Guild Wars Gold Making Secrets Guide
(17 pages of Gold Making Strategies)

"Farming Guide"

This Zone is Spectacular There are no chests or Named Mobs. It is Just a connection Zone for Gates of Kryta , Griffon's Mouth and North Kryta Province. Theres about 100 Mobs in the entire zone ranging from level 9 to 17.

Every Mob in the zone has a chance to drop Blue, Purple and even Gold Items, Along with cash drops of around 75 plus Gold. Best Place for Gold and Purple items is the Blighted Bog Skales.

Theres a patch of them on the the west cubby in the Bog. All you have to do is Clear the zone, collect everything, Identify Every item that is White, Blue, or Purple (Save Gold Items Unidentified becuase they sell better to other players as (UNIDENTIFIED). Unless you can use said Item of Corse. You will be unlocking items for your PVP experience. Identifying an item makes the Merchant pay you a higher price. I clear thezone Identify everything and goto the vendor and start selling everything that doesnt interest me. Better items I sell to other players and its a Bonus to the 1,500 Gold I get on average every time I clear the zone. It takes me approx 20 minutes so respectably that Estimates out to 5000 GPH .|(Gold Per Hour)|.

Clearing the Zone 3 times per Hour,
I Solo this for Hours on end I am a lv 20 Ranger.
Easy Enuff, Now Rinse and Repeat and your on your way to a Hefty Bank Account. Start in Gates of Kryta, Head north ! :)

~~~~~MOST IMPORTANT PART HERE READ THIS BEFORE TOU BEGEIN !~~~~~
<<< To make sure you make the most of your time map Click to Gates of Cryta and Zone into Scoundrels rise.
Kill the first Six (6) Mergoyles there, IF YOU DO NOT GET at Least Five (5) Loots from these Six mobs then
zone out and in again. Repeat step 1, If you get 5 loots of Any kind
then clear the entire Zone.. This ensures
that you get a better Loot table Available to you..>>>

For Lower Level or Non Farming Experienced Player I Recommend to report to : Fort Ranik Mission Instead of Gates of Cryta Faster Kills = More dead things to loot = More GPH .|(Gold Per Hour.

This is the mission I feel has the best kill that drop Loot ratio.
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Again same Rules apply : All you have to do is Clear the zone,collect everything, Identify Every item that is White, Blue, or Purple(Save Gold Items Unidentified becuase they sell better to other playersas (UNIDENTIFIED). Unless you can use said Item. You will be unlocking items for your PVP experience by Identifying Blue and Purple Items. Identifying and item makes the Merchant pay you a higher pice.

I clear the zone ID everything and goto the vendor and startsellingeverything that doesnt interest me. Better items I sell to other players and its a Bonus once again.

>>> ADVANCED PLAYERS ONLY BEYOND THIS POINT !!<<<

If you are NOT discouraged by Mutliple Deaths please continue

>>>THIS SECTION IS FOR ADVANCED PLAYERS ONLY<<<

If you are reading past this point be prepared for Multiple Deaths
until you get the hang of pulling mobs and keeping them out of other enemiesaggro range, if your up for the challenge then lets head to Beacons Perch,goto the South gate and Enter : >>> LORNOR's PASS !!! <<<
This zone takes Extreme Caution when pulling Mobs so that you pull as few as possible. Ice Golems are the easiest mobs in zone to kill But the best loot is from the Imps. Imps are caster class and have High damage output and Low Health points, so the faster you can kill one the better. When pulling watch the mobs pathing and wait till you can single one or two of them away from a pack and grab them and pull them backwards out of range of the other mobs. When youenter the zone turn and face uphill EAST, atop the hill is a few dead ends with walking mobs and a path to the west that takes you down around to the field area.

Once your in the Lower field you can go a little South and clear the 3
sets of mobs there (Imps and Rockthrowers) But DO NOT travel close to the caveentrance Ice Wurms pop from the ground and pretty much waste anyone Soloing (They knock you down) After you clear the mobs here head North again clearing the rest of the mobs Back to your starting point at Beacons Perch.

Always Kill Imps FIRST they are the higher damage output mobs and have
the least health once the big tank mobs run out of power there pushovers. I solo lv 28's.
Again same Rules apply : All you have to do is Clear the zone,collect everything, Identify Every item that is White, Blue, or Purple(Save Gold Items Unidentified becuase they sell better to other playersas (UNIDENTIFIED). Unless you can use said Item. You will be unlocking items for your PVP experience by Identifying Blue and
Purple

Items. Identifying and item makes the Merchant pay you a higher pice.I clear the zone ID everything and goto the vendor and startsellingeverything that doesnt interest me. Better items I sell to other players and its a Bonus! once again.

“10000 gold an hour”

