



Gaíscíoch

MAGAZINE



Issue 1



FROM THE EDITOR | *with Benjamin Foley*



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WELCOME TO GAISCIOCH MAGAZINE

I am pleased to welcome you to the first edition of the Gaiscioch Magazine. We hope you like what you see. We are always open to hear feedback and suggestions.

This magazine began as a simple concept. To be a medium in which members could display and contribute their talents to publication viewable by the community, development studios, and the gaming media. We aim to provide a wealth of useful information about the family, our lives, and the games we play.

In addition, it offers our members some experience copy writing, illustrating, editing and designing so that it may help them in their careers.

Our content goal is to give a quarterly glimpse into the happenings within the Gaiscioch Family. We hope to bring our readers new information on the games we play from the perspective of gamers like themselves.

Gaiscioch Magazine is a strictly no profit volunteer run publication and does not accept monetary contributions what-so-ever. In the future we have plans to offer ad space to companies that donate to our charitable partners.

If you have an idea for the magazine, please feel free to submit it. We will be publishing these every quarter, and we hope to bring you some exclusive information about the games we play.

I look forward to the future success of this community run magazine and I hope you enjoy it.

Slan go foill!,

Benjamin Foley

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TABLE OF CONTENTS

Welcome to Gaiscioch Magazine	2
About the Gaiscioch Family	4
The Mythology of the Gaiscioch	6
Creating Memorable Public Community Adventures	8

ELDER SCROLLS ONLINE

Siege Warfare Introduction	14
Welcome to Oblivion...	18
Crafting System Introduction	19
Into the depths of Fungal Grotto	20
Elders & Trolls - A Elder Scrolls Online Comic Strip	22
Elder Scrolls Online By The Numbers	24

GUILD WARS 2

The Legend Behind the Server	27
Creating The Great Tyrian Adventure: Legendary Edition	28
Plains of Ashford Zone Guide	30
“Catacombs” - A Short Story	42
Ascalon Catacombs Dungeon Guide	48
Dungeon Guide: The Basics	53
Guild Wars 2 By The Numbers	54

GAISCIOCH LIFE

Gaiscioch Game Reviews	56
Briseadh’s Crafting Corner: Scrapbooking 101	58
Gaiscioch Recipe Corner	60
Gaiscioch Art Wall	62
Gaiscioch Artist Spotlight	63
POPS’ MUSINGS OF LIFE	64
Business Directory	66

ABOUT THE GAISCIOCH FAMILY

The Gaiscíoch (pronounced Gosh-Kia) began on November 11th 2001 in the industry pioneering MMORPG “Dark Age of Camelot”. They began on the Nimue roleplaying server with a focus on creating a fun and enjoyable community for players of all ages and skill levels.

The Gaiscíoch takes it’s name from an Irish legend found within the “Lebor Gabála Éirenn” and “Cath Maige Tuired” which chronicle the first people of Ireland, the Tuatha de Danann. Specifically the First Battle of Moytura where the Tuatha de Danann hand picked the most honorable and loyal warriors to fight alongside the Celtic Gods in a battle against the Fir Bolg. These warriors were known as the Gaiscíoch.

The Gaiscioch are a social gaming community with a relaxed approach toward gaming. They allow

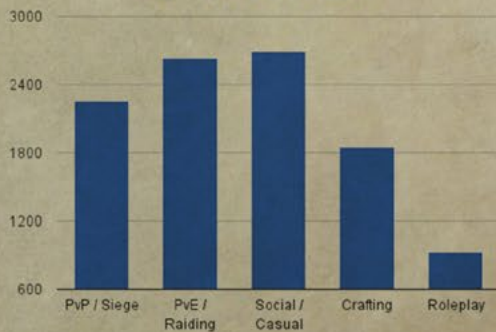
their members to play how they want, when they want, as long as they want and do not constrict them with quotas or requirements.

The overall focus of the Gaiscioch is to support the server communities and real world communities they are part of. They accomplish this by hosting public community events, participating and hosting community forums, interacting with game developers, and providing new players information through our in-game advisers and out-of-game guides, maps, and videos.

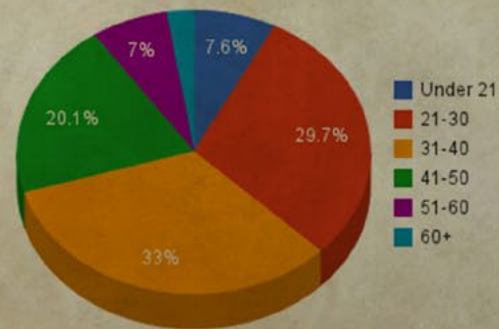
With a strong focus on community our endgame goal is to create memories, friendships, and participate in the overall success of the community. It is through gaming, athletic competition, and social interaction that we forge new friendships and relationships.

DEMOGRAPHICS

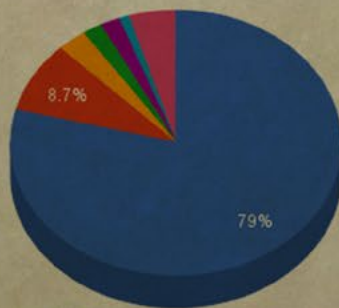
BY INTEREST



BY AGE RANGE

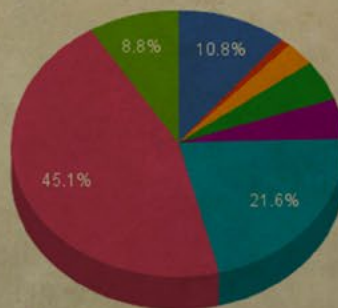


BY NATION



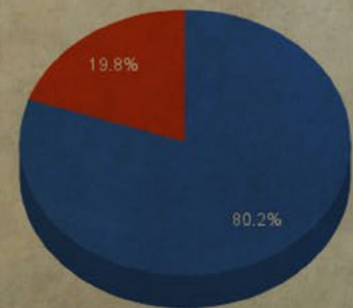
- United States
- Canada
- Australia
- United Kingdom
- Brazil
- Germany
- Other

BY PLAYTIME



- Oceanic Primetime (12-3AM PST)
- European Midday (3-6AM PST)
- European Afternoon (6-9AM PST)
- European Prime (9-12PM PST)
- US Midday (12-3PM PST)
- Eastern Prime (3-6PM PST)
- Pacific Prime (6-9PM PST)
- Oceanic Afternoon (9-12AM PST)

BY GENDER



- Male
- Female

Gaiscíoch

Social Gaming and Athletics Community

Come Join Us As Gaiscíoch Opens It's Newest Chapter in:
The Elder Scrolls Online



No Requirements, No Commitments, No Expectations.
Play When You Want, How You Want, For As Long As You Want.

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THE MYTHOLOGY OF THE GAISCIOCH

What is a Gaiscioch? The Gaiscíoch takes its name from an Irish legend found within the “Lebor Gabála Éirenn” and “Cath Maige Tuired” which chronicles the arrival of the Tuatha de Danann to the shores of Connaught, Ireland.

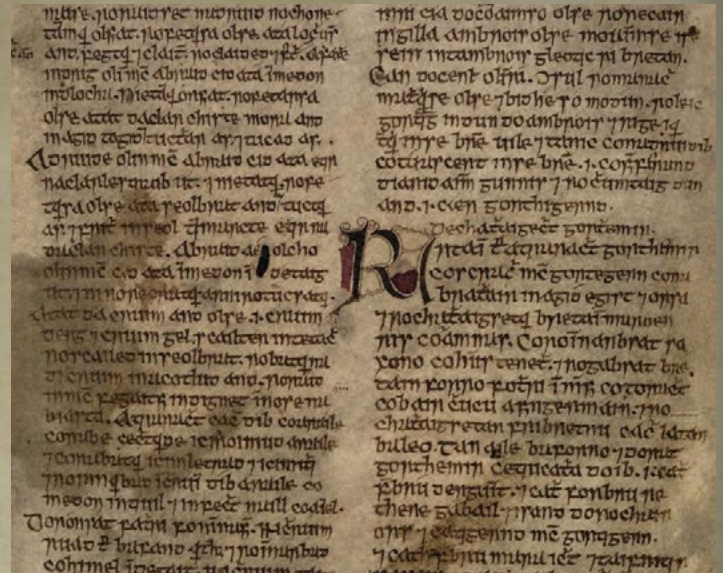
They came from four islands in the north west known as Findias, Falias, Gorias, and Murias. From these islands came four mystical relics, the Spear of Lugh, the Sword of Nuada, the Cauldron of Dagda, and the Lia Fáil. In addition, there were four great druid poets by names of Morfessa, Esras, Uiscias, and Semias. A great prophecy of impending doom was foretold by one of their seers and the Tuatha de Danann took to the ocean and sailed east to the shores of Connaught, Ireland, where upon their arrival they burned their ships so that they could never return. This created a black mist that swept the western half of Ireland and shrouded their arrival in mystery and legend.

The native Fir Bolg, whom were slaves that mutinied their ship and crashed it into the shores of Ireland saw this black mist and prophesied of great peril and destruction that should befall upon them. It was here that we first saw the appearance of the Gaiscioch. They were a hand chosen band of warriors, diplomats, poets, craftsmen, and sages that the Tuatha de Danann chose to fight along their side and represent them to foreign realms.

It was in the First Battle of Moyturna where the Tuatha de Danann encountered the Fir Bolg for the first time. They sent Bres, one of the finest warriors of the Tuatha to meet with the Fir Bolg’s finest warrior Sreng. The two met and exchanged spears and Bres offered the Fir Bolg half of Ireland to do with as they please.

Sreng returned to his king with the spear which was far superior to their own and the offer to own half of Ireland. The Fir Bolg king felt that if they gave the Tuatha half it would not be long before they were strong enough to take it all. He ordered the Fir Bolg to war.

When the Tuatha de Danann learned of this, they refused battle until the fight was fair. They sent their finest craftsmen and warriors to the Fir Bolg to teach them how to craft weaponry that was equal to their own and train their warriors to use them. After 6 months the two sides chose their best warriors. Bres met Sreng in the middle of the battlefield and told him that they didn’t need to continue this senseless war. But the Fir Bolg could not stand down.



© Royal Irish Academy

The first battle was with hurlers, in which they slung stones at each other until one side could not stand. The Tuatha were victorious. Again Bres met Sreng in the middle. He asked that they end this senseless bloodshed. Again the Fir Bolg declined. The next day the Gaiscioch and the Tuatha headed into battle and by nightfall every last Fir Bolg warrior had fallen and the Fir Bolg king lay mortally wounded. But the Fir Bolg were not all that suffered losses. During the battle the Tuatha King Nuada lost his right hand to the blade of Sreng. He was replaced by Dagda, as the King could not show weakness or be disfigured in any way.

After the battle was over, The Tuatha returned to the Fir Bolg. They offered them any one of the 5 provinces of Ireland for them to settle and do with as they please. They then threw a feast and invited their brothers from the south to join them. The Fir Bolg and the Tuatha joined forces as one united Irish nation and later fought together to defeat the Formorians.

It was this story that compelled me to create a family in its image, A community that looks out for everyone, even when it is not requested. A gathering of people from all walks of life, with all professions and trades represented. A legend of honor, respect, integrity and fellowship. This is what we attempt to recreate in today’s modern era.

Gaiscíoch

Photo Wall

Have a favorite photo you would like to share? Send your favorite Gaiscioch moments to magazine@gaiscioch.com and see them published in each issue of the Gaiscioch Magazine. We're looking for Gaiscioch in wild destinations, gamer parties, outings, or anything else you can think of.



CREATING MEMORABLE PUBLIC COMMUNITY ADVENTURES

By: Benjamin "Foghladha" Foley



For more than a decade, I have hosted public community adventures for hundreds of players at a time. They may seem easy to put together, however anyone that has helped me run them knows just how difficult they may be. Creating a memorable event is even tougher.

When we're looking to create a public community event there are several things we need to look at. The first thing to realize is that every player has a different motivation for playing. For some they play for loot and rewards, for others achievements and accolades, and for others they play for community. There is one thing that every human being craves from the time they're born to the time they die. Acceptance. People want to feel important, they want to feel useful, and they want to feel needed. If you can bring these things into your event it will be a huge success.

Now before we go into details, I want to be honest with you for a moment. Just because you create an event, doesn't mean players will flock to it. It also doesn't mean that players won't long for something else. Not every event you think up

will be a great event that people remember. It takes practice and it takes understanding your audience.

For example the second season of the Telara Saga in RIFT. By the time we kicked it off players grew tired of closing rifts and doing zone invasions. They longed for something else. The interest of the community changed and by the end of season 2 the population was next to nothing.

Not a single person could tell you anything memorable about Season 2. However if you ask someone about Season 1 where we sieged the Defiant (rival faction) capital city of Meridian, you would hear wild stories about how hundreds slammed into that city and caused an entire block of servers to go offline. The event series literally drew over 800 players to the field for one epic battle at the gates of the rival faction's city.

So what changed between the two seasons? The biggest piece that changed was the lack of an unsurpassable foe. In season 2 there was nothing standing in the way of success, no major villain, no unbeatable, unthinkable task to overcome. The best, most

memorable, public community events I've hosted we're not the ones where the fight was easy, but was the one where we took players to a place they would never think to go or ever have the opportunity to see.

The most memorable experiences in a mmo don't come with the fights you should have won, they come from the fights you should have lost yet prevailed. They come from doing that which is not easily obtained.

Putting an idea to work

When conceiving a plan for a public community event it is important to consider a few key points.

Give a reason to attend

You need to offer some type of experience they normally wouldn't receive. Whether it's killing a creature so difficult it requires large scale coordination, or making use of a system only available to a select few, or a prize that is highly sought after.

Reward players for consistency

Offering rewards to players for participating is a great way to keep the population attending. Whether

the rewards are distributed in game from killing a boss, or completing a quest, or something special you've managed to obtain that you want to raffle off, rewards keep players invested in your event.

Build a schedule

When thinking of your event you need to look at your own calendar. For your event to succeed it must be consistent. You need to have a schedule and keep to it. From my experience 3 month weekly events tend to be the most effective. 2 Months is doable but by the time the word gets around the event series is almost over. More than 3 Months and players grow tired of the staleness of the event and participation starts dropping off. The key to every successful public community event is consistency.

Spread the word

Once you have your plan set and your concept visualized it's time to get the word out. First off it's best to have some place where your event can be seen. Whether it's an entire website, or a forum post that you can point people to, you need a place for people to learn more information about your event. Once you have the information sheet in place it's time to promote it. I highly recommend traveling to the major hubs of the game you play and print a message stating the who, what, where and when of your event. In addition hit up the social networks, fan sites and official forums to drive more interest. With a little luck and perseverance your event will be in the spotlight and hundreds will come out of the woodwork to attend.

Get developer support

Many people have no idea how easy it is to get a little shout out or possibly even some prizes for your event. Simply sending the community director an email outlining your event plan and what you would like

from them can result in prizes being donated and mentions on official social networks. It's a great way to get the word out. Many developers are happy to have players who want to run events on such a large scale.

Prepare for the worst, and plan around it

Anytime you gather a bunch of people together things will go wrong. This should be expected 100% of the time. If it doesn't it's a miracle. This is not just me being cynical, it's a hard truth. If you come into an event expecting it, you will be much calmer and more clear of mind to deal with it. Having lofty hopes and expecting everything to be perfect is recipe for disaster. Any time you lead the public you need to expect them to do the opposite of what you say. There will always be people who don't listen, don't read, or outright try to sideline your event. It's a fact of life and the sooner you accept it as so, the sooner it won't tear down your event.

Attitude is everything

Many people don't realize how contagious their mood is when their leading an event. If you walk into a room angry others in the room will be quick to anger, defensive, or cold. If you walk into the room smiling others will smile too. The attitude you bring to your event will carry over your entire community so be sure that you are the light in the room mentally before getting started. This will make your events a lot more fun and keep the tempo up.

Get Help

The burden of organizing and leading hundreds is no easy feat and you surely won't be able to do it alone. By trying it will lead to premature gray hairs on your head and a heightened blood pressure. Gathering a few friends to help you lead the mayhem will ease the tension and help you keep things on

track. Plus it's always good to have a few people you can trust to pick you up when things go sideways.

Foghladha's Leadership Motto

There is something simple I teach every leader in the Gaiscioch family. "If you fail, it is your fault. If you succeed, it is their fault." The biggest tip I can ever give you is, do not pass blame on others. Instead pull the blame on yourself and it will show accountability and prevents players from attacking one another. You want to control the burden and keep it from destroying your morale. Simply saying "that was my bad, sorry about that" can often times lead to a few good laughs and turn the setback into motivation. In addition any time you succeed you should praise your audience and complement them. This returns back to the deepest human desire. Acceptance.

Final Thoughts


Leadership is not about power and control. It's not about telling people what to do. It's about inspiring people to take action, to seek that which is out of their reach. The role of leadership is one of motivation, appreciation, and acknowledgment. If you can make people feel needed and appreciated you have a much easier time leading them to victory.

The road to leading a successful and memorable public community event is not an easy one. You will have to put up with a whole lot of ugly to make your event shine through. However I can tell you firsthand that when you see your event taking off, see people discussing it and praising it, it makes it all worth it.

Just keep your head up and roll with the punches and remember to have fun.

IT BEGINS!

The Gaíscíoch Family Grows Roots In Elder Scrolls Online



It's been a long couple years. In just a few days our 5th Chapter will be officially opened and with it a whole new world to be explored. Elder Scrolls Online is a new MMORPG from ZeniMax Online featuring a vast explorable world and over 20 years of history and lore. Since the launch of Elder Scrolls Arena in 1993, The Elder Scrolls series has made its way into the collections of over 10 million gamers. It now lives among the RPG hall of fame and is one of the most loved series of all time.

