



TEMPLE OF THE CRYSTAL SANDS

MASTER OF FINE ART CAPSTONE BY NATHAN K JOHNSON
DUNGEON DESIGN FOR GUILD WARS 2

Level Design Document

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Temple of the Crystal Sands: Introduction

This dungeon takes place in the Crystal Desert (Savannah) and revealed through content expansion events.

- Dungeon for players who like dungeons and players looking for a new dungeon experience.
- Dungeon Weapons expand the experience using a modified Environment Weapon System.
- Rediscover some lore from Guild Wars and a human settlement that failed to achieve ascension.
- Temple chambers themed after 5 of the human gods (before Kormir).
- Design focused on creating a layering experience and revisiting level spaces.

Business Motivation

- Dungeon for old players of Guild Wars and new players in Guild Wars 2; generate interest in Guild Wars Lore.
- Designed as a new variety of dungeon experience (more non-linear) for players, to keep players playing dungeons.
- Fits into dungeon play patterns and provides rewards as new cosmetic items, new stat combinations, and new Gem Store collectables.
- Optionally play as a new stat role and new skills in the dungeon with the dungeon weapon system.
- Intended as a permanent content update.



Guild Wars 2 Map; Dragonbrand, Crystal Desert

Implementation and Risks

- New Exotic and Ascended Gear stat combination set through craftable materials, tokens, and drops.
- New cosmetic designs for dungeon armor sets and weapons.
- Update would introduce new stat combinations for PvP and WvW.
- Modified Environment Weapon System to allow players to use Dungeon Weapons as a weapon swap slot.
- Dungeon story fits in current Guild Wars lore and expands into a previously unknown group of humans.
- Revival of a Guild Wars Race, a Forgotten; He is branded from close proximity to the Dragonbrand.

Player Rewards

Player rewards include:

- New Equipment Stat Combinations.
- Rare temple dungeon weapon skins with particle effects (voucher).
- Craftable Recipes for crafting new equipment
- Dungeon Tokens for Exotic and Ascended armor and weapons with a New Cosmetics Skin. Includes potions and unique runes and sigils related to the ancient theme of the temple.
- Collectable Minis: Branded Forgotten, Black Ice Golem, White Whisp Golem.
- Crafting item and gold rewards from base mobs and chests.
- Permanent finisher animations associated with one of the dungeon weapon.

Dreadful [Item]: Condition Damage, Power, Ferocity Stat Set

This set is intended to compliment Berserker’s and allow for new Conditional Damage based playstyles.

Devout [Item]: Healing Power, Power, Vitality Stat Set

This set compliments the Cleric’s set by offering vitality stat over toughness.

Sigil of the Ancient Sands

When applied to a weapon, grants a chance to cause a Dustdevil attack.

Rune of the Forgotten Temple

When applied to armor, grants additional Condition Damage, Healing Power, Power, increased Regeneration duration, and a chance to cause Churning Earth when hit.

Gem Shop Items

- Consumable finisher associated with each dungeon weapon of the temple.
- Skinned cosmetic armor themed after the Old-Five Gods; Balthazar, Lyssa, Dwayna, Grenth, Melandru.
- One of three minis introduced with the dungeon: Branded Forgotten, Black Ice Golem, White Whisp Golem.
- Rare temple dungeon weapon skins with particle effects; same as dungeon drop. High-value.

New Additions to Black Lion Chests

- Human Deity Transformation Elixir.
- Everlasting Deity Transformation Elixir.
- Consumable finisher associated with one of the dungeon weapons.
- Permanent finisher associated with one of the dungeon weapons.

Economic Impact

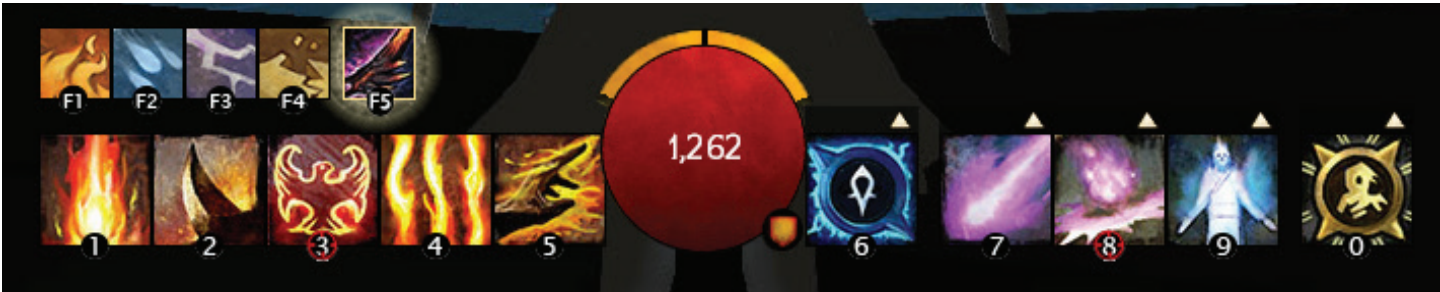
For balance the new item sets, sigils, and runes will require play testing to not make them overly valuable. Allowing players to craft new items will put more demand on the items required in the recipes. New item stat sets will expand play styles and character builds, which may put demand on previous low-demand runes and sigils. Many of the dungeon rewards will be bound to the player and not directly influence the economy.



Dungeon Weapon System

Unlike other dungeons, players and their party, gain new dungeon weapons as they explore the temple! These weapons are based on the human gods and bestow new skills and powers when they activate the weapon.

To keep the use of the weapons fluid, they are designed to work in addition to current player builds; the dun-geon weapons activate on a key press, just like switching to a new elemental attunement for an Elementalist. The weapons also have independent cool downs, allowing players to switch to them on demand. Each weapon is designed to enhance a specialized role such as: control and durability, skill and player support, burst dam-age, condition damage, and damage and skill support.



UI Example of Dungeon Weapon Integration.

Dungeon Environment Interaction

The weapons allow for interaction with the environment and they have the option to alter the outcome of certain battles. The weapons also serve as a key to certain environment locks that block progression in the dungeon. Obtaining all five weapons is essential for completing the temple.
Example: Players can use Melandru’s Vine to grab columns at the beginning of Balthazar’s Chamber to assist in toppling the columns onto the mini-boss.

Dungeon Weapons & Management

All weapons are gained in their respective chambers. Players will equip and unequip their items by speaking with the Priory NPC that will have options to unequip, swap, or equip the available weapons. Only one player at a time may have any particular dungeon weapon.

Flames of Balthazar

This fiery greatsword grants players primarily enhanced Power and secondarily enhanced Condition Damage and Toughness. Players using this weapon will be able to clear environment obstacles that are weak against fire. The greatsword appears as a grand, fiery weapon, much like the sword Balthazar wields in his depictions.

Skill Name	Effect	Range	FX/Animation
Fiery Blade	Strike your foes with a cleave that causes burning.	Short	Charging animation; Dust FX with charge.
Balthazar’s Fist	Target the ground, igniting an area damaging and burning foes. Ignites anything that burns.	Long	Range attack animation; Web FX.
Dragon’s Breath	Burns and damages foes in front of player.	Short	Fire breath animation; Cone flame attack.
War’s Judgment	Smash an opponent to the ground, chains.	Short	Melee animation; No FX.
Flame’s Mercy	After War’s Judgment, finish your foe with a fiery dragon’s tooth attack. Casts Instantly.	Medium	Cast animation; Dragon’s Tooth FX
Courageous Leap	Leap at your target, creating a burning ring around it.	Long	Leap animation; Fiery leap with flame circle FX.

Lyssa’s Longbow

The longbow from Lyssa’s chamber appears as a liquid, watery longbow with strings of energy attached to it. This bow is also used in clearing burning obstacles or obstacles that need barriers dispelled. Players gain Con-dition Duration as a primary stat with Healing Power and Power as secondary.

Skill Name	Effect	Range	FX/Animation
Twin Strike	Fires two watery arrows at a foe, chains.	Long	Charging animation; Dust FX with charge.
Piercing Strike	Shoots an arrow through foes, chains.	Long	Range attack animation; Web FX.
Water Blast	Deal damage to enemies, healing those nearby.	Long	Fire breath animation; Cone flame attack.
Purge Wave	Create a wave in front of the player, damaging and removing boons from foes. Dispers barrier obstacles.	Medium	Melee animation; No FX.
Lyssa’s Well	Create a well of energy on the ground granting vulner-ability and damaging all that touch it. Ethereal Field.	Medium	Melee animation; No FX.
Lyssa’s Chaos	Damage and steal energy from the target, causing confusion and weakness. Grants vigor.	Medium	Cast animation; Dragon’s Tooth FX
Displacement	Knockback and bind a target in place for a short time.	Long	Leap animation; Fiery leap with flame circle FX.
Watery Illusion	Create an illusion of yourself using Lyssa’s Longbow.	Long	Cast animation; Watery illusion FX.

Melandru’s Vines

An earth and vine-themed whip blessed with the power of Melandru. This weapon exceeds at control and can activate levers that are too far to reach. Players gain Vitality and Toughness equally as primary stats. Power and condition damage add to the secondary stats.

Skill Name	Effect	Range	FX/Animation
Whip	Strike the enemy with fierce lashes. Causes Poison.	Medium	Charging animation; Dust FX with charge.
Stranglevine	Damage and stun a foe, Can grab out of reach levers.	Long	Range attack animation; Web FX.
Stranglerip	Pull the strangled foe toward the player. Cause Cripple.	Long	Fire breath animation; Cone flame attack.
Shockwave	Create a shockwave that bleeds and cripples foes.	Medium	Melee animation; No FX.
Melandru’s Wrath	Damage foes in a radius around player with vines, causes poison.	Medium	Range attack animation; Web FX.
Plant Cover	Grants protection and stability to caster and allies. While active, foes attacking gain bleed.	Self	Melee animation; No FX.
Thorn Cover	Destroys Plant Cover, damaging and poisoning foes.	Medium	Cast animation; Dragon’s Tooth FX
Melandru’s Roots	Damage and immobilizes nearby foes for a short time.	Medium	Leap animation; Fiery leap with flame circle FX.

Greenth’s Reaper

A dark-ice themed scythe of death; Greenth’s reaper can break the bind of life on obstacles that are too strong to beat by other means. Players using this dungeon weapon gain Condition Damage primarily and adds Power and Critical Damage secondarily.

Skill Name	Effect	Range	FX/Animation
Claws of Greenth	Slashes and cleaves foes from a distance; causes bleed.	Long	Charging animation; Dust FX with charge.
Death’s Touch	Damage and bleed a foe, chains.	Long	Range attack animation; Web FX.
Wrath of Death	Damages a foe and nearby foes, leaving a mark of death on the ground. The mark causes bleed to all enemies in the mark and activates after 4 seconds.	Long	Fire breath animation; Cone flame attack.
Ignite Mark	Ignites the mark of death, burning and damaging foes.	Medium	Melee animation; No FX.
Reaper’s Brand	Causes an enemy to run in fear and torment. Grants regen to any who attack the target.	Long	Range attack animation; Web FX.
Sever Bonds	Damages single target with damage, blind, bleed, poison and torment. Destroys life obstacles.	Long	Melee animation; No FX.
Greenth’s Mists	An area of mist forms on the ground, chilling and blinding enemies. Grants regen and vigor to allies.	Medium	Cast animation; Dragon’s Tooth FX

Dwayna’s Scepter and Focus

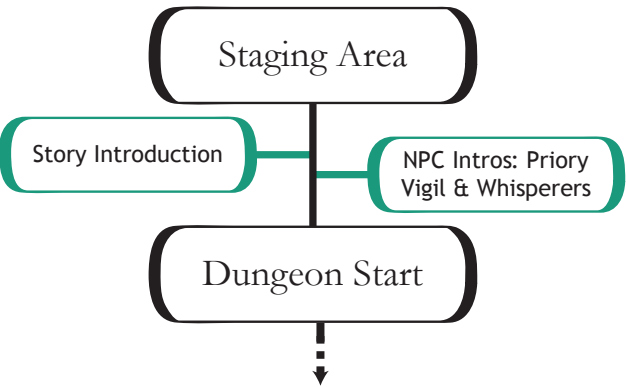
These wind and light themed dual weapons are bound together by a chain. This weapon helps cancel-out death effects during fights as well as assisting in healing during heavy-damage moments. The player wielding this weapon gains Healing power as a primary stat, power and vitality as secondary stats.

Skill Name	Effect	Range	FX/Animation
Chained Winds	Bounces a blast of wind from foe to foe, increasing in damage.	Long	Charging animation; Dust FX with charge.
Wind Rune	Places up to 3 wind runes on the ground, shortly after placed, the runes activate. Players are cleansed of 1 random condition when entering a rune, chains.	Long	Range attack animation; Web FX.
Activate Rune	After all 3 runes are placed, all runes can be activated.	Long	Fire breath animation; Cone flame attack.
Gale	Calls winds to the user and deals critical damage to all nearby foes. Activates all runes, increasing damage by 50% and causes stacks of vulnerability.	Medium	Melee animation; No FX.
Rain of Light	Heals allies and grants regen and vigor.	Long	Range attack animation; Web FX.
Healing Breeze	Grants all allies regen and Swiftiness, chains.	Long	Melee animation; No FX.
Dwayna’s Kiss	Removes a condition from allies, grants protection, chains.	Medium	Cast animation; Dragon’s Tooth FX
Swirling Winds	Protects users from projectiles and bleeds enemies within the radius.	Long	Range attack animation; Web FX.

Dungeon Weapons Risks & Rewards

This system risks players not using the weapons. Players will not be forced into using the weapons; but with UI indications and certain encounters in the dungeon having an altered outcome from the weapons, the incentive to use the weapons increases. Because of the encounters that need particular weapons, players will develop better strategies with using the weapons and they will have the opportunity to have new experiences through the dungeon.

Example: a player focused on range combat can experience melee combat with the Flames of Balthazar, and it would be especially useful for the range player to use it during the Avatar of Greenth fight in the dungeon.



Synopsis

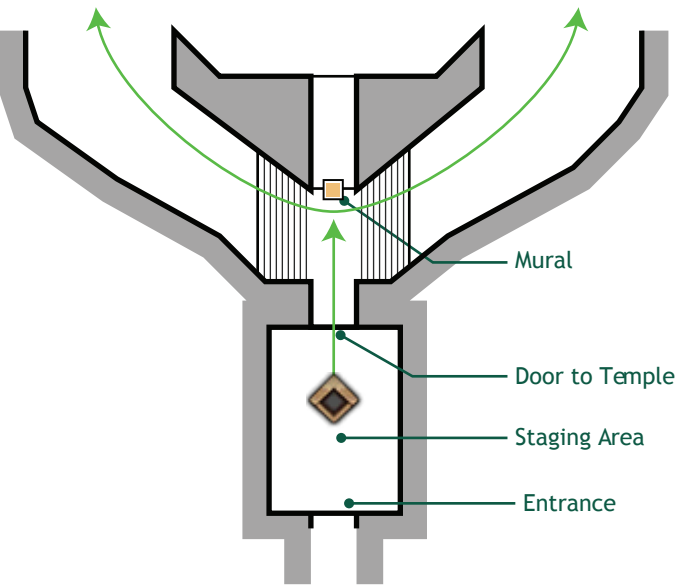
500 years ago, human settlers built a temple in the Crystal Desert in an attempt to unlock the secrets of ascension. That temple has been recently discovered as adventurers have braved the dangers of the desert. The Temple of the Crystal Sands holds the secrets of a fallen people, and the weapons they crafted to protect their temple.

