

Photics

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noobs!

Where's the boat?

I need gold!

**Don't be
a noob!**

**Player's
Guide
Inside!**

GUILD WARS

GUILD WARS

E3 FOR EVERYONE

If you're reading this now, odds are you know that May is a big month for Guild Wars. The Electronics Entertainment Expo is upon us. This, in of itself, is a stressful time for game developers. Years of work are put on display for the masses. In the video game industry, the E3 is the biggest event of the year. It could make or break a game.

For some reason, ArenaNet decided to put even more pressure on themselves. They're inviting the entire world to demo Guild Wars. This just boggles my mind. Why would ArenaNet do something like this? Retail versions of MMORPG games can buckle under release day stress. Guild Wars is still in alpha. As great as the game is, it is still a test version. Why would they risk possible humiliation? Even if it was one in a million chance of failure, why take the risk? As the saying goes, "You never get a second chance to make a first impression." If unforeseen glitches rule the day, it could negatively effect the game's image. ArenaNet could forever be synonymous with failure. Why are they willing to put themselves in such jeopardy?

One word could sum it all up - confidence!

I mean really, you don't spend millions of dollars on a whim. Right? To even consider something like this, you'd have to have insurmountable faith in your team. NCsoft may be a financial powerhouse, but I'm quite sure they expect a return on their investment. In fact, I wonder how this idea was even presented....

Wyatt: Dude! I think we should let everyone play Guild Wars for free during the E3.

Mr. Kim: Wow! Good idea! I'll send you some money. Is \$100,000.00 going to be enough? I better send you double that, just incase.

Wyatt: Thanks dude! You rock!

Somehow, I think it was way more involved than that. We're talking about an event involving thousands of people. That takes some serious planning. It all has to come together for three days. No pressure!

Why all this fuss? Why all this risk? You'd think that Guild Wars would sell itself. It's an online game, with superb graphics, tedium-free gameplay and no monthly fee. I was hooked on the game just by reading the description. Even better than that, I've been playing Guild Wars for over two months now. My feelings for this game have not changed. Guild Wars is a quality title. Why not just coast on that quietly? Do you really need to hype a game with such impressive attributes?

Up until now, I'd say things were pretty low profile for Guild Wars. While the press coverage of the game has been favorable, the Guild Wars community still seems somewhat small to me. For one, there's no official forum at GuildWars.com. Two, the video game circles that I frequent are often dismissive of Guild Wars. I also find many gamers are skeptical of the no monthly fee. They simply doubt that this is all possible.

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The E3 is a way for ArenaNet to make a lasting impression. For better or worse, Guild Wars will be the talk of event. It also gives ArenaNet a chance to put it all out there. I think of the ArenaNet team as straight shooters. But if you're not an alpha tester, how would you know that for sure? That's where the "E3 is for Everyone" event comes into play. The E3 event represents a way for ArenaNet to earn your respect and trust. That's what rocks about ArenaNet. They don't say, "Trust us." They say, "See for yourself!" Even if you're hard to impress, how could that not leave you in awe?

Now that I've painted a picture of possible doom. There's another side to this story. There's a very good chance that ArenaNet will dominate this year's E3. To the victors go the spoils. If I had to make a prediction, I'm thinking that ArenaNet is going to make a lot of rival game developers feel impotent. Isn't that's what this all boils down to? I mean come on, the founders of ArenaNet are former Blizzard employees. Just on that alone, I'm thinking that there's a bit of ego involved here.

I'm thinking a more realistic scenario is the one where players get hooked on Guild Wars. In fact, my greater concern is what will happen to all those gamers? What will happen when they are violently cut off from Guild Wars, with no hope of playing again for months? Server glitches are preventable, but May 15 is inevitable.

That's what this issue is about. The general public only gets three days to play. This month's issue is a guide to the "E3 for Everyone" event. It aims to help you make the most of those three days. You don't want to waste time asking noobie questions. You'll want to get straight to the action. Let's get to it!

Creating Your character...

First you will be asked to choose your world. Currently there are only two options: "English World" & "Korean World". Here's the description for the English World, "Your character will live in a world where most players speak English, and all character names are written using the English alphabet. Regardless of what world you choose, your character may still travel to the International World to compete against other players from around the globe in an international tournament."

