the small island. The mainland is all eight man groups.

## Cantha

### Shing Jea Island

Zone	Max Mob	Avoidable Popups	Done	Friend 1 Completed	Friend 2 Completed
------	---------	------------------	------	--------------------	--------------------

Haiju Lagoon	201	Yes			
* Jaya Bluffs	202	Yes			
Kinya Province	146	Yes			

- *A Strange Request*

Minister Cho's Estate	218	Yes			
Panjiang Peninsula	204	Yes			

- *completing Quimang's Last Stand*
- *Togo's Ultimatum*

Saoshang Trail	37	Yes			
Sunqua Vale	149	Yes			

- *A Strange Request*

Zen Daijun	170				
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- *completing An Unwelcome guest*

### Kaineng City

Bukdek Byway	162				
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- *Chasing Zenmai*
- *The Drunken Master*

Nahpui Quarter	112				
Pongmei Valley	164	Yes			

Raisu Palace	264	Yes			
Shadow's Passage	22	Yes			
Shenzun Tunnels	253	Yes			
Sunjiang District	210	Yes			
Tahnnakai Temple	131	Yes			

- *A Meeting With the Emperor*

Wajjun Bazaar	245	Yes			
---------------	-----	-----	--	--	--

- *Seek out Brother Tosai*
- *Closer to the Stars*

Xaquang Skyway	171				
----------------	-----	--	--	--	--

### ***Echovald Forest***

Arborstone	340				
Drazach Thicket	295	Yes			
The Eternal Grove	250	Yes			
Ferndale	349	Yes			
Melandru's Hope	226	Yes			
Morostav Trail	312	Yes			
Mourning Veil Falls	222	Yes			

### ***Jade Sea***

Archipelagos	238	Yes			
Boreas Seabed	237	Yes			
Gyala Hatchery	210	Yes			
Maishang Hills	283	Yes			
Mount Qinkai	191	Yes			

Rhea's Crater	272	Yes			
Silent Surf	283	Yes			
Unwaking Waters	155	Yes			



### ***Nightfall Campaign***

Vanquishing in this campaign can be very difficult if one does not know a few tricks. Even with a full group of hero's some sections can be extremely difficult.

### **Nightfall Tips**

As with the other campaigns there will be a total of three different group sizes for vanquishing.

#### ***Tips***

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

### **Elona**

#### ***Istan***

Zone	Max Mob	Avoidable Popups	Done	Friend 1 Completed	Friend 2 Completed
------	---------	------------------	------	--------------------	--------------------

Cliffs of Dohjok	201				
Fahranur, The First City	241				
Issnur Isles	356				
Lahtenda Bog	629	Yes			
Mehtani Keys	273	Yes			
Plains of Jarin	222	Yes			
Zehlon Reach	262	Yes			

- *completing Skale and Magic Compass*

### **Kourna**

Arkjok Ward	378	Yes			
Bahdok Caverns	304	Yes			
Barbarous Shore	201	Yes			
Dejarin Estate	264				
The Floodplain of Mahnkelon	270	Yes			
Gandara the Moon Fortress	124				

- *completing A Thorn in Varesh's Side*

Jahai Bluffs	310	Yes			
Marga Coast	330	Yes			
Sunward Marches	316	Yes			
Turai's Procession	256				

## Vabbi

Zone	Max Mob	Avoidable Pops	Done	Friend 1 Completed	Friend 2 Completed
------	---------	----------------	------	--------------------	--------------------

Forum Highlands	338				
-----------------	-----	--	--	--	--

- *completing Desperate Measures*

Garden of Seborhin	305	Yes			
The Hidden City of Ahdashim	256	Yes			
Holdings of Chokhin	295				
The Mirror of Lyss	243				
Resplendent Makuun	210				
Vehjin Mines	211				
Vehtendi Valley	257				
Wilderness of Bahdza	178	Yes			
Yatendi Canyons	228				

## The Desolation

The Alkali Pan	317	Yes			
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- *Strange Bedfellows*

* Crystal Overlook	201				
Joko's Domain	446	Yes			
Poisoned Outcrops	274	Yes			
The Ruptured Heart	246				

The Shattered Ravines	352	Yes			
The Sulfurous Wastes	382	Yes			



## ***Eye of the North Expansion***

Knowing a few tricks to help with this campaign's vanquishing will keep it from being too difficult.

### **Eye of the North Tips**

This is the only part of the game where you do not have to worry about 4 or 6 man groups.

#### ***Tip***

1. There are basically 3 Territories, each with its own reputation title which a player should use while vanquishing in these zones.