If your looking for a fast way to make money to purchase that 15k per piece armor you have to have the zone to the north of ember light path has an easy wreckage run that can yield from 500-1000 gold per run and each run takes less than 5 minutes once you learn the path. I have only done this with W/Mo so i am not sure if it is possible with other classes but here our the directions: Cast mending on yourself and head directly north until you can head west, sprint through the the ether seal ahead until you get to the path with 2 white mantle warriors and a white manntle mesmer. If you can recoup your energy but around 50% of the time they will aggro you. Take the path to your right heading into another group of 2 white mantle warrios and a mesmer and directly ahead will be a wreckage givin anywhere from 1-4 items whites and blues only.

Sprint out of the enemies until you come to a fork and try to find the next wreckage which can spawn to the right or left side of the fork. If you see a chest left its best to greb the wreckage there which can drop from less than 100-300+ gold and continue on until another fork, another chest would be guaranteed to be in this area to the left and a possible wreckage with a 100-300+ gold drop to the right. If however the left path does not have a wreckage continue on to the white mantle boat and somewhere in this are there can be 2 wreckage spawns with the 1-300 gold drops.

Basically it is possible to get 3 of the gold spawns and the item spawn in one run because all 4 gold wreckages will not spawn at the same time. Math comes out to less than 300-900 gold and 1-4 items. Once you get the hang of it the runs can be made in under 4 minutes with very little chance of dieing. I suppose this = out to something like 6k-12k per hour not counting the iding and selling.

“Level 20 Farming Guide”

I'm not much for the killing drakes and hoping to find rares method which works for melee classes, so this will have to be for my fellow elementalists out there who love mass carnage and mass drops.

Class: Elementalist
Location: Amnoon Oasis
Level: Would be difficult for anyone lower than 19-20, but I was getting between 10-15k XP per hourat level 20 (100 per kill * large group kills) so could be worth a shot for quick xp.
Stats: 14 fire magic, 10 energy storage, 6 earth - only around 5 earth is needed, so put the rest in fire/energy
Skills: aura of restoration, meteor shower, inferno, phoenix, lava font, ward against melee, one skill spot left I didnt use

Exit Amnoon Oasis, solo of course. Now this is a tough place to forget. Most parties die out here due to the unbelievable speed with which you can become surrounded by 20 monsters. There are a couple roamers in the area but the crux of what we are hunting are the level 20 jade scarab groups which are underground and only show when you get in agro range. They are in groups of anywhere from 4-8, and from my experience, the number per group seems pretty random. Ironically, the stuff that got me killed the most are the solo one or two scarabs, not the big groups. Avoid them at all costs. You can't just go and kill them or the underground groups spawn and then you will quickly be overrun and unprepaired. They are few and far between so just be cautious and you shouldn't have much trouble. Put on aura of restoration. Now run along the path, avoiding he solo scarabs. The second you see a group come out of the ground, put up ward against melee then meteor shower the group. You must do this quickly. Hotkeys are your friend. I use hotkey 6 for ward from melee and 5 for meteor shower, so my method is 6, [tab] (targets closest scarab), 5. You will be surrounded and taking damage before meteor shower goes off, but ward against melee should keep you from dying. Once the meteors start falling and aura of restoration hits, its smooth sailing. As soon as meteor storm is finished, let off inferno followed by phoenix, then lava storm. Now they are all dead. Seldom are any alive when lava storm goes off, but always play it safe.

Time is of the essence with this method. You should que your next spell when you are currently casting one.
1. Mob spawns
2. Protection from Melee, tab, firestorm
3. que inferno
4. when inferno starts, que phoenix
5. when phoenix starts, que lavastorm.

You can play with the skills some. Here's why I found these work best. Protection from melee is neccessary. You will be dead in a few seconds without it. Meteor storm has good damage, but the real key is the knockdown effect which keeps you alive. I found it very hard to live through an encounter without it. I like inferno for this, because its an instant cast spell, and as I said, you need to kill them before ward wears off. Also that instant cast inferno is an instant heal with aura of restoration on, so double the fun. Phoenix is the real key. As any elementalist surely knows, the effect of casting phoenix point blank makes it hands down the best spell in the game for quick kills because of its double damage. This will bring all of the scarabs from half life to nothing. Lavastorm to clean up because its fast and cheap, but there are almost never any alive after phoenix.

This is not a safe farming method. I died quite a bit actually, but thats okay. You dont want to go too far on he map or the spell-interupting scorpions show up and they just arent any fun at all. Also you have to deal with the solo roamers. So when you die, its a chance to respawn the map and/or sell your loot. I really never died from the group fights. The times I died were either from screwing up my spell order or if one of those solo ones came in mid fight and killed me all by his lonesome after the others were dead and I was out of energy. Luckily death in this game isnt a big deal. I did this for exactly one hour today. I made 4 plat in just coin drops (they drop about 80-100 coin per) and then sold off my junk items for another 4 plat. Got a flame sword, purple bow, and minor rune which all sold for 9 plat. So 17 plat in an hour. not bad. Now I dont always get the uber drops, but even with the coin and junk thats 8 plat. I haven't found a better spot yet, but if I do I will be sure to let you know.

