

REAL MILLENNIUM GROUP™ GUILD

Guild Wars Factions Mission Guide – Shing Jea Island

Welcome to the second campaign for the now legendary Guild Wars. There are 13 storyline missions for Factions which while similar to the 25 from the first campaign, also have some distinct differences. Like Prophecies, Factions storyline missions require you to complete the objectives in one sitting, and failure to do so results in your party being returned to the staging area to make another attempt at the beginning. However, in Factions, there are no more bonus missions as such. There is still the main objective, but based on how successful you are at completing that objective will determine the type of reward you receive. Each mission in Factions has three possible rewards: the Standard, Expert, and Master. In order to receive your PvE title of Protector of Cantha, you must complete the Master objectives for each mission. The key to gaining the Master reward varies by mission.

The first two missions in Factions are introduced to newly created Canthan characters on the training island of Shing Jea Monastery. In order to fully complete not only these two missions, but many of the quests also included in this area, you must complete several of the primary quests in storyline order. This also follows suit for the rest of Factions, as many areas and missions remain locked until you reach a particular point in the story (unlike Prophecies where you had more freedom to roam and reach the staging areas and towns without having to follow the storyline).

MINISTER CHO'S ESTATE

Unlock the Estate by completing the “A Formal Introduction” quest offered by Master Togo in Linnok Courtyard. You will need to choose your secondary profession before this quest is unlocked.

Objectives: Follow Master Togo and Yijo Tahn through the estate and locate Minister Cho (red dot). Both Togo and Yijo must survive in order to successfully complete the mission.

Standard Reward: 1000 XP, 100 Gold, 1 Skill Point

Expert Reward: 1500 XP, 150 Gold, 1 Skill Point (must complete mission within 25 minutes)

Master's Reward: 2000 XP, 200 Gold, 1 Skill Point (must complete mission within 20 minutes)

Tips: This is a fairly straightforward and simple mission to complete and gain the Master's Reward. Master Togo leads the way through this mission as this is still part of your tutorial, just follow him and defeat any monsters you come across. At the level you should have reached by the time you unlock the Staging area, you won't have any problem completing this mission with Henchman. You don't have to worry about the Lost Boy, as he remains unaffected by the plague and will not be attacked by any of the monsters. Upon reaching the area where Minister Cho is located, a very brief cinematic pops up, when it is over, you will need to defeat the Afflicted Creature that appears. Afterwards, another cinematic begins involving the Lost Boy.

When finished, you will be in the newly unlocked outpost of Ran Musu Gardens, where you can pick up two additional quests, including an Attribute Point quest. The mission area also becomes an explorable area when you enter through the gardens, however, the creatures you encounter in the explorable area are much more powerful than in the mission. You can always replay the mission by returning to the Staging area.



ZEN DAIJUN

Unlock the Zen Daijun by completing the “To Zen Daijun” quest offered by Su in Haiju Lagoon. You will need to complete several other primary quests before this quest is unlocked.

Objectives: Journey with Master Togo through Zen Daijun and find the source of the plague. Togo must survive in order to successfully complete the mission, and you must kill three of the Afflicted Bosses.

Standard Reward: 1000 XP, 100 Gold, 1 Skill Point

Expert Reward: 1500 XP, 150 Gold, 1 Skill Point (must complete mission within 25 minutes)

Master's Reward: 2000 XP, 200 Gold, 1 Skill Point (must complete mission within 20 minutes)

Tips: Again, another straightforward mission, but aside from the very beginning, Togo will now follow you through the area. This mission will be a little tougher to complete within 20 minutes, as there are many more afflicted that you must battle before reaching the end fight, however, following the path highlighted on the map will take you around much of the early mobs and allow you enough time to kill the three bosses (**red dots**). Care must also be taken when encountering creatures near the plague miasma, as your party's health will quickly degenerate, and the effects linger for several seconds after passing through a patch. If at all possible, aggro any mobs away from the miasma. Like the first mission, you can complete the objectives with a party of henchman, although having at least one player character with you will help in beating the time clock for the two higher rewards.

Like Minister Cho's Estate, once you complete the mission once, you can return to the area from Seitung Harbor and explore for your Cartographer title. Zunraa will also offer an Attribute Point quest with leads you back into the area. Successfully completing the quests will eliminate all creatures from the area upon subsequent returns through Seitung, making exploration even quicker and easier. Again, the mission proper can be replayed by starting from the Staging area.