A party of players, with support of the three major orders, will face a non-linear, layering experience that delves into the history and mysteries of a forgotten people of Tyria.

Staging Area

Description:

Players are greeted by a member of each order: the Priory, Whisperers, and Vigil. After a brief introduction, players are given the story of the temple and why they are exploring. Adventurers are needed to help escort the exploration party. The Whisperers NPC breaks off and leaves the players to explore on his own. Players then set out to explore with the two remaining NPCs assisting.



Mechanics:

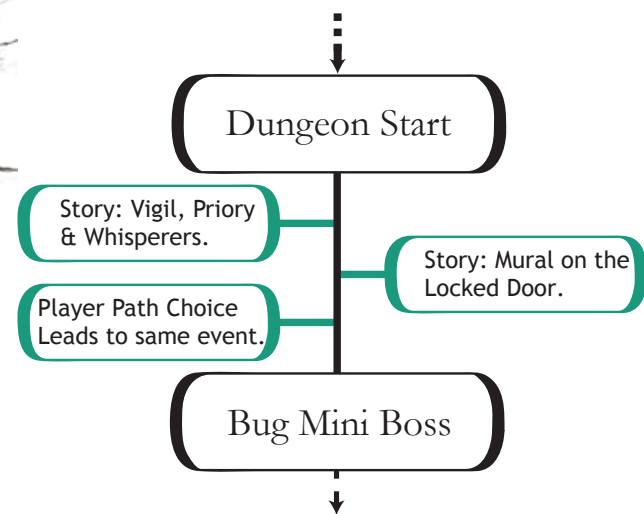
When players are ready, they tell the Priory NPC and the door opens for the players to explore the temple.

Cutscene:

In a brief cinematic, the Priory member deciphers the mural players encounter after entering the temple. The mural explains the seeking of ascension and the pleasing the gods through the trials of the temple. There is also a note of recent scratches that lead under the wall, prompting further exploration.



Build Wars Concept Art



Temple Floor 1, Entrance

Description:

Players are faced with two paths in complete darkness. The players explore both pathways with the Priory NPC, who provides a small light radius. Players must overcome insect basic mobs and activate crystals pedestals found on the paths to revive the main chamber of the temple. After the crystals are activated, a mini-boss spawns.

Mechanics:

- Webs cannot be destroyed before defeating the groups of basic mobs.
- Basic mobs and webs respawn after a set time.
- Players use the Activate trigger to set the crystal pedestals to on.
- Crystal Pedestals shine a beam straight to the main crystal platform and provide a little light.
- After all crystals activated, mini-boss fight becomes available.

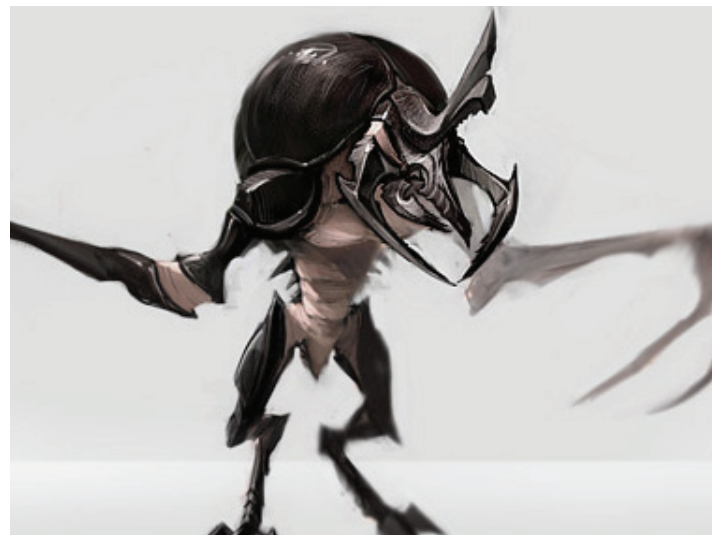
Mini-Boss: Champion King Scarab

Description:

The deadly King Scarab is the first reason for the adventurers to escort the order members. He blocks the way and the players must overcome his dangerous melee attacks to complete the first floor's revival! Players will feel on edge fighting in limited light. Without his defeat, players cannot activate the final crystal or advance into the depths of the temple.

Mechanics:

- The final web cannot be destroyed without the mini-boss dying.
- Behavior outlined in the **AI Document, page 7**.
- Players can leave the platform, the champion mob will not leave that area.
- After champion mob defeat, web can be damaged.



Guild Wars concept art for insect—Guild Wars Wikipedia

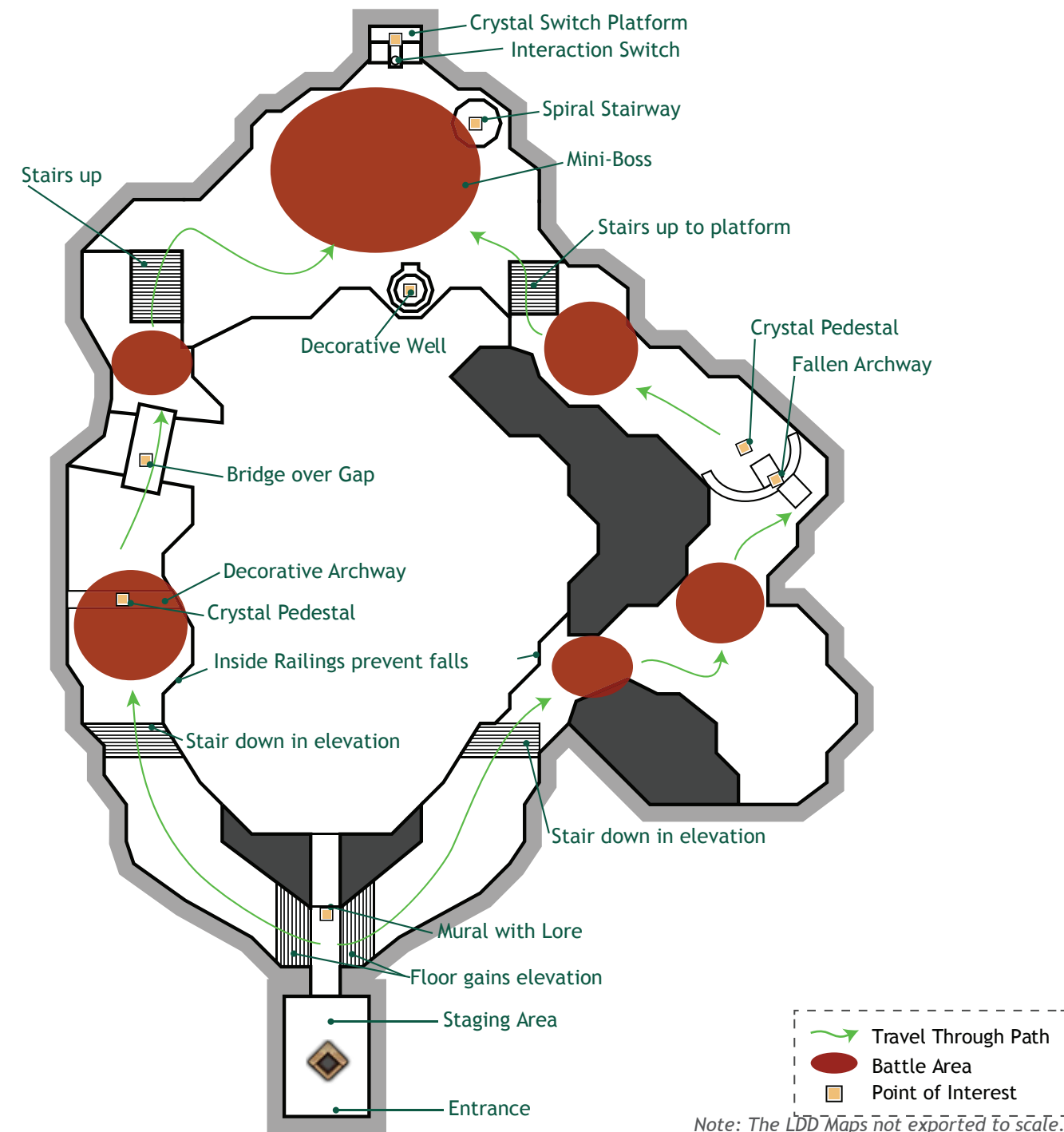
Rewards:

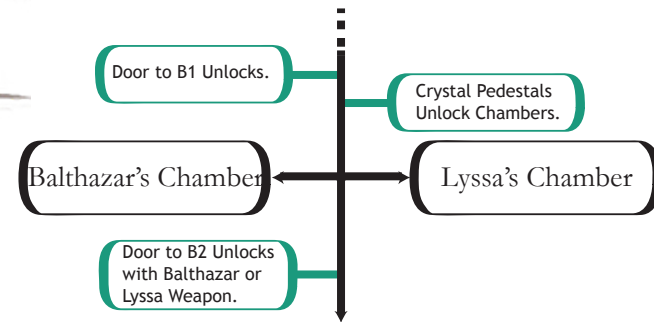
King Scarab's death rewards players with basic dungeon champion loot in addition to access to the final crystal pedestal for the first floor. After activating it players receive a cinematic then can proceed down the spiral stairs.

Cinematic:

The first floor lights-up, a fly-by cinematic shows five of the human god statues standing in a lake in the center and reveals the majesty of the temple for the first time.

Temple Floor 1: Full Map





Temple Floor B1, The First Chambers

Description:

After the cinematic revealing the temple, players must destroy the web blocking the stairway to B1. Players encounter more basic insect mobs blocking the pathway to two of the gods' chambers. Balthazar's and Lyssa's chambers are entered on this floor. Players choose which chamber to enter. A new type of web blocks the stairway down to B2. Players cannot proceed to B2 without Balthazar's or Lyssa's weapons to destroy the web. The priority NPC is perplexed and suggests more exploration to the players to solve this mystery.



The Statues of the Gods—Blockout Temple Floor B1.

Mechanics:

- Basic mobs continue to respawn after a set time.
- Flames of Balthazar or Lyssa's Longbow can destroy the enhanced web blocking the stairs down.
- Two Crystal Pedestals each allow for entering their respective chamber.
- The B1 Waypoint spawns after players clear Lyssa's or Balthazar's Chamber.
- The statues turn their gaze to the center of the lake as each respective chamber is cleared.

Dwayna's Chamber Entrance

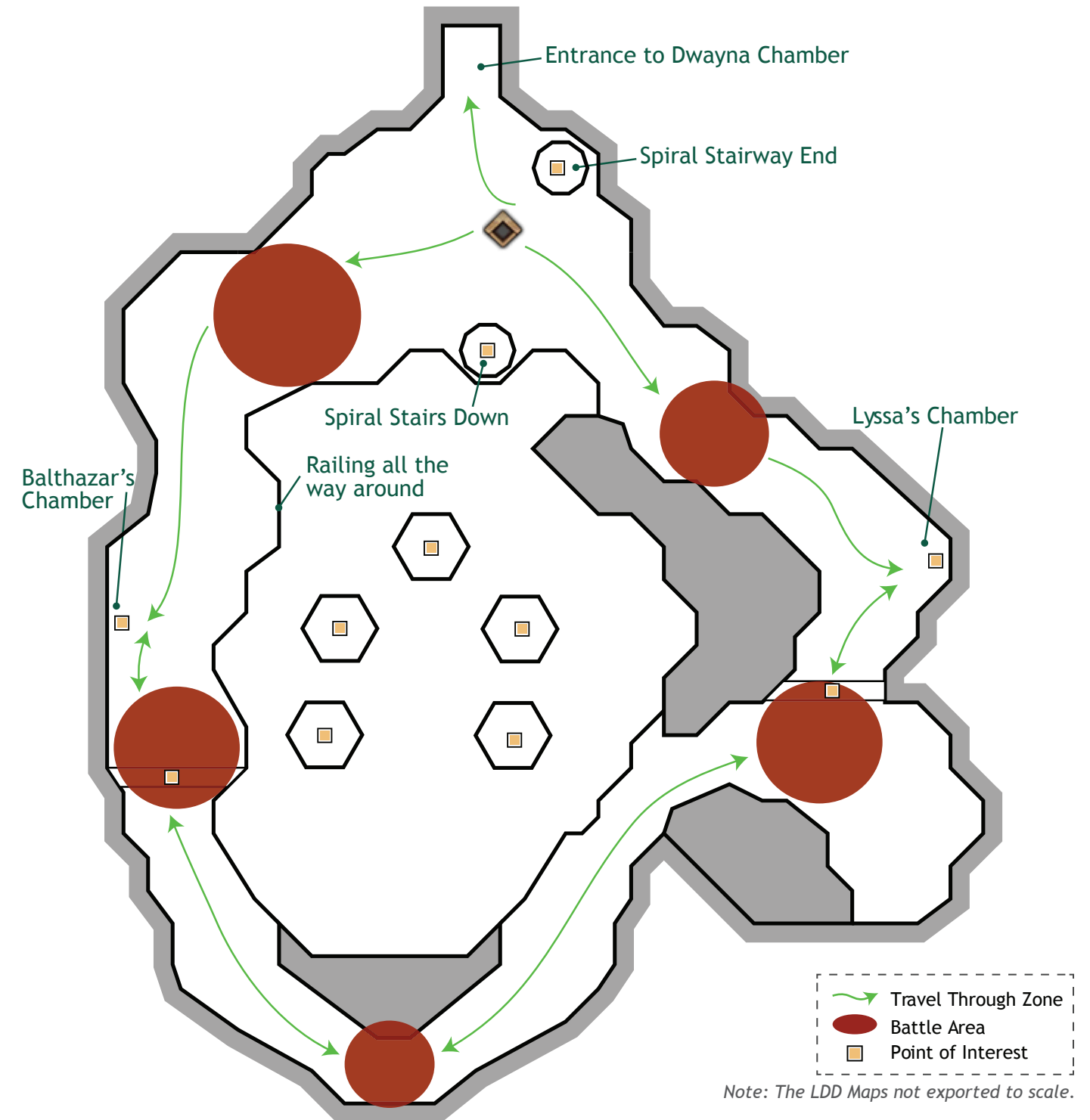
Description:

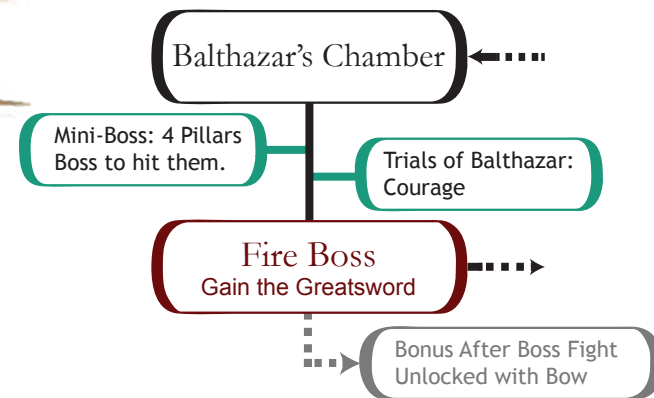
Dwayna's Chamber entrance is only reachable after players obtain Grenth's Reaper, Flames of Balthazar, Lyssa's Longbow, and Melandru's Vine. A complex lock of targetable obstacles can be removed with each weapon and a combination of weapon skills. The final gate to allow entrance is dispelled much like Grenth's Chamber was dispelled. This puzzle will be the most difficult of the puzzles for players to solve.