You can then pick your gender - Male or Female. When you click on the character of your choice, That avatar will step forward. You will now be able to hit "Next" and move to the next screen. You then get to name your Character. As mentioned in a previous issue, you need to pick a first and last name. When I last tested this, it was 19 characters max. This included spaces. It's best to choose a name that will not offend anyone. During alpha, I named one of my characters "Test Tickle". I don't advise you do the same. Also, there is a naming filter. Many curse words are automatically denied.

Now you can choose your appearance. The first choice is your profession. This is critical! Your primary profession is always the strongest. This means that certain attributes are only available for primary professions. Also, certain other bonuses are reserved for the primary profession. For example, only a primary Warrior can wear heavy armor.

The following is a brief synopsis of the six starting professions.

Monk - This class is essentially the medieval medic. Luckily for you, Monks don't use leeches or rusty implements. Nope, monks heal you with an array of dazzling lights and colors. While the Monk does have some offense, they are more suited for keeping teammates alive. Monks also have an array of resurrection spells, to bring fallen allies back to life. Truth be known, not enough people choose Monk as their primary.

Starting Armor Defense - 40 (cloth)

Starting Energy - 30 cap, with 4 arrows of regeneration

Healing Prayers - This skill increases the effectiveness of Healing Skills

Magic Resistance - This skill was not yet implemented at the writing of this document.

Smiting Prayers - This increases the effectiveness of Smiting skills

Protection Prayers - This increases the effectiveness of Protection based skills,



Warrior - This is essentially the medieval tank. Only primary Warriors can wear the heavier armor, such as chain mail and plate. Also, only Warriors can use shields. (That is regardless if you're a primary or secondary warrior.) A Warrior's offense comes from melee skills. You have a choice between Hammers, Swords and Axes. Many Warrior skills require Adrenaline, in addition to Energy. This means you might have to get a few hits in, or take a few hits, before you can use certain skills. Overall, I find this class incredibly fun to play. They have a tremendous amount of versatility, despite having the traditionally boring role of "tank". In fact, I'd say Guild Wars Warriors are the best meat shields ever!



Starting Armor Defense - 80 (Metal - prone to electricity)
Starting Energy - 20 cap, with 2 arrows of regeneration

Toughness - This increases the effectiveness of Toughness based skills,
Melee Defense - This gives you better protection against melee weapons..
Axe Mastery - This attribute improves your skill with Axes
Sword Mastery - This attribute improves your skill with Swords
Hammer Mastery - This attribute improves your skill with Hammers

Necromancer: Between life and death, you'll find the Necromancer. Their spells are undoubtedly creepy. With drawing power from their enemies - living or dead - there's an insidious theme to the Necromancer. If you like the idea of exploding corpses, you might like the Necromancer. They're pretty strong too. Because this is alpha, not all professions are equally powerful. The dreaded task of class balance still awaits ArenaNet. But for the E3, you won't care. Combat boils down to one thing - keeping your health bar high, while making the enemy health bar go low. Necromancers are quite proficient in that task.

Starting Armor Defense - 40
Starting Energy - 30 cap, with 4 arrows of regeneration

Soul Reaping - If something dies, you gain energy.
Blood Magic - This skill assists with Blood based skills.
Death Magic - This skill assists with Death based skills.
Curses - This skill assists with Cursed based skills.



Elementalist: Ahhh, this profession is so satisfying. It does one thing and it does it well - damage! Fire, Water, Earth, Air... take your pick. It's like ice cream, 4 different flavors and they're all sweet. Personally, I prefer the fire based spells. If you like raining fire upon your enemies, you'll find this profession especially gratifying. Be warned though, this profession is quite delicate. They can't take damage as good as they give it. Choosing Elementalists as a secondary profession, with a Warrior primary, is quite common. While this will give you great defense, you will lose the deep energy pool. Primary Elementalists can easily double their energy pool to 60 points or even more. That's a lot of nuking power.

