

[Skip to main content](#)

r/Guildwars2



Search in r/Guildwars2

[Log In](#)

r/Guildwars2 • 1 yr. ago

Haos12



Guild wars 2's story is incredible, why does no one talks about it?

[\[Lore\]](#)

I just finished end of dragons and its been a really nice journey, i love the characters, the many places we visit, and the overall story. Yet i never see people talking about it, as someone who came from FFXIV which is known for it's story, it baffles me because gw2 plot is just as good.

217

317



Share



ad_promotion • Promoted



The End of the Road: 🏆 PGC 2024 🏆 Join the world best teams' final quest to claim victory at 🏆 PGC 2024 🏆!

[Watch Now](#)[twitch.tv](#)[+ Add a comment](#)Sort by: **Best** ▾

Search Comments



Melikachan • 1y ago •

I enjoy the story too. There are many of us that do. I had taken a break due to health reasons and so did the HoT and PoF stories straight through without a wait and had a GREAT time.

My theory why it isn't talked about: because much of the content came out after a longggggg wait for it, people were understandably disappointed with the little bit they got.

My hope is that this will improve with the new content schedule.

142

Reply



29 more replies



TheBirdieboiler • 1y ago •

[Skip to main content](#)[Log In](#)

the gate, why is there need for anyone to go in there?). Then this weird end battle against Zhaitan ...

I enjoyed LWS1&2 but there are so many characters introduced and you don't get deep with anyone really (Maybe Taimi). I like Rox a lot but after LWS1 she is just there most of the time. I don't really feel a connection with any of these characters because there are just too much of them and no time to get to know them.

↑ 33 ↓ ○ Reply ...



SnowdropFox • 1y ago • Edited 1y ago •

Because the story has some highs (namely S4), but is in general very mid if not outright bad at times.

Dragon is awake, Taimi sends you around the globe to find a solution to this unsolvable disaster, no hope left, Taimi ex-machina, problem solved. Next dragon please. Also Zhaitan's one button clown fiesta and the Primordus "fight"...

Also Braham exists.

That said, SotO's darker and grittier style lends itself to GW2's writing very well imo and I like the new direction (which doesn't necessarily mean the story gets better, just that the style *fits* better).

⊖ ↑ 184 ↓ ○ Reply ...



ilikedmatrixiv • 1y ago •

Yeah, I know this is all subjective, but GW2 story is pretty 'meh' in my opinion. Core is pretty mediocre, but has its highlights. HoT is okay, nothing crazy, just okay. I did really like PoF and S4 was indeed peak story in GW2. IBS started off really good but completely shat itself at the finish line. EoD is boring and bland in my opinion.

Whenever I'm forced to play story in GW2 (because honestly that's how it feels most of the time), I'm second screening something else to distract me from the dialogue.

One of the main reasons is indeed the Taimi ex Machina bullshit they've pulled ~~one~~ too many times.

Also Braham exists.

Braham should have died at the end of IBS and there is not a combination of words that could convince me otherwise.

↑ 54 ↓ ○ Reply ...

⊕ 6 more replies

⊕ 35 more replies



thatHecklerOverThere • 1y ago •

[Skip to main content](#)[Log In](#)

still recall how jarring it was to be in Marjorie's bar at the end where the game was clearly framing it as a "full circle" moment, but I had literally never seen the place.

So the narrative benched or killed all the characters that the main game introduced you to, and then plopped some new people in your lap without letting you meet them.

That's not really a strong setup.

Plus, ff14 requires you to experience the story. Guild wars 2 does not, and instead you have to buy it piecemeal. I wonder how many people actually buy the full narrative.

↑ 9 ↓ ○ Reply ...

⊕ 1 more reply



madmaxxie36 • 1y ago • Edited 1y ago •

I'm glad you enjoyed it but honestly, a lot of people did not like EoDs story. And the other expansions all had issues too that made them not really land for a lot of players. Most feel like they start to build to something and then suddenly rush and end abruptly. HoT making the ending essentially only work if you realize the map meta is arguably the real final battle. Living World all have issues, Icebrood Saga didn't end in a satisfying way. PoF was probably the best IMO but the Aurene resurrection was a huge misstep and then EoD and stuff in between tend to get kind of ruined by Aurene just being the answer to everything without much set up or explanation, Soo-Won was very underwhelming compared to all the other Elder Dragons, the Void has potential but it felt rushed, like they spent too much time on stuff like the Joon workshop instead of on the actual cool stuff with the dragons and the Void. And it didn't help that EoDs story was in direct comparison with FF14 Shadowbringers and Endwalker and whether you love or hate GW2s story, it was no where near that level, it was just fine but looked bad since a lot of players played both and the contrast worked against GW2 in that situation where SotO isn't directly competing with FF14 now for example.

The positive thing I guess is, I think the majority of us playing SotO view the story as a huge improvement so if you enjoyed EoD, you will very likely really enjoy SotOs story.

GW2 kinda has the reputation of having good ideas but struggling with pacing the story in a way that gives enough time to pay off the main plot. Like they try to have a lot of side character development and stuff like FF14 does but the expansions were not long enough to be wasting time on side stuff so it hurt the main plots. At least IMO, it starts getting interesting and then fails to stick the landing.

⊖ ↑ 78 ↓ ○ Reply ...



LucianTheAngelic • 1y ago •

Good example of side stuff ruining the pacing is the whole Minister Li section of EoD. Recently replayed EoD and that entire Act completely ruins the pacing of the 3 acts before it and kills/stifles the momentum that's being built which makes the Soo Won/Void confrontation at the end feel rushed

↑ 18 ↓ ○ Reply ...

⊕ 4 more replies

[Skip to main content](#)[Log In](#)

Because it's equivalent to saying that FFXIV map exploration is as good as GW2, even though most FFXIV fanboys like myself know that it's not, and these two games are obviously very good in their own ways.

