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Notice: Follow the basic guide. Click here for the F2P account guide. All guide pages now have permalink, at the top in the alert, on the cached version. Amazon claims unlimited space, so they probably won't be deleted. Added cooking support 400-450. 450+ should be done through the in-game search system and can not cope with these tutorials. Price data on/EU only 4 things you should know: Normal guides: They will make smart decisions between creating or purchasing item subdivids. Quick Guides: Makes the same item for 25 points. Faster and easier than other guides, but more expensive. What's this? Always current crafting guides for Guild Wars 2. All guides are recalculated based on current TP prices every hour assuming that the computer is scripted and gw2spidy is available. These guides were originally created for friends, but based on the popularity of these within the Guild Wars 2 community, I continued to improve them on what you see today. This script assumes that there is an infinite item at a specific price, so if everyone is redeemed, or very few are available during the window price update they may be wrong until the next update. [Notification] If you are not going to make a guide in 1 sitting, be sure to save it to your machine. Just as these guides can and will change. Cost-cutting tips: Save a copy of the guide and order materials. Sign up for this welcome ad in our Gw2 crafting guides! We support you through your 1-400 trip with tricks tips and everything you need for Gw2 Crafting. It includes a basic Gw2 Crafting Leveling Guide that has proven to be the most effective. These guides are based on real crafting formulas and we show you how to use them. We also help you by providing each recipe in the chosen discipline. We also support Gw2 Farming Guides to help you get build mats when prices are high on Trading Post. Armorsmith Guide Artificer Guide Guide Huntsman Guide Jeweler Guide Leatherworking Guide Tailoring Guide Weaponsmith Guide Most players won't have trouble leveling off in Guild Wars 2 because you can earn experience points by playing the game however you want. For those who want to level out even faster, we've created this power leveling guide that contains tips to help you level quickly and efficiently. Consumables /Boosters Experience Scrolls Experience Scrolls are a type of consumable that raises the character level to 20 or 30 as long as the character is currently below these levels. These saints are the largest XP amplifiers in the game and are rare accordingly. Level 20 Experience The saints obtained from massive achievement chests and 1st/2nd year birthday gifts level 30 experience the pig obtained from 3rd year birthday gifts tomes knowledge / Writs experience Tomes knowledge provide an immediate level-up when consumed. Solutions provide 5% of the experience you need to reach the next level. You can trade 20 Writs of Experience for one Knowledge Tome at mystic forge suppliers. Acquisition PvP Song Award Log-in Awards Tri-Key Chest Black Lion Chests Guild Experience Supplier Amplifiers There are several amplifiers in Guild Wars 2 that increase XP winnings. Experience boosters can be purchased from Laurel suppliers for one laurel. Experience Booster +50% XP in all game types Up to 100% bonus XP from kill streaks Heroic Booster Same as Experience Booster +50% Crafting XP win. Birthday Booster Celebration Booster Food/Utilities There are many foods and utilities that provide XP boost. Here are some of the most effective: A bowl of candy corn cream Simple Sharpening Stone Lunar Year Firework Crafting Crafting is a great way to level your character. You can level 7 times going from 0-400 in a certain crafting discipline. Make sure you consume a crafting booster for additional XP. Going from 400-500 in applicable crafting disciplines will reward you with an additional 3 levels, but at a much higher cost. Chef and Jeweler are two of the cheapest crafting disciplines if you're trying to equalize your character on a budget. GW2crafts.net provides excellent build guides for 0-400. Edge Of The Mists (WVW) Edge of the Mists is a WVW map that provides an excellent opportunity to earn XP. Simply find the commander and follow them around the map to start collecting XP. Other ways to gain experience Almost every activity in Guild Wars 2 is provided by XP, so you'll equalize by simply playing the game however you want. Here are some of the other ways to get XP:Map Completion World Boss Train Personal Story Missions Resource Node Gathering Daily Achievements PvP Leveling a new character is a challenging process in many MMORPGs. Players often try to blitz through early levels to reach epic endgame content as quickly as possible. This is perfectly understandable - many games in this genre offer some of the most exciting cases and challenges to players who have long held on and maximize their characters. Of course, these meetings also provide valuable rewards. That's why many players are looking for optimal leveling strategies in every MMORPG. Guild Wars 2 offers multiple methods of speeding up the leveling process. In this guide, we'll talk about potential items and consumables that you can use to increase the gains of your experience. We will also cover effective constructions for the game during this time, as well as the best locations and methods of gathering experience. Let's go straight into it! You won't have enough time to grind for GW2 Gold in the finals. Buying GW2 Gold here will give you