The story begins in a time of strife and unrest. Armies of revenants and dark spirits manifest in every corner of Tamriel. Winters grow colder and crops fail. Mystics are plagued by nightmares and portents of doom.

Four years ago, in 2E 578, an arcane explosion of energy in the Imperial City set off mystical aftershocks that swept across Nirn. Mages died or went mad. Supernatural abominations from the plane of Oblivion, the Daedra, appeared in greater numbers than ever before. The constellation of the Serpent grew so large that it dominated the night sky.

So began the grand scheme of Molag Bal, Daedric Prince of domination and enslavement. His Dark Anchors, vortexes of evil magic, weaken the barrier

between worlds, threatening to merge Nirn and Oblivion into a single, nightmarish hellscape.

In the midst of this chaos, three alliances vie for control of the Imperial City and the White-Gold Tower. High Rock, Sentinel, and Orsinium stand as one, united under the rule of the High King in Wayrest. Valenwood and Elsweyr have forged an alliance of their own with Summerset, while Black Marsh, Morrowind, and Skyrim have formed a third, uneasy pact.

The Daggerfall Covenant. The Aldmeri Dominion. The Ebonheart Pact.

Three armies will take up arms against the Empire, and against each other, to wrest control of the Imperial City and White-Gold Tower from the dark forces of Oblivion itself.

THE FOUNDATIONS OF OUR FAMILY



Over the past 12 years we've had to deal with all kinds of challenges when operating guilds in fantasy worlds. From small guild sizes, lack of communication channels, to lack of tools to maintain guilds, we've not only found a way to make it work but we have developed our own methods to overcome these challenges.

For the Elder Scrolls Online we are going to put all of our experience to work right out the gate and adjust as needed when we learn what features we have available at our disposal. For those of you who have joined us for Guild Wars 2 you will already be familiar with the guild roster management system. We will be using our existing Guild roster Management System to streamline inviting and managing rosters.

The latest rendition of our roster management system has been performing beautifully since we launched it nearly 4 months ago. We will be duplicating the system for ESO as a starting point. Depending on where population normalizes at and the mechanics we have in game we will make alterations to the system to push the limits.

For our Elder Scrolls Online house we decided to plan for worst case scenario and work from there. So initially we will launch into a 5 room house. I have setup a Population flow system which will scale us up to the size we need as we need it.

If and when we see an Alliance or Custom Chat system put into play we will drastically adjust this to be more accommodating to all players. For now we are going to launch with what we know, using a system we know, and build from there depending on what tools we have at our disposal.

Primary Room - 7 Day Check-in Required

- Gaiscioch - Housing 480 Active Members at a Time

Core Rooms - 30 Day Check-in Required

- Gaiscioch na Gorias
- Gaiscioch na Findias
- Gaiscioch na Falias
- Gaiscioch na Muirias

Now we will be using a floodgate system to try to load balance these rooms. Once they are all full we will remove 1 person from the "to be removed" list for each "to be invited".

Thus keeping our 5 rooms completely full with the most active players. Those that do not meet the check-in requirement will be temporarily removed until they login and check-in on the site to verify they are still playing.

Now the best feature of Elder Scrolls Online is the fact that you can see all guild chats at the same time. Unlike the Guild Wars 2 Representation system where you can only see one. What this means is that everyone in the Primary Room can see all chat for all of the members currently in that room and their Core room at the same time. So where in Guild Wars 2 if you were only

in a Core room you would be awful lonely and nobody would respond to your questions, in Elder Scrolls Online members who are in the Primary room can reply to your questions. Additionally all 20 Elders will be in all 5 rooms of the house to help answer questions as needed.

Gaiscioch Chapter 5 Eldership Team:

		Foghladha		
Donaliam*	Prissy*	Izmina*	Jessica*	Pops
Connor	Jexia	Saresh	Morigana	Briseadh
Bloodymaw	Selrina	Tybor	Naay	Seacoral
Dargron	Samion	Dreamtrip	Shalako	Ryokka

* Admin of a Core Room

With all 20 elders being in all 5 rooms you will be able to contact any of us if you have any questions or need assistance at any time. In addition all of the players who are in your Core Room and also Gaiscioch will be able to see your communications as well.

Getting an Invite

As we did in Guild Wars 2, our Elder Scrolls Online guild system will require users to log into Gaiscioch.com and enter their ESO ID into their profile. Additionally they can choose their origin (Guild) or allow us to automatically place them into whichever core room is up in rotation. Upon choosing their Origin and filling in the necessary information their name will be added to the to be invited list. Invites will be processed daily and you know you've been invited by a blinking notification icon found on your chat window. You can press "N" to accept the invite from your notification window.

Going AFK

On day 5 you will receive an email from the Gaiscioch.com website asking you to verify that you are still playing. By checking in on the website you will retain your primary room membership. If at any time you don't respond by day 7 you will be added to the to be removed list until you check in again and let us know you're still playing.

Alliance / Chat System

Once an alliance system or custom chat channel is established we will change the format and move to a 5 room system which will require all members to use the same chat channel for communication. This will serve as our primary chat channel across all guilds. It has yet to be revealed what the plan is for this system but we do have confirmation that it is being developed. For now we will do what we've been doing for the past year in Guild Wars 2.





CHOOSING YOUR ORIGIN

With Elder Scrolls Online we thought it would be fun to bring to life the Origin's story behind the Gaiscioch of the Tuatha. Before the battle of Mag Turied the Tuatha de Danann came from 4 islands off the northwest coast of Ireland. In this chapter we have named each of our rooms after these islands. Each of these Islands had a great capital city which was home to each of the four relics of Ireland. In addition they had a Leader and a master druid.

Gaíscíoch na Gorías

Upon the shores of the great city of Gorias lay a treasure of immense value. Ruled by the Tuatha de Danann Lugh Lámhfhada. Bestowed upon him was the protection of the Spear of Lugh which was said to have a mystical ability that when Lugh roared "Ibar" the spear would fly through air and strike its target without fail. Then upon yelling "Athibar" the spear would return to him. Within the city lived a druid by the name of Esras, who was a master of wisdom.

Gaíscíoch na Falías

The most sacred of relics was kept within the walls of the mystical city of Falias. Protected by the mighty and knowledgeable Oghma, the Lia Fail which served as the Coronation Stone for the Tuatha de Danann and later all of Ireland. The great and wise druid Morfessa, provided counsel to the city of Falias and was a master of art and poetry.

Gaíscíoch na Fíndías

Within the walls of the mighty fortress city Findias was the High King of the Tuatha De Danann, Nuada Airgetlám, who possessed the mighty Sword of Nuada. No one ever escaped from it once it was drawn from its sheath, and no one could resist it. It was said to glow like a burning torch and a mere touch upon ones skin would be a mortal wound no man could heal from. Within the citadel lived the druid Uiscias who was a master of sovereignty and war.

Gaíscíoch na Murías

Upon the Island of Murias sat the mighty Dagda with his Cauldron. The Cauldron of Dagda was said to fulfill any mortals desire. No man ever walked away from it unsatisfied. It was also known to heal mortal wounds. However in the hands of a mortal the Cauldron would bring nothing but death, famine, and sorrow. The Isle of Murias was watched over by the Druid Semias, who was the master of health and harvest.

The four great island cities migrated to the shores of Connaught after a prophecy of great destruction befell the Tuatha de Danann. The 4 mystical cities sank into the ocean never to be found again. Upon their arrival they burned their ships so that they could not return. It is on the shores of Connaught where the Tuatha would grow roots once again building a mighty army of poets, diplomats, soldiers, craftsmen, and healers known as the Gaiscioch.



SIEGE WARFARE INTRODUCTION

By Caytlynne of Skye

With the release of Elder Scrolls Online, ZeniMax and Bethesda Software will take Elder Scrolls enthusiasts into the realm of MMO's and player versus player combat for the first time. This is exciting news in many ways, since the Elder Scrolls franchise has such a large number of fans worldwide. It will expose many of these fans to player vs player for the first time since previous releases have been first person shooters.

Many players that have previously experienced pvp will attest to the somewhat addictive nature of this style of play, while others may not have had such an enjoyable experience. Those that did not enjoy pvp previously may find that the ESO version will be a much more enjoyable experience. Many of the current MMO's suffer from a very small landscape for battles allowing smaller groups of players little chance for significant gains before the dreaded zerg runs them over. ESO promises a huge battleground that will, from all reports, take as long as 30 minutes to run across on foot. This will permit smaller groups of player's ample time to take a keep or outpost without the worry of being overrun by a vastly superior force.

ESO also promises missions that permit the solo player the opportunity to gain Alliance vs Alliance (AvA) experience, as well as, gold and loot. These missions will provide exciting opportunities that many other MMO's ignore.

Part of the ESO AvA experience is centered on the taking of Castles or Keeps, and their associated resources such as outposts, lumber camps, mining camps and farms. Those familiar with previous MMO's such as Dark Age of Camelot and Guild Wars 2 have experience with siege equipment and their use in MMO battles. Let's take a look at how the ESO franchise envisions and executes siege warfare.



Figure 1: A typical French trebuchet that may have seen actual use.

History shows us that several types of equipment dominated the siege battlefield: trebuchets, ballistas, and battering rams. While

there are many other types of equipment that saw use on the medieval battlefield these three were the dominating equipment of the time.

There have been several other games that have employed siege as one of the central foci of their pvp experience, most notably Dark Age of Camelot, and Guild Wars 2. Both of these games provided the option of several types of siege equipment. Elder Scrolls Online has a wide variety of siege equipment available to the player.

They include:

- Battering Rams
- Ballista
- Catapults
- Trebuchet
- Forward Camps
- Fire Pots

Several of these offer variations including stone projectiles, firepots, and lightning bolts, all of which provide unique damage capabilities. You can, for example, buy a stone trebuchet, a firepot trebuchet or a lightning blast trebuchet and equip them for use. Forward camps are a nice addition in ESO and provide the players with a remote respawn point. This can be a great advantage since running across the battleground on foot can take over 30 minutes from edge to edge. They are however limited to 25 player uses and then they disappear, unless repairs are performed.

In some other games the use of blueprints is required for the deployment of siege engines. This requires the player to have not only the blueprint, but the resources to build the equipment. This may require input from as many as 15 other players to build a trebuchet or golem. ESO does not require the use of blueprints to build, nor does it require supply to build siege, which is a welcome change. What ESO does require is that the player purchase the siege equipment from a vendor that is located in most keeps, and towers prior to the battle. They may be purchased using AvA credits or gold.

In real life situations, the siege that was left in a keep or castle could be used by the capturing force unless it was destroyed by the fleeing force. In many other AvA and PvP games siege is simply abandoned when you have completed the capture of an objective. This abandoned siege could not be used by the capturing force. In ESO this will not be the case. Players who place siege can retrieve it once it has served its purpose by stowing it until they need to place it in a new location for the next attack. Abandoned siege is a problem of the past.



Figure 2: A lightning bolt ballista, great for stunning the attackers



Figure 3: Example of a firepot trebuchet



Figure 4: A firepot poised to drop its liquid bath on the attackers.



Figure 5: A meat bag catapult, devastating against troops



Figure 4: Rapid deployment of siege via the Quick Slot.



Figure 5: Example of good area for siege placement.



Figure 6: Example showing siege cannot be placed.

Siege equipment in ESO sustains a small amount of damage each time it is fired. Siege may be repaired by other players during the heat of battle, if they have the proper materials, or by the user if they leave the equipment first. This helps to extend the useful life of the siege. The high cost of repair materials does not always prove worthwhile, however, since repair materials are minimally effective. Sometimes it is cheaper to simply let the siege die, and place another.

Siege deployment is a bit cumbersome, but once you have done it a few times it is ok. In order to place siege you must first equip it in your hotkey function.

This “hotkey” allows you to have potions, repair materials and siege ready for quick deployment. After the items have been placed in an appropriate spot from the players inventory, the player presses and holds the “Q” key and uses the mouse to preselect the desired item. Once it has been preselected in this manner, it is placed by simply pressing the “Q” key and moving your mouse pointer to the desired location on the ground. During the heat of battle this is cumbersome, until you train yourself in its mechanics.

The number and placement of siege equipment can play a central role in both the attack and defense of castles and keeps. There are limitations on the maximum number of siege engines that can be placed, but since the siege is easily moved this has not proven to be a problem during our testing.

Additionally, there are terrain limitations on the placement of siege, which make sense. You cannot, for example place siege on rocks, or too close to another



Figure 7: Trebuchet placed on an upper floor of a Keep being used to attack inner keep .

piece of siege. Figure. 5 shows an example of the area necessary for siege placement that must be relatively flat. The circle will turn green when you find an area that will accept your siege equipment. Zenimax has done a good job of providing many places where siege can be placed inside and outside of objectives and should not pose a problem for either offensive or defensive players.

During testing I did not experience any problems with “collision” that is present in some other MMO’s. What happens in some games is that siege equipment can “penetrate hard surfaces” and still do damage to the player on the other side. Arrows shooting through castle walls and gates is a prime example that occurs in some games. Thankfully I did not encounter this trait in AvA testing in ESO as this was a most frustrating trait in other MMO’s.

Finally, I know during my research for this article that I found that many different types of siege engines were put into use during the medieval era. An example of a trebuchet accompanies this article. The way siege

equipment looks is a big part of the implementation during the game design. You will find several examples of the siege in ESO accompanying this article. I think the designers and art department did a great job with making these seem like they are right at home on the ancient battlefields of Cyrodiil, and that only adds to the enjoyment.

ESO certainly promises to be many things to many players. For the devoted Elder Scrolls fan, it provides a glimpse into the past of Elder Scrolls. It provides the player new to the Elder Scrolls experience a polished high definition world, complete with magic, sorcery, epic creatures and yes even player vs player content. Siege engines in pvp is only one small aspect of the Elder Scrolls Online experience. We invite all of you to give AvA a try in ESO. We look forward to seeing you all in Cyrodiil very soon!

Ref: Figure 1: Source Wiki: Diagram of a [trebuchet](#), from the “Dictionnaire raisonné de l’architecture française du XIe au XVe siècle” (1854–1868) {{PD}}

WELCOME TO OBLIVION...

By Cutekhaos



As your eyes open the warmth of the crackling fire belies the cold dampness emanating from the ice blue crystals. The nagging sense of desperation creeps forth, “Move!” Screams your mind. As you glide towards the door it throbs, “Escape!” With the minimal UI it is easy to forget that you are not of Tamriel.

Suddenly an unseen apparition appears pulling you further into the dire straights of this world. “How do you feel?” “Can you move?” the voice echos around you as the faint sounds of fighting bounce off the wall. For a bright light shimmers and the voice comes into focus as this old man issues you to escape. Before you can process how to accomplish this task there is a soulless Argonian all too willing to pick the lock of your cell and you are off.

The Prophet’s thundering voice melding seamlessly with the yells of other prisoners. To the forge you go picking up a weapon and learning how to equip it while moving forward in a ceaseless tide of escape. The urgency is all around you from the ambient sounds to the NPC’s ushering to continue before being discovered by the Lord of Brutality. During this exchange you meet Cadwell, a quite mad imperial prisoner who provides much needed levatiy.

Once the Prophet is released and a brief description of the situation, there is a moment to catch your breath and interact with the items littering the floor. Trunks, urns and chests hold lockpicks and provisioning items to get you started after the escape from Coldharbor. The last thing you will do is confront your jailor and the games antagonist Molag Bal.

CRAFTING COMMENTARY

By: Cutekhaos

The Elder Scrolls Online or ESO has provided many interesting firsts in the world of MMO gaming and the crafting is no exception to this rule. As a person who spent the majority of my gaming experience in the MMO universe, I am consistently amazed by how ESO has turned the crafting of items in Tamriel into a lucrative player driven economy from the moment you enter the game.

There are the usual suspects to crafting when it comes to the Elder Scrolls, such as crafting food also known as Provisioning, Blacksmithing (Heavy armor and Melee Weapons), Alchemy and Enchanting. There was a crafting overhaul in the beta that birthed Clothing (Light and Medium Armor) and Woodworking (Shields and Ranged Weapons). These skills were all incorporated into your character skill sheet allowing players to specialize in these crafts as they would any other skill line.

What makes crafting unique in this author's opinion is how it relates to character progression and the overall economy. There are crafting stations that are integrated throughout the world, playing heavily on the exploration Elder Scrolls fans love, while allow crafters to dedicate time and materials in order to create unique offerings that MMO players will salivate over. This couples these two worlds in a new economy platform.

Gone is the traditional Auction House, but don't fret. There is an ESO equivalent called Guild Stores. As seen in some beta weekends, there will be guilds based solely on providing this function to the game. However the heart of this world is the crafting community. Much like any community supply and demand are going to set the pace, but the individual players are going to be shaping the long term growth.

What does this mean for said individual... infinite possibilities. Want to be a Templar wearing Medium Armor and rocking a bow? Clothing and Woodworking are going to be your bread and butter. Want to upgrade to a new armor picked up on your travels, no worries about bag space as old armor and weapons can be recycled through researching. Once enough traits have been researched you can craft that special set item.



After crafting an item you upgrade it by utilizing enhancements found through deconstruction and looting. You can put skill points into passives for better chances and are able to start creating as soon as you can get to a crafting table and have the needed materials.

Another important note is the ability to create only your native style of armor at first. There are racial lore books that open up the ability to craft for other races. These items can only be located in the world as rare drops.