## **Tyria part 2 – G.W.E.N.**

### ***Far Shiverpeaks***

Zone	Max Mob	Avoidable Popups	Done	Friend 1 Completed	Friend 2 Completed
------	---------	------------------	------	--------------------	--------------------

Bjora Marches	280	Yes			
Drakkar Lake	515	Yes			
Ice Cliff Chasms	166	Yes			
Jaga Moraine	282	Yes			
Norrhart Domains	165	Yes			
Varajar Fells	523	Yes			

- *The Path to Revelations*

### **Tarnished Coast**

Alcazia Tangle	237	Yes			
Arbor Bay	562	Yes			
Magus Stones	405	Yes			
Riven Earth	300	Yes			
Sparkfly Swamp	337	Yes			
Verdant Cascades	304	Yes			

### **Charr Homelands**

Zone	Max Mob	Avoidable Popups	Done	Friend 1 Completed	Friend 2 Completed
------	---------	------------------	------	--------------------	--------------------

Dalada Uplands	306				
Grothmar Wardowns	242				

- *Against the Charr*

* Sacnoth Valley	455				
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## Builds

Before we get to the builds I want to make something very clear. At the time this guide was made the following builds were working and may still be working great. Remember 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. Also if you have not seen the video , please click the following link [Guild Wars: Vanquishing with Hero's](#)

Also feel free to subscribe to my [YouTube Channel](#). Feel free to watch a few other videos while there.

### **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 CTRL and V
7. Make sure you paste it in where it says Template code.

Now on to the builds..

**The Tank** - Warrior/Dervish – Jora in the video

**Template Code:** OQokEhSb1suTUZvSVKK+krr4l9C

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 crippling, and then later bleeding

**Vital Boon:** temporarily increases your health. When this enchantment ends 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 attacking

**Ghostmirror Light:** heals 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:** heals 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 and gain energy, if holding an item

**Mend Condition:** removes one condition, if condition is removed ally is healed

**Remove Hex:** removes a hex

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

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

**Template Code:** OANEUpl30MVFA00Ae3874AWVhGB

A healer that acts like a minion master.

**The Skills**

**Animate Bone Minions:** exploits nearest corpse, create to bone minions

**Animate Flesh Golem:** exploits nearest corpse, create flesh golem

**Patient Spirit:** a delayed heal

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

**Ethereal Light:** a single target heal



**Healing Ribbon:** a heal that heals 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, and gives energy if spirits are within earshot

**Spirit Burn:** does damage and causes burning if spirits are within earshot

**Resurrection Chant:** resurrect a fallen ally

**Interrupts** -Mesmer/ Monk– Gwen in the video

**Template Code:** OQNGAWwyOSHfQhQrA9AIfKfGgNBorA

Interrupts with damage

### The Skills

**Psychic Instability:** interrupts, if action was a skill, it also causes knockdown (AoE)

**Clumsiness:** AoE interrupt plus damage

**Leech Signet:** interrupts, 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 vanquisher title.

### **Cartographer:**

Since you will have cleared all the mobs in an area this is the perfect time to map it out as well.

### **Reputation/Allegiance Titles:**

Obtained through bounties and rewards for completing a vanquish. Some of

the Reputation points that can be obtained are: Kurzick/ Luxon faction, Sunspear, Lightbringer, Asuran, Norn, and the Ebon Vanguard Points.

## Conclusion

Well that's it thank you for picking up this guide, Guild Wars Vanquishing List, Tips, and Builds. I truly hope it has given you some new Ideas, and possibly answered some questions you may have had.

### Your Online Gaming Friends

Online Gamer Richie of [www.online-games-your-way.com](http://www.online-games-your-way.com)

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As Always  
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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*

(coming soon or done who knows I don't LOL)

Guild Wars Account Safety

Guild Wars Gold Guide

Guild Wars Miniature Pets

Guild Wars Mission Lists

Guild Wars Title Lists

### *Websites*

**[Online Games Your Way](#)** – An 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 walk-through's 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, then go to Download or play a game and discover “OMG A SCRATCH” it's ruined? Well, not anymore with game copy Wizard you can completely backup any video game using a CD or DVD burner.

## Other Things of Interest

One of the things I'm most 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:](#)**

Discover how you can get paid to play video games all day.

### **[Only 4 Gamers Game Testing:](#)**

- Get Paid to Test Video Games
- Play New Games for Free
- Great Money for a Dedicated Player

## **Game Tester Guide**

Looking for a reason to play and skip all those annoying chores? How? By saying You have to do your job.

## **GameTesting Guru**

Casual players need not apply.

If you don't know Silent Hill from Resident Evil, well this isn't for you.

However, If you do be ready for friends to be jealous and your family to shake there heads in disbelief.

Then get ready for the Gaming Industry.

## **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.