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Please note: You are following the core guide. Click here for the F2P Account Guide. All guide pages now have a permalink to the cached version at the top of the alert. Amazon claims unlimited space, so these possibilities won't be deleted. Support for cooking has been added for 400-450. 450+ in-game quests must be done through the system and can not be handled by this guide. Na/EU Price Data 4: General Guide: You're going to make a smart choice between crafting or purchasing a lower part of an item. Quick guide: Create the same item for 25 points. Faster and easier than other guides but more expensive. What is this? Always present craft guide for Guild Wars 2. Assuming that the computer running the script turns on and can reach gw2spidy, all guides are recalculated every hour based on the current TP price. This guide was originally created for friends, but based on this popularity within the Guild Wars 2 community, we've continued to improve what we see today. This script assumes that there is an infinite number of items at a specified cost, so if they are available for all purchases or during the update period, there may be very few prices available until the next update. [Be careful] if you don't have 1 sitting guide you need to save it on your computer. You can change this guide. Hints for saving money: Save a copy of the guide and place a purchase order for the material. Welcome to the Gw2 Production Guide to this ad! We support you through your 1-400 journey with tips tricks and everything you need for your Gw2 craft. It includes a basic Gw2 production leveling guide that has proven to be the most efficient. This guide is based on the actual production formula and shows you how to use it. We can also help you by providing each recipe in your chosen field. We also support the Gw2 Agriculture Guide to help you get craft match when you are high on trade posts because we can also get experience points by playing the game you want. For those who want to level up faster, we're created this power leveling guide with tips to help you level up quickly and efficiently. Consumables/Booster Experience Scroll scroll scrolls are consumable types that increase a character's level to 20 or 30 as long as the character is currently below each level. This scroll is the largest XP booster in the game and is therefore rare. The Level 20 Experience Scroll from the Large Achievements Box and the 1/2 Year Birthday Gift Level 30 Experience Scroll 30 Experience Scroll 30 Experience Scrolls Warrant of Knowledge/Knowledge in the 3th Birthday Gift Toy provide immediate leveling up at consumption. Warrant of the It gives you 5% of the experience you need to reach the next level. You can trade 20 warrants of experience for one tome of knowledge from Mystic Forge suppliers. Earn PvP Rewards Track Login Rewards Tri-Key Chest Black Lion Box Guild Vendor Experience Booster has several boosters from Guild Wars and 2 increased XP gains. Experience Boosters can be purchased from a monthly vendor as a single month of the monthly number of enemies. Experience Booster +50% Experience Booster +50% Experience Booster and up to 100% bonus XP from the same Kill March Hero Booster. Happy Birthday Booster Booster has many foods and utilities that provide a food/utility XP boost. Here are some of the most effective ones: candy corn custard and simple sharp stone lunar new year pyrolysis crafting bowls are a great way to level your character. You can level up from 0-400 to 7x in certain production areas. Make boosters for additional XP. If you move away from 400-500 in that crafting area, you'll be rewarded with an additional level of 3, but at a much higher cost. Chefs and jewelers are two of the cheapest production disciplines if you want to level your character on a budget. GW2crafts.net excellent craft guide for 0-400. Edge of Fog (WvW) Edge of Fog is a WvW map that gives you a great opportunity to earn XP. Simply find a commander and start racking xp along them around the map. Another way to experience almost any activity in Guild Wars 2 is by giving you XP so you can level up by playing the game the way you want. Here are some of the other ways to get XP: Map Complete World Boss Train Personal Story Mission Resource Node Collection Daily Achievements PvP New Character Leveling is a challenging process in many MMORPG. Players often try to blitz through early levels to reach epic end game content as quickly as possible. It is perfectly understandable – many games in this genre stick around for a long time and provide some of the most interesting instances and challenges for players to up their characters. Of course, these encounters also offer valuable rewards. That's why many gamers pursue optimal leveling strategies at every MMORPG. Guild Wars 2 provides several ways to accelerate the leveling process. In this guide, we will talk about potential items and consumables that you can use to increase the benefits of your experience. We'll also cover the best places and methods for collecting effective builds and experiences to play during this time. Let's get right into it! You won't have enough time to gold GW2 in the final game. Buying GW2 Gold here will give you a cheap and safe time. With