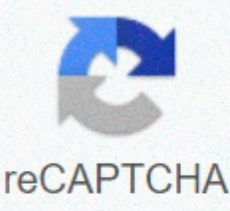




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Gw2 gold farming guide 2020

Money goes around the world and for the world of Tyria, this is no exception. Gold is the main currency of the game and you can buy almost everything with it one way or another. So obviously there are several ways to get gold, but everyone wants the most effective! That is the main purpose of this article; verify the most effective ways to raise gold, how to do it and what to do. We will try to make this guide as newb-friendly as possible, so be easy to apply for new players! We will also try to keep it as updated as possible! Some may require a specific expansion or a certain level of character. Don't worry, as we'll all point out! We will divide our methods to agriculture and the things you can do every day. Let's start: Silverwastes Farms (RIBA and Chestfarm) Silverwastes is one of the most classic maps for agriculture. The most common is by RIBA and Chestfarm (CF for short). RIBA means (R)ed, (I)ndigo, (B)read and (A)mber. These are the names of the four fortresses on the map. Let's take a look at what we grow and how can we make gold out of it. Requirements: Core 80 character level game for farming lower level character for opening bag mounts for faster (still not necessary) How to find RIBA maps Using the LFG to find RIBA maps to find a map for riba farm use the LFG tool (press Y on the default controls). Then check under the Squads category as the screenshot below. Then join the team and move on to their instance. What we grow Bags (containers) that we grow in Silverwastes The items you grow in Silverwastes include containers (bags) that contain equipment and materials. There are three types of these bags: Handbags of embroidered parts (found in lost bandit chests) Equipment bags (awarded from the completion of the event) Pockets of harmful seeds (Boss drops and opening Nightmare chests) In order to open Lost Bandit Chests, you will need skeleton key bandit that you can buy from the seller at Camp Resolve, in exchange for Bandit Crests (rewarded for the completion of the event in the Silverwastes found in the vaults). Buy Bandit Skeleton Keys Now, don't rush with opening the bags as they have to be opened on a character of a specific level. This is because some lower tier materials cost more than higher ones, so make more profit. Material prices tend to change over time and it can be a bit difficult to keep track those that are most profitable. Fortunately, there is a website called Silver Wastes! This site will keep track of prices and indicates the level that it is most cost-effective to open bags. Using silverwastes.lootools So make sure your character is at the right level to open Silverwastes bags. Then retrieve the fallen gear from the bags and sell the materials at the trading post. Preferably put it up for sale instead of selling instantly to profit. How riba works map of silverwastes with RIBA dolyak routes works best in a certain order of action: People take the fortresses, one by one, from Red, then moving to Indigo, then blue, and last but not least. Amber. Capture by this order will cause defense events to spawn in the same order so that players can run around, tag events, and then move on to each other. Defending the Fortress event Essentially in order to cultivate these events, you will have to go around the fortresses on this order and kill 5-6 crowds, in order to get maximum participation in the defense event. For example: If you kill 5-6 monsters at the red fortress defense event, then move on to Indigo and you just repeat the process. Dolyak escort event Between the two, you will notice dolyaks on the map. Dolyaks will need an escort from one fortress to another. Help them move when they are attacked you will get a bonus event that will speed up your farm. Check the screenshot above for dolyak routes. Once the bar on the side is filled, after the successful defense of the fortresses, the meta-event will begin. In the first phase, you will divide into groups and fight a boss in each fortress. After successfully beating the bosses, you enter a two-minute break, then the second and final phase will begin. There are three lanes on the west side of the map. Each lane will push a ram to pave the way for the skipper, from the bottom, then from the middle and from the last summit. Defeating the three bosses will bring the meta-event to a successful closing. Keep an eye on the meta-event boss's loot. There is an ultra-rare chance that you get a jewel bound account. Now this gem is worthless, but it has an infusion attached to it that costs thousands of gold. Chestfarm Opening Lost Bandit Chests during chestfarm After the meta-event, there is a 20-minute break when a commander is usually at the head of a chestfarm. You will bypass the Lost Bandit Chests opening card. As we mentioned earlier, in order to do a lot of Bandit Skeleton Keys are needed, which you buy with Bandit Crests, so make sure you have a lot on you all the time. Keep following the commander and you will have no