Over all the crafting system like most aspects of the game are integrated into the very fabric of Tamriel. If a player puts forth the effort they cannot only get some instant gratification through creating personal items, but create their own crafting empire through word of mouth and the ability to craft a unique set of items.

INTO THE DEPTHS OF FUNGAL GROTTO

By: Seacoral & Jessica Hunt

We had traveled many days through the lands of Ebonheart Pact. The four of us found ourselves in a land called Stonefall; the starting area for the Ebonheart Pact (Level 12ish area), one of many lands within the pact. We had traveled these lands by foot, horse and wayshrine. We spent this night with a group of travelers just down the road from the Iliath Temple Wayshrine within the Iliath temple area of influence. The travelers told us of an area called Fungal Grotto (level 12 to 15 group dungeon) that had many nasty surprises in it.

Our father figure of the group, Pops a mighty Nord Sorcerer in his own right, thought that this was something we should look into. The pup of the group, KylaRose, a Nord Dragon Night, was ready to go at first light, but the rest of the group Selrina and myself, known as Sea, also Nord sorcerers, insisted on a meal of goat meat and fresh water before we headed out. During this time Pops had us all check our gear of heavy plate armor to insure that all was mended and our swords sharpened and staffs fully charged for the day's work.

Heading out in the morning sunshine we discovered the entrance to Fungal Grotto, where upon entering we found a group of people praying at a very old wayshrine. There were vines and vibrant life within these cave walls, some of them not so nice as we came to find out. KylaRose led the group out being the one most experienced with melee attacks. Selrina and Sea remained within the middle of the group being able to provide spell attacks as needed to bear on any foes as we found them. Pops brought up the rear of the group as our healer with all of his wisdom. KylaRose first encountered a

group of Murkwater Hunters and Butchers. She led with a frontal attack on them with Selrina and Sea causing much damage with the spells they had at hand. As one of us was weakened by the attackers Pops healed.

While passing through the tunnels and caverns of Fungal Grotto, we found various sacks and boxes of supplies that we could use for cooking or crafting in our leisure time after a day's hard fight.

Going down one of the many tunnels, our lead spied Tazked, the Pack Master, with his pack of Durzogs guarding the way. After a brief but intense fight, we killed the pack master and his pack of stinking crazed animals. We then found ourselves entering a very large cavern with an outcropping of rock in the middle of it. All around this pillar of rock was various groups of Murkwater fighters just wanting to cut our throats or fill us full of arrows if we tried to pass them. But looking up, we saw their leader, War Chief Ozozai, and his two guards. We started pulling the mobs one at a time, bringing them down with our swords and spells from our staffs. Finally only the War Chief, along with his two guards, stood looking down at us from his rock perch, like the thug he was.

Pops advised us, like in any battle, we should have a plan of attack and he reminded us that not all attacks will be the same with each encounter we find in these lands. Selrina put forth the idea that she and I would take out the two guards while KylaRose held the War Chief in check with Pops support. The battle was started with the pup taking on the War Chief and two sorcerer's taking the guards to the right and left of the War Chief. After

taking out the guards we turned our attention to helping our tank out. She was going toe to toe with this nasty of nasties holding her own. During the fight Pops was showing his mastery of heals by keeping us all alive until the death of War Chief Ozozai.

Talking among ourselves we discovered that this War Chief had various abilities that we dare not talk about except in the quiet taverns that dot the landscape of the towns of Ebonheart.

We continued down the various tunnels killing many pacts of Murkwater fighter's until we discovered that this system of caves must have been a village or center of population at one time. Where does one find stonework of bridges in the middle of caves that were built to last over the ages? We crossed one bridge to only discover that we were faced with many various sized groups of Brood Birthers and her Dreughs. These were dispatched to their gods as we crossed over the many bridges. On the last bridge we crossed the wall in front of us exploded in a shower of rock. What came forth out of the hole in the wall was a four legged vile nasty called Kra'gh the Dreugh King. This one had many different abilities that can kill you or the group in a heartbeat. Ye be warned this is one tough boss to take out and fighters must empower many different ideas to bring him down for the kill.

As for us we killed the Dreugh King, but that is a story for another day and for you fighters of the land to tell your own story of how you won or died in Fungal Grotto. Just know it is faster to leave the dungeon by following the water, which is the source of all life of the land.



Elders & Trolls

A Elder Scrolls Online Comic Strip
By David Lanni (Neoyoshi)



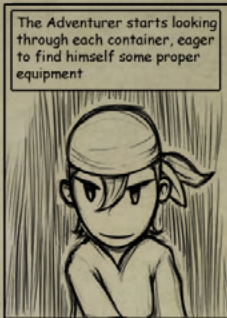
watch out! there's another one!

Now go into the next area there to find some containers, you should be able to find some useful equipment and weapons inside them for your journey ahead.

The Adventurer makes his way into the next area, as per the advice of the Prophet, and finds an antechamber leading into a large open area filled with what appears to be hundreds of containers of all shapes and sizes.



That's a lot of containers.



The Adventurer starts looking through each container, eager to find himself some proper equipment

At the first container, He finds...



Goat... Meat?

That's right... "Goat meat".



Bleh...

eh, this one has Goat Meat inside as well..

Oh come on! more Goat Meat?!

.....

This stuff stinks..

Wha... Goat Meat again??

Wait... is this..

BWa Waa HA HA!!

After several hours of searching...

only to find more Goat Meat..

Molag Bal shows up.



Here! have some more Goat Meat!

make it stop...

*DISCLAIMER: Characters, names, content and material here-in are inspired by intellectual property which is owned by Bethesda Softworks LLC. All Rights Reserved. Molag Bal is pretty darn evil.

Elders & Trolls

A Elder Scrolls Online Comic Strip
Bum-log-Nogg'n & the Angry Nord

Bum-log-nogg'n is tasked by a Father & Son to search for a group of Mercenaries called: The Daggers, a group that had recently gone missing. Bum-log-nogg'n sets out to look for Adventurers to aid him in his task.



Later that same day...



It's Laundry Day... Right?

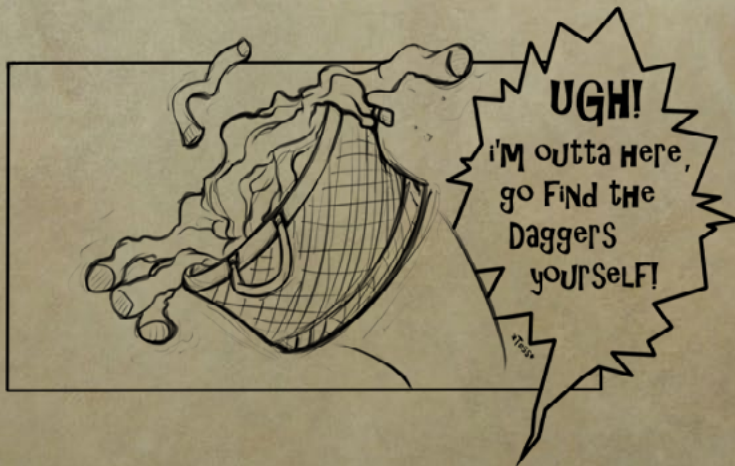
What?! so i'm not allowed to do my Laundry now??!
Is it a crime now to wash one's clothing??!



Wait... what?.. No!.. i didn't mean.... uhm..



Nord women are Bat@#S! crazy!



And the Drama Queen leaves...

*DISCLAIMER: Characters, names, content and material here-in are inspired by intellectual property which is owned by Bethesda Softworks LLC. All Rights Reserved. A Character name has been altered to protect the identity of a smelly orc.

ELDER SCROLLS ONLINE BY THE NUMBERS



1,221

Gaiscioch & Tuatha members joined the ESO Pioneer program and reported bugs & feedback over the course of 1 year.



20

years since the launch of the first Elder Scrolls Game: Arena.

1,500

Gaiscioch & Tuatha members geared up and ready for launch in March 2014.



2

years of cooperation between Gaiscioch and ZeniMax Online to make Elder Scrolls Online the best possible experience for all.



5

Gaiscioch rooms planned for the launch of Elder Scrolls Online with the maximum capacity of 1,800 active players.



1,311

Gaiscioch Forum posts regarding Elder Scrolls Online before the game even launched.

The Elder Scrolls®

— O N L I N E —



Come join us and return to Tamriel in The Elder Scrolls Online, and bring the legendary experience online for the first time. Explore the vast world with friends and embark upon an epic adventure. The choices you will make will shape your destiny. Three armies will take up arms against the Empire, and against each other, to wrest control of the Imperial City and White-Gold Tower from the dark forces of Oblivion itself.

Where do your loyalties lie?



DAGGERFALL
COVENANT



EBONHEART
PACT



ALDMERI
DOMINION





THE
SANCTUM OF RALL
GUILD WARS 2 SERVER COMMUNITY

THE LEGEND BEHIND THE SERVER

By: Benjamin Foley

For many of us that knew him, he was a father to us. His voice was inspirational, his words meaningful, and his playful attitude provided endless laughs for thousands. It's very rare to run across a person who just by being there shapes not only a conversation and attitude of hundreds, but also brightens even the darkest moments.

That was Roger "Oldroar" Rall for you. He wasn't always a member of Gaiscioch. He originally was a Tuatha Alliance member from the Council of Shenanigans. He played there with his friends Holimoli and Prissy who was known as Doctorfixit back then. Prissy and Oldroar became Trinity leaders in our family's RvR events taking the helm of hundreds at a time in a 3 raid offensive force that swept over the battlefield conquering all.

Eventually a situation arose that removed Prissy from Council of Shenanigans, Oldroar approached me and asked that we give her a home with us. I told him you don't need to worry about these things, she always has a home with us regardless of the tag above her head. A day later Holimoli, Prissy, and Oldroar all became Gaiscioch.

It was the end of one chapter in their story and the birth of another. Oldroar would grow to become

one of the most inspirational men to ever lead in Gaiscioch. He was even considered for eldership several times and approached yet his answer was always the same, "I have not earned it yet, I can not accept it." Three times we offered, and three times he declined. He was a man who lived to service his friends, family and followers.

He touched the lives of everyone. In hard times when real life tore us down he sat for hours giving us advice and building us back up. The guidance he provided to many of us quickly became the turning point in our lives. From my experiences with him he made me a calmer leader, brought clarity to the chaos, and helped me improve the person I am through patience and perseverance.

He traveled through Warhammer Online with us, joined us briefly in RIFT, and later found enjoyment playing World of Tanks with several members of the family while they anxiously waited for Guild Wars 2 to arrive. For months Oldroar talked about Guild Wars 2 to me, pointing out the similarities with Warhammer Online. He encouraged me to take the trip to Seattle and make contact with ArenaNet.

Shortly before we received our welcoming into the Alpha team for Guild Wars 2, Oldroar disappeared.

Nobody had heard from him in days. That is when we had Moredan who was one of our elders at the time and a close friend of Roger's give him a call. The news was unbelievable. He had passed on in the time it took his wife to get him a glass of water.

This news hit a lot of us hard, but also was the fire that forged a legend. We decided that we were going to pay tribute to Roger's memory by bringing his attitude and teachings to Guild Wars 2. We began lobbying to get a server named after him. We mounted a letter writing campaign to show just the reach that Roger had on our community. Still today those hundred or so letters hang on the ArenaNet community wall.

ArenaNet informed me that they would dedicate a server in his memory and named it Sanctum of Rall just weeks before one of the final beta tests. We later discovered a NPC in the Black Citadel named "Historian Goshkia" who foretold the legend of Tribune Oldroar.

Sanctum of Rall has become a living testament of his memory and the Gaiscioch presence there will be ever strong until the day they take it offline. This is where a man became a Legend, and an inspiration to us all. Others have a server, we have a legend.



CREATING THE GREAT TYRIAN ADVENTURE: LEGENDARY EDITION

By: Jessica Hunt

It has been three seasons that the Gaiscioch Family has entertained the masses of Tyria through our massive events. Our goal has been to bring the community together by providing fun and interactive events in the games we enjoy together. It has been a blast to command during these events and the events have taught me how to lead more effectively. I have also made many long lasting friendships and look forward to many more events in the future.

I got to sit down with the mastermind behind these events,

Benjamin “Foghladha” Foley, and ask a few questions about his ideas and where he came up with the prizes for the most recent season of the Tyrian Adventure: Legendary Edition.

Q: Just how long have you been organizing events like the Great Tyrian Adventure?

Believe it or not my first public community event wasn't in an MMO at all. It was in a old PC game called Vampire the Masquerade: Redemption back in 2000. For nearly a year I ran a twice a week campaign called “Death in Prague”

where I was the storyteller and walked people through a 6 part story I created for the series. Over the course of the year I ran over 600 people through it and even PlanetVampire by Gamespy picked the series up and gave me a section of their site for it.

I finally closed my campaign when I first got my hands on Dark Age of Camelot. That's when I began hosting massive dragon hunt events and Realm vs Realm events. Each time getting more elaborate and grander in scale. Since then I have created the Battle for Badlands,

the Telara Saga, and now the Great Tyrian Adventure. I've been an entertainer at heart since birth. I find the most enjoyment in games by entertaining others.

Q: What has been the most challenging aspect of running the Great Tyrian Adventure?

As with any large scale event, the biggest challenge is getting the word out. For this season we relied heavily on traditional social media to spread the word and also employed the help of ArenaNet to spread the word through some carefully timed facebook and twitter messages. In addition, we began promoting the event an hour before the start of the event. The result has been spectacular, bringing in over 300 people per week to the event series.

The other major challenge has been covering all 4 timeslots with leaders who have experience leading massive public groups. The stress involved with running a complete public group is drastically different from that of a guild group. You never know what type of person is going to show up to test your patience. These events are a real test of character.

Q: What was your inspiration behind this season?

I won't lie, the prospect of Elder Scrolls Online on the horizon played a big part in our decision to go all out this season. Historically the Elder Scrolls games have hit the communities we've been a part of hard. With Skyrim we saw a 30% population drop in our community event series over night. I wanted to make sure that this event series was special. We don't know what the future holds but we did want to show our appreciation to those that

have called Sanctum of Rall home and have weathered the storm with us since it opened. We saw this as our last chance to say thanks to a lot of people that will likely be spending time in Tamriel and wanted to make sure they knew that they were appreciated. Maybe even encourage them to keep in touch and continue playing.

Q: Can you share what prizes you awarded this season?

Most definitely! This season we awarded the mystic forged weapons: Courage, Ilya, Dreadwing, Titan's Vengeance, Stygian Blade, Phoenix Talon, The Anamoly, The Crossing, The Vision of the Mists, Immobolus, Wings of Dwayna, Spirit Links, Melendru's Gaze and Volcanus. The precursors awarded were: Venom, Rage and Rodgort's Flame. The legendaries awarded were: The Bifrost, The Flameseeker Prophecies, Incinerator, Meteorlogicus, Kudzu, The Minstrel and the mother of all legendaries, Eternity. In addition we awarded 4 commander compendiums, 18 20-Slot Bags, 135 Exotic Weapons, and 39 Sets of Exotic Armor. All in all the total trading post value was calculated at over 30,000 gold.

Q: The Great Tyrian Adventure is well known for passing out some pretty awesome loot. How do you come by so much awesome stuff?

Relationship building and building an army of like minded, big hearted people. For season one we used our friendship with the developers at ArenaNet to acquire 100 in-game Guild Wars 2 T-Shirts, as well as, an extra character slots for 5 lucky participants. In addition RaidCall, our voice service partner, donated a few gem cards for some lucky players. The vast majority of

the prizes however were crafted, gathered, and donated by the members of the Gaiscioch Family. All of the season 3 prizes have been created by our team. Just in the past month I have logged more than 62,000 donations in our system of materials, gold, and items. The big hearts of the Gaiscioch family keep the vaults stocked and keep the prizes on the epic scale.

Q: Are you planning on continuing the Great Tyrian Adventure for Season 4?

Certainly. We are actively looking into ideas for our next season that appeal to our audience and also helps our server grow and thrive. Some of the ideas we're playing with involve both the guild mission system and world vs world.

Q: WvW? What brought this idea on?

Since its inception the WvW system has been out of our reach for events like the Great Tyrian Adventure. This was largely due to the queue system and the highly competitive nature of the beast. However due to some improvements made by ArenaNet and the change in landscape on Sanctum of Rall we feel it's time to bring this adventure to the WvW battlefield.

Q: What has been your favorite memory of the Great Tyrian Adventure?

Well nobody can forget the "Incident" in Fireheart Rise. So the lake below wasn't as deep as I thought it was and I lead 100 people to a very quick death off a cliff. People still today give me hell for that. Regardless the key here is that every single person that was there remembers that moment. Epic memory creation was successful even if it was an epic fail.



PLAINS OF ASHFORD

By: Herb "Oldgoat" Townsend

The Plains of Ashford was once occupied by the human kingdom of Ascalon. Now ruins of that kingdom are all that remains. Ghosts of the past patrol the countryside, taking vengeance upon any who trespass. It is one of two Iron Legion territories, the other being Diessa Plateau.

This area is a level 1 through 15 area, which means that all events, hearts, skill points, and NPC's are from level 1 through 15. This doesn't mean you have to be level 15 to complete the map. You can complete it and level up as you go. You can even complete it at any level, it's just much more difficult.