experience enhancing GW2, there are tons of ways to increase your experience gains. Many of them Item. Some of them can be difficult to get new players, but you should have easy access to a couple of these buffs. Good accessibility may not benefit you from the greatest experience, but every little thing is important when optimizing your processes. Consumable Black Lion Booster – +50% experience in kills, +75% gold on kills, +100% Magic Finder (high-quality item lootability), and 25% increase in PvP Rewards tracks. The effect lasts for 30 minutes. This item is inside the Black Lion Chest. Experience Booster – An outstanding booster available in the Jewelry Store. It offers +50% experience from all sources in all game modes, plus 50% reward track profit, and +100% bonus experience for Kill Streak. It has 2 hours of time. Experience Booster (Master Walk) - It has the same effect as the Jewelry Store version, but it only lasts 30 minutes. You can buy it from all the monthly traders for one monthly number. Birthday Booster – Experience experience and gold in Kill, Magic Finder, and WvW ranks, provide 100% gold, and increase reward track progression by 10%. It lasts for an hour and a minute. All GW2 characters receive this item as part of their birthday gift each year (calculated from the date of character creation). Celebration Booster - Works like a birthday booster. You can complete a chain of Living World Season 2 events called Pact Assault and get it for participating in GW2 special events (World Boss Rush, Meta Event Rush, Setera, etc.). Blessings of winter – give a +10% increase in experience and karma benefits from all sources for an hour. You can get wrapped gifts during the annual winter festival. Food - All foods offer a nutritional bonus that grants at least +10% (up to +15%). Experience in the treatment. Most importantly, you always want to have an active nutritional effect when you kill anything. Some of the cheap and effective foods that provide +15% experience (and other useful effects) are candy corn custard bowls and candy corn almond brittle slices. Utility Consumables - Again, all of these items offer an experience bonus called enhancement. If activated, you're granted +10% experience on kills. We recommend that you always have it on during a fight. You simply need to use the cheapest one you can use. The potion of grohl slaughter is a good example. Lunar New Year Consumables - Most of them offer a buff of +5% bonus experience at Kill, but an item called Lucky Firecracker gives you +10% bonus XP (experience score) from all sources for an hour. All these items are available annually during the Lunar New Year festival. Banners – Banners are consumables that can be placed on the ground. All allies who touch them will receive an experience bonus for 30 minutes. There are three. Among them: Guild Expex Banner, Guild Karma and Experiential Banner, Guild Hero Banner. Can be purchased for a guild commendation. Tors of Knowledge – consumable items that instantly create GW2 character levels. Account-bound items that can be found in multiple high-level chests and boxes. We know that if you have access to one of those items you will not read the leveling guide, but we can get to a fresh account, but included it. The Tors of Knowledge was introduced as a way for veteran players to level up their alts. These items can't be traded, so you don't have to start looking for new players. Regional Boost Bloodstone Empowerment – Consumables that offer a permanent 10% experience bonus for all activities taking place in bloodstone pens. This boost can be stacked up to three times, but becomes more expensive with each purchase. You can buy from pact supplier Natto for gold and unbound magic. Draconic Mons Empowerment – Works the same way as Bloodstone. A permanent boost from consumables that stack up to 3 times. You can buy it as Unbound Magic and Gold. Supply Master Hanzo sells it. Season 4 Empowerment – The same effect has been added to all Living World Season 4 maps, including Domain of Kurna, Dragonfall, Domain of Istan, Zahai Bluffs, Sandsweep Islands, and Thunderhead Peaks. The only difference is that you can buy it as volatile magic instead of unbound magic. Patience – a special effect granted in Ember Bay to help researchers (complete the famous mind). It brings +10% experience and +25% magic finder at Kill. The bonus lasts until you leave the area. You can reactivate it the same way when you return. Seraf Morale works similarly to Patience, but works on Lake Doric and provides a bonus of 1% (up to 10%) for each completed event. It also gives you an extra bonus when you get to the higher stack; the boost resets to 0 when you leave the area, but you can build it up again when you come back; explorer's rest - a boost provided by prior historian Elisa and her bonfire in several areas across the Crystal Desert. When the bonfire is lit, it can be accessed to refresh the duration of the boost. Well wishes – a 30 minute buff that offers a +3% experience in kills and other bonuses. You can make a wish from the wishing water in the Sevohin Garden. Bonuses

