

Gaíscíoch

MAGAZINE



the human
connection
going beyond the game

SUPPORTING BREAST
CANCER AWARENESS

GAISCIOCH MAGAZINE ISSUE 7, 2015



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Greetings and welcome to Issue 7 of the Gaiscioch Magazine. When we sat down to discuss a topic that has been at the very heart of our community, there was but one that stands out far beyond the rest. That is the human connection.

Just this year alone, we've been reminded by the harsh realities of life, how truly blessed we are to have a chance to be a part of each others lives. As you may have noticed in Issue 6, we recently lost 2 of our long time members. One to cancer and the other to a sudden heart condition. This October, we lost yet another member to a heart complication.

Each year our community goes pink in October to remember those who have fought breast cancer and show our support to those currently fighting it. Loss is something we've had to learn to know and accept within our community. With loss comes remembrance and with remembrance you really realize just how much someone affected your life.

While it's easy to think of games as pixels and data, we rarely look at the human element that makes social gaming such a widespread success. This issue takes a deep look at the Human Connection in social gaming and presents perspectives on the true effect gaming has on a community.

I want to thank you for taking the time to read and support this magazine and I hope you walk away from this issue with a fresh new perspective on gaming.

Slan Go Foill!

Benjamin Foley

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Gaiscioch Magazine is a quarterly, volunteer driven, no-profit, digital magazine for game developers and enthusiasts alike.

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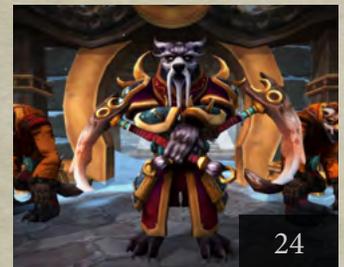
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ABOUT THE GAISCIOCH FAMILY

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 its name from an Irish legend found within the “Lebor Gabála Érenn” 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

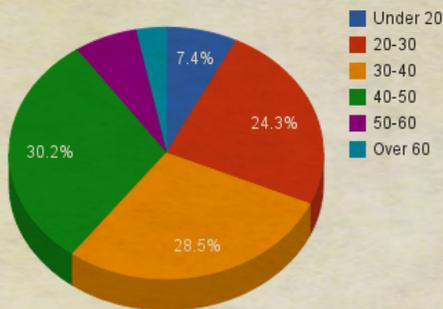
their members to play how they want, when they want, as long as they want and do not constrict them with quotas or requirements.

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.

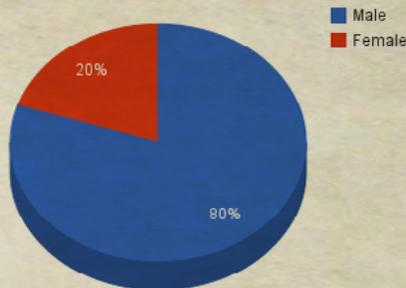
With a strong focus on community our endgame goal is to create memories, friendships, and participate in the overall success of the community. It is through gaming, athletic competition, and social interaction that we forge new friendships and relationships.

Gaiscioch Summer 2015 Demographics

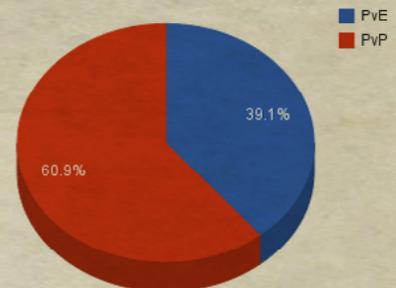
Age



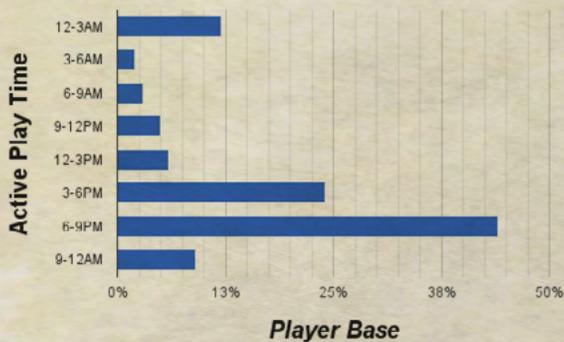
Gender



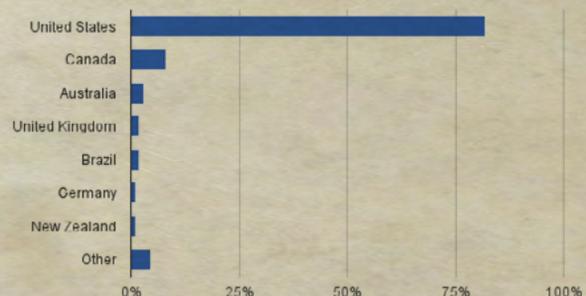
Activity Type



Activity



Locations



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Oooo Shiny!

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Looking Back on 14 Epic Years

By: Benjamin "Foghladha" Foley

As we pass November 11th and say goodbye to our 14th year, I look back at the road we shared. Like any epic story, we've had our shares of victories and defeats, trials and tribulations. We've shared laughs and tears, and have survived through 3 game migrations over 5 chapters.

Of all the memories the ones that keep me going are the moments we share, full of laughter and joy. Memories of the needle in the haystack, pandora's box and the reverse wedge, the puddle under the bridge in Scarlet Gorge, and the Fireheart Rise bridge that appears to be over deep water but isn't bring a smile to my face, or the infamous hole in the ground in Cyrodiil that lead to a hundred or so

of us repeatedly skydiving. Over the course of 14 years I have found new ways to fill the channel with laughter and the sound of smacking foreheads. So many times we have forged lasting memories from joyous times.

But things have not always been tongue and cheek. We have also been the first in the world to accomplish several feats. Slaying the Jolly Green Dragon in Dark Ages of Camelot, Killing Asha Catari inside the Defiant capital, sieging a war camp in Warhammer, being the first on our server to slay several raid bosses in RIFT, our time together has time and time again proven that the impossible is often possible with the right approach.

The Beginning

Looking back to our first days, I remember the profound sense of compassion and desire to help others. Gaiscioch na Anu was created due to the harsh requirements guilds imposed on their members. We created Gaiscioch na Anu as a place where everyone could belong and enjoy playing the game the way they found enjoyment.

Since then our commitment to community has continued and grown. Just as we did in Dark Age of Camelot, we still spend time with new players helping them get started in the games we play. We still host public events with no membership required. We still look out for the little guy others overlook.

The Years Between

As we close our 14th year we can recount the many victories we've shared over the years. Our history is lined with the epic siege nights in Dark Age of Camelot, the seas of Order troops we led

in the Battle for Badlands in Warhammer Online, the massive gatherings for the Telara Saga, the hundreds that showed up for our Great Tyrian Adventures in Guild Wars 2, and the great Scroll raids in early Elder Scrolls Online. Each of these brought hundreds of random strangers together to work as a singular unit across a large spanning terrain. Through the years we have entertained thousands.

But that's not where we drew the line. We also built a raiding side of our family that has successfully conquered the toughest raids in Warhammer Online, RIFT, Guild Wars 2, and Elder Scrolls Online. Our family from the day it was born was about Challenge. It has been about doing that which others deem impossible. You can't raid without being hard core, You can't succeed at siege warfare without being serious, You can't kill that NPC in the middle of the capital city. Our family has time and time again used "Can't" as the starting point of an epic memory. I look back at the years of putting "Can't" to bed and proving yes





“We Can”. Our only limit is the creativity of our tactics and the will to endure the hard road.

Together we’ve shared in the glory of being praised by every single major gaming news affiliate. We joined together to save a child’s life, and campaigned to have a dear friend immortalized by having a server named after him. We’ve shared in the happiest of times and comforted each other in the darkest times. Together we have overcome every obstacle and together we endure every challenges.

Leading up to year 14 things looked pretty bleak. We had already begun preparations to examine the next step to our future in case things in Guild Wars 2 and Elder Scrolls Online did not improve and many of our members left into the mist to await future adventures. There we stood on the doorstep to year 14 with fingers crossed, ambition in our eyes, and the will to endure the hard road.

Year 14: Creating Hope From Despair

This year has been a year of strife, survival, and perseverance. If you remember our State of the Family in November of last year, you’ll remember the news about Imperial City coming soon to Elder Scrolls Online, and you’ll remember how both Elder Scrolls Online and Guild Wars 2 were on a downward spiral. We announced the Seed program as a way to find a suitable replacement for a branch that wasn’t going to survive. Things were at their bleakest for our family and our active population dropped to a 5 year low.

Since then our eldership team has been hard at work finding creative solutions, pitching ideas, and planning a course of action for our survival. In addition we continued to work with game developers to get critically needed systems in place. The road ahead did not look good and with no true potential escape on the horizon we felt trapped with nowhere to run.

The elders decided the best course of action was to throw everything we have at ESO and GW2 and hope that they could fix their games before doomsday arrived. While we continued to watch the horizon we knew that our only chance of survival was to pull together and focus on what we had in front of us.

Since then we've managed to increase our population on the Guild Wars 2 side and we've come to accept that the Elder Scrolls side won't find success trying to create large scale activities as the game is not built for that. We've in turn changed to focus on bringing together a core group of friendly and caring players to operate in a small scale environment. Once we stopped trying to be a big community in ESO we found the quality of life improving. We now are thriving as a smaller community with a focus on being a successful small community.

A YEAR OF TRAGEDY AND REMEMBRANCE

Then the news of the loss of Steve "Zurdot" Sarko and Joanne "Jexia" Ekker slammed into us in less than a week between them. Losing two long time

members in close proximity of each other really hit hard. Then in the final days of October we lost a long time member and elder Shelly "Morigana" Songer to an unexpected heart complication. This year has been brutal to us emotionally. It's never easy to lose a friend, but it helps to remember them as best as we can. We announced that we would be creating a tribute to them in our new Guild Wars 2 Guild Hall to help pay tribute to our fallen loved ones.

Losing Jexia, Morigana and Zurdot came so soon after the loss of Roger "Oldroar" Rall and reminded us just how important every moment we share with each other is. One minute we're crafting the next minute we're wondering where time had gone. This experience has taught us to savor the moment. Don't get caught up in the little details that in the end won't matter, get caught up in the moment that we share with each other and remember the person on the other end of the virtual game space.

Within life, loss is something we will have to endure. There is no way to prevent the inevitable future, and remembering our loved ones who



passed on too soon will become a part of who we are as a community. It is because of this that we have plans to build a monument to the fallen Gaiscioch on both the website and in the games we play. May we keep our kindreds' spirits alive and well within all of us, and may we reflect their life upon others so that their legacy will never be forgotten.

BUILDING OUR FUTURE

Even as the cards were stacked against us, our Elder Scrolls Online players continued to drive forward and push to strengthen the community. For an environment that forces solo play, self dependence, and lacks any real form of guild identification, our community has done exceptionally well at unifying the players that we have and pushing forward. Our "recruit by action" credo proved to be our biggest foe as without words nobody knows you exist in Elder Scrolls Online.

The elders have been hard at work on a solution and a new way for us to operate as small to medium sized community in games in the future. This solution involves rebranding small divisions of Gaiscioch as GSCH to begin to brand our small scale communities with a familiar acronym yet give it the freedom from the main chapters to be able to promote and recruit as needed. Each brand will have it's own guidelines and etiquette guide to help control the public image of our community. This in turn will allow communities like our Elder Scrolls Online community to flourish as a small scale version of Gaiscioch with the same beliefs and ideals, but without the restrictions we place on the chapters.

Starting in November 2015, we will be turning our Elder Scrolls Online into a Legacy Chapter which will retain all of its website support except it will be run on a simple time based event participation system. If the Legacy Chapter surpasses 300 active members once again it will have the option of becoming a full chapter again.

On the Guild Wars 2 side, during the summer months ArenaNet announced Guild Wars 2's expansion set to launch in October. They additionally dropped the Free-2-Play bomb on the community sending a huge rush of new players into the game. The Heart of Thorns Expansion also brings an all new Guild Wars 2 WvW Battlefield and adds Raiding to the game. Membership over the summer had a slight decline but from what we're seeing over the fall we're surging with new blood and returning faces.

Both games have a future with our family, and even though we will be operating our Elder Scrolls division on a smaller scale we will continue to support many of it's core chapter features including character claiming, invite management, marketplace support, and it will have it's own simplified way of claiming leadership and participation. For Guild Wars 2 we are looking at some all new adventures in Raiding and a brand new WvW map to explore. This year has gone from despair to excitement and the future's looking bright.

A Look Back At Our Accomplishments 2015

During the past year we've taken several steps to improve the quality of life within the community. We added email reminders to try to keep in touch with members that are drifting away. We added the all new Loot Vault where people can buy games and loot with their excess family vault credits. Additionally we've laid the foundation for the new Guild Quest system that should add an additional spin to the donation system.

We've launched several of our own livestream series including the Streams of Epic Adventure, The Siege War, Smitty Streams, Fog's Side Quests, and we have begun turning the monthly summit into it's own livestream. On the video side we will be launching Guild Systems Deconstructed on

Wednesday nights exclusively on YouTube beginning in 2016. This web series will feature 12 30-Minute episodes per season and review guild systems and what makes an effective community system. Between the Magazine, the Livestreams, and the Web Series we've seen a huge boost in tweet and share traffic and have found several new members to the family who were introduced to us through these channels.

In game, the Gaiscioch Family in ESO has taken on some of the toughest raid content and conquered everything they have set their sights to. They continue to progress through the raiding content and have really found their footing as a small scale raiding core.

In Guild Wars 2 we hosted our largest public community to date in the form of the Great Tyrian Adventure Legendary

Edition where we gave away 7 Legendaries, 3 Precursors, and hundreds of exotic weapons and armor sets. Over 800 people participated in this 4 time per week event. After it's conclusion we brought the raffle to the Sanctum of Rall WvW scene by adding the commander on deck system which rewards players for playing WvW in the form of weekly and monthly raffles.

The Road Before Us

As we say goodbye to year 14 and hello to year 15 there are several improvements to our family on the way. With games cracking down on guild size it's getting more and more difficult for communities like ours to exist within a game. With both Elder Scrolls and Guild Wars 2 we've had to look for creative solutions to get around the guild limits. However ultimately neither side was able to endure this cap and we bleed out several members

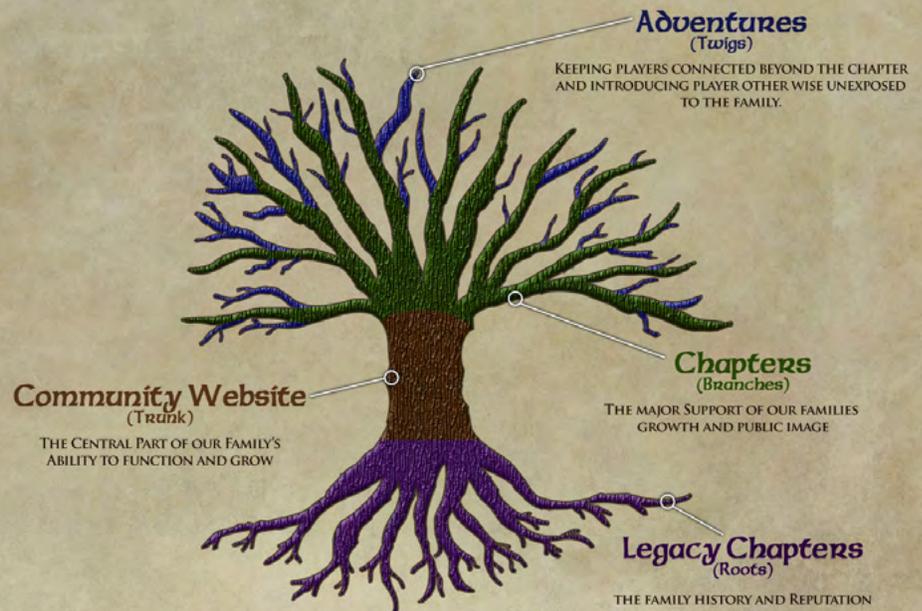
right out the gate dropping our membership to the 500 range from well over a thousand each game.

Many of our members now roam the wildlands of gaming and play all sorts of games together. It is apparent that if we are to thrive we must diversify and find ways to include more players in what we do outside our core chapters.

Our next year is going to be focused on bringing classic Gaiscioch back into the fold and keeping our members playing together wherever that may be. We want everyone to feel as an important part of our community and continue to stay in touch with the family. We're creating a new way for players to continue to play together in remote games away from our main chapters. In addition we are restructuring our Tree system to allow both large and small scale adventures.



The Gaiscioch Family Tree



The New Gaiscioch Family Tree

THE TRUNK (OUR WEBSITE)

This is the core of our community. Regardless of what game you play or what you're doing, the website is your central connection point to people, activities, and news. This is where you unlock new features by advancing your rank, communicate with others, and plan activities with friends. Each member only needs to register once and every game they play is linked to the same Gaiscioch.com account.

THE BRANCHES (OUR CHAPTERS)

These are our primary chapters focused on creating our brand name and image within the gaming space. All of these will maintain a population above 300 and be focused on creating large scale public community events. All chapters will clear a pre-launch compatibility evaluation and also a post launch compatibility evaluation. These will be our main focus as a community and our main source of growth.

THE ROOTS (OUR LEGACY CHAPTERS AND RETIRED CHAPTERS)

Our family's roots go deep. Think of our roots as our history. Each of these games was special to our family as they once housed a full chapter for years of our existence. Legacy Chapters remain active with the full use of the Gaiscioch.com website. Additionally they will have the option of being renamed "GSCH" to allow them to function by the looser GSCH guidelines for small to medium sized communities or remain as a Gaiscioch to abide by the large chapter guidelines. As long as 2 or more elders continue to be involved and the chapter maintains an active membership above 100 the chapter will retain it's full website support. If it drops below 100 it will become one of our twigs. Once the population has retired we will retire the branch. If a Legacy Chapter gains in popularity it also has the option of being reactivated and brought back as a branch once again.

INTRODUCING OUR TWIGS! (SOCIAL ADVENTURES)

This year we will be launching an all new way to

THE OFFICIAL GSCH SOCIAL ADVENTURES



enjoy the Gaiscioch life with others. In the form of GSCH Social Adventures. The Social Adventures will be focused on capturing the random games we play with friends and rewarding players for engaging in these games together.

There are 4 types of social adventures.

- **Grand Adventures** - 100+ Active Players
- **Epic Adventures** - 25+ Active Players
- **Social Adventures** - 5+ Active Players
- **Open Adventures** - Spur of Moment, can be anything from 4-Player Cooperative Console games to MMOs.

We're opening up the family to create a new style of adventure in the form of small to medium scale adventures. It's our hope that we can help keep people playing together in various games from around the gaming sphere. With the creation of the "Social System" players can earn social points which add to their family vault credits. So essentially by playing Wildstar with other family members you can buy that new greatsword you've been saving up for in Guild Wars 2 or you could snag

a game from our loot vault. Additionally all official GSCH adventures will have Social Experience earnable in each game along with levels to show off your expertise in each game. Earn experience by organizing and participating in events within adventures.

The Role of Twigs in the future of Gaiscioch

We are evolving our Seed program into the twig system. All games we are evaluating for chapter potential will be a twig before being eligible to be a chapter. We will examine its ability to allow our community to thrive and if it looks like an eligible candidate, we will run it across our compatibility matrix and evaluate its potential for success. If it is decided to be a good fit for the family we will officially brand it with the Gaiscioch name and migrate all GSCH members to the official branch. This will allow us to enjoy all of the new titles we're looking at as a family instead of just a selected choice and leave the potential for twigs to become chapters open to which ones actually perform best.

Moving Forward

This new system will allow us a better way to retain members and keep them involved in the family. It will let us share oddball adventures in strange and wonderful places and we as a family can explore many horizons together.

It is important to note that the Social System is built around players, not in game guilds. Players can choose to be in the official GSCH guild or they join or form another guild and still use the social system. All that is required is a total of 4 Gaiscioch members doing something together. The guild tag above their head does not matter.

As we explore new worlds on the Streams of Epic Adventure we will setup new guilds and add them to the list of official adventures and allow players to begin earning experience towards their game levels to earn titles and achievements on their profiles. The adventures that draw a lot of people will advance from social adventures to grand adventures and unlock new features. Those that perform poorly will phase out over time and only be found in the full directory for those looking for a spur of the moment revisit.

Upcoming for Guild Wars 2

We will be bringing our Great Tyrian Adventure back in 2016 in a 2 season back to back mega event. In season 4 we will be calling it the Conquest Edition and focus entirely on WvW.

In Season 5, we'll be titling it 'Into The Brink' making use of the new content in Heart of Thorns and taking on large scale coordinated assaults. Additionally, look for some Rare items showing up on the Gaiscioch Loot Vault such as precursors, weapon skins, and other desirable weapons and armor. We are looking for new ways to reward Gaiscioch members for their long term commitment to the family and we'll be bringing some of these new developments to life over the course of the next year.

Upcoming for Elder Scrolls Online

With the help of the lovely Prissy, we will be transitioning the Gaiscioch chapter to the GSCH legacy chapter and changing our focus from large scale events to small to medium sized events. We will be adapting to the growing demand for dungeons, raids, and other small scale content and



placing our focus there. We will begin approaching new members through the use of forums and private whispers and will begin to grow and solidify a core group that can enjoy ESO for days to come.

Upcoming for The Family

Over the next year we're already lining up our Extra Life Charity event, our Double Up Charity event (Spring), and also planning our 2016 Pax Prime Gaiscioch 15 Year Celebration. Once we

have the official dates we'll be placing info about this meetup. We'll be wrapping up our second year of publishing Gaiscioch Magazine, and closing our first year of the Streams of Epic Adventure. As a community we're looking at a strong year of growth and should see increases in population in our chapters and our new adventures.

Overall I look forward to 2016 in hopes that we can bring back many of our long time members and rekindle those priceless adventures.





Making the Human Connection

By: Benjamin “Foghladha” Foley

Over the years gaming has gone from arcades, to living rooms, to virtually everywhere. Making the Human Connection has become easier over the last few years with video, livestreaming, social media, and voice communication services like Mumble, GameVox, Teamspeak, and Ventrilo. Not to long ago we came out of a generation where you had no other means of communication than chat text.

It's sometimes easy to overlook the fact that each of the players in a game, has a life like our own. Filled with memories both painful and joyful. Filled with stories of strife and perseverance. Each player has their own backstory and the intersection

of these backstories often times makes for some fun times and conversations.

In my years of leading Gaiscioch, I've made friends with some pretty amazing people. While I never imagined myself becoming so attached to a person I met in a game, I've felt a profound connection to a few players who I've come to know. It was these connections that inspired this issue.

What is a Human Connection

This may seem obvious to some, but some this might be a foreign concept. In games we play behind a veil, this veil is commonly known as the

Internet. Voice and now video can pass through the Internet to reveal who you're talking to. Like an interactive penpal of old, but our messages no longer take weeks to arrive and conversations no longer take months and years. The Internet puts communication at our fingertips and a world at our door.

The Human Connection happens when we least expect it. Suddenly we find that our relationship with others is no longer bound to a game, but it transcends the game into real life. We began caring about one another and supporting one another in our personal battles. In my days of being a Gaiscioch this has happened countless times. From joining a prayer chain when a member was diagnosed with a terrible illness, to helping a new member crowdfund a new computer, my commitment to the people I game with far exceeds that limited to a game.

Going Beyond Borders

Our gaming universe today is also no longer limited to local players. We now have no borders. Players from the far reaches of the world play with

one another not as Russian, German, or American, but as players from one gaming universe. People search for a united world, yet the only place you can find this is online.

The Gaiscioch Social Gaming Community for example has players from 74 different countries. Everywhere from the US and Canada to Argentina, South Africa, Afghanistan, Germany, Spain, and Russia. The world of politics would tell us we're supposed to be mortal enemies, however in the gaming space we are allies who go into battle with one another. Some of my closest friends have been from countries who in history did not get along.

Having the world at your fingertips brings new challenges and new advantages. For example, when the story in the Ukraine broke, we were able to hear it from Ukrainians who were living the situation. Having this view of the world events allows us to see the truth and see how the media is turning misinformation into fear propaganda. We have the world's knowledge at our fingertips. We no longer have to rely on hearing one side of the story.



The beauty of online communities is that we share knowledge from every country in the world in one giant resource pool. No matter what your dilemma is, someone most likely knows how to help. Have a computer problem? There are several IT guys in the community. Have car trouble, there are several mechanics? Feeling a bit off, cloudy and ill? There are nurses and doctors. In my days on the Internet I've socialized with everyone from teachers, to politicians, to soldiers, and lawyers. Every single profession is converging on the Internet and whatever your problem is the knowledge is there to be had just for the asking.

Dealing with Cultural Differences

Culture is a curious thing. For some of us like myself it's the reason I game. I love people, lifestyles, and cultures. I love to hear about the world from the perspectives of people who live there. Once you begin hearing it first hand, the news becomes rather comical.

The key to running a successful global community is in building a foundation of understanding and acceptance. The global gaming scene is no place for assumption and preconceived notions. Often times what we have been told by our news, our countries' leaders, and our local politicians is far from the reality we see every day.

Keeping an open mind and listening to other's perspectives is often times the best approach to understanding how the world actually works. Separating fact from fiction. Additionally you have to go into it knowing that the truth you know might be different from the reality someone else has survived. We are all unique, with different backgrounds and different ways of life. Together we form a truly wonderful spectrum of human beings that melts borders and limitations, and allows people from the far sides of the globe to know and love one another.

The Hard Truth

As we forge bonds with people from around the globe one of the hardest things to deal with is tragedy. It strikes without warning and often times we never even realize it has happened. From a friend that disappears from the gaming sphere one day to an event leader who just stops showing up. Sometimes we may never know the whole story. It's like a friend from school just disappears some day.

In some cases the worst case scenario makes itself apparent. Finding out that one of your friends, who you have forged a friendship through adventures and comradery has passed on is never easy. Some players bottle it up, others try to remember them in any way they can.



Several gaming companies like ArenaNet, Trion, and Blizzard have even gone as far as to create in game monuments to these fallen friends. There is no doubt that the relationships we forge in game go far beyond the borders of one's screen and into our hearts and lives.

In one example I have experienced, my friend and co-commander Roger "Oldroar" Rall suddenly passed. The sense of loss was profound. I have lost friends in real life as well, but Roger's loss was far worse. For a little over two years Roger had been like a digital father figure for many of us. He gave us sage advice, always had some funny remark to get you to laugh when you were trying your hardest not to. He pulled so many of us up with his vibrant personality. Together we shared countless victories and even formed what we called the Trinity with Roger, Prissy, and I, where we lead 3 raids as a single offensive force dividing up territories as needed. It was widely successful and the bonds we shared would leave a lasting mark on all of our lives.

Over the years I have known many who have passed on. Roger (Oldroar), Joanne (Jexia), Steve (Zudrot), Shelly (Morigana) and Trisha (Tinkerhell) all left us too soon. I can tell you first hand, it never gets any easier to deal with the loss of a friend. Remembering a friend is how we can grant them immortality. To pass a little piece of

them onto others. Whether it's mimicking their kindness, taking on one of their traditions, lighting a candle, or sporting pink every October. We make sure that memories never fade and honor their lives as best as we can. It is apparent in these moments that it's not just pixels and avatars. It's a real human connection. Real feelings, real tears, real laughs, real joys. We may be scattered to the far corners of the world but our bonds are very close and personal.

The Inevitable Truth

The moment you log into game for the first time, you will be exposed to other people from around the globe. There will be kind people who make the gaming world a better place and there will be those who use the cloak of anonymity to let their inner demon show. You will begin building bonds with people who are both near and far and someday you might even cross paths offline. As someone who organizes out of game meetups I can tell you that in person meetings are wonderful. They validate your feeling in game and you begin to realize just how deep of a connection you've shared with others. It's easy to forget behind the avatar is a real person, but the moment you meet them in person you'll never see their avatar the same way. You'll see the person behind the avatar.





The History of Social Gaming

by Benjamin “Foghladha” Foley

In the beginning, Gaming was a social experience. Even before the days of arcades, back in the 1920’s fairs and amusement parks provided us with shooting galleries, fortune telling machines and skill based challenges. Couples would go to the fairs to win prizes, socialize with friends and share some memorable moments. Going to the midway was a social experience.

By 1930 we had the first coin-operated pinball machines. By 1977 these pinball games would adopt solid-state electronics for operation and scoring. These were my family’s favorites. I must have spent over 100 hours playing Comet, Funhouse, The Simpsons Pinball game, and the mother of all overkill pinball games, The Terminator. I can remember some fun times with my mom and dad at the bowling alley playing various pinball games. My mom shares stories with me about playing pinball games when she was a kid. What stands out most is that playing games together was a very social experience.

The Golden Age of Social Gaming

Then entered electronic entertainment and the birth of the arcade era of the 1980s. Again this drew a large crowd of players and people who would socialize and build friendships. Hundreds of children, teenagers, and adults would flock to arcades to play the latest from companies like Nintendo, Midway, Taito, Sega, and more. Many years ago, we sat around a TV controller in hand next to our BFF or siblings gaming for hours on end. Before that we would travel to the local arcade with some friends and a roll of quarters. These were social experiences and a time when friends forged healthy bonds of competition and laughter.

I think back to the time I spent with my friend Jeff back in south east San Jose. There was a laundromat that had a mini arcade in the front with the Original Mario Brothers, Donkey Kong, and Pacman. It also had rotating Pinball machines like the classic Fun House and Comet. Jeff and I

spent hours and hours and probably a thousand dollars in quarters playing these games. It was the highlight of our summer.

The Living Room Arcade

In 1972 Magnavox released its Magnavox Odyssey which was the first console designed for home use. It was not as successful as they imagined and it was dwarfed in the light of the 1972 hit Pong. By the early 80's we began seeing the eruption of home consoles from the widely popular Atari 2600 and Commodore 64. As the console invaded our living rooms arcades began to drop in popularity. We began inviting our friends into our homes to play multiplayer games from our living room couch. Instead of spending your gaming time with 10-20 friends it became 2 to 6 six friends hanging out in someone's house.

This is how I spent a great deal of my childhood. I grew up with an Atari 2600 then saved every penny to get a Nintendo. I fixed a Sega Genesis, Super Nintendo, and Turbografx 16. The console era was the last of the social gaming renaissance. For things would go down a road that is only

ventured alone and isolated. A storm was on the horizon.

The Final Days of Social Gaming

In the late 1980s we began to see a new form of gaming that only a select group of people actually knew about. These were Multi-User Dungeons or MUDS as we used to call them. They were played over dialup and largely text based. We would play these with people from around our area as they were dial in gaming centers and long distance fees were still a thing. Eventually they would evolve to use the Internet and allow people from all around the world to connect. Such is the case for Darkness Falls, Mark Jacob's brain child. With the MUD came a loss of social contact. We were limited by text only communication. There was no physical human contact, no emotion, and making a psychological connection proved difficult.