RESOURCE NODES:

- *Copper Ore/Rich Copper Vein*
- *Kertch Sapling*
- *Blueberries*
- *Button Mushrooms*
- *Carrots*
- *Herb Seedlings*
- *Onions*
- *Potato (node farm) - south of Loreclaw Waypoint*





We begin our tour at **Smokestead Waypoint** in the **Village of Smokestead**. This is on the west end of the map, just outside the entrance to The Black Citadel, which is the headquarters of the Iron Legion and was built upon the ruins of the human city of **Rin**. Near the waypoint we find various profession trainers. Heading south, we find the Point of Interest (POI) **Three Legions Court**.

Events:

- Drive away the hungry hawkeye griffon trying to steal charr cubs
- Prevent a brawl between the three legions
- Stop thieves from stealing Pitmaster Portersmoke's barbecue

Back to the north, we pass the Smokestead Waypoint entering the **Gunbreach Hills** where we find the **Graysteel Armory Waypoint** and **The Wrecking Yard POI**.

Hearts:

- Help Crucibis Forgeweld run the armory and aid the charr weapon tests
- Help Scar Stripeclaw organize the wrecking yard

Events:

- Herd the cattle into the pen with a cattle prod
- Protect the armory from the Flame Legion
- Reclaim the armory from the Flame Legion
- Protect the weapon parts from the Flame Legion
- Clear the Flame Legion cave near the wrecking yard

Resource Nodes:

- Blueberry
- Herb Patch
- Herb Seedlings
- Onions

Now, before we travel too far east in the hills, we want to take a short trip north and east into the **Tela Range**. Through a gap in the wall, we find **Mock's Niche POI**. Back out and to the left, we run into **the skill challenge Centurion Titus Bearclaw**, who just wants to test your fighting skill. (Watch out for his thrown mines.)

Events:

- Answer lore questions to draw out a challenger from the legions for a duel (2)
- Recover cannonballs from the skritt

Resource Nodes:

- Copper Ore
- Herb Seedlings
- Onions

Heading east, we find **Devourer's Mouth**. (Don't skip the part under the bridge.) As it's name suggests you'll find it filled with Devourer's.

Events:

- Kill the giant enraged devourer to quell the uprising
- Lure out devourers to get at their eggs

Resource Nodes:

- Copper Ore
- Button Mushrooms

Ranger Pets:

- Juvenile Whiptail Devourer

If we haven't completed exploring Gunbreach Hills, we can go South from Devourer's Mouth. If we have finished, we can exit through the cave directly to **Lake Feritas** to find **Feritas Waypoint**.

Hearts:

- Help Strum Bassclash secure

Lake Feritas

- Help Latera Painstorm fight the Flame Legion

Events:

- Help Marik Grimeclaw safely deliver his report to Tela Range
- Join Engineer Marinus on his maintenance patrol
- Clear the lake of tar elementals
- Kill the rampaging skale
- Kill the rock drake broodmother

Vista:

- Lake Feritas Vista, Follow the top steel pipe until you reach the end.

Resource Nodes:

- Copper Ore

From Lake Feritas we continue south to **The Old Duke's Estate**. The old Duke, Duke Barradin, was a human Noble before the searing. Now, he haunts the vaults near his estate. His lands were famous for having the best vineyards in old Ascalon. Inside the vaults we find **Vault Waypoint** and **Barradin's Vaults POI**. The vaults are filled with red oozes. You can also examine each sarcophagus for treasure or to trigger a fight.

Hearts:

- Help Bryllana Deepmind
- Help the Blood Legion (part of Charr's Triumph location, but easily completed on our way northeast.)

Events:

- Capture ghosts for Jenk Cutspecter using his ghost collector
- Kill earth elementals and gather lodestones for Tatsu Farkill
- Stay near the Crush cubs and keep the ghosts away

Group Events:

- Defeat the Ascalonian soldier, Armsman Pitney
- Defeat the Ascalonian soldier, Farrah Cappel
- Defeat the Ascalonian soldier, Horace
- Defeat the Ascalonian soldier, Ivor Trueshot

Vista:

- Charr's Triumph Vista, (Start on the north side of the hill. Easy jumping puzzle.)

Once we come out of the vaults, we will go east a short way and grab **Temperus Point Waypoint**, find **Charr's Triumph Vista**, and complete **Help the Blood Legion** on our way north towards **Martyr's Woods**. If you miss these, you will have another chance on our way back following the southern route.

Martyr's Woods is our final stop in zone 1. Moving straight North from Temperus Point, we find **Calhaan's Haunt POI**. East and a little north of here is **Martyr's Waypoint**.

Events:

- Dispatch Captain Calhaan's ghost

Group Events:

- Defeat the enraged grawl rampaging through Martyr's Woods

Once we've completed Martyr's Woods, we head further east and a little south to Zone 2.



Agnos Gorge is the first place we'll explore in Zone 2. As we enter, we move east and a little south to find **Deadgod's Lair POI**. Continue a little further East to **Shards of War POI**. From there, back west and then South to **Spirit Hunter Camp Waypoint**.

Hearts:

- *Help Gavros Spiritfoe and the Charr patrols.*

Events:

- *Kill the grawl shamans before they complete their ritual*
- *Drive the grawl away from Badazar's, no...Balthazar's statue*
- *Defend Spirit Hunter Camp from ghostly invaders*
- *Drive the Ascalonian ghosts from Spirit Hunter Camp*
- *Scout the Abbey Ruins with the Bane Warband*

Group Events:

- *Defeat the enraged grawl rampaging through Martyr's Woods (May also be seen in Martyr's Woods.)*

Vista:

- *Agnes Gorge Vista (Approach from the northern part of the hill directly across from the vista. Jump across 3 rock/pillars then follow the path.)*

From the Agnes Gorge Vista, we head due east to **The Toppled Wall**. Some players call the Agnes Gorge Vista by the name of The Toppled Wall Vista. Either way it's the same vista. If you haven't gotten the vista yet, go to the north side of the hill. There is also a cave here which is the location of an occasional spawned chest that holds a skritt burglar.

Heart:

- *Help Sagum Relicseeker of the Durmand Priory*

Events:

- *Recover stolen supply containers from harpies for Explorer Erin*

Now it's time to go south to the **Phasmatis Corridor** and discover the dungeon **Ascalon**

Catacombs. (It's a ghostly place that sends chills down my spine.) Directly south of the dungeon door is **Catacombs Waypoint**, west you'll find **Ghostsummit POI**. South again to **Swordcross Outpost POI**, then due east to **Phasmatis Waypoint**.

Events:

- *Break the morale of the harpies stealing the Durmand Priory's supplies*
- *Defend Plagan Swordrend as he repairs the turrets*
- *Defend Swordcross command post*
- *Protect the siege team as they approach*
- *Protect the demolition team*

Vista:

- *At the southern end of Phasmatis Corridor Vista (Approach from the North-western side of the large hill where the vista is located. Follow the southern side of the hill, jumping along the rocks until you reach the vista.)*

Resource Nodes

- *Green Wood Log*
- *Head of Garlic*
- *Parsley Leaf*

Due east of the Phasmatis Corridor is the relatively unexplored region of **Lamia Mire**. No waypoints or POI's, it has a few crafting resource nodes.

Resource Nodes

- *Green Wood Log*

Our last place to visit in this zone is due north. **The Ascalon City Ruins** is the former human city located near the center of **Ascalon** along the Great Northern Wall. Once a major city of Ascalon, following the Searing the city was left in ruins but remained a bastion for the ongoing struggle against the first charr invasion. As time passed the Ascalon resistance dwindled in number due to deaths, desertions, and the exodus to Kryta.

Twenty years after the Searing, King Adelbern and his remaining forces, unable to hold Rin, staged a final defense at Ascalon City

as their last resort. Cut off from the Ebon Vanguard, with most of his men dead or dying, Adelbern committed one last act of defiance and called upon the powers of his sword, Magdaer to bring about the Foefire and drive the charr back.

Ascalon City is now a ghost town, filled with the spirits of its guard. The ghosts continue to watch over the ruins but make no attempt to communicate with living humans. They are nothing more than echoes of the soldiers who died there centuries ago. Legend says that if one of the twin swords of the royal family is returned to the city by the rightful heir of the throne that the spirits will finally be laid to rest.

On the west side, **The Viewing Hill POI**, northeast to **Ascalon City Waypoint**, farther east to **Foefire's Heart POI**. Two skill challenges, one at the bottom of the lake to the east, **Ruins of Ascalon City (commune)** and one high up on the wall to the east, **Ascalonian Ruins. (commune)** To get to Ascalonian Ruins Skill challenge, follow the wall towards the east, climb up stairs until you

find it. I suggest you kill as you go, as running could get you mobbed.

Hearts:

- *Help Ghyrtratus Fiendmauler*

Events:

- *Destroy the Ghostly Trebuchet on the Bridge*
- *Protect the siege team as they approach the wall*
- *Defend the mortars from ghosts*
- *Destroy the Ascalonian Soldier Statue*
- *Destroy the Ascalonian Scholar Statue*
- *Destroy the Ghostly Trebuchet on the Hill*
- *Protect the demolition team*

Group Events:

- *Kill Siegemaster Lormar*

Vistas:

- *Ascalon City Ruins Vista (West of the Vista is a staircase. Climb it and then jump to the Vista.)*

As we leave Zone 2 to the east we find ourselves entering Human's Lament at the north end of Zone 3.





Human's Lament is in the northeast corner of the map. A chest can be found in the cave you use to get to the vista. It's very well guarded by Veteran Trolls and ghosts.

Events:

- *Protect the demolition team*

Vistas:

- *Human's Lament Vista (This Vista can be reached by going into the cave SE of the Vista and then turning left. Beware the Trolls and Ghosts.)*

As we travel south towards **Cadem Forest** we pass through areas filled with Ogres and their pets. **Stonecrag Kraal POI** is inside the Kraal. Higher level characters can run to it, Lower levels be prepared to fight your way through. Once in Cadem Forest you'll find **Watchcrag Tower Waypoint and a bit further south, Duskrend Waypoint.**

Hearts:

- *Help Androchus the Hidden*

Events:

- *Drive the ogres from their watchtower by killing their scouts*
- *Protect the demolition team*
- *Drive off the ogres attacking Watchcrag Tower*

Group Events:

- *Capture Stonecrag Kraal*
- *Defend Stonecrag Kraal*

Vistas:

- *Cadem Forest Vista Reached by using the Watchcrag Tower Waypoint to the NW and walking to the Vista. If that waypoint is contested, it's a simple walk up the ramp to the southwest.*

Ranger Pets:

- *Juvenile Red Moa*
- *Juvenile Whiptail Devourer*

There is rumored to be a chest in Cadem Forest. As of this writing, the author has not found it. As we travel further south we find ourselves at the easternmost point of **Ascalon Basin** and we begin our journey back toward The Village of Smokestead by heading west into Zone 4.





Our first area in this zone is **Ascalon Basin**, a large body of water south of Ascalon City. After getting to the farthest point south for the heart, we go west and slightly north to the peninsula to find **IronDock Waypoint**.

Hearts:

- *Help Researcher Irkz research skale poison (Southeast corner of the map.)*
- *Assist Sesto Headsplitter with his work*

Events:

- *Assist Legionnaire Burnwhite in repairing the Iron Barracuda*
- *Kill the Separatists before they destroy the Iron Barracuda*
- *Acquire a skale charmer from Secunda and use it to tag and tame nearby skale*
- *Defeat the dread skale*
- *Help infiltrate the separatist camp and free prisoners*

Vistas:

- *Ascalon Basin Vista (Approach from the South-west corner of the hill, walk along the path around the southern edge of the hill, jumping up some steps as you go.)*

Heading back south we enter **Loreclaw Expanse** to find **Loreclaw Waypoint** and to the southwest, **Camp Keiran POI**.

Hearts:

- *Help Mei Hawkslayer disrupt the separatist activity*

Events:

- *Destroy the Separatist camp*
- *Kill the shadow skelk matriarch*

Resource Nodes:

- *A rich potato field (Southeast corner of the area.)*

Jumping Puzzles:

- *Loreclaw Expanse*

Spoiler Alert

1. Jump to a collapsed corridor that contains two sets of double spike traps. These hit for 1200. Note: these traps are continuously operating.
2. Jump through the window on the left at the second set of traps.
3. Run across beams and up stairs.
4. Jump down to another corridor.
5. Time your run through the flame traps and across to stairs. These hit for 750 and burning. Note that although there seems to be a safe spot in the middle (between the second and third heads), this is not the case, the traps will continue to hit you there. Do not stop in the middle of the corridor with the flame traps.
6. Jump up the makeshift stairs in the wall.
7. Run up next stairs while dodging falling rocks. At the top turn left.
8. Jump through the waterfall via the middle of the 2 ravens and angle slightly to the left. The

landing platform is slightly visible through the waterfall.

9. Open the treasure chest to spawn
 - (a) the Kill the shadow skelk matriarch event. Kill the matriarch to allow you to use the pressure plate required to reach the final treasure.
 - (b) the Kill Captain Ravenwood event. Kill Captain Ravenwood to allow you to use the pressure plate required to reach the final treasure. The Ascalonian Healer does not need to be killed and vanishes after Ravenwood is dead.
10. Climb up to the rafters, using the wall pieces behind the chest; this might involve dodging fireballs. Walk across the beams and step on the pressure plate.
11. Drop back down to the first chest; the southeastern wall has opened up, allowing access to a Grand Chest and sometimes a Rich Copper Vein. Approaching the chest grants the Loreclaw Expanse achievement. Grab the loot and run out since the roof may collapse and kill you.

Trivia

Numerous references to the Indiana Jones franchise are hidden around the puzzle.

1. The dead archeologist's name is quite similar to Henry Jones, Sr., the name of the titular character's father.
2. His skeleton wears a fedora, the hat usually worn by Indiana Jones.
3. In the passage to the final room with the chest, the player passes spiderwebs and there are two large saw blades against the wall, similar to the first trap shown in the movie.
4. There is a selection of cups sitting on the stone table near the final Grand Chest
5. A 'leap of faith' from a lions head/statue is present in both movie and puzzle.
6. The room with the Grand Chest will collapse (also done in the movie), killing you, if you do not leave fast enough.
7. Captain Ravenwood is a reference to Marion Ravenwood. One of her quotes is "You can't do this to me. I'm an Ascalonian" in reference to a quote by her in Raiders of the Lost Ark.

As we continue our journey we move west from Mei Hawkslayer's heart into **Windrock Maze**. There is a chest at the end of the canyon west of the heart. There's usually a dead

npc beside it. A Veteran Ridgeback Skale spawns once you get close. Go northerly in the maze to come out in **Devast District**. Here you will find a skill challenge **Ethereal Vanguard Monument. (fight)**

Hearts:

- *Help Gavros Spiritfoe and the charr patrols*

Events:

- *Destroy the Separatist catapults and roadblocks*

Now we take a short detour into **Abbey Ruins** to the west.

Events:

- *Defeat the Ascalonian ghost leader in Abbey Ruins*
- *Scout the Abbey Ruins with the Bane Warband*

Resource nodes:

- *Copper Ore*

Back out and south we then have a chance for a break of sorts. **Ashford Forum** houses vendors, crafting stations, an armor repair station along with **Ashford Waypoint** and the skill challenge **Centurion Micka Thickblood's. (combat)** We leave the zone going west, then south into Zone 5.





On our southward foray into **Lake Adorea** we find **Adorea Waypoint** on the northern shore. On the southern shore we find the skill challenge **Effigy Core. (combat)**

Group Events:

- Defeat the disturbed shade of **Grazden the Protector**

Vistas:

- **Lake Adorea Vista** (Path starts south of the most eastern shore of Lake Adorea. Go through a passage climbing some rocks, cross a plank, and the rest is an easy walk.)

From Lake Adorea, we head north to **Charr's Triumph**. **Exterminatus HQ POI** and **Victory Cenotaph POI** and if we missed it earlier, **Temperus Point Waypoint**.

Hearts:

- *Help the Blood Legion (In case it wasn't completed earlier)*
- Help the Iron Legion
- *Help Paenula train the troops by fighting in the pit and capturing creatures*

Events:

- *Protect the Containment Unit*
- *Destroy the ghosts in the containment unit hangar*
- *Kill the Lava Shaman*
- *Protect the engineers repairing the Victory Cenotaph*

Group Events:

- *Destroy the effigy before it reaches the Victory Cenotaph*

Ranger Pets:

- Juvenile Black Bear
- Juvenile Red Moa

After Charr's Triumph we move southwest on the road, towards **Victor's Presidium**. A short detour south into flame legion territory finds **Igni Castrum POI**. Then back out and west to find a chest guarded by a Veteran Lashtail Devourer. Once opened, the chest releases a skritt burglar. If you can down the burglar before he escapes, you receive a bag of loot. **Guardpoint Decimus Waypoint** is further west. From here, due south is **Langmar Estate Waypoint**. This is the location of a guild puzzle. It's also a good place to find Ascalonian Veterans. Heading back north we discover **Sharptail Encampment POI**.

Hearts:

- *Help Kyra Sharptracker*

Events:

- *Break the morale of the attacking harpies and defend the mortars*
- *Escort Vhes Hauntslayer and her warband*
- *Find the missing scout and escort her back to Sharptail*

Vistas:

- *Victor's Presidium Vista (One way to reach this Vista is to start on the path east of the encampment and walking counter clockwise along the rock-face edge. Keep going until you are SE of the Vista and then follow the path.)*

Resource nodes

- *Copper Ore/Rich Copper Vein*
- *Kertch Sapling*
- *Onions*

Ranger Pets:

- *Juvenile Hyena*

Now a short detour is in order. The entrance to **Decimus Stones** is just west of **Guardpoint Decimus Waypoint**.

