

## New Guild Wars 2: Visions of Eternity Elite Specializations Revealed

*The Troubadour, Galeshot, and Luminary Add New Ways to Play Your Favorite Profession*



*Guild Wars 2: Visions of Eternity*, the next expansion for the critically acclaimed MMORPG, will offer a new elite specialization for each of the game's nine professions. These new skills and gameplay mechanics give players a multitude of new options for how to build their characters in accordance with their preferred gameplay style. Today ArenaNet revealed the first three of these new archetypes: the Troubadour, Galeshot, and Luminary:



### **Troubadour (Mesmer)**

Using their musical talents, Troubadours replace the normal Mesmer visual clone with waves of sonic magic, employing a wide range of instruments to enact effects in battle, like damaging enemies or supporting allies.



### **Galeshot (Ranger)**

Taught in the ways of tengu marksmanship, the Galeshot uses the power of the wind to generate special arrows that they unleash in a flurry and control the flow of the battlefield with gusty whirlwinds and tornadoes.



### **Luminary (Guardian)**

The Luminary is a stalwart protector wreathed in flame. Clad in their Radiant Shroud, they can harness the power of four new weapons of light and flame that provide passive bonuses and alternate abilities based on use.

The latest trailer showcasing gameplay of their new abilities can be found [here](#). On Friday July 25 at 12 PM PT, the Guild Wars 2 development will host a livestream on Twitch with more information and gameplay. For additional information, [check out the blog](#).