Mechanics:

- The vines clogging the drain are killed using Sever Bonds from Grenth's Reaper.
- Melandru's Vine pulls the vines out of the grate allowing water to fill the gap again.
- The final gate requires Sever Bonds, Purge Wave, and Balthazar's Fist to get past.

Temple Floor B1: Full Map





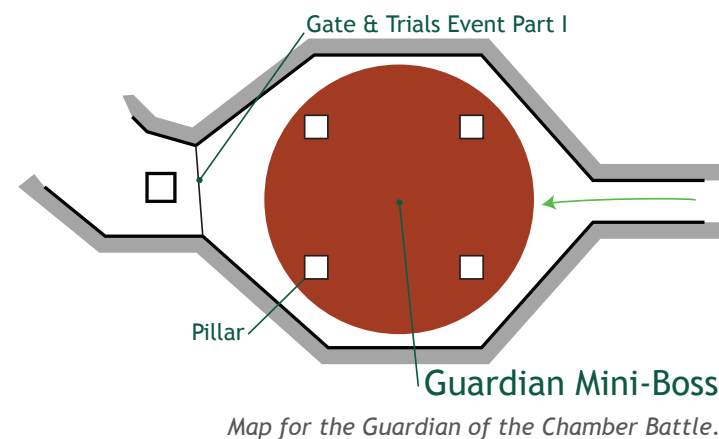
Chamber of Balthazar: Entrance

Description:

After activating the associated Crystal Pedestal, players are allowed entrance into the Chamber of Balthazar. They are presented with a well-finished room and four strong pillars surrounding the sides. An armored figure stands guard in the back, blocking a gate and any further progress. Players, feeling the mystery of the room, will explore it. A small burning artifact rests in the middle of the room. When a player picks it up, the Guardian and the Chamber come to life.

Mechanics:

- The Environmental Item “Rage Embers” activates the champion mob fight.



Chamber of Balthazar: Guardian Fight

Description:

Players must courageously face an invulnerable champion mini-boss and channel his rage through the Rage Embers item. The guardian will always chase the player who carries the Rage Embers item. If no one carries the Rage Embers, the mini-boss will unleash terrible attacks at greater speed. The only way to damage the guardian is to trick him into striking one of the four targetable pillars. The pillars massively damage to the guardian, and once all four are knocked down onto him, he is defeated and the gate opens.

Mechanics:

- Range Embers stack burning on player who carries them. See more on [page 8 of AI Design Document](#).
- Mob behavior outlined on [page 9 of the AI Design Document](#).
- Mob defeat causes gate to open.

Rewards:

Players are rewarded with basic champion mob loot and access further into the chamber.

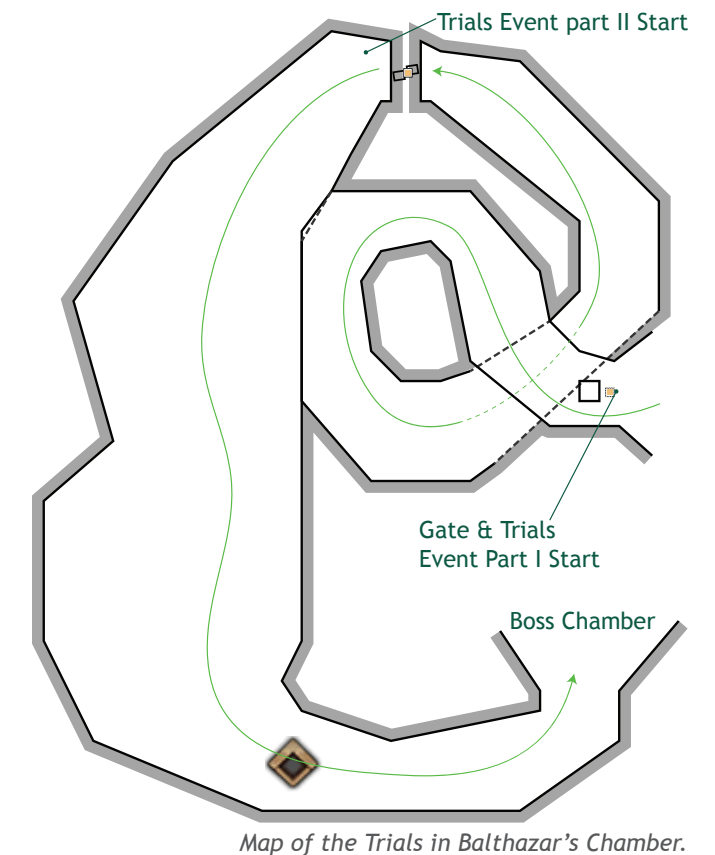
Chamber of Balthazar: The Trials pt. I

Description:

Players enter the volcanic themed passageway after defeating the guardian. After all players enter the passageway, the flames blocking further passage die and two large Hounds of Balthazar spawn behind the players, chasing them down the tunnel. Players will need to muster their courage to navigate a fiery volcanic obstacle course to make it to the end safely and proceed.

Mechanics:

- Fiery gates to prevent backtracking and moving forward before the event is ready.
- Hounds of Balthazar are not mobs, but instantly down and kill players with massive damage.
- The hounds move at 66% of the player movement speed.
- Obstacles in the passageway are still designed to slow players down and deal burning damage.



Chamber of Balthazar: The Trials pt. II

Description:

After crossing the gap that marks the end of the first half of the trials, players are faced with the uphill part of the challenge. The hill before the players is divided into three sub-chambers. Players must find the Rage Embers to help control the Hound of Balthazar, like the Guardian fight at the beginning of the chamber. After players defeat the Hound, they are allowed to progress to the next chamber. During these sub-chambers, players must race the rising lava.

Mechanics:

- Players must race lava rising. If they fail, they will restart at the beginning with all sub-chambers reset.
- The Hounds of Balthazar will instantly down nearby players without the Rage Embers in proximity.
- Players face Fiery Imp spawns to add to the battle challenge.

Rewards:

At the top of the hill, players are rewarded with a waypoint to allow for quick return if needed.

Keepers of the Flame: Phase I

Description:

Players have faced the trials of Balthazar and now face the final boss, the Keepers of the Flame. The bosses are linked together. If one dies before the others, they are reborn from the flames and will continue to fight on. Three different Keepers challenge the players: Courageous Warrior, Burning Monk, and Vigilant Sniper. Players must also utilize the Rage Embers in the same fashion as with the Guardian to control the Warrior.

Mechanics:

- Rage Embers stack burning on player who carries them. See more on **page 8 of AI Design Document**.
- Mob behavior outlined on **page 9 of the AI Design Document**.
- Phase details outlined on **page 10 of the AI Design Document**.
- The boss' defeat in this phase will start phase II, the chamber door locks after phase I.

Keepers of the Flame: Phase II

Description:

The chamber starts to fill with lava. Several platforms, across the uneven ground, start floating on the top of the lava. Players must flip 4 levers on these platforms to reverse to empty the chamber. Several fire imps spawn to slow their progress.

Mechanics:

- Fire imps continuously spawn during this phase.
- Players who fall in lava are downed until this phase ends through success or failure.
- Players may use dungeon weapons to start the bonus during this phase.
- After the lava drains, this phase ends.

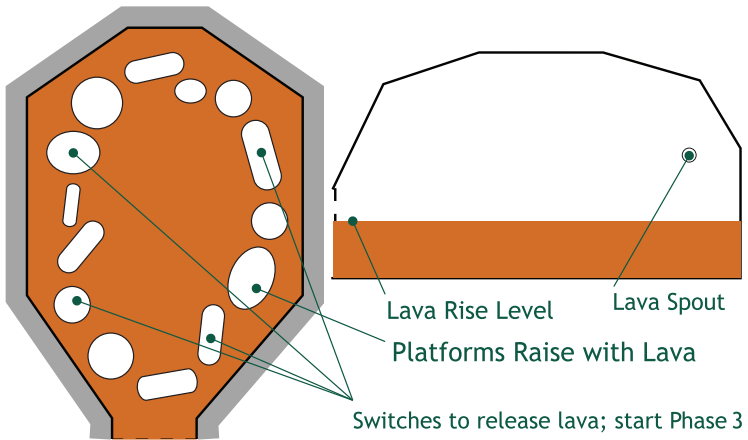


Diagram of the Lava Platforming Challenge during Phase II.

Keepers of the Flame: Phase III

Description:

The Keepers have melded into a molten abomination. Large stalactites on the top of the chamber can be knocked loose by Lyssa's Longbow and Melandru's Vines to deal extra damage. Like the guardian before, if they do not drop the Rage Embers on the monster after defeat, it will self-destruct; downing all players.

Mechanics:

- Boss behavior and phases outlined in **AI Design Document, page 9 and 10**.
- Four Large stalactites can be knocked down and deal massive damage to boss.

Rewards:

Players gain a boss loot chest that contains average dungeon boss loot and additional exclusives for this dungeon. Players also claim Flames of Balthazar and gain its use through the Priory NPC.

Chamber of Balthazar: Bonus Entrance

Description:

During Phase II when the two lava spouts are filling the room, players can damage the Lava Spouts with Lyssa's Longbow. If the spouts are blocked, the room drains quickly and a passageway weakens in the back instead of sealing shut. Once the boss is defeated, the passageway becomes accessible after breaking down the rocks blocking it. Further details are outlined in the bonus section of this document.

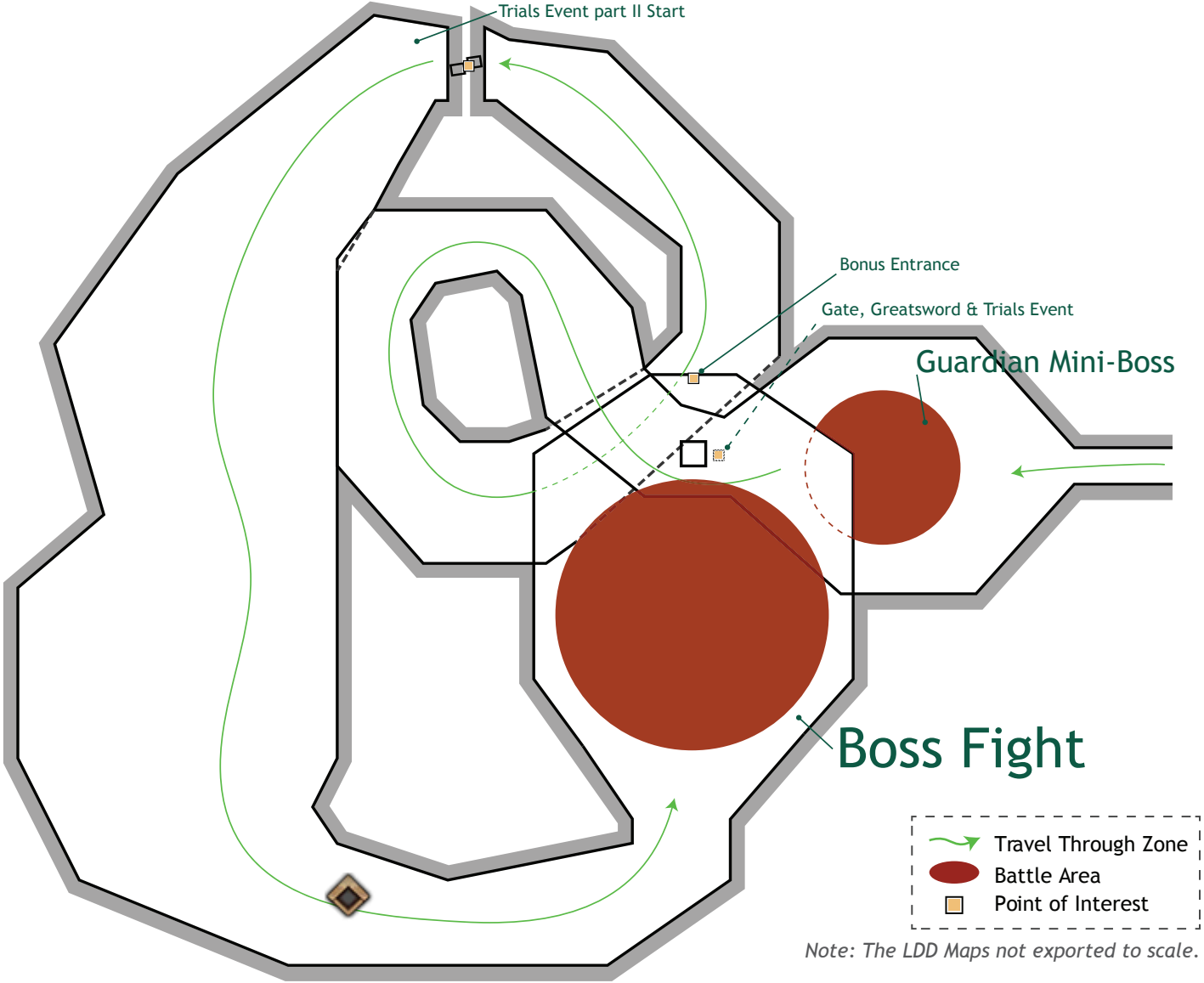
Mechanics:

- Conditional: If Phase II beat through Lava Spout Destruction, set Bonus Event entrance in motion.

Rewards:

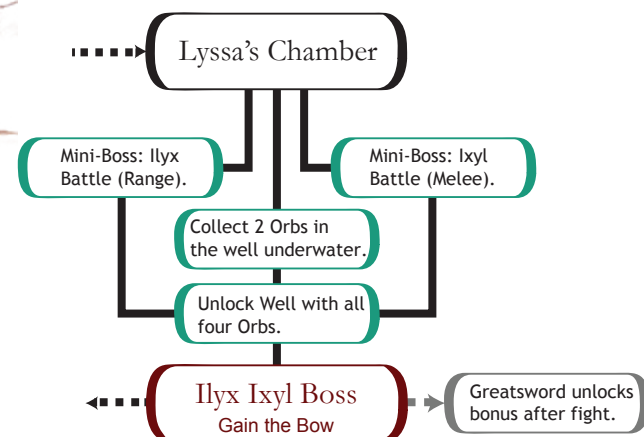
Access to the fire side bonus event area.

Chamber of Balthazar: Full Map





Guild Wars Concept Art



Chamber of Lyssa: Entrance

Description:

After activating the associated Crystal Pedestal, players are allowed entrance into the Chamber of Lyssa. After entering, players are presented with a wondrous room themed after the twin goddess. Players encounter a chamber with 3 passageways. Players must now explore the chamber and gather the four energy orbs missing from the well. In order to reclaim the orbs, players must defeat two mini-bosses and find the two in the well in the back chamber.

