

Guild Wars 2: Visions of Eternity Update 'Code of Creation' Launches Tuesday Sept 15

New Map "Leyspring Hollows" Brings Story Finale, New Raid, Legendary Rewards, and More



BELLEVUE, WA – September 8, 2026 – Today ArenaNet announced 'Code of Creation,' the final major update for *Guild Wars 2®: Visions of Eternity™*, the latest expansion to the critically-acclaimed MMORPG *Guild Wars 2*. This release serves as the shocking climax of *Guild Wars 2: Visions of Eternity* while also featuring new group challenges, legendary rewards, and more.

A new trailer showcasing the new content can be viewed [HERE](#). For more assets, including screenshots, visit the [online press kit](#).

'Code of Creation' completes the story that began at the launch of *Guild Wars 2: Visions of Eternity* with players investigating Inquest activity on the mysterious, magic-infused island of Castora. Ancient secrets were unearthed. The island's seneschals were subdued. 'The Only Way' brought players deeper into the island in pursuit of Vloxx, who is exploiting Castora, its magic, and even the Inquest for his own purposes. In 'Code of Creation,' players and allies must stop Vloxx from making an irreversible decision with consequences for all of Tyria, while at the same time keeping the Inquest at bay.

The story finale brings players to the new explorable zone of Leyspring Hollows. Within Leyspring Hollows, players will train the Rift Amplification Mastery and earn new rewards, including the new Tenebral Ward armor and Shining Ward weapon set, while attempting to bring the Inquest to heel. Players can also unlock new relics to augment their build. A new season in the Wizard's Vault brings new objectives for players to complete, with a new chair, armor, and weapon skins to obtain. Those seeking legendary rewards can earn the mysterious new Wages of Stars legendary sword and a new Volatile Ascension infusion.

'Code of Creation' also brings a buffet of instanced group content for players to conquer: Nexus of Eternity, a new 10-player Raid Encounter with Challenge and Legendary Modes to be released in the weeks after launch; the new Solitary Throne fractal for up to five players, also with a Challenge Mode in the weeks following; and a new Convergence, Nexus of Eternity, meant for up to 50 players to race against the Clock to save Tyria.

Visions of Eternity is available on Steam and through the official Guild Wars 2 site for \$24.99. Expansion customers will immediately receive access to the entirety of the expansion including next week's release when it goes live.

About Guild Wars 2

Guild Wars 2 is a visually stunning online game that offers players the epic grandeur of a massive role-playing environment combined with action combat, large-scale dynamic events that players tackle together, plus both team-based and World vs. World competitive battles. Available on Windows PC, Epic Game Store, and Steam, the game is updated frequently with expansion and free content that chronicles the ongoing story of Tyria and introduces new environments and activities to explore. Yet with all these updates, the game continues the no-subscription-fee business model that made the original *Guild Wars* so popular. For more details, please visit www.guildwars2.com

About ArenaNet

ArenaNet is the developer of the groundbreaking *Guild Wars 2* and best-selling *Guild Wars* online role-playing games. The studio's mission is to create innovative online worlds, cultivate a vibrant and engaged global community of players, and to incorporate handcrafted artistry into every aspect of their games. ArenaNet formed in 2000 and it has attracted over 25 million players worldwide, with press and fans consistently calling *Guild Wars 2* one of the best MMOs and RPGs of all time.

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