

REAL MILLENNIUM GROUP™ GUILD

Guild Wars Post-Searing Mission Guide – Ruins of Ascalon Area

In addition to the normal RPG type of quests to play through in Guild Wars, players also have the opportunity to partake of an interwoven storyline “mega-quest.” Each of the 24 current missions take place in a self-contained area on the map and if successfully completed offer 1000 XP and 1 Skill Point to each player character involved. There is also a “bonus mission” that can be completed during the course of the main mission, offering an additional 1000 XP. The Bonus need not be completed in order to successfully complete the main mission, and the bonus can even be completed at a later time if so desired.

All missions begin at some staging area similar to a town where players can form a party with other players, or recruit the henchmen to go at the mission solo. While much of Guild Wars is playable solo or with henchman, the missions are much more involved and more difficult than the regular quests, and must be completed in a single run, so forming parties with other players is almost a necessity. As each mission is completed, you will be advanced to the staging area of the next mission, or nearby outpost, allowing for quicker advancement through the world of Tyria than just by normal questing and exploration. Some missions are begun by talking to an NPC, while most are begun by clicking the “Enter Mission” button in the Party Window.

The missions in this section of the guide are listed in storyline order, but it is not necessary to follow the order if you happen upon one of the staging areas for a later mission prior to playing an earlier one (you can play the Fort Ranik Mission before the Great Northern Wall Mission for instance). Missions and most bonuses can be re-played an unlimited number of times, but the XP and Skill Point rewards can only be earned with the first successful completion of each.



THE GREAT NORTHERN WALL - Bonus Mission: Kilnn Testibrie's Armor

Begin Main Mission by talking to Captain Calhaan after clicking the "Enter Mission" button.
Get Bonus by talking to Kilnn Testibrie (Green Dot).

Main Mission Goal: locate the Charr encampment (Red Dot) and report back to Calhaan.

Bonus Mission Goal: locate four pieces of Testibrie's armor and return them to him.

Tips: This mission is fairly straightforward and can even be completed solo with a good character build and level. Following the main pathway will eventually lead to the Charr camp, at which time a cinematic begins, followed by a three minute countdown – the time you have left to get back to the wall and Calhaan, otherwise the mission ends in failure. Because of this, you should do your exploration of the mission area prior to reaching the encampment, including completing the bonus. The four pieces of armor will be located in the wreckage piles scattered throughout the map. Once the countdown begins, your party must run back to the wall in order to trigger another cinematic and complete the mission successfully. Only one Player Character in the party need survive to win, so any other party members can run interference if necessary. Don't try to take on the Charr army chasing after your party because this mission can't be won by fighting – you'll get your chance in the next mission.



FORT RANIK - Bonus Mission: Rescue Deeter Saberlin



Begin Main Mission by clicking the “Enter Mission” button. Get Bonus by talking to Master Armin Saberlin (Deeter is located at the **Green Dot**).

Main Mission Goal: Fight your way north to and defeat the Charr at the Great Northern Wall using a rebuilt trebuchet (**Red Dot**).

Bonus Mission Goal: locate Deeter Saberlin, who is being held captive, and free him.

Bonus Quest: Talk to Gurn Blanston (**Purple Dot**) to get the “Deliver a Message to my Wife” quest.

Tips: Like the first mission, Fort Ranik is only slightly difficult and can be completed solo, though it will be easier to kill Deeter's guards and finish off the Charr at the wall with another Player Character.

Once you enter the mission, get moving quickly as you will be thrust into battle with the Charr almost immediately. The sooner you defeat your foes, the more allies you will have to eliminate all the Charr near the staging area – make sure you keep Armin Saberlin alive as you need to talk to him after the initial battles in order to get access to the bonus mission. Once you leave the staging area, your party will be on its own. Follow the path North, defeating the Charr you encounter, and free Deeter - he will run back to the staging area. Continue your trek to the wall to you near the Charr encampment near the wall. Look for the trebuchet and talk to Siegemaster Lormar. Search the nearby wreckage piles and bring him the three pieces he requires. Once that job is done, follow the instructions to fire the trebuchet and watch the fiery results. Head down to the other trebuchet (**Blue Dot**) in the dried up river bed and let another volley fly. You will now have to lure the Charr into the impact zone if you have a party member who can operate the trebuchet (but make sure you are out of the danger area as the bomb will kill all in its range) or take on the Charr in physical combat if going solo or with henchies. Once the Charr are defeated the mission ends in victory and you will find yourself at the Frontier Gate.

RUINS OF SURMIA - Bonus Mission: Kill the Flamekeepers

Begin Main Mission by clicking the “Enter Mission” button.

Get Bonus by talking to Breena Stavinson (Green Dot).

Main Mission Goal: Aid Prince Rurik as he tries to free the Prisoners taken by the Charr.