Mechanics:

- Orb Counter x/4 for event progress.
- When players reach 4/4 orbs, the fountain moves forward to reveal a passage down.

Chamber of Lyssa: Ixyl Mini-Boss

Description:

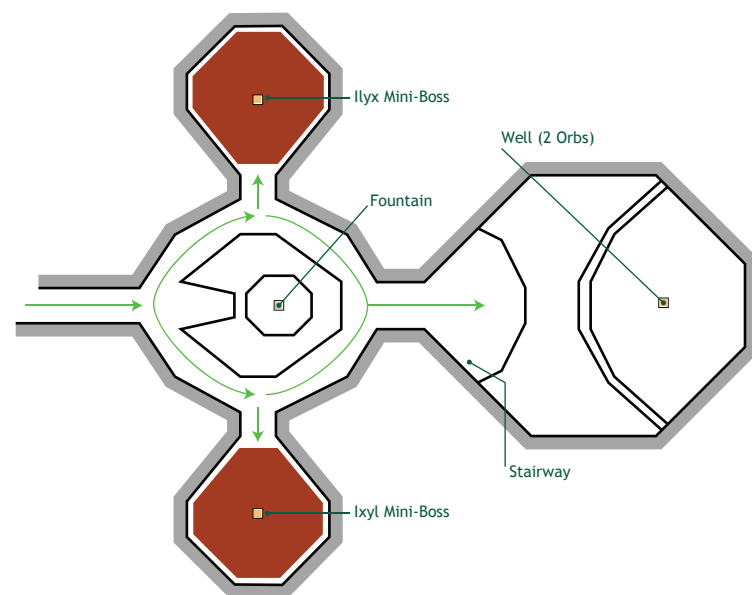
Ixyl (*icks-eill*), a twin mini-boss of this chamber fights with a greatsword. This boss will try to get close to players to get them to hit her at close range to trigger Chaos Agony. Chaos Agony deals massive damage to all players in the area. Ixyl also uses Illusions to add to the difficulty.

Mechanics:

- Mini-Boss behavior outlined in [AI Design Document, page 11](#).
- On defeat, Ixyl leaves an energy orb.

Rewards:

Players gain a small chest with average loot inside.



Chamber of Lyssa: Ilyx Mini-Boss

Description:

Ilyx (*ee-licks*), a twin mini-boss of this chamber fights with a staff. This boss will try to keep away from players to players to get them to hit her at long range to trigger Chaos Agony. Ilyx uses Illusions, range, knockback, and slowing attacks to help keep players away from her.

Mechanics:

- Mini-Boss behavior outlined in [AI Design Document, page 12](#).
- On defeat, Ilyx leaves an energy orb.

Rewards:

Players gain a small chest with average loot inside.

Chamber of Lyssa: The Well

Description:

Players enter the well and navigate a minor obstacle course. The well contains a grate to the outside that has allowed in Barracuda and Armored Fish mobs. The Armored Fish both drop the energy orbs they consumed.

Mechanics:

- Armored Fish spawn Energy Orb on death.
- Mob behavior outlined in [AI Design Document, page 11](#).

Chamber of Lyssa: The Fountain Passage

Description:

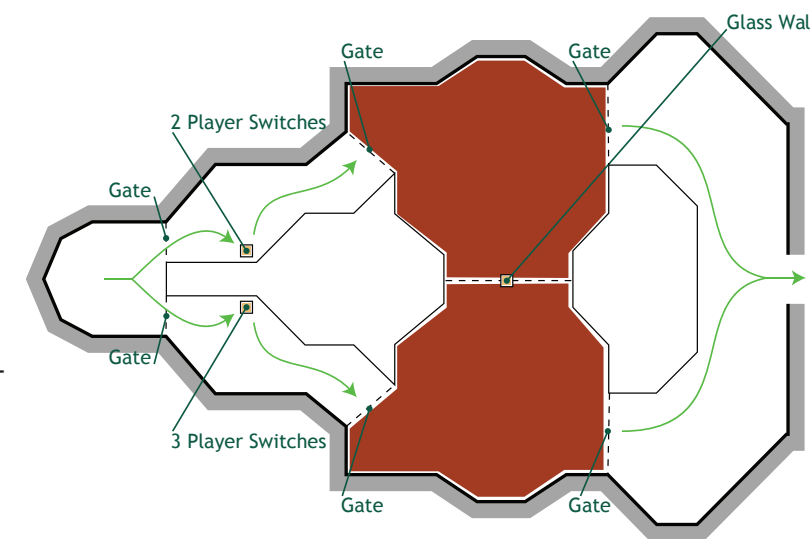
With 4/4 orbs gathered, players open the fountain passage and drop into the lower area. Switches and gates break the party into two groups. Two players and two NPCs go the north route, 3 players go south.

Mechanics:

- Fountain moves from current position to allow for entrance to lower chamber.
- Players form two groups using “ready switches” closing gates when ready.
- Players locked in boss room after cinematic.

Cinematic:

Players encounter Ilyx and Ixyl a second time. The twins make a grand entrance. Players locked in boss room.



Ixyl and Ilyx: The Final Fight

Description:

The twins engage the players after the cinematic. A glass wall separates the two groups. The twins maintain their distance disrupting mechanics while the two groups of players individually face the twins in their respective rooms. This fight introduces a new power for the twins; swapping positions to disrupt the rhythm of battle. Each twin also gains a new skill during this fight to add to their repertoire. To overcome the confusion the twins cause during the fight, players will have to use their cunning and strength to survive.

The two NPCs in the northern area of the field of battle will not trigger Chaos Agony; their scripted behavior will show they understand the mechanic.

Mechanics:

- Friendly NPC behavior for this encounter outlined in **AI Design Documentation, page 6.**
- Boss behavior outlined in the **AI Design Documentation, page 12.**
- The twins share a single HP pool.

Reward:

Players gain a boss loot chest that contains average dungeon boss loot and additional exclusives for this dungeon. Players also claim Lyssa’s Longbow after following the passage out of the boss room. The longbow may be accessed and equipped through the Priory NPC.

Chamber of Lyssa: Bonus Entrance

Description:

During the final boss fight, if the players have obtained Flames of Balthazar, they can damage and destroy the Glass Wall that separates the two rooms. The twins continue to swap places and maintain their style of attacks. If the player with Flames of Balthazar does not keep the twins away from each other, they will cast a weakened version of Chaos Agony.

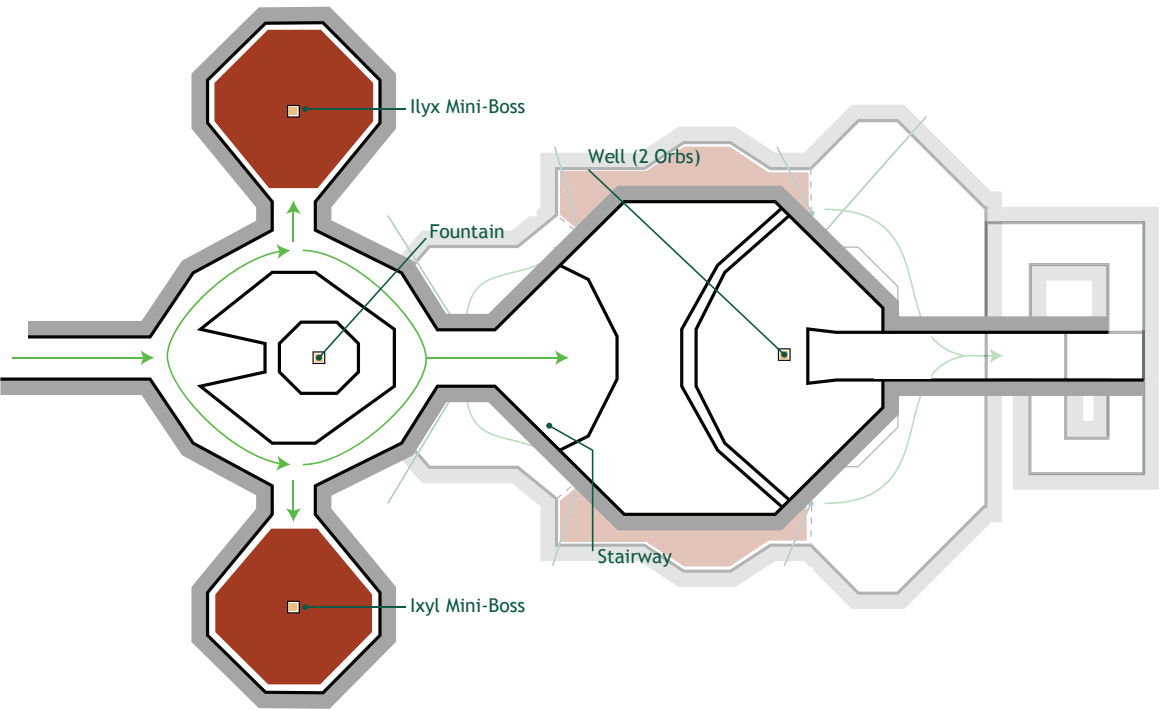
Mechanics:

- Twins gain Arcane Link and react to Flames of Balthazar with knockback and cripple.
- Players can use Flames of Balthazar to light the brazier in the passage out of the boss chamber.
- The lit braziers spawn platforms to jump across to the entrance after obtaining the longbow.

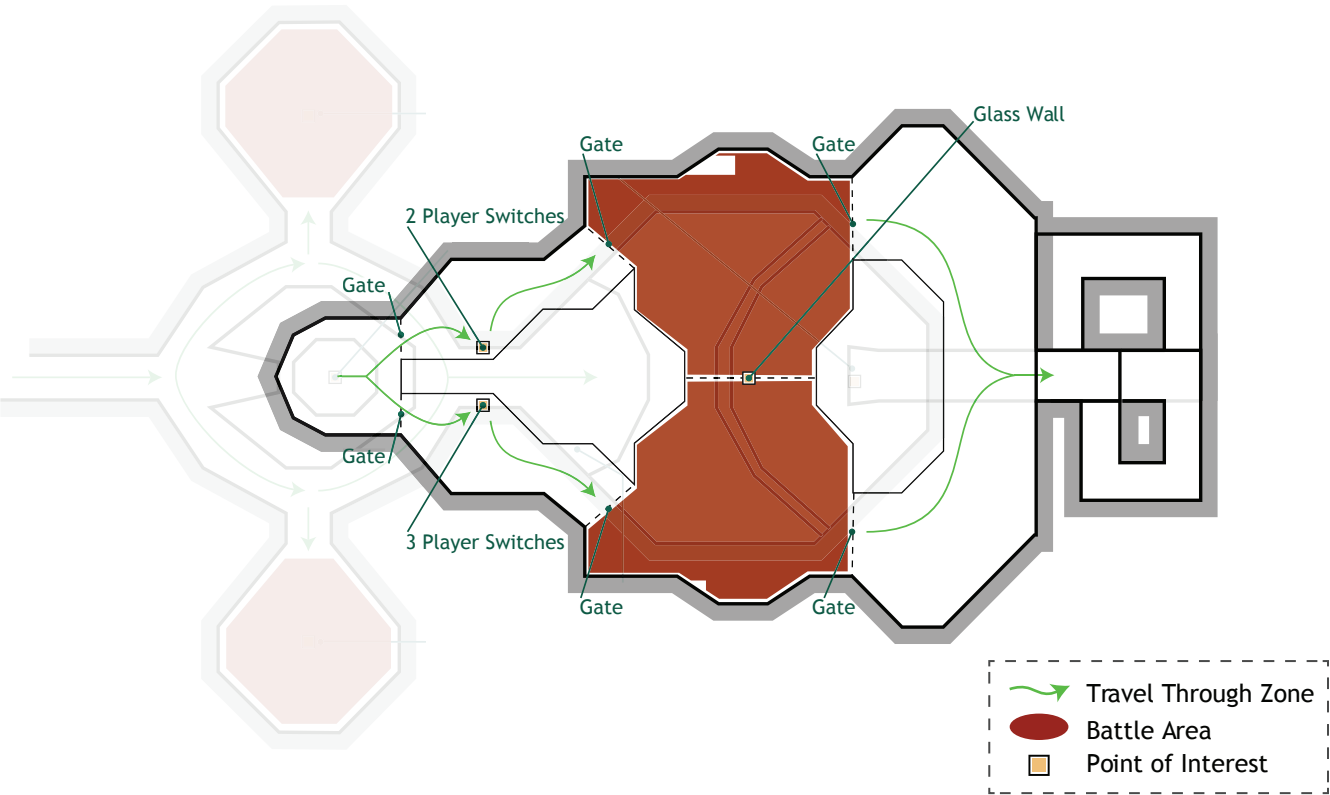
Rewards:

Access to the water side bonus event area.

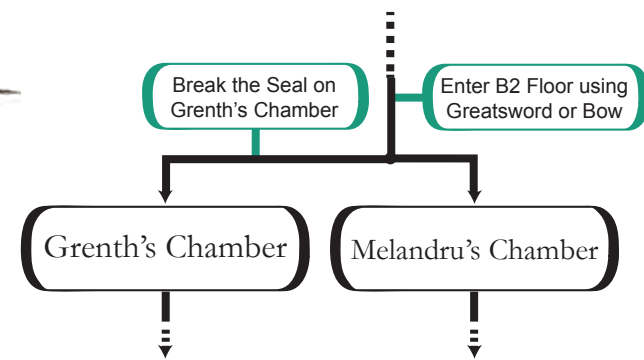
Chamber of Lyssa: Full Map, Top Floor



Chamber of Lyssa: Full Map, Bottom Floor



Note: The LDD Maps not exported to scale.



Temple Floor B2, The Lower Chambers

Description:

When players obtain either the longbow or the greatsword they can gain access to the B2 level of the main chamber. This chamber has a minimal basic mob packs and leads to the Chamber of Grenth and the Chamber of Melandru. Grenth's requires both the greatsword and longbow, where Melandru's requires neither. Once again players will utilize the crystal pedestals to cross barriers into chambers. Grenth's chamber seal is corrupted and requires more problem solving to enter.

Mechanics:

- Basic mobs continue to respawn after a set time.
- One Crystal Pedestal allows for entrance to Melandru's Chamber and Grenth's crystal is broken.
- No waypoints spawn exclusive for this level of the dungeon. Players will use the B1 Waypoint.

Entering the Chamber of Melandru

Description:

The entrance to the Chamber of Melandru behaves the same as entering Balthazar's and Lyssa's chambers; players activate a Crystal Pedestal to release the seal on the door.

Mechanics:

- Crystal Pedestal releases a seal on the door into the Chamber of Melandru.