can be stacked up to 5 times, which is refreshed each time. Other bonus weekend events – Sometimes, Arenanet enables bonus XP weekends to double the experience gain from open world activities with WvW. That's It's a viable strategy because you can't use it whenever you want, but you can create alt when it's available. Guild XP Gain - A bonus that increases the profits of experience for all members of the guild. Depending on the number of improvements, we can offer 3% to 10%. Available from Nathan Bartender at Guild Tavern. Skilled Enrichment – Enrichment for ascending amulets. Kills in PvE provide +20% additional experience. XP gain for performance - You will receive a permanent XP boost throughout your account for the performance points you earn. For every 2,500 points, you get +3% of all experience gains. This makes it easy to level alts on achieved accounts. Leveling should have a few things in mind when designing builds for the initial level. First of all, at the initial level, power DPS is worth much more than condition damage. The monster is unlikely to have enough health pool and resistance to warrant the use of the condition. This compromise profile tends to be more challenging and more valuable at a higher level of content. At the same time, you probably want to play solo. This means that the build must be self-sufficient. You'll need damage to kill your enemies, but you'll need to bring defensive tools to help them survive. Including range weapons in your build is another important thing to consider. It allows you to pull monsters off the street and maybe complete some of them before they get to you. Builds that take advantage of some type of pet are really efficient in the open world. Applies to Ranger's Animal Companion, Mesmer's Fantasies, and Necromancer's Undead Minions. Other classes should focus on making sure they can handle a lot of power DPS and survivability. If you need more detailed settings, search for online builds. Of course, you will not be able to use all the skills and characteristics immediately. Sadly, there will be no chance to play elite specializations during the leveling process (only available at level 80). In other words, if you manage to collect some hero points, you can reach a decent build really quickly. Now we're going to talk briefly about how to assign these initial points to each job. Remember – you're free to change your build when you're not in battle. You don't have to worry about locking yourself into a certain style of play. The most powerful factor in terms of elemental list power DPS is definitely air. Early unlocking talents such as Ferocious Wind and Raging Storm can provide a significant damage increase, especially if you're using melee weapons such as daggers or swords. Vision is an excellent auxiliary specialization with characteristics such as vision precision and affluence strength. So far, Utility technology go, and we recommend rushing towards the glyph of the sign of storms and fires. The staff is the only ranged weapon available to elementalists. It provides more safety and coverage, but provides less damage. Air Elementalist can also get a lot of movement speed improvements in the build. The characteristics of One With Air and several technical options can help. This sacrifices a portion of your power, but allows you to reach all points on the map faster. As we mentioned, mesmers rely on illusions (especially damage-driven pants) in open-world builds. The most important specializations to develop early on are duels and illusions. Traits such as Pantasmal Fury, Pantasspie Force, Fenser's Finesse, and Superiority Complex deal a lot of additional damage. A double knife is a great main set of weapons - if you can, get a pistol/focus or a great knife from the second bar. In general, you want to get as much phantom technology as possible. Pantasmal DiSlander and Pantasmal defenders will certainly be worth it for two utility slots. The signer of the order is the best healing option for this setting. The Necromancer has no better leveling build for the Necromancer than the Power Minion Master. It utilizes the magic and spit of death as the main specialized tree. Rushing for the Death Nova talent is the most important part, unlocking a lot of the power of the build. Plus, you'll want to wake up to pain and putrid defense + lethal force combinations. We recommend that you use the Dagger as your main weapon with an off-hand Wohon. You can also bring halls or staff with remote options from the back bar. However, most of the time, you'll fight on the front lines, trying to take advantage of the Death Shroud Mechanic as much as possible. You can get at least one summoning skill from the utility slot. Just remember, unlike necromancers in the first guild wars and several other games, this GW2 job doesn't require a body to summon the undead. If you're planning to create your first GW2 character first, we can't recommend an Engineer. The sheer amount of skill (various kits and tool belts) makes this job very difficult to navigate. As long as the leveling build is in place, explosives and firearms can be used as key specifications. They offer many damage amplification properties such as explosive properties, none range and many other viable options. Rifles deal a large amount of single-target burst damage, allowing you to kill targets before they kill them. You should also think about using grenade kits and bomb kits