Bonus Mission Goal: Kill the Charr Flamekeepers at the Flame Temple (Red Dot).

Tips: The third storyline mission is moderately more difficult, and a bit longer than the previous two. This is a tough mission to solo – even with a high level build, but very doable with Henchman party members. This is a real grind mission as the first part has you doing battle with the much hated Devourers, but picks up once you enter Charr territory and Rurik begins freeing the prisoners. Make sure you protect Rurik as much as possible as his death means failure, regardless of how many of your party members are still alive.

Half way through the mission, Rurik will free a prisoner named Erol, which will trigger a cinematic. Afterwards, Erol joins your group for the remainder of the mission. Shortly afterwards, you will reach a drawbridge which needs to be lowered. Rurik and Erol wait while your party crosses the river and lowers the bridge. At this point you will be able to find Breena and begin the bonus mission. Once you accept the bonus from Breena, a Charr caravan appears. You must follow them to the Flame Temple, but make sure you do not alert them to your presence nor attack them outright until you reach the area near the Flame Temple as there are gates barring your way that will remain closed until the caravan passes through. You should complete the bonus right away as once you lower the bridge, Rurik heads off after more Charr and will not follow you.

Once you are on the other side of the bridge, care must be taken not to aggro the bulk of the Charr near the ruined temple at the Northern most part of the mission map. It will be better to take some time and eliminate as many of the Charr in small groups that you can prior to entering the ruined temple as that will trigger the grand finale and any Charr in the area will rush you and your allies while Rurik tries to open the doors to the inner sanctum. You should be able to aggro small groups of the Charr and eliminate nearly all of your foes before needing to enter the temple and completing the mission. Once you do, and Rurik gets the doors open, a cinematic begins after which you will be transported to the foothills of the Shiverpeaks and the final mission of the Ascalon Area – Nolani Academy.



NOLANI ACADEMY - Bonus Mission: Tome of the Fallen

Begin Main Mission by clicking the “Enter Mission” button.

Get Bonus by talking to Watchman Pramas (**Green Dot**).

Main Mission Goal: Sneak out of the Academy and kill the Charr camped out at the front gate, then escort Prince Rurik to the safety of Rin, by defeating Bonfaaz Burntfur (**Red Dot**) at a second encampment.

Bonus Mission Goal: Return the Tome of the Fallen to the Heroes' Cemetery (**Blue Dot**).

Tips: The final mission that takes place in the Ruins of Ascalon is naturally the hardest to complete. It is unlikely that this mission can be won going completely solo, and is only slightly less difficult with a party of Henchman. This is one mission that lower level characters should look for other player characters for aid.

You'll have the chance to pick up several allies during this mission, and they'll come in handy in the two large battles you'll face. Your first potential ally will be a Flaming Scepter Mage near the doorway of the Academy, however, it is best to leave him as he will be a primary target for any enemies you encounter and will die fairly quickly. You'll pick up the next two allies a short distance along your route from Nolani. They'll automatically follow you, and being rangers are a bit hardier than the Mage so will be able to help as you attempt the bonus mission. You must complete the bonus prior to rejoining Rurik in the academy as he will automatically head for the wall, triggering a cinematic and the final phase of the mission.

To complete the bonus, after talking to Pramas and picking up the Tome of the Fallen, follow the path down to the Great Wall and into the dry riverbed. There will be a path to your left which will take you to the easiest and shortest route to the Pedestal upon which the Tome must be placed. Aggro one group of Ghosts at a time so your party and allies don't get overwhelmed, as the Ghosts are formidable foes. Once you have the Tome in place, talk to the Spirit that appears to get the reward. Afterwards head on back towards Nolani to pick up three Lost Soldiers to round out your complement of allies. Use the same method with the Charr as you did with the Ghosts to defeat one group at a time to minimize your losses. Make sure you eliminate all Charr outside of the Academy, starting with the ones furthest out and working your way closer to the doors, as the doors will open when you kill the boss Charr near the effigy. Any surviving Charr will then rush in and attack the Mage.

You'll have to stick pretty close to Rurik as he makes for the wall, otherwise you'll leave your allies behind once the cinematic begins. On the other side of the wall, the path splits off - Rurik heads to the left towards Stormcaller; your party should take the path to the right and head directly for the Charr encampment. Try to eliminate as many of the Charr as possible prior to Rurik reaching Stormcaller and triggering another cinematic (which will bring your party back to the horn, but again leaves your allies behind). If you kill Bonfaaz Burntfur, the mission ends in victory, regardless of whether Stormcaller was used or not. You'll have an easier time heading right for Burntfur, than taking on the bulk of the Charr that are located near Stormcaller.

Once Burntfur is eliminated, the final cinematic of the mission is played. You will then find yourself transported to Yak's Bend in the Shiverpeaks where the next chapter of your adventures begin!



Nolani Academy



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