Entering the Chamber of Grenth

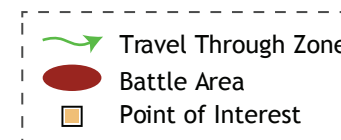
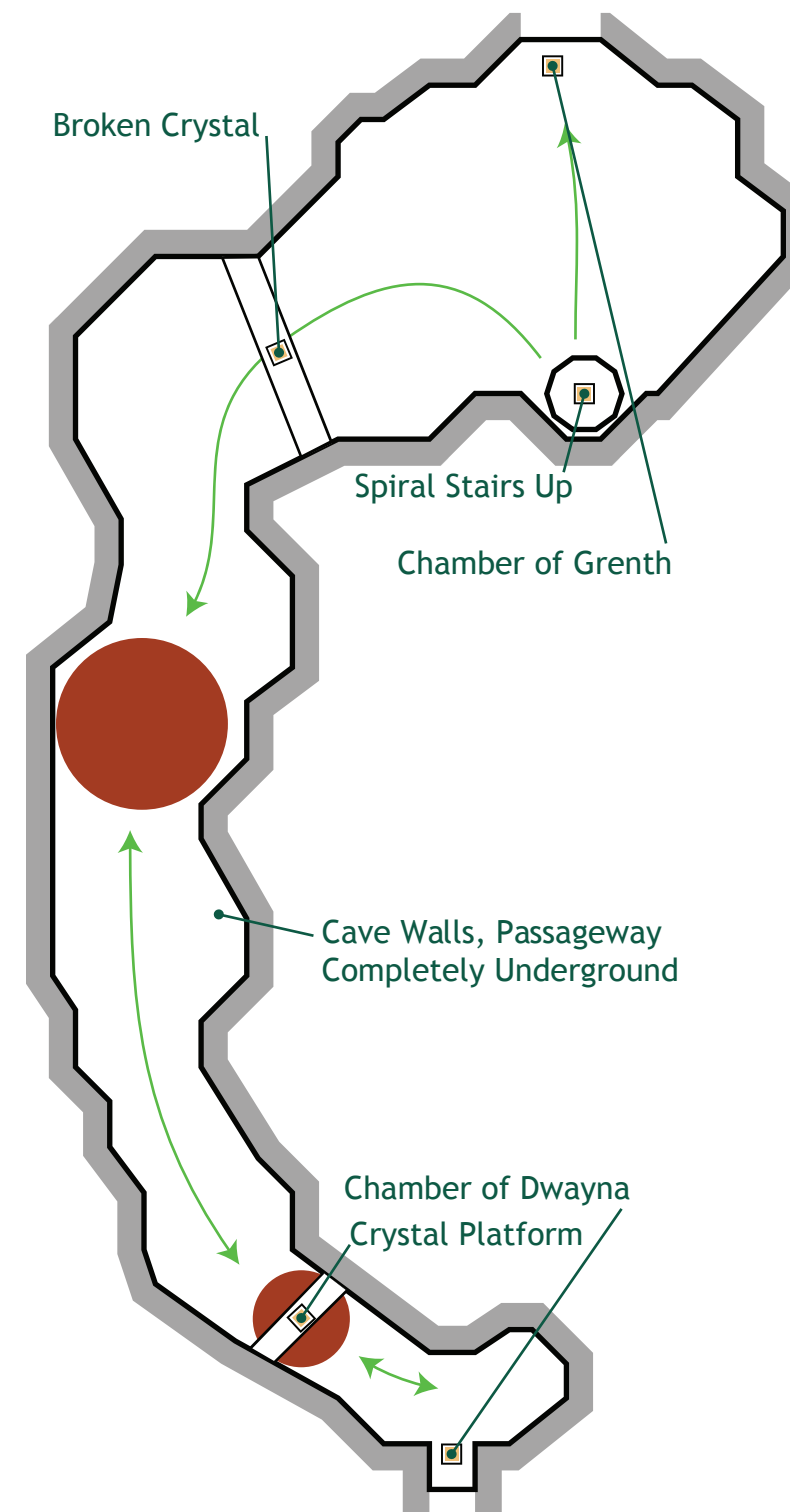
Description:

The seal on the Chamber of Grenth has become corrupted. The barrier can be dispelled using both Lyssa's Longbow and the Flames of Balthazar.

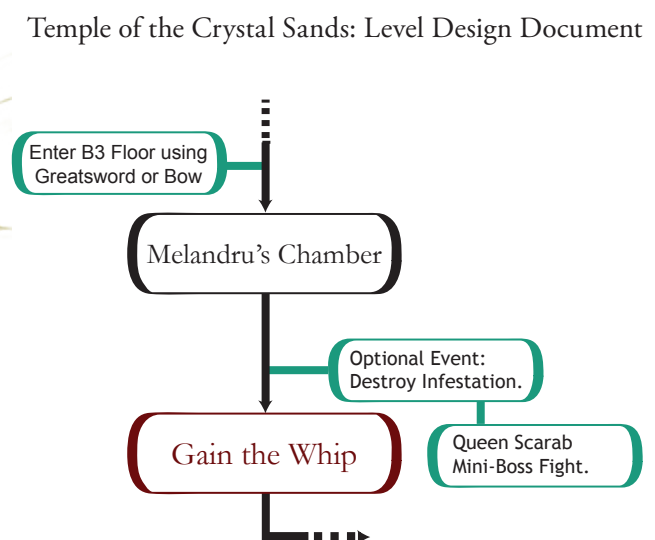
Mechanics:

- Balthazar's Fist reignites the bazier flames.
- A Purge Wave on the door dispells the barrier.

Temple Floor B2: Full Map



Note: The LDD Maps not exported to scale.



Chamber of Melandru: Entrance

Description:
The Chamber of Melandru gives players a challenge in solving a vertical puzzle using light reflected between mirrors. This chamber also hosts the central hive of the insect infestation. The optional event of killing the Queen Scarab will free the temple of it's skittering grasp. After players reflect light to all five Sun Spheres, the chamber regains life and unlocks the Vines of Melandru.

- Mechanics:**
- Dark room
 - Mirror reflect light functionality with siege weapon controls.
 - Five Sun spheres light their areas in the chamber.
 - Optional "Clear out the Infestation" progress event.
 - Optional event leads to "Kill the Queen Scarab" event.

Chamber of Melandru: The Infestation

Description:
Players cannot avoid combat with all of the insects in the chamber. However, to complete the optional event, players must search for more basic mob packs, larva, and eggs to kill. After the optional event, the Queen Scarab mob spawns at the base of the tree, near the end of the level.

- Mechanics:**
- Event counter fills as basic mobs are cleared. Queen Scarab spawns at 100%
 - Queen Scarab behavior outlined in **AI Design Documentation, page 15.**

- Rewards:**
- Players gain a chest with basic boss loot and temple exclusive items for crafting.
 - All insect mobs remaining despawn.



Blockout version of the giant mirrors in the chamber.

Chamber of Melandru: The Sun Spheres

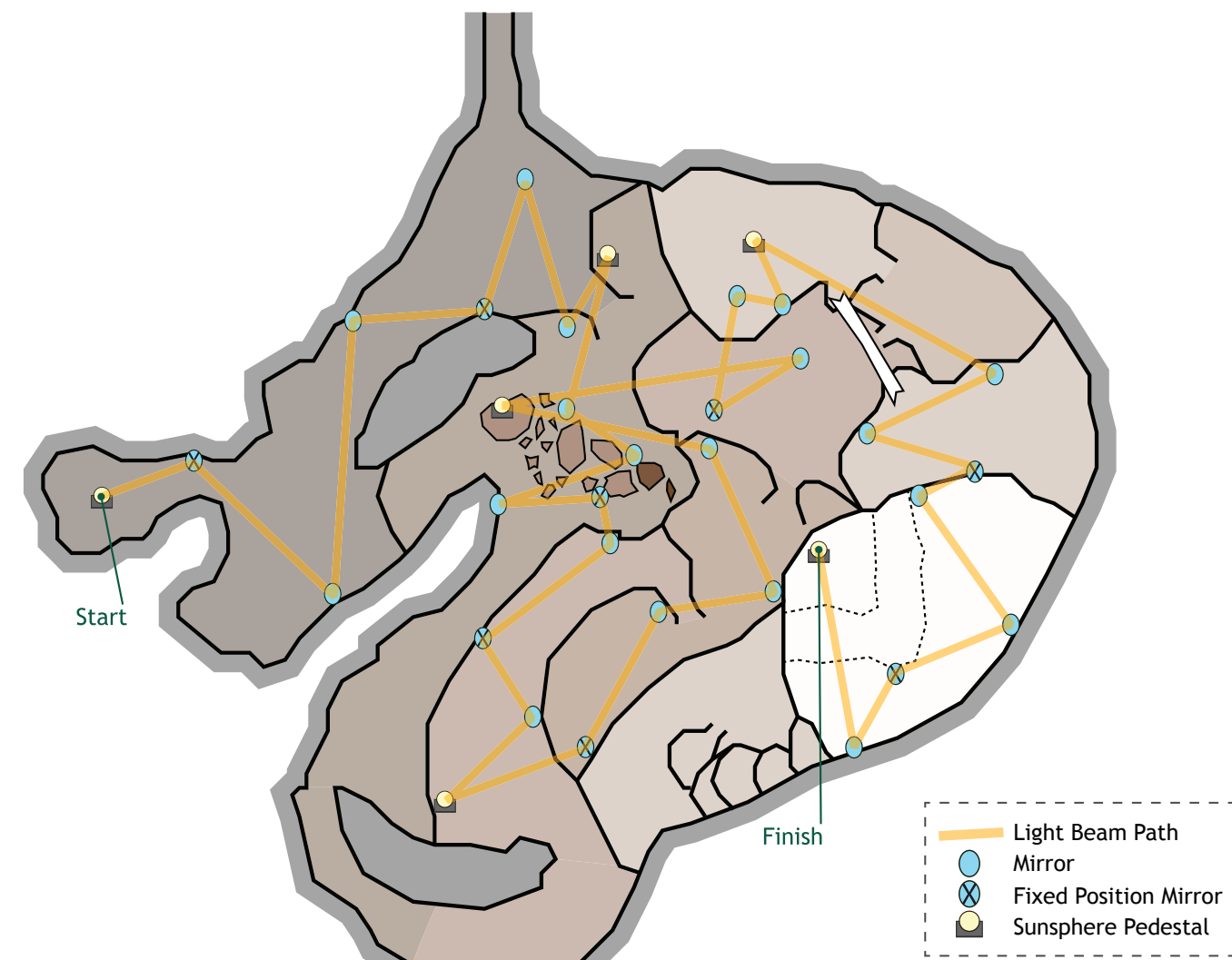
Description:
To unlock the Vines of Melandru, players have to reflect light beams between mirrors through Sun Spheres. These spheres, made of crystal, revive the life in the chamber. Once all five activate, a skybox appears on the ceiling of the chamber.

- Mechanics:**
- Mirros reflect light and change angle using similar mechanics as siege weapons.

- Rewards:**
- The Vines of Melandru

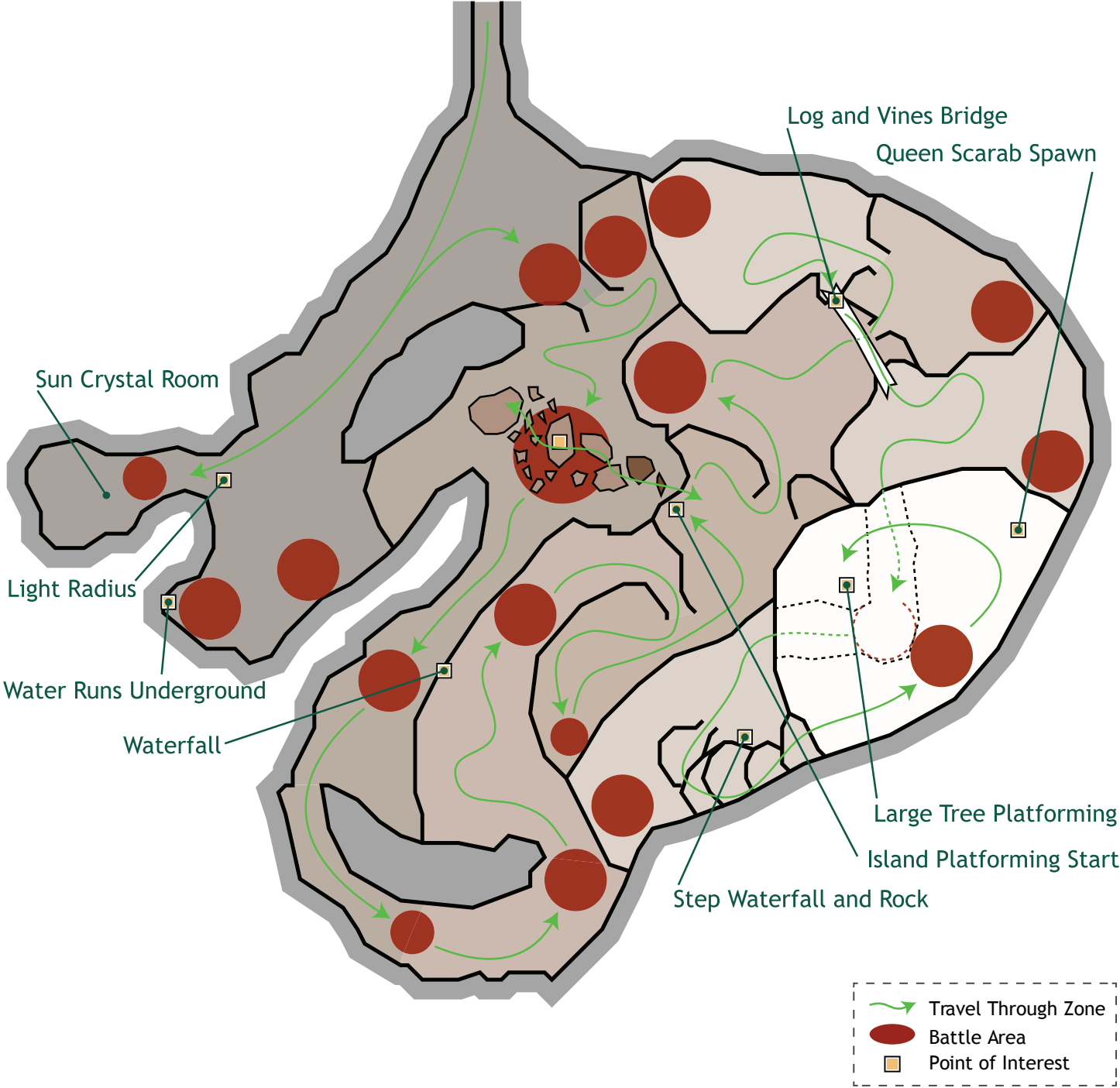
Cinematic:
A short cinematic plays showing the chamber coming back to life. A flower opens, containing the weapon.

Chamber of Melandru: Light Beams Map

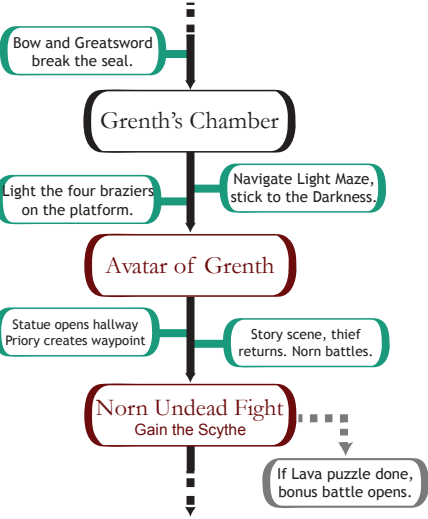


Note: The LDD Maps not exported to scale.