in utility slots. Kits are an important mechanic for engineers and will soon have to be learned using them. When fighting multiple enemies where a rifle is not possible, two can offer power bonuses. Ranger Best Ranger Leveling utilizes power damage and the strength of your animal companions. The main specializations are beastmasters and shooting sponges. As for weapons, we recommend proximity settings (large knives or knives + axes) as the main one, a long bow for pulling and a few specific situations in the secondary slot. Traits such as Hunter's Gaze, Primal, and Powerful Allies deal a lot of extra damage. If you want your pet to act as a tank, you can decide to go with the Beast Warden. As for utility technology, we recommend sic'Em! and wild signatures. Thief Thief is a unique profession that you don't rely on if you're on standby. Instead, their ability consumes resources called initiatives. Because of that, they can perform incredibly strong burst combos and delete goals. The main damage-driven specializations are critical hitting and deadly art. The main weapon should definitely be a double dagger, but you can use a pistol in the secondary weapon slot if you need additional range. Traits such as dagger training, enforcers, twin fangs, and practice tolerance make combos even more fatal. Assassin's Signature and Agility signatures are some of the best choices for utility skill slots. The Guardian as a whole, the Guardian is quite a defensive class, especially if you don't have access to elite specializations. In other words, you can still create a DPS setting with Zeal, brilliance, virtue and decent power. Avid blades and unscathed competitors are examples of valuable characteristics. You try to make sure that your skills provide Aegis and deal some damage. Symbols and Spirit weapons have an innate synergy with Zeal, so you might consider going for some of them. The Warrior Warrior class utilizes a unique resource called adrenaline to perform destructive burst skills. The power of DPS leveling builds is based on strength and discipline as the most important specializations. Peak performance and the power of the berserker do a lot of extra damage. At the same time, some of the training characteristics have valuable utilities. As a warrior, you're going to want to make sure you have two useful weapon sets. Much of the force of discipline has to do with weapon exchange. I recommend a big word for the main slot. Secondary options provide a number of actionable options. Bull's responsibilities, angry signatures, and signatures are examples of useful utility techniques that can be signed. The Revenant A ruins and call setup with double swords as the main weapon set is by far the best leveling build for The Revenant. Traits such as Strike Of Doubt, Notoriety, Rage Response, and Laborance deal a lot of additional damage, mainly based on hit. Utility technology depends on the legendary posture you're using, about here. You will want to stay in assassins as much as possible. The best secondary option is the legendary Dwarf Stance and hammer of the alternate weapon slot. Let's talk about some activities that you can now focus on while leveling how to level. It is recommended to combine a few so that the whole process is less exhausting. Before we jump into them, we have to clarify something. Mist's edge method no longer works. It has been nerdy, so you can't level your character in WvW right now. Map completion map completion maps are always a good idea for new players. It rewards you great in both experience and loot. Besides, it's a great way to participate in the game's storyline and explore Tyria. To complete the map, you're required to visit important locations such as waypoints, views, points of interest, and complete the challenges of all famous minds and heroes. While you're running the map and trying to complete it, you'll always be able to engage in battles with random monsters, especially if they're part of a dynamic event. This will slow down the map slightly, but will allow you to gain some extra experience and loot. You have to kill a neutral mob (someone with a yellow name). There's a hidden mechanic who makes this mob give you more experience, and you can live longer. If you're lucky, you'll get a very valuable profit with very little effort. If possible, nutrition and strengthening should be active! While it may not be the most efficient leveling strategy, it provides the benefit of fun and engaging gameplay as well as a decent experience. This unlocks new skills and talents to unlock many hero points that can accelerate your character's progression. Map completion applies not only to cities, but also to hunting areas. Some maps are really huge, so exploring is a fun but time-consuming process! The starting city of GW2 characters is determined by their race. In the case of the Shar, humans begin from the reach of divinity, nor begin the journey from Hoelbrak, the capital of Asuras spanned in the rata islands and silvari forests. All these cities are connected by the portal hub of the Arch of the Dead. If you want to get experience and other rewards without having to fight anyone, you can explore your hometown completely and then take the portal to the Arch of the Dead to do the same there. After