Events:

- *Escort Vhes Hauntslayer and her warband*
- *Protect Hauntsmash as he plants charges*
- *Defend the Ash Legion's camp*

Chest:

It is rumored that you can find a Splendid Chest in Decimus Stones. (Fight your way through the many Ascalon ghosts and 1 Veteran, top left.)

Now, back out and North to **Vir's Gate Waypoint** and your map should be complete.







Maggatha Lynn

MS. GAISCIOCH - WINTER 2014



CATACOMBS

By: Herb "OldGoat" Townsend

(Disclaimer: No kittens were harmed in the making of this story)

It all started with a letter. Terri had gone to the mailbox and brought back the catscratch scribbled letter from Rytlock Brimstone.

"My Friend Maggatha," it began. "I hope this finds you in good spirits. I am hoping you can find the time to help me. I am desperate

to find Eir, the Norn you met at the moot in Hoelbrak last wintersday. I was told she had descended into the Catacombs of Ascalon, searching for King Adelbern's sword. She believes it is powerful enough to use against Zhaitan. I have been studying the history of the war between Ascalon and my people. Adelbern is being

held in the catacombs by the Foefire. The same Foefire is what powers the sword the king keeps his ghosts enslaved with."

"My fear stems from a single passage in the historical texts from the era."

"Let the sword be held by the King himself, so that he alone

enslaves them all."

"Maggie, I need you. You have met and befriended Eir, I believe you may be the only one to convince her to give up her quest. Eir's family has offered a generous reward of a gold coin for anyone who can help us bring Eir back safely. My greatest fear is that she will stir up the king and reignite the war between the Ascalonians and my people. This is the worst possible time for us to be fighting on two fronts. The dragons need our attention."

"We are meeting at the catacombs at two hours past midday. I hope to see you there."

Maggie showed the letter to Terri. Terri read it and said quickly, "I'll go get my kit ready."

Maggie put her arms around her partner and replied, "The catacombs are dangerous. I don't want to take a chance on you getting hurt."

"You know I'm tougher than you think. They're ghosts, I have fire. And you're there to keep them from getting too close," Terri assured her.

Maggie's tough exterior began to crack. Her eyes bright with the beginnings of tears, she whispered, "What if I can't protect you?"

"We can do this together. Besides, we're broke. And your share of the the gold won't pay the rent. Hendrick's been pestering me all week. Besides, there's no way I'm letting you and your hot temper run around in ghostville without me. You need me. End of discussion. Now go sharpen your axes."

They got to the Catacombs a few minutes early and Rytlock was nowhere to be seen. They were in the tourist section, which was protected by the Iron Legion and Durmond Priory and full of magic artifacts used to keep the ghosts away. The ghosts were rumored to be the souls of those who fell defending Ascalon from the Charr.

As they waited, Maggie noticed a small group of strangers coming in the gateway. They were walking towards her with a purpose. Involuntarily, her hands sought the axes at her belt. Terri touched her shoulder and said, "It's okay sweetie, I recognize the Asuran. His name is Mellen. He's a necromancer and we did some work together a few months ago."

"He doesn't look like he'd be much help in a fight," was Maggie's reply.

As the group reached them, Maggie watched them closely. Alongside Mellen, there was a larger than life Norn, and a disheveled Charr. As they drew close, she noticed the Charr smelled vaguely of alcohol and vomit. Her nose wrinkled as he walked by.

The Asuran came right to her, stuck out his hand and said, "My name is Mellen, what's your name, bookah?"

Maggie wrinkled her brow and squeezed his hand a bit more firmly than friendly, "Magatha Watson, and this is my partner Terri."

He winced, "I remember Terri, she and I worked together a few months ago when that crazy bunch of pirates started harassing people."

The Norn spoke then, his voice actually bigger than himself, "Hi there, my name is Bones, but my friends call me Doc."

Not to be outdone, the Charr growled out, "Hello, my name is Harry" and promptly laid down on the floor and began snoring softly.

Rytlock walked in at that moment. Shaking his head, he found a pail of water and dumped it on the Charr. This had the desired effect and as Harry stood up, a kitten fell out of his backpack, sputtering and hissing. Rytlock grabbed the kitten and with his tongue dried him off. Releasing the kitten, watching it

run back to harry, Rytlock shouted to them all, "Gather round"

Rytlock had everyone's attention now, and he told them what he knew, "Eir has gone looking for King Adelbern's sword. We believe she is planning on giving it to a member of Destiny's Edge to fight Zhaitan. The Priory and the Iron Legion also have reason to believe that her path through the catacombs might anger the king and rekindle the Ascalonian War between the ghosts and the Charr. This could prove disastrous to us all in our fight to end the reign of the dragons. We need you to find Eir and if possible get the sword from the king. The plan is simple, find Eir, gathering information along the way."

Once he finished speaking, he led the way and they began their descent. Immediately, trouble started. The first level below ground was a room filled with caskets. Each of them heard a ghostly whispering in the air from something that they couldn't see. A couple of gravelings had made a nest there and should not have been difficult to get rid of. Black with hard slick skin, they should have been easy to kill. However, some greedy member of their party had opened a casket, then another, and another while searching for loot. Soon they were fighting half a dozen ghosts along with the gravelings. This spread them out very thin in the battle, and the gravelings took advantage and pressed their growling attack.

Terri, the Elementalist, came to the rescue and brought a rain of fire down upon the ghosts and gravelings. Then she dropped a healing rain of water on her fellow party members. Doc also got into the act by doing spot heals of anyone who he saw bleeding. Maggie waded into the middle of the fighting and began chopping

and cleaving left and right. Rytlock joined her and together they wore down their opponents.

The sound of the battle was a cacophony of clanks, bangs, and screams of agony. Out of the corner of her eye, Maggie could see Harry firing arrow after arrow into the fray, miraculously hitting only ghosts and gravelings. At her feet she saw what could only have been Harry's pet kitten, surprisingly powerful with a loud roaring cry, slashing and biting anything that she could reach. The Necro was controlling his minions, all the while mumbling spell after spell to drain the life from their enemies. And suddenly, it was finished, and the room became quiet.

Mellen began the task of setting the ghosts free of the king's control and they watched their spirits drift away into nothingness. Harry was in the corner vomiting up his morning's meal. Maggie guessed he was hung over. The kitten was brushing against her leg and mewing quietly as if to say, "Did I do good?"

Maggie reached down stroking the sleek, soft fur, and said, "Yes little one, you did good."

"His name's Precious," stated Harry as he wiped his snout with his sleeve. "He was a present from my mother."

"Hey, look what I found," shouted Doc, as he held up a large brown coat with metal rings covering the outside. "This is a nice coat. I wonder if it's enchanted."

Terri felt the lining, closed her eyes and said, "Yes, it's enchanted. It's got a fire spell. I don't know if that means you'll burn up if you wear it, or if you'll have the power of fire to use."

Before she could complete her warning, Doc put on the jacket and said, "I don't feel a thing."

Mellen joined the conversation, saying, "Use your hammer on that door, we need to get through"

Doc drew his hammer and suddenly it burst into flame. He nearly dropped it in surprise but realized he felt no heat on his hands. Walking to the door he began to pound on the wood. Soon the heavy wooden door burst into flame. The sudden heat pushed them back from the door. As it burned away, the party was hopeful that it would allow them through. But soon it became evident that beneath the wood was cold, hard, steel.

Rytlock walked over to the door and examined it closely. "There's an inscription here that says one of these caskets holds a key."

The group spread out and looked in and around each of the open caskets only to come up empty handed. There were a handful of unopened caskets, and Harry began opening one of them, when Maggie shouted, "Wait! Don't open a whole bunch of them. Just one at a time, okay?"

"Sure thing little one," said Doc, his huge imposing frame towering over her.

"Back off Norn, or I'll cut out your tongue and feed it to Precious."

At that moment, Harry opened the casket and another ghost appeared. The group jumped immediately into action, and soon dispatched this ghost. One by one they opened each casket, killing the ghost that appeared, until suddenly, the sound of metal hitting the stone floor grabbed everyone's attention. They all dived at the same time for the key. All except for Mellen, who just stood there laughing at the pile of adventurers. "Asurans are never this disorganized. This is why you will never defeat the dragons without us."

Maggie's temper began to rise

again, until Terri gently stroked her cheek and said, "It's okay sweetie, everyone knows he's a jerk. But everyone also knows, he's really good at his job. We need him. I don't think he really means it, he's got short guy syndrome. This is just his way of trying to look tall."

Taking a deep breath, Maggie stood up and walked to the door. She had been the fastest and had grabbed the key before everyone else landed on top of her. She put it into the lock, and the door slowly opened to show the stairs leading down into the darkness. It got very quiet as each of them peered into the darkness. Suddenly, Maggie heard barking. Doc came running to the door. "That's Garm, I'd know that voice anywhere. Come on, we've got to find her!"

"Wait," cried Maggie.

Unheeding, the Norn ran down the stairs. The others followed more slowly. Suddenly, Maggie heard him scream, "Aaarrghh, Be careful, Spike traps! Aaarrgh, my legs!"

Putting her hand up to halt the group, Maggie began to descend the stairs, searching ever so carefully for traps. Behind her, she could hear the rest of her party muttering about the stupidity of the Norn.

Mellen shook his head as he cast a beam of light into the void, "Norns, always they run before they think."

Harry interrupted, "I know how to find the traps, if you'll let me have a moment."

"How?" Maggie asked.

"I'm a ranger, I can see them. It's hard to explain."

Maggie waited for the ranger to catch up and go ahead of her. He stood a few steps below her and looked around. After a few moments, he turned back to her and said, "There aren't any on the steps, they're all on the floor below."

The group picked up the pace until they could see the floor, and the wounded norn, moaning near the middle. Searching all around him, Harry spoke to them all, "There are traps all around him. We can't get to him without triggering traps. If we did reach him, the trap he's on would likely finish killing him. However, all traps have some sort of mechanism that will disable them. We only have to find it. The bad news is, it is usually protected by the very traps we need to avoid."

Mellen questioned, "What would something like that look like?"

"A button or a switch, sometimes a chain with a loop on the end."

Maggie spied something on the far wall and pointed, "You mean like that?"

"Exactly, those chains are most likely the release. However, since this place is infested with ghosts, it might also wake some of them up."

Before anyone could stop her, Terri mumbled an incantation and a large wall of ice appeared. Jumping on top of it, she was able to avoid the traps below and quickly raced across to pull the chain. Suddenly, a bright flash of light nearly blinded them and two ghosts appeared near Doc. Harry, quickly pulled his bow and said, "The traps are disabled. Get them."

They flew into action and began attacking the ghosts. Harry seemed to be wide awake now, his arrows hitting the targets. The Norn, in spite of his injuries, throwing whatever he could reach at the ghosts. It took them a while because the ghosts seemed to be able to appear and disappear in another location at will. Maggie dropped her axes and pulled her bow, Terri began throwing balls of flame, while the kitten chased the ghosts. Mellen whispered a quick spell and threw a virulent cloud toward the

ghosts in the hope that they could be sickened. Rytlock jumped into the middle of the floor and began swinging his greatsword.

Together, the party wore down the ghosts until all was quiet except for their labored breathing. Maggie then ran to Bones. He was unconscious but still breathing. Terri joined her and together the two woke him. The necro, using his staff, whispered another spell, and suddenly the Norn smiled. After a few moments, he was able to stand and Precious began licking what was left of the largest wound. As they watched, it healed completely.

"Thank you friends," he said.

Maggie and Terri sat in the corner drinking from their water skin. Mellen pulled out a huge mushroom and devoured it in seconds. Rytlock refused Harry's offering of dried meat, choosing instead to sit with the Asuran. The kitten made the rounds, sharing in everyone's meal, except the mushroom.

After a few minutes, Maggie spoke up to the group, "Two fights and each time someone got hurt because he rushed into things too quickly. It's because we don't have a plan and we definitely don't have enough discipline. We need to slow down. I know Eir needs us, but we aren't going to be any help to her if we're all dead."

"She's right," said Harry, "we need to slow down and put together a plan."

Maggie was relieved to have a supporter, even if it was the Charr. She felt like it was her job to keep them all alive. They all had skills and were unwavering in their support of each other during the battles they had already waged. All they needed was a little more cohesion.

For the next few minutes the group discussed, sometimes loudly, the plan. Mellen spoke first, "We

need someone to make decisions about who we fight next and whether to fight or run. I say the human warrior has shown herself capable. I could do it, but I'm needed more in the long range planning."

Bones added his own thoughts, "She's saved us twice already by quick thinking. I vote for Maggie as well."

Rytlock stood up, clearing his throat, "I asked each one of you here for a specific reason. Maggie is here because she is an experienced fighter and can make those quick decisions in the heat of battle. Is anyone opposed?"

Precious chose that exact time to jump into Maggie's lap as if to say, her vote counted as well. Maggie took the floor and began working out the details. She decided Bones and Harry would maintain the forward position, Bones offering protection to the others, Harry and Precious sniffing out traps and other hidden dangers. She would be next, the rest would follow behind her, ready for anything.

Using this plan, they easily avoided a large array of firetraps and fought off groups of ghosts throughout the catacombs. Until finally they found Eir and Garm. Garm as always was delighted to see Maggie and the rest. But when his eye fell on his old friend Precious, he was beside himself. Ignoring everyone else, they touched noses. Then came the play, as Garm lowered his head and met the kitten's eyes. Soon Precious had climbed on his back and the two began conversing in that silent language known only to pets.

Meanwhile, Eir briefed the group on what was ahead. She believed the sword was held by Lieutenant Kholer and his squad. At this point Rytlock, who had been surprisingly silent throughout the discussion

said, "Eir, we came here to stop you. However, I believe it is too late. What I have seen here so far, has convinced me that our presence has stirred up the ghosts. I think the only way to avert a war between the King's army and our own people is to get the sword and sever the king's head to release the ghost army from his bond. According to the Priory, if Kholer doesn't have it, the king has it and we have to fight his three champions to get at him. Nente the master ranger and his pets are difficult, but I believe this group is more than able to defeat him. Kasha the necromancer has some skills that could be problematic, but Mellen here has fought her kind before and I know he will outsmart her. The Lovers, Ralena and Vassar are only hard when they're together. We'll have to come up with something to separate them. And then there's the king. He will be the most difficult fight of all. None have ever defeated him. Even when he lived he could only be vanquished by overwhelming odds."

Maggie jumped in, "We are overwhelming odds. None have stood up to us yet, and none will go forward. This is a group of the most courageous people I know. I am honored to be included. We will decide on a plan to defeat the king, if and when we meet him."

Everyone's heart swelled with pride at her words. No one doubted they would succeed. Especially Terri. Her heart nearly burst at the words her love had spoken. At that, they turned their attention to the Lieutenant. Putting their heads together, they formed a plan to draw him from his post and force him into a corner where Terri and Mellen could bombard him with fire and poison.

Maggi, drawing her bow, ran up the stairs and fired at the

Lieutenant. He angrily charged at her, his ghostly squad not far behind. Maggie rolled back down the stairs and Bones took over. Uttering foreign sounding words and waving his greatsword, he protected his friends while forcing the ghosts into a corner. Terri and Mellen began casting fire and poison spells and soon wiped every ghost except the lieutenant. Maggie then leaped up with her Axes and began to hack and cut at the ghostly warrior's frame. Over and over she hacked, all the while being protected by the Guardian, until finally the Lieutenant fell with a shouted curse.

Maggie stood over his corpse as it slowly changed to the rotted skeleton it should have been those many years ago. Catching their breath, no one dared speak to her while her eyes held the wild glare of combat. Except Terri, who slowly approached her, and whispered gently, "It's over, you've won. Time to become yourself again, my love."

With those words, Maggie began to breathe more easily, and her eyes began to lose the fiery glow. As she calmed, the rest of the group began to settle as well. As if nothing had happened, Garm and Precious began playing on the high platform. Eir searched for the sword, but found only an old tome which she could not decipher. Handing it to Mellen, her eyes pleaded with him to help. He sat quietly for a time as the rest of the group patched each others minor wounds. Suddenly he closed the book and said simply, "King Adelbern has the sword. And once he has been beheaded, all the ghosts of Ascalon will be released to move into the next world. The Charr will have peace at last."

Once rested, the group marched on. First they defeated Nente the ranger. Garm and Precious

fought his pets to the death and were victorious also. Second came the necromancer Kasha. It took a bit longer as she kept spawning minions to draw life from and they had to be killed as well. But they were determined and finally finished her as well. Finally the Lovers. Maggie came up with a plan to separate them using the pets. It worked flawlessly. Garm and Precious attacked Vasser and ran immediately for the door. Both Vasser and his lover followed, one behind the other. Mellen was hiding behind the door when Vasser passed through. Immediately he slammed the door shut and pulled down the lock. Vasser was trapped. The group then turned their attention to Ralena. Overwhelmed, she wavered and fell. Then, when she was down, Mellen opened the door, and they all turned on Vasser, who was nearly half dead from fighting the pets. He took no time at all to vanquish.

The group took a few minutes to rest, Maggie pulled some dried meat from her pack and fed it to Garm. Garm immediately shared it with Precious and all were in high spirits when they began the final leg of the journey. While they were walking they discussed how to defeat the king, who was a powerful sorcerer wielding Foefire, the flaming sword. This weapon was the reason Eir had entered the catacombs. This weapon was the reason they were all here

The plan they formed was simple. They would surround Adelbern and fire at him from range. They were so full of their own courage and daring and just knew he would be no match for them. They never even masked the sound of their approach, they just spread out and began the attack. Without warning, the king began to spin, his sword spouting

flames in every direction. Then he muttered an ancient incantation and all went black. Suddenly, they found themselves battered nearly to death, wounded and hiding behind the crumbling pillars. An unnatural, vicelike grip of fear had found them.

