

Immortal Soulhunters Guild Mission

Hello,

Here are some things I have found to make the guild missions a success.

We will have to find and kill 2 champions (or more), it is recommended no fewer than 10 members per champion.

The time allotted to kill these champions is 15 minutes. Killing one will give a reward but not completion of mission. You only need to participate in one killing to receive personal reward.

The best approach I have seen online is to get eyes on many of the champions before triggering the event and hope we get the ones we are looking at. Below is a list of the champions and locations. More will be explained this evening as I am still reviewing information. Links are added to Dulfy.net for each Bounty Character.

Dulfy Mission page link: <http://dulfy.net/2013/02/27/gw2-guild-bounty-guide/>

Please take a few moments to review the paths/spawns of the champions listed.

Possible targets

Bounty Character	Local Zone
2-Mult	Timberline Falls
Ander "Wildman" Westward	Southsun Cove
Big Mayana	Sparkfly Fen
Bookworm Bwikki	Lornar's pass
Brekkahek	Harathi Hinterlands
Crusader Michiele	Sparkfly Fens
Deputy Brooke	Snowden Drifts
Devious Teesa	Frostgorge Sound
Diplomat Tarban	Brisban Wildlands
Half Baked Kamali	Mount Maelstrom
Poobadoo	Kessex Hills
Prisoner 1411	Iron Marshes
Shaman Arderus	Fireheart Rise
Short-Fuse Felix	Diessa Plateau
Sotzz the Scallywag	Gendarran Fields
Tricksy Trekksa	Blazeridge Steppes
Trillia Midwell	Fields of Ruin
Yanonka the Rat-Wrangler	Fields of Ruin

¹ Has been swallowed by a Veteran Karka

² Hides in a Suspicious Barrel

³ Disguised as Curious Cow, Peculiar Pig, Mysterious Moa, or Weird Wind Rider