that time cheaply and safely. Experience intensifies in GW2, there are tons of ways to increase your experience gains. Many of them rely on items. While some of them can be hard to get for new players, you should be able to access a few of these buffs easily. The more accessible ones may not give you the biggest gains from the experience, but every little thing is important when you optimize the process. Black Lion Booster consumables - gives +50% experience from murders, +75% gold from murders, +100% Magic Find (chance of looting high-quality items) and +25% increased gains in PvP Reward Tracks. Its effects last for 30 minutes. This object can be found inside the Ark of the Black Lion. Experience Booster - an exceptional booster that is available in the Gem Store. It provides +50% experience from all sources in all game modes, as well as wins of +50% Reward Tracks and +100% bonus experience for killstreaks. It has a duration of 2 hours. Experience Booster (masterpiece) - has the same effects as the gem store version, but lasts only 30 minutes. You can buy it from any Laurel Merchant for one Laurel. Birthday Booster - provides +100% for experience and gold from murders, Magic Find and WVW ranking, as well as a 10% increase in prize track progress. It lasts 1 hour and 1 minute. Each GW2 character receives this item as part of its birthday gift each year (counting from the day the characters were created). Celebration Booster - works just like Birthday Booster. You can get it to complete the Living World Season 2 event chain called Pact Assaulted and to participate in GW2 special events (World Boss Rush, Meta-event Rush, etc.). Winter blessing - gives a +10% increase in experience and Karma gets from all sources for 1 hour. It can be made for wrapped gifts during the Wintersday Festival every year. Food - all foods provide a bonus for a diet that gives at least +10% (up to +15%) experience of the murders. Most importantly, you want to have a nutritional effect active at all times when you kill anything. Some of the cheap and effective foods that provide +15% experience (and other beneficial effects) are a bowl of candy corn cream and a piece of candy corn almond brittle. Service consumables - again, all these items provide bonus experiences called Improvement. When you have him active, he gives +10% of the experience from the murders. We recommend that you have it at all times during fights. You should simply use the cheapest one you have available. Grawl Slaying's potion is a good example. Lunar New Year's consumables - most of them provide a little +5% bonus experience from the murders, but an item called Lucky Firecracker awards +10% of the XP bonus (experience points) from all sources for an hour. All these items are available every year during the Lunar New Year Festival. Banners - banners are consumables that you can place on the ground. Any ally who touches them will receive a 30-minute experience bonus. There are three of them: Guild Exp Banner, Guild Karma and Experience Banner and Guild Heroes Banner. You can buy them for silver and guild praise. Tome of Knowledge - Consumables that immediately make the GW2 character level up. This is an account-related item that can be found in multiple chests and high-level boxes. We know you wouldn't read the leveling guide if you had access to one of these items, but we had to turn it on, although it's impossible to get a new account. Tomes of Knowledge was introduced as a way for veteran players to raise their altos. These items cannot be traded, so there is no need to start looking for him as a new player. The area specifically enhances bloodstone empowerment - consumables that provide a steady 10% experience bonus for all activities taking place at Bloodstone Fen. This boost is stackable up to three times, but it gets more expensive with each purchase. You can buy it from pact supplier Natto for gold and unrelated magic. Draconian mons empowerment - works in the same way as in Bloodstone. A lasting boost provided by consumables that stack up to three times. You can buy it for Unbound Magic and Gold. Supplier Hanjo is selling it. Season 4 Empowerment - identical effect added to all living world season 4 maps: Domain of Kourna, Dragonfall, Domain of Istan, Jahai Bluffs, Sandswept Isles and Thunderhead Peaks. The only difference is that instead of Unbound Magic, you can buy them with Volatile Magic. Perseverance - a special effect granted in Ember Bay to help researchers (completing reputable hearts). It provides +10% experience from murders and +25% Magic Find. The bonus lasts until you leave the zone. You can enable it once again in the same way when you return. Seraf morale - works similarly to Perseverance, but works in Lake Doric and provides 1% bonus for each completed event (up to 10%). It also gives extra bonuses when you get to the higher piles. The boost resets to 0 when you leave the area, but you can stack it once more when you return. Explorer's Respite - a boost provided by priory historian Elisa and her bonfire in multiple zones across the Crystal Desert. It lasts three hours and provides +5% XP from all sources. You can activate it to perform a dynamic event called Gather Wood for the Fire for a Experience Boost. When the bonfire catches fire, you can access it to refresh buffs duration. Wishing Well - 30 minutes buff that provides +3% experience from murders and some other bonuses. You receive it by making a wish in the Wishing Well in the Garden of Seborrhin. The bonus can be stacked up to 5 times, and