Starting Armor Defense - 40
Starting Energy - 30 cap, with 4 arrows of regeneration

Energy Storage - This increases your maximum energy amount.
Fire Magic - This attribute improves your Fire based skills.
Earth Magic - This attribute improves your Earth based skills.
Water Magic - This attribute improves your Water based skills.
Air Magic - This attribute improved your Air based skills.



Mesmer: This class is fairly new. I haven't really gotten a chance to truly understand what this class is all about. In alpha, very few testers picked Mesmer as their primary. Many Mesmer skills are utility based. While that's all fine and

dandy, at some point you'll need to do damage. You might become frustrated if you choose Mesmer as your primary. This profession can make a solid secondary choice though, so don't just glance this one over. Mesmers have some really unique spells, ones that will have you wondering what just happened.

Starting Armor Defense - 40

Starting Energy - 30 cap, with 4 arrows of regeneration

Distortion - This skill was not yet implemented at the writing of this document.

Fast Casting - This skill was not yet implemented at the writing of this document.

Illusion Magic - This attribute improves your Illusion based skills.

Domination Magic - This attribute improves your Domination based skills.



Ranger: This is my choice for a primary profession. Why go primary Ranger? If you're about maximizing your options, I wouldn't recommend it. I went primary Ranger because I felt this profession best suited me. I liked the idea of charming a pet Lynx. I also prefer ranged weapons to melee. Modern day wars aren't fought with swords. Ranged weapons are the logical choice. However, I don't see any major benefit to choosing a primary Ranger. Well, not yet at least. Even without their full attributes, the Ranger is a force to be reckoned with. But for now, I'd recommend a Warrior / Ranger over a Ranger / Warrior. Of course, if you're like me, you won't care about stats. You'll be content knowing Rangers look the coolest.

Starting Armor Defense - 60

Starting Energy - 25 cap, with 3 arrows of regeneration

Stealth - Not yet implemented at the writing of this document

Evasion - I'm guessing this makes you harder to hit. I haven't try it yet though.

Beast Mastery - Not yet implemented at the writing of this document

Marksmanship - This improves your bow skills.

Once you have chosen your primary profession, you can determine your Hair Style, Hair Color, Skin Color, Face, Eye Color, Body Style and Body Scale. Because this is alpha, you will not have the full selection of choices. The full retail will obviously have more options. Once you have created your character, you are ready to start the game.

I won't ruin what happens next. Let's just assume that you've found your way to the main town. The first thing you'll want to do is choose a second profession. Look for a trainer. You can simply talk to the corresponding trainer to learn that profession. See, during the E3 event, everyone is jacked up to level 15. You can instantly learn a second profession. It is very important to do this. Not doing so just screams, "NOOB!"

Now, it's time to learn about the eight skill slots. From the way I understand the lore, each slot represents a ring finger. Open your skill window. You can do this quickly by pressing the "K" key. You then can click and drag skills. This is crucial! You will acquire more and more skills, but you can only bring eight. Knowing what to bring can seriously change the outcome of a map. You can only change skills while outside of a combat zone.

Another thing to do right away, spend your attribute points. You can do this by using the Hero page. (Press the "H" key to quickly access the Hero page.) You start out with 150 points. As you raise an attribute, it becomes more expensive. The first level is one point. The second level is two points. The third level is three points. I think you see the pattern. Just know that it is cumulative. That means to raise an attribute to level 3, you need 1+2+3 points or 6 points. The maximum you can currently raise an attribute is to level 12 (78 points). What attribute do you want to choose? That's really up to you. Personally, I like to pick 2-3 skills to focus on. Example, as a Warrior,



I would pick one melee skill. Typically, I go with slash. I wouldn't try to keep Hammer, Axe and Slash all even. There just is not enough points to go around.

What if you screw up? You could earn Refund Points. Using them allows you to get Attribute Points back. However, there is a quicker way. Guild Wars, being in Alpha, has an advantage - The Wandering Monk. Simply talk to the Wandering Monk. He will reset you to a clean slate. When I mean clean, you lose your professions. You will also lose any skills you acquired. While that sounds harsh, this can be useful. Sometimes it is easier to do a profession reset, than to start totally from scratch.