Wounded and afraid, the group had lost direction. Scattered and unable to communicate, none were willing to stand and fight. Then Maggie began to get angry. How dare this ancient dead king hold Ascalon hostage. She began to draw upon her anger. Looking over at Terri, she was also able to draw on the love she felt from Terri's scared smile. Finally able to face the fear, she stood up.

"I'm here your majesty," she shouted with all the derision and insult she could put into her tone of voice, "Why don't you come and fight me like a man, instead of a spoiled child?"

Bones peered around his pillar to see what affect her impertinence had. He was pleasantly surprised the king had turned toward her and had begun to glow with a newfound rage. Not to be outdone by the smaller human female, he stood and added his own challenge. "No, fight me, I'm stronger than that little girl you're so angry with."

Not to be outdone, Harry the Charr Ranger let loose an arrow that struck the King in humiliating

fashion, right on the backside. The king turned toward him just in time to meet a fireball from Terri. He directed his sword at Terri and as the flames lashed out and struck her face, she went down. Maggie became enraged. Drawing her twin axes, she jumped at the king and began hacking and pounding him with all her might. Bones desperately shielded her from the King with what magic he had left. Mellen sent his minions to replenish her life force. Harry kept firing arrows, all the while wearing down the King's defenses. Garm joined in the fray, as did Precious, putting their bodies between the king and Maggie.

Terri lay motionless on the edge of the platform. Eir and Rytlock guarded her body while watching the amazing fight before them. Maggie, hair aflame, face red, eyes glowing with the madness of love kept up her attack. The dog and kitten guarding her from the flaming sword. The Guardian protecting her from the King's spells. The Ranger firing arrow after arrow, setting trap after trap. The Necromancer sending poisons into the King.

Suddenly, Maggie sensed weakness in her opponent. The fire in his sword slowly shrank until it became a cold, dark shadow of itself. This drove her ever forward, axes flashing, until suddenly, with a piteous cry, the King fell. With a final leap, Maggie severed his head from

his body. His power over the ghosts of Ascalon was finally released. Suddenly, all around them the air began to clear. As Maggie recovered her senses, her thoughts turned to Terri. Running to the lifeless body, she fell to the ground. "No, you will not die. Not now. You will not. I won't let you!" she shouted, tears streaming down her face.

Garm and Precious, covered with their own blood, lay on top of Terri and all three began to glow. Maggie saw Precious grow and grow until he was as big as a lion. He began licking Terri's face and breathing into her mouth, until her eyes opened and she said, "Hey, did we smack him down?"

Laughter filled the catacombs then. Laughter as the newly formed friendships solidified and they hugged each other. Laughter as they each took a turn mauling Garm and Precious with affection. Laughter until Harry spoke up, "Hey, I'm thirsty. You know we're not that far from a nice place I know. I'm buying the first round."

Maggie and Terri, looking at each other, laughed as Mellen spoke up, "Not unless you change your clothes and take a bath!"

The look on Harry's face was priceless as the group laughed even louder at his dismay.

The End





ASCALON CATACOMBS DUNGEON GUIDE

By: Herb "Oldgoat" Townsend

STORY MODE

Welcome to Gaiscioch's Ascalon Catacombs Story Mode Dungeon Guide. Thank you to my dungeon running buddies who helped in this effort. Brian, Sue, Scott, and Michael who helped me run this dungeon in slow mode so this guide could be written.

We suggest when you're faced with a group of mobs that you target in the following order.

1. **Rangers** – Arrows and Traps can make the going difficult and wear you down quickly. If you get within melee range they stop throwing traps and use only the bows.
2. **Elementalist** – AOE AOE AOE – nuff said?
3. **Mesmers** – Reflect – Condition transfer.
4. **Monks** – Heal mobs, makes

the fight last longer.

5. **Warrior and Necromancers** – Fairly easy to defeat.
6. **Captain** – Knockdown, but usually this mob can be found alone.

them they will spawn ghosts. The caskets hold either a ghost or a group of spiders each. To be sure of an easy time of it, we want to take care of the blue dots first, then open the caskets one at a time.



START

You find Ascalon Catacombs in the Plains of Ashford in Ascalon.

Once you enter the dungeon, note the repair anvil to the left and back as you go down the stairs. You start the dungeon in a room full of coffins. Beware the light blue dots laying around. Once you get near



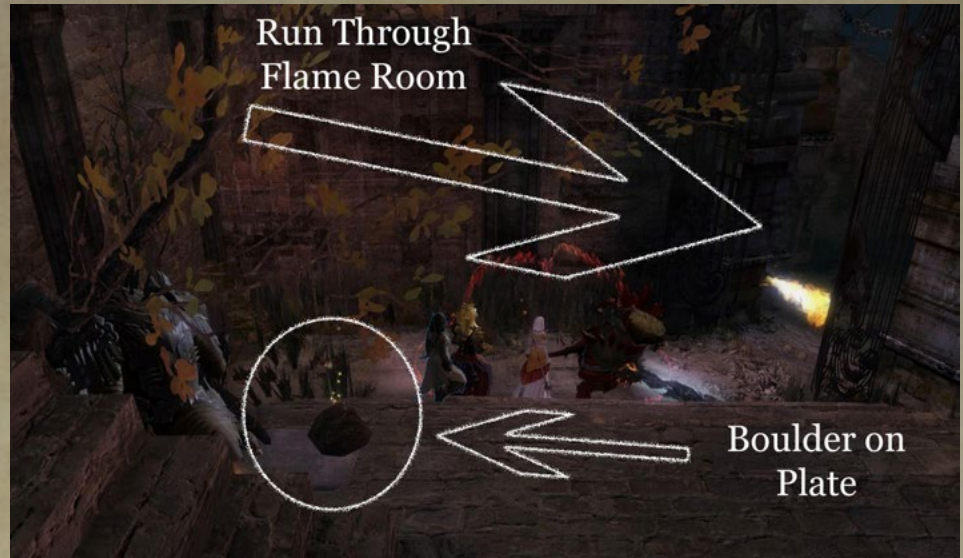
Eventually you'll find the gate guard in one of the caskets. Defeat him and the gate will open. Down the stairs you'll find a room filled with traps. As soon as you get close enough a couple of mid level ghosts spawn to make things

more difficult. Across the room on the wall is a gear icon. One party member can run across, avoiding the traps and pull the chains to turn off the traps. The rest of the party keeps the ghosts busy using ranged weapons until the traps disappear. The ghosts shouldn't be much of a problem to melee after that.



When you leave that room, you will move through a corridor. In that corridor are 3 mobs, including an Elementalist. We suggest you use targeting and take the Elementalist out first. Then the other two mobs. This will only be a problem to lower level groups. Higher levels with their better armor and weapons should get through these mobs quickly.

The next door needs some help to open. Up the stairs to the left past two rangers, you'll see more traps. Melee the rangers to keep thrown spike traps from coming into play and then have your most agile party member disable the traps. The wall with the trap release mechanism is on the right side, guarded by a Captain. Carefully work along the wall, avoiding the traps and pull the chain to disable the traps so the party can attack the Captain.



On the floor, usually not far from the trap mechanism, is a boulder. Someone can pick up the boulder and place it on the plate in the lower room. (Look for sparkles on the floor) This will open the door to the Flame Room.

The flame room is usually a run through. You can try to kill all the flames, but you will most likely also aggro mobs that you don't need to deal with. It's usually messy, but it's your choice. We chose to run all the way through and down the stairs in the next room. If you'd rather fight, then target the source of the flames on the walls. Be careful, because as you're attacking one flame, another will find you. Keep moving and be ready to run out of the room to recharge. If at all possible, stay off the stairs going up as this will aggro the mobs on top of the stairs and add more mess than money to the fight.



Once we're all through and recharged, we move on down the stairs into a large room with statues and gargoyles on the walls. Moving forward and up a couple of stairs you will trigger a graveling burrow. Resist the urge to run up the hallway until after the burrow is destroyed and the gravelings are all dead. Note: Some groups leave these gravelings and run up the hallway to engage the ghosts. If you're powerful enough to kill the ghosts quickly, this may work. But if your party wipes and has to run back before the next waypoint spawns, you'll have to run through them again. I prefer the old battlefield adage I learned in the first Guild Wars, "Don't leave anything alive behind you."



Once the burrow is gone, you can begin to move up the hallway. The upward sloped tunnel is home to a number of ghosts. There are two ways to fight these ghosts. If you're all well armored and have good aoe, you can meet them in the hallway and just fight. If you're lower level and you aren't as confident, there is a stack spot above where you can range the ghosts from. This will take longer, but you will be able to kill the mobs with minimal damage to yourselves.



YOU'VE FOUND EIR AND GARM



At the top of the hallway is a Captain who shouldn't take long to defeat. Be careful not to wander far from the battle area lest you find a Troll. The Troll is a bonus event, but if triggered at the wrong time can cause even the most experienced party to wipe.

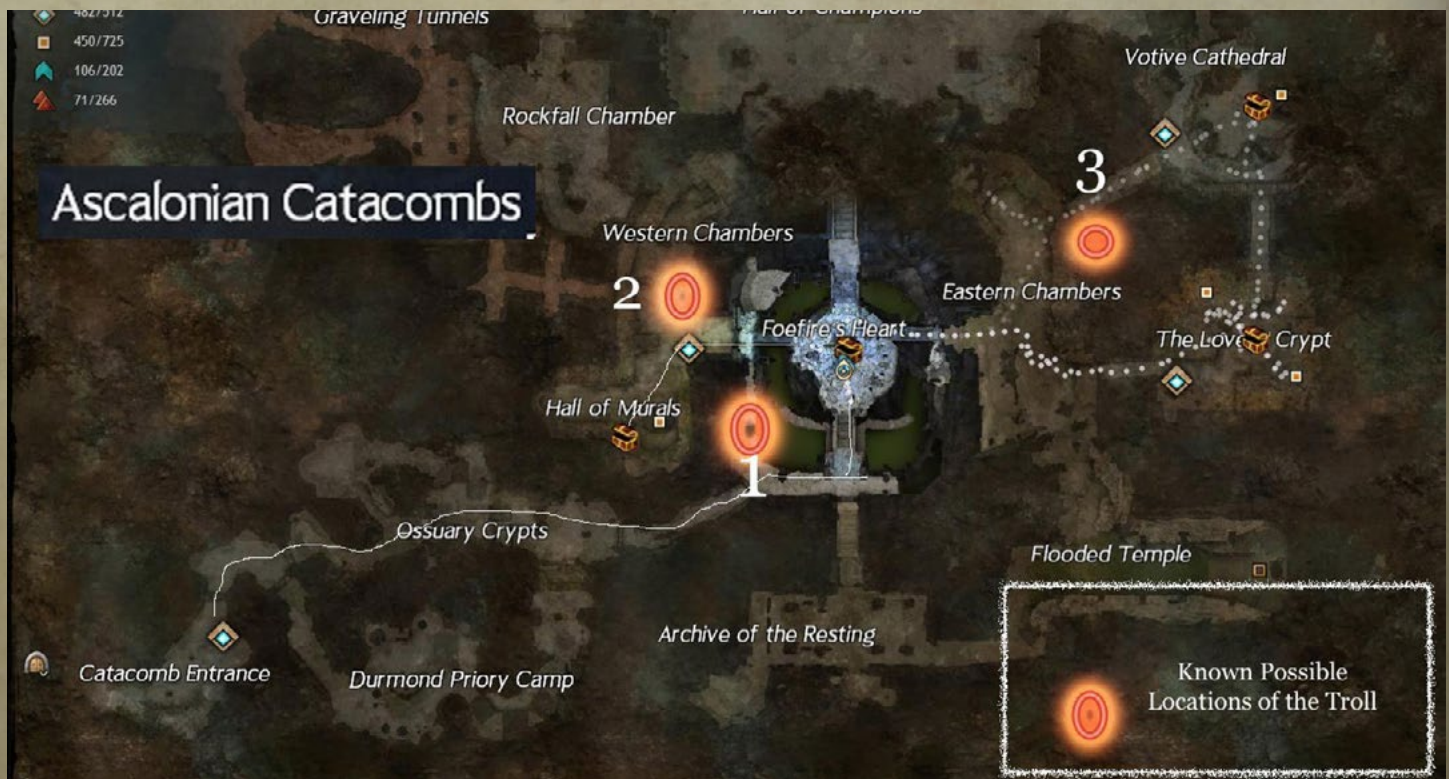
THE TROLL

A bit of a side trip here. We're going to talk about the Troll because you never know if or where this guy will appear. In story mode, he's not a

tough fight as long as you haven't got a lot of other mobs to fight. In some places, you can actually convince the troll to fight Lieutenant Kholer for you and as long as you get in a slap or two on both of them, you'll get credit for the kills.

First position is right where you find Eir. He could appear from the left or right. Range him and hit him enough to convince him to follow you. Walk him up the stairs to the middle of the room where the Lieutenant and his squad are. It will take a few seconds for Kholer to finish his speech, but once he does, a few well-placed range hits get his attention as well. Bring them together and run away. If you have to, jump into the water to lose aggro and climb the stairs on the west side and wait until they're both down enough to get your hits in quickly.

Second and third position that we've actually seen the troll are just as we left after defeating Kholer and were on our way to the next boss. We have not tried to entice the troll



to fight our other bosses for us due to the trash mobs we always run into on the way. In story mode, he's not hard to kill as long as you can keep him alone.

BACK TO THE STORY!

Lieutenant Kholer can be a bit tricky if you just run in and start the fight. He's got a lot of help with him. We suggest you spread out and range this fight for the most part.

Kholer has one nasty trick, when he lifts up his sword he is about to pull you in and hit you hard. There's a simple defense to this move, DODGE. As soon as you get pulled in DODGE back and continue the fight. In story mode, you actually have enough time to hit him once, then dodge back. I suggest you don't bother with that, dodge then hit him.

We also used AOE to help wipe his adds during the fight. Now, get your chest and take a break. You deserve it. Good time for a photo op!

THE BOSSES

We suggest that before you get to each boss, you clear the area of trash mobs. Some areas the mobs come running as soon as you get close, in other areas the mobs hide as little blue globs till you get close. Either way, remember the kill order and "Take Out the Trash."

There is also the possibility of "bonus events" happening, such as the aforementioned Troll or perhaps a Graveling Burrow. We welcome these events and because of a personal dislike of Gravelings, take every opportunity to close the burrow and clean up the mobs. The choice is yours. Just remember, if you run past it, you might have

to run past it again, or they might follow you to your next fight.

NENTE, THE RANGER

Nente stands on a big rock in the middle of the room. There is a narrow beam to walk across if you want to take your chances on a melee fight. Those with ranged weapons may choose to stand on the ledges all around and hit him from afar. Either way, this fight can be easy, or it can go horribly wrong. Boulders on the outer ledge will knock him or his pets down but do little damage. When we fight this guy, we put a couple of tanks on the rock with him and everyone else stands out on the ledges.



When he gets down to around 70% he will summon Fang who teleports to the outer ledge. (Sometimes Nente joins him.) Fang likes to run around the outer ledge and can do a lot of damage if you ignore him. Take him out fast. If one of your party members is attacked, run to the rescue. Once Fang is down, Nente returns to the rock. Turn your attention back to Nente.



At about 30%, Nente calls Shadow, his other wolf pet. Again, they teleport out to the ledge till the fight is over. Shadow can either be killed or controlled. We chose to fight both Shadow and Nente because DPS was really good. Choose your own way depending on the makeup of your party. Once Nente is done, Shadow won't disappear right away and is easily killed by himself.

Well done guys, you're getting closer to the big fight. Get your chest and take another break. Again, it's time for a photo op.

KASHA BLACKBLOOD, THE NECROMANCER

A likeable girl before the Foefire turned her into a ghost. She trained Necromancers before the searing. Now, all she wants to do is drain the life from you and throw away your dried up corpse. But she's not all that hard to beat.

Her ADDS are the key, if you let them live they will heal her. So, AOE, AOE, AOE to your hearts content. Kill the ADDS quickly and keep on fighting her. If you hit her with enough DPS, the dance may not last long enough for many ADDS. But don't get cocky, her ADDS are

the key. If you think it's necessary, dedicate one or two members of your party to the ADDS. (Are you seeing a pattern here?)

That's pretty much it for this fight. Get your chest, sit back a minute to recharge. Then let's move on to "The Lovers."

RALENA AND VASSAR THE LOVERS

These two are much more difficult when they're together. The plan we go in with is "Divide and Conquer." We assign one party member to go play with Vassar, while the rest of us take on the tougher half of the duo, Ralena.

Ralena is an Elementalist, Vassar is a Mesmer. They complement each other greatly. With level 80 characters, the fight is usually not difficult. You'll run into problems if they teleport back to each other, which I've only seen happen once when the player handling Vassar went down and didn't tell us. If you're the player single handling either mob, as soon as you get low on health, yell for help. Another party member will come help you.

Ralena uses lightning balls and

confusion. We were able to melee her and once she was down, do the same to Vassar. Vassar has three attacks. Circles that damage and add condition. (Bring some shampoo and "deconditioner.") A projectile reflecting bubble that bounces your attack and damages you instead of him. And finally little swarming adds. When you're keeping him apart, just hit and run away from Ralena. Don't try to take him down by yourself. Your job is to keep them apart.

Another method of separating the two is to use the door trigger plate. Have one person stand on that plate, then the rest of you can aggro one of the two and run out the door. (They will both follow.) Once one of them is outside, step off of the plate and the door will close. Now this means you're not part of the fight, so stay out of trouble while your party finishes the job. Then, step on the plate again to let them in and all of you go after whoever is left.