“Level 18 Easy Gold”

Recomended Things :
-At least lvl 18 (makes it a lot easier).
-Ability to heal or resist lots of damage.

Alright heres what you have to do. Go solo, because if you go with henchmen your chance of getting items is reduced, and if you go with a party you might miss out on some good items. Start out by going to the outpost "Augury Rock". Warp out of the town as if you going to the "Destiny's Gorge" Immediatly head south and follow the Path. A bit down the path, the clif to your left veres out, follow that and warp through the teleporter. After going through the teleporter continue south and warp into the "Vulture Drifts". Once again continue south and keep against the wall to the east. After following the wall it will come to a path that goes east. Follow that and it leads you to "The arid sea" here there is a little destroyed village. In the village (which is full of Enchanted Swords,Bows, and Hammers) there are FOUR wreckage piles. Grab as many as you can (without being sighted by the echanted warriors) and go back and re-warp in and get the wreckage again. This can take a while, waiting for them to move so u can slide in and grab some wreckage. Doing this I have obtained up to 3 unidentified weapons/misc items in ONE wreckage!!! Again you have to be stealthy because if they see you, ALOT come after you, and there all lvl 20.

I have earned lots of gold by doing this, and i hope you guys will benifet as well.

This is also a good way to get fiery dragon swords, and rare items.

“Level 16-20 Gold”

The recent post on 5-20 xping area's was great, but for those that didn't notice, they must have caught on. The 17-20 monsters he had listed in his guide and I was loving for a little while suddenly dropped from level 17 to 13 so they yield no xp if you are level 17. Other area's may have changed monster level too, but nonetheless, it got me searching for a new area, and boy there aren't many.

I will state, that I am an elementalist so I go for ranged mobs that like to bunch up. I wouldn't guess what works for melee classes, but figured you aoe freaks could still benefit from this.

This spot is all the way in Riverside Province. Yes, its quite a ways down on the mission list, but you should be doing every mission you can anyway for both great xp (2,000 with bonus), and new towns to buy gear/skills in. After this town, the missions get harder, so you should be able to get here easily. Exit the town and you will immedietly see a bunch of enemies on your radar. They are 4 Mergoyles, lvl 14, and 4 Bog Skales, lvl 18. While I realize the mergoyles don't give xp at this level, the bogs do, and it takes no extra effort to kill all of them with aoe. Throw up your aura of restoration, glyph of lesser energy and agro the closest one, just by letting him see you. Now run back a tiny bit around the corner. This is key, because they all follow around the corner causing them to bunch up. Now let off a meteor shower, rain of fire and they should all die. Occasionally I get one stragler and take him out with whatever spells you like. In seconds they all lie dead. Now the sad news is you have to zone and re-zone and do this over and over. I'm level 19 and just trying to hit 20 so I wanted the fastest way to get there and this was it. If you want more adventure, then theres plenty for you, but I'm all adventured out on this character. Each fight yields about 400xp at level 19, so you can expect more at lower level. These monsters do so little damage and die so easily, I wish I would have come here even at level 16 when the Mergoyles counted for xp. Imagine 800 a fight or close to it. Worth a shot. I got from level 19-20 in just over an hour doing this, and made 4 plat in drops just from selling to the merchant, who luckily is right by the zone in.

How to get meteor shower:
Meteor shower, if you don't know is what turns a fire mage from a pretty good damage dealer, to hands down the deadliest force in the game. This strat absolutely requires it, and I use it almost every fight no matter where I am. To get it, go to the Gates of Kryta town. Get some henchmen and exit. Head north into Scoundrel's Rise. Head west into Northern Kryta. Ascolon Settlement is an unmarked location at the NW corner of this zone. It has the best skills in the game for most jobs, via an npc there. The trip is not easy, though I have yet to fail (once making it with me dragging along 5 dead henchmen). Just go slow and careful. There are 3 routes to this location, and this is by far the easiest for me.

“Farming Guide”

The easiest character to farm Zealots in Riverside in my opinion is the Warrior/Monk. It's the easiest way to kill anything if you're not familiar playing as a Warrior. Besides, the following walkthough will take you step by step, and you'll see yourself taking down level 24 Zealots with relative ease.

Fighting a Zealot:

Ok, calm down. They're really easy if