Chamber of Melandru: Full Map



Note: The LDD Maps not exported to scale.



Chamber of Grenth: Entrance

Description:

This chamber presents the players with a maze of Light and Darkness. Players must navigate the maze, following the paths of darkness while avoiding the light pillars from above. If a player or mob enters a light beam, they ignite on fire, quickly defeating them. Players gain a hint of this from a debuff description as soon as they enter the chamber's area. The setting of this chamber causes players to face the unknown with heavy contrast between light and dark; facing death and the unknown. A major story event sets further pacing for the temple.

Mechanics:

- Players and NPCs entering the lightbeams are quickly defeated from a burning debuff.
- Light the four braziers with Lyssa's Longbow and the Flames of Balthazar before progressing further.
- Basic mobs have skills that cause loss of player control, details in **AI Design Documentation, page 16.**

Rewards:

- Exploration rewarded with scattered small treasure chests that contain crafting exclusives and more.

Chamber of Grenth: Avatar of Grenth

Description:

The first challenging boss of the temple; players face the Avatar of Grenth. This boss has invulnerability when outside the light radius of the braziers. The braziers go out after a short time and only the Flames of Balthazar can reignite them. During the fight the boss will periodically go out of the light and attack from afar. Using the Vines of Melandru, players will have more control over the bosses positioning.

Mechanics:

- Players must reignite the braziers every 15-30 seconds during the fight; each timer is independent.
- Boss skills and behavior outlined in **AI Design Documentation, pages 17 - 18.**

Rewards:

- Players gain a boss reward chest at the end of this fight. Contains boss loot and temple exclusive items.

Chamber of Grenth: Into the Depths

Description:
After defeating the boss, players are pressed to venture further in. A waypoint is spawned by the Priory NPC. Players and NPCs jump down a long shaft and land in water deep under the chamber. This chamber represents the depths of despair and graves. For the first time since entering the temple, the players encounter the the Whisperers Thief. The thief exclaims that somone needs to die and that he has chosen the Vigial Warrior to end. A magical barrier is erected around a small platform and the two NPCs begin to fight. The vigil NPC loses.

- Mechanics:**
- A waypoint spawns at the top, before of the long fall down.

- Cinematic:**
- A cinematic of the thief’s return and explanation of his motives in the Chamber of Grenth.
 - After the fight, the Vigil NPC reanimates as undead to everyone’s aghast.

Chamber of Grenth: Killing a Friend

Description:
Players are forced to fight their friend, the undead Vigil Warrior. After defeating the Vigil Warrior, players gain Grenth’s Reaper and access to the bonus arena if they completed the jumping puzzle in Balthazar’s Chamber.

- Mechanics:**
- Details of this fight are outlined in **AI Design Documentation, page 17.**

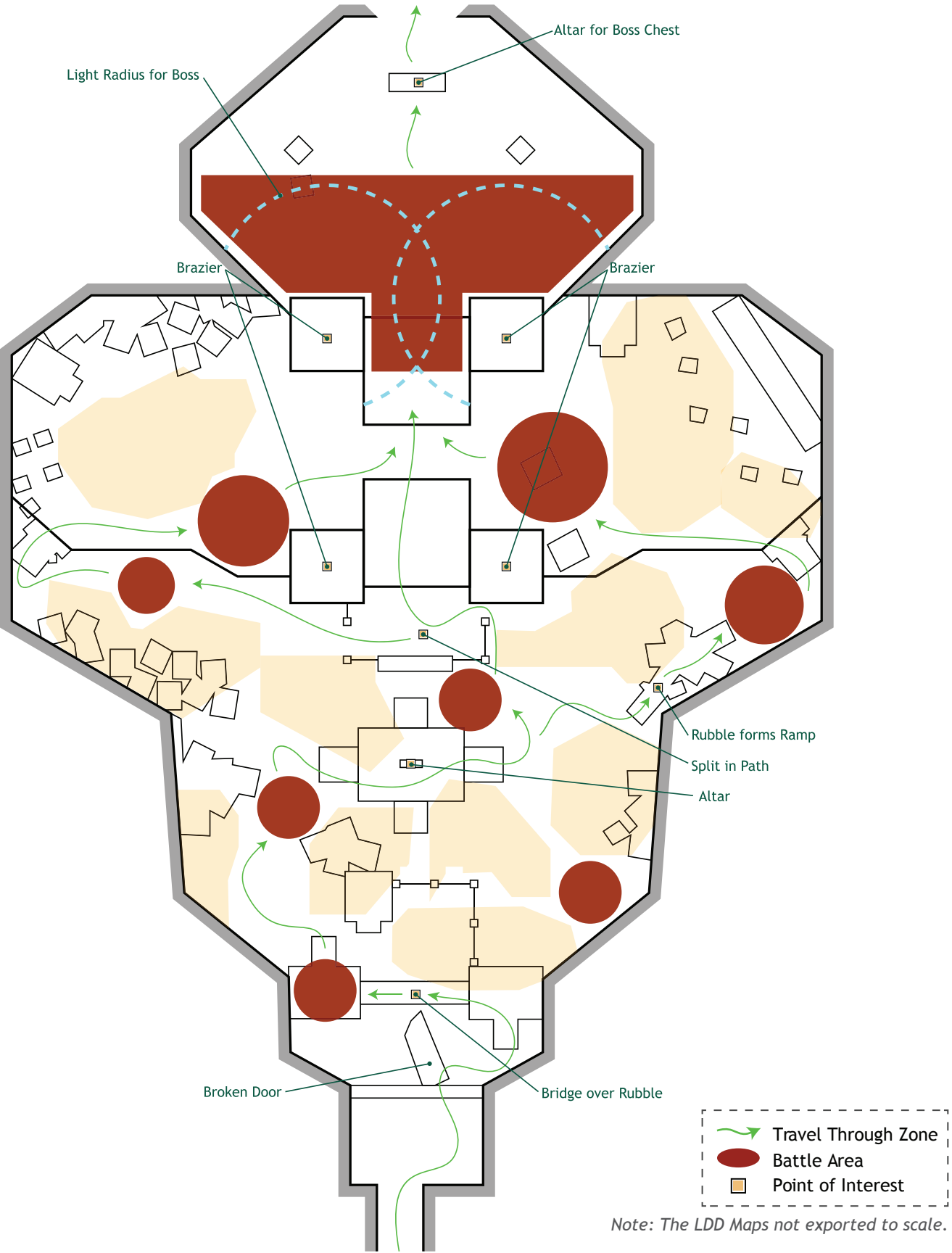
- Cinematic:**
- A short cinematic highlights the pain the Priory NPC and the party feels at the Vigil Warrior’s loss. The statue holding Grenth’s Reaper is also featured.

The Bonus Arena: Entrance from Grenth

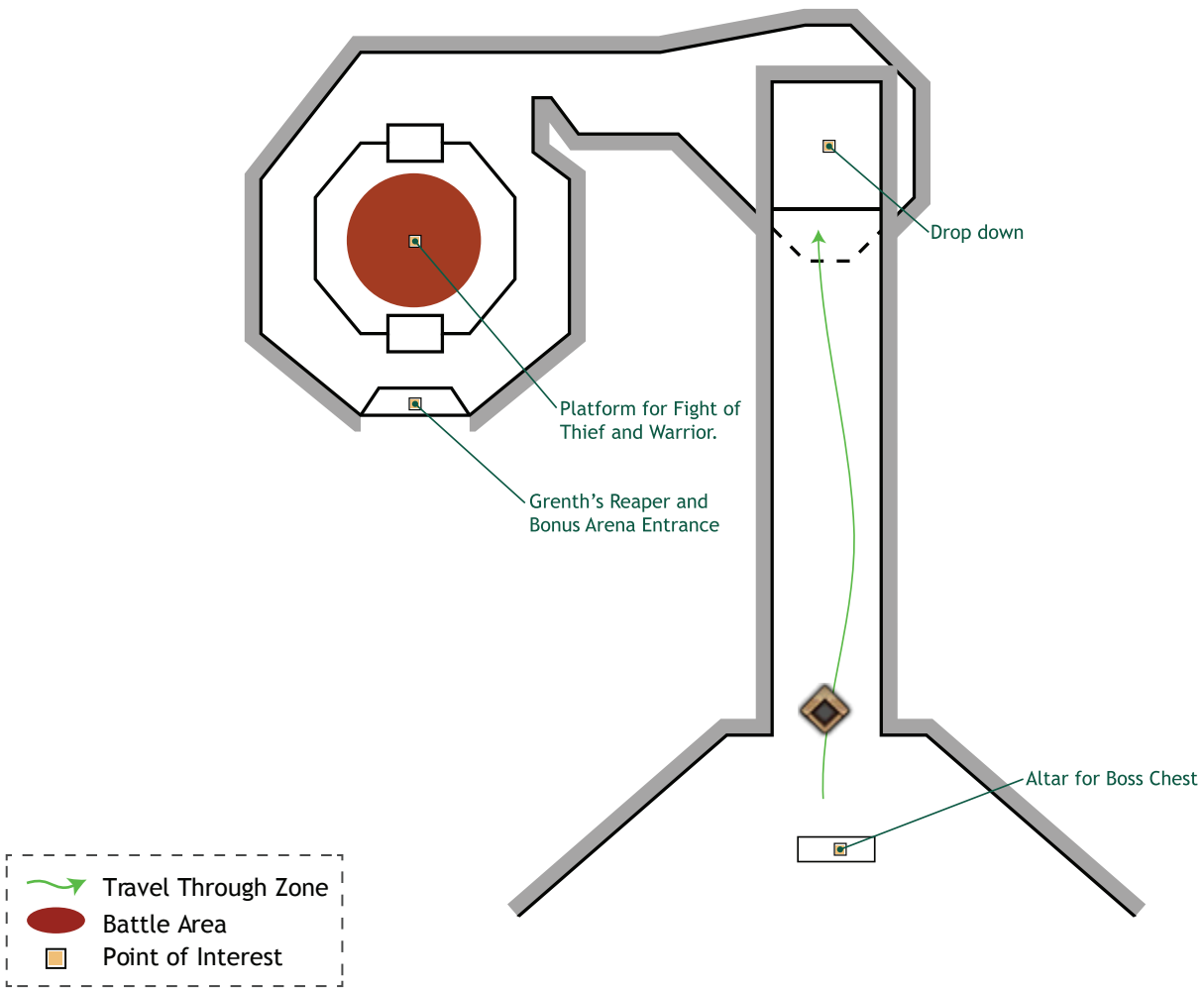
Description:
If players have completed the Balthazar side of the jumping puzzle, the statue that holds Grenth’s Reaper moves aside to allow entrance to a long passageway that leads to the Bonus Arena. Players will face a boss encounter depending on how far they progressed with the bonus event from Balthazar’s chamber. More information available in the Bonus Event section of the **Level Design Document on page 38.**

- Mechanics:**
- Conditional check if the Balthazar Side of the bonus event has been completed, players are allowed access to the bonus arena.

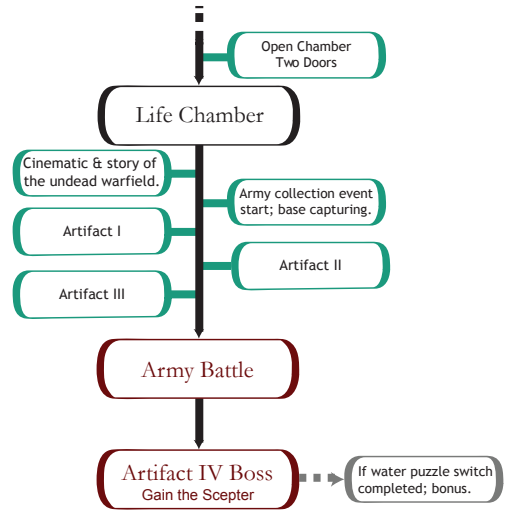
Chamber of Grenth: Full Map pt. 1



Chamber of Grenth: Full Map pt. 2



Note: The LDD Maps not exported to scale.



Chamber of Dwayna: Entrance

Description:

Players return to B1 and unlock the passageway into the Chamber of Dwayna. This chamber has been taken over by the undead. Players encounter a friendly human ghost that explains the situation in a cinematic. Players must gather an army of ghosts and recapture the chamber by utilizing strategy and combat techniques. Players also must complete 3 Artifact challenges to unlock the seal on the door to the tower in the center.

Mechanics:

- Gathering soldiers increases the stacks of Restoration Aura to aid in capturing undead posts.
- Captured camps can be guarded to prevent recapture. Talking to a captain can set their orders.
- Basic mob details in the **AI Design Documentation, pages 19 - 21**.

Cinematic:

A firendly human ghost fills players in on the situation and explains the chamber's general mechanics.

Chamber of Dwayna: Capture Mechanics

Description:

Like scout points in WvW, players must defeat basic mobs and stand in the trigger area to capture the point. Upon capture players may command a captain to guard the post. A Bleached Bone Runner will revive all undead for unguarded camps; can lead to more camps being revived in sequence. The friendly NPCs' aura cancels out the basic mobs' aura to allow for damage to mobs; the number of stacks on a mob visible on UI.

Mechanics:

- Ordering a captain to guard commits 5 soldiers to the area and prevents recapture.
- Captains will follow the player that ordered them to follow. Soldiers in a platoon follow their captain.
- All soldiers will automatically attack enemies the players engage and run when the players leave combat.
- Captains guarding can have their orders changed to follow.
- Soldiers are never downed, only require time to regain their HP when defeated.



Chamber of Dwayna: Artifact I

Description:

When activated it starts an event that will fail if players leave the area around the artifact. The event spawns large waves of normal ranked basic mobs four times. After all four defeated, players complete the challenge.

Mechanics:

- Timer based spawns. Players must act quickly or get overrun.
- Event fails if players leave the event area.
- All mobs are normal ranked. See the **AI Design Document, page 20** for more details.

Rewards:

- Players are rewarded with a small chest that contains basic loot.

Chamber of Dwayna: Artifact II

Description:

Activating this artifact requires completing of a new challenge. Basic mobs spawn that attempt to defeat the players. All player heals are intercepted by the artifact. Heals intercepted count toward event completion.

Mechanics:

- Mobs alive based spawns; when one dies a new spawns. All event mobs die on completion.
- Event fails if players leave the event area.
- All mobs are Elite ranked. See the **AI Design Document, page 20** for more details.

Rewards:

- Players are rewarded with a small chest that contains basic loot.

Chamber of Dwayna: Artifact III

Description:

Players face three champion ranked skeletons. If these mobs do not die within a short time of each other, they will revive with half HP.

Mechanics:

- Mobs have a UI indication on their target panel that indicates their revival status is linked.
- Event fails if players leave the event area.
- All mobs are Champion ranked. See the **AI Design Document, page 20** for more details.