If it takes too long to kill one of them, there is a chance that they'll teleport to each other and you'll see the pretty pink hearts. Just separate them again and you'll be fine.

However you did it, you did it. Good job. Just one boss left. The king himself. Get your chest, recharge, if you need to repair, now's the time to repair. (You can use the Catacomb Entrance Waypoint to get to the Heart Anvil, then the nearest waypoint to the boss you just defeated to rejoin the group.)

And Finally,

KING ADELBERN

Resist the urge to take a nap, folks. This guy's like eating second breakfast at the Prancing Pony. Just jump on him and keep on fighting. (Be aware, there may be one or two adds that decide to join the fight, if so, take them out fast.) All you have to remember is to stay OUT OF THE RED CIRCLES and when he pulls you in, dodge back out. It won't be long before you can take a group screenshot, standing around his corpse. Get your chest, get your little chest on the side and you're done.

And that's it. The end of the catacombs. You can spend a few minutes wandering around exploring, or you can abandon ship and start an explore mode run.



DUNGEON GUIDE: THE BASICS

By: Herb "Oldgoat" Townsend

TERMINOLOGY

Adds

Adds are mobs that are added by someone you're fighting, usually a minor or major boss. They usually need to be controlled, and often the party leader will target these adds in a specific order. Dungeon guides should give a general idea which adds are the most damaging to allow your party to choose whether to ignore the adds, (hoping that AOE will kill them) or fight them instead of the boss, (hoping the boss doesn't kill you while you're trying to get rid of the adds) or some combination of the two.

Aggro

Aggravate a mob, causing it to attack your party.



Armor Repair

Every dungeon has a place where you can repair your armor. It costs as much as it does outside the dungeon. Look for an anvil with a heart over it. Bear in mind that explore mode repair stations are not always in the same location as story mode repair stations. It is important to note the nearest waypoint so you can travel back as needed.

Pull

A single character with a range weapon attempts to hit and cause

specific mobs to follow. That character then brings that/those mobs to the rest of the group. Used very often in conjunction with stacking.

Respawn

Upon your death as long as everyone in the party has left combat or died, you can "respawn" at any open waypoint in the dungeon. Bear in mind, some situations, if everyone respawns, can cause a boss to heal completely and his adds to stay active, making the fight even more difficult the second time around.

Run

Move through an area without stopping to fight or "smell the roses." It is best to use speed buffs and stability skills as necessary to make it all the way through.

Stack

Everyone stands on the exact same spot in the game. This can happen in PvE, WvW, Dungeons, or anywhere a group of characters needs to work together to defeat a common enemy. This technique may render the present screen angle useless. The mouse can be used to adjust the view to an overhead, which will allow more useful information to be seen.

GENERAL "KNOWN" RULES.

1. Rangers - control your pets.

There are places that you can let your pets run free, and there are places that your pet will cost you dearly. Pets can aggro the wrong mob at the wrong time. When you are running, sometimes your pet can cause problems.

2. Skills that push or pull your foes - use sparingly.

During a battle, no one likes to be all wound up and ready to smack down an enemy just to have it pushed or pulled away at the last second. There are times when pushing a foe into a corner is a good thing, but there are times when pushing a foe can cost you the battle. Use them sparingly and with the knowledge of the group.

3. It is not always helpful to resurrect someone in mid fight. It truly depends on the situation.

- If a player is just down but not defeated the first choice should be for that player to target a lower level mob. If that mob is killed before the player becomes defeated, that mob's death will cause a rally.
- Second choice is to try using resurrect skills, such as the warrior's Battle Standard, or Guardian's Signal of Mercy.
- If it is possible, have one or two players kite the mobs or boss while the rest try to resurrect.
- If none of these are possible, explore the possibility of getting everyone out of battle so the defeated players can respawn.

GUILD WARS 2 BY THE NUMBERS

January - March 2014

4,743	19,994	6,581
PvE Objectives Completed	Donations Processed	Victories Claimed in Guild Wars 2
7	Legendary Weapons Crafted as prizes for the Great Tyrian Adventure Season 3	
87,955	2,229	909
Fellowship Points Earned	Marketplace Orders shipped to 103 different Members	Active Gaiscioch Members playing Guild Wars 2
526	651	1,839
Dungeons Cleared	Prizes Won During the Great Tyrian Adventure	PvP Victories Claimed
		1,210
		Participants in the Great Tyrian Adventure
		137
		New Players
		745
		Events hosted

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Gaíscíoch Game Reviews

MASS EFFECT TRILOGY: A SECOND CHANCE

A Second Playthrough can give you a new perspective

By Donald Rush

I personally consider the Mass Effect Trilogy to be one of the best game series that I have ever played. The story and gameplay were incredibly addicting and I found myself waiting for the end of the work day just so I can get lost in the galaxy. Over the Trilogy a great immersive story develops with you playing as Commander Shepard and deciding how events will unfold. As Shepard you decide whether to be a “Paragon get the job done with a heavy regard for life hero” or a “Renegade do whatever it takes to get the job done hero.”

My first play through the Trilogy started in Mass Effect 1 playing as a male Shepard “good guy.” I was quickly hooked on the story more than the gameplay. I became more and more interested in the in-game relationships and how the story was going to unfold.

Mass Effect 2 launched January 2010 and I was excited for the story to continue. The game gave you an ability to port a completed save game from Mass Effect 1 and literally continue from where you left off. The story just kept getting better and better that when I finished the game, I was chomping at the bit for the final game.

March 6, 2012 came around and I quickly picked my Mass Effect 3 so I could complete the story. The third

game was living up to expectations, the combat, character interactions, character development, and most of all the story. The character development was incredible as everything you had done over the previous games began to wear on your character. It was great, until I finished the game. The ending was a huge let down filled with so many plot holes and unanswered questions. I also had a feeling of was playing the whole game series a waste?

All this character development and that is what I get? I still love the game series but felt betrayed by the game developers. In June the developers released a free Downloadable Content (DLC) extended cut ending to fix the plot holes as well as the ending. I chose not to play it as I was still upset.

So my games sat for nearly 2 years until I talked with a friend who was a fellow Mass Effect fan and he told me to give it another chance that. The extended cut made it better. I took his advice but instead of just Mass effect 3 for the ending, I decided to play through the whole trilogy again. This time around I played a female Shepard and decided to be a Renegade. As I played though the first game I began to remember what I loved about the game.

I decided to get some more of the DLC available for all three games. The DLC enhanced my fun even more. By the time I finished Mass Effect 2 and was beginning Mass Effect 3, I began remembering why I really enjoyed this series. Even knowing how it was going to end I was still excited. Especially knowing that I had not seen the extended cut ending. What made Mass Effect 3 even more fun for me was the “Citadel” DLC. The content was exciting and fun to play through.

After I completed all the extra DLC, I finished the game. I sat and watched as I make the final decision to what my character is going to do. What unfolded was an excellent ending and closure to the great story that spanned across three games. After my second Trilogy playthrough with the extended cut ending, I was happy with it and my friend was right. The extended cut made completing the Trilogy much more gratifying.

In closing sometimes when a game or series of games you love does something that just kills your enjoyment of it, coming back later can sometimes yield great results. A second complete playthrough can also remind you of why you enjoyed it in the first place.

POKÉMON X AND Y

By: Jae

Pokémon X and Y are the latest games in the popular Pokémon series. This generation was exclusive to the most recent Nintendo 3DS and 2D handheld consoles.

Like previous games, players choose a starter Pokémon (Fennekin, Froakie, or Chespin) and then are sent on an adventure through the Kalos region. Since Pokémon X and Y have a new engine, the graphics are substantially improved over previous generations, and there are fun new features. Your favorite Pokémon, like Pikachu, are back for this adventure along with even more new Pokémon and an entirely new class, called the Fairy type.

An Updated Engine Powers the Phenomenal Graphics

Nintendo created a new engine for this Pokémon X and Y, and the improved graphics show it. For those who enjoy the 3D aspects, the battles look fantastic. I usually hate the 3D part of games since that feature tends to give me a bad headache, but the visual detail is so terrific that I turned it on for this game. The developers added substantial detail to both the battles and the world backgrounds, and the artists created some beautiful effects and backgrounds.

A New Region and a New Story

The new region, Kalos, has a distinctively French feel. The main city even has a monument that looks very similar to the Eiffel Tower.

The stories are the same in both games, and the only real differences are the Legendaries and the 19 other Pokémon that are specific to either X or Y. This is designed to a.

encourage trading and b. of course, sell more Pokémon games.

The storyline has never been the strong suit in any of the generations, but this generation's story is more cohesive, and the overarching plot makes more sense, as a result. There's no semi-creepy ending like the one we got in Black and White, happily. The entire story even manages to pull off a couple of touching moments for those who don't have hearts of Steelix.

Gotta Catch 'Em All: 718 of Them!

Nintendo added 49 new creatures to Generation VI. Yes, we're up to 718 Pokémon to collect now, and many of them are just as adorable as their predecessors. Some can only be categorized as "so ugly; they're cute".

Pikachu, Caterpie, Simisear, Simipour, and Simisage show up very early in the game to help you get a great start to your team. As always, explore every place you can—you'll find berries, potions, and other treats along the way. Challengers will cross your path periodically to test your team. Enjoy the new visual effects during the battles.

If you're a Pokémon fan, you'll enjoy Pokémon X and Y. The games add new Pokémon to trade, and they use a new engine that utilizes the 3DS handheld console very well.

Contribute your thoughts and share your 3DS Friend Code on Gaiscioch.com at:

http://www.gaiscioch.com/tavern/gaiscioch_discussion/post_66123.html

Added Features

There are some fun new features in this generation. There is the multi-player Player Search System. This allows players to trade, battle, and connect over the internet and locally. The Wonder Trade gives you the option to trade Pokémon with random players—you'll choose the one you want to trade, offer it, and receive a random Pokémon in return. You never know what you might receive-- I was given a Japanese Ditto in one trade. The GTS is still available if you want to trade for a specific Pokémon.

The PSS allows players to enter random battles, and the Super Trainer will let you train or retrain some of your stats. Types and natures are still the determining factor on stats, but retraining gives players alternatives in building a great team.

A few of the Pokémon-Amie mini-games are cute but provide limited interest. If you want to build friendship quickly with your Pokémon, especially to evolve an Umbreon or Espeon, definitely play them with your Eevee.



INTEGRITY



FELLOWSHIP



HONOR

SCRAPBOOKING 101

BRISEADH'S CRAFTING CORNER: SCRAPBOOKING 101

By: Althea "Briseadh" Damgaard

I got into scrapbooking when a co-worker threw a scrapbooking party. We learned how to make one page with a few photos, some paper, and a background sheet. Since that day, I've made nine albums for myself, one for my grandmother, and another one is in progress. There are still way too many pictures left to work with.

WHY MAKE A SCRAPBOOK?

Why bother making scrapbooks? For one, it allows you to organize your pictures and record information about them to pass down to descendent's. I know far too many people with old family photos, but no one knows who is in

the picture or the year it was taken. A lot of family history is lost when this happens. Those photos meant a lot to someone, but the story is lost without at least some information to go with the picture. Even if you label a picture with only the date, location, and names of the people in the photo, that will at least help future generations know something about it.

Secondly, I found it was a great pastime and something to get together to do with friends. We swap a lot of ideas on how to share our photos in our books. We also discuss how to tell the story in the pictures. This has helped several people know what to write in the scrapbook that the picture doesn't

entirely tell. Photos just snap the moment, but telling the story makes it come alive. Life is to be shared with others.

GETTING STARTED SCRAPBOOKING

So how do you get started? There are definitely two ways to scrapbook these days. You can create an actual album with paper and pages, or you can do it digitally. The huge number of choices of how to do either one can make one's mind dizzy. I will give tips on the album side of things. I find I like crafting scrapbooks with printed pictures and paper because many of the other things I like to do are already computer-based.

There are simple things to look for when making your album. Many of these items are available at major discount stores or at craft stores.

- Acid free paper
- Acid free glue or double-sided tape
- An album
- A good pen with acid free ink
- Scissors
- A straight edge cutter (one that will cut 12"x12" paper is best)

Acid free paper is extremely important in keeping your precious photos safe. Acid will make pages and photos turn yellow and become brittle with time. Many old albums, like those made from old construction paper or the 'magnetic' albums with the sticky pages are not acid-free. Who wants their pictures turning yellow or fading? I know I don't, and I actually had some of my oldest pictures fading and yellowing before I got them out of the old sticky page album they were in.

Use glue or tape that is acid free and safe for your pictures, as well. There are glue sticks, pens and tape rollers that have been made to work with scrapbooking.

Choose an album design that allows you to move pages around easily. This helps during the design phase when you're not sure about page order. It will also let you add pages in the future.

CREATING A SCRAP-BOOK PAGE

There is no 'wrong' way to scrapbook except to clutter a page to the point where the cool page design overwhelms your pictures.

Sometimes, keeping it simple with colors that enhance the photos is the best way to go.

Be sure to add some notes around the pictures. You don't have to write like I do, but as I mentioned before, writing down just names, places, and dates is better than nothing. For the Christmas album I made for my grandmother, half of her pictures were about Christmas. I dated the top of each page with number stickers. Then, I made sure to name everyone in each picture. If my grandmother remembered some little thing about that particular year or photo, I added those details.

When adding in notes, recipes, newspaper clippings or other items that are not on acid free paper, make sure these do not touch the picture. The acid free paper of the page and other paper you use to put in 'scraps' of color will buffer the pictures as long as there is space between the photo and the other items. A couple of my friends are making an awesome cookbook via scrapbooking methods. They make pages with pictures of each dish and the recipe handwritten on recipe cards.

You only need the most basic cutting tools like a pair of scissors and a straight-edge cutter wide enough for the usual 12" x 12" paper. My straight-edge cutter has guidelines on it for a way to make a few different angled triangles as well. Don't be scared to trim your pictures or cut your pictures. I've removed edges that were going brown, too much sky, or centered the focal point of the picture with cutting (Editor's note: don't cut tin-type or old metal photos. Scan pictures and cut the copies if you're scared to cut the originals). Once

you get used to cutting basic shapes, you can try different designs. There are all sorts of tools out there to cut different shapes and really have fun with the paper and pictures.

SOME MORE SCRAP-BOOK HINTS

Don't feel overwhelmed when you first start. I had thousands of pictures, so I found a way to organize them all outside of the old albums that were ruining them. I put little notes of the date and other things I wanted to remember along with each set of photos. I definitely took a lot of pictures in my life and still have a thousand or more to scrapbook.

Once organized, you can pull out a set and start arranging them. You can fit three or four pictures on a page for a standard 12" x 12" album. This will give you an idea on how large the album will be when completed.

I'm sure you might even know someone that scrapbooks who will gladly help you get started. I'm amazed at the number of scrapbookers I now know. There are plenty of books to help out, too, if that is what helps you with any craft you do. There may even be listings of people who help with scrapbooking at your local hobby and craft shop.

Now go get an album, tools, and some paper. Have fun logging your history for generations to come.

Gaíscíoch Recipe Corner



CHEDDAR BAY BISCUIT CLONE

By Beth Carlock

INGREDIENTS:

- 4 c. biscuit mix
- 3/4 c. club soda (I buy a six pack of the tiny bottles since a big bottle would go to waste—no one wants to drink it!)
- 8 oz. sour cream (1 c.). Don't go low-fat here unless you absolutely, positively have to. You need the appropriate fat to keep the biscuits tender.
- 1 stick (1/2 c.) butter, divided and melted.
- 1 c. shredded cheddar cheese (you can add more if you like)
- 3/4 t. Old Bay seasoning
- 1/2 t. garlic powder
- 2 t. chopped chives or parsley flakes (I like the bit of onion flavor so I use snipped fresh chives. My chive plant needed a haircut tonight anyway)
- Garlic salt to sprinkle on top
- Chopped chives or parsley flakes to sprinkle on top

DIRECTIONS:

1. Preheat oven to 425 degrees.
2. Melt the butter, and pour half of it onto a cookie sheet. Spread it around with a brush.
3. In a large bowl, mix together the biscuit mix, Old Bay seasoning, garlic powder, chives or parsley, and cheese. Add the club soda and sour cream, and mix just until blended. Don't overmix!
4. Drop large spoonfuls onto the prepared cookie sheet.
5. Bake 13-15 minutes, or until just brown on top. I only baked mine 13 minutes.
6. When finished baking, brush the tops with the rest of the melted butter, and sprinkle with some more chopped chives or parsley flakes.
7. Lightly sprinkle garlic salt on top—don't overdo it or they'll taste too salty.
8. If you only have garlic powder, sprinkle that on top but then sprinkle on a bit of table salt as well.
9. Garlic powder won't cut it alone—it needs that bit of salt to give it the correct flavor.

CROCK POT TROPICAL STEW

Recipe by Ashley James Smith

INGREDIENTS:

- 1-42 ounce can pineapple juice
- ¼ cup lemon juice
- 1 15-ounce can whole beets (do not drain)
- 2 sweet onions (such as Vidalia), sliced (see images for cutting guide)
- 3 pounds beef stew meat cut into 1 inch cubes
- 1-15 ounce can sweet peas, drained
- 1-15 ounce can carrots, drained
- 1-15 ounce can sweet corn, drained
- 1 pound red potatoes, cubed (See images for cutting guide)
- 2-3 teaspoons salt (start with lower amount and add to taste)
- ½ teaspoon ground black pepper (or to taste)
- ¼ cup clover honey



DIRECTIONS:

Making the stew is simple: just toss all the ingredients into your crock pot, and add your salt, pepper, and clover honey over the top.