problem finding and opening the safes. After the 20-minute break is over, you will resume at the RIBA farm and repeat the entire process. Wintersberry Farm (Unbound Magic) (Living World Season 3 Maps) Requirements: Heart of Thorns Expansion Living World Season 3 Maps (just Bitterfrost Frontier and Ember bay are enough) Level 80 character For this agriculture, we're going to need only two maps. Bitterfrost Frontier breeding winterberries and Ember Bay to buy magbic-warped packages. Cultivating Winter Berries Winter Berry Picking The first step is to collect winter berries. When eaten, the winter berries return Unbound Magic, which is the currency needed to buy the containers that will give us this sweet sweet Winter berries are materials that can be found specific to Bitterfrost Frontier. Following the map below is a good route to make sure you don't miss everything. Winterberry Route Now, to maximize your Winterberry income and Unbound Magic, you should make this route with every character you have up to level 80. The same route applies to each character and the Winterberries reset daily. Swap unbound magic to make gold after, when you have enough unbound magic (I'd say around 50-100K) go to Ember Bay. Magical deformed packages Now, with the unbound magic you've collected, you're buying the rare magic-warped packs. These contain valuable materials that will fetch a good price on the Trading Post. The reason we buy these in Ember Bay is that they only require 40 money, even though they require a lot more unbound magic. Again, put the materials on the trading post on the sale offer to maximize profit. Volatile Magic Farm (Living World Season 4 Maps) Requirements: Path Of Fire Expansion Living World Season 4 Maps Level 80 character Volatile Magic Mountains is a currency earned on living world season 4 cards. These maps are: Istan Sandswept Islands Domain of Kourna Jahai Bluffs Thunderhead Peaks Dragonfall Dragonfall Volatile Magic is won by completing events, killing crowds and collecting knots in these six specific maps. Currently, the best and fastest way to get volatile magic is to cultivate meta-events in Dragonfall and Thunderhead Peaks. Another way to get volatile magic is to consume any season 4 card currency of the living world, such as Kralkatite ore, mistonium, brand masses, etc. This is not recommended if you grind for Skyscale or Vision or anything that needs you to have a lot of these materials for that matter. After cultivating a lot of volatile magic, what do we do with it? Well, we exchange it for trophy shipments. Swap volatile magic and gold for trophy shipments Each trophy shipment costs 250 volatile magic and 1 gold, and they contain Tier 6 materials, and it is highly recommended to sell materials to earn gold. You can also check out a few extra ways to get tier 6 materials, on one of my previous items. You're about going to make double the gold you spent to buy the containers! But don't buy trophy shipments one at a time. Get a good amount of Volatile Magic and buy them in bulk. It doesn't change anything, it just feels much better to invest! Karkas Karkas Veteran of Karkas Farm Fall 1-2 Caraka shell Often at Southsun Cove you will find small farming groups Shells Karka. These materials cost about 9-10 silver, and veteran Karkas always fall 1 or 2 of them. Smaller karkas also have a chance to drop them. Agriculture is the most optimal in groups of 4-5 people, in order to quickly kill the karkas without the high end much. You'll find veteran Karkas most often in the brown area of Southsun Southsun Area designated for an optimal farm Although it is achievable solo, it should not be the first option, as karkas are armored and will take some time to fight solo. Of course, killing Queen Karka's global boss should be a priority as soon as he spawns, which can fall up to 10 Karka shells. Brilliant trinket Farm In The Expansion Maps of Heart of Thorns, one of the rewards of the card is a brilliant trinket. It is an unwanted trophy whose price varies from 30 euros each. To find out which card offers this reward, go above the card name. Brilliant babiole as card reward in Auric Basin Making events in the map you will get the card rewards. One of the rewards is the brilliant trinket. Each 20th prize is increased tenfold, which means that from time to time you will receive 10 trinkets, hence 3 gold! It will be a bit difficult to cultivate events quickly and successfully on your own, so we suggest you find a group in the LFG that is farming events. The most common maps that this farm takes place is the Auric Basin and the tangled depths, due to them having many events. Once you're done, go to a supplier, press the Sell Unwanted button and receive your gold. Next to you will make some karma and loot bags to open for extra rewards. Things you can do every day completing your daily routines is a 10 minute process, making it easy to grow. In addition to the reward of 2 gold medals per day, there are also 10 points of accomplishment one. The daily newspapers you decide to do are entirely up to you. All 3 achievements