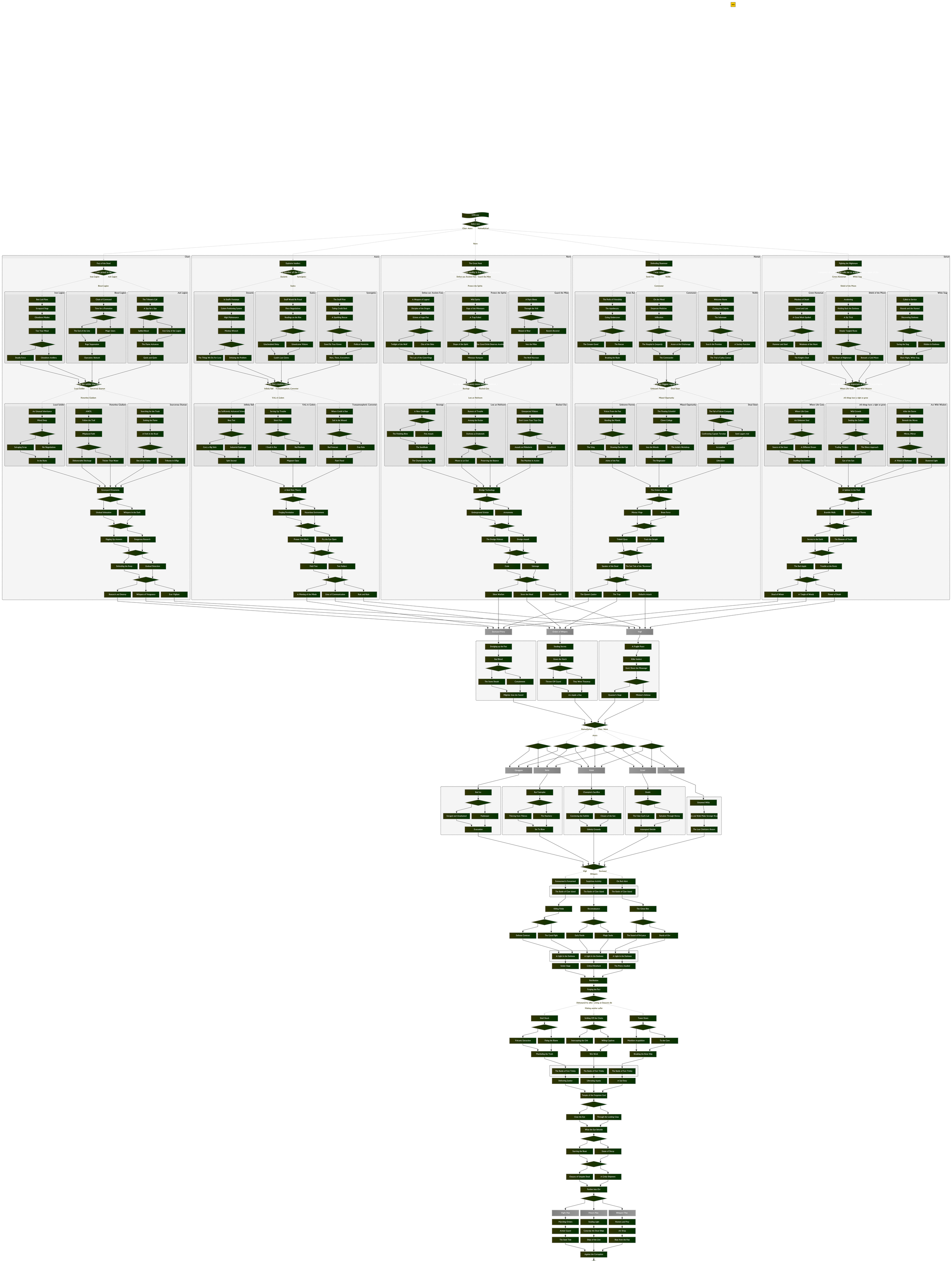
GWI.exe
Select race
Chari Asura
Human Sylvari
Norn
Chari
Fury of the Dead
I am proud to be
Iron Legion
Ash Legion
Blood Legion
Bent Laid Plans
Scrapyard Dogs
Ghostbore Musket
Test Your Metal
Deadly Force
Ghostbore Artillery
Chain of Command
Time for a Promotion
The End of the Line
Magic Users
Rage Suppression
Operation: Bulwark
The Tribune's Call
A Spy for a Spy
Spilled Blood
Iron Grip of the Legion
The Flame Advances
Quick and Quiet
Asura
Explosive Intellect
A Member of the Collective
Dynamic
Synergetics
Statics
In Snaffy's Footsteps
Golem Positioning System
High Maintenance
Monkey Wrench
The Things We Do For Love
Defusing the Problem
Stuff Would Be Proud
Piece Negotiations
Readings on the Rise
Unscheduled Delay
Unwelcome Visitors
Gadd's Last Gizmo
The Snaff Prize
Taking Credit Back
A Sparkling Rescue
Stand By Your Krewe
Political Homicide
Here, There, Everywhere
Norn
The Great Hunt
The equality is that I have
Defeat our Ancient Foes : Guard the Mists
Defeat our Ancient Foes
Protect the Spirits
Guard the Mists
A Weapon of Legend
Disciples of the Dragon
Echoes of Ages Past
Twilight of the Wolf
Out of the Skies
The Last of the Giant-Kings
Wild Spirits
Rage of the Minotaurs
A Trap Foiled
Shape of the Spirit
The Good Drink Deserves Another
Minotaur Rampant
A Pup's Howes
Through the Veil
Blessed of Bear
Ravens Revered
Into the Mists
The Wolf Harvest
Human
Defending Shamnoor
I was raised
Street Rat
Noble
Commoner
The Perils of Friendship
The Apothecary
Going Undercover
The Greater Good
The Rescue
Breaking the Blade
On the Mend
Desperate Medicine
Infiltration
The Hospital in Jeopardy
Arson at the Orphanage
The Commander
Welcome Home
Chasing the Culprits
The Informant
Search the Premises
A Society Function
The Trial of Julius Zamon
Sylvari
Fighting the Nightmare
What calls me to action
Green Huntsman
White Stag
Shield of the Moon
Mockery of Death
Loved and Lost
A Good Work Spoiled
Hammer and Steel
Weakness of the Heart
The Knight's Duel
Awakening
Holding Back the Darkness
A Sly Trick
Deeply Tangled Roots
The Heart of Nightmare
Beneath a Cold Moon
Called to Service
Hounds and the Hunted
Discovering Darkness
Saving the Stag