Turn the crockpot on low for 12 hours.

This is an easy meal for overnight or morning preparation to enjoy in the evening. The beef will fall apart easily. The potato skin and the red beets will lose their color. This is normal.

Stir well before serving. Use a slotted spoon to transfer food to your serving dish, and then use a ladle to pour some of the liquid on top. This is also excellent when served over rice.

To reheat on the stovetop, bring to a light boil and then serve. To reheat in the microwave, heat 3 to 5 minutes on high.



Gaíscíoch Art Wall

Celebrating Our Talented Artists



Rain - By: Foghladha



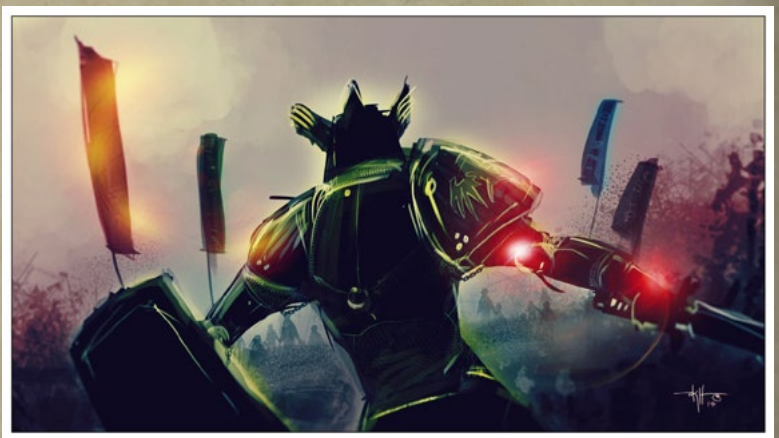
Janes - By: Daenera



By: Rudyboysilva (Denji)



Stonewood LookOut - By: Pagunus (Wargaza)



Me Myself and I - By: Priabudiman (Haldriel)



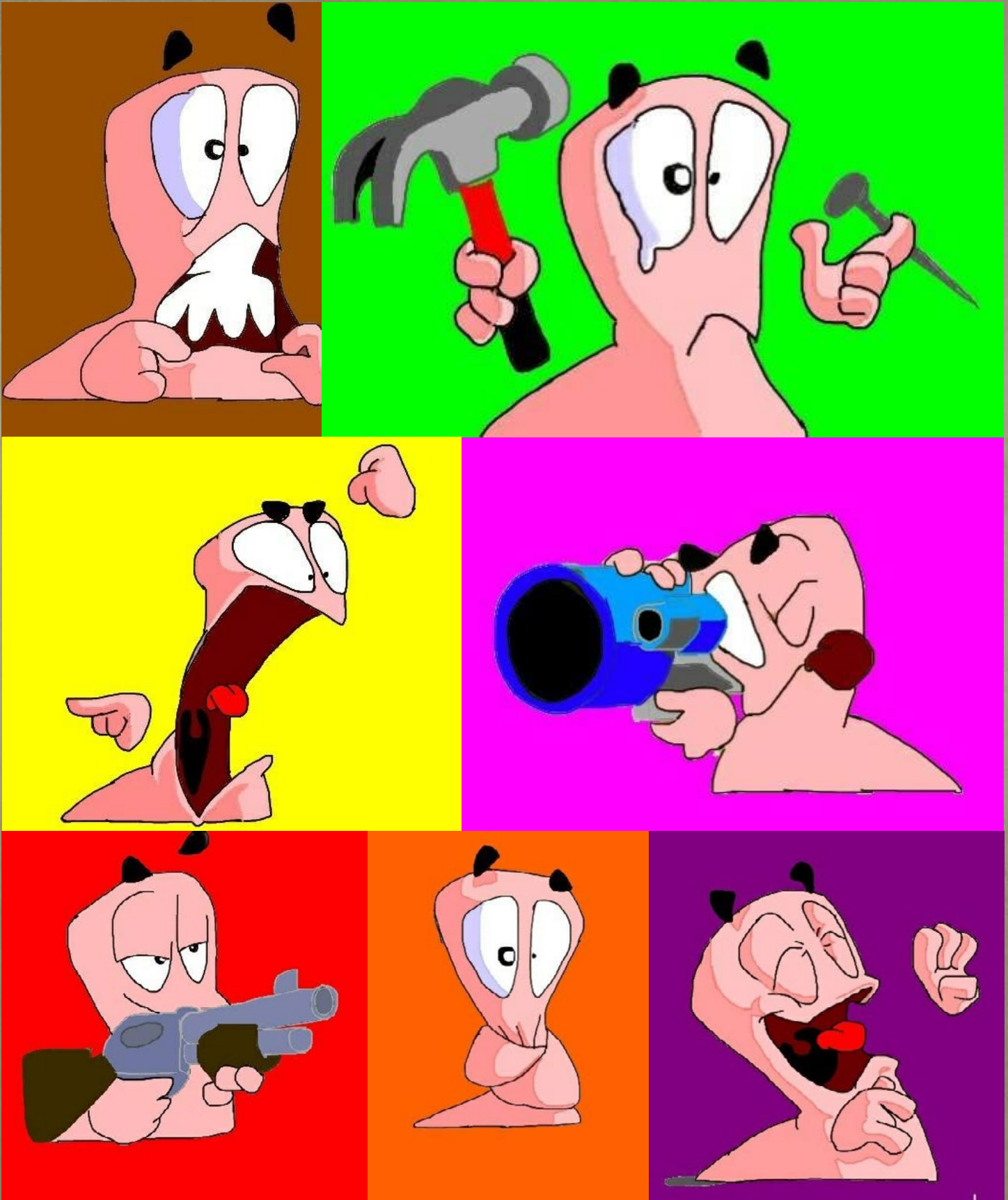
New Home in GW2 - By: SentinelArk



Caitlyn "Cherry Cupcake" - By: inkjetcanvas (Luneaus)

Gaíscíoch Artist Spotlight

Alexandria "Rain" Foley



"Worms" - Created using iPhone 3 at Age 12

POPS' MUSINGS OF LIFE

"THE BACK NINE"

You know, time has a way of moving quickly and catching you unaware of the passing years. It seems just yesterday that I was young, just married and embarking on my new life with my wife.

But, here it is: the "back nine" of my life, and it catches me by surprise. How did I get here so fast? Where did the years go and where did my youth go?

I remember well seeing older people through the years and thinking that those older people were years away from me. It felt like "I was only on the first hole," and the "back nine" was so far off that I could not fathom it or imagine fully what it would be like.

But, here it is. My friends are retired and getting gray. They move slower, and I see an older person now. Some are in better shape and some are in worse shape than me, but I see the great change. They were not like the people that I remembered, young and vibrant. Like me, their age is beginning to show, and we are now those older folks that we used to see and never thought we'd become.

Each day now, I find that just getting a shower is a real target for the day! Taking a nap is not a treat anymore, it's mandatory! If I don't take one on my own free will I just fall asleep where I sit!

And so now I enter into this new season of my life unprepared for all the aches and pains, the loss of strength, and the ability to go and do things that I wish I had done but never did!! But, at least I know that although I'm on the "back nine" and I'm not sure how long it will last, this I know: when it's

***"Today is the oldest you've ever been,
yet the youngest you'll ever be,
so enjoy this day while it lasts..."***

- Pops

over on this earth, it's over. A new adventure will begin! Yes, I have regrets. There are things I wish I hadn't done, things I should have done, but indeed, there are many things I'm happy to have done. It's all in a lifetime.

So, if you're not on the "back nine" yet, let me remind you that it will be here faster than you think. So, whatever you would like to accomplish in your life, please do it soon! Don't put things off too long!! Life goes by quickly. Do what you can today, as you can never be sure whether you're on the "back nine" or not!

You have no promise that you will see all the seasons of your life. Live for today and say all the things that you want your loved ones to remember, and hope that they appreciate and love you for all the things that you have done for them in all the years past!!

"Life" is a gift to you. The way you live your life is your gift to those who come after. Make it a fantastic one.

LIVE IT WELL! ENJOY TODAY! DO SOMETHING FUN! BE HAPPY! HAVE A GREAT DAY!

Remember, "It is health that is real wealth and not pieces of gold and silver."

LIVE HAPPY IN 2014!

LASTLY, CONSIDER THIS:

- Your kids are becoming you, but your grandchildren are perfect!
- Going out is good.. Coming home is better!
- You forget names, but it's OK because other people forgot they even knew you!!!
- You realize you're never going to be really good at anything... especially golf.
- The things you used to care to do, you no longer care to do, but you really do care that you don't care to do them anymore.
- You miss the days when everything worked with just an "ON" and "OFF" switch.
- You tend to use more 4 letter words like "what?" "when?"
- Now that you can afford expensive jewelry, it's not safe to wear it anywhere.
- You notice everything they sell in stores is "sleeveless"?!!!
- Everybody whispers.
- You have 3 sizes of clothes in your closet, 2 of which you will never wear.
- But Old is good in some things: old Songs, old movies, and best of all, OLD FRIENDS!!

Stay well, "OLD FRIEND!" It's Not What You Gather, But What You Scatter That Tells What Kind Of Life You Have Lived.



Hello Gaiscíoch Family!

My name is Michael Perez (Balry.9450). I am an anthropology graduate student at Florida Atlantic University (FAU). When I first found the Gaiscíoch family I immediately realized that this is the gaming community I had been looking for all these years. I also saw a unique opportunity to work with a very special and valuable community for my M.A. thesis project.

I mentioned my project a couple months back, but I do not expect any of you to remember it because, as some of you may know, the academic process can be rigorous and slow. This is why I am just finalizing the last details with my faculty thesis committee and the Institutional Review Board (IRB), who make sure all procedures and aims of my research study are ethical and academically grounded.

By this summer, I should be able to implement my research with the cooperation of the Gaiscíoch members and leaders. This is not a call for volunteers just yet; I simply wanted to update everyone in the community about my project.

Below is a brief summary of my goals as well as some ethical concerns you may have:

This anthropology research study aims to determine the elements that make the Gaiscíoch family a successful community and to expand the understanding of the border between the virtual and physical space. To achieve this I plan on interviewing members of the community as well as posting a survey, but do not worry all information will be kept anonymous, confidential, and secure.

If you have any questions please do not hesitate to contact me in-game Balry.9450, via email mperez89@fau.edu or michaelpm88@hotmail.com, or via phone (954) 588-3296.

You may also take a look at my research profile located on: <http://www.fau.edu/anthro/ResearchProfiles.php>

Thank you for reading. Happy hunting!

Gaíscíoch



BUSINESS DIRECTORY

The Gaiscioch Family extends far beyond the game. Our members have a very broad professional background extending from teachers to CEO's. Our members are involved in the businesses, organizations, and government agencies below. We are very proud of our diverse community and support our members in all of their real life accomplishments.

- 3M
- ABB Inc. - Robotics
- ACE Network Consulting
- Addtech Controls
- Aditya Birla Minacs
- advantage metal Products
- Air Transport International
- Alachua County BOCC
- All American Car Care Products
- All Smiles Orthodontics
- Allied Arts
- Amercian Coalition of Healthcare Recruiters
- American Express
- Apples & Arrows
- ArenaNet LLC
- Arizona Supreme Court
- Army
- AT&T
- Atlantic Bay Mortgage
- Atwater Aloha Floral
- Barclays
- Barrister Global Network
- Baylor University
- Beck et al. Services
- Bernard Simulacao Gerencial
- Bethel School District #403
- Bishop Investment Services
- Black Nova Digital
- BNP Paribas
- Bollinger's services
- Boondocks PC Repair
- BP
- Brilliant Bees LLC
- Bypass Mobile
- Calumet Park School District 132
- Campus Crusade for Christ
- Cardomain Inc
- CareFusion
- CEB
- Cerner Corporation
- Chinook Pharmacy
- City of Elizabethtown
- ClarkBetty.com
- Cogeco Cable Inc.
- Collateral Intelligence
- Comcast
- Coram Deo Academy
- CSG International
- Cubic Corporation
- Culinary Institute Virginia
- CW Technology
- Dallas Center - Grimes High School
- Dane Massage
- Decoy's Dork Decor
- Dell, Inc.
- Department of Defense
- Diebold Inc.
- DJO Global
- Documatik Limited
- Duke Energy
- DuPont Spruance
- Easter Seals
- eBay Enterprise
- Edict Systems
- EFFIIS
- Eley Guild Hardy Architects
- Exterran
- Facebook
- Faellin Angels Realm LP
- Fitzgibbon Hospital
- Flagstar Bank
- FLASH
- Florida Cancer Specialists and Research Institute
- Flypaper Studio, Inc
- Food and Drug Admin
- Franchise Update Media
- Franchising.com
- Freeport Welding & Fabrication, Inc.
- Fry Productions
- Fujitsu
- Geek Squad/Notre Dame
- General Mills
- Gerald Blakemore, CPA P.C.
- Global Exposition Services
- Government of Canada
- GPC Company
- Great Wolf Lodge
- Harris Siding & Windows
- Hawk Paranormal Scientific Investigations
- Hawt Websites
- HCL Axon/Fortis BC
- HDD Broker Inc.
- Hillsouth
- Home Trust Company
- HP/Vertica
- Hunton and Williams
- IBEW Local 1141
- IBM
- IGT
- Infor
- Inverso Corporation
- Insitu
- International Paper
- Isolation Equipment Services
- ITI INTERNATIONAL TRANSPORTATION INC.
- Jasmine-Dragon
- Johnson Surveillance, LLC
- Kazmarek Technology Solutions
- Kenedy's Cakes and Donuts Inc.
- Konecranes
- Kroger
- L'Anse Creuse Public Schools
- Lightyear Network Solutions
- Lincoln Loop
- Logic Technolgy Inc.
- Los Angeles DHS
- Lowe's

- M&S Technologies
- Made Men Inc.
- Magnolia ISD
- McDonald's
- Media Bridges
- Mercedes Morgan Photography
- Micro Center
- Microsoft
- Mind Wrack
- Mississippi Museum of Natural Science
- Missouri State University
- Mobile Fire-Rescue
- Mobile Sports Chiropractic
- Montana State University College of Nursing
- Muler Pasific Labelindo
- National Aviation Academy
- National Title Network
- Nav Canada
- Navy Federal Credit Union
- New Life Church
- Nextek, inc
- Nine Dots Studio
- Nokia Siemens Networks
- Notnat Technology Services
- Nova Engineering
- Nova Engineering, Inc.
- Ohio EPA
- Oklahoma Military Dept: Construction and Facilities Maintenance Office
- Panasonic Avionics Corporation
- Panther Energy Company
- PCM
- PCM Inc.
- Pender County Schools
- Pink Zebra Home
- Placer SO
- Premiere Inc
- Primordial
- Professional Medical Writers
- Promise Keepers Canaa
- Proteus Europe
- Quantum Security & Innovations
- Radio Shack
- Ref-Chem
- Regional Manager for UPS
- Reid Hospital and Health Care
- Services
- Reinsurance Group of America
- RescueTime, Inc.
- Retired
- Robot Entertainment
- Rogue Community College
- Rogue Photos / KEDU
- Romine CPAs & Associated
- SanMar Corp.
- Scentsy
- Scentsy, Inc.
- Schneider Electric
- SDL
- Seagate
- Seagate Technology
- Self Employed
- Sep
- Shaw Inc.
- Siemens
- Signature Transcription Services
- Signs Manufacturing Corporation
- Simply Floors
- Skyline Construction & Restoration
- SoftFile DCS
- SolutionSource
- Sony Online Entertainment
- Southwest Airlines
- Spectra Tech Inc @ ORNL
- Spencer Gifts
- SplitZero Designs
- Staples
- State Farm
- Steris Corporation
- Steve's Computer Rescue
- Stevens Transport
- Stevens-Henager Online
- Stewart Lender Services
- Stewart's Market place
- Sutton Creative Studios
- Talaria Press
- Target
- Technicolor and Throw the Gauntlet Productions
- Techpath
- Techtell inc
- Tecta America
- Tellepsen Builders
- Terra Visa Group, Inc
- Texas A&M University
- The Last Frontier & New Phoenix Casinos
- The McGraw-Hill Companies
- The Mirage
- The North West Company
- The Sawmill Ltd
- The Ultimate Software Group, Inc.
- Theres's No Box
- Tool Using Monkeys
- triumph
- Tweddle Group Techologies
- UC Davis Childrens Hospital
- Unique Useables
- United Parcel Service
- United States Army
- University of Central Florida
- University of Florida
- University of North Carolina Charlotte
- University of Utah
- US Army
- US EPA
- US NAVY
- USAF
- Vantiv
- Verizon Conferencing | Verizon Business
- Video Game Auctions.com
- Vishay Intertechnology
- Waelwulfas dotOrg
- Walmart (Home Office)
- Washoe County School District
- Wayne Russell Search Consultants
- We Do Windows Computer Services
- Weibel Services
- Welcome Home Design
- Wellcare
- Westmark Industry
- Whole Foods Market
- William S. Frates II P.A.
- Williams Buick GMC
- Wireless Advocates
- WIS International
- Wizards of the Coast
- WSP
- Yellowknife direct charge coop
- Zappos

For more information about these businesses please visit:
<http://www.gaiscioch.com/about/business-directory.html>



"It's not the loot and accolades
you walk away with,
it's the memories and friendships
that you cherish forever."

- Foghladha

in loving memory of:
ROGER "OLDROAR" RALL