The Dark Ages of Gaming

With the birth of the 90s came the widespread use of Internet. What used to be limited to a few who knew about it, became mainstream and with it



gaming looked to the Internet to be able to match people from around the globe. PC gaming boomed and multiplayer games like DOOM, Quake, Marathon, and eventually the first MMO's like Ultima Online, Everquest, and Meridian 59. This generation of gamer would rely completely on text chat for communication. Things like sarcasm, humor, emotion, and physical connection were completely lost.

Following in its footsteps consoles began looking to the Internet to match players in multiplayer games. Playstation 2 brought the Internet adapter and later XBOX would do the same. The vast number of players would play without any form of voice communication. From 1990 - 2000 we experienced an anti-social gaming era.

The Return

By the time XBOX Live launched and people started using voice communication again, a young generation of gamer was born into a world where

they never experienced social gaming. They never experienced the life before the Internet gaming era. What we ended up with is a generation that did not understand the social repercussions of gaming.

They became a group of players that hid behind anonymity and felt entitled to say and do whatever they please without having to face the consequences of said action. They treated people with a lack of respect as if their digital avatar was just digital and there was no human at the controller on the other end. Trash talk became a thing in mainstream gaming and literally became a staple for any first person shooter. As people become more distanced, players became more vile.

The lifestyle that came with the return of voice was one that was opposite of the early days of gaming. For us that remember the arcade and remember the living room social experience it's painful to see the direction it has gone.



A Slow Return to Social Gaming

With the help of Massively Multiplayer Online (MMO) gaming and products like Roger Wilco, Teamspeak, Ventrilo, Mumble, and Gamevox we have once again found our voice. In MMOs we are exposed to people from all over the world and can choose who we communicate with. This has allowed many of us to bond together and forge new friendships through social gaming. A new dawn is on the horizon for social gaming and hope peaks out beyond the horizon of the future.

As we learn to communicate with one another again we can hope rekindle the social gaming experience we shared in the early 80s. This time with an arcade that is accessible to everyone in the world. For gaming communities like Gaiscioch, we are focused on social gaming and its success in

the world. Communication, Emotion, Memories, and Friendships are at our forefront and we focus on building an environment that is not vile and counter productive. It is our hope that we can witness the rebirth of the social gaming era and lead the way for new social gaming renaissance.

In the end it isn't the game that stays with us, it's the friendships and memories we make that transcend the life of a game. It's in these friendships that we pioneer the new social gaming revolution. In time perhaps a new social generation can be born and the hostile, vile, gamer mentality born of the lack of social contact will be left in the basement with their anti-social attitudes to grumble about the good old days. It is time to put down the hostilities, and embrace each other as a gaming nation. Gaming was always meant to be a social experience. It is time to take it to the next level.





Games Foundry Discusses Folk Tale and Virtual Office Development

By: Benjamin “Foghladha” Foley

In the world of indie games, we often times see gems in the rough come out of nowhere. Games like Braid, Torchlight, Never Alone, Life is Strange, and most recently the huge success of Minecraft has paved the way for a giant indie boom in the industry. Crowdfunding has helped many of these would be developers turn their dreams into a reality.

Recently I came across a rare gem after Games Foundry followed our twitter account. After investigating Games Foundry I found a game that was right up my alley. A fantasy RPG city builder with completely mod friendly concept allowing for endless adventures and possibilities. The game is Folk Tale and is currently available on Steam in Early Access.

Today we have the opportunity to sit down and go over the nitty gritty of Folk Tale with the development team. Thank you so much for joining us today.

I understand that Games Foundry is a virtual office based company with employees working on the project from home. Can you share with us a little bit about how this works in a game development environment? What tools allow this to be possible and how does it differ from the traditional office environment?

It's almost identical to a physical office, but without the politics, financial overheads or a Christmas party. With 9 of us spread around the world, start times are staggered throughout the

day. As the Project Lead I start around 8AM UK time with the guys in Sweden and Slovakia joining later in the morning. The guys in the USA and Canada are mostly night owls, and fire up Skype anywhere between 1-7pm. It's very much an agile development environment, with the daily scrum (status) meeting starting around 7:30pm UK time. We all jump into Google Hangout (with the link shared via Skype IM), share overnight progress through screen shares and discuss the work ahead. The meetings are short, after which most of the team drop out to continue their work. We hold small problem-solving meetings if something is impeding progress. Information is shared using Google Drive so that we can all jump into the same document and collaborate, and all source code is held in a git repository (<https://git-scm.com>) for collaboration, version control and disaster recovery. It's entirely paperless and online.

What challenges does the virtual office create and how have you been able to overcome these challenges?

Working remotely is not suited to everyone, as the

comforts of home could become a distraction. It rarely happens though, as you'd soon be busted by peers in the daily status meeting. Instead, it encourages a culture of honesty and flexibility. If someone's not feeling 100%, they take a day off or make it up later in the week.

Not being able to have team socials where we can unwind over a beer is a downside. Instead, we've tried to hold multiplayer gaming session on a friday lunchtime, and encourage playing together at the weekend. However, when you develop games for a living, quite often you want to go outdoors during spare time so it doesn't happen all that often, especially during summer.

What type of funding has Games Foundry relied on to this point? Any plans for a crowdfunding campaign?

During the first two years savings took a pounding. It got to the point where we needed additional funding, so we started preparing for Kickstarter. During preparations, Steam launched Early Access and after much deliberation we opted for





that route, and never looked back. With Steam's help and our own careful financial management we've been successful in Early Access, generating enough revenue to fund us through to completion.

Lets dive into Folk Tale. This game is colorful, comical, and filled to the brim with content. Do you have a special magic wand to compress so much awesomeness into a single game?



There's certainly a lot going into the game. Folk Tale isn't just a village builder on a single map; it's set in a role-playing world spanning grasslands, swamp, snow and lava, each with dungeons to explore. There are so many opportunities for new features, that the challenge is to stop ourselves and just focus on what is fun. So we spend a lot of time with our community discussing features, how they can be improved, then iterating.

So this is an RPG, can you explain to us how the RPG side of the game plays?



Much of the RPG aspect will pivot around exploration, questing and storyline. Folk Tale includes a campaign in which you'll help competing factions. Each faction has a hero that will join the player's party as you help one faction at the cost of the other. Heroes can be equipped with gear found in loot, and level up their attributes and abilities by gaining experience. Your adventuring party comprises up to four heroes filling classic role-playing classes.



Different buildings support different crafting options. As you unlock new recipes and find ingredients either in the wilds or in loot, you can craft items for your small army, and even epic but costly loot for your heroes.

One important aspect will be linking quest goals and rewards back into helping your village improve, and not just your heroes.



It's also a City Builder! What can we expect to experience on that side of the game?

We've added many of the buildings you might expect in a fantasy village builder to form a cohesive economy. I say village rather than city because Folk Tale is more about individual characters than being a Total War sort of game; it's a more personable experience. We want you to care about the lives of Bob and Helga, and feel a loss if one should die horrifically.

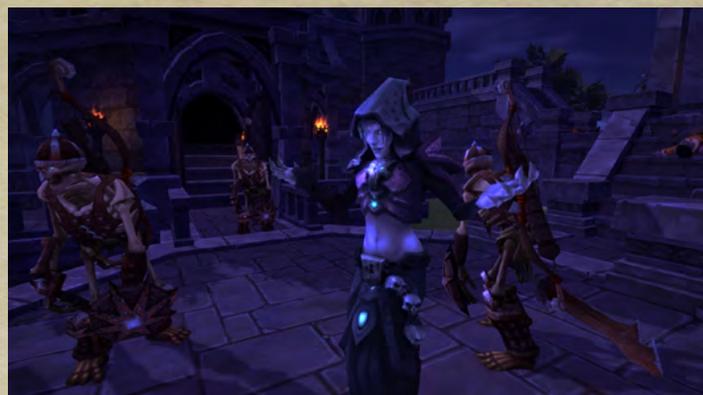
Villagers gain experience through practice. A level 1 woodcutter is more proficient than a peasant.

As they practice their profession, workers level up through the tiers of Apprentice, Journeyman, Artisan, and Master. A master woodcutter produces a lot more logs than an apprentice.

As your village expands and the cultural value increases, you can access building upgrades that house more workers, expand the boundaries, reduces fire risk and unlocks building research and crafting tiers.

One of the more interesting aspects we have planned is a living ecology. Around your village will be an eco system of bears, wolves, rabbits,





boars and spiders. Rabbits seek out carrots, and may start to consume your carrot fields. Destroying their burrows will stop them in their tracks. Except wolves eat rabbits, and breaking the food chain might lead to more attacks by ravenous wolves on your villagers. Bears like to eat honeycomb from wild beehives, which you need to construct your Bee Yards. Take too many hives, and one day you'll find a bear sniffing around.

What's the general storyline behind Folk Tale and are you able to pick sides in this battle?

In Folk Tale we're letting player behavior drive the experience. Early on, players will be building a fledgling village and tackling the challenges of living in the wilds. While away exploring for resources and treasure the player is introduced to opposing factions. It's entirely up to the player what they do next; continue playing in a closed world or help one of the factions drawing them into opposition with the other and leading to attacks against their village.

In the campaign game the player first encounters the Withering Dead lead by Mordrich, Gatekeeper to the Realm Of Shadows and ruthless industrialist.





Mordrich's reckless greed is corrupting the lands of the Gladefolk in the name of profit. Nara, the Earth Mother, is in denial and refuses to be drawn into the conflict by her daughter Willow, who with the player's help will strike back against the Withering Dead. The player is equally encouraged to side with Mordrich, with the decision left to them. Helping either side will explore the story from the faction's perspective and unlock the faction's hero.

Exploring the world further, players discover the Grublins and Toadkin in the swamps. The Grublins are an organized criminal racket that seduce Toadkin workers with free dental care and massages, all designed to harvest the secretions from the backs of happy Toadkin to manufacture an addictive drug. The Toadkin on the other hand have bonded labour in the name of furthering their illustrious empire, and are keen to 'protect' their workers from temptation.

There are four major zones, each with two faction storylines and multiple dungeons to explore.

What heroes can we look forward to meeting in this adventure? How do their abilities differ?

With eight faction heroes and a few neutrals, players have a broad roster of abilities to choose from. Each hero has five abilities that can be levelled up in MOBA-like fashion. We've got most of the RPG classes covered including healer, tank, warrior, necromancer, pyromancer, frost mage, thief, ranger and paladin. There's limited to no crossover in abilities so players have to think carefully about how they want to structure their adventuring party.

I understand that you're planning to release more factions and heroes in the future? Do you have a rough number that the team is aiming for?

It really depends on how successful the game is on full release. There's so much scope for expansion that we'd all love to continue expanding the world, but it needs to be funded. Right now we're not being distracted with what comes after launch,



choosing instead to focus on making a great job of the current scope. What we are doing is making sure we have an expandable framework that we can add to if we're lucky enough to get the opportunity.

What do you see as the critical goal that your team must absolutely meet for Folk Tale to be successful?

It has got to be fun because everything stems from that. Longevity and replayability come second because if it's not fun, it's unlikely players will want to play more. If we can achieve the critical goal, it feeds positive reviews both from players and critics and feeds word of mouth, all of which aid awareness.

Let's talk about the editing / modding side of the game. I understand your editor allows people to create everything from quests to campaigns. But the thing that really caught my eye was the Cutscene creator. Can you tell us a little bit about this system?

We took the decision early on to make the same

dev tools we use internally available to players to create their own worlds, stories and quests to extend replayability. Once the player has finished experiencing our world, they'll be able to download a completely different world from Steam Workshop for an entirely new story.

Folk Tale is designed with extensible modding in mind. The Editor has a library with heaps of props that can be used to create exterior and interior locations. Terrain tools include a random generator and sculpting for quick and precise control. Add to that our visual scripting environment known as Workbench - a powerful node based editor that enables modding without the need for any programming knowledge - and you have some very powerful tools indeed.

We recently added the cutscene creator to the visual scripting environment so that level designers can tell their own stories not just with text, but with animated camera control too. There'll be support for custom voice acting and we've already seen some fantastic community hacks. Steam Workshop integration is well progressed internally, and by



the final release we should have some engaging community content to play besides what the game already ships with.

What other types of gems do you have in store for the player who likes to build mods & expansions?

We already have some player-level designers with over a thousand hours logged in the game. When you have powerful tools coupled with fervent imaginations, creating worlds can and does become a full time hobby. We work closely with active community members, perhaps more so than any other game. They join us in the Dev Hangout streams, discuss new ideas and highlight areas for improvement. They're really driving a lot of the improvements we're making. That unprecedented level of access to the dev team is something we're really proud of.

As for editor features, there's so much in there now that it's really about improving on what we have, adding new visual scripting nodes to give even more control to level designers, and adding more great content that can be used in a variety of innovative ways. For example, we haven't added traps yet. That's going to be heaps of fun.

Where can people purchase Folk Tale and is there a release timeframe available yet?

We've been in Early Access for a good while now; too long for some. We're a small team, working on a game with a very big scope and a lot of powerful content creation tools. For patient players wanting to get involved in helping shape and improve the game, I'd say grab it now during Early Access. For those seeking a polished complete experience, perhaps consider adding it to your Steam wishlist and wait for the final release towards the end of 2016.

Folk Tale can be found at:

<http://store.steampowered.com/app/224440>

Where can people learn more about Folk Tale?

There's a host of information available depending on how informed you'd like to become. For general information there's the website at www.gamesfoundry.com. There's a Dev Blog for occasionally tracking progress, or a fortnightly Dev Hangout stream on YouTube Gaming and Twitch where you can ask us questions live on air. Finally, there's the Steam Community Forum.





Online Gaming and Financial Crime

By: Ed "Screenager" Orr

Where online worlds exist, virtual economies are bound to thrive. After years of iteration, they are an integral part of MMO gaming today. Complex economic systems exist to enable the flow of currency and goods between players. Long before my MMO problem began in the late 1990s, the basic constructs of a manufacturing base were introduced to online gaming. Closed economic systems in games such as Everquest eventually brought large scale supply, demand, crafting and trading to their worlds. A far more complex economy spawned from these systems and grew far beyond their virtual constraints. In Everquest's

world of Norrath, manufactured goods, services, and even player accounts became commodities with value in the real world. The virtual wealth of Norrath was even calculated as roughly equal to the 77th richest economy in the world during 2002 (http://papers.ssrn.com/sol3/papers.cfm?abstract_id=294828).

With such large, complex economies in the virtual world, it is no surprise that acts of financial criminality are a serious threat to players and economies in online environments, just as in the real world.

The Bank of England describes financial crime as “any kind of criminal conduct relating to money or financial services or markets”. This includes offences involving fraud, dishonesty, misuse of financial information, handling the proceeds of crime and financing terrorism. While wizards, Orks and Warlords of Dreanor are not traditionally known for their financial acumen, virtual worlds are not entirely disconnected from the influence of economics and crime.

THEFT AND BARTERING SYSTEMS/FRAUD

Theft involves the dishonest redistribution of property belonging to another person and deprives the owner permanently of its possession. It comes in many forms including larceny, embezzlement, and other sophisticated fraud. At its most basic, theft serves as a means to obtain wealth from another individual and is just as pervasive in virtual worlds as in real economies.

Wherever goods have perceived worth, people will attempt to acquire those valuable items through various channels. Sometimes this includes theft. Direct theft between player characters, known as larceny, is a fairly infrequent occurrence in virtual worlds if it is not already supported by game systems. Games such as EvE online support this type of behaviour as part of its core game design and it is subject to the same risks and rewards pirates would encounter in the real world. Areas of EvE that encounter the highest rate of theft between players are known as lowsec and are sections of space devoid of any organised security presence. While there is an arguable parallel between player behaviour in the virtual space of lowsec and petty theft in the real world, to consider them truly comparable would be disingenuous. EvE is an online environment where piracy is a fundamental component of the game and the results of this are a core element of EvE’s economic systems.

A more common form of theft between players is the trade scam. Many players will recognise this form of criminality and the destabilising influence it can have on an economy. Bartering systems in games, as in the real world, provide an effective avenue to obtain goods and services for a fair price. Gamers utilizing these systems to engage in transactions with other parties can find themselves exposed to unscrupulous sellers, with no intention of fulfilling their contractual obligations.

It is common, even in modern multiplayer games, (<http://us.battle.net/d3/en/forum/topic/7708951793> <http://www.cinemablend.com/games/Diablo-3-Trade-Scams-Persist-Item-ID-Exploit-Surfaces-44747.html>) for this sort of nefarious practice to exist. Players purchasing items may not receive goods at the close of a trade or find that items are not as initially described (http://runescape.wikia.com/wiki/Scams/Antiquated_scams). The history of MMORPGs is littered with tales of trade scams, including Runescape’s historical Black Lobster scam. The Black Lobster left duped players with worthless junk, which looks regrettably similar to an incredibly rare drop. Even more recent multiplayer games such as Diablo 3 have proven to be fertile ground for fraudsters peddling (<http://www.cinemablend.com/games/Diablo-3-Trade-Scams-Persist-Item-ID-Exploit-Surfaces-44747.html>) trade scams. Functionally, many of these incidents are similar to the type of criminal fraud that occurs across online auction websites. Victims of real life scams can also find that goods are not delivered or do not match the sellers description (<http://www.dailymail.co.uk/news/article-2939440/Surfer-duped-eBay-scam-selling-board-help-buy-300-laptop-sent-photograph-computer.html>). Virtual and real world fraud is committed by a mixture of individuals and organized groups by subverting the normal operation of a transaction. In the physical world this can have a destabilizing impact on an economic system if left unchecked. The cost of complaints reported to the FBI Internet Crime Complaint Centre easily exceeded

\$700,000,000 in 2014 (http://www.ic3.gov/media/annualreport/2014_IC3Report.pdf) alone and with more than \$69,000,000 attributed to online auction and undelivered good fraud, scams pose a real threat to stability and consumer confidence in all economies.

The activity of scammers reaches far beyond the internal economic structure of the MMORPG, but studios can protect virtual economies from internal threats by design. The implementation of in game bartering, communication channels and even character progressions systems all have an influence on player exposure to scammers. Players can be incentivized to engage in risky behavior by implementing steep, power based, progression or heavy grind. Restricting trade to a central nexus, such as a trading post, and setting conditions on other systems, like messaging, can arguably impinge on a scammer's ability to interact with players and affect the wider economy.

EMBEZZLEMENT

Player to player trade fraud is clearly a substantial threat to virtual economies if left unchecked. The financial cost of a single instance of fraud between two players can, however, be insignificant in comparison to embezzlement. Embezzlement is the fraudulent conversion of another's assets by a person in a position of trust. In the real world, during 2008, it was revealed that banker Bernie Madoff had misappropriated funds worth over \$50 billion from investors. This is one of the largest cases of fraud in history (http://www.forbes.com/2008/12/12/madoff-ponzi-hedge-pf-ii-in_rl_1212croesus_inl.html) and an example of embezzlement. In Madoff's case, he acted as a hedge fund manager, soliciting money from investors, as part of a Ponzi scheme, who trusted the fund to responsibly oversee their money. In reality over \$50 billion was never returned and Bernard Madoff was convicted for his actions.

In virtual economies few positions of trust

are more valuable than that of the Guild Leader. Guilds act as a communal experience for players and allow them to work towards common goals. These communities regularly accumulate vast amounts of wealth, hoarding vaults full of gold, armor, and other valuable materials as a result of their combined efforts.

Theft of assets deposited in a guild bank is not rare and can be the result of embezzlement. Senior ranks within organizations, such as guild leaders, are commonly trusted with the cumulative wealth of a group of players and the misappropriation of those assets is a sore subject among gamers. The total value of a guild's assets can include vast sums of currency, valuable materials and undistributed loot. While it is not unknown for players to raid these depositories, the actions of a single rogue leader are dwarfed by the gargantuan scale of EvE Online's most infamous incidents of embezzlement.

EvE allows players to intentionally engage in nefarious activity, from corporate espionage to outright piracy. Some of the most extreme misappropriations of funds in gaming occurred in the EvE space sandbox, committed by players in positions of trust. Over a few short months, at the beginning of 2009, EvE was rocked by successive embezzlement scandals involving two massive player run banks. EBANK and Dynasty Bank were raided by high ranking officials within their respective institutions, resulting in losses that range into billions of ISK. It is notable that these acts had a similar result as they would in the real world. EBANK suffered huge losses of capital and with the impact to consumer confidence, they also incurred a substantial run on their funds. (<http://www.engadget.com/2009/06/10/eve-onlines-largest-player-run-bank-rocked-by-embezzlement/> and <http://www.engadget.com/2009/07/02/new-perspective-on-eve-onlines-latest-bank-embezzlement/>). Customers flooded to withdraw their money, but these incidents did not collapse either organization.

EBANK saw around 8.6% (<http://www.engadget.com/2009/07/02/new-perspective-on-eve-onlines-latest-bank-embezzlement-part-tw/>) of its deposits simply vanish. Coupled with the pressure of a run on funds, liquidity problems, and financial uncertainty, this sort of criminal behavior can have an adverse impact on any virtual economy. The incidents in EvE are particularly troubling as stolen funds never returned to the economy through other channels. Stolen ISK was converted into dollars by the offending parties and removed from the game entirely. Recent global financial crises, in the real world, saw huge losses appear on just a few institutions books and stalling entire financial systems. This was capable of destroying entire economies overnight. These examples demonstrate that a large enough single loss and a fragile enough system can end up costing far more to resolve than the initial loss. Unfortunately, virtual economies do not have vast stocks of government liquidity to fall back on. (<http://www.economist.com/news/schoolsbrief/21584534-effects-financial-crisis-are-still-being-felt-five-years-article> and http://www.treasury.gov/resource-center/data-chart-center/Documents/20120413_FinancialCrisisResponse.pdf).

Despite potentially unlimited liquidity, from dungeons that never close, developers cannot simply dump gold into a market on a whim. Changes to a game are subject to development procedures where adding new quests or currencies can take a protracted period. With clear evidence that badly controlled financial structures can collapse overnight, good forward planning is a necessity in controlling these problems. This can include the use of systems like gold sinks and trading post fees, which can act like a tax.

In the real world cash in hand trading, the sale of illicit goods and other illegal services are problematic for Governments as they can be difficult to tax. Tax is used, by governments, to provide facilities to their population, but in a virtual

economy equivalent systems are used to funnel money out of player's pockets. Gold sinks act as a virtual counterbalance to inflationary pressures by removing currency from the virtual world. By engaging in black market activity players can place additional inflationary pressure on the economic systems they use regularly.

As players circumvent measures to remove currency from the market, less gold is lost to gold sinks and the increasing volume of currency in the market can create an inflationary crescendo if left unchecked. Inflation can become detrimental to an economy when unnaturally large injections of cash have an unexpected impact on the availability of goods or the average value of a unit of currency is decreased. Resulting goods become prohibitively expensive to a significant section of players with all sorts of catastrophic results, creating an economic underclass and resulting in massive hyperinflation if not managed.

Gold farmers can particularly undermine an economy and pose a severe inflationary risk. Using an array of methods, commercial gold farmers generate considerable levels of unintended currency in the virtual world. In its simplest form, gold farmers repeatedly and systematically kill, loot, and repeat for protracted lengths of time in order to generate unintended wealth. This can result in unforeseen fluctuations across virtual economies, driving up prices as large deposits of currency come crashing into the market without any significant balancing forces in place. Recipients of this unforeseen wealth can go on to inflict massive swings in the markets behavior, driving up prices and causing low consumer confidence. Gold farmers clearly pose a major risk to online economies and can be compared to criminal counterfeiters in the real world, who introduce fake cash into an economy, generating artificial wealth.

Even with billions of gold swirling around a virtual world, a handful of credits is not particularly useful at a local market. As online

connectivity grows, crypto currencies are beginning to blur the line between cash and Kinah (the virtual currency in Aion.) Virtual economies are beginning to intersect with the real world. Even without legitimate mechanisms to directly convert currencies, players have always found ways of trading virtual goods outside the game world. This black market economy was prevalent shortly after the launch of Runescape due to the prohibitive complexity of conducting business in game. As a result Runescape's population took to message boards, informal chat and online auction sites to facilitate trades. Quickly establishing that a bunch of polygons or a collection of voxels are the basis for a viable trade, the clear divide between virtual and real world economies started to rapidly recede. The black market of virtual gaming is now as ubiquitous as the cash in hand culture that exists in most economies. The black market trade in virtual assets has reached such endemic proportions that in 2007 a World of Warcraft account was sold between players for an estimated 7,000 euros.

The activities of gold farmers is not entirely limited to illicit activity in virtual gold and while money laundering may be more commonly associated with Swiss bank accounts than the Black Lion Trading Company it is a very real threat to online gaming. As virtual economies become more complex, more opportunity exists for real life criminals to infiltrate the virtual worlds of online gaming. Money laundering is an activity that attracts little media attention in MMORPGs, but is becoming increasingly attractive to online cybercriminals (arxiv.org/pdf/1310.2368 Laundering Money Online: a review of cybercriminals' methods Jean-Loup

Richet) . As far back as 2008 cybercriminals, who used gold farmers to trade in virtual currency, were arrested after laundering \$38,000,000. In this instance virtual currency was bought and sold to facilitate the transfer of illegal cash between China and Korea. MMORPGs are especially attractive to online cybercriminals as the established trade of virtual currency can be used to obscure cash and illegally acquired funds from the real world. The global, interconnected nature of the Internet, as well as the anonymous nature of online gaming, make virtual economies an attractive option when faced with the stringent anti-money laundering legislation applied to real world trades.

CLOSING THOUGHTS

What is apparent is that virtual economies face attack from a multitude of angles. Developers must be aware of the array of risks that impact a virtual economy from inside the virtual world and external actors. Occurrences of player criminality are entirely assured with the Internet's alluring combination of opportunity, reward and anonymity (<http://psycnet.apa.org/journals/psp/33/2/178/>). It is likely that as online gaming becomes more pervasive, the risks to virtual economies will widen further as will the pressures on support staff to protect players. Gaming studios have been making significant strides in incentivizing players to utilize systems such as PLEX and cut off the influence of organized operations that influence the economy in an uncontrolled manner. It is likely that going forward we will see tighter controls on player influenced economies as the spread of online gaming continues to grow.



THE STREAMS OF EPIC ADVENTURE

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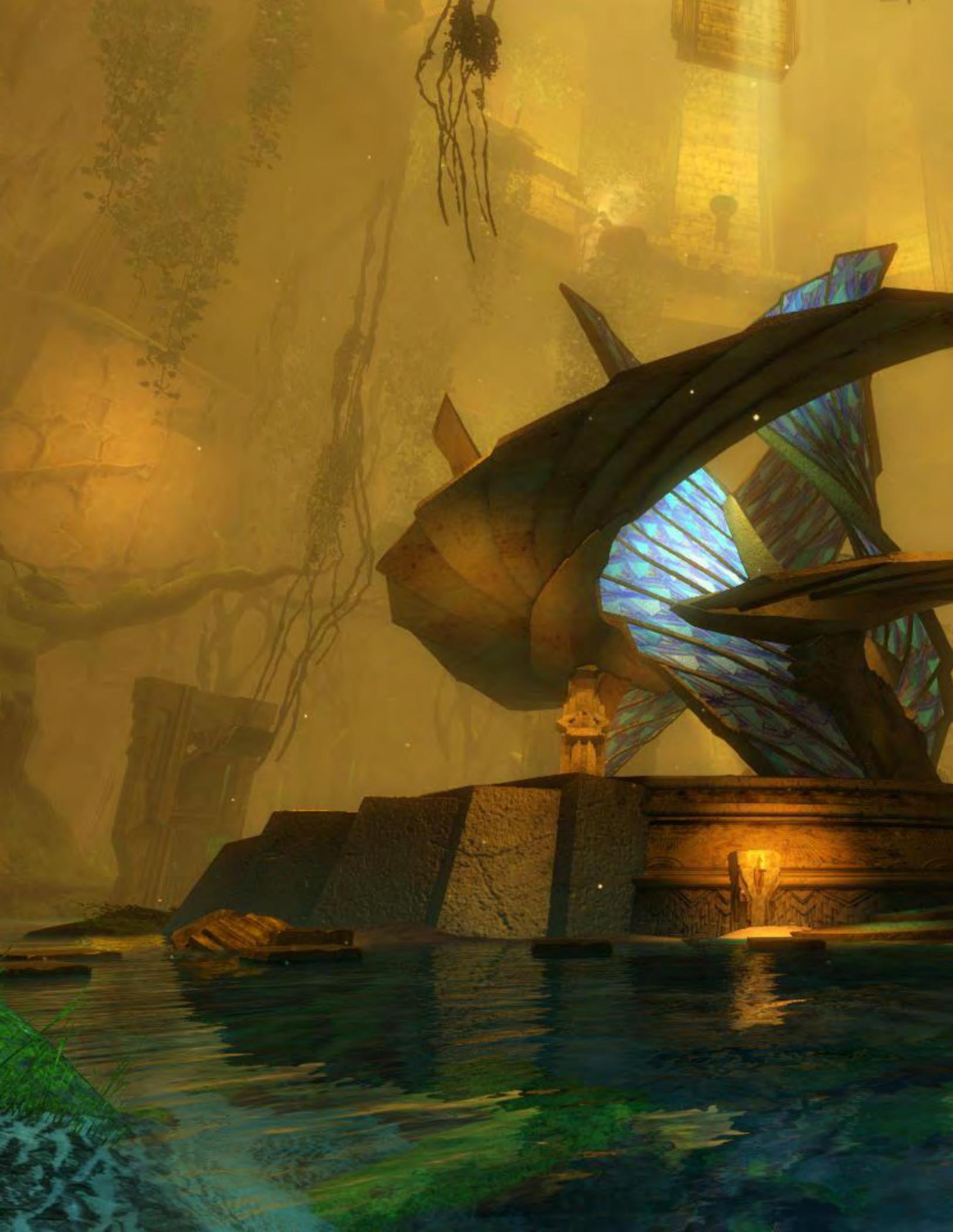
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Fog's Side Quests

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GUILD WARS

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Get Ready to Raid in Guild Wars 2

By: Susan “Lakshmi” Warren

With Heart of Thorns we’re getting some new “challenging endgame content,” in the form of 10-man PVE raids. We got a taste of the first boss encounter in Beta Weekend 3, and it really did feel satisfyingly challenging. Strategy and great teamwork were absolutely required but there was also quite a lot of flexibility in classes and team makeup, due to the Guild Wars 2 combat system. Add in some spiffy new loot (including legendary armor) and raiding in Guild Wars 2 is looking pretty exciting.