Rewards:

- Players are rewarded with a small chest that contains basic loot.

Chamber of Dwayna: Battle for the Tower

Description:

Players encounter the final battle outside of the tower. Several platoons break off from the main group to build and maintain siege weaponry to help with the battle. Players can utilize the NPC siege weapons to help defeat the enemies easier. Once the army has been wiped out, players may enter the tower. The platoons stand guard to prevent the base camp’s recapture.

Mechanics:

- Platoons break-off and spawn Catapults and Balistas to help in the battle.

Chamber of Dwayna: Artifact IV, Boss Battle

Description:

Players encounter the Bleached Bones Champion at the top of the tower. This fight has four phases that reuse mechanics from the earlier Artifact challenges. During phase challenges, the boss becomes immune until the effects of the challenge end. Players temporarily gain access to Dwayna’s Scepter (found on the ground) after Phase III.

Mechanics:

- Phase details outlined in the **AI Design Document, page 21**.
- The boss becomes immune while empowering the final artifact.
- After Phase III, players will see Dwayna’s Scepter on the ground as an Environmental Weapon.
- If the party dies, the scepter will despawn.
- Falling off the tower will kill a player. If the scepter falls, it will respawn on the ledge of the tower.

Rewards:

- Players gain a boss reward chest at the end of this fight. Contains boss loot and temple exclusive items.

The Bonus Arena: Entrance from Dwayna

Description:

If players have completed the Lyssa side of the jumping puzzle, platforms will spawn off the top of the tower to allow players to jump across and access the entrance on the cliffside. Players will face a boss encounter depending on how far they progressed with the bonus event from Lyssa’s Chamber. More information available in the Bonus Event section of the **Level Design Document on page 39**.

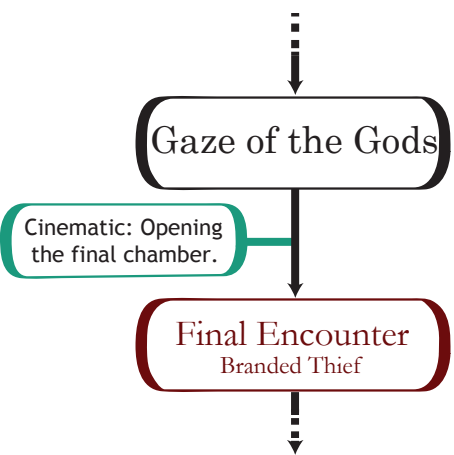
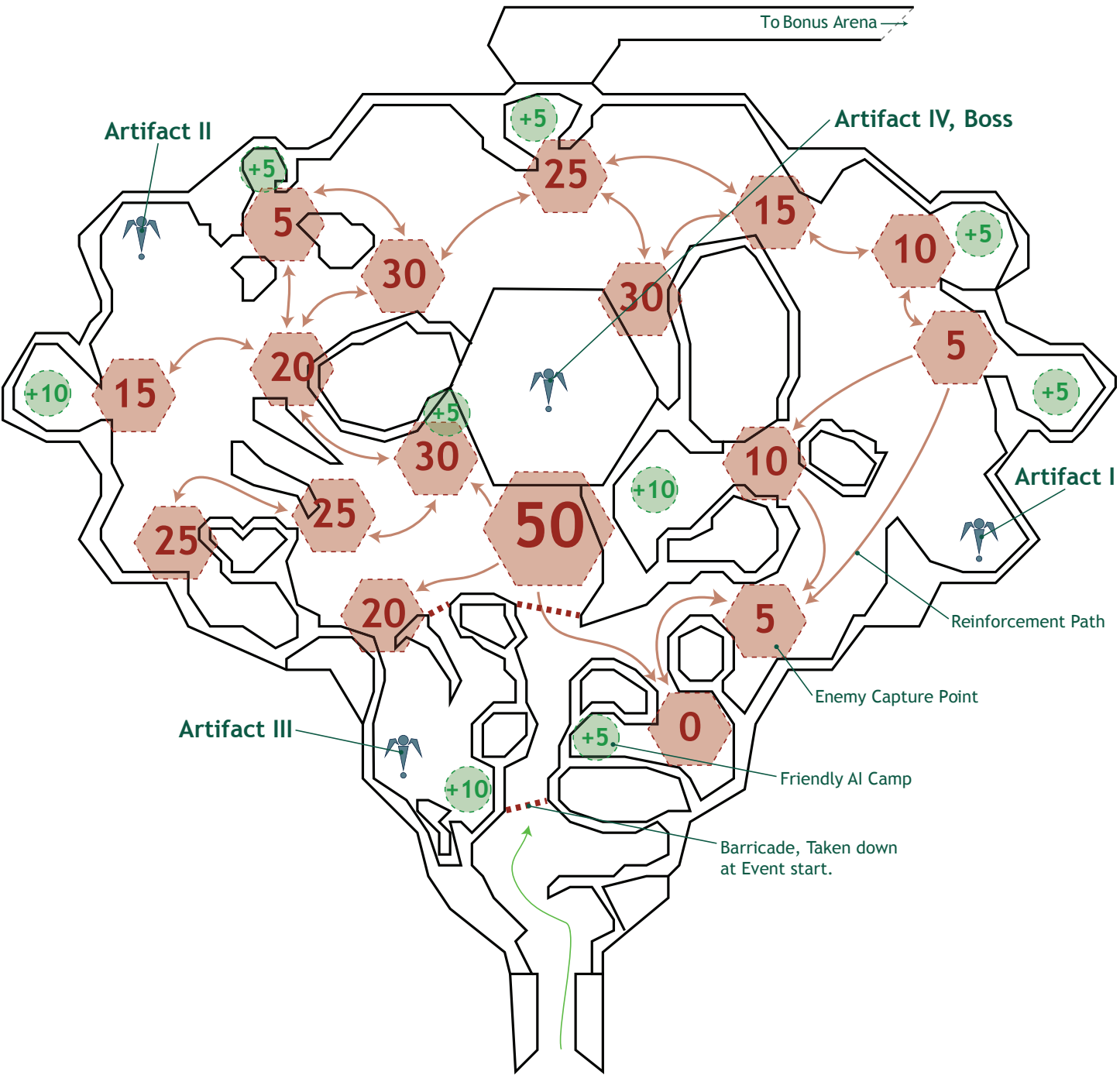
Mechanics:

- Conditional check if the Lyssa Side of the bonus event has been completed, players are allowed access to the bonus arena.

Chamber of Dwayna: Full Map

Description:
The green circles represent how many soldiers in that particular platoon. The red hexagons represent how many enemy mobs are present at that particular capture point camp.

- Mechanics:**
- Each camp has set reinforcement routes.

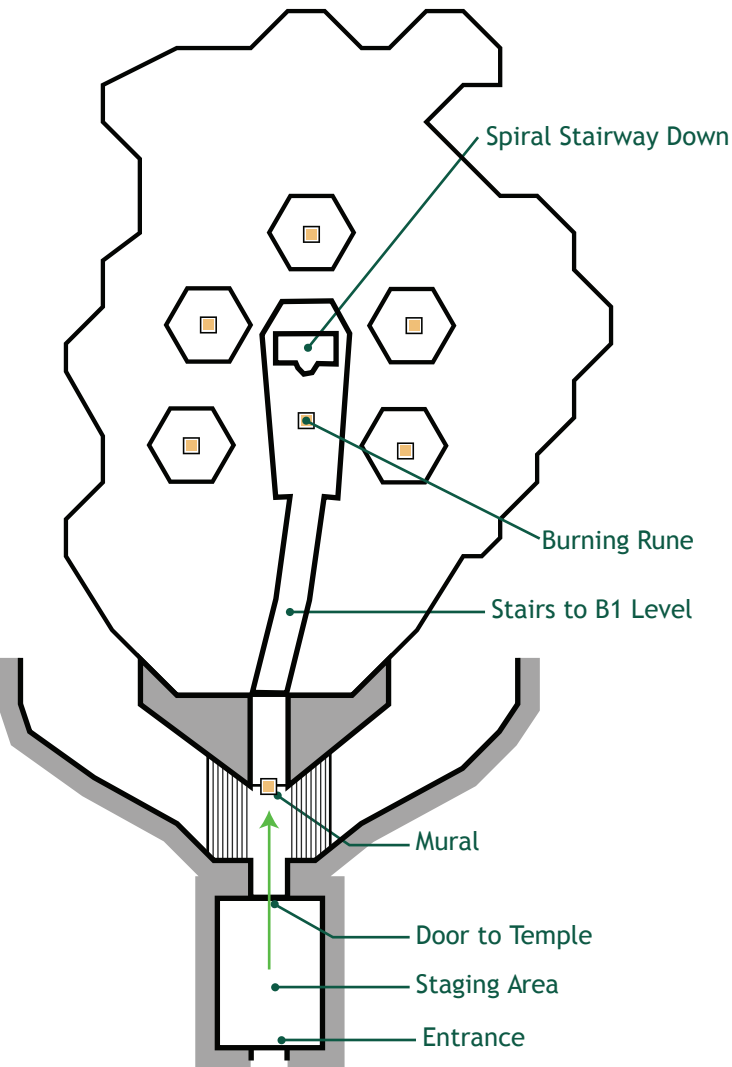


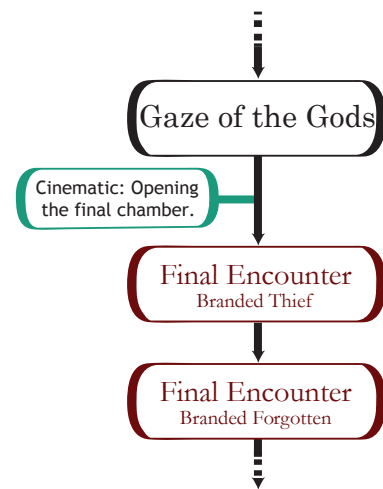
Temple of the Crystal Sands: Gaze of the Gods

Description:
With each chamber completed, all five statues of the gods have turned to face inward. After talking to the players, the Priory NPC activates the mural at the entrance of the temple. Starting a cinematic of the platform rising from the lake. After the cinematic players progress downward into the final chamber of the temple.

- Mechanics:**
- Check on temple progress, if complete, allow for activation of runes and platform raised from the water.
 - After all chambers complete, the Priory NPC leaves the party and waits by the mural.

Cinematic:
A cinematic shows the runes activating and the platform raising from the water. A burning rune appears in the middle of the platform before leading to a spiral staircase downward.





Final Encounter: The Thief

Description:

Players descend into the final chamber. The room has a different theme than the rest of the temple, matching Guild Wars' Hall of Ascension design style. As players progress deeper in, branded crystal formations begin to appear in the design, untill getting into the final room that has been completely corrupted. The thief stands there. As soon as players enter the room a cinematic starts. This boss fight reuses several mechanics from the chambers of the temple. Players will recognize these and use their experience to conquer them!

Cinematic:

The thief, now partially branded, reveals his master plan, and his master, a branded forgotten.

Mechanics:

- When the cinematic starts, players teleported into the room and a gate raised.
- Fight starts after all players complete the cinematic.
- Boss phases and behavior outlined in the **AI Design Document on pages 24 - 25**.



Hall of Ascension from Guild Wars, Augury Rock.

Final Encounter: Into the Mists

Description:

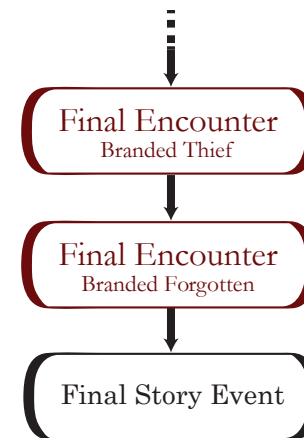
After the thief is defeated, another short cinematic plays. The Priory NPC exclaims that the party needs to go after him and end this once and for all. The NPC also stays behind to maintain the portal.

Mechanics:

- All players must have a dungeon weapon, Priory equips them on unequipped players at random.
- Players teleport into the mists at the end of the cinematic.

Cinematic:

as the branded forgotten makes his escape through the crude mist portal in the back of the room, the priory NPC sends the players after him.



Final Encounter: The Branded Forgotten

Description:

Players enter the mists on a single pillar surrounded by mist. This final boss fight is designed like the Epic Boss encounters in the open world and divided into 4 phases. Like the fight with the thief, players will encounter a more branded version of trials faced through the temple. The fight escalates until the branded is finally slain. Using the Dungeon Weapons during key areas will significantly speed up the progression through this fight. Players must band together and use all their strength to overcome this final, epic challenge.

Phase 1 focuses on defeating basic mobs and damaging crystal pillars. Phase 2 recreates amplified versions of the thief's special attacks. Phase 3 offers the players a breather and boosted powers by stepping on runes associated with their dungeon weapon. During phase 4 the branded goes all out; using attacks with giant crystal claws that cause shockwaves through the stage.

Mechanics:

- If all players are downed, they may respawn at the final chamber waypoint. The mists area has no map.
- Boss behavior and phase details outlined in the **AI Design Document on pages 27 - 29**.
- During the forgotten's last moments, players will be able to preview the unique animated finishers related to the weapons.
- Players who fall off the pillar are brought back to the edge in a normal downed state.

Cinematic:

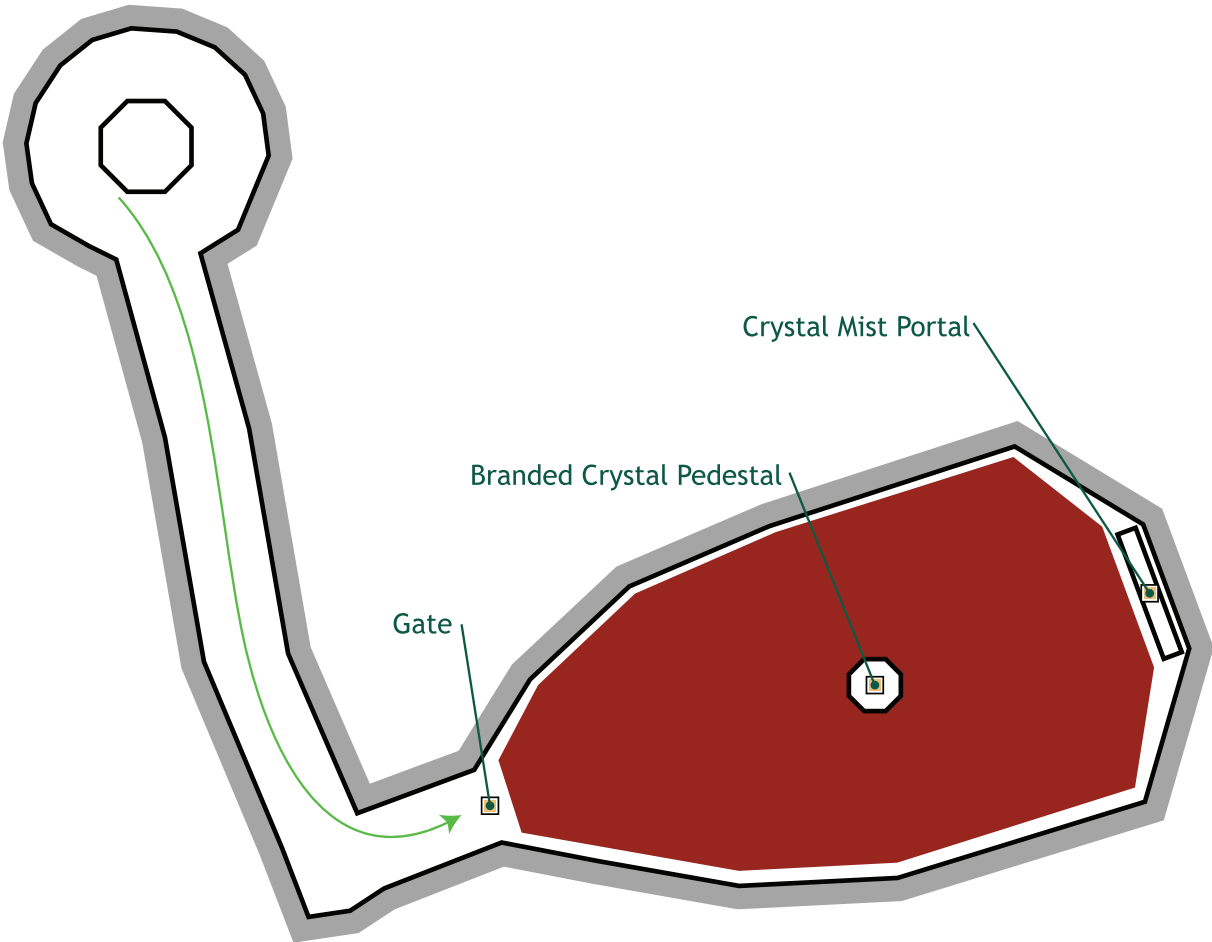
When players arrive, a short cinematic shows the summoning of the Branded Crystal Pedestal and shouting from the Branded Forgotten.