its duration refreshes every time you do it. Other Bonus Weekend Event - from time to time, ArenaNet provides an XP weekend bonus, when the experience is gained from WVW and open world activities, that's a sustainable strategy because you can't use it whenever you want, but you can use it to create an alta when it's available. Guild XP Gain - a bonus that increases experience gains for all members of your guild. It can provide from 3% to 10%, depending on the number of improvements. It's available at Nathan's, a bartender at the Guild Tavern. Experienced enrichment - enrichment that can be used on ascended amajilia. It provides +20% additional experience for PvE murders. XP Achievement Gain - You receive a permanent XP boost across your account for the achievement point you've earned. For every 2,500 points you get +3% of all experience gains. This makes it easy to level altos on realized accounts. Leveling builds When designing build for early levels, you need to keep a few things in mind. First of all, in the early levels, the power of dps is much more valuable than damage to the condition. Monsters are unlikely to have large enough health pools and resistance to justify using the conditions. This damage profile tends to be more valuable in more challenging high-level content. At the same time, you'll probably be playing solo. This means that your physique must be self-sufficient. You will need damage to kill enemies, but you also need to bring defensive tools to make sure you survive. Including weapons in range in your grail is another important matter to consider. This can allow you to pull monsters out of the distance and maybe even finish some of them before they reach you. Constructions used by some types of pets are also very effective in the open world. It refers to the Ranger's animal companions, Mesmer's illusions and Necromancer's undead subjects. Other classes should focus on making sure they are able to cope with the high power supply of DPS and survival. If more detailed setup is needed, look for recommended open-world builds online. Of course, you will not have all the skills and qualities available immediately. Unfortunately, you will not have the opportunity to play Elite Specializations during the leveling process (available only at level 80). That being said, if you manage to collect some hero points, you might achieve a decent build really quickly. Now we will briefly talk about how to assign these early points to each of the professions. Remember - you are free to change your physique when you are not in combat. You don't have to worry about locking yourself into a certain style of play. Elementalists The most powerful element in terms of power DPS is definitely Air. Early unlocking of traits such as Wild Winds and Raging Storm can provide a significant increase in damage - especially if you use a melee weapon like a dagger or sword. Arcane is an excellent secondary specialization, with traits such as Arcane Precision and Bountiful Power. As for Communal skills go, we recommend that you rush towards Glyphus storms and the Sign of Fire. The only weapon in range available to elementalists is personnel. It provides more security and range, but less damage. Air Elementalists also have the ability to get a lot of increase in the speed of movement in their grail. A feature called One With Air and multiple skill options can help you do that. That way, you'll sacrifice some of your fighting power, but you'll be able to get to all the points on the map faster. Mesmer As we mentioned, Mesmers rely on illusions (especially damage-oriented fantasisms) in their open constructions. The most important specializations for early development are Dueling and Illusions. Features such as Phantasmal Fury, Phantasmal Force, Fencer's Finesse and Superiority Complex provide much additional damage. Double swords are an excellent main set of weapons - if you can, get a gun/focus or a big word in the other lane. In general, you want to get as much phantasm skills as possible. Phantasmal Disenchanter and Phantasmal Defender will definitely pay off for two utility slots. Signet of the Ether is by far the best healing option for this line-up. Necromancer There is no better crosshairs to build for Necromancer than the power minion masters. It uses Death Magic and Spite as the main specialized trees. The rush for the death nova feature is the most important part, because it unlocks a lot of building power. In addition, you will want to awaken pain and putrid defenses + a lethal combination of strength. We recommend using daggers as a primary weapon with an off-hand warhorn. You can also bring a scepter or staff as an option in the range in the back bar. However, most of the time, you will fight on the front line, trying to take advantage of the mechanic Death Shroud as much as possible. You want to get at least one invocation skill in service slots. We recommend Shadow Fiend and maybe another if you feel like you're needed. Just remember, unlike necromancers in the first Guild Wars and more other games, this GW2 profession doesn't require corpses to summon the undead. The engineer first of all, if you plan to create your first GW2 character, we can not recommend Engineer. The sheer volume of skills (with different tool kits and belts) makes this profession quite difficult to navigate. As for leveling, you should probably go with explosives and firearms as the main specializations. They offer many harm-enhancing traits, such as explosive temper, no scope and many other