that, you can work your way through all the remaining cities. It's the most enjoyable way of leveling, so it's a good way to interact with different activity and area types to explore as much as possible. In 10 levels of personal stories, your characters have access to their own personal stories. You will keep unlocking a new chapter of it every time you get Level 10. We recommend that you do so as soon as possible. If you're a completely new player, you'll get some valuable gear, play through great storylines and get an amazing amount of experience. You can't only earn 80 through personal story quests, but they offer amazing XP rewards in relatively little time. Crafting is another tool that players can use during the leveling process. In most cases, the GW2 production system has separate experience (some craft disciplines can level up to 500 levels when the protagonist profession is set to level cap at 80). In other words, leveling your craft training gives you some regular experience. The XP gain of GW2 is mostly based on percentages, so you can always get the same number of levels. To receive crafting training at level 400, you'll always get level 7, so you can use the two available slots to get a total of 14 levels. However, it's the best way for new players, because leveling up crafter is a bit expensive. You have to buy a lot of material from trading posts and use it to create basically useless items. If you normally want to supply gold and reach level 80 as soon as possible, you can use the craft to get the last 14 levels, but we do not necessarily recommend this method. If you're not interested in high-level crafting training and only interested in additional levels, you're going to have to go for the cheapest number of supply and support. While the market price of certain ingredients may change over time, cooking ingredients tend to remain relatively inexpensive. That's why chefs are almost always a good choice for this situation. It also provides an easy source of food to maintain nutritional benefits at all time. Dungeon dungeons are a great way to have fun and play with others during the leveling process. It's not a case of what it used to be, but you can learn useful things about playing in a group. Most hardcore endgame players now focus on high-level fractals and raiders, making dungeons more familiar to casual player bases. Like map completion, dungeons can offer all kinds of great rewards besides the benefits of the experience. You will also explore some of the beautifully designed instances and face many memorable bosses. Dungeons are available in both story and exploreable modes. Clearing each dungeon at least once in both modes unlocks a fantastic repeatable achievement called Dungeon Frequency. It's a good thing to move towards that goal as soon as possible. Guild War 2 now has ascalonia catacombs, Cowdecus manor, Twilight Aver, Embrace of Sorrow, Citadel of Flame, Honor of the Waves, and eight dungeons. The city of Ara in eternity and ruins. Every time you enter a new dungeon for the first time, you must first complete the story mode - it will take you through the main quests and storylines of that instance. Only then can you access the navigation mode. As you can see from the GW2 leveling guide, Guild Wars 2 has a lot of great experience. A healthy combination of map completion, personal stories, dynamic events and dungeons will make leveling fast but enjoyable as well. Optionally, you can also throw in some crafts and other mechanics to further accelerate progress. Besides, run an efficient initial game build and make sure you use a few consumables (at least cheap and accessible ones). If you follow these key guidelines, you'll have a good time leveling off your new Guild Wars 2 character! You can earn and save some money along the way! Of course, if you decide to team up with a friend and develop at your own pace, that's perfectly fine. There are several routes to level 80, some of them will take you faster than others. Guild Wars 2 is a 2012 hit MMORPG developed by Arenanet. The game has several assets, including stunning storytelling, as well as amazing designs from Tyria and its many memorable areas. GW2 has received two expansions: Heart of Thorns and Path of Fire. The basic version of the game is free to play. Search our blog and see if you can find more interesting guides! Share some of your guides with your friends and help us expand this community! Can I level up with PvP in FAQ Guild Match 2? Unfortunately, you can't. There used to be a way to level your character in WvW Edge of the Mists, but it doesn't work anymore. It was a very quick and easy way - which is exactly why Arenanet is bothering it. How long does it take to level 80 in Guild Match 2? Depending on the tip, you should be able to reach level 80 for 20-30 hours. If you focus on exploring the world and farms instead of optimizing your experience improvements, chances are you'll need more time. How do I get a to book of knowledge from GW2? The Tors of Knowledge will be sold by Miyani and other Mystic forged crews with 20 warrants of experience to be obtained as rewards from daily achievements. It can also be used as part of the PvP Rewards track. Track.

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