will do the trick, which makes the process very easy. Daily Fractals Making your daily fractals every day is a good source of income. Sometimes it can be a bit tedious, as the upper level fractals are longer, but the rewards are nice. Now, remember, in order to be able to do the highest levels of fractals, you will need resistance to agony. Don't try to rush things, take your time to do the lower levels, learn the mechanics of each fractal and slowly make your way up. The daily fractal chests will reward you with third-digit encryption that can be unlocked using fractal encryption keys. You will get many more chests than keys, so you sell the remaining boxes or buy keys with fractal relics in order to open more. The use of fractal encryption keys on fractal encryption will generate a container called cracked fractal encryption. The opening of these will grant you a lot of level 5 materials, but especially a lot of unwanted trophies that will fetch a good price from the sellers. Another major source of income is the Stabilizing Matrix. Keep in mind, there are many recipes that require this material, so sell it only if you don't need it. Fractals are a constant daily source of income, but don't lose your mind if you miss a day or two. Daily Fast And Easy Dungeon Paths Dungeons may have become obsolete since Fractals have resumed, but following some quick and easy will grant you gold. Unfortunately, it can be proven difficult to find groups, but in case you find one do not miss the opportunity. Here is a list of the easiest paths: Ascalonian Catacombs: Path 1 and Path 3 Embrace of the Sorrow: Path 1 and Path 3 Citadel of flame: Path 1 and Path 2 Twilight Arbor: Up and Forward Paths In order to maximize your income, you should have completed the Dungeon Master achievement (requires doing all the paths and story mode of each dungeon at least once). This will unlock the Dungeon Frequenter achievement, which is reproducible and will award you 5 gold each time you complete 8 different paths. Doing the paths mentioned above will complete the realization, reset it and complete it again. Of course, it is not necessary to make all these dungeons every day, but they are a good source of additional income. Ley-Line's legendary daily anomaly The legendary Ley-Line anomaly is a boss-event that spawns in 3 different locations every two hours on xx:20. Usually there will be a commander for the event, so be sure to look into the LFG under the Central Tyria - Squads category! This is how the event works: a Ley-Line anomaly boss spawns somewhere on the map and it will start working. Players will need to use crowd control skills on it to stop it from moving. It's phase one. After successfully breaking the defiance bar, the anomaly will stop moving and it will generate coalescences that it will try to absorb. You will have to prevent the Coalescences from reaching the anomaly for 1 minute. It's phase two. After phase 2, the damage phase will begin. You go all during this phase to deal with as much damage as possible. If the anomaly does not die during this phase, it will start again in phase 1 and you will have to repeat all the steps. Why is this event profitable? After successfully killing the anomaly, he will drop an unwanted trophy that costs 50 bucks, as well as a mystical piece. Mystic Coins are currently sold at a high price (about 1.5 gold)! The Mystic Coin falls every day, so the best thing is to do the event only once a day. Daily Map Documents of the Scout Pact This method works by collecting the map materials of the Scout Pact every day. The reward is 200 card bonus rewards points from the area in which you currently find yourself. They do not work in the Heart of Thorns or Path of Fire areas. In short, by using one of them you will get the next reward. Keep in mind that each 20th award gives you ten times more material. is that only 6 of them can be purchased every day and they cost Karma. The purchase of the 6 in a day costs 31,500 Karma. In order to buy them, you will have to travel through Tyria to find 6 different agents pact supply network (follow the link to see their current location in the GW2Wiki page). Note: Even if the items offer a reset at the server reset time, their location doesn't change for 8 hours. For example, if the server server occurs at 00:00 UTC, the location of suppliers change at 08:00 UTC. Each week, the items offered in each map change or in some regions are much more cost-effective than others. The best action plan to maximize profit is to wait until the rotation reaches a good week. For example, during one of the weeks of rotation, the rewards offered are powerful blood vials, charged nuclei, loaded lode stones and obsidian shards. Since the loaded nuclei and lode stones are quite expensive and the powerful blood vials is the most expensive level 6 material, you will make quite the profit. Daily Tequatl The Sunless World Boss Fighting Tequatl The Sunless Tequatl the Sunless is a global boss based in Sparkfly Fen. You can check when it spawns here. You'll find a lot of bands in LFG. Get on one of