Hidden in Darkness
Black Night, White Stag
Loyal Soldier
Sorcerous Shaman
Honorless Gladium
Loyal Soldier
Honorless Gladium
Sorcerous Shaman
An Unusual Inheritance
Mired Deep
Salvaging Scrap
No Negotiations
In the Ruins
AWOL
Follow the Trail
Misplaced Faith
Dishonorable Discharge
Thicker Than Water
Searching for the Truth
Stoking the Flame
A Fork in the Road
Sins of the Father
Tribunes in Effigy
Graveyard Ornaments
Undead Infestation
Whispers in the Dark
Digging Up Answers
Dangerous Research
Defending the Keep
Undead Detection
Research and Destroy
Whispers of Vengeance
Ever Vigilant
Infinity Ball
VAL-A Golem
Transmutomorphic Converter
Infinity Ball
Beta Test
Carry a Big Stick
Industrial Espionage
Salts Second
Serving Up Trouble
Short Fuse
I Smell A Rat
Bad Business
Magnum Opus
Where Credit Is Due
Salt in the Wound
Bad Forecast
Free Rein
Flash Flood
A Bold New Theory
Forging Permission
Hazardous Environment
Protest Too Much
Pry the Eye Open
Field Test
Test Subject
A Meeting of the Minds
Lines of Communication
Rain and Ruin
Revenge
Lost an Heirloom
Blacked Out
A New Challenger
The Finishing Blow
First Attack
The Semifinals
The Championship Fight
Rumors of Trouble
Arming the Kodan
Darkness at Drakenrift
Means to an End
Preserving the Balance
Unexpected Visitors
Don't Leave Your Toys Out
Assault on Molednzia
Roadblock
The Machine in Action
Unknown Parents
Missed Opportunity
Dead Sister
Voices From the Past
Rending the Mantle
The Sting
Drawing Out the Cult
Ashes of the Past
The Floating Grimoire
Clown College
Into the Woods
The Artist's Workshop
The Ringmaster
The Fall of Falcon Company
Confronting Captain Torvelan
Seek Logan's Aid
Accusation
Liberation
The Orders of Tyria
Mortise Virge
Brute Force
Trikkill Quay
Track the Seraph
Speaker of the Dead
The Sad Tale of the "Ravenous"
The Queen's Justice
The Trap
Kellach's Attack
Where Life Goes
All things have a right to grow
Act With Wisdom
Where Life Goes
An Unknown Soul
Source of the Issue
A Different Dream
Snuffing Out Embers
Wild Growth
Seeking the Zaltoco
Trading Trickery
The Direct Approach
Eye of the Sun
After the Storm
Beneath the Waves
Mirror, Mirror
A Vision of Darkness
Shattered Light
A Splinter in the Flesh