Rewards:

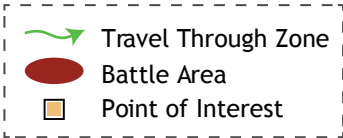
- Players are rewarded with boss loot and tokens that matches the challenge of this final encounter.
- Players gain crafting materials and recipes.
- Players have a chance at obtaining rare, unique weapon skins matching the dungeon weapons.
- Players have a chance at obtaining rare, unique finishing animations associated with the dungeon weapons.



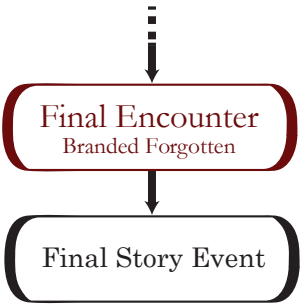
Final Encounter: Full Maps



Map of the final Room of the Temple of the Crystal Sands.



Note: The LDD Maps not exported to scale.



Guild Wars Concept Art

Temple of the Crystal Sands: Final Story

Description:

Before players are able to loot the final treasure chest, the final cinematic starts.

Cinematic:

The Priory NPC makes some observations and comments on what they believe happened in the temple. The expedition had two terrible losses but studying these ruins must continue. The ancient beings that faded into the mists after being shattered must be looked into further.

Mechanics:

- Players are granted the “Exit Area” icon and function.
- Players are rewarded with Daily rewards for this dungeon’s Tokens.
- Players can no longer participate in the bonus arena.
- When players leave the dungeon, the Dungeon Weapons are unequipped.



Mission Complete Splash Logo, Guild Wars 2.

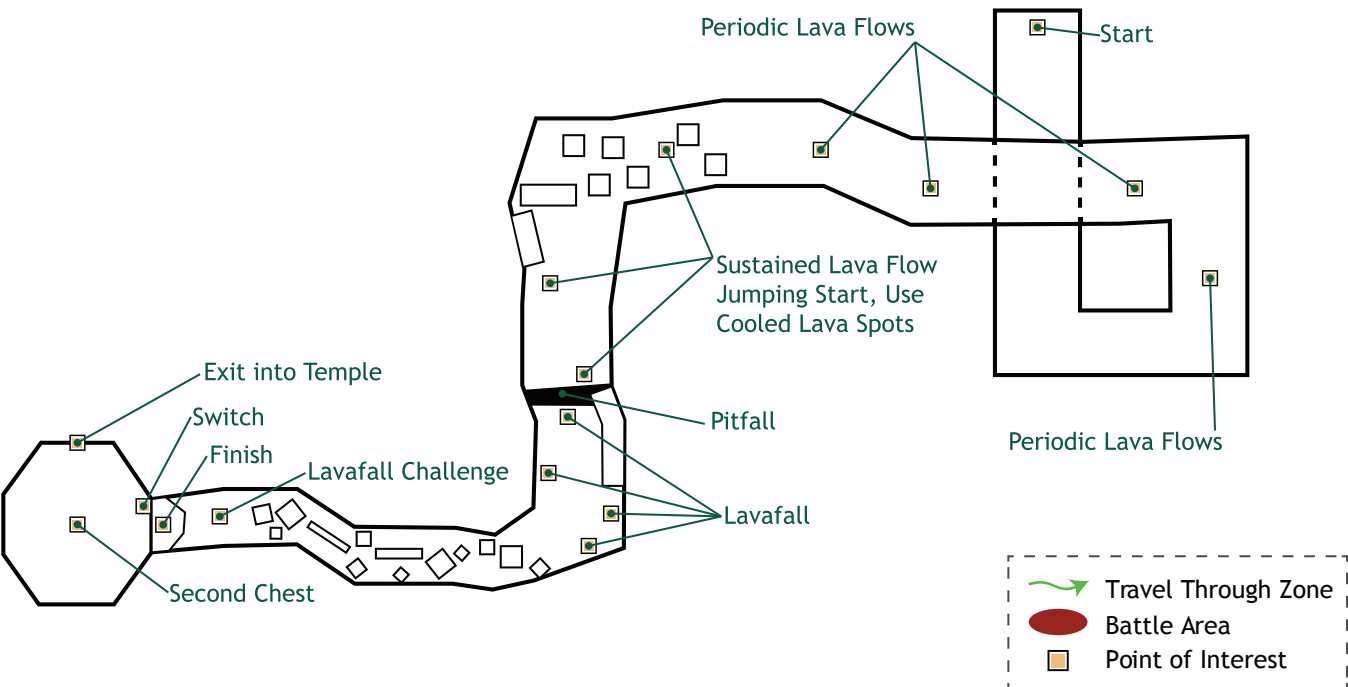


Bonus Jumping Puzzle: Chamber of Balthazar

Description:
This jumping puzzle challenges players to make it through a lava themed platforming obstacle course.

- Mechanics:**
- Players must use correct timing to run past periodic lava flows.
 - To cross the sustained lava, players must use correct timing and platforming to cross on cooled areas.
 - At the end of the jumping puzzle, if a player has the Vines of Melandru, they can activate a switch for an additional bonus chest. This also unlocks the advanced event for the bonus arena.

Chamber of Balthazar Jumping Puzzle Map



Note: The LDD Maps not exported to scale.

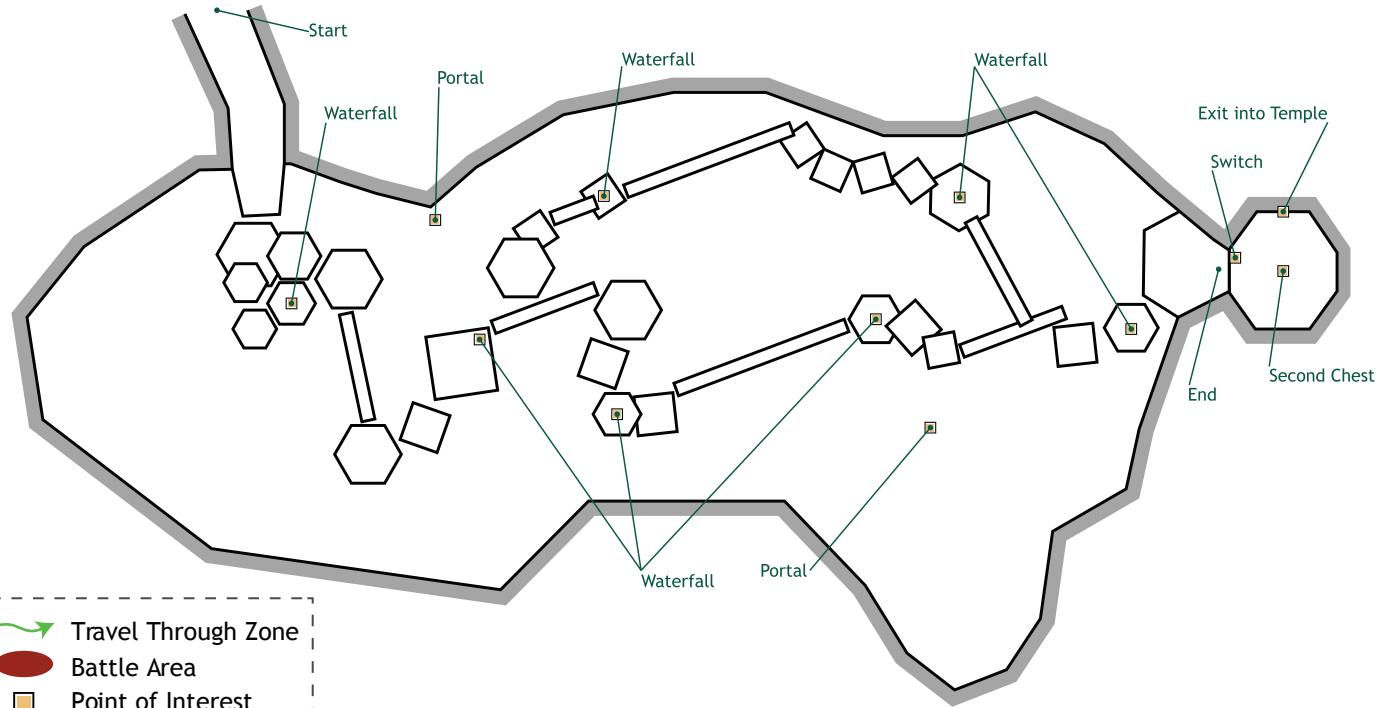


Bonus Jumping Puzzle: Chamber of Lyssa

Description:
This jumping puzzle challenges players to make it through a water themed platforming course. This jumping puzzle takes place over a small lake. If players fall, a small portal allows them to get back to the start.

- Mechanics:**
- Waterfall switches redirect waterfalls for a short time. (Rotates floating island)
 - At the end of the jumping puzzle, if a player has the Vines of Melandru, they can activate a switch for an additional bonus chest. This also unlocks the advanced event for the bonus arena.

Chamber of Lyssa Jumping Puzzle Map



Note: The LDD Maps not exported to scale.



Bonus Arena: Boss Challenge

Description:
Players face one of two or both epic bosses depending on the progression made through the bonus objectives. If players unlock the full bounus they must face both bosses. The theme of the room is the same as the first bonus objective achieved. If fire is completed first then the room has a fire theme, as an example.

- Mechanics:**
- Players must use correct timing to deal with Boss Skills
 - If facing both bosses, they must decide which to help and face as a stronger version as the first dies.
 - Both bosses fight each other during the dual-boss version of the event.

Rewards:
Players are rewarded with rare items from the dungeon. A higher chance to obtain a unique weapon skin, weapon finishing move or dungeon unique mini-pet.

Appendix: Dungeon Specific Achievements

Name	Description	Tiers	Amount	Location
Restoration of Order	Restore order to the Temple of the Crystal Sands.	1	25	Dungeon Meta
A Divine Place	Reveal the main chamber of the temple.	1	1	Main Chamber
Channel the Rage	Hold the Rage Embers from the first pillar falling until the last.	1	3	Balthazar's Chamber
Fireproof	Complete the Run from the Hounds event without catching on fire.	1	2	Balthazar's Chamber
They All Fall Down	Cause 4 Stalactites to fall and strike the Molten Abomination.	1	5	Balthazar's Chamber
What's Your Name Again?	Defeat Ixyl without causing Chaos Agony. Defeat Ilyx without causing Chaos Agony.	1	4	Lyssa's Chamber
Fortune and Harmony	Defeat the Twins during their last encounter without causing Chaos Agony. Requires: What's Your Name Again?	1	10	Lyssa's Chamber
Someone Call for an Exterminator?	Wipe out the infestation in the Chamber of Melandru. Defeat the Queen Scarab.	1 2	2 3	Melandru's Chamber
Hidden Treasure	Find all 7 Coffers in the Chamber of Grenth.	1	2	Grenth's Chamber
Afraid of the Dark	Don't let both braziers go out at the same time during the fight with the Avatar of Grenth.	1	2	Grenth's Chamber
Not Afraid of the Dark	Let both braziers go out and avoid taking damage during that time while fighting the Avatar of Grenth.	1	3	Grenth's Chamber
Further into Darkness	Witness the events deep in the Chamber of Grenth.	1	1	Grenth's Chamber
Bleached Bone Powder	Defeat 1, 5, 10, 20 40 Bleached Bone Encampments.	5	5 ea.	Dwayna's Chamber
Healing Breeze	Complete the Healing Artifact without being downed.	1	2	Dwayna's Chamber
...and Stay Down!	Defeat the champion skeletons without any of them reviving.	1	3	Dwayna's Chamber
Trials of Balthazar	Complete the Trials of Balthazar.	1	1	Dungeon Meta
Trials of Lyssa	Complete the Trials of Lyssa.	1	1	Dungeon Meta
Trials of Melandru	Complete the Trials of Melandru.	1	1	Dungeon Meta
Trials of Grenth	Complete the Trials of Grenth.	1	1	Dungeon Meta
Trials of Dwayna	Complete the Trials of Dwayna.	1	1	Dungeon Meta
Ancient Path of Ascension	After raising the entrance to the Hall of Ascension, /kneel in the Rune Circle.	1	2	Main Chamber
Skill Purge	Destroy a skill conduit utilizing its weakness to a dungeon weapon skill.	1	5	Hall of Ascension
Weapon Master	Complete the Temple of the Crystal Sands using each dungeon weapon: Flames of Balthazar Lyssa's Longbow Vines of Melandru Grenth's Reaper Scepter of Dwayna	1	25	Dungeon Meta
The Final Strike	Witness a Finishing Strike from each dungeon weapon: Flames of Balthazar Lyssa's Longbow Vines of Melandru Grenth's Reaper Scepter of Dwayna	1	10	Into the Mists
The Secrets of the Temple	Unlock the secret bonus in the Chamber of Lyssa Unlock the secret bonus in the Chamber of Balthazar Enter the Arena of Trials Defeat the Guardian of Trials Defeat the Guardians of Trials	1	25	Dungeon Meta

Appendix: Development & Production

Reserved:
Analysis of allotment of work goes in this section.

Appendix: New Model Asset List

Reserved:
Analysis of unique model generation goes in this section.

Appendix: Sound Development

Reserved:
Analysis of unique sound development goes in this section.

Appendix: Voice Over Production

Reserved:
Analysis of voice over requirements goes in this section.

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