their cards and fight the boss. You will make 2 gold and a few extra chests that have a rare chance to drop mounted and exotic items, which can be sold for extra gold. One of the four meta-events, Tarir in Auric Basin Requirements: Heart of Thorns Expansion / Path Of Fire Expansion Level 80 character Each Heart of Thorns and Path of Fire map (Verdant Brink, Auric Basin, Tangled Depths and Dragon's Stand for HoT and Crystal Oasis, Dessert Highlands, Elon Riverlands, Desolation and Domain of Vabbi for PoF) has a unique meta-event that can be done once a day. You can actually do it more than once, but you won't be rewarded again. Now, each event will grant you a hero's chest of choice once successfully completed. One of the choices is a merged gemstone, which currently goes for about 1.5 gold in the trading post. In addition, you can open the containers of each card that spawn from an event (for example: Airship Cargo to Verdant Brink, Exalted Boxes in the Auric Basin, etc.). These will provide additional materials and make a lateral profit. Path of Fire maps have more than one meta-event. For example: Vabbi Domain has the first snake meta-event, which is a bit difficult and requires a large amount of coordination and forged with meta-event fire which is easier to do. Completing one of the two events will give you the hero's chest of choice. The chest is tied to the card, which means that if you make a meta, the other will not lower the chest. Meta-events are a bit expensive in terms of time, so don't worry about doing them every day, but in case you don't know what else to do, it will come in handy! Daily Flax / Mussels / Jungle Plants / Elder Wood Gathering Routes I Did list this method as a farm because there is only as long as you can collect every day, but it could quite feel like one. For this to work, you will follow specific routes and collect specific materials: Jungle Flax Molds Plants Ancient Wood You can grab everything you come across, but these are the materials you should focus on. Below there are screenshots of the itineraries routes we're going to talk about how we make gold from these specific materials. Just to clarify some things: These are probably not the only routes, hell, they might not even be the optimal. These are the ones I use. I love them because they are short, easy to remember and quite doable every day. Each character can collect the nodes independently. This means that you can repeat the routes with as many characters as you want or can. For these itineraries, you'll need the Heart of Thorns extension and most of Living World Season 3 maps. How to make gold from the materials you have collected: Lin: Either sell it as is or make bottles of flaxseed oil and sell them molds: The material itself is not worth much, but the knots sometimes drop a jewel called Freshwater Pearl which is quite expensive. Sell any freshwater pearl you get. Jungle Plants: Sell all the cassava roots you get, as well as any Maguuma Lilly you find (rare luck, like freshwater pearls). Elder Wood: Sell as it is or keep it in case you need it for a legendary or anything. Let's take a look at the routes by map: Draconis Mons From the head of Heathen hold crossing point to the west and fall on the ledge of heathen's waypoint hold crossing, head west and descend the ledge. You will notice a patch of green on which you can land. Fall on this patch of green, then follow the path to the cave After landing, you will notice a cave. Head to the cave and you will encounter a circle of linen knots that can be harvested. It's pretty easy. Easy to grow linen knots Auric Basin In the Auric Basin there are two crossing points that you can travel and collect knots in the vicinity. The two Waypoints, Eastwatch and Westwatch Now, in the areas around the crossing points, Flax, Jungle Plants, and Elder Wood, nodes can be found and collected. You can ignore sawgill mushrooms if you want, their value is quite low, but since you're there, why not? Verdant Brink Following the path that is shown in the screenshot above, you will encounter many mussels, as well as some knots of linen and elderwood. Make sure to collect them all as well as any Cargo airship you come across. Crossing point to the center of the map, at the point of passage of the camp pact, then follow the path for some additional mussels and linen. Bloodstone Fen Many jungle plants, mussels and elderwood on this road. Watch out for the White Coat crowds, have quite a punch. Siren's Landing Lots of Elder Wood is on this road. You will also encounter ancient and Orrian Ruffle wood along the way, so take them too. Also, take all the Orrian beads you find, which you can consume for a little extra unbound magic. The Malchor Jump It's a very short path, but at the end of it you will encounter 5 knots of senior wood, one on top of the other. Take whatever you want along the way. As you can see, there are several ways to win gold in Guild Wars 2. You have a variety to so that if one method becomes dull, you can always try another. Other.

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