OK... you're now ready to go to battle. Well, you're close enough anyway. Press the "map" button. You can also press the "M" key. On your map, you will see places you can explore. You are instantly sent to the area of your choice. There is no waiting for a boat, no waiting for a magical teleport, you're instantly sent to the land of your choosing. It's a beautiful thing. Keep in mind, you can also walk to other maps. Look around! You can find some interesting solo maps to explore.

For now, I suggest you team up with a group. It is probably easier to learn this way. It's also more fun. If you're truly lucky, you'll get in a good group. You might see some help windows pop up. These will tell you how to move around and how to fight. It's really quite simple. You can use the arrow or "WASD" keys to move around. "Q" & "E" are strafe. You can even use the mouse to move around. Simply left-click the area you want to go, and your character will move there. You can also hold the left mouse button. By moving the pointer, your character will run in the direction you command.

Once you get used to the controls, attacking is easy. You can attack enemies with the mouse, or you can target the nearest enemy with the reverse solidus key (backslash). You can also cycle through the enemies by using the bracket keys. Once your enemy is selected, you can use the spacebar to attack, or simply click an offensive skill. Also, you can "shift" + "Right Click" to target an enemy without attacking.

As you chop your way through hordes of Charr, eventually you will find a boss. They will have a unique name. Conquering these foes will yield you skill gems. This is important to learning new skills. You need three things to learn a new skill - 15 gold, a skill point and a skill gem. When you have all three, you can go to the appropriate trainer and learn a new skill. If you can't find the skill gem you are looking for, talk to the Gem Merchant. He sells skill gems. For the truly wealthy, you can try the Exotic Gem Merchant.

You earn skill points by getting enough experience points, or by completing certain quests. In Alpha, there are many more skills than you can get skill points. You'll have to choose wisely. Each profession averages about 25 skills. I've been playing Alpha for months, yet I only have 15 skill points. Contained within this issue is a comprehensive skill list. It should help you decide which ones to aim for. Well, I might have missed a few skills. You'll just have to play and see. The most important thing to remember, enjoy yourselves. An event like this doesn't happen every day. Hopefully, the information in this issue gives you enough preparation. This way, you can have some free time left over. You know, so you can soak in the beauty. Guild Wars is a wonderful collaboration of art & technology. Relish the moment, for this month ArenaNet makes history.



Skill	Profession	Description	Type	Energy	Recharge
Air Attunement	Elementalist	For the next 60 seconds, you are attuned to Air. You gain 5 energy each time you cast an Air spell.	Air Enchantment	10	60
Armor of Earth	Elementalist	You take reduced damage from physical attacks, but move more slowly.	Earth Enchantment	10	30
Blast	Elementalist	Projectile deals fire damage to target enemy.	Fire Spell	15	
Blinding Flash	Elementalist	Target enemy is blinded	Air Spell	10	
Burn	Elementalist	Deal point-blank AoE fire damage to nearby enemies.	Fire Spell	15	30
Conjure Frost	Elementalist	Your weapon does additional elemental damage.	Water Enchantment	15	15
Conjure Lightning	Elementalist	For the next 15 seconds, your attacks gain a bonus to hit and deal additional lightning damage.	Air Enchantment	15	15
Crystal Wave	Elementalist	Enemies near you are struck for 30 damage, but are cured of any negative conditions. This spell ignores armor and magic resistance.	Transmutation Spell	10	5
Earth Attunement	Elementalist	For the next 36+ seconds, you are attuned to Earth. You gain 5 energy each time you cast an Earth spell.	Earth Enchantment	10	60
Elemental Attunement	Elementalist	For the next 60 seconds, you are attuned to Air, Fire, Water and Earth. You gain 5 energy each time you cast a spell associated with any of these elements.	Enchantment	10	60
Fire Storm	Elementalist	The area around target enemy is bombarded with a rain of fire.	Fire Spell	10	30
Gale	Elementalist	Knock down target enemy.	Spell	25	30
Glyph of Elemental Power	Elementalist	Your elemental attributes are boosted by 2 for your next spell.	Glyph	10	5
Glyph of Renewal	Elementalist	Your next spell recharges twice as fast as normal.	Glyph	10	30
Grasping Earth	Elementalist	Target touched foe is slowed dramatically for a few seconds but gains a bonus to Armor.	Earth Hex	10	30