viable options. The rifle allows you to deal a high amount of one target burst of damage, often killing your target before they manage to reach you. You should also consider using the Grenade Kit and Bomb Kit in your service slots. Kits are key mechanics for engineers and sooner or later you'll have to learn to use them. Two can provide a bonus of power when fighting multiple enemies, where guns will not be so capable. Ranger Best Ranger Leveling Builds use damage to the strength and strength of its animal companions. The main specializations are Beastmastery and Marksmanship. As far as these weapons are concerned, as the main one we recommend placing a melee (greatsword or sword + axe), with a longbow for pulling and some specific situations in the secondary slot. Features such as Hunter's Gaze, Farsighted and Potent Ally provide a lot of additional damage. You can also decide to go with the Beast Manager if you want your pet to act like a tank. As you get a,000 utility skills, we recommend Sic 'Em! and Signet of the Wild. Thief Thief is a unique profession that does not rely on cooldowns. Instead, their abilities consume a resource called the Initiative. Because of this, they can perform incredibly strong bursts and erase their targets. The main specializations focused on harm are Critical Strikes and Deadly Arts. Your main weapon should definitely only be double daggers, but you can use a gun in the secondary gun slot if you need extra range. Features like Dagger Training, Executioner, Twin Fangs, and Practiced Tolerance make your combinations even deadlier. Assassin's Signet and Signet of Agility are some of the best choices for utility slots. Guardian Overall, the Guardian is quite defensive class, especially without access to Elite Specialisation. That being said, you can still make a decent power DPS setup with Zeal, Radiance, and virtue. Zealous Blade and Unharmd Candidate are some examples of valuable traits. You want to make sure your skills provide Aegis and we're hurting. Symbols and Spirit Weapons have an innate synergy with Zeal, so you might consider going for some of them. Warrior Warrior Profession uses a unique resource called Adrenaline to perform the destructive skills of bursts. Power DPS leveling build is based on strength and discipline as the most important specialization. Peak Performance and Berserker's Power provide a ton of additional damage. At the same time, some of the disciplinary qualities bring valuable usefulness. As a warrior, you want to make sure you have two useful sets of weapons. A lot of

discipline is associated with gun exchange. We recommend a great word in your primary slot. Secondary offers more viable options. Bull's Charge, Signet of Fury and Signet Might are examples of useful communal skills. The Revenant A Devastation and Invocation lineup with double swords as the main weapon is by far the best crosshairs of construction for The Revenant. Traits such as Unsullied Strikes, Notoriety, Raging Response and Roiling Mists provide a lot of additional damage, based largely on critical hits. Communal skills are determined by the legendary attitudes you use, so there's not much to oh here. You're going to want to stay in The Slady as much as possible. The best secondary option is the legendary dwarf attitude and hammer in the alternative weapons slot. Leveling methods Now let's talk about some activities that you can focus on during leveling. We recommend combining several of them to make the whole process less exhausting. Before we jump into them, we should clarify something. The Edge of the Mists method no longer works. It's been nerfed, so you can't level your character in WWV right now. Completing the Card Completion card is always a good idea for a new player. It provides excellent rewards – in terms of experience and loot. In addition, it is a great way to engage in game stories and explore Tyria. To complete the map, you need to visit important locations: points of way, vistas and points of interest, as well as complete all the reputable challenges of hearts and heroes. As you run on the map, trying to complete the map, you can always engage in a fight with random monsters, especially if they are part of a dynamic event. This will slow down the completion of the map a little, but these tasks will make sure you get a little extra experience and spoils. You should kill neutral mobs (those with names in yellow). There's a hidden mechanic that gives this mob more experience, the longer they live. If you're lucky, you can get an extremely valuable gain for almost effortlessly. Do not forget that food and improvement are active, if possible! This may not be the most effective leveling strategy, but it provides decent experience gains as well as fun and interesting play. In this way, you will also unlock a lot of Hero Points that will accelerate your character's progress by unlocking new skills and traits. The completion of the map also applies to cities as well as hunting zones. Research is a fun but time-consuming process, since some of the cards are really huge! The initial city of GW2 character is determined by their race. For Charrs it will be the Black Citadel, people starting in Divinity's Reach, the Norns begin their journey to Hoelbrak, the capital of Asuras's Rata Sum and Sylvari spawning in the Grove. All these cities are connected by a portal centre in the Lion's Arch. If you want to get some experience and other rewards without fighting anyone, you can start by fully exploring your hometown and then taking