↑ 82 ↓ ○ Reply ...

⊕ 7 more replies



VainAppealToReason • 1y ago •

Sorry but for me it's like Jr High D&D and I find it tedious.

↑ 22 ↓ ○ Reply ...



epherian • 1y ago •

Power to you to enjoy the story, and people definitely do. But it's not in the same league as FFXIV especially when it comes to easy access and guidance for the player.

For starters, LS1 didn't exist for most players who joined the game after launch, until 2022 (10 years later!). Most people checked out of caring as much since base game Personal Story was not great (you could argue ARR isn't great either but that's not a real argument, so much as a fault of both games).

Secondly, most Living Story episodes cost money if you didn't play them as they come out and many casual players don't want to drop another sum of money after buying expansions, given it was a hidden cost.

Thirdly, IBS Champions existed, and even die hard creators like WoodenPotatoes criticised the resolution of the Jormag/Primordus storylines which had been set up since GW1 in a tragic rush to the finish line so EOD could exist. Imagine FFXIV story except instead of Endwalker wrapping the story beautifully to its conclusion, instead it was a boring side quest where half the plot was hand waved away. Not good - and many diehards felt at this point Anet was trying to erase the previous story and move on rather than write a compelling conclusion.

Fourthly, nobody talks about GW2 much because it's a niche game these days and the community is very split. The direction of the game means there's separate groups of players that don't interact much with each other, and if they do they come out to criticise the game rather than praise it. FFXIV is extremely direct about what content they are producing, the audience they are seeking, and what they will deliver. Every "story enjoyer" personality type has heard of and knows FFXIV is there for them - they create and share content, go to cosplay and participate in all sorts of activity. I have never seen GW2 related community with that organisation since the HoT days tbh. I mean, Anet can't even coordinate marketing or merchandise that keeps Europe (probably more players than NA) in the loop - meanwhile Final Fantasy is a cultural phenomenon and people travel to Japan to participate in Fanfest or buy Final Fantasy merchandise while they're there.

Fifthly, similar to the previous point - massive content droughts in GW2 have led to bleeding populations (see IBS champions, pre-HoT, last year etc.). This paired with limited marketing means nobody is nudged to keep up with the game once they drop out of it.

↑ 53 ↓ ○ Reply ...

⊕ 38 more replies

[Skip to main content](#)[Log In](#)

r/Guildwars2 • 9 mo. ago

Guild wars 1

34 comments



r/Guildwars2 • 9 days ago

Is GW2 worth playing alone by someone who is totally new to MMOs?

272 upvotes · 185 comments



r/Guildwars2 • 18 days ago

How the hell do you play tempest without constantly cancelling your overload?

122 upvotes · 59 comments



r/Guildwars2 • 3 days ago

GW2 Login servers

224 upvotes · 140 comments



r/HonkaiStarRail • 1 yr. ago

I actually enjoy the story of this game

2 upvotes · 7 comments



r/Guildwars2 • 28 days ago

ANet, you need to start listening to a more diverse array of WvW players

398 upvotes · 126 comments



r/Guildwars2 • 4 yr. ago

Guild wars 1 and 2 free to play at all?

31 comments



r/Warhammer40k • 5 mo. ago

Does the story progress over time?

12 comments

Skip to main content

Log In

135 upvotes · 70 comments



r/WH40KTacticus • 9 mo. ago

Guild Wars - Tips & Tricks



7 upvotes · 12 comments



r/FreeCompliments • 2 yr. ago

Happy Saturday! ❤️ (F37)



175 upvotes · 35 comments



r/Guildwars2 • 4 days ago

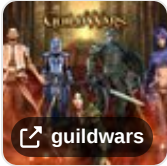
Nobody doing the Dragon's End/Gyala metas anymore?

93 upvotes · 123 comments



r/MMORPG • 9 mo. ago

Guild Wars 1 Complete Collection Sale \$9.99 | Standard price is \$39.99



174 upvotes · 101 comments



r/Guildwars2 • 1 yr. ago

How to get into guild wars 2

15 comments



r/jakanddaxter • 1 yr. ago

Replaying the Jak and Daxter series is making me appreciate how unique it is.

72 upvotes · 9 comments



r/Guildwars2 • 10 yr. ago

GW2 Full Story/Timeline

9 upvotes · 4 comments



r/GTA • 1 yr. ago

Why do people hate on GTA V's story so much?

341 upvotes · 267 comments

[Skip to main content](#)[Log In](#)

88 upvotes · 118 comments



r/Guildwars2 • 13 days ago

GW2 is Still the Best Feeling MMO in 2024

554 upvotes · 147 comments



r/Guildwars2 • 14 days ago

Frustrated with Solo Fishing in GW2. Losing Stacks Ruins the Fun

211 upvotes · 75 comments



r/leagueoflegends • 11 yr. ago

Doublelift just said on Q&A stream that "Sh*t tier Korean teams would take first in NA"

617 upvotes · 1.5K comments



r/JRPG • 1 yr. ago

World of Final Fantasy is hilarious, anything like it?

71 upvotes · 64 comments



r/Guildwars2 • 2 yr. ago

Guild Wars 1 & Guild Wars 2.

26 comments



r/Guildwars2 • 13 days ago

Ugly change to Sylvari cultural armor that needs to be reverted

216 upvotes · 61 comments



r/Bioshock • 1 yr. ago

Hi Hi! New fan curious about the series. How do people feel about the disconnected settings of BioShock 1/2 vs Infinite?

9 upvotes · 17 comments

TOP POSTS



Reddit

reReddit: Top posts of September 11, 2023



Log In



Reddit

reReddit: Top posts of 2023