Ice Prison	Elementalist	Target foe's legs are encased in ice, dramatically decreasing their movement rate. This effect ends if target takes damage.	Water Hex	10	30
Iron Mist	Elementalist	Target foe is trapped in a mist of iron, unable to move. Target gains immunity to damage from all sources except lightning. This spell causes exhaustion.	Transmutation Hex	10	30
Lava Font	Elementalist	The area near you is repeatedly struck by fire damage.	Fire Spell	10	4
Lightning	Elementalist	Deal lightning damage to target enemy.	Air Spell	25	10
Lightning Orb	Elementalist	Deal lightning damage to target enemy.	Air Spell	15	5
Obsidian Flame	Elementalist	Deal 40 damage to target foe. This spell ignores armor and magic resistance.	Transmutation Spell	10	5
Obsidian Flesh	Elementalist	For the next 10 seconds, you take reduced damage from physical attacks and cannot be the target of spells, but move more slowly.	Transmutation Enchantment	10	5
Shard Storm	Elementalist	This projectile deals 20+ damage and slows the target's movement for 2 seconds.	Water Spell	15	10
Shock	Elementalist	Stun and deal lighting damage to touched target enemy.	Air Spell	15	30
Stoning	Elementalist	You send a flurry of stones at the target foe.	Earth Spell	15	5
Tremors	Elementalist	Enemies around you take damage. Downed character suffer extra damage			
Water Attunment	Elementalist	For the next 36+ seconds, you are attuned to Water. You gain 5 energy each time you cast a Water spell.	Water Enchantment	10	60
Backfire	Mesmer	For the next 10 seconds, whenever target enemy casts a spell, that enemy takes 22+ damage.	Domination	15	
Blackout	Mesmer	All of target enemy's skills are disabled for 10 seconds. All of your skills are disabled for 10 seconds.	Spell	15	30
Conjure Phantasm	Mesmer	For the next 10 seconds, a conjured Phantasm damages target foe.	Illusion Hex	15	10

Diversion	Mesmer	The next time target enemy uses a skill, that skill will take an additional 30+ seconds to recharge.	Domination Hex	15	
Energy Tap	Mesmer	Target enemy loses 8+ energy.	Domination Spell	5	20
Epidemic	Mesmer	Negative conditions spread from the target foe to others nearby.	Spell	15	15
Ignorance	Mesmer	For the next 10 seconds, target foe cannot use SIGNET rings.	Domination Hex	15	10
Imagined Burden	Mesmer	Target enemy's movement is slowed for the next 8+ seconds.	Illusion Enchantment	15	30
Power Drain	Mesmer	If target foe is casting a spell, the spell is interrupted and your target loses 20 energy.	Spell	15	30
Power Leech	Mesmer	If target foe is casting a spell, the spell is interrupted and you gain energy equal to the cost of the spell.	Spell	15	30
Power Spike	Mesmer	If target foe is casting a spell, the spell is interrupted and your target takes damage equal to the energy cost of the spell.	Spell	15	30
Shatter Hex	Mesmer	Remove a hex from target ally.	Spell	15	10
Amity	Monk	Targeted touched enemy cannot attack for 3 seconds. Amity ends if target takes damage.	Protection Hex	5	60
Essence Bond	Monk	Whenever target takes non-magical damage, you gain 1 energy.	Blessing	10	
Heal Area	Monk	Heal yourself and all nearby creatures for 30+ health.	Healing	10	6
Heal Other	Monk	Heal target ally for 25+ health.	Healing	10	3
Heal Party	Monk	Heal entire party for 20+ health.	Healing	25	
Healing Hands	Monk	For the next 2 seconds, Healing Hands heals target ally for 1+ health each time he is struck in melee.	Healing Enchantment	15	30