the portal to Lion's Arch and doing the same there. After that, you can work your way through all the remaining cities. We recommend that you intertwine different activities and types of zones to explore as much as possible as this is the most pleasant way to level. Personal story Level 10, your character will get access to their personal story. You'll keep unlocking new chapters on it every time you get ten levels. We recommend that you do this as soon as possible. If you are a brand new player, you will get some valuable equipment, play through a great story and get incredible amounts of experience. While you can't get to 80 just by doing personal story tasks, they provide amazing XP rewards for relatively little time you have to spend doing them. Crafting Crafting is another tool available to players during the leveling process. Basically, the GW2 crafting system has its own separate experience (some craft disciplines can be leveled by up to 500 when the main character occupations have a level ceiling set at 80). That being said, leveling crafting disciplines will also give you some regular experience. XP wins in GW2 are mostly based on percentages, so you'll always get the same number of levels. Getting crafting disciplines to 400 will always give you 7 levels, so you can use the two available slots to get a total of 14 levels. However, this is not the best method for new players, since leveling crafters is a little expensive. You will need to buy a lot of material from Trading Post and use them to create basically worthless items. In general, if you have a slib of gold and want to reach level 80 as quickly as possible, you can use crafting to get the last 14 levels, but we don't necessarily recommend this method. If you don't care about the build discipline you've leveled and are only interested in extra levels, be sure to go to the cheapest one available. Market prices of certain materials may change over time, but cooking ingredients tend to remain relatively cheap. That is why Chef is almost always a great choice for this situation. It will also provide a simple food source that can allow you to maintain the effect of your diet at any time. Dungeon dungeons are a great way to have fun and play with others during the leveling process. These are not challenging cases that once went back in the day, but you can still learn some useful things about playing in a group. Now, most hardcore endgame players focus on high levels of fractals and raids, which makes dungeons more comfortable casual base players. Similar to completing a map, dungeons can provide all kinds of great rewards except just experience gains. You will also be able to explore some of the beautifully designed cases and face many memorable bosses. Dungeons are available in two modes: story and research. Cleaning each dungeon at least once in both modes unlocks a fantastic repeatable achievement called Dungeon Frequenter. We recommend that you start working your way towards this goal as soon as possible. Currently, Guild Wars 2 has eight dungeons: Ascalonian Catacombs, Caudecus's Manor, Twilight Arbor, Sorrow's Embrace, Citadel of Flame, Honor of the Waves, eternity and the ruined city of Arah. Every time you first enter a new dungeon, you will first have to complete the story mode - this will take you through the main search and story of the case. Only then will you get access to research mode. GW2 Leveling Guide As you can see, there are many excellent sources of experience in Guild Wars 2. A healthy combination of map completion, personal story, dynamic events and dungeons will make leveling not only fast, but also enjoyable. Optionally, you can also throw in some crafting and other mechanics to accelerate progression even further. In addition, make sure to lead an effective early construction of the game and use some consumables (at least cheap and available). If you follow these key guidelines, you'll be great over time to level the new Guild Wars 2 character! Maybe you'll earn and save some money along the way too! Of course, if you decide to team up with a friend and progress at your own pace, and that's perfectly fine. There are multiple routes to level 80, only some of them will take you there faster than the others. Guild Wars 2 is the 2012 hit MMORPG. The game has multiple assets, including the incredible design of Tyria and its more memorable regions, as well as beautiful storytelling. GW2 has received two expansions: Heart of Thorns and Path of Fire. The basic version of the game is free to play. Be sure to browse our blog and find more interesting guides! Share some of our guides with your friends and help us expand this community! FREQUENTLY set computers Can you level through PVP in Guild Wars 2? Unfortunately, you can't. There used to be a way to even out your character in WWV Edge of the Mists, but it doesn't work anymore. It was an extremely fast and simple method - this is exactly why ArenaNet is nerfed. How long does it take to level up to 80 in Guild Wars 2? Following our advice, you should be able to reach level 80 in 20-30 hours of playtime. There is a chance that it takes longer to get if you focus on exploring the world and farms, rather than optimizing experience gains. How can you get Tomes knowledge in GW2? Tomes of Knowledge is sold to Miyani and other Mystic Forge Attendants for 20 Experience Writs that you can get as rewards from Daily Achievements. They are also available as parts of PvP reward songs. Songs.

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