Bramble Walls
Sharpened Thorns
Secrets in the Earth
The Blossom of Youth
The Bad Apple
Trouble at the Roots
Dead of Winter
A Tangle of Weeds
Flower of Death
Durmand Priory
Orders of Whispers
Vigil
Dredging up the Past
Bad Blood
The Stone Sheath
Containment
Mightier than the Sword
Stealing Secrets
Down the Hatch
Thrown Off Guard
They Were Thataway
An Apple a Day
A Fragile Peace
Killer Instinct
Don't Shoot the Messenger
Question's Siege
Minister's Defense
Human/Sylvari
Chari/ Norn
Asura
Quaggan
Skritt
Hylek
Grawl
Charr
Bad Ice
Enraged and Unashamed
Pankeeper
Evacuation
Rat-Tatterpike
Thieving from Thieves
The Hatchery
Set To Blow
Champion's Sacrifice
Convincing the Faithful
Chosen of the Sun
Unholy Grounds
Doubt
The False God's Lair
Salvation Through Heresy
Attempted Deicide
Untamed Wilds
Stone and Walls Make Stronger Kraal
The Lost Chieftain's Return
Vigil
Durmand
Whispers
Forewarned Is Forearmed
Suspicious Activity
On Red Alert
The Battle of Claw Island
The Battle of Claw Island
The Battle of Claw Island
Killing Fields
Reconnaissance
The Ghost Rite
Defense Contract
The Good Fight
Early Parole
Magic Socks
The Sound of Pot-Lance
Shards of Orr
A Light in the Darkness
A Light in the Darkness
A Light in the Darkness
Under Siege
Critical Blowback
The Priory Assailed
Retribution
Forging the Pact
Dishonored by allies
Letting an innocent die
Making another suffer
Shell Shock
Striking Off the Chains
Tower Down
Volcanic Extraction
Fixing the Blame
Intercepting the Orb
Willing Captives
Munition Acquisition
To the Core
Marshaling the Truth
Wet Work
Breaking the Bone Ship
The Battle of Fort Trinity
The Battle of Fort Trinity
The Battle of Fort Trinity
Delivering Justice
Liberating Aquila
A Sad Duty
Temple of the Forgotten God
Close the Eye
Through the Looking Glass
What the Eye Beholds
Searing the Beast
Estate of Decay
Ossuary of Unquiet Dead
A Grisly Shipment
Further Into Orr
Vigil's Plan
Priory's Plan
Whispers' Plan
Marching Orders
Stealing Light
Hunters and Prey
Armor Guard
Conscript the Dead Ships
Air Drop
The Steel Tide
Ships of the Line
Blast from the Past
Against the Corruption
Cathedral of Silence
Rumbler's Final Voyage
The Source of Orr
Victory or Death
GIF Zhattan