Holy Strike	Monk	Touched target enemy takes holy damage.	Smiting Prayer	10	30
Holy Veil	Monk	Target creature cannot be the target of any additional buffs or debuffs.	Blessing	10	
Holy Wrath	Monk	Whenever target ally takes melee damage, this spell does 25%+ of the damage back to the source, and you lose 4 energy. (Concentration Buff.)	Smite Blessing	A lot!	
Infuse Energy	Monk	Transfer half of your current energy to target ally.	Healing	5	
Kaerg's Spirit	Monk	Target other ally gains adrenaline and energy after taking damage. This blessing drains one point of energy recovery.	Blessing	10	
Life Attunement	Monk	Target ally deals less damage in combat, but gains 50% more health from healing prayers. (Concentration Buff)	Blessing	5	
Life Bond	Monk	Whenever target ally receives physical damage, you absorb half the damage,	Blessing	10	
Martyr	Monk	All negative conditions on nearby characters are transferred to you	Prayer	15	
Mend Ailment	Monk	Remove poison, disease and blindness from target friend.	Prayer	5	
Mend Condition	Monk	Remove one negative condition (poison, disease, blindness, silence, bleed, crippled, or deep wound) from target ally.	Prayer	5	
Mend Injury	Monk	Remove bleed, crippled and deep wound from target friend.	Prayer	5	
Mending	Monk	Target ally regains health faster while this spell remains in effect. (Concentration Buff)	Blessing	10	
Pacifism	Monk	Target enemy cannot use physical attacks for 8+ seconds. This effect ends if the target takes damage.	Protection Hex	10	30
Protective Spirit	Monk	Target ally cannot lose more than 10% health due to damage from a single attack or spell. (Concentration Buff)	Protection Blessing	10	
Rebirth	Monk	Resurrect target party member, teleporting him to your current location. All of target's skills are disabled for 30 second. This spell consumes all of your remaining energy.	Res	10	

Restore Life	Monk	Touch the body of a fallen party member. Target party member is returned to life with half health and full energy.	Res	10	
Resurrect	Monk	Resurrect target party member.	Res	10	
Retribution	Monk	Whenever target ally takes melee damage, this spell does 12%+ of the damage back to the source. (Concentration Buff)	Smiting Blessing	10	
Reversal of Fortune	Monk	The next time target ally would take damage, he gains that amount of life instead. (Maximum: 15+)	Healing Enchantment	5	
Scourge Healing	Monk	The next time target enemy is healed, the healer takes 3+ damage.	Smiting Hex	10	
Smite	Monk	This staff attack deals holy damage.	Smiting Attack	10	30
Symbol of Wrath	Monk	For a short time, foes in the area take holy damage. Holy Symbol deals extra damage to summoned creatures.	Smiting Prayer	15	30
Vengeance	Monk	Bring a dead friend back to life at full health and full power. This "resurrection" ends after 30 seconds.	Res	15	60
Vital Blessing	Monk	Target ally gains 30+ maximum health while this spell remains in effect. (Concentration Buff)	Protection Blessing	15	
Barbs	Necromancer	Target enemy suffers 3+ damage whenever hit by a physical attack.	Curse	10	
Blood is Power	Necromancer	Sacrifice 40 health to give target other ally a massive ten-second energy boost.	Enchantment	5	
Chiron's Balance	Necromancer	Health is equalized between you and target enemy.	Spell	15	
Dark Fury	Necromancer	Sacrifice 40 life. Your party members gain adrenaline.	Spell	10	15
Dark Pact	Necromancer	Sacrifice up to 25 health and do that amount of damage to target enemy.	Spell	10	2
Death Nova	Necromancer	If target ally dies while this spell is in effect, this spell sends out a shockwave doing 25+ damage to each nearby creature.	Death Enchantment	5	

