

REAL MILLENNIUM GROUP™ GUILD

Guild Wars Post-Searing Mission Guide – Maguuma Jungle

Forgoing the safety of the Ascalon Settlement, you decide to aid your White Mantle brothers in destroying the Shining Blade. Traveling through the dry steppes of Majesty's Rest and the Sage Lands, you come upon the edge of the tropical wildlands. From here you must discover what the Shining Blade has in store for the Chosen they have captured. But all may not be what it seems, and you find that you can trust no one but yourself (and a few well chosen allies).

Like Kryta, there are several quests available in the Jungle that offer additional skills that you may find helpful when going through these missions. You will encounter and equal share of melee mobs and spellcasters, so having a well rounded group is a must. HENCHIES are doable, but it will be slower going than with a full party of max level players. Be sure to get your character up to level 20 at this point to make the most of your attribute points and skills.

THE WILDS - Bonus Mission: Kill the Centaur Chieftans

Begin Main Mission by clicking “Enter Mission”

Get Bonus by listening to a conversation between two Centaurs. (Green Dot).

Main Mission Goal: Find and save the Chosen kidnapped by the Shining Blade (Red Dot).

Bonus Mission Goal: Kill the two Centaur Chieftans (Blue Dot).

Tips: The Wilds puts you in search of the Chosen, and there are tight corridors of jungle that you must battle your way through to reach the Shining Blade's camp. You will encounter many scarabs and spiders which do a lot of DoT with poison and hexes, so make sure you have at least two healers if possible. AoE spells work well against the mobs here, so bring a complement of adjacent as well as target based spells. The bulk of this mission (bonus included) is just a matter of eliminating the mobs you encounter – be sure to use pulling techniques when approaching several closely grouped mobs. Since you will need seeds to create vine bridges, be wary of hidden mobs near the seed vines. Slug away until you reach the two Centaurs and pick up the bonus. Get the bonus done first, as once you reach the Shining Blade, you won't be able to go back to finish it without restarting.

Upon reaching the camp where the Chosen have been taken, you find that you must rescue them and the Shining Blade from a boss spider and her minions. Once that job is done, you find that the Shining Blade may not be as evil as the White Mantle makes them out to be, and that indeed, it may be your new allies that have less than noble intentions at heart. Not fully believing the Blade, you nonetheless depart for Bloodstone Fen to uncover the truth.





BLOODSTONE FEN - Bonus Mission: Awaken the Elder Druid

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

Get Bonus by awakening the four Druids (**Green Dots**).

Main Mission Goal: Find Blade Scout Ryder (**Blue Dot**) and discover the secret plans the White Mantle have for the Chosen (**Red Dot**).

Bonus Mission Goal: Awaken four Druids of the jungle who will then awaken the Elder Druid.

Tips: Like the Wilds, the explorable area in this mission is limited to tight corridors, so you will have to fight most of the mobs you encounter while heading for the final destination. You will also have to do the bonus prior to finishing off the main mission here. The Bonus mission is a little challenging as you will have to battle several mobs in the area where the Druids are located, plus there are many Jungle Guardians which must not be provoked, otherwise the bonus is lost and Ravagers will awaken to overwhelm your party. This is tough to do with henchies, as they will naturally attack the Guardians. It is best to have at least one other player with you so you can kill as many of the mobs in the area that you can, then one of you act as a runner to awaken the Druids while the other keeps the henchies out of aggro range of the Guardians.

After talking with Ryder, follow the path towards the Bloodstone. Kill off the White Mantle patrols before taking on Justiciar Hablion and his bodyguards. You can also run past them into the corridor beyond to clear out more of the area for your Cartographer title – Hablion and the others do not venture far from the Bloodstone. Be wary of your party's health as the Bloodstone hinders rez spells. Make sure you take down the healer first, to quicken this battle. Other than that, there's no real surprises to this battle, and Hablion can be taken down with relative ease.



AURORA GLADE - Bonus Mission: Kill the Demagogue

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

Get Bonus by talking to Less Longbow (**Green Dot**).

Main Mission Goal: Open the portal to the Henge of Denravi

Bonus Mission Goal: Kill the White Mantle's Demagogue (**Red Dot**).

Tips: Aurora Glade is the first mission where you will need to have at least one other player character in your party if not to aid in completing the main mission, but in order to be able to complete the bonus mission. Towards the end of the mission, you will be in a footrace against the White Mantle to be the first to activate the portal that takes you to the Shining Blade's secret hiding place in the Henge of Denravi, so having two characters with a speed enhancing skill will aid in completing the mission and bonus. In order to activate the portal, you must take control of three pedestals (**Blue Dots**) before the White Mantle do, and make sure to maintain control of them until all three are in your possession and the portal is activated. The first two thirds of this mission mirrors the previous two missions in that you are slugging your way through various mobs to get to the area where the portal is located. Along the way, you will need to rescue Less Longbow from a pair of White Mantle Knights, so time is of the essence – if Less dies, you will not be able to unlock the bonus mission, and will have to restart.

There are many White Mantle spellcasters that do a lot of AoE and DoT damage, so pulling mobs and protecting your healer are essential. Using DoT against the Knights will help quicken their demise as they use IWAY to good effect to prolong battles. You will encounter three WM bosses (two near the area where Less is located) just before entering the final area which offer a good moral boost. Eliminate all the WM in the area before using the vision crystals to take control of the two pedestals that unlock the last gate. Once the gate unlocks, the race begins, so make sure your party has its plans set and everyone follows them to the letter.

There are far too many of the White Mantle here to try and fight effectively. The best option for this mission is simply to take control of the three pedestals as quickly as possible. If your party is also doing the bonus, you must wait until the Demagogue is killed before taking control of the final pedestal, which triggers the cinematic. One warrior with sprint can take out

the Demagogue alone by following the southern most route in this area, bypassing the bulk of the White Mantle. The Demagogue is easy to kill, but be wary of any bodyguards that may be in the area, and make sure the rest of the team is concentrating on maintaining control of at least one, if not two pedestals. The Mantle generally take control of the northern pedestal first, so us your designated runner to grab control of the nearest pedestal to the gate you came through, then recapture theirs. It should be a simple matter to have the runner take control of the last pedestal before the Mantle can retake any of the others, but have one other player with a crystal in hand just to make certain. Keep your healers as close to your runner as possible and avoid fighting as much as you can – it will only slow you down. The goal here is to get those pedestals. Once activated, your party will enter the portal and be transported to a separate part of the jungle where you will have to do battle with more creatures before reaching the Henge Guardian (Purple Dot). Defeat the Guardian to open the way to Denravi and success.