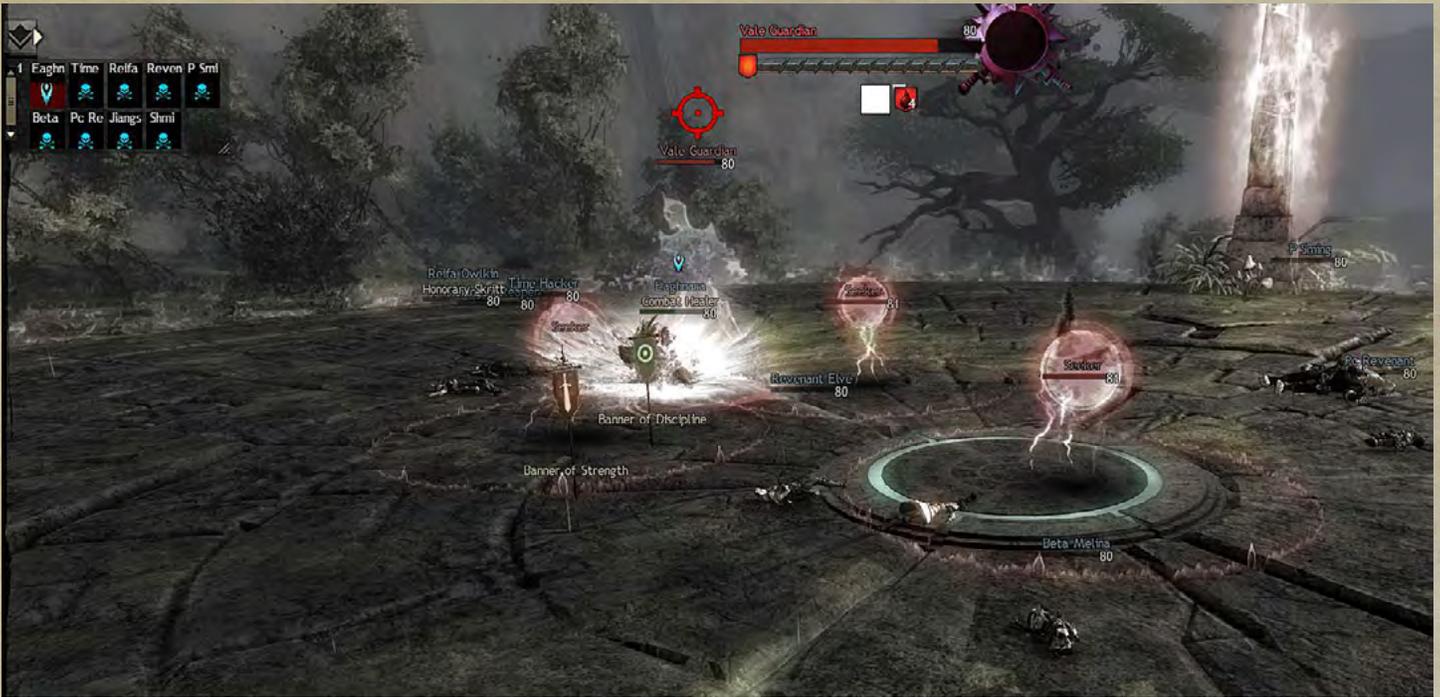
Is Raiding for you?

Raiding can be very rewarding. I love that feeling of finally beating a very tough fight with my friends, after failing over and over while we learned the fight. Good times, and great memories!

But raiding isn’t for everyone. Some folks find it too frustrating, some find it too regimented, some find it too time consuming. Here are a few factors to help you decide whether raiding is a fit for your personality, play style and schedule.

RAIDS ARE CONTENT

MMOs have lots of things to do in them, and raids are another thing to do. You bought the game, so you should be able to play raids too, right? That’s my opinion. But that’s not to say raids are easy content, nor are they solo content. Becoming skillful and knowledgeable enough to do your part in a raid team will probably take some work.



As with any challenging content, there is often a bit of drama about elitism among raiders. There are plenty of folks at both ends of the argument (too hardcore! too casual!), but there is also a giant kernel of truth at the middle ground. If you are ‘that guy’ who doesn’t bring your gear, skill, knowledge, communication, cooperation and commitment up to snuff, you are probably holding back the other folks in the raid. This is particularly true in 10-man raids like those in Guild Wars 2.

So, want to experience raids? Awesome, I hope you come out! But you’ll need to put in the work—it’s only considerate of your fellow raiders.

EXPECT TO WIPE, OVER AND OVER

Mistakes are how we learn, and you’ll be with nine other friends who also have to learn from their mistakes. It takes time for it all to come together.

Over the years I’ve found that this is the aspect of raiding that is most likely to turn some folks off. They feel frustrated by the wipes, or impatient with others who haven’t yet learned how to do their part successfully yet. Something to consider if you are someone who becomes frustrated or impatient easily.

VOICE COMMS ARE A MUST

Raid encounters are very fast-paced, and typing (or reading chat) is simply too slow. So, at the very least, you’ll need to be able to listen in voice chat.

In addition, you’ll need to be disciplined in your communications—particularly during combat. Keep your status updates as short as possible. And don’t talk over the commander!

There is usually some time for questions and socializing between attempts, but even here be considerate of your teammate’s time. This is probably not the best time for a long rambling story or an in-depth trait-by-trait discussion of your build.

Finally (and importantly!), try to keep your cool in voice chat. Raids provide ample opportunities for frustration, no need to crank it up even further with emotional outbursts in voice chat. I find the best policy is to take your finger off the push-to-talk button and swear fluently in the privacy of your own home.



DOING YOUR PART: COOPERATION

You can't solo that raid boss. Your team needs to work together in many ways large and small to pull off a win.

Often you'll be tasked with a role (blasting fields, breaking break bars, etc.) that you don't routinely perform. Sometimes you'll be asked to change your class, or build, or utilities. Winning requires flexibility and teamwork from every single person on the team.

DOING YOUR PART: COMMITMENT

Given the flexibility of GW2's combat system I don't expect raid groups to require fixed rosters or regular attendance. If you want to raid, however, you should commit to learning the encounter and getting your skills and gear up to snuff—you owe it to your nine friends in the raid with you.

Also, commit to the entire time scheduled for

raiding on a given night. If you will be late, let the team know ASAP. If have to step away for 30 minutes in the middle of the raid please be upfront with your team before the raid starts.

Ready check!

BUILD FOR FLEXIBILITY

"Be Prepared" is not just a Boy Scout motto, it's a good motto for raiders, too. Try to be flexible in the classes you can bring, the weapons you use, and the roles you can play.

- **Bring both a melee option and a ranged option.** This is classic raiding wisdom. Sometimes we get encounters that are particularly punishing for folks fighting in melee range. Sometimes the opposite. Be ready for either!
- **Buff your team.** If your class can share buffs, bring them!

- **Know your utility.** Can your class blast a field? Break a breakbar? Strip boons? CC trash mobs? Reflect projectiles? Dodge, dash or teleport to a safe spot? In Guild Wars 2 there's a lot more to combat than DPSing, tanking or healing. Learn about and master the special utility your class can bring.
- **Bring multiple builds and gear sets.** Prepare at least a couple different roles your class can perform in a raid. Have the builds and gear sets all set to go. Practice the builds ahead of time so you are familiar with how they play.
- **For weapons and trinkets, go Ascended.** Ascended weapons are noticeably more powerful than the exotic versions; try to bring ascended versions for your key dps and healing weapons. Ascended trinkets are also noticeably better than exotic and relatively easy to obtain using Laurels or Guild Commendations.
- **For armor, focus on stats and runes.** Exotic armor is probably good enough, especially in the first raids. More important is to carry armor sets specifically tuned to the roles you plan to cover, complete with appropriate runes.



Remember Nochtli in Dry Top? To beat him you need to run, dodge, jump, teleport, or pop stability. Usually all of the above! This is a great place to practice your movement skills.

Dodge is one way to evade, but also you'll find the Evade effect on some weapon skills and utilities. And don't forget your leaps and teleports (which often work while stunned)! Super speed can be very helpful too, due to the way normal runspeed steps down when in combat.

PREPARE TO BREAK THAT BAR!

Something new with HoT: armor purchased with WvW badges or karma will be salvageable! This makes it a lot cheaper to carry around multiple armor sets, and you'll be able to salvage those expensive runes if you end up replacing an armor set.

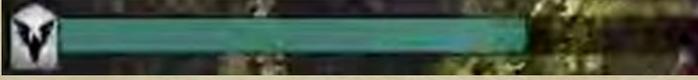
The Breakbar mechanic coming in HoT replaces the Defiance "CC immunity most of the time" mechanic that GW2 bosses have rocked since launch. Breakbars are much less finicky than Defiance, and come with a new, easier-to-interpret UI.

PLAN TO RUN AROUND (OR AWAY)

Positioning and spatial awareness have always been a part of successful raiding in MMOs; it's one of the key things you have to figure out as you learn an encounter. The developers have warned us to expect lots of this in GW2 raids. GW2 combat puts a premium on evasion.



The breakbar appears below the target's health bar. The metallic, "wood screw" graphic means the bar can't be broken (yet). Typically you'll need to do something to advance the encounter (DPS the boss, interact with a raid mechanic, etc.) before the breakbar becomes breakable.



When the bar turns blue, break it ASAP! Something important happens when the bar reaches empty (although exactly what varies from encounter to encounter). For example, breaking the bar might be a required step to advance the encounter to the next stage, or the boss may become vulnerable to a certain type of attack. For some encounters you will have a limited time to break the bar, and failing to do so in time will unleash a powerful attack from the boss.

Bring some CCs to "attack" the breakbar. In the encounters we've seen so far, hard CCs break the bar faster than soft CCs.

"Hard" CCs (disables):

- Stun
- Daze
- Knockback
- Knockdown
- Launch
- Pull
- Freeze (Ice Bow #5)
- Petrify (Basilisk Venom)

"Soft" CCs (reduced movement or action):

- Chill
- Cripple
- Immobilize
- Slow
- Blind

FINALLY, DON'T FORGET YOUR NOMS

Every little edge helps in challenging content. Bring level 80 food and maintenance buffs for your class and roles. And keep an eye out for new foods and maintenance buffs in HoT, possibly specifically designed for the raids!





Thoughts of a Beginning Crafter

PART 2

By Esther (Humble Misty) Foley

Welcome back for Part 2 of beginning crafting. Now that you have collected a lot of crafting materials, we can start crafting...

There are 8 crafting stations: Tailor, Armorsmith, Leatherworker, Artificer, Huntsman, Weaponsmith, Jeweler and Chef. You can find these stations all around the map. Talking to advanced crafters, they inform me that you could craft all on one character without paying for a “Crafting License”(800 gems), but it will cost silver to switch back to the one that is deactivated. To save gold, it is best to do some of the crafts together on one character. The reasoning behind this comes from using the same crafting components in the groups of 3 below. The craft groupings are:

1. Tailor, Armorsmith, Leatherworker
2. Artificer, Huntsman, Weaponsmith
3. Jeweler
4. Chef

My hope is to give you the basics on how to start these crafts. The stations all work the same way. For example, if I am showing you how the station works in jewelery, the steps work the same as the other crafting stations, but the recipes you acquire and the crafting items needed will change.

THE STEPS I WILL ILLUSTRATE FOR YOU ARE:

- Finding the Crafting stations
- Talking to the Crafting Trainer
- What is the Side-Bar List showing me and how do I use them?
- Changing Crafts
- Advancing your Crafting to a Higher Level
- Where to Buy Crafting Supplies and Recipes



FINDING THE CRAFTING STATIONS

Every zone has crafting stations. The one shown below is in Divinity's Reach. You will find a trainer for that craft and a crafting station at the symbols above.

TALKING TO THE CRAFTING TRAINER

Press "F" when you find the trainer. Click on "Please teach me to be a" Then - off to the Crafting Table!



OPENING THE CRAFTING TABLE

After talking to the Trainer, go to your crafting table and press "F" to open the table. Now you are ready to start crafting. When you open the crafting table you might ask, "What are those crazy symbols to the left of the window?" First thing it does is drop you down to the second section - Production. I want to explain a bit of all the sections first, then will go into detail.



WHAT DOES THE SIDE-BAR LIST SHOW ME AND HOW TO USE THEM?

There are 5 sections on the side-bar (from top to bottom): Discovery, Production, Your Bank, Materials Collection and your Wardrobe Collection. The **Discovery** section is where you make/find new recipes for your craft. The **Production** Section is where you start crafting the basic items so you have enough materials to find recipes. The **Bank** is where you store the extra materials that will be used for crafting, your crafting components and misc. other stuff you want to keep. The **Materials Collection** is where you go to find out what you have and what you need. The **Wardrobe Collection** is not actually part of crafting, but is still a place you can look at what wardrobe pieces that have been acquired and things you still need.

DISCOVERY - FINDING NEW RECIPES

The Discovery section will show you what materials you have available to use. The items that can be used at your level are clear and the items at a higher level are red. We will come back to this section because this is the second step for the jewelry craft. We need to deal with the Production section first. **Note:** For other crafts you can do discovery first when refinement isn't necessary.



PRODUCTION - MAKING YOUR ITEMS

Production is the section where you create components for your products. As you discover recipes, this also becomes the place that stores the recipes for your creations.

We will start with refinement for the jeweler. In the figure below, you need to refine your ore. Click on Copper ingot and a recipe appears to the right. It tells you how much copper ore is needed to make an ingot. Press craft and voila! - you made your first item. With refinement, usually, the "Craft All" button is ok to use. There are some cases with other professions, where it is a bad idea. [For example, when it comes to planks, dowels, bronze and steel. Sometimes you will want a plank - so you don't want to refine all the planks into dowels. For bronze/steel, you need copper ore/iron ore, so you don't want to put all your ore into ingots.] After you refine the ore, move to crafting your components. Do a few of each until you figure out what you actually need.





Your Bank

STORAGE FOR EXTRA CRAFTING AND OTHER THINGS YOU WANT TO KEEP

Your Bank is an extra place to store things when you want more room in your character's inventory bags. It is for things you don't want to sell or extra crafting items that don't fit in your Material Storage. At this point, it is best to save them in your bank for use when you empty your material storage while crafting.

MATERIAL STORAGE - ALL YOUR CRAFTING MATERIALS ARE STORED HERE.

The Material Storage area has enough room for 250 of the same item. You may view what you have by clicking the button on the left. It looks like 9 squares inside a larger square.

Note: At the Black Lion Trader you can go to "upgrades" and buy a "Storage Expander" with gems, if you need more space.



WARDROBE COLLECTION

This area will show you all the types of wardrobe armor you have opened. It also includes the items collected as you level, both in crafting and out in the world.



CHANGING CRAFTS

To switch crafts, Talk to a trainer and ask him to teach you the new craft.

Ask to deactivate the other. As shown below, I asked to deactivate leatherworker to become an armorsmith. When you do this, the craft you deactivate is still stored at the level you acquired. All you have to do is ask for the craft back. [Note: There will be a silver charge each time you switch back to a craft you deactivated, but it is minimal in the grand spectrum of crafting.] You may have up to 2 different crafts, before having to do this step. Personally, I find it is good to have the 3 crafts all at the same level so you can be using the same tier of materials as you level up.



ADVANCING YOUR CRAFTING TO A HIGHER LEVEL

Steps are basically the same as lower level. The only difference is that you will have more items opened up and more recipes to discover. The 3 basic things you will be doing are production, discovery and breaking down the small items you made.

1 - PRODUCTION

In the picture below, you will see many items to be refined and then others to make. My suggestions would be to **refine (#1)** the iron ingot and the soft and green wood planks. Then go to **Potions (#2)**. You will see numbers to the right side of the items. Those tell you how many of that item you may make. Some recipes take the same material, so my suggestion is to make a few of each item at first and then when you go to the discovery panel, there is more variety for finding recipes.



Another thing with Production is the colors of the items crafted. On the picture below, you will see three arrows. The top arrow (gold lettering), will level your crafting. The second arrow (red lettering) is too high for your craft level. You can't craft those items yet. And the bottom arrow (grayed out lettering) are things you can make, but it won't increase your crafting level. Sometimes you need to craft these items to discover more recipes. The discovery of the items will help in leveling.



3 - BREAKING DOWN THE SMALL ITEMS YOU MADE.

This is the same as breaking down the items you earned in fighting foes. Find the Item you made in your inventory. Double click on one of your salvage kits and click on that item. By salvaging the items made, you receive more "luck" for your characters. Deposit all materials and either sell the extra materials or save it in your bank.

Once you get to a higher level, you can start using some of the items you make, to clothe and dress your characters.

WHERE TO BUY CRAFTING SUPPLIES AND RECIPES

If you are lazy ;-) or in a hurry and have a lot of laurels, karma and gold, you can buy crafting supplies, crafting starter kits and recipes. The vendors to look for are: Laurel, Heart/Karma, Craft Trainer and the Black Lion Trader. The pictures below will show you what can be received. Note: most of the recipes are for high level crafters.

LAUREL VENDOR

This Laurel vendor, in Divinity's Reach, is where you can purchase your crafting starter kits and ascended weapon recipes. First picture shows the kits for your different crafts. You can find similar vendors in other areas too.



2 - DISCOVERING RECIPES

In the picture below - I discovered a Minor Sigil of the Night. Below the title are the ingredients needed to make the sigil. The more recipes you discover, the higher your level will go. I find breaking down what I make, gives me more supply to make and discover more.



Crafting starter kits (below) - you can only buy one, for each craft, per account.



The same vendor also sells weapon recipes and many other items of use for higher level players.



HEART AND KARMA VENDORS

This Karma vendor in the Grove sells cooking supplies. You can find them around in all the worlds. A heart vendor is also a karma vendor. You can get different items at each one of them.



CRAFT TRAINER CRAFTING SUPPLIES

Ask the craft trainer for supplies. You will see multiple bags down the left side. There are lots of items for sale including inscription recipes (picture below). You can find ascended weapon recipes, too. These are for high level crafters.



BLACK LION TRADER

The Black Lion Trader has many crafting supplies and recipes, armor, weapons, food and the like.



As I was writing this, I have been able to level my jeweler to the top level of 400. My other crafters are also on there way to max. It is a lot of farming, fighting and fun to get the materials. I think that is what Guild Wars 2 is about: Having fun in whatever you choose to do. Thank you, Gaiscioch Family, for helping through my journeys!!!

Today's Menu

Bowl of Gelatinous Ooze

Stuffed Zucchini

Lemongrass Poultry Soup

Mango Pie

Sweet and Spicy Butternut Squash Soup

Peach Pie

Sage Stuffed Mushrooms

Tarragon Stuffed Poultry

Orrian Steak Frites

Chocolate Omnomberry Cake

Roasted Meaty Sandwich

Citrus Poultry with Almonds





"CHEF" GRUNT GRISTLEBONE

COOKING WITH CHEF GRUNT

BY SMITTY

Smitty here! Have you ever wondered where all that delicious food comes from that provides benefits to your favorite Tyrians? I know I have! I travelled far and wide, wondering at the various menus available as I travel through this great land with a deep desire to determine who designed these delicious delectable delights. I just had the pleasure of sitting down with one of the most unsung heroes in all of Tyria, Chef Grunt Gristlebone. Chef Grunt was the head chef for the Blood Legion and has now dedicated his life to providing healthy and exhilarating food choices from Divinity's Reach to the Fields of Ruin and even as far as Arah.

Chef Grunt started out as a warrior in the Blood Legion. With long treks across the Blazeridge Mountains, Chef Grunt was forced to cook for the rest of the troops due to his lack of fighting prowess, but an incredible ability to make REALLY good meals out of almost nothing. Some of those meals he still makes to this day, but his paws have definitely moved to crafting higher fare. As a gracious offering over the years, he has provided several of his recipes to eager younger chefs who, in turn, are providing them to us today. Please enjoy these Tyrian delicacies and don't forget to remember Chef Grunt as you prepare them! Lets start with a dessert!

BOWL OF GELATINOUS OOZE

PROVIDED BY GM A FIGHLADHA

1. First, go to the craft merchant to buy - 1 cup buttermilk and ½ cup sugar.
2. Milk a flying cow after launched from the Cattlepult, get 1 cup of milk.
3. Steal 2 drake eggs from there nest, Moa or less.
4. Harvest your vanilla bean (½ teaspoon) from The Maguuma Jungle
5. Capture yourself a couple of red ooze in Metrica and bring them home in a bag or use Instant Ooze in a box marketed as "Dots" in the U.S.

Preheat the oven at 300° F

Mix the buttermilk, milk, eggs and vanilla together. Fill small custard bowls with the mixture, about ¾ of the way. Get a 9X13 inch baking pan and place the bowls inside of it. Fill the pan half full with water. Place pan with custard bowls in oven for 45-60 minutes. Check at this time and add a couple of ooze drops on the top of the custard and cook 10 more minutes. Take out and cool.





When this next recipe was handed over to me, the story was passed on with it that Chef Grunt added as he handed it over, "Try not to insult the walking vegetables too much with this one..." I think most Sylvari would approve of this dish as it is quite savory and enjoyable whether or not you think that it kind of looks like your cousin Kynwyl from The Grove...

STUFFED ZUCCHINI

PROVIDED BY KLOVE

INGREDIENTS:

(2 servings)

- 2 zucchinis, reserving the pulp
- 2-3 Italian sausage links, mild or hot, casing removed
- ½ red onions, finely chopped
- 3 cloves garlic, minced
- ¼ cup fresh parsley, chopped
- 2 small tomatoes, chopped
- 1 cup cooked rice
- ¼ cup bread crumbs
- ¼ cup grated Parmesan cheese
- ¾ cup shredded Gouda cheese (or other cheese)
- Garlic powder, dry basil, dry oregano (optional)
- Salt and pepper to taste
- Olive oil



INSTRUCTIONS:

1. Preheat oven to 365° F.
2. Wash the zucchinis, then cut lengthwise in half, scoop out the seeds, and reserve some of the pulp. You may salt and pepper, if desired.
3. Filling – Add olive oil to a hot pan and sauté the onions and garlic for a few minutes. Then, add the sausage meat, over medium-high heat, stir, and brown until fully cooked. Add the rest of the vegetables, tomatoes, parsley, and chopped zucchini pulp. Sprinkle some garlic powder, dry basil, dry oregano, and salt and pepper to taste. Then, add the bread crumbs. Lastly, stir in the cooked rice and mix all ingredients until well combined.
4. Place the zucchinis in a lightly greased baking dish.
5. Spoon the filling into the 4 zucchini shells.
6. Sprinkle the parmesan and Gouda cheese on top.
7. Bake for 40-45 minutes, until cheese is nicely browned. Enjoy!



COOKING WITH CHEF GRUNT

I received this recipe with the original attached note from Chef Grunt himself to the submitter, "The foundation for this soup was an old Mama Grunt recipe that reduces conditions. As you are headed into the season for colds and flu, I thought it was fitting to create a recipe with a spin on traditional poultry soup. The ingredients from Mama's original recipe included coconut cream and lemongrass, which lead me to draw on the flavors of the Far East. Enjoy!"

LEMONGRASS POULTRY SOUP

PROVIDED BY THAI

INGREDIENTS:

(4 servings)

- 2 poultry thighs
- 5 c. poultry broth
- 2 cloves garlic, minced
- 1/3 stalk lemongrass
- 3 T. red curry paste
- 2 green onions, coarse chopped
- 1 carrot, sliced
- 4 baby bok choy, coarse chopped
- 1-3 tsp fish sauce, (otherwise known as a couple splashes)
- 1 tsp sugar (to taste)
- Coconut cream



INSTRUCTIONS:

1. Add poultry thighs, lemongrass, and garlic to the broth in a soup pot. Bring broth to a boil and cover. Reduce heat and simmer for 15 minutes. Then turn the heat off (leaving on the cover) and poach another 20-30 minutes or until poultry is cooked.
2. Remove poultry and let cool. Discard the skin/bone and shred the meat.
3. Remove lemongrass stalk from the liquid and discard.
4. Add curry paste, the white part of the green onions, carrot, fish sauce and sugar. Return to boil. Cover and reduce heat to simmer for 15 minutes.
5. Add bok choy, shredded poultry and green part of the onions and cook for 2 minutes.
6. Serve in bowls and top with a couple of tablespoons of coconut cream.

"POULTRY" ADVICE FROM CHEF GRUNT

Chef Grunt was kind enough to pass this story along.. "Not all Charr are cut out to be Chefs. I heard of a young Charr deciding to start a poultry farm so he bought 24 of them from me to get started. A week later he bought another 24 and another 24 the week after that. I asked how his poultry farm was coming along, he replied, 'Not one of them has grown yet! I wonder if I'm planting them too deep?'"





I was told that this recipe came with the warning that it is very delicate work for those with big paws...

COOKING WITH CHEF GRUNT



MANGO PIE

PROVIDED BY KLOVE

INGREDIENTS:

(8-10 servings)

- 2 ripe mangoes, cut into slices

Crème Pâtissière (pastry cream):

- 3¾ cups milk
- 1 vanilla bean
- ½ cup sugar
- pinch of salt
- 8 egg yolks
- 1/3 cup cornstarch
- 2 tbsp flour

Pâte Brisée (pie crust):

- 2 cups flour
- 1 cup or 2 sticks cold unsalted butter, cut into small cubes
- 1 egg yolk
- pinch of salt
- 4-6 tbsp ice water
- plastic wrap
- 9 inch pie dish

INSTRUCTIONS:

1. Crème Pâtissière – In a heavy saucepan, over medium heat, add milk, vanilla bean (split lengthwise, seeds scraped), and half the sugar, bring to a gentle boil. In a bowl, combine the egg yolks, remaining sugar, and salt. Then add the cornstarch, flour and mix until smooth. Slowly pour or drizzle the hot milk over the mixture, a small amount at a time (to prevent yolks from curdling) while whisking. Next, pour the remaining milk, and continue to whisk. Transfer the mixture into the saucepan and cook over medium heat while stirring to prevent the bottom from burning. After 5-7 min, it will start to thicken, lower the heat and continue whisking until smooth. When thick enough, let it cool, and set aside (cover with plastic wrap to prevent top from drying, if not using right away).

2. Pâte Brisée – In a large bowl, mix flour, salt, and butter by hand. Make a well in the center and add the yolk and just enough water to produce a smooth dough. Place dough onto a floured surface and shape into a flat disc, wrap and refrigerate (30 min or overnight). Next, lightly flour the dough and surface, roll it into the size of your pie dish, fold in four to transfer onto your dish. Trim any excess off the edge, and poke holes with a fork to prevent dough from puffing (optional: place a sheet of foil over dough and pour dry beans or rice to keep it from rising). Bake 30-40 min at 350 F until crust is golden brown.

3. Pour the pastry cream onto the cooled baked pie crust. Lay the sliced mangoes on top. Chill before serving. Bon appétit!



COOKING WITH CHEF GRUNT

A popular choice for Charr in the fields of battle are hearty, filling soups. Finding root vegetables and spices on hand make meals like this one quite enjoyable and easy for cold winter days. Chef Grunt was quoted as saying, "Pumpkins, squash, and potatoes are extremely versatile, hearty and should be respected in recipes... But be careful that its not a Sylvari's head... I'll never make that mistake again!"

SWEET AND SPICY BUTTERNUT SQUASH SOUP

PROVIDED BY JAYRF

INGREDIENTS:

(4 servings)

- 1 butternut pumpkin (ca. 1,2 kg)
- 2 red onions or shallots
- 2 (300g) potatoes
- 1 (200 g) apple
- 1/2 teaspoon dried chilli flakes
- 1/2 teaspoon cayenne pepper
- 1/2 teaspoon sweet paprika
- 1/2 teaspoon white pepper
- 1 teaspoon salt
- ¾ litre vegetable stock



INSTRUCTIONS:

1. Heat oil in a saucepan over medium-high heat. Add the chopped vegetables and the apple, onion and garlic. Cook, stirring, until everything has softened and starts to brown. Add spices and cook for 1 minute or until fragrant.
2. Add stock, cover and bring to the boil. Reduce heat to medium-low. Simmer for 20 minutes or until potato and pumpkin are tender. Blend until smooth. If too thick, add a little milk until the desired consistency is reached.



CHEF GRUNT'S ETIQUETTE FOR NORNS

A Norn goes on a vacation to Gendarran Fields. One day, while out walking, he became hungry so he decided to stop at a little cottage and ask for something to eat. The lady of the house invited him in and served him a bowl of soup by the fire. There was a wee pig running around the house. It kept running up to the Norn, jumping up on him excitedly and giving him a great deal of attention. "I've never seen a pig so friendly," said the man. "Ah," replied the woman, "he's not that friendly. That's his bowl you're using."





I was sent one of these pies from our next submitter as a gift including the recipe given to her. She also attached a note, "Mrs. Albritton, a very dear friend of my grandma Thelma Hart, graciously shared this recipe with me when I was a college student. It is our favorite peach pie recipe."

PEACH PIE

PROVIDED BY JAEONASAI

INGREDIENTS:

(4 servings)

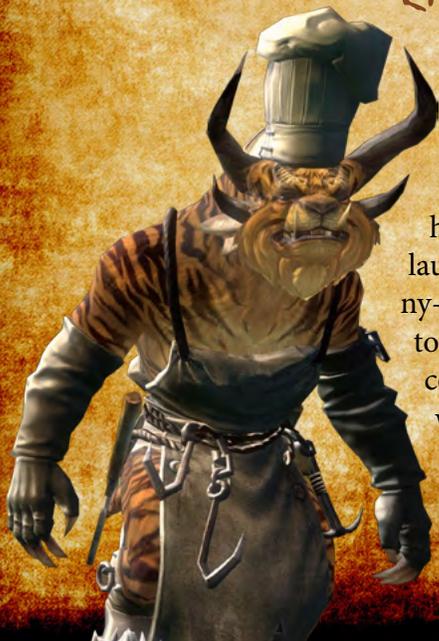
- One 9" pie crust, unbaked (from homemade or from the refrigerated section-don't use the frozen crusts)
- 1½ cup (approximate) peeled and sliced peaches
- 1 cup sugar
- 1/3 cup flour
- 1/3 cup butter, softened
- 1 egg, beaten
- ¼ tsp almond extract
- ½ tsp vanilla extract
- 2 tbsp sugar for topping baked pie

INSTRUCTIONS:

1. Preheat oven to 300° F.
2. Place the pie crust into a pie plate.
3. Place peeled, sliced peaches into the crust.
4. Mix together the 1 cup sugar, flour, butter, beaten egg, and extracts. Spread the mixture over the fruit.
5. Bake for 1 hour.
6. Sprinkle the top with 2 T. sugar when it comes out of the oven. Let cool slightly before eating.



CHEF GRUNT AND HIS SOURCE FOR PEACHES



Chef Grunt recalled this story from where he sourced his peaches: "An elderly man in Queensdale owned a large farm. The farm ended against the lake by the Dam. In the back he had some apple and peach trees. Well, one evening the old farmer decided to go down to the lake, bringing a five gallon bucket with him to bring back some fruit. As he neared the lake, he heard voices shouting and laughing. When he got closer, he realized it was a bunch of young women skin-dipping in the lake. He made the women aware of his presence and they all went to the deep end to hide themselves. One of the women shouted to him, 'We're not coming out until you leave!' The old man replied, 'I didn't come down here to watch you ladies swim naked or make you get out of the lake naked.' Holding the bucket up he said, 'I'm here to feed the River Drakes.' So, the moral of the story is: Old men may move slow but can still think fast."

COOKING WITH CHEF GRUNT

An important part of being out in the field with a Warband is keeping them strong and fighting ready! Facing many dragons with spoons, Chef Grunt provided this recipe to our next submitter with the note, "Make sure that you use non-poisonous mushrooms when making this next recipe! Otherwise you dont cause the enemy conditons, you cause them to your own troops. I'll never make that mistake again! On the otherhand, I also now have a really good recipe for a poison!"

SAGE STUFFED MUSHROOMS

PROVIDED BY DRAGON-SLAYER SOREN

INGREDIENTS:

(2-3 servings)

- 6 - 10 Portabella Mushrooms
- 1 Onion, small and chopped fine
- 1 Green Pepper, chopped fine
- 3 oz. Cream cheese, softened
- 3 tbsp. grated Parmesan cheese
- 1 tsp. Salt (Optional)
- 1 tbsp. Sage
- 1/4 cup Butter
- 2 Garlic cloves, minced
- 1 tbsp. Parsley
- 1 cup bread crumbs
- 1/4 cup Chives, chopped



INSTRUCTIONS:

1. Preheat oven to 400° F
2. Remove stems from mushrooms and dust off caps with a dry towel.
3. Chop stems, onion & garlic then set aside
4. Melt butter in small pan. Place cleaned Mushroom caps onto an ungreased cookie sheet. Brush the caps with melted butter until lightly covered
5. Heat remaining butter, add chopped mushroom stems, green pepper, onion and garlic and cook until tender. Once tender add cream cheese, parmesan cheese, sage, parsley, & bread crumbs. Salt & Pepper to taste. Mix until smooth.
6. Spoon filling into mushroom caps.
7. Place Mushroom caps in oven for 15 min or until golden brown and piping hot.
8. Remove from oven and sprinkle with chives

"SAGE" ADVICE FROM CHEF GRUNT

Chef Grunt likes to laugh at his own jokes, so while preparing this recipe, he offered this tidbit, "If someone asks for help in the herb garden, you can certainly give Sage advice if you have Thyme." Like I said, Chef Grunt likes to laugh at his own jokes.





Chef Grunt said that this recipe was a difficult one to master as his paws were often too big to stuff little poultry. So, he upscaled his recipe to include whole Moas and that made all the difference. Not to mention the added benefit of feeding many more troops with a fully cooked Moa! But he provided this version for those of us with much smaller hands.

TARRAGON STUFFED POULTRY

PROVIDED BY JAEONASAI

INGREDIENTS:

(4-6 servings)

- 1 large whole chicken (around 5 pounds)
- 8 slices of stale bread, broken into small pieces
- 1 egg, beaten
- ½ onion or shallot, finely chopped
- 1 T. ground sage
- 1 t. thyme
- 2 t. tarragon
- ¼ t. ground pepper
- 2 c. chicken stock (approximate)
- ¼ c. olive oil or butter
- 1 t. extra tarragon to sprinkle on top of the chicken



INSTRUCTIONS:

1. Preheat oven to 350° F.
2. Remove the neck and any bags of giblets from inside the chicken. Rinse and place in a roasting pan.
3. To prepare the stuffing, in a bowl, mix the bread pieces, beaten egg, chopped shallot or onion, sage, thyme, tarragon, and pepper together. Pour the stock over the bread mix until just moistened. Place this stuffing inside the chicken.
4. Brush the olive oil or butter on top of the chicken and then sprinkle the extra tarragon on top.
5. Place in the oven and bake 20 minutes per pound (1 hour and 40 minutes for a 5-pound chicken), or until a meat thermometer placed inside the center of the stuffing reaches 165 degrees F.
6. Remove from the oven, let sit about 10 minutes, and then remove the stuffing and place in a bowl.
7. Carve the chicken and serve hot.
8. Note: any extra stuffing can be baked in a dish, covered, for 1 hour at 350 degrees. You can never have too much stuffing.



COOKING WITH CHEF GRUNT

The story was told that this recipe was given out of a curious desire to know what a horrible smell was that was coming from a cold storage room in the Black Citadel. Chef Grunt claimed that it is where the raw Orrian Steaks are kept before they are cooked. He also said that, delicious as it may be when cooked, acquiring Orrian Steak is harder than it looks... and smells. Luckily he easily provided our next submitter the recipe to make any steak taste absolutely delicious!

ORRIAN STEAK FRITTES

PROVIDED BY DRAGON-SLAYER SOREN

INGREDIENTS:

- 4 - 6 Beef Ribeye Steaks (or whatever cut you prefer)
- 4 - 6 Large Potatoes, peeled and scrubbed
- 3 tbsp olive oil
- 1/4 tsp salt
- 1/4 tsp pepper
- 2 tsp chopped fresh thyme
- 1/3 cup mayonnaise
- 4 tbsp chopped fresh chives
- 2 tsp Dijon mustard
- 1 tsp lemon juice
- 2 tbsp all purpose flour
- 1 cup of red wine



Directions:

1. Pre-heat oven to 450° F
2. Cut potatoes into thick wedges or if preferred thinner. Toss in a large bowl with oil, salt and pepper.
3. Spread on parchment paper-lined baking sheet and bake for about 30 minutes.
4. Flip fries after 15 min.
5. Broil for last 2 minutes until golden brown. (If feeling adventurous frites can also be deep fried. If fries aren't your thing feel free to mash and or smash em!)
6. Heat a large nonstick skillet over high heat. Add a little oil to the pan.
7. Season steaks with salt and pepper. Place steaks in skillet and sear approx 2 minutes on each side.
8. Reduce heat to medium and cook steaks approx 6 minutes longer for medium rare, or until desired cook has been achieved.
9. Remove steaks once done and let rest for 5 min.
10. Add 2 tablespoons butter and 2 tsp of chives to the pan. Do not discard the drippings.
11. Cook chives 2 or 3 minutes then add flour to the pan and cook a minute longer.
12. Whisk wine into pan and mix well. Spoon mixture over the steaks and serve with hot frites.
13. In small bowl, combine mayonnaise, leftover chives, mustard and lemon juice.
14. Serve along with steaks and a light salad as dipping sauce for potatoes.





This recipe was provided to me with the included note from Chef Grunt, "This cake is so good that it is almost illegal... As a matter of fact, in some areas of Rata Sum and Metrica Provice it might actually be illegal. But they are just Asurans... Nobody really concerns themselves about Asurans for their cooking prowess!"

CHOCOLATE OMNOMBERRY CAKE

PROVIDED BY JAEONASAI

INGREDIENTS:

(12 - 16 servings)

Cake:

- 1 cup butter, cubed
- 1 cup water
- 2 tablespoons baking cocoa
- 2 1/2 cups all-purpose flour
- 2 cups sugar
- 1 teaspoon baking powder
- 1 teaspoon baking soda
- 1/2 teaspoon salt
- 1/2 cup buttermilk
- 1 teaspoon vanilla extract
- 2 eggs, beaten

Frosting:

- 6 tablespoons butter
- 4 tablespoons baking cocoa
- 6 cups confectioners' sugar
- 2 teaspoons vanilla extract
- 1/4 teaspoon salt
- 6 to 8 tablespoons milk or heavy whipping cream
- Omnomberries, strawberries, or raspberries (about 1 pint or more to taste), rinsed and drained

INSTRUCTIONS:

1. Preheat the oven to 350° F.
2. In a saucepan, bring butter, water and cocoa to a boil, stirring constantly so it doesn't scorch.
3. In a bowl, combine the flour, sugar, baking powder, baking soda and salt. Add cocoa mixture; mix well.
4. Combine buttermilk and vanilla; add to batter and mix well. Beat in eggs.
5. Pour into a greased 13-in. x 9-in. baking pan.
6. Bake for 23-27 minutes or until a toothpick comes out clean. Cool on a wire rack.
7. In a small saucepan over medium heat, cook and stir butter and cocoa until smooth. Remove from heat.
8. In a medium size bowl, combine confectioners' sugar, vanilla and salt.
9. Add cocoa mixture and enough milk until frosting reaches desired consistency.
10. Frost cake. Top with berries. I sliced the strawberries in half. The frosting recipe can be halved if you want less, though I'm not sure why anyone would want that.



COOKING WITH CHEF GRUNT

“Simple is often better,” claims Chef Grunt. And this recipe that he handed to me exclusively proves that. Chef also added, “I believe that a simple recipe would be perfect for someone simple like yourself.” I am sure that Chef meant that with the best intentions. And so, I offer it to you here to all the simple readers who want a very filling, easy sandwich!

ROASTED MEATY SANDWICH

PROVIDED BY SINGING COMMANDER SMITTY

INGREDIENTS:

(4-6 servings)

- 3lb. Boneless Rump Roast (room temp)
- 1tbsp. Olive Oil
- 3-4 cloves of garlic (sliced thin)
- Salt and Pepper
- 3-4 large firm tomatoes (sliced)
- Fresh Large Leaf Basil
- Provalone Cheese
- 6 Kaiser Rolls (sliced)

INSTRUCTIONS:

1. Preheat oven to 375° F
2. Dry the roast with paper towels. Use the tip of a sharp knife to make 8 to 10 cuts around the roast. Put a slice of garlic into each cut. Rub olive oil all over the roast. Sprinkle generously with salt and pepper. Tie off the roast with twine.
3. Place the roast directly on the middle oven rack, fat side up, with a roasting pan to catch the drippings on the rack beneath it. (So you don't have to turn the roast as it cooks.)
4. Cook the roast at 375° F for half an hour. Then lower the heat to 225° F for 1 1/2 to 2 1/2 hours.
5. Remove the roast from the oven when the internal temperature of the roast is 135° to 140° F.
6. Let the roast rest for 15 to 30 minutes before slicing it thin. (Thick roast is a tough chew, so make sure it's sliced as thin as possible)
7. Prepare your roll with roast slices, tomatoes, cheese and basil leaves



WHAT'S THE BEEF?

Chef Grunt has an exclusive deal with Mad Mardine in Diessa Plateau for the cows that have been fired from the Cattlepult into the walls of Moorwatch Tower. The deal benefits both the chef and the inventor Mardine as the latter doesn't have to clean up his mess, and the meat for the Chef comes pre-tenderized! Connoisseurs who have tried Chef Grunt's roast beef have claimed that they can actually taste the miles the cow was flung.



COOKING WITH CHEF GRUNT

I was there when Chef Grunt passed this recipe on to our next submitter. He grinned like a fool for a bit before saying, "You could say that I'm... NUTS... for this recipe." We didn't laugh. "Uh... You are what you eat?" We still didn't laugh. "Oh well, that is why I am a chef and not a comedian." He grumbled and went back to his cooking. But I must say that this recipe was much better than his jokes were.

CITRUS POULTRY WITH ALMONDS

PROVIDED BY CARPEVICIA

INGREDIENTS:

(4 servings)

- 2 lbs Poultry Breast; boneless, skinless, cut into chunks
- 2 tbsp Almonds, slivered
- 1 tbsp veg oil (more as needed for cooking veggies)
- 1 cup chopped red and yellow peppers
- 6 scallions; greens and whites chopped fine
- 2 cups sliced Mushrooms

Sauce - Mix and set aside

- 3 tbsp soy sauce
- 1/4-1/2 cup orange marmalade
- 2 tbsp White wine

INSTRUCTIONS:

1. Place the almonds in a large non-stick pan and toast them, shaking frequently over a medium heat for 5 mins, set aside
2. Warm oil in the same pan, over medium-high heat
3. Add the chicken and turn occasionally, cooking for 5 minutes or until cooked through.
4. Set aside and keep warm by covering loosely with foil.
5. Add peppers and scallions to the pan, cook until tender
6. Add mushrooms, cook until tender
7. Stir the sauce and the chicken back into the pan and cook until the sauce thickens and clears
8. Serve over a bed of steaming rice



CATTLEPULTS AND SQUIRRELS

Chef Grunt recalled an odd conversation he overheard near the Cattlepult in Diessa Plateau: A squirrel sat on a branch high up in a tree. Just then a cow is flung into the tree and sits on the branch next to him. "Hello, what are you doing here?" asked the squirrel. "I'm here to eat some apples" replied the cow. "Oh" said the squirrel "but this is an oak tree". "No worries" said the cow "I brought my own apples".



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The Elder Scrolls

ONLINE

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First Look at Orsinium

By Althea “Briseadh” Damgaard

On October 6th Orsinium was opened to us on the Play Test Server (PTS). Several bugs and issues were found within the first couple of days. The development crew responded quickly to the more serious of these stating they were already working on the fix to be set in the next incremental patch update, which they planned for every Monday or Tuesday of the test. The first two weeks the NA server players used their characters and the EU server had the latter two weeks to play with their characters. When your characters were not available, you had the option of selecting a premade character, which you could tweak to your liking.

If you want to read a basic guide, one was posted on the ESO site on October 7th and can be found at this link: <http://www.elderscrollsonline.com/en-us/news/post/2015/10/07/orsinium-guide-the-basics>

I did not venture into the Maelstrom Arena and figured I'd save that fun for when it went live. There is a guide on the ESO site, posted on October 23rd, to check out. It can be found at this link: <http://www.elderscrollsonline.com/en-us/news/post/2015/10/23/orsinium-guide-maelstrom-arena>

This article will be my tale of exploration with my characters while on the PTS. On November 2nd, this went live and all have been able to enjoy it.

I did not get to Wrothgar via the NPC you can find in your starter city, for Ebonhart Pact, it is Davon's Watch. Instead I opened my map and popped to the one open wayshrine at the start of the zone and continued from there. I had not read the guide before jumping into this test and just ran with it. I finally read the linked guide after a couple days of exploring to see what I figured out on my own

first. I do suggest going via the introductory quest in your starting city for your alliance. Once it went live, I followed the quest and it was only a couple of stops to do before you entered Wrothgar for the first time.

Once in Wrothgar you are immediately thrown into a quest that starts the tale of the zone and the rebuilding of Orsinium. The Orcs are doing well, but the Winterborn, a Reachman clan, are causing all sorts of issues including stealing needed supplies. It is winter after all and any supplies are welcome.

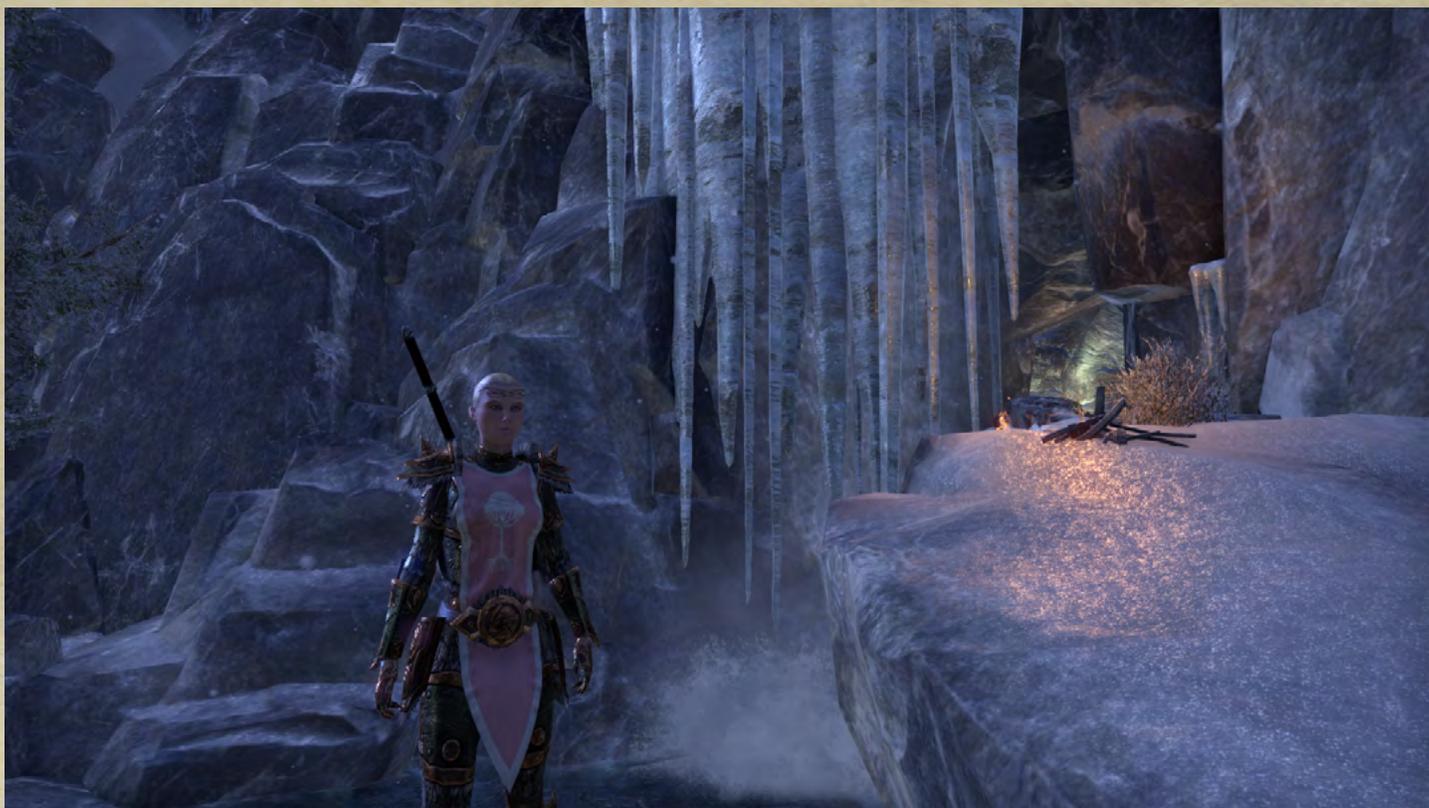
The terrain shows this season with higher elevations being covered in snow and the lower snowless, but everything is dead looking for winter. One of my guildmates made a note of the snowless areas reminding her too much of Fallout with all the dead looking land and the timing of both releases. I could add, where I live will look just as dead come the end of October or early November.

However, the weather for winter was not what impressed me or that they properly had snow in

higher places. No, what grabbed me was the true ruggedness of the place. Gaiscioch is always joking about our short cuts that include cliff diving. Well, there is plenty of that to be had in this zone and some of them appear to out do most other zones for number and height. I actually dove off one, died, and used my free rez to pop up by my guild mate. Why? Read on and you shall see.

Not everything is as easy to get to as other zones. There are quests involved to get to some of the crafting stations. This is where the cliff diving story comes in. There is one such station that you can discover by riding up the road and be way over it up on this cliff. I did a double take on trying to figure this out much like my guild mate had. However, he told me the entrances were below. Until you do the quest one door is closed to you, but there is another that lets you in. Here's the fun part you actually can get the quest to mark the door if you talk to a quest giver in the town of Morkul off to the west a bit. It is not an obvious place to look for this quest and I did not find the quest giver until after we did it the hard way and I checked with another character for a starter.





Anyway, the entire quest starts up the Morkuldin Forge and was not hard, but definitely fun. Once the quest is done you can freely enter this area to craft. By the time you do this, you probably won't forget where these doors are in the cliffside and at least the point of interest marker is there to remind you where along the cliff to look.

I did go into Old Orsinium, one of the public dungeons. I did not try to find any of the champions there due to soloing most of it. This thing called dinner interrupted going through it all with two other guild mates. With my VR16 templar doing some fancy skill casting and footwork, I could solo the quest inside. Good thing for potions or I would have no magicka or stamina to pull this off and actually did fight at times with light and heavy attacks only for several seconds.

The place is broken down into subsections. On the map you will see blown up the section you are in and in the upper right a small overview of the entire place. On the smaller overview, the section you are in will be lit up so you can see where you are in reference to the rest of the dungeon. There

are puzzles to get into some of the sections so pay attention to what orc tribes were blessed and which ones were cursed. The order on the puzzles even matters, but even with having to guess it isn't that long of a trial to get through each puzzle.

I tested with two different toons the scaling of nodes and dropped loot. This appears to be working just fine and I got laughing as the one character got a slew of rawhide killing things. After all, she is only an alchemist. The nodes you can harvest and the hides off of animals killed will be based on the level of the character's crafting. My VR16 also happens to be my crafter of all armors and weapons. After a good harvesting node run I noticed that around 25% were the VR15-16 mats and the rest were for the next tier down.

On a good note ALL of the armor and weapons you loot are at your level. I thought some were on the lower tier, but rechecked this to confirm everything I got was VR16 ranging from white to blue items. This will be a good place to harvest these mats and will help with acquiring the atrocious amount for VR16 crafting. Also, for those of you who hate

PvP mixed in your PvE, here is your option to get endgame materials. If you want to craft sets added with the Imperial City, you still have to go to those stations in IC. It does appear the sets added with Orsinium are more PvE centric while the IC ones did lean towards PvP more. I think they did a good job of giving PvPers and PvEers options for these new levels they added.



We thought this zone was going to allow grouping of mixed alliances, but the initial testing did not allow this. It appears each alliance has their own instance of Wrothgar. Other than that rumor being proven wrong, those that used the new grouping tool appeared to have no issues with it. What the new grouping tool allows is cross alliance grouping for group dungeons only.

Champion points have been capped at 501 for now. If you have over 501 you don't lose any, but all your points will be reset and you will have to assign the 501. If you reach 501 before they raise the cap over 501, you will still gain the champion points, but will not be able to spend any of them until the cap is raised. So keep acquiring those points, but know they are trying to keep the game balanced with this

new restriction. To help see how many points you have spent of the three types, you will see in the bottom left hand corner the "number spent"/"the number you can spend". With it set at 501 you can spend a total of 167 on each type across its three corresponding constellations.

This doesn't cover everything you can find on this map. Like most maps there are world bosses about and plenty of delves to find. There is a crafting station for each new set with some of them having quests to open like the one I explored above. There is even the Ancient Orc style to acquire. Let's not forget the full story line for this area is to help the Orcs rebuild and deal with the Winterborn.





HEL RA Guide

By Robert J. 'Jairone' Mann

Hel Ra is a 12 person trial. You will have 1 tank, 2 healers, and the rest as dps. Having off healing is a good thing... especially for the last fight.

THE ENTRY

The first stop point is on the bridge, before the last set of torches. At this point, everyone should gather. When everyone is ready, ride as fast as possible to the bottom of the stairs. Pull adds, group up, and aoe stuff down.

RA KOTU:

The boss comes in three waves. The first wave is waiting by the door for you. The subsequent waves come whenever the prior wave is killed.

Adds 1- Aoe these down.

Adds 2- Have people in melee range to bash the flame spinners.

Boss: Kill the 3 adds. Once adds are down, fight the boss as follows:



- **Tank faces boss away.** Tank should be stationary, excepting possibly during whirlwinds.
- **Blade toss:** this is an X pattern from the boss that causes a large amount of damage. Standing behind the boss is the desired idea.
- **Tornadoes:** these are small little red circles which chase people around. Dance in a small circle around them if they are on you. Don't drag them over other people.
- **Whirlwind:** the boss spins, causing very heavy damage to all in range. Damage reduction effects like nova help. The tank should be the only one even considering standing in this.



THE DOORS

You will now split the raid. The tank, a healer, and 4 dps go straight ahead, usually called the left side. The other healer and 5 dps go right. The tank group starts the event by moving in. You can sneak past the mobs up to the next closed gate and huddle really close in the right corner while waiting for it to open. The right group will see the door open and they should roll through.



The right side will repeatedly clear trash and pull levers to allow the tank's group to move forward.

Eventually, they will clear some catapults. You can avoid pulling one gargoyle with care. Once the catapults are cleared, the tank group can move through where they were bombarding. Each group will engage their own boss.



YOKEDA ROK'DUN

This is the tank group boss. The tank will pull the dogs. The DPS will deal with the boss. He will face the dogs away from the group.

- The dogs have a back-kick. Do not stand in melee range behind them. They spawn more during the fight; the tank should keep picking them up.
- The boss fires an arrow that causes fire to shoot out of the area. Avoid the fire.
- Healers have to split attention, so DPS must remain close enough to get heals.
- Once the boss is killed, dps kills the dogs.

YOKEDA KAI:

This is the right side boss.

- Yokeda Kai launches meteors. They hurt. Get out or block them.
- Yokeda Kai uses the flame spin maneuver. He



must be interrupted. A dps should remain close to bash.

- Yokeda Kai splits. See the image at the end of this boss explanation. You must have 4 dps assigned to be bashers. These 4 dps should be assigned to a spawn position. The 5th dps should be a floater, to run and bash any spot where the dps assigned has died. The healer should be focused on healing. Binding bash to a hotkey is a good idea here. The other mechanics remain in play, so avoid meteors, bash the flame spin, and kill the split portions.

Split portions have far less health than the boss. 1 of the 4 is the boss. Kill split portions, including use of executes, then return to hitting the boss. You will notice that the split portions show up with the same % of health the boss has, so as the fight goes on they are easier to kill.

THE HORN

The next portion is a horn, guarded by a lonely trash mob. Kill it and stealth up. If everyone is close in to the statue to the right when blowing the horn, you can avoid the rush.

One person will sneak over, blow the horn, then come back to the group still in stealth. Watch the mobs, if they don't stop coming, you must eventually charge in and deal with them.

The horn is an achievement, so letting new people blow the horn is nice.

THE WARRIOR

Hard mode is not under discussion here. To avoid hard mode, do not poke the statues as you walk in.



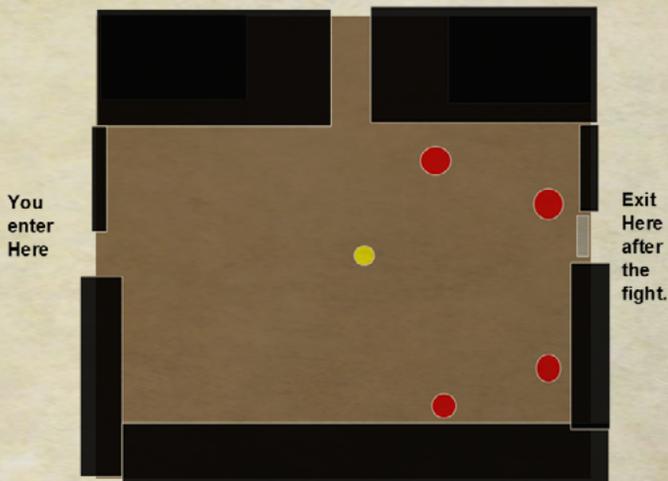
Regroup by walking along the wall to the right, and waiting by the blue circle. Besides the warning above about not poking the statues, you do not want to walk in the water either. Getting too close can pull the boss.

Tanks cannot drop block against him, except when he has leapt away. Use shards and other stamina restoring methods. You should already have been using these methods, but this time it is super important.

PHASE 1:

- **The Warrior is tanked so he stands outside the blue smoke.** This smoke is a

The boss comes from the tunnel to the left.



The Yellow circle is where the boss runs to before splitting. The red circles are where the split boss shows up.



dps booster, so if he stands in it he hits harder. Similarly, so does everyone else. Stand in blue smoke as long as it is there.

- **The Warrior throws his shield.** This is a straight red telegraph. Move out of it, or, if you cannot, block. It flies out, then back in. Each hit causes damage.
- **The Warrior leaps.** This is a pair of red circles telegraphed with the smaller denoting the center of the larger. Some call it a doughnut. Roll or run out of this... it will kill.
- **Adds: there are melee and caster adds.** You have seen them before, block the sword hits and bash the casters while you kill them. Adds are priority 1.
- **Statue shatter: The Warrior will shatter the healing statue, then the dps statue.** Once he shatters the dps blue smoke statue, everyone can move to make a circle around him.
- If you take too long in Phase 1, he enrages, and you wipe to a mass of adds.

PHASE 2:

- The warrior runs over, and pulls out a great sword. He then lifts this up, and blows away the roof shortly. Pay attention to this, because he will do a similar move throughout phase 2. This one is just a knockdown with mild damage.
- **Cleave:** this attack is much like the shield throw, but it hits harder. Get out. No blocking.

If you are in it, you are dead. This is an outward motion only, no return blow.

- **Leap:** this attack continues.
- **Starfall:** this is the effect like the roof explosion. He lifts his sword up, and everyone must collapse to a designated point. The platform in the center works well. For ~6 seconds he deals massive AOE damage. Heal through it. If you have any off healing, use it. You need off healing here and having a restoration staff on your off bar for this is recommended with at least healing springs for the AOE. Having additional AOE heals will help. If you don't heal it, you wipe. Immediately after, spread back out... or he will kill people with cleaves.

If you are about to kill the warrior, people should stay dead. The final score flashes up shortly after he is dead. Rezzes in the short time between him dying and the score flashing will reduce your score!!



MANY THANKS TO:

Ashera, Arсноctе, Azzures, Bob the Destroyer, Briseadh, Catarina, Eiahn, Foviel, JJRDragon, Lavum, Max, Phigment, Prissy, Pyrefly, Raillery, Seas, Selrina, Terrahawk, Verve, and anyone else in our trial runs whom I may have forgotten. Special thanks to Prissy, Eiahn and Lavum for organization of the events. Special thanks to Lavum for the screencap of Yokeda Rok'Dun. Without all of you, this guide would not have been possible.



Imperial City Dungeon Guide

By: Robert J. 'Jairone' Mann

IMPERIAL CITY PRISON

Sitting in the Memorial District, the prison is full of Daedra. Within, you may find a familiar face, Lyranth. Also, if you are running in Veteran Mode, you will obtain some Daedric Shackles. Be forewarned, however, Veteran Mode runs are currently tuned far tougher than previous runs.



OVERFIEND

The Overfiend is waiting for you shortly after heading into the hallways of the prison. He is the easiest of the bosses and a solid group should be able to best him on Veteran Mode, even if they are not ready for the rest of the dungeon at that difficulty.

ABILITIES:

- **Cone Claw:** Like other fiends, he channels a claw attack in front of him. Unlike other fiends, he will move while doing so, following the tank. Blocking here is very helpful.
- **Heavy Slam:** Indicated by a full red circle, he will jump in the air and use a very heavy attack on the tank. Block this too.
- **Stun Circles:** Purplish-black rings will appear around 2 players regularly. The rings are doughnut style, with the hollow center that is safe. Standing on the ring when it bursts a few moments later will cause you to be stunned. You can escape with break free, but it is better to simply avoid the rings.
- **Additional foes:** He summons waves of melee and casters. DPS should group these on the casters, and kill. Eventually, he will also summon a harvester. Prioritize the other small fries, then the harvester, before going back to the boss. The harvester is a normal harvester and, while annoying, is less of a threat than the others with their magic barrages and heavy attacks.

FLESH ATRONACHS

While not a boss, these are a DPS check regularly throughout the dungeon. On normal mode they are very easy, with a long timer if one exists. We tested a one and a half minute wait, so if a timer exists it must be very long! On VR mode, they are tough, and the timer requires a solid dps team, preferably with help from the healer. Once enraged, they can one shot anyone.

IBOMEZ THE FLESH SCULPTOR:



Ibomez is waiting with a multitude of prisoners around him and locked in cages around the room. He likes to do some pretty disturbing things to them and he will try to chop you up as well.

ABILITIES:

- **Tenderize:** This is the single deadliest attack you will face in this dungeon. He will push a player to the ground and start sparking red, along with giving a notification on the bottom of the screen that either you or an ally is being tenderized. Tenderize is a stun-lock mechanic and is always lethal if not interrupted. Somebody must run over and bash Ibomez to free their friend. Don't rely on any other interrupt, since they do not seem to work.

- **Cone of Poison:** A cone attack of poisonous goo. Simply move out of this.
- **Pustules:** Little globs of gunk will spawn on the ground and burst for poison damage. Avoid them.
- **Flesh Atronachs:** Prisoners in the central poison pool become twisted into Flesh Atronachs. They can enrage, so killing them prior to that is a good idea. On normal mode, you can ignore them until his turtle phase.
- **Turtle phase:** Ibozez huddles down, becoming very damage resistant. He summons tons of prisoners. AOE them down to avoid too many Flesh Atronachs spawning.
- **Poison pool:** Stepping into the little pool in the center of the room is damaging.

do explode in a poison cloud.

- **Water Shot:** The boss lifts a bunch of poisonous water up and bombs where a player is standing. Move out of this.
- **Whirl:** Like other watchers, the boss whirls with a knockback. To avoid being thrown in the water, the tank should stand near the center along with any melee. Ranged may safely huddle near the edges of the island.
- **Eye Beam:** Again, like other watchers, the boss uses an eyebeam attack. Move out of it as usual.



THE GRAVELIGHT SENTRY

This watcher is waiting for you in the middle of a poisonous pool, and eyeing you as he stays safe on the small island in the center.

ABILITIES:

- **Poison Waters:** The entire pool around the central island is poisonous. Move quickly to land.
- **Necromancers:** There are a handful of Necromancer adds on the island. Kill them first, using interrupts to stop their summoning attempts. They will summon Venomous skeletons if left alone, which are easy to kill but



FLESH ABOMINATION

This monstrosity is another flesh amalgamation. Yuck. Remove this tragedy from our plane!

ABILITIES:

- **Hoarvor adds:** The boss starts with a couple Hoarvor adds. It also summons more during the fight. Kill them.
- **Hoarvor Kaboom!:** A Hoarvor will spawn near each player and explode. Roll away or block.
- **Poison rings:** Rings of poisonous gas are shot out, surrounding players. Each one summons a zombie. Move out of the rings and clean up the zombie adds.

- **Poisonous Blast:** Big red circles appear on all players and follow them. These will explode shortly and have a knockdown component. Block to reduce the damage and avoid the knockdown.



FOUR WARDEN TRAINEES AND THE LOCKED GATES

A sort of mini-boss event with several groups of foes with spike traps around the area. Each group has a lever or two levers to open the gate. Where there are two levers, you must time pulling them by having one person as lead puller and the other watch the lead and interact as soon as the animation starts. The goal is to have both levers in motions at near the same time to open the gates ahead of you. The last place will have four Warden trainees.

- **The Templar:** Heals and uses flame attack, first kill priority along with bashes.
- **The Necro:** Summons adds, second kill priority. Also summons a Bone Shard, which becomes first kill priority because it shields all the foes from damage.
- **The DK:** Fire attacks, standard Dragon Knight stuff, low priority target.
- **The NB:** Standard Nightblade stuff, low priority.



LORD WARDEN DUSK:

The final boss is a Twilight Gargoyle. You can get your first look at him before you reach Flesh Abomination, perching on the wooden wall. This boss is a dancefest, but should be fairly easy to handle with a little caution.

ABILITIES:

- **Teleport:** Like other Twilight Gargoyles, Dusk teleports around to attack players
- **Orbs of Damage Ray:** Little black orbs that Dusk summons which sit in a spot and damage nearby players. Stay away from them, although if your health is high you can run by.
- **Ground Portal:** A large glowing area on the ground appears. This area will throw players high in the air, and as they fall back down they must use a synergy effect to slow down or they will die. It still hurts. Dancing around these will take up a lot of your attention, but keep hitting that boss. ****IMPORTANT**** In VR mode, the Darklight Burst hits very hard. Using portals to escape it is the solution. This also works on normal, for both training in preparation for veteran mode and for the achievement.
- **Ranged swift dark fire attack:** A rapid burst of little black fire attacks aimed at the tank. Nearby players may be hit.

- **4 way split:** Dusk will split into 4 minor versions which attack with ranged magic attacks. If Dusk is being hit by a channeled attack, he may bug and stay in the fight, sitting in the center, but he doesn't do anything. The 4 adds will attack people other than the tank to start, so when this happens blocking is important for everyone. It is regularly the case that each will pick the same player, and kill them if they are not the tank or blocking. Kill them all to return to dealing with Dusk.
- **Darklight Burst:** A red AOE attack which targets where a player is standing. Move out of this. If nobody is hit, you get an achievement.
- **Super Dark Crush:** Dusk flies up into the air, and starts building a big burst of energy. Then, flying down Dusk will damage all players to 5% health on normal mode... and kill on veteran mode. If too close to an orb or a portal, players will die easily. Off healing to get back full is a great idea here, the main healer will be spamming once the ability is done. Mutagen also works wonders because it can heal all players immediately after the effect.



WHITE GOLD TOWER

This tower is of Ayleid make, a relic of ancient times. Now, of course, it is overrun by Daedra, much like every other place in the Imperial City. However, it appears that Clivia Tharn, the Imperial Regent, is here...



THE IRON-SWATHED GLUTTON

The easiest boss in either of the new dungeons, and maybe anywhere.

ABILITY:

- **Poison pools:** He thrusts his fist into the ground and summons pools of poison. Step out of them until the effect ends.

That's it. Seriously. Just kill him, and that should be easy, given his tiny HP pool.



THE ADJUDICATOR

This mockery of justice everywhere is sitting in a room with several cages immediately after the last boss.

ABILITIES:

- **Harvester Claws:** That same type of glowing claw attack that normal harvesters do, but

made far worse. This attack can either bounce back and forth several times, or can come in a wave of 3-4 claws. In either case, if caught at middle distance, you will be bounced around and die unless your healer really likes you.

- **Fire Blasts:** There are two blue fires to the sides of the room, and they blast people regularly. It is just a little additional damage with nothing much to be done about it.
- **Fire Pools:** The boss leaves multiple pools of fire on the ground. Don't stand in them.
- **Fiend adds:** Several fiend adds will be summoned at regular intervals. DPS should have root effects on their bar for this fight so you can pull the adds into a group, root, and AOE down.
- **Sentenced:** A random player will be locked in a prison cell. Make sure you have lockpicks! Either pick the lock or force your way out. Having the Legerdemain skill that increases your chances of forcing locks makes forcing the lock feasible.

CREMATORIAL GUARDS:

These Daedroth are the enrage timer check for White Gold Tower. As with the Flesh Atronachs in the Prison, they serve as a DPS check of sorts. The timer, should one exist on normal mode, is extremely long, but swift work is still good practice for veteran mode! Kill them swiftly, while avoiding the usual Daedroth fire mechanics, and you will be fine.

PORTALS OF SHADOW REALM:

Another important mechanic in this dungeon shows up here. Shining white portals will appear on occasion. One player will have a Shadow Realm Aura around their head. They use a light attack (2, maybe, if a tank) to kill the portals to stop adds

from coming through. The faster, the better. There does seem to be a breakpoint on both normal and veteran modes, where after 2 mobs come through the portal decays. The exception to this rule is during Planar Inhibitor. It is good practice to kill the portals swiftly in order to prepare for that battle.

CLAVIA'S GUARDS:

You saw them down below as reliable friends, but now that 'Clavia' has revealed her true colors they are your enemies. The tank should pull the melee enemies away from the group, and kite them in a circle. They will still pull people in, but those people just move to safety and continue dpsing. Melee DPS is not recommended here. Ranged interrupts are great. In VR mode, you can get chained into 2 enemy AOE hits causing about 23k damage, so having that much health may be a lifesaver.

There are three and they should be killed in the following order (advanced groups may look into killing the DK or NB first, as it is faster. The danger is that they will then be untanked, which can cause problems.):

Ortho the Templar

First is Ortho the Templar who is the healer of these three guards. While the tank handles the other two, the healer and both DPS should be attacking Ortho until he is dead.

ABILITIES:

- **Healing beam:** A standard healing beam to interrupt. Yes, you need to be in close. No, that doesn't make melee a good choice, given the other two foes.
- **Healing Circle:** Not much you can do here, other than keep dpsing.
- **Teleport:** Ortho tends to teleport out of the healing circle, making the job easier. Find Ortho quickly, so you can resume killing and bashing that big heal.
- **Fire Whirl:** If you remember the first miniboss in VR mode Banished Cells, that same attack appears here. Simply dodge the multiple trails of fire coming out. Self centered circle of fire: Stay out of it!



Micella the Dragon Knight

Second is Micella the Dragon Knight and is the best choice to target after the templar due to the chain pull mechanic.

ABILITIES:

- **Chain Pull:** Pulls a player to Macelia with a short stun.
- **Fire Banner:** Just like other DKs, she will put a stationary fire effect down.
- **Burning Aura:** A red circle around Micella which hits hard. Even the tank should run away. It will move around with Micella.
- **Melee heavy:** Tank blocks this, as usual.

Cordius the Nightblade

Third is Cordius the Nightblade, who is the least dangerous, but still able to put out a lot of damage, Cordius dies quickly without support.

ABILITIES:

- **Ambush:** A leap to a random target that stuns. He will back off if taunted. It can be blocked if you see it coming.
- **Ravage:** An AOE stun with some minor health leeching. No big deal, just break free if caught.
- **Knife Whirl:** An aoe attack which does heavy damage.
- **Shadow Aura:** Just like Micella, Cordius has an Aura that deals massive damage. Stay out of it, including the tank. Steel whirlwind: Another moving aoe to avoid, which is centered on Cordius.

THE SCION OF WROTH (MINIBOSS)

This titan shows up to make an attempt to stop your progress. It isn't too tough, just focus and you will get by this test.

ABILITIES:

- **Flame Breath:** Just like other titans, it makes a line of blue fire that sticks around. Avoid it.





- **Rain of Fire:** The boss launches a bunch of random mini AOE fire attacks. Avoid them as best you can. Healers will need to watch out at this point, since people will likely be caught in a few blasts. The key is to avoid the bigger AOE's. Those are the ones which cause most of the damage.

THE PLANAR INHIBITOR

This Flame Atronach feels you are unworthy. Show her how wrong she is by keeping a solid awareness of the following mechanics.

ABILITIES:

- **Fixate:** The pinion in the center causes this boss to fixate on you. The boss will pursue whomever is fixated, and players will need to swap fixates out to win. To swap, another player will use the pinion, changing whom the Inhibitor is fixated upon.
- **Healing drain:** Whomever is fixated is subjected to a stacking debuff which lowers healing taken. This is one of the two reasons why swapping fixates is required.

- **Blue Fire and Doom:** This sub effect under Fixate is a combined highly damaging fire aura and a slowing effect on the fixated player. This means players must bounce the fixate back and forth so that the boss does not run over the fixated player. Immediately run toward the outside and away from the boss when fixated to maximize the time available for each swap.
- **Portals:** The boss summons a handful of Shadow Realm Portals. They keep appearing for a while, so as long as you have the Aura to be able to hurt them, your primary focus must be killing these portals as swiftly as possible. If you have forgotten Shadow Portals, please review the section just prior to Clavia's Guards. A good player with a ranged ability can take them all down without adds spawning. If adds spawn, kill them ASAP.
- **Power Down:** The boss will eventually exhaust itself. This is an ideal time to max the DPS, since all mechanics, other than adds that are up, stop at this time.

MOLAG KENA

Originally pretending to be Clivia Tharn, Molag Kena jealously guards an Elder Scroll from you. She must be defeated to stop Molag Bal's plans.



ABILITIES:

- **Shielded:** Four adds will shield Molag Kena. Kill them all so you can attack her.
- **Fire On the Edge:** Literally, the edge is on fire. If you step into it, or get knocked back into it, you will die. You can safely accept a rez.
- **Knockback Wave:** Molag Kena slams the ground, knocking everyone else back and down.
-Storm Atronachs: She summons one every now and then. It chases a player, doing damage. Kill it.
- **Lightning Sparks:** A handful of sparks of lightning appear on the ground and will move about. Avoid them because they hit fairly hard.
- **Lightning Waves:** Waves of lightning racing outward from the center. They do moderate damage and knockback. You can step into spots where there are breaks in the waves. You can also block to avoid the knockback and some of the damage.
- **Lightning Bar Normal:** Earlier in the fight, Lightning Bar is a line all the way across the room. It hurts. It rotates. Avoid stepping in it.
- **Lightning Bar X:** Later in the fight the Lightning Bar turns into two lines. They can

be rolled through safely. They rotate opposite directions and stay up for the rest of the fight. Roll through to stay alive, then return to your normal task. There are two tactics here. First, you can roll through each bar when they are perpendicular to each other. This minimizes the roll dodge penalty. Second, you can roll through them as they pinch you, first one way, then the other. This tactic uses more stamina, but minimizes mid-attack interruptions.

Credit and much thanks to:

- Raillery 'The Great.'
- TernieLaBiscuit 'The Charmaster!'
- Arsnocte 'Sir Nighty night!'
- JJRDragon 'Hey, stop hitting me! Get your own cheeseburger!'
- Asharei 'Five time facepalm queen.'
- Paleus 'The one and only true emperor of the Ebonheart Pact. 102!'
- Jairone (myself) 'Feel the power of Wintergreen!'

Your help in running these dungeons, taking screenshots, and recording the mechanics are much appreciated. I hope those of you who did not specify nicknames enjoyed what I gave you!





Returning Home

By Althea "Briseadh" Damgaard

I, Valaeria Vitalia, finally returned to my home city for the first time in a long time. The entrance used proved to be the very one I managed to escape through with my life. It's possible that my slim chance of escape occurred due to my mentor and leader, Marcus, being captured not far behind me. He turned my life and many others around to fight the oppression that built up after daedra worship was legalized. In the end we failed. Now it is only due to three other forces tearing Cyrodiil apart that we even have a way back into a city totally ravished by the minions of Molag Bal.

Due to my flight having taken me to Skyrim, where I lived for over a year or even two, I entered into the sewer base controlled by the Ebonhart Pact. It isn't a large place, but well organized with

the needs of the fighting forces. Every new person was asked to go on scouting missions in order to know the six districts of the city. I pretty much knew them, but what had the destruction of the daedra done to the place since I left? It sure wasn't a city of life and vibrancy. It was far from that for years before I ran for my life. So many people missed the slow spiral into this dilemma until it was too late.

The one place that held out a semblance of tranquility the longest was the Arboretum. I loved going there to walk through the park. Social rank did not matter much other than making sure to stay out of a noble or well-to-do merchant's path, especially as a street urchin. Now it is a book burning frenzy. Piles of books are piled around with some on fire. Daedra and loyalist Imperials who think this





rule under Molag Bal worship is worth it sort through the books for something. Everything that is found unworthy and against the regime is burned. You can sneak up to an area in the center where soul shriven, apparently citizens sapped of their souls, mindlessly throw books in the largest fire.

I had no issues killing any of the daedra or Imperials siding with them. Any dent I could make was better than doing nothing at all. I actually managed to secure the items and take out my targets for my scouting mission. The

thing that annoyed me most was members of the other factions deciding I should also be a target. I did not bother targeting them unless I had to. I was here for a greater purpose and that was to free my city from Molag Bal. I did not have time and never will for the petty greed and glory each alliance thinks they can get if they are the ones to liberate the city. However, they won't be liberating anything if they spend more time fighting each other than the greater threat of the daedra.

In the end, I don't think we'll

be much better off even if we do liberate the city. The minds of men turn to selfish and evil ideas regardless of what some think. It is not our nature to be good. We need a moral compass greater than ourselves to stay the right course. I'm not sure where that is. Even so called good daedric princes do things for their own desires and not for the greater good. Well, they may try to convince us it is for the greater good. I'll keep looking for the truth because it is out there and at a source greater than even a daedric prince. Sure we mortals think they are gods, but that's only because they have more power and are immortal. Other than that, I don't think we are at all different in how we think and want to follow our desires.

But philosophy aside, what my return to the city has boiled down to is nothing but fighting. One foe falls and another replaces him. The alliances at times will team up on a target, but then fall into a rabble killing each other once the target is killed. Worse one



alliance will attract the attention of a powerful daedra and drag them into a group of an enemy alliance in hopes the beast helps to kill them. It makes one think it is utterly pointless and not worth the time liberating this place. Let it rot! However, I'm not a quitter and this sludge of amoral beliefs and destruction should not be allowed to spread. Then again, Nirn has Molag Bal and other dark daedric prince worshippers all over the place. It makes me wonder if the Eight can do anything against this. I believe in them but have little faith of what they can even do now.

A clean up of the Imperial City, once a beacon of the empire and beyond, is not going to fix this world. The root of the problem goes right back to our selfish nature. We think we can treat others like animals just because

they are different. Look at how the Dunmer do this by slavery and the Altmer have people that do this by oppression and trying to break them of their so called lesser beliefs. That is only two examples, but all the races have their own way of putting down the different and wanting their own utopian ideas to come forth.

I really need to go kill some worthless daedra just to see if that might help where this dark truth is leading. There is some greater light and truth somewhere and I will find it! Until then I'll do my best not to fall for most of the fallacies people put forth as the truth. Fallacies that have not bettered mortals, but only put them in places where the amoral seem like the righteous. They raise up civilizations that supposedly lead to a better life, but where is it? You show me a place where

life is truly lived the way it is meant to be: without oppression, with moral righteousness and selflessness. If that place exists I might actually believe mortals and even immortals can learn to be better people. I bet when I find it some power far exceeding these, something greater than anything else will be behind it. It won't be some crazy mortal or daedra prince, I tell ya.

I was going to write more of my adventures in the city, but to tell you the truth, it is a grueling war. There is nothing to glorify here and nothing to find glory in. All we are doing is killing each other for some prize that probably will tarnish with time. You can come here yourself and let me know if you think otherwise. I doubt you will, after you have truly spent a good month here seeing if you can put a dent in the evil.

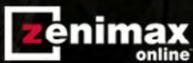


LIVE ANOTHER LIFE

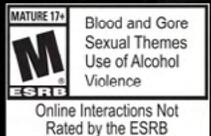


The Elder Scrolls

— O N L I N E —



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DEVILIAN REINVENTS SOCIAL GAMING

BY BENJAMIN "FOGLADHA" FOLEY

In days past my childhood was filled with adventures and exploration. The first time was when I touched *Zelda* and experienced the predecessor of future Action Roleplaying Games (ARPG). As time passed companies such as Square Soft, famous for the *Final Fantasy* games, would try their hand in ARPGs with games like *Final Fantasy Mystic Quest* on the Super Nintendo. Then the PC boom brought us *Diablo*. Anyone who played ARPGs in the 90's remembers those days where in the immediate wake of *Diablo* sprung literally hundreds of clones and variants. Like today's MOBA, in the 90's ARPGs were the hot ticket.

Over the years the ARPG has evolved. From games such as *Baldur's Gate: Dark Alliance*, *Dungeon Siege*, *Everquest: Champions of Norrath*, and of course the legendary follow up *Diablo 2*. Each game brought new ideas and new ways to tell a story in an ever evolving market.

Then the MMORPG boom happened and the ARPG began fading into the past with only a few ARPGs launching between 2005 and 2010. It took nearly a quarter decade for ARPGs to make an appearance in the MMORPG scene. There have been several formidable contenders over the years including *Lineage*, *Guild Wars*, and *Path of Exile*. We've had a fair share of successes along the way and surely no shortage of failures.

Over the past month I've had the wonderful opportunity of getting my hands on a game by Bluehole Ginno and localized by Trion Worlds for the western world by the name of *Devilian*. While my first impression watching the short few videos floating around cyberspace was "Meh", the moment I downloaded the game all that changed. From the character creator process to the very first moments of the game you find yourself intrigued. This new MMOARPG is free-to-play, and features an in game cash shop with a large selection of

pets, mounts, costumes, and buffs to help your adventure.

Dungeons and Raids

Devilian possesses real depth for a MMOARPG and has a personality of its own. One of the most stand out features is its ability to shape content around the group. It is amazingly balanced based on how many people you bring into a dungeon with you. The dungeons are fun and have their share of epic moments.

The bosses at the end of the dungeons aren't your standard boss fights. They have amazing depth and you find yourself at a constant struggle of on the fly learning the bosses mechanic and adjusting to it as it progresses through the fight. What starts off as an easy fight might end as one of the most nail biting experiences of your gaming life. There have been many moments where I was certain I had lost, only to survive with only a few hit points to spare.

Dungeons have 3 levels of difficulty ranging from normal, to nightmare, to hellish. They also come in several forms including Dungeons,

Raid Dungeons, Archdevil Dungeons, Guild Dungeons, and Instant Adventures. Additionally you will find Rifts throughout the world that when opened feature large scale events for players to gather and defeat.

Loot

Loot in the game is plentiful. Bag space however is limited. Not as limited as say Path of Exile but not as free as many other MMORPG's on the market today. Right out the gate I was given this magical corgi that could carry 16 additional items and even sell them while I was in the field. I became so attached to that little guy that after his 7-day timer ended I was saddened and decided to indulge in a whole box of Fat Boy Ice Cream Sandwiches to mourn the loss of my 16-slot Doggie Salesmen. The good news is that you can salvage, craft, enchant, fuse, refine, and identify items anywhere in the game to get rid of those pesky white trash loot items.

Additionally there is a lot of loot that can be





purchased with certain currency earned from completing daily quests, zone quests, dungeon quests, PvP Matches, and even fighting your way through the competitive Abyssal Tower. Overall you will find heaps of loot, and even some storage expansion runes to expand your inventory and bank space.

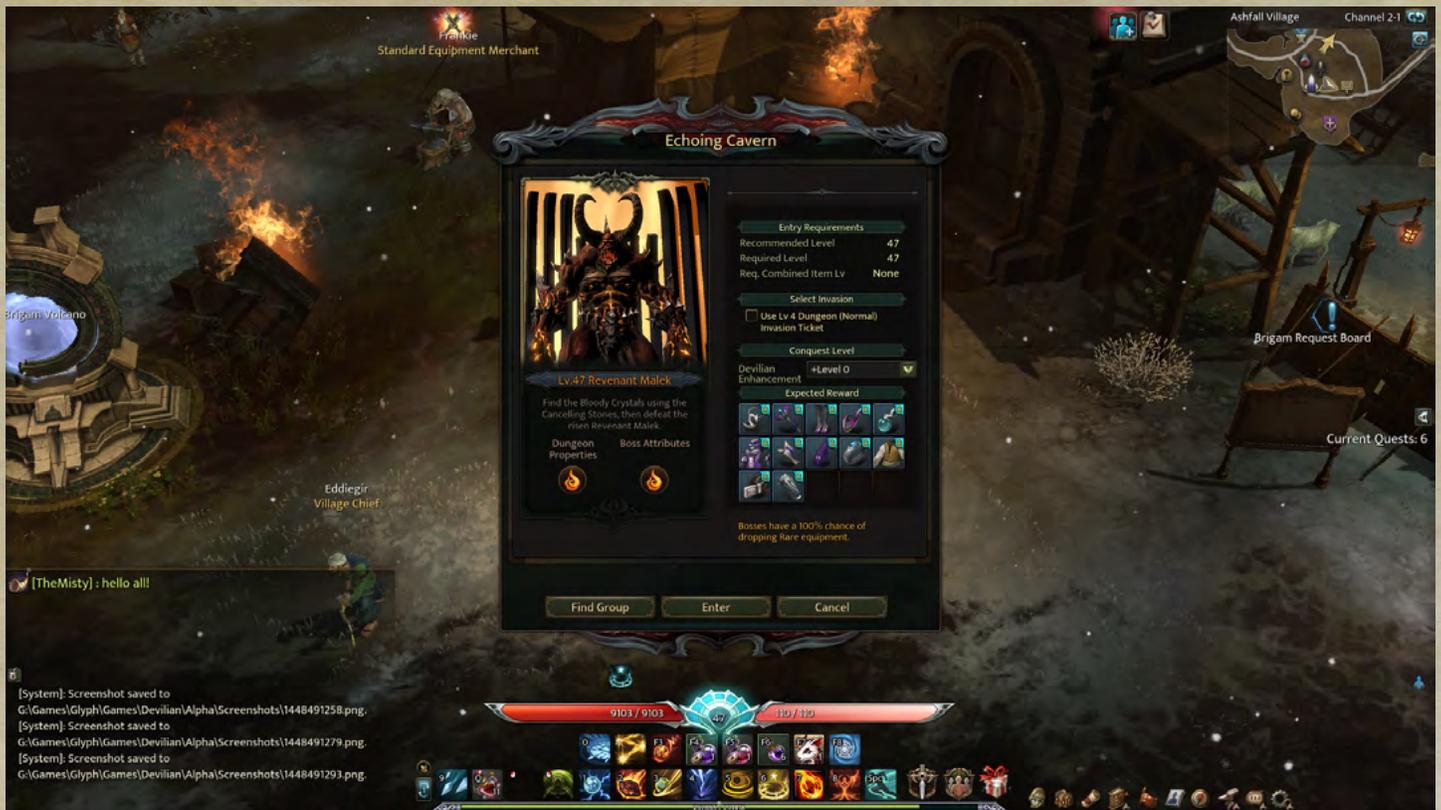
Challenging Content

The world is filled with challenging content. From the Archdevil Dungeons, Raid Dungeons, Guild Dungeons, Rifts, Co-Op Encounters and Abyssal Tower there are scores of challenges awaiting even the most hard core players. Places like Guild Dungeons and the Abyssal Tower even come complete with leaderboards where you can measure your prowess against your peers.

DUNGEONS

These can be completed solo with a friend or with two friends for loot and some of the best experience in the game. You can also find dungeon specific gear throughout the dungeon and every time you complete a dungeon you receive a grade. Depending on our grade you get to spin the great wheel of loot! Each spin you have the chance to





win one of many items displayed on the screen. Prizes include potions, bonus exp, bonus coin, and even expansion slots for your inventory and bank.

Need the gear but don't want to run through the whole dungeon? That's ok! You can fast forward to the boss fight by using one of the many dungeon adventurer tickets that drop throughout the game. This allows you to skip the trash and go straight to the end.

ARCHDEVIL DUNGEONS

These are tough and large sprawling dungeons that typically span multiple floors. You should plan to spend 45 minutes to an hour in these and will face off with major boss characters at each phase. Some of these fights can be a mix between on the fly puzzle solving and what appears to be an overkill version of frogger. These must be done with 3 players and can not be entered solo. You will find some of the best loot in the game for your level within these difficult dungeons.



RAID DUNGEONS

These are designed for 9 players and feature some of the hardest challenges of the game. Guilds can join together and run these for increased Guild Points which allows guilds to pay their taxes and increase their guild rank. In my short time playing I was not able to explore these, however I was able to watch several guilds take these on and all I can say is, If you've experienced the mayhem with 3 players imagine what it would look like with 9. Yeah total joyful annihilation!

INSTANT ADVENTURES

Most zones in the game have areas and quests for groups to perform. These are exceptionally difficult and giant raid bosses tend to roam nearby. You can earn coins for completing these quests which will let you buy special gear and items to open the Rifts throughout the zone.

RIFTS

These are very similar to the game RIFT. They are noted by an Icon on the map and by traveling to the area you will notice a tear. Use the key obtained from the token merchant or by slaying the area boss to open the rift. Survive the wave and compete with others for top prize. These are very challenging, however I was able to solo one after spending 20+ minutes kiting things around and running for my dear life.

CO-OP EVENTS

These spawn throughout the world and print a message on the top center of your screen letting you know where and what channel they spawned in. When you see these start working your way there. These are massive encounters that are quite enjoyable when you have friends helping you. These encounters are designed for 10+ people and like rifts have a sliding scale for loot.

A note to those that say "Hey I can solo that". I

tried this and managed to solo one boss.... It took me over 45 minutes. That was a 45 minutes of non-stop spamming my keyboard. Bring friends. The experience and loot you get is the same thing whether it was 1 person killing it or 10 people killing it. So save your time and bring friends.

ABYSSAL TOWER

This is one of the ways I start off my playing. The Abyssal Tower has 2 styles. First is a challenge mode where you will complete a set of 10 floors per day. The second mode is survival mode, where you continue until you are killed. Both modes stack your rating against others and depending on where you rank at the end of the week you will receive bonus loot in the mail including gold and cash shop currency.



Guilds in Devilian

The Guild System in Devilian is quite significant. There is a weekly tax that guilds must pay to remain active. This tax can be paid in coin or by using your guild score to settle your debt. You can earn guild score by doing daily quests, grouping together and doing several other daily tasks.

The Guild System UI Consists of an Overview, Roster, Perks, Alliance, and Guild War tab with

a Management area that contains a few new tabs that include introduction, applicants, alliance requests, and permissions.

GUILD SKILLS

As guilds level up by earning Guild Score they begin to gain levels which unlock new abilities for it's members.



GUILD WARS

The endgame for guilds is broken into 2 fronts. The first of which is Guild Wars which are in the form of 20v20 PvP battles. Each guild is ranked based on their win loss ratio and a full ladder is available to look at for the top performers.

GUILD DUNGEONS

The second part of the endgame for guilds comes in the form of Guild Dungeons. These are massive 20 man raids that are quite challenging and should not be taken lightly. It takes coordination and timing to pull off these larger group challenges.

Making Friends in Devilian

Now this game is crack for the Socialite. There's actually a way that every day you can send gifts of bountiful loot to up to 10 friends and 10 guild mates of your choosing. As you play with these people the rewards improve. You gain a reputation score with each player that you add to your friends list and the more you interact the better your gains will be with this person. This concept is quite



ingenious as it encourages you to forge lasting bonds with others and the longer the bond the better the reward. These gifts are free to send and can be sent once per day to up to 10 players. The game even suggests friends to you by your level and what zone you're in.

All aspects of the game come with a simple integrated group finder that makes finding a group simple. In addition the co-op events even have announcements to rally people to them. All in all this game does everything it can to pair you up with people and help encourage lasting friendships.

This is a breath of fresh air in today's anti-social MMO movement we see in many popular MMORPG's entering the market. While you can do everything solo except the Archdevil dungeons, guild dungeons, & raid dungeons, it's always more fun with friends. This is one social centric game that goes above and beyond to encourage players to make lasting friendships.



For more information about Devilian visit: <http://www.deviliangame.com/>, Follow them on Twitter at: @DevilianGame or watch the Streams of Epic Adventure Episode 28 at: <http://gsch.info/soea28>





MY EARLY EXPERIENCE IN ARMORED WARFARE

By: Bill "SwordandKeyboard" Owens



BRIEF OVERVIEW

(AFTER 6 HOURS OF PLAYTIME)

October 7th I pre downloaded Armored Warfare (AW) because over the years i've found that any launch day is usually a terrible day to download a new game. In 20 years of pc gaming I have seen some real disastrous launches. Last year I signed up on the Armored Warfare website , so I would say I've been a casual follower of the game. I elected not to play early beta because I wanted it to be fresh at launch.

Armored Warfare has an immediate interesting and different feel to it. Many people want to compare it to other tank titles, however I feel they all deserve their own merits. On Oct 8th I finished downloading the patch and was ready to play with a completely open mind.

USER INTERFACE

EXTREMELY FRIENDLY INTERFACE.

The plus right away for me is Armored Warfare's UI is visually pleasing, with a lot of bells and whistles and new things to learn. New ways to level



After each battle there is a very in depth breakdown of each match

/ experience crew's, weapons, tanks and trees, as well as an entirely unique tech tree abound. Some may scoff .. who cares about the UI, but for me it is part of the game and the detail of the game, an

integral part of the experience. Immediately I saw nice color coded tabs, organized in a pleasing way, that makes the navigation of my play nice to look at and functional.



Tech tree showing paths you may take as your experience grows



The two tanks you start the game with: M-113 and PT - 76

PvE AND PVP

Instead of countries AW has Arms dealers, you do missions for dealers and it unlocks new gear and items. Rather than being locked into a specific line of one country's historical vehicles you have choices sold to you by the arms dealers.

The game started me off with 2 tanks. Without delay I jumped into some action...

I found the PvE missions to be fun and great way to get your game experience going.

Some people feel timid in going up against other people yet don't fear playing against AI. Once I did a few AI games I switched to PvP and one thing I immediately liked is the fact even if your team is horrible you can still reap the rewards of your own skill. The Game rewards you for doing well whether you win or lose. There will be a learning curve and some bruises to the ego for some players.

The PvE portion of the game is 4 man team. You have to be on guard and make sure to use cover and wait for ammo reloads to pop back out and shoot.

So far I can't say what I like more, PvP or PvE, but I think the PvE is more relaxing.

But PvP is a lot of fun with way more targets to kill. A smart player using cover can rack up the points in PvP tier one against all the new fodder. Cover is your friend. I was finding it very easy to level and hit plenty of targets to earn credits in the small sampling this morning. If you want a casual experience just do the PvE missions they are short, fun, and action packed.

Overall I believe this title will be a welcome addition to my current stable of battle games. For a new OPEN BETA launch it runs EXTREMELY SMOOTH, and with NO LAG. This is not a game with future potential, the potential is already here. The first day of open beta you can see that even though this is not the finished product this game is already looking very good. I feel this game will be an immediate hit. That is coming from someone who leans towards the more cynical side of thought process. Victory is what Obsidian Entertainment will feel with this game's success.

I am looking forward to many action packed hours playing this grade A title. I will take a nice interface, fast action, easy to navigate the UI and easy to find fast paced action title any time of day.

On a medium settings I was getting around 50 fps using my 4 year old pc

- Win 7 X64
- Processor Intel Core i7-960 3.20 ghz
- 8 GB DDR3
- AMD Radeon HD 6950 2GB

MINIMUM PC SYSTEM REQUIREMENTS

- Operating system: Windows Vista/7/8/10 (x86 or x64)
- Processor: Intel Celeron E3400 @ 2.60GHz
- RAM: 2,0 Gb
- Video card: NVIDIA GeForce 9500 GT 512 MB

RECOMMENDED PC SYSTEM REQUIREMENTS

- Operating system: Windows Vista/7/8/10 (x86 or x64)
- Processor: Intel Pentium CPU G3420 @ 3.20GHz
- RAM: 4,0 GB
- Video card: NVIDIA GeForce GT 440 1 GB

ABOUT ARMORED WARFARE

Armored Warfare is a free-to-play multiplayer online shooter video game developed by Obsidian Entertainment and published by Mail.Ru. The game will be operated by My.com in North American and Europe, and by Mail.Ru in Russia and Central Asia. The game features tanks from the 1950s through modern day and includes destructible environments as well as player vs. environment and player vs. player gameplay. Armored Warfare is built on the free-to-play business model with in-game micro-transactions available for certain features and upgrades.

Learn More At:
<http://aw.my.com/us>





A Journey Into Counter Spell

By: Shea Fort

What do you look for in a game? Are you after gorgeous, breathtaking graphics? An epic, immersive story to rock the very foundation on which your emotional compass rests? Or are you willing to sacrifice some of that for a truly entertaining experience?

Counter Spell is a very charming action RPG which has a very deliberate design. You won't find the graphics of the year here, but that's the intention. While it doesn't have a sophisticated graphics engine that'll make your Titan X sweat, it's a very pretty game, and it has heart.

When you launch Counter Spell, you're met with a title screen that shows an aerial view of the town. Upon continuing past the main menu, you're presented with a choice of eight game types, including Quest, Adventure, Deathmatch, Survival, and Kingslayer. You can play single-player, or you can hop into a co-op experience with a friend. Quest is the main story campaign of the game, and I have to admit; it's pretty good. It's

quite the serious story that immerses you in the land of Veralis.

Once you load into the game itself, players of Eldritch will immediately feel right at home. While Counter Spell's aesthetic proudly stands on its own, it's easy to see some inspiration was drawn from Eldritch and similar games.

So, once you begin moving, be prepared to get flanked. Just get ready for it. It's gonna happen. Usually by these guys.



But, look on the bright side! No, seriously. The bright side. Because you. Will. Burn.

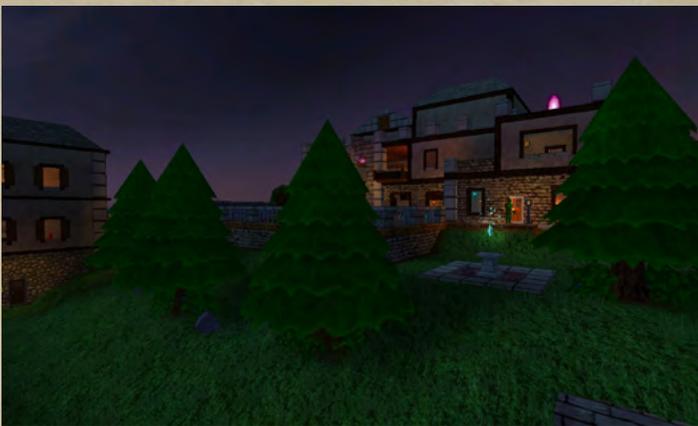


Combat is rather simple. You click to attack, and you'll sometimes pick up... well, pickups. Like grenades. They go boom. It's very satisfying. As you progress, you'll get new armor, weapons, and other nice loot. Those [Rusted Chain Pauldrons] will stay with me forever. Mmh.

All in all, Counter Spell is a charming and entertaining game that is more than worth its price point, so rest assured that when it releases, you'll be having plenty of fun.

Learn More at:

<http://www.abnormalsoftware.com/cs/>



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DUNGEONS & DRAGONS



RARE GEMS OF CROWDFUNDING

By: Benjamin “Foghladha” Foley

In the gaming world there is a definite movement towards crowdfunding. With crowdfunding comes development freedom at the cost of larger development teams, vast marketing budgets, and larger representation at conference. The bright side is that game developers have the freedom to make games for players instead of making games for shareholders.

In this new column I’ll be outlining some of the rare gems I’ve run across and highlight crowdfunding projects that I have stumbled across. These are little known games that have not nearly gained the marketing exposure of some of the bigger titles. Some of these are successes, others fell short but left a memorable experience behind. These will provide you with options for your own contribution into the games that interest you and also point you at a few games to pickup at the next Steam shopping binge.



The Dwarves

Developer: King Art Games

Isn't it about time that Dwarves move out of the supporting actor cast and move into the spotlight? These beer drinking, long bearded, battle thirsty heroes have been overlooked to long. In The Dwarves by King Art Games, they take center stage in this story driven fantasy RPG.

The Dwarves offers a huge game world to explore with an ever-growing group of companions. This





action RPG adventure pits you against hundreds of enemies in epic real-time battles that combine dynamic action and tactical depth. It's crowd combat system gives you a true dwarven experience that allows one dwarf to face off with hordes of enemies at the same time.

You can look for this game coming to Windows, Mac, Linux, PS4 and XBOX One in Mid-2016. Over its first Kickstarter campaign it raised \$310,091 of its \$260,000 goal. We will definitely be covering this title as it matures.

Learn More At:
<http://www.dwarves-game.com/>



GRIN
PRESENTS

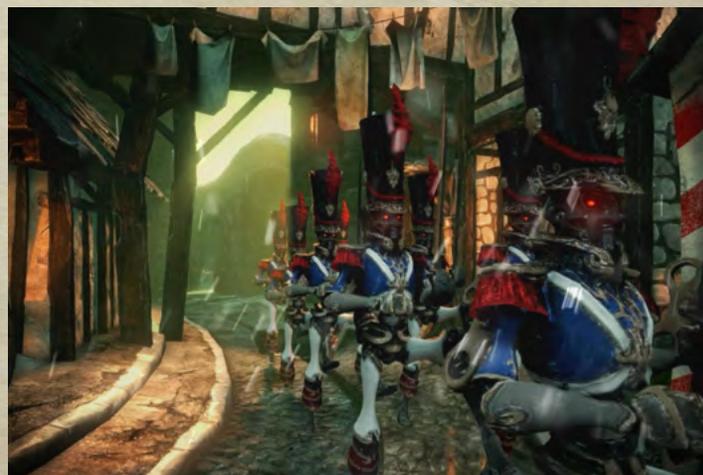


Woolfe: The Red Hood Diaries

Developer: GRIN

If I would have run across this game when it was in production, I would have surely funded this project. As a fan of alternate versions of classic fairytales, this game stands out among the rest. It's art style is beautiful. It's as if American McGee's Alice had a baby with Rayman. The short lived GRIN studio really put together a wonderful gem in the rough. Even though this short adventure will only take most gamers about 4 hours to complete, the story and gameplay is well worth the price.

In this quasi side-scrolling 3d platforming adventure you play the vengeful Red Riding Hood who is equipped with a trusty axe. She seeks to take down the Woolfe, a cynical overlord responsible for the passing of her father. Through your adventure you'll face off with a few other classic characters like the pied piper. Overall this was originally meant to be part of a longer series of short games like the Telltale classics, but the untimely demise of GRIN left the title hanging in the balance.

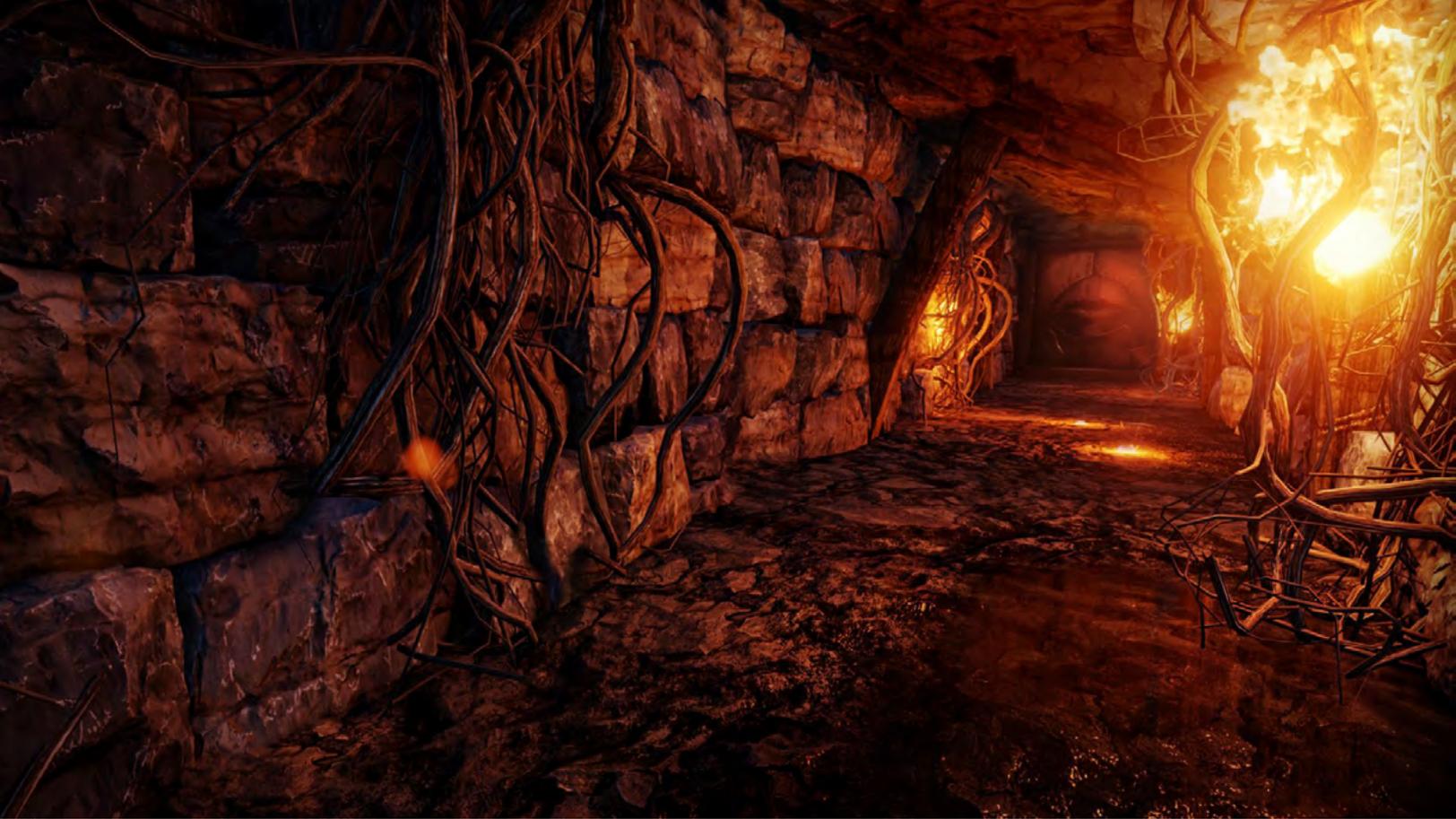




The good news is that Rebellion has bought the rights to the title and has plans on bringing the title back in the future. All I can say is that if you haven't tried this one yet, and you are a fan of side scrolling, axe wielding, bloody mayhem, then this game is for you. It's got the dark spin of American McGee and the platforming action of Rayman all tied into one wonderful work of art.

Learn more at:
<http://woolfegame.com/>





The Bard's Tale IV

Developer: inXile Entertainment

Ok, I might be a little biased about this one. Over my years of gaming, the Bards Tale has been a staple in my RPG diet. The most recent one, I've bought on Playstation, Xbox, Android, and both on Steam and GOG.com. Yeah I know I might be a bit fanatical. I'd hoped they would make a fourth and this past year they announced just that.

From the creators of Wasteland 2 and Torment: Tides of Numenera comes the long awaited sequel to the Bard's Tale trilogy. This new chapter in the series comes after 30 years of memorable

adventures. Co-funded through fans and inXile the game raised \$1.5 Million of its \$1.25 Million goal.

While Bard's Tale IV is early in development it is well on it's way to meeting every one of their goals. I have faith in inXile to deliver a wonderful story filled with tongue and cheek humor, sarcasm and more one liners than a Bruce Campbell movie.

Get Involved at:

<http://bardstale.inxile-entertainment.com/>





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1403 Kingdom Come: Deliverance

www.KINGDOMCOMERPG.com



Umbra

Developer: SolarFall Games

In my endless search for new interesting concepts to show during our livestreams, Umbra jumped out at me. This is a new open world, progression based hack 'n' slash title allowing you to take on an Apocalyptic Form and unleash total mayhem on your foes.

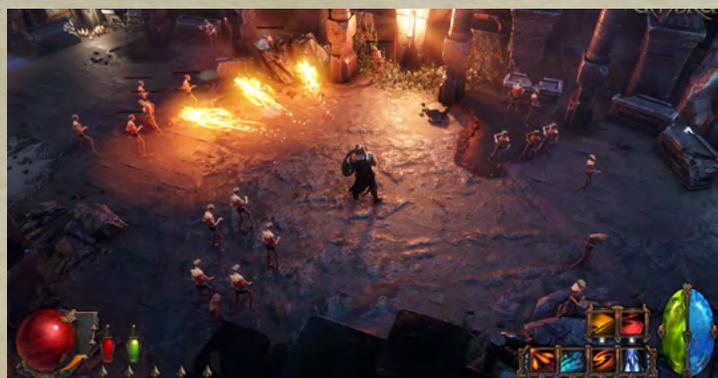
You play the role of a former officer of the army in the Human Republic who is forced to flee the death penalty because of their use of magic powers they unwillingly developed. Now you are hunted, by both human and monster. A mysterious

group of Templars recruits you as you begin an epic adventure fighting inhuman, mutated monsters and discover a terrible secret about the extinguishing of mankind.

Umbra aims to provide many classic features such as an open world, exploration and experimentation, free form character development, crafting, housing, a destructible environment, and a metric ton of loot. This is sure to be one of the more successful titles to come out of the crowdfunding scene.

Learn more at:

<http://www.umbragame.com/>





THE INCREDIBLE ADVENTURES OF VAN HELSING

THE INCREDIBLE ADVENTURES OF VAN HELSING

By Amanda “Soren” Carr

Usually when people hear the words Van Helsing in relation to anything movie or video game related they run. Horrid cliches, terrible storylines, and half hearted efforts mar what could be an interesting subject, but somehow, The Incredible Adventures of Van Helsing shines through all of that. The game is very Diablo like in feel. Even though it pulls from a tarnished ip, a surprising amount of intrigue, witty sense of humor, and personality make this action RPG worth checking out.

The Incredible Adventures of Van Helsing is an action role-playing video game developed by the Hungarian independent development studio NeocoreGames and is based off the Bram Stoker story Count Dracula. You play as the son of Abraham van Helsing, a cynical, gruff guy in an awesome hat who's been running around a twisted 19th century Europe to make himself a legend that will rival his dad's. Quickly you find yourself in the

town of Borgovia, embroiled in a conflict between magic and science.

The first thing I instantly noticed about the game was the witty banter between Van Helsing and Katarina, his ghostly companion. The conversations and banter feel real and not something that was haphazardly thrown together. Even the town folk and quest NPCs bring something to the actual story which is a breath of fresh air to the action rpg genre.





Scenery is something that was also done exceptionally well and it works to create a mood and atmosphere that fits with the gothic period. The top down Diablo-esque view is something that takes a bit to get used to if you aren't already familiar with it. The fixed camera at times makes seeing a corner of the map a bit complicated but otherwise I had no real issues with it.

The combat system is engaging and there isn't really time to allow your attention to wander since you need to make every attack count. In Van Helsing you only get 2 attack skills that are tied to your left and right mouse buttons. There is no hot bar, however you do have modifiers that will help

boost your attacks: 1 for an explosive modifier, 2 for a stun, 3 for double damage. You can also flip back and forth to your secondary weapon, most likely a rifle or set of pistols, whenever you want. That said, combat does suffer from a horrible tab target like system that ends up being rather hard to control. As you progress with quests and killing various mobs you gain xp and levels that allow you to advance a pretty deep skill tree for both Van Helsing and Katarina.

Fighting mobs is a genuine loot-a-palooza. Everything drops loot. Mobs, chickens, 2 headed cows. Players will quickly find that if they want to maximize their loot gathering they will have to





excel at bag management. The inventory system is based off of a grid so as you move through the game and gather loot, weapons, and armor, players will notice each item takes up a certain amount of the grid. So sharpen up those tetris skills if you want to maximize your profits. Luckily your ghostly companion Katarina, has her own inventory that you can transfer items too.

The Incredible Adventures of Van Helsing is no Diablo but it does bring a fresh and much needed revitalization to an IP that has all the potential in the world to be something great. The game is fun, funny, and shows glimmers of pure genius. Overall it's a really solid game that most will enjoy and one that you can pick up off Steam for a great price.





PAX Prime Adventures

By Amanda "Soren" Carr

Attending Pax Prime had never really been anything I'd seriously considered before this year. Not because I didn't have a desire to ever go, but more because it always managed to have a scheduling conflict with another convention I'd already got tickets too. This year however, it seemed like I had an extraordinary amount of friends making the journey from as far away as Austria. I figured maybe this would be the year I didn't head down to San Diego for SDCC and instead, make a bid to get myself some Pax Prime tickets. It would be a long drive (flights were way too expensive) but it wasn't anything I hadn't done before and usually for a trip to the states it was always a safe bet that I could convince my brother or sister to come along. This year my sister decided a Seattle trip could be

a lot of fun and agreed to tag along with me.

So with tentative plans set and holidays booked I camped the Pax twitter page in hopes that I would be lucky enough to grab tickets before they sold out. I'd done a fair bit of research and turns out Pax Prime badges sell out as fast as SDCC. Which for those that don't know, is hella fast (they sold out in under 15min this year).

Luck was on my side though and I was able to snag myself Fri/Sat badges and get the missing Sunday from Fog. Soon as I had the ticket confirmation I made sure to book a hostel close to the venue and then it was official. The 1800 km journey west was a go!



FRIDAY

Friday was an early start in order to be at the venue when the doors opened but due to Thursday night wanderings, finding parking was super easy, even with the normal traffic of Seattle. Once the car was parked and a picture of the address taken - let's face it, there's a reason I'm known as the 'Always Lost' - I headed up to the convention center with my sister in tow. No strangers to the convention scene, we weren't overly surprised by the insane amount of people crowding around the entrance to get in. Rather than join the mob right away we opted to wander around a bit and find some food.

Once food was in hand it was queue time! And queue we did, only not for the main hall like most people. Instead we joined the much shorter, faster moving line, which got us into the Magic: The Gathering Annex, which seriously, was an entire hotel. Booyah! Inside there was lots to do. Everything from learn to play, to serious & non-serious tournaments, to watching the MTG world Tournament live was available. As an added bonus, if you played the game, they gave you cool swag.

The more you played, the better the loot! I think after an hour or so I'd got myself 4 decks, a t-shirt, a stuffed Planeswalker and to my confusion, a Pinny Arcade Pin. Little did I know that pin was going to be the start of the biggest unintentional quest chain of the weekend. Turns out Pinny Arcade is a collectable pin game within the convention where convention goers can collect various game themed pins by simply trying out and demoing games on the show floor. And if all the pins were as cool looking as the MTG pin then heck yeah I was going to "collect 'em all!"

Once we'd had our fill of MTG we decided it was time to brave the expo hall in the convention center, since Saturday was going to be mainly attending panels and Dev meet 'n greets. Going in we didn't really have a plan other than we needed to find the ArenaNet team at the Corsair booth to grab our passes for the meet and greet later in the evening so we just kind of went with the flow of people and wound up in console heaven, which, as an added bonus, lead us right to the start of the Assassins Creed: Syndicate line, which by line standards was moving fairly fast! Since this was a



game I'd been wanting to test and one my sister also played we hopped into the queue to do a bit of hands on playing. I have to say it was like a breath of fresh air. Even though players were only able to do 1 of 3 available missions you got to mess around enough to get a good feel for the game. It's safe to say Ubisoft went back to its roots. The small amount of story we got was interesting, the game play smooth, the missions easy to grasp, and the rope launcher! Oh man does that make scaling walls for quick getaways or assassinations a joy. For a short little 15 min demo it felt solid.

Once that was done my sister - knowing I was a D&D geek - pointed out a giant Dungeons &

Dragons banner. Wondering if that was where we would find Sword Coast Legends we headed on over. Turns out it was, and it was a 2 hr wait to play. Not really having any plans other than to wander the hall, we joined the queue. For a 2 hr wait, the wait itself wasn't that bad. The line was in incredibly high spirits and entertaining as all get out - both the eager players & the line staff. It also helped that since this was a team game, we were all grouped up into 5 man teams and highly encouraged to get to know one another. My group consisted of 2 non D&D players and 2 who were very familiar with it, and 1 guy that was so-so but wanted to be DM so he could attempt to kill off the party in the first minute of play. Needless to say





my team did a fantastic job and we lasted a full 5 minutes before our DM dropped a red dragon on our group and turned us into crispy fried adventurers. All in all it was great fun!

The rest of the day was spent wandering the various levels of the hall and doing the general convention goer thing until 8pm rolled around and the ArenaNet fan meet and greet party was about to kick off! Through a mad stroke of luck I had managed to score a couple passes. It ended

up being a fun event where I got to meet and chat with various members of the Dev team, fellow Guild Wars players, and score some pretty sweet swag.

SATURDAY

As normal with conventions, Saturday morning had come all too early and after Friday night's fun, combined with all the joys of travelling between time zones, I was moving a little on the slow side. Eventually I got myself up and going and ready for





a solid day of solo trekking since my sister didn't have a pass for the rest of the weekend.

First item on the Agenda was to queue up for the Guild Wars 2: Heart of Thorns Panel. The excitement was electric with the crowd and it was definitely a full house. Colin Johanson was first up and started off by dropping some interesting Numbers. GW2 to date had sold over 5 million copies and held the highest Metacritic score for an MMO over the past decade. He then proceeded to drop the mic with the announcement of Guild Halls, Veteran rewards, and the highly anticipated Raids! Mike O'Brien was up next and he dropped another bomb in that the core GW2 game would be free to play for all players while the expansion would retain the Buy-2-Play model. This was met with a joyous roar from the crowd once they had a moment to process everything.

Next up was a trip back to the main hall where I was able to spend a good deal of time with the team

from Gigantic. There was no doubt that this was Motiga's show. They had a massive demo booth set up in the main hall, a smaller press demo room in a hotel, and they had a massive demo room in the Games Workshop where people who didn't have convention pass could go and get there hands on it.

The Dev's were eager to get people playing and the game itself is a beauty. I was lucky enough to be invited to the press room where they had a bunch of the Community Coaches get me and the rest of



the press crew into teams and we faced off against each other in a no holds barred battle royal. For most of us it was our first time getting our hands on the game so there was lots of carnage and deaths as we all tried to kill each team's guardians.

Eventually I made my way back up to the main floor and hopped in the queue for Tom Clancy's: The Division since the wait time was pegged to be only an hour. Again time seemed to fly during the wait as excited line goers did the normal line things to keep themselves occupied. From my limited hands on time with the game it was everything I had hoped for. You got excellent team play capabilities combined with the nail biting, keep on your toes fear that at any point you could stumble onto a hostile team or that one of your very own agents could go rogue. And rogue I went! It was a really good time if not incredibly hard to stay alive if you

aren't one of the stealthy, sneaky kind of players.

The rest of the afternoon was spent up in the Indie MEGABOOTH playing all the new up and coming games. Some were exceptionally fun to mess around with while others not so much. One particular gem that comes to mind is a Steam game called Armello by League of Geeks. It's an action rpg that is very reminiscent of the Red Wall book series. Some other notables were Deathroad to Canada by Rocketcat (not going to lie but I kind of have a soft spot for this 2D zombie kill fest), Moon Hunters by Kitfox, Mushroom 11 by Untame, and Hyper Light Drifter by Heart Machine.

By the time I had made my way back outside and rendezvoused with my sister it was time to play the google map game and go meet Fog, Juliana, & Don for food and drinks.





SUNDAY

Sunday was another early start and the first item on the list was to meet up with Fog & Co at the Felicia Day book signing. After a Gaiscioch left or two I eventually found my way to the proper location and joined the queue. After some weird line shenanigans (there was a mess up in where they had placed the live vs. where people could buy books if they needed them) and a late start we were finally moving! I didn't have a book with me but I did get my shirt signed and we managed to

get some really cool group shots of us with Felicia.

Next up we made our way to the show floor where we did a bit of networking with various Devs. As morning progressed my inability to not play a game was starting to kick in and I was able to grab Don and queue us up for World of Warships. I'd played a small amount of Tanks before so I kind of, sort of, not really knew what I was getting into with warships. Thankfully Don was able to fill me in and give me some tips and tricks so I could last more than 3 seconds once the teams got





going. Once I got the hang of things I did so-so (no deaths!) and my team ended up winning in the end which was awesome! Also managed to score a sweet t-shirt and another Pinny Arcade pin for my rapidly growing collection.

After a decent break for lunch we then made our way to Gameworks and hung out with the Motiga team for most of the afternoon and let out our inner MOBA beasts! Many a game of Gigantic was had and it looked like everyone was having a great time.

The highlight of Sunday for me though was the yearly Pax Gaiscioch meetup! It was so cool to meet some of the family that was able to attend and even nicer to be able to meet the people behind the characters. We all stayed and chatted until the Fado's team booted us out so they could close.

After that everyone made their way back to their cars and headed back to their homes and hotels. If everyone was half as tired as I felt I knew beds were calling.

MONDAY

Monday morning was a slow moving morning since I didn't have to check out of the hostel till



11am. Sadly it was time to say goodbye to the Seattle skyline. I had a couple days slated to visit Portland before making the long drive back to Canada. Pax had been a really fun time and for anyone thinking about going I can't recommend it enough. The event itself was easy to navigate through and the staff was top notch. Heck, even if you don't get a badge and you live in the area you should check it out. I had as much fun at the actual convention as I did outside of it and by and far the best part was meeting everyone! Hopefully, if it's in the cards, I will be able to see you all again for Pax 2016!



Killer of
Imaginaria



CREATURE FROM THE CALDRON

The Killer of Imagineeria

PART 2

By: "Creature From A Caldron"

This short story was written by a 13 year old girl. Her unlimited imagination has shone through her creativity in art, literature, and roleplay. She is currently working on the 3rd story from this series, now at age 14 while attending a specialty charter school focused in the arts and literature.

CHAPTER 6:

The Recreation

Shadowsea stared into Ray's yellow eyes.

"Ray?" Shadowsea said shaking. Ray narrowed his right eye he had no eyelids on the other eye.

"Tum maum Yarum onum rongelum...." He muttered.

"Wait what?" Shadowsea said confused. Ray stood up shakily his bone leg shaking yet strangely staying together. He smiled insanely.

"Lalcum emum YeathRadum!" He laughed spreading his ripped bone wings. He tried to slap Shadowsea who ducked just in time she ran Ray chased after her. She ran into the main room and hid Ray walked in looking around. Shadowsea's heart was pounding in her chest.

"What did I do?!" She said to herself. Raydark came out of his room sadly Ray heard him and

threw a knife at him. Raydark gasped and grabbed the knife in mid-air, his heart pounding, he looked at Ray.

"Ray?!" He gasped. Ray growled.

"Ymum eamnum sium tonum Yarum!" He hissed. Raydark stared at him confused. Nightmare came in and stared at Ray.

"Shadowsea! What did you do!?" Nightmare growled looking at Ray's mangled body.

"I kinda turned Ray into a zombie....." Shadowsea said nervously.

"WHAT?!" Nightmare hissed Raydark went up to Ray.

"Um.... Hello...." Raydark said nervously to Ray. Ray looked at him.

"Oellhum yorrsum rofum tlmosaum gillinkum uoyum..."

He smiled his pupils were bright red staring into Raydark's pale red eyes.

"No problem.... Do you have any memories from when you were alive?" Raydark asked. Ray shook his head.

"So you don't remember me? I'm your brother Raydark...." Raydark sighed. Ray thought then smiled.

"I do remember!" He said finally speaking English he hugged Raydark who laughed. Nightmare and shadowsea looked at them.

"By the way, now that I'm a zombie my name changed....." Ray smiled.

"Really what is your new name?" Raydark smiled

"Call me DeathRay, it's a zombie name...." He giggled

"Alright then DeathRay" Raydark smiled. Nightmare slithered over to DeathRay looking at his bone limbs.

"How... Are you even alive?!" Nightmare said surprised seeing DeathRay's heart unmoving beyond his ribcage.

"He was created by an ancient spell that was supposed to return him back to normal, alive AND breathing.... Somehow I messed it up...." Shadowsea sighed staring at DeathRay. Nightmare smiled.

"You can be good help" Nightmare smiled. "Zombies

are invincible and immortal" he laughed Shadowsea looked uneasy.

"But he's not a zombie...." Shadowsea said looking at deathRay

"Then what is he?" Nightmare asked confused.

"He's a recreation... A zombie like creature created when a resurrection spell goes wrong, he is only partially invincible he will have weaknesses..." Shadowsea sighed she used magic a piranha appeared out of thin air she grabbed it. She brought it toward DeathRay he

screamed and backed up.

"Only way he can die is having his death recreated" Shadowsea sighed. Nightmare stared at DeathRay.

"That's still useful" Nightmare smiled "That's the only way he could get hurt" Nightmare giggled insanely. DeathRay and Raydark exchanged worried looks.

"You two are the key to taking over Imagineeria, the Nightmare family might finally win!" Nightmare smiled.

CHAPTER 7:

The Plan

It was midnight, Raydark, deathRay, shadowsea, and nightmare stood over a table which had a map on it, nightmare looked over the map.

"Here is where we will attack.." He pointing to a black square on the map. "This is the night club in Imagineeria, tomorrow night is a Friday night... Everyone in Imagineeria will be hanging out there.. You two are going to burn it down.." He looked at Raydark and DeathRay.

"Oooo fire!" DeathRay giggled. Raydark looked at him.

"How exactly are we burning it

down?" Raydark asked tilting his head.

"Simple young one..." Nightmare smiled. "You will go in disguise... Just spy on them at first... Then with the signal you can mess with the wiring then BOOM! The place goes down in flames, you two come out safely and we have info on Imagineeria." Nightmare laughed insanely. Raydark laughed evilly Shadowsea sighed.

It was the next day, at sunset Raydark put on a suit and tie he looked at his reflection in a lake and smirked.

"I like this look.... Maybe I should

do this more often!" He laughed Nightmare came out.

"You ready?" He smiled.

"Yes" Raydark said excitedly. Nightmare took out a small earpiece.

"Put this in your ear, it will make it so we can communicate with you, remember me and DeathRay will be near bye if you need us" Nightmare smiled. Raydark put the earpiece in his ear like Nightmare said. "Remember to keep your wings hidden!" Nightmare said as Raydark started heading toward the city.

"I will!" He said as he walked through the barrier of shadows that surrounded the dark forest he looked around, he was on a dark hill, he saw a huge city in the distance. He put on his black sunglasses and smiled.

"Let's do this" he smirked walking down the hill. He walked toward the city he stepped onto the sidewalk. It was a bit crowded. He passed several buildings, a nail salon, a gas station, a coffee shop, he finally heard music and looked right, he saw a huge nightclub, the walls were all black there were flashing neon lights at the front, and a long line of people outside Raydark growled a bit and went to the door. There was a tall man wearing a black suit standing there.

"Ahem, excuse me sir, I ask permission to enter..." Raydark smiled nervously.

"Sorry bub you got to wait like the others" the man said

"I have someone waiting inside for me though" Raydark lied.

"How can I believe you?" The man raised an eyebrow. A girl inside saw Raydark she came over. She had silver hair, pale skin, blue eyes, and a purple dress.

"There you are! Late as usual I see" she said walking to his side.

"Huh?" Raydark said curiously.

"Just go with it" she whispered into his ear. The girl looked at the man.

"I have already paid a fee for two" she said showing the man a receipt "I was waiting for him but he was fashionably late" she smirked winking toward Raydark.

"Yeah... You know me it takes forever to get my hair brushed" Raydark said nervously. The man let them in the girl looked at Raydark.

"Thanks..." Raydark smiled.

"It's nothing really, I was supposed to come with someone but he ditched me... So I paid for two people..." She sighed. "I'm Moonstar, what's your name?"

"I'm Raydark" Raydark smiled. Moonstar walked into the main room, there was loud electronic music playing it was crowded.

"Weird name... Anyway... Is there actually someone inside waiting for you? Or did you make it up" Moonstar asked tilting her head.

"I made it up" Raydark laughed, as he looked around.

"Raydark can you hear me?" Raydark heard a voice in his earpiece.

"Give me a second..." He said to Moonstar as he went toward the bathrooms. He went in the men's room, it was quiet.

"Yeah I'm here" he said.

"Good, did you get in?" He heard DeathRays voice.

"Yeah no help from you guys... Some girl got me in..." He said peeking outside the door he saw Moonstar sitting at a table bored.

"Sorry about that" he heard Nightmare's voice. "Just be thankful that you got in, now talk to the people around, when you're ready there is a control room in the back of the club when you get there tell us..."

"Ok" Raydark smirked then left and walked toward Moonstar. "I'm back" he smiled.

"Great!" Moonstar smiled happily. "Want to dance?" Raydark tilted his head.

"Dance?" He said confused.

"Don't you know what dancing is?" Moonstar said curiously.

"Um no.... I'm foreign..." He said nervously.

"Really? Where are you from?" She tilted her head Raydark thought.

"Um... I'm from..." He thought.

"Land of the dracomagis..." He heard Nightmare say in his earpiece.

"The land of the Dracomagis" Raydark said nervously.

"Oh... Cool..." She said looking

down. Raydark looked around the crowded club, he saw a black door by the turn tables.

"There's the control room...." He muttered under his breath.

"So um... Raydark...are you single?" Moonstar asked

"What?" Raydark looked at her tilting his head.

"Nothing... S-sorry I asked...." She said putting her head down. Raydark sighed.

"I have to go..." He said getting up Moonstar watched him leave sadly. He went toward the control room no one noticed him he took out a bobby pin and picked the lock, slipping inside.

"Ok I'm in the control room..." He said quietly.

"Great.. DeathRay will help you with the controls" he heard Nightmare say.

"It's not complicated just cut the red wire then you have 10 minutes till the place explodes" DeathRay yawned.

"Well that's convenient" Raydark smirked as he took out his silver knife cutting the wire he set his watch for 10 minutes.

"Ok now get out of there" DeathRay said. Raydark left closing the door behind him. As he went through the crowd toward the exit Moonstar stopped him.

"Wait Raydark! Where are you going?" Moonstar asked.

"It's getting late... I'm going home" Raydark said nervously.

"It's not that late.. Are you sure that you can't stay?" She asked tilting her head.

"Yes I'm sure" he stuttered looking at his watch he had 9 more minutes. He started heading for the door. Moonstar sighed sadly and walked away. Raydark looked at her sadly.

"Um... I have a few minutes..." He smiled, she looked at him.

"Really?" She smiled and hopped over to him. "If you do I want to show you what dancing is!" She smiled grabbing his hand pulling him with her onto the dance floor. Raydark looked at all the people dancing.

"Um I'm not sure if dancing will be my thing..." He said looking at the complicated moves that some teenagers did in the center of the neon dance floor.

"It's all in the feet.." Moonstar said looking down at her purple heels. Raydark looked down at his black dress shoes. "One foot after another" she smiled moving her feet Raydark copied her moves. Soon they both danced happily with the beat of the loud electronic music playing Raydarks watch beeped. There was one minute left.

"Moonstar I'm so sorry but I

really need to go..." He said stepping off the dance floor.

"Oh... You think we can see each other again?" She said tilting her head and stepping off the dance floor. Raydark felt guilty he knew he would never see each other again.

"Maybe" he lied Moonstar got close to him.

"Hopefully..." She said then kissed him. His face turned bright red he froze. Moonstar stopped and blushed Raydark stared at her shocked his watch beeped again his eyes went small. He heard a loud explosion followed by screams he ran not saying a word he got out of the club and fell onto his knees breathing heavily he looked back. The huge building was now on fire. He heard a fire truck in the distance he heard a familiar scream.

"Moonstar..." He said sadly. He growled to himself. An angel warrior arrived.

"Sir do you know anything about what's happened?!" He said looking at the building.

"I need to save Moonstar..." He said running in, ignoring the angel.

"What are you doing?!" The angel yelled as Raydark disappeared into the burning building. He darted through the building dodging falling support beams and fire a huge flaming support beam blocked his path there was

no way around he growled and spread his wings, which ripped through his jacket, he jumped and used his wings and flew through the flames. Raydark saw Moonstar trapped under a piece of rubble and gasped he ran toward her and lifted the beam off her. She was unconscious, he quickly picked her up and flew through all the wreckage he leaped out the door landing

on the cold concrete, his wings wrapped around Moonstar he laid her down gently he breathed heavily. He heard gasps behind him he turned the angels and firefighters were there, staring at his dragon wings.

“A nightmare!” One yelled

“He will kill us all!” Another yelled

“I bet he started this fire!” Another yelled Raydark backed up the angels took out their swords Raydark quickly took off he looked back at Moonstar who had regained consciousness during all the yelling she stared in shock. Raydark flew back home sadly.

“I’m sorry Moonstar...” He muttered then flew home.

CHAPTER 8:

Fight the Consequences

The next morning Raydark laid on his bed staring up at the ceiling sadly, DeathRay peeked in.

“Hi....” He said looking at Raydark. “You ok?” He asked sitting on Raydark’s rusty bed.

“I’m fine...” He said rolling over to face the stone wall. He had changed the night before he now wore the grey tanktop he was wearing when he was created. It was already covered in dirt.

“I saw what happened Nightmare didn’t he had went home... I got my foot stuck in a gopher hole...” He chuckled. Raydark stayed silent. DeathRay sighed. “I won’t tell dad, if he finds out he will not be happy...” DeathRay smiled.

“Thank you...” Raydark sighed and smiled a bit. “That girl Moonstar... She did this.. thing... I don’t know what I would call it...

It felt strange..” He said looking down. “I don’t even know why I saved her! I ruined everything...”

“I know that feeling....” DeathRay sighed. “A feeling that’s stopped Nightmares for centuries.... You love her”

“What?!” Raydark said his face turning red. “No I don’t!” He blushed more.

“Yeah you do! You saved her from a burning building that you set on fire! You love her” deathRay smirked.

“Shush!” Raydark hissed.

“Moonstar and Raydark sitting in a tree... K-i-s-s-i-n-g!” DeathRay sang.

“SHUT IT!” Raydark yelled bearing his sharp teeth DeathRay backed up.

“Woah dude chill I’m kidding...”

He said staring at Raydark. Raydark growled and hid his face under his pillow.

“Just leave me alone” Raydark growled. DeathRay left sadly. Raydark sighed and looked at the stone ceiling. “It doesn’t matter.... I’ll never see her again” he muttered to himself. He got up and peeked out of his room. He saw the entrance to the cave no one was there. He darted over and looked outside, the sky was filled with dark clouds, but that is common in the dark forest. He snuck outside and flew through the clouds to the clear skies beyond it. He shielded his eyes from the sun, he went to where the clouds ended he saw the city below and the club he had burnt the night before. He sighed, then something caught his eye, Moonstar was walking down the street, she looked sad. Raydark sighed sadly and put his

head in his hands. He looked at the people in the street. he saw a woman walking two dogs, a man in a suit on his way to work. He saw Blake and growled to himself he flew down beside Moonstar and landed.

“Hey Babe how’s it going?” Blake smirked.

“Don’t even talk to me.”

Moonstar growled.

“Why?” Blake said stepping in front of Moonstar.

“Why!?! Because you ditched me at the nightclub for another girl you jerk! I saw the whole thing. You were flying around with this angel girl and you kissed that’s enough evidence for me” Moonstar growled. “Goodbye

Blake” she said walking away. Blake shrugged.

“Oh well” Blake said flying away. Raydarks jaw dropped.

“That jerk!!” Raydark growled. “For a hero he isn’t very nice.” Raydark thought. “I think his time should come to an end...” Raydark growled, then smirked, his eyes now glowing red.

CHAPTER 9:

The Midnight Murderer

Raydark sat on a rock by the entrance to the cave. He put on his muddy black boots and black hoodie he put his hood up and put his knife in his belt. He was about to leave someone grabbed his hood stopping him, he turned quickly. It was Shadowsea.

“Where do you think your going?” Shadowsea asked.

“Um...I’m going to go murder someone” Raydark said nervously.

“Ok!” Shadowsea smiled letting him go. “Just stay safe!” She smiled and left Raydark flew off.

“Wow Shadowsea’s nicer than I thought” Raydark smiled

It was now midnight. Dark clouds blocked out the light of the two full moons. Thunder and rain streaked through the sky. Raydark flew above the storm clouds, his red eyes shining

in the moonlight he saw the village of the Dream Clouds. Calm and peaceful above the storm clouds. Raydark flew over and saw Blake’s house. It was a large two story, Blake wasn’t home. Raydark concentrated he sniffed the air. He could smell the strong scent of the cologne that Blake wore. He followed the scent to some buildings in the city. Raydark then hid his wings and ran across a building top he jumped to the next building as he ran he eventually started running on all fours. He saw the last building on the edge of town. Blake sat on top under an umbrella. Raydark jumped onto the building landing without making a sound. He slowly walked up to Blake taking out his dagger. Suddenly Blake turned, kicked Raydark down and took out his sword and put it to Raydarks neck.

“Well well well... the new edition

to the Nightmare family. Nice to meet you.” Blake smirked. “I knew you would come to kill me. Just like your father, or master. I don’t even know or care! All I know is that your time in this world is up” Blake smirked Raydark then kicked Blake off then jumped up, and grabbed his knife. Blake got up and narrowed his eyes. Raydark smirked.

“Bring it on” Raydark said, his eyes narrowed. Blake attacked he tried to hit Raydark with his sword. Raydark blocked the attack with his knife.

Every time Blake attacked Raydark just dodged or blocked the attack. Suddenly as Blake attacked, Raydark dodged then quickly sliced both of Blake’s angel wings off. He screamed in pain and fell he was shaking in pain. The pure white feathers of his wings were quickly stained red. Raydark grabbed Blake by

the hair and dragged him over to the ledge. He could see the empty street far far below.

“I’m in the mood for a wingless angel pancake what about you?” Raydark smirked.

“Please! N-no! Let me go!!” Blake cried he coughed up blood.

“If you say so...” Raydark smiled insanely and let go of Blake’s hair and pushed him off. Blake screamed.

THUD

CRACK

Raydark looked down at Blake’s

now mangled body, lying on the street. Raydark flew down to Blake and chopped his head off with his knife. He smiled insanely.

“Master will be so proud” Raydark smiled. Then took off back to the dark forest.

CHAPTER 10:

The Rebellion

Raydark woke up the next morning he looked around sleepily then got up he grabbed the jar that he had put Blake’s head in the night before he came into the main room of the cave. Nightmare was sitting on a rock sketching another plan on the cave wall, DeathRay was sitting in the corner muttering to himself, and Shadowsea was sitting in the cave entrance meditating.

“Good morning!” Raydark said cheerfully Nightmare looked at him.

“Why are you so happy? What’s in the jar?” Nightmare said tilting his head. Shadowsea stared at Raydark and thought, she gasped.

“I c-can’t believe it... Raydark killed Blake!!!!” Shadowsea said shocked. Nightmare and DeathRay stared at Raydark shocked then they started laughing.

“You kill Blake?! Your only 5

days old!” DeathRay laughed.

“Wow you almost got me there!” Nightmare laughed. Raydark chuckled a bit then took Blake’s decapitated head out of the jar. They froze staring at Blake’s now pale face that was still dripping blood.

In the city several angels were chatting in a meeting room in the angel base that was high in the dream clouds.

“Ok ok go over the clues again we need to figure this out...” One angel said looking at the others.

“Blake’s wings were found on top of a high building, we found his body on the street next to the building. His head was chopped off and the injuries show that he was killed by falling.” One angel said sadly. The head angel sighed.

“It’s murder for sure... you think Nightmare could have done it?” The head angel said looking at the other 5.

“Maybe it was that new Nightmare that we saw the day of the nightclub incident.” One angel said.

“I don’t know, I could tell that he was very young when I saw him. Probably only a few days old” The head angel said thinking. Another angel with brown hair and gold eyes ran in.

“Sir! We found a trail of angel blood leading from where Blake was found dead to the dark forest..” the angel said nervously. The head angel growled.

“No doubt now, one of the Nightmares did it!!” An angel yelled angrily. The head angel put his hand up silencing all of them.

“This is the last straw... those Nightmares have lived here long enough time to end this!” He growled the others cheered. “Go alert GoldenFang! If the Nightmares want a war, they will get one!”

In the dark forest Nightmare, DeathRay and Raydark were celebrating outside. Shadowsea played her pure black violin happily. DeathRay sat on top of the cave with Raydark. Nightmare was taking down dead trees and making a wall using them. Raydark looked at Nightmare.

“What are you doing?” Raydark asked curiously.

“After you killed the strongest and most powerful angel I can bet the other angels are going to attack we need defense,” He said picking up a dead tree with his scorpion tail and throwing it onto the wall of dead trees.

“Why should we hide and

defend? Why don't we fight?!” DeathRay said

“He's right. We are all immortal” Raydark yawned.

“Your right.” Nightmare growled and knocked down the wall. Raydark smiled evilly.

“I want them to come... I want those angels to see how powerful I am! er.. I mean.. How powerful we are...” Raydark laughed evilly Nightmare and Shadowsea exchanged nervous looks.

Meanwhile in the Dream Clouds, all the angels put on armor and got their weapons. GoldenFang came out of the temple in the center of the dream clouds and looked at the hundreds of angels

ready to fight. GoldenFang cleared his throat.

“Welcome everyone! Today we will fight for peace in Imagineeria, we may lose some good warriors during this battle but it will be worth it! The Nightmares have haunted us for years this is the last straw. This day will be their last!!!!” GoldenFang roared everyone cheered. On a cloud right by the Dream Clouds, someone sat there. They wore a black cloak hiding their face it held a black bow and had a black and silver archer quiver on its back. It sighed.

“I have to warn him....” It growled then took off spreading its black angel wings

CHAPTER 11:

The Warning

Raydark sat outside on a dead tree waiting for an army to attack he saw something and got ready to fight it was the person. It landed then folded its black angel wings.

“Who are you!?” Raydark growled.

“Don't worry I'm a friend” The person said then took off its hood Raydark gasped.

“Moonstar!” Raydark gasped. before him stood Moonstar, her hair was in a bun. Moonstar smirked.

“You thought you wouldn't see me again didn't you?” She smiled. Raydark nodded. “I also need to thank you for saving me... even though you set off the bomb in the first place.” Moonstar chuckled. “Anyway, all the angels in Imagineeria are attacking! GoldenFang is leading them. He will throw you into the Land of the Unforgiven!!”

“We'll be okay...” Raydark said a bit unsure.

“Look... if you come with me you'll be safe. The angels don't know you're the one who killed

Blake.” She said holding his hand.

“No! I'm not leaving master and DeathRay behind!” Raydark said pulling his hand away.

“Why do you even call him master?!” Moonstar growled.

“He created me! He is my master!” Raydark growled back.

“Whatever... anyway.. you need to get out of here!” Moonstar said worried she heard a loud crash. Raydark looked toward the sound of the crash and gulped.

"It's too late now..." Moonstar sighed then flew off.

"Moonstar wait!" Raydark said watching her fly away he sighed sadly. "I would've gone with.. but

she doesn't understand."

Moonstar flew out of the dark forest she went to a small house in the bright forest, by Crystal Falls, a waterfall in the center of

the forest. She sighed and went inside. She laid on her couch sadly.

"Goodbye Raydark..." She muttered sadly

CHAPTER 12:

The Battle

Raydark ran inside the cave he heard the sound of the angels approaching their cave. He panicked realizing what Moonstar had said he took a deep breath and sighed.

"We will fight till the end!" Raydark growled taking out his silver knife deathRay had his bone knife out nightmare had his claws ready. He heard GoldenFang.

"Charge!!!" GoldenFang roared to the top of his lungs hundreds of angels then attacked. Raydark knew they were coming but he still felt surprised. He hid in his room quickly. No one had noticed him.

He heard the angels attacking. He heard sword hit bone.

"Deathray...." he gulped. He then heard the crack of a whip then a female scream.

"S-shadowsea...." Raydark shook in fear. He then heard a loud roar then dragon screech.

"Master!" Raydark gasped then stayed hidden under his bed. He heard an angel walk in he gulped.

It approached the bed Raydark then jumped and slit its throat it was now dead. Raydark breathed heavily and chuckled. Two more came in he killed them.

"Hahaha...." Raydark laughed going into the main room several angels were dragging DeathRay Shadowsea and Nightmare away in cages. Raydark gasped and attacked he killed any angel that got in his way suddenly a large dragon tail hit him from behind throwing him into a wall he stood up dizzily then gulped. GoldenFang stood over him. More angels came and dragged everyone away.

"Say goodbye to your family Raydark...." GoldenFang smirked Raydark teared up.

"Raydark! Don't worry we will be ok! I believe in you!" Shadowsea yelled as they dragged them away.

"Go on GoldenFang kill him! I won't care I can just remake him. He is just a worthless clone..." Nightmare yawned. Raydark stared at him shocked he teared up and growled.

"I am not worthless..." He growled clenching his knife.

"See Raydark? Even your own master thinks you're worthless." GoldenFang smiled. Raydark growled his eyes glowing red.

"I AM NOT WORTHLESS!!!" Raydark yelled. His hands turned to claws, his teeth were now razor sharp GoldenFang backed up. There was a bright light. When it faded, There was a huge black dragon with bright red eyes standing where Raydark once stood. The dragon smirked, and attacked GoldenFang biting his throat hard he then threw him out of the cave. GoldenFang stumbled up.

"Retreat!!" GoldenFang yelled running off the remaining angels followed him scared. The dragon turned back into Raydark. He breathed heavily. Nightmare, Shadowsea, and DeathRay stared shocked. Raydark growled at them.

"I'm leaving... Nightmare.." Raydark growled

The Rogue Nightmare

Raydark walked away from the cave, his clothes and stuff in a backpack. DeathRay flew after him.

“Raydark please don’t leave!” DeathRay said sadly grabbing Raydark’s arm.

“Too late!” Raydark hissed. “Nightmare doesn’t care about me.” Raydark sighed. He spread his wings and took off into the sky. Flying through the dark barrier.

“But I care about you...” DeathRay sighed sadly. Walking back to the cave. He heard Nightmare’s voice.

“Deathray! Get the ingredients to make a new creation! Same as last time.” Nightmare smiled taking out a beat up caldron.

“No” DeathRay growled. Looking down.

“What did you say?” Nightmare said narrowing his eyes.

“I said I’m not helping you!!” DeathRay hissed. Clenching his fist.

“You are my slave. You have no choice! Go get the ingredients NOW!” Nightmare hissed his dragon eyes glowing brightly.

“I’m not your slave! I’m your son!!” DeathRay hissed back slapping Nightmare with his bone hand Nightmare stared shocked. “I don’t even want to be your son. I’m done” DeathRay hissed and packed up his stuff.

“Ray! Stop! I’m sorry...” Nightmare said sadly grabbing him.

“My name isn’t Ray. It’s DeathRay...” DeathRay growled and flew away. Nightmare sighed sadly and laid down. Wrapping his scorpion tail around himself sadly.

“I’m all alone... It’s all my fault...” Nightmare said under his breath.

“Your right Nightmare.. you are all alone” He heard a voice behind him he turned. He saw Shadowsea standing there.

“But it’s not entirely your fault, you are a Nightmare after all.” Shadowsea said snapping her

fingers a suitcase appeared beside her she walked to the cave entrance with her suitcase she looked at Nightmare.

“Goodbye Arkdum... if you still remember when that was your name..” Shadowsea sighed and left. Nightmare growled.

“I am not Arkdum... I am Nightmare the 12th!” Nightmare hissed under his breath he spread his bat wings and flew outside.

Meanwhile Raydark wandered through the deepest parts of the dark forest angrily he walked through the dark barrier and sighed he started heading for the Crystal Fall forest he put his hood up so no one could see his face. He looked around at the beautiful forest. He smiled happily. Then heard a familiar voice.

“Hello Raydark” He heard someone say he turned quickly and gasped.

CHAPTER 14:
We Meet Again

Raydark stared blankly. Blake stood in front of him. He had a scar on his throat from where Raydark had sliced off his head his wings were missing.

“Hi...” Raydark smiled nervously. “Still mad about me murdering you?”

“Heck yes I’m mad!” Blake growled taking out his sword Raydark rolled his eyes and cut Blake’s head off with his knife.

“They didn’t do a good job with the stitching that was as easy as cutting a piece of yarn with a chainsaw!” Raydark laughed.

Blake’s body went limp Raydark kicked his head into the bushes.

“Bye Blake no one will miss you” Raydark smirked.

“Wow harsh..” Someone said behind him. Raydark turned quickly and saw Moonstar standing there he sighed in relief

“What are you doing here!?” Raydark asked putting his knife in his belt.

“I live in the forest why else would I be here? Better question... Why are you here? Don’t you live with the other nightmares? You’ll

get killed out here!” Moonstar sighed

“Moonstar I’m fine! Stop worrying! besides the nightmares don’t care about me I don’t want to stay with them” Raydark sighed

“The nightmares never care about each other I thought you would realize that by now...” Moonstar sighed “if you need a place to stay..... I’ll be happy to help” Moonstar smiled a bit Raydark smiled

“Thank you...” He smiled and blushed a bit

“Follow me I’ll show you to my place!” Moonstar smiled and ran through the forest Raydark followed quickly, smiling a bit. Moonstar unfolded her black angel wings Raydark smiled happily unfolding his dragon wings. They both flew up Raydark followed Moonstar, as they flew over the forest Raydark’s eyes widened. He had never seen this much color, The bright green forests, The blue oceans, the only color he saw on a regular basis was Grey black and white. He liked color.

When he was first created

he hated the bright colors of nightmares scales, and the bright fire orange color that death Rays hair once was.

Raydark liked those things now. But he could do without nightmare for awhile. But he felt like he was missing something. He thought. He was wearing his same hoodie, he had his same knife. What was missing? Then he realized when he did the excitement on his face turned to sadness.

He missed his brother....

Moonstar and Raydark eventually came to a small house. Moonstar walked up the steps leading Raydark inside. Raydark glanced around he had never been in a real house before. Moonstar lead him to a spare bedroom.

“You can sleep here.” She said “I’m in the room next door” Moonstar sighed Raydark sat on the bed.

“Thank you Moonstar.” Raydark smiled a bit laying on the bed he looked outside seeing it was sunset, he hadn’t had dinner yet but he felt sleepy he dozed off and started dreaming.

CHAPTER 15:
The Dream

Raydark woke up, not in Moonstar's guest room though but in the dark forest. he looked around confused he then saw nightmare dragging a huge bag. The bag was big enough to carry another person it seemed to be moving

"Nightmare!" Raydark yelled and hissed trying to attack Nightmare. he just fell right through him. Raydark was a ghost. Just now noticing that he was semi transparent. This wasn't a dream. It was a vision. Nightmare dropped the bag down in the cave with a loud thud. Nightmare started mixing potions in his caldron. The bag seemed to move again. A person was trapped inside. Raydark could hear muffled screams but they were barely audible. Raydark came closer, then he heard movement behind him Nightmare was now standing over him. Blood and saliva dripping from his sharp fangs

his eyes glowing red.

"Time to put you back where you came from" Nightmare growled his voice now demonic. It seemed to echo in Raydark's mind he was frozen he couldn't move a muscle. Then he heard the scream.

"Raydark HELP!!"

Raydark woke up with a jolt, his heart was pounding his breathing was fast. He couldn't stop shaking. The vision felt so real. But it was just a dream right? Raydark looked outside at the full moon high in the sky. He got a bit worried. He understood the vision was fake, but it was the scream that got him confused. It sounded familiar. He heard that scream once before, but not in a dream, he heard it the night of the fire. Then it finally hit Raydark.

It was Moonstar's scream....

Raydark gasped at this realization he ran out of his room into Moonstar's room. Moonstar was gone.

The window was shattered the curtains shredded. There were familiar reptilian footprints on the carpet Moonstar's covers were on the floor. There was a note on the bed. Raydark quickly grabbed it.

"Dear Raydark,

You need to learn, never underestimate a nightmare. Now if you want this peasant come and get her... ~Nightmare "

Raydark gasped dropping the note. He growled in anger his eyes now glowing red. He put on his muddy black boots and black hoodie he put his hood up and put his knife in his belt. He knew that someone was going to die tonight.... and he was hoping it wouldn't be him.

CHAPTER 16:
Battle on Mount Emboro

Rain poured from the sky as Raydark flew water dripping from his grey wings. He flew into the dark forest he clenched his knife tighter. Raydark ran into the cave quickly. It was

empty a cold chill came from the back of the cave the torches that were normally lit were put out and cold, No one had used them for awhile. Raydark walked in slowly ready to fight if he

needed too. He took slow shaky breaths his heart pounding in his chest. Wherever Nightmare was Raydark felt like Nightmare could hear his heart pounding, hear his shaky breaths.

He was terrified

He came to the back of the cave there was a long hallway that was lit by torches that had a blue flame. They gave off very little light, only enough to light the walls on either side of him. Making the floor look like empty blackness. He stepped forward shakily. He felt like there was nothing under his feet. He kept going down the dark hall he saw light at the end of the hall he ran toward it. He was outside now, on the edge of the dark forest he was standing there for only a few short moments and he was already covered in rain water. He sighed sadly, would he ever find Moonstar?? There was a flash of lightning and he saw a silhouette dart out of the dark forest toward the volcano Mt. Emboro in the distance Raydarks eyes widened. He quickly flew after the shadow as it darted up the mountain.

He got to the top and looked around he saw Nightmare standing on the other side of the volcano smiling insanely. Raydark avoided rocks and molten magma. He got to the top of the volcano. The ground rumbled under his feet he saw nightmare standing in front of him, an evil smile stretched across his face, showing all of his dagger like teeth.

“Greeting my creation, it is a pleasure to see you” Nightmare said with an evil smirk.

“Where is Moonstar?!!” Raydark

yelled “Tell me where she is!!!!” Raydark hissed.

“I have hidden her with a snap of my claws she will be in the magma!” Nightmare smiled insanely. Raydark glanced at the deep crater beside them, lava bubbling inside. Raydark growled in anger, he couldn't believe what he did next. He lunged tackling Nightmare, who hissed and snapped at Raydark who unhooked his dagger from his belt. Right before he stabbed Nightmare, Nightmare kicked Raydark off he fell back, but quickly pushed himself back up with his wings he had a deep cut on his chest with was dripping pure black blood. He ran toward Nightmare and slashed at him cutting his face he screeched and swiped at Raydark knocking him to the ground. Raydark got onto his knees he coughed up blood weakly his nose was bleeding he looked at Nightmare shakily.

“Heh too easy. You need to learn Raydark...” Nightmare bent down to be face to face with him. “The student cannot beat the master” Nightmare smiled evilly He opened his mouth about to breath thunder at Raydark killing him. Was this his last breath? He closed his eyes tightly ready for death.....

Then it happened. With one quick swoop something flew over grabbed Nightmares wings and flipped him onto his back, his head over the crater to the volcano. DeathRay landed beside

nightmare putting his bone foot on Nightmare's chest. Nightmare looked up at DeathRay the rain soaked his matted hair water was dripping from his exposed skull the thunder crashed.

“Hello father, who would've thought...” DeathRay smirked. “Your life is in my hands” DeathRay smiled pushing Nightmare closer to the lava.

“Ha you idiot I have wings!” Nightmare smiled.

“Not anymore” Raydark said coming up behind DeathRay Raydark took his dagger and sliced off Nightmares wings he screeched in pain, squirming ferociously, DeathRay kept him still with his foot. Nightmare was now in a puddle of blood he was shaking. Raydark and DeathRay smiled at each other.

“I remember you telling me as a kid that being a Nightmare was all about strength, loyalty to your family and the amount of mercy you give... but I've seen now. Family are those who are not just blood related. Family is who cares about you. You are not family, you don't care, oh and another thing...” DeathRay smiled evilly Nightmare looked at him confused. “Like you said.... Nightmares don't give mercy..” DeathRay smiled then pushed Nightmare off the cliff.....

The Nightmare is Over

He screamed then fell into the lava with a slight splash. DeathRay and Raydark looked at each other smiling.

“Thank you dude. You saved my life.” Raydark smiled.

“It’s nothing.. you helped save mine. You helped me realize that Nightmare isn’t good enough for me” DeathRay smiled Raydark heard some clatter behind a boulder Raydark walked over he saw Moonstar tied up and whimpering Raydark gasped and quickly untied her

“Moonstar!! Are you okay?!” Raydark asked Moonstar hugged him tightly and kissed him.

“I couldn’t be better” She smiled. Raydark’s face turned bright red he struggled to speak. DeathRay looked at him and laughed a bit.

“Yoohoo Raydark ya home?” DeathRay moved his hand in front of Raydark’s face. He shook his head and snapped out of it.

“What did I miss?” he asked confusedly DeathRay laughed Moonstar giggled. “I’ll take you

home” Raydark said to Moonstar he held her hand then spread his wings he flew to her house in the forest. DeathRay looked back at the crater to the volcano.

“Goodbye dad” DeathRay sighed, then flew away.

Back in the forest Raydark landed putting Moonstar down.

“Thank you Raydark, for everything” Moonstar smiled.

“It was nothing...” Raydark said

“You saved my life”

“I couldn’t let him kill you”

“So you killed him instead?”

“Technically DeathRay killed him” Raydark said he put his hand on the cut on his chest flinching on contact.

“Here let me help you with that” Moonstar said and lead him inside. Raydark sat on the couch. Moonstar gently helped Raydark take off his hoodie. Like always Raydark wore his plain grey tanktop underneath the cut on his chest was deep and now that

his hoodie was off it bleed more Moonstar ran and grabbed her first aid kit she held some gauze over the wound for 5 minutes till the bleeding stopped Raydark stared at the ceiling shakily, Moonstar wrapped the wound in bandages.

“Done” Moonstar said gently pulling Raydark’s tanktop back down to cover the wound.

“Thank you” Raydark smiled at her she smiled back.

Raydark stood up, careful of his wound he looked at Moonstar. She was holding his hands and blushing. Raydark sighed closing his eyes. He then pulled her closer quickly then kissed her on the lips..

Her face turned bright red she hesitated before kissing back. When they stopped Raydark looked down then looked back up at Moonstar.

“Did I do that right?” Raydark chuckled.

“That was perfect...” Moonstar smiled.

Epilogue

It was almost sunrise, rain still came down by the buckets shadowsea climbed to the top of Mount Emboro her cloak hood low over her eyes she dragged a sack behind her she stopped at the crater of the volcano and smiled a bit muttering to herself. With a swipe of her hand Nightmares bones came out of the magma and landed gently in front of her she put the bones into the bag carefully she looked at nightmares skull and sighed she put it in the bag then tied it shut she headed down the mountain as she chanted to herself.

“Why must you leave, why must you die

The family will fall

All that will be heard are cries.

This will not be your demise.

Soon the 12th shall rise.

I'll give you power, your heart shall beat soon.

Controlled by the power of the moon....”

Think next time you awaken from a nightmare, or even a dream. Think about the magical world of imagineeria, how would YOUR dreams affect it?

You decide, it's your imagination after all....

###

Read more from the Killer of Imagineeria series
and other short stories by Creature from a Caldron at:

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Made to be Social

By Althea “Briseadh” Damgaard/

I believe we were created to be social by God. Even before believing this, I kept trying to find the place where I fit in. I like my alone time, but I am definitely not a loner. No matter how much of a loner anyone claims to be, deep down there is a need to share with others.

This happens no matter if we are face to face or long distance. With the advent of the Internet, the world got way smaller and

distances could be crossed even easier. This brought both the good and bad of our society with it as everyone brought their own views and ideas into the Internet community. It allowed us to share and know way more about our world, whether right or wrong. It got us talking far more even if we never got to meet face to face.

I jumped right into this crazy world of the Internet as soon

as I could get a dial up access of my own in 1994. I was on the Internet before that, even before we called it the Internet really. However, I was usually doing work or college stuff and really did not get into the socializing until I had the time to explore more. I finally delved into roleplay chat rooms and got into the world wide web as it exploded on the scene.

It is interesting how the people

I started to meet digitally from around the world are similar to those I met in person. Some of them I shared a lot more with than others, but there are some I have never met in person that I would call friends. Some have moved on from my life, but new ones have come. Nothing different than what would happen in person as I moved on to new places or the friend would move on. Some of those friends I might not see or talk to for months, even years, but they are the kind of relationships that pick back up like we never had a break. Of course there is that catch up chat, and from there it just rolls on without a hiccup.

So how did the Internet life roll into my real life? Many ways to be honest. I've met a lot of people on the Internet, that I then managed to meet at one level or another in person.

The first was a friend who had been in basic training at the same time as I, starting only four days apart in the dorms across the street from each other. I almost ended up in the same country she went to. My orders were messed up and they had to change me to a different place. So nine years after being within a 1000 feet of each other and never meeting, we wind up meeting online through a roleplay community where we both became chat room moderators. We finally met in person and were friends for quite some time, and I

bet we could pick up again if we ever reconnected. Lots of things happened over the years with visiting and doing things together let alone online.

Then there was my first marriage where we both were in the same community online for a chat room roleplay guild. Several of those people came to the wedding; and more than once we all gathered up to invade the renaissance faire only twenty minutes from where I lived at the time. Most of those people fell off my radar after the chat room guilds started falling apart, but it's not everyone that winds up having 10 or 12 people of a guild show up in one place, especially for a first time meeting at a wedding.

In 2000 I got into Everquest as my first MMO. The guild I had there was very close knit and a lot like Gaiscioch with its family values. I got to know quite a few people through there and when my life fell apart in 2002 with a divorce and a lay off, I met some of them by visiting and looking for jobs in their area. One was a friend going through his own divorce at the time and I even met his parents. I got to crash in an empty rental house for the week while they helped me apply for jobs in the area. It's probably good for both my friend and I to have the time together, but I think it was better I did not wind up there. After all, we were the opposite sex, really got to know

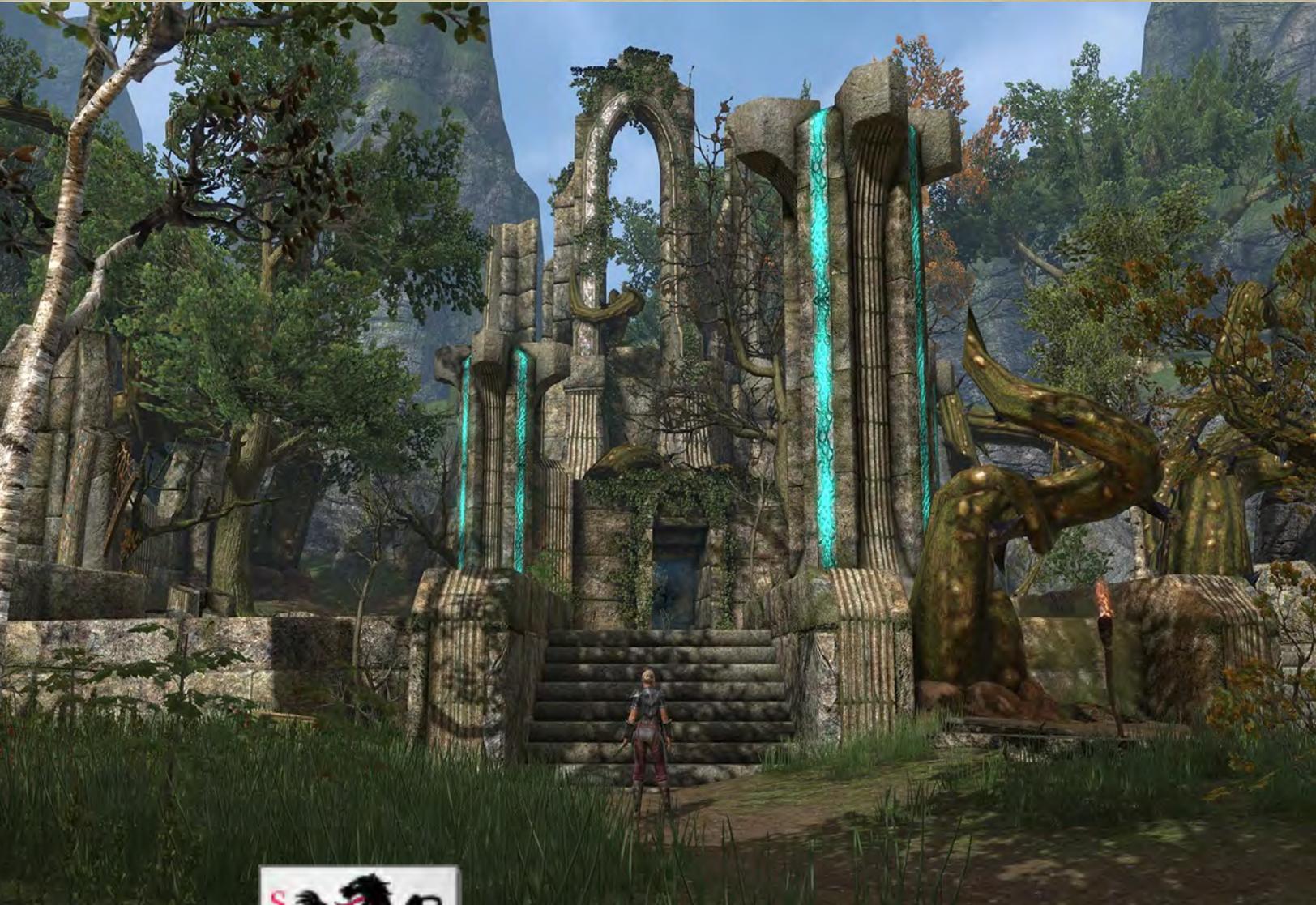
each other, and were both in the midst of divorces. We both could commiserate, but definitely needed time to chill out before moving on. His parents were a great help with this as they had no fear noting things and discussing them. They were also strong Christians and I was a fledgling Christian at the time. I learned a lot on that trip.

Once I joined Gaiscioch in 2009, I found a group I could hang with on the Internet from one game to the next. There are quite a few in the crew that I would call my Internet friends because of how much we talk to each other about things in private chats. I've only managed to meet one Gaiscioch in real life. We had a fun two hour chat over lunch. Due to where I live I don't have much chance of meeting many, but I know one who has a parent living only 14 miles from me. I might manage to meet them some day. Maybe I'll meet others in the future, which would be awesome fun and lots of chat about things beyond the game.

I've sure had my mishaps of bad experiences on the Internet, too, but that's nothing different than my face to face experiences. All the good will be cherished and the bad has been learned from. It's the adventure of finding new friends to do things with and life taking us off in different directions that makes life worth living. Who will I meet next and what will come of it?

Finding an Escape in Gaming

By: Bill "SwordandKeyboard" Owens



WHO IS THIS NEW GUY TO
THE MAGAZINE, AND WHY
DOES HE THINK HE SHOULD
HAVE SOMETHING TO SAY TO
READERS?

First thing, let me introduce myself a little. I love life, I love nice people, I love video games and animals. My gaming thoughts and in game naming falls under the name swordandkeyboard. A name I came up with because I can be known as a bit salty, cynical, and sometimes truthful to the point of hurtful. The sword part comes from sometimes the truth hurts even when I talk to myself about me. :)

I tend to not candy coat things. Also tend to weigh out pluses and minuses from both sides of issues rather than the side that just suits my needs.

I consider myself one of the nice guys. But nice to a point.

My Internet web presence on YouTube and my website is as unorganized as my life. But I love gaming, my 1st gaming was Pong in like around 1975 ish? Then Atari and the Coleco/Mattel handheld games like football and baseball. I used to play by the hour with baseball cards and my Coleco hand-held, spreading cards over my twin bed like it was a baseball field.

AHHH the imagination was strong.. but as I got older my adventures were more my own, riding my paint quarter horse named Apache with my trusting side kick springer spaniel always tagging along side. Then taking on rebuilding a sailboat and learning to be a entry level sailor, in between traveling all over the U.S.A.

Today my life is pretty boring, I decided to take it upon myself to take care of my aging parents. First my dad who had Alzheimer's, who I took care of full time for 5 years with my mom. Not long after as a reward (sarcasm) my mom went like 90% blind. During this time it was games that have kept me sane and in touch with people. A Lot of friends disappear when you become domesticated. Mister excitement is more like Alice in the "Brady Bunch" now, doing laundry and making beds, cleaning and vacuuming.

But in between I can become mister excitement for a hour or two at a time, adventuring to places I would like to go in life but can't.

Plus now and then run into some interesting people to converse with. I got to build my own pixel ship in ArcheAge, drive a World War II tank in world of tanks, fly a fighter plane in war thunder, protect a castle in guild wars and in my favorite all time game Warhammer.

All of this numbs the pain, as well as gives entertainment and allows for the escape of constant

hurt of watching people you love fade away. Gaming has given me so much, almost as much as on one mother's day my mother said to me.. "happy mother's day"... I laughed and said what? She said you have cared for me and showed more kindness than anyone in her 84 years. It made me feel good. Good as a human being... I said 'Great Ma, thanks, now I have to go slay 60,000 mobs for my manly ego.' :)

SO, WHY SHOULD THIS GUY THINK HE QUALIFIES TO WRITE ABOUT GAMES?

Well, I was a subscriber to PC Gamer for about a decade and would read it cover to cover and back again and feel excitement to the next issue. Later did the same listening to PC Gamer podcasts.

I love to read about other people's creations, or their dreams coming true in form of video games. For years, I would tell my guild leaders to start a podcast talking about games years before podcasts even existed. I just never took my own advice to do it myself.

Every day I go to Google, type in MMO news on the news tab, and read about new ventures, failures, financial info about companies or there developer hirings and so on...

The industry excites me, it is a passion rather than a task. If Ben allows me to return after this boring introduction I would love to dig into some topics I feel important to MMO's and gamers.

I wanted to share some of my secrets with the readers to show I am a real human being and have many different sides. Will you find my sharp side or soft side next meeting? :)

Hope to talk to you all again sometime in the future. :)

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STEPPING INTO AN OLDER LIFESTYLE

A VISIT TO THE UTE VALLEY

Robert J. 'Jairone' Mann

There are places in this world, where life is very different from what a person experiences everyday. Not simply because one place is different than another, but because the impact of culture and attitude creates a dynamic that allows each neighborhood to take on a bit of personality, as if in response to the will of those who live there. Having traveled a fair bit, I have found my sense of that nuance expanded, as if the experience of seeing people so different and yet so similar, across so many borders, has trained me to look for it.

I have never been anywhere that prepared me for the extreme culture shock not so far from my own home. Perhaps it is the minimal distance, or maybe that I have seen a few of the people involved in these disparate cultures living not more than a 15-minute drive away. Where I suppose that some of the other experiences I have had truly rival the difference, there is no comparison. Those other experiences have national cultures very different from my own, across oceans and thousands of miles. This, however, is something where I don't even have to cross the state border.

I should give credit where it is due. My father, through a rather convoluted chain of contact across my grandfather's work and through to enterprises outside that, came to know certain people. It is with them that this whole experience begins. As such, I must introduce them. One of them is Karl, a hard-working man, if ever I have met one; he would probably eat dinner after most people go to bed if he was allowed. The other is Mona, his wife, and of course the reason he is not allowed! She is a wonderful woman, who not only supports him, but accepts his pursuits with a fervor and passion that has made them as much hers as his.

It is through them, and my father, that I came to experience the Ute valley. Driving a short distance out of town down a canyon road, alongside a pleasant stream, life starts quickly becoming a little bit of a different affair. There are two types of people in the Ute valley, generally speaking. Those who want nothing but to be left alone, and those who want everything to do with you... so long as you respect them in turn. The people there live with one another as community, not merely passing each other by, but actively helping each other to get by. Their can do attitude,

and the spirit of cooperation that they share, is what turns this place into something virtually forgotten in the United States.

On that drive in the valley, occasionally somebody waves at you while driving. That's probably one of the locals, or somebody who regularly visits. Anywhere else that I have been, people would look at you very oddly if you just waved at them quickly as they went by. Here, though, it is a ritual of common respect and friendship. Should a person ever become friends with them, a wave is the least to expect. They will go out of their way, to a degree that most people won't even consider for family, to help you. Compared to the polite strangers passing by that one might find in the rest of the nation, here there is a strong connection between each and every person.

It is this connection which has kept my father visiting for years, and which has brought me to visit and even work on the lodge that Karl and Mona own. Although I say lodge, it really is more complex than that. There is lodging, but not a single large building as the word lodge might suggest.

Instead, there are a handful



of cabins, parking spaces for camping with RVs, tents, or trailers, and a remote yurt located far up at the top of the hill. Everywhere except the yurt has a water and sewage connection, and electricity. The yurt has some electricity, but the water supply is solely by water that is brought up the hill by the staff driving up with a large container, which is then drained into local storage.

The area is heavily wooded and visitors can easily spend time alone with nature. Whether walking around the camp areas, or traveling the local trails, berries can be found in abundance. A small lake is situated slightly up the hill, offering fishing or just a relaxing place to set up and spend a little time. Asking nicely, you may get a chance to use the wireless Internet, or even the laundry should you really need.

Occasionally, if you request food for a day in advance, they will serve a meal for you... however you really need to ask during booking, as that is not a regular practice. They offer horseback rides, as well, which can be a nice day trip.

The camp area has a number

of nice activities, including a play area for the children, a fire pit, and a small fountain (in construction at this time). Additionally, there is a bathhouse for taking showers and using the restroom, and on some nights an outdoor movie is shown. Should you desire to attend, having a chair you can bring would be a great idea! Given the high altitude, and the more remote location, on a clear night it is easy to see the stars and even the milkyway stretching across the sky. In addition to the horses, there are chickens, turkeys, and pigs on the land. The pigs are kept in a pen, and any waste foods you have can probably be fed to them. Just ask first! The chickens and turkeys are left to roam and eat bugs, and can be seen moving around looking for a good meal. There is also a portable sawmill, which is run on occasion, and which can be watched from a safe distance.





There are a variety of places to go fishing, and the little lake on the hill saw a large grass carp of 37" caught this year.

During the winter months, Karl does work with some hunters. You would need a hunting license, and contacting early would be ideal. I believe this is limited to some food and guiding duties, but for the full details contacting him would be best.

Although my father and I work when we visit, the atmosphere and culture around this place, with its mix of past and present, makes it hard to leave. Should you visit, and look around, you will likely see our work there somewhere. It is only in such a place, where there is a very different culture which values the people and the sharing

of troubles and joys, that I have ever worked on so many different projects in such a short time. From woodwork making benches and boards, to putting together a log cabin, working on the fountain, and rounding up horses, there is always something to do... and with these people who rely on each other for so much, guests will find that just about anything they need will be provided.

It really is a lifestyle from the past, from a time when you couldn't just run to the local store to get what you needed easily. Seeing it reminded me, that our nation used to be very different. We used to know each other more than just as friends or next door neighbors. We used to rely on each other. Where

there are benefits to the modern lifestyle, I believe that we as a nation could use a little more time spent knowing one another, and helping without wanting anything in return. As beautiful as the mountain scenery is, and as wonderful as all the activities are, it is that human connection, and the mutual selflessness, that makes the Ute canyon such a wonderful place to visit.

With many thanks to Karl and Mona Maser. You have a truly special place!

Should you wish to contact Ute Lodge, you may reach them via phone (970)878-4669 or email www.utelodge.com. Ute Lodge is located in the Ute Valley, which is slightly east of Meeker, Colorado.





The Legend of Morigana

By: Benjamin “Foghladha” Foley

Years ago, in a time when Gaiscioch was just beginning to rebuild with our new approach I ran across a bright wizard in Warhammer Online who regularly attended our events. Eventually she joined and became a critical part of one of our most successful defense formations.

Over the years of getting to know Morigana, I realized that she was a passionate grandma with a saucy side that would bring a crowd to laughter in a moment’s notice. She was smart, funny, compassionate, and most of all caring. While she never really took to leading she was one of the best supporters I could ever ask for.

Every event, I would pan my camera and she would be there. Every pitfall she would be there to pick me back up. I eventually asked her to be an elder which took her by surprise and after a little arm twisting she said yes. Since the time I first met

Morigana back in 2008, until now she has been a true friend, supporter, and mentor.

In our back room meetings I’d pitch crazy ideas and she would be supportive but let me know I was insane. Then when things didn’t go as well as I would hope she would encourage me to get back on the horse and try again. I can’t remember a single moment where she was angry. It’s her loving compassion that I remember and her words of encouragement.

This past August, she made the journey west to our annual Gaiscioch Family Celebration in Seattle, WA and for the first time we were able to meet face to face. She greeted me with a smile and a hug and it felt like coming over to a family member’s house for Christmas. She was just as kind and welcoming in person as she was in game.

On the morning of October 29th, 2015, Shelly “Morigana” Songer experienced a heart complication and fell asleep to never wake up again. Her family was taken by surprise and knowing how much she loved her extended family reached out to contact me.

The moments after my heart was filled with such a profound sadness. There are no words to describe the sorrow I’ve felt from the loss of one of my favorite and most trustworthy companions. We’ve traveled through 4 games together. Shared nearly a decade of memories. I’ve seen my share of loss this year and it doesn’t get any easier. My friend Tim, then my Grandmother, then Joanne, and Steve, now Shelly. So many gone before their time.

I signed up to be a Guild Leader, what I didn’t expect was to have to learn to be a grief counselor and experience the hardest part of leading a community. Trying to be strong, when everything inside you feels destroyed. Trying to go on knowing they would not want you to stop. Even the night I found out Morigana passed on, I knew she would not want me to cancel our event and she would be

there with us. The past few weeks I have been an utter mess inside, but I can still hear Morigana’s voice and her words of encouragement. It’s her strength and compassion that keeps me going.

At the end of the day, It is quite apparent, more than ever that the people who you call family, change you. They make you a better person, a stronger person, and in the end they help you push on even when every bone in your body wants to quit. Their legend stays with you and gives you strength in the darkness.

Morigana was dear friend and I will miss her terribly, but I know that she would want me to make this an insanely fun epic adventure. Succeed or Fail she would be there to pick me up and dust me off and tell me to try again. I shall miss her voice but know she survives through me and the community. I shall carry her in everything I do and pass on her legacy through my actions. I will forever miss you Morigana, thank you for giving me years of support and strength. Your legacy lives on.



Gaíscíoch

BUSINESS DIRECTORY

The Gaíscíoch 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	Bethel School District #403	Dallas Center - Grimes CSD	Fabrication, Inc.
ABB Inc. - Robotics	Bishop Investment Services	Dane Massage	Fry Productions
ACE Network Consulting	Black Nova Digital	Decoy's Dork Decor	Fujitsu
Addtech Controls	BNP Paribas	Dell, Inc.	Geek Squad/Notre Dame
Aditya Birla Minacs	Bollinger's services	Department of Defense	General Mills
ADP Dealer Services	Boondocks PC Repair	DFW Honda	Gerald Blakemore, CPA P.C.
advantage metal Products	Bowman Consulting Group	Diebold Inc.	Global Exposition Services
Advent International Corp	Box Home Loans	DJO Global	Government of Canada
Air Transport International	BP	Documatik Limited	GPC Company
Alachua County BOCC	BreakAway ltd.	Duke Energy	Great Wolf Lodge
All Smiles Orthodontics	Brilliant Bees LLC	DuPont Spruance	Harris Caprock
Allied Arts	Buchanan First United	Easter Seals	Harris Siding & Windows
American Coalition of	Methodist Church	eBay Enterprise	Hawk Paranormal Scientific
Healthcare Recruiters	Bypass Mobile	Edict Systems	Investigations
American Express	Calumet Park School District	Edward Jones Investments	Hawt Websites
American Red Cross	132	EFFIIS	HCL Axon/Fortis BC
Ankara State Hospital	Campus Crusade for Christ	Eley Guild Hardy Architects	HDD Broker Inc.
Apples & Arrows	Cardomain Inc	EMC	Hillsouth
Appticity	CareFusion	Exterran	Home Trust Company
ArenaNet LLC	CEB	Facebook	HP/Vertica
Arizona Supreme Court	Cerner Corporation	Faellin Angels Realm LP	Humana Cares
Army	Chinook Pharmacy	Firestone Building Products	Hunton & Williams
Asialink Realty Pte Ltd	City of Elizabethtown	Fitzgibbon Hospital	I.B.E.W.
AT&T	ClarkBetty.com	Flagstar Bank	IBEW Local 1141
Atlantic Bay Mortgage	Cogeco Cable Inc.	FLASH	IBM
Atwater Aloha Floral	Collateral Intelligence	Florida Cancer Specialists and	IGT
Barclays	Comcast	Research Institute	Indie group with friends
Barrister Global Network	Coram Deo Academy	Flypaper Studio, Inc	Infor
Baylor University	CSG International	Food and Drug Admin	Insero Corporation
Beck et al. Services	Cubic Corporation	Franchise Update Media	Insitu
Becton Dickinson	Culinary Institute Virginia	Franchising.com	International Paper
Bernard Simulacao Gerencial	CW Technology	Freeport Welding &	Isolation Equipment Services

ITI INTERNATIONAL	Nova Engineering, Inc.	Self Employed (NS Vine)	Tweddle Group Technologies
TRANSPORTATION INC.	NYPD	Sep	UC Davis Childrens Hospital
Jasmine-Dragon	Odessa College	Shaw Inc.	Unique Useables
Johnson Surveillance, LLC	Office Essentials	Siemens	United BioSource Corporation
Kazmarek Technology	Ohio EPA	Signature Transcription	United Parcel Service
Solutions	Oklahoma Military Dept:	Services	United States Army
Kenedy's Cakes and Donuts	Construction and Facilities	Signs Manufacturing	University of Akron
Inc.	Maintenance Office	Corporation	University of Central Florida
Kingsley Associates	One Point Home Health and	Simply Floors	University of Florida
Konecranes	Hospice	Skyline Construction &	University of North Carolina &
Kroger	Panasonic Avionics	Restoration	Charlotte
L'Anse Creuse Public Schools	Corporation	Smithbucklin	University of Utah
Leslie's Pool Supply	Panther Energy Company	SoftFile DCS	US Army
Lightyear Network Solutions	PCM Inc.	SolutionSource	US EPA
Lincoln Loop	Pender County Schools	Sony Online Entertainment	US NAVY
Logic Technolgy Inc.	Pink Zebra Home	Southwest Airlines	USAF
Looking for one	Placer SO	Spectra Tech Inc @ ORNL	Vantiv
Los Angeles DHS	Polaris	Spencer Gifts	Verizon Conferencing Verizon
Lowe's	Premiere Inc	SplitZero Designs	Business
M&S Technologies	Professional Medical Writers	Staples	Video Game Auctions.com
Made Men Inc.	Promise Keepers Canaa	State Farm	Vishay Intertechnology
Magnolia ISD	Proteus Europe	Steris Corporation	Waelwulfas dotOrg
McDonald's	Quantum Security &	Steve's Computer Rescue	Walmart
Media Bridges	Innovations	Stevens Transport	Washington State Dept. of
Mercedes Morgan Photography	QuikTrip	Stevens-Henager Online	Early Learning
Micro Center	Radio Shack	Stewart Lender Services	Washoe County School District
Microsoft	Ref-Chem	Stewart's Market place	Waterbury Public Schools
Mind Wrack	Regional Manager for UPS	Sutton Creative Studios	Wayne Russell Search
Mississippi Museum of Natural	Reid Hospital and Health Care	Talaria Press	Consultants
Science	Services	Target	We Do Windows Computer
Missouri State University	Reinsurance Group of America	Technicolor and Throw the	Services
Mobile Fire-Rescue	RescueTime, Inc.	Gauntlet Productions	Weibel Services
Mobile Sports Chiropractic	ResolveIT Computers	Techpath	Welcome Home Design
Montana State University	Retired	Techtell inc	Wellcare
College of Nursing	Robot Entertainment	Tellepsen Builders	Westmark Industry
Moran sheetmetal	Rogue Community College	Texas A&M University	Whole Foods Market
Muler Pasific Labelindo	Rogue Photos	The Boeing Company	William S. Frates II P.A.
National Aviation Academy	Romine CPAs & Associated	The Last Frontier & New	Williams Buick GMC
National Title Network	Round Table Media LLC	Phoenix Casinos	Wireless Advocates
Nav Canada	SanMar Corp.	The McGraw-Hill Companies	WIS International
Navy Federal Credit Union	Scentsy	The Mirage	Wizards of the Coast
New Life Church	Scentsy, Inc.	The North West Company	WSP
Nextek, inc	Schlumberger	The Sawmill Ltd	www.SKLURB.com
Nine Dots Studio	Schneider Electric	The Ultimate Software Group,	Xerox
Nokia Siemens Networks	SDL	Inc.	Xyvid Inc.
Norfolk Southern Railroad	Seagate	Theres's No Box	Yellowknife direct charge coop
Notnat Technology Services	Seagate Technology	Tool Using Monkeys	Zappos
Nova Engineering	Self Employed	triumph	

“In the end it isn't the game that stays with us,
it's the friendships and memories we make
that transcend the life of a game.”

Benjamin “Foghladha” Foley
Founder, Gaiscioch Family