Demonic Flesh	Necromancer	Sacrifice 30 health. For the next 30+ seconds, your maximum health is increased by 50+	Blood Enchantment	5	60
Enfeeble	Necromancer	Target suffers from "Weakness"	Spell	10	
Enfeebling Blood	Necromancer	Sacrifice 40 health. All nearby foes suffer from "Weakness"	Spell	10	
Faintheartedness	Necromancer	For the next 20+ seconds, target enemy's attack speed is reduced.	Curse	10	
Life Siphon	Necromancer	For the next 12+ seconds, target gradually loses health, and you gradually gain health	Blood Enchantment	10	
Lingering Curse	Necromancer	Sacrifice 25 health. Target enemy loses all blessings. For the next 8+ seconds, target enemy gains only half health from healing prayers.	Curse	15	2
Malaise	Necromancer	Target enemy's energy regeneration is temporarily reduced, and your health regeneration is temporarily reduced.	Hex	5	
Necrotic Traversal	Necromancer	Teleport to target corpse, destroying the corpse in the process.	Spell	15	
Order of Pain	Necromancer	Sacrifice 20 health. For the next 5 seconds, whenever a party member hits an enemy, that party member does an additional 1+ damage	Blood Spell	10	
Plague Touch	Necromancer	Transfer a negative condition from yourself to a touched enemy.	Spell	15	
Price of Failure	Necromancer	For the next 30 seconds, if target enemy misses in combat, that enemy takes 6+ damage.	Curse	10	
Putrid Explosion	Necromancer	Target corpse explodes, sending out a shockwave that does 25+ damage to each nearby creature.	Death Spell	10	
Rend Blessings	Necromancer	Target enemy loses all blessings.	Spell	10	4
Rigor Mortis	Necromancer	Target enemy suffers -1+ evasion.	Curse	10	
Rotting Flesh	Necromancer	Target fleshy creature becomes diseased and slowly loses health.	Spell	25	

Signet of Agony	Necromancer	Sacrifice 25 health and suffer a Deep Wound. All nearby foes take 10+ damage.	Blood Signet	0	15
Soul Barbs	Necromancer	Target enemy suffers 3+ damage whenever hit by a hostile magical spell.	Curse	10	
Soul Feast	Necromancer	Exploit target corpse to heal yourself for 50+ health, destroying the corpse in the process.	Death Spell	10	
Vampiric Touch	Necromancer	Touch target enemy to steal up to 15+ health.	Blood Spell	15	15
Vile Swarm	Necromancer	You send out a slow moving projectile that hits up to three targets.	Death Spell	10	
Vile Touch	Necromancer	Touch target enemy to deal 15+ damage	Death Spell	10	
Weaken Armor	Necromancer	For the next 30 seconds, target enemy's effective armor level is reduced by 10+	Curse	10	
Animal Aggression	Ranger	For the next 5 seconds, your pet attacks faster than normal.	Pet Support	10	
Apply Poison	Ranger	Use this skill before an attack. If your next attack hits, it will poison the enemy.	Preparation	10	
Called Shot	Ranger	This arrow shot deals 8+ extra damage. (Bonus damage added by Marksmanship attribute)	Ranged	10	8
Charm Lynx	Ranger	Attempt to charm target lynx into submission. You must have this skill equipped to bring your charmed lynx with you into another map.	Pet Support	10	
Comfort Animal	Ranger	You heal your pet.	Pet Support	10	
Conflagration	Ranger	All arrows catch fire in flight and do fire damage if they hit.	World Enchantment	15	
Debilitating Shot	Ranger	If this ranged attack hits, it reduces target foe's energy by 10 or one quarter of his maximum, whichever is greater.	Ranged	5	4
Distracting Shot	Ranger	If this ranged attack hits, it interrupts target foe's action.	Ranged	5	10

Dodge	Ranger	For the next few seconds, you are more difficult to hit. This effect ends if you attack.	Self Buff	5	30
Dual Shot	Ranger	Shoot two arrows simultaneously at the opponent. These arrows deal 25% less damage than normal.	Ranged	10	20
Edge of Extinction	Ranger	Whenever any creature dies, this spell does 10 damage to all nearby creatures of the same type.	World Enchantment	15	
Favorable Winds	Ranger	Arrows move twice as fast as normal and deal +3 damage.	World Enchantment	15	
Feeding	Ranger	For the next 5 seconds, your pet gains health for dealing damage	Pet Support	10	
Frozen Soil	Ranger	Dead creatures cannot be resurrected.	World Enchantment	15	
Ignite Arrow	Ranger	Use this skill before a bow attack. On your next bow attack, you'll shoot an arrow which explodes on contact.	Preparation	10	
Kindle Arrow	Ranger	Use this skill before a bow attack. On your next bow attack, you'll shoot an arrow which deals fire damage on contact.	Ranged	5	
Nature's Renewal	Ranger	All buffs are removed, and no new ones can be cast while this enchantment is in effect.	World Enchantment	15	
Penetrating Attack	Ranger	This attack ignores armor	Ranged	15	
Pin Down	Ranger	Shoot an arrow. If it hits, it will cripple the enemy, slowing his movement rate.	Ranged	10	15
Quick Shot	Ranger	This bow attack is unusually fast.	Ranged	5	5
Quickening Zephyr	Ranger	All skills recharge twice as fast.	World Enchantment	15	
Seeking Shot	Ranger	This bow attack cannot be evaded, blocked, parried or dodged.	Ranged	10	
Throw Dirt	Ranger	Use this skill while within melee range of an enemy. Target becomes blind.	Melee	10	

Winnowing	Ranger	Creatures take X additional damage whenever they take damage.	World Enchantment	15	
100 Blades	Warrior	This sword attack strikes your target and foes adjacent to your target.	Sword	10	
Belly Rupture	Warrior	Smash a fallen opponent with a hammer. If the blow hits, it will splatter blood into the eyes of nearby enemies, blinding them.	Adrenaline / Hammer	5	
Cyclone Axe	Warrior	Perform a spinning axe attack against all opponents standing around you.	Axe	5	4
Defensive Stance	Warrior	For the next ten seconds, you have a better chance of evading melee attacks and take less damage	Self Only	5	60
Desperation Blow	Warrior	You deal massive damage, but fall down.	Melee	5	
Distracting Blow	Warrior	Swipe your weapon at the target, doing no damage but disrupting the target's current action.	Melee	5	12
Earth Shaker	Warrior	Hammer Attack. All adjacent foes are knocked down.	Hammer	5	
Endure Pain	Warrior	Toughness Boost. For the next 8+ seconds you have an additional 80+ health. (Bonus modified by Toughness attribute.)	Self Only	10	30
Executioner's Strike	Warrior	This axe attack deals massive damage.	Adrenaline / Axe	5	
Flourish	Warrior	You must wield a sword to use this skill. All of your attacks skills are instantly recharged.	Sword	5	
Flurry	Warrior	For the next five seconds, your attack rate is increased but you deal less damage.	Self Only	5	
Frenzy	Warrior	For the next few seconds, your melee attack rate is increased, but your defense is lowered.	Self Only	5	4
Galrath Slash	Warrior	This sword blow does triple damage if it hits.	Adrenaline / Sword	5	
Hammer Bash	Warrior	Knock your opponent to the ground.	Adrenaline / Hammer	5	

Hamstring	Warrior	Cut at the opponent's legs with a sword, crippling his movement.	Sword	5	8
I will avenge you	Warrior	For every nearby dead friend, you gain bonus melee defense and attack skill.	Shout	5	60
Intimidate	Warrior	If this blow lands the enemy's melee defense is temporarily decreased.	Adrenaline	5	
Jawbreaker	Warrior	If this attack hits, target is silenced.	Adrenaline / Melee	5	
Mighty Blow	Warrior	This hammer attacks deals extra damage.	Melee	5	
Sever Artery	Warrior	If this sword blow hits, the opponent will start to bleed, losing health over time.	Adrenaline / Sword	5	
Signet Ring of the Dolyak	Warrior	For the next 8+ seconds, you have +10AL, but your movement is slowed dramatically.	Self Only	0	20
Sprint	Warrior	Run faster than normal for a few seconds	Self Buff	5	10
Staggering Blow	Warrior	If this hammer blow hits, target will become weak.	Hammer	10	
Watch yourself	Warrior	Party members near you gain +20 AL for 5 seconds.	Shout	5	10
Wild Blow	Warrior	This blow is less accurate, but if it lands, it will be a critical hit.	Melee	5	

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Remember, Guild Wars alpha is always changing. Be sure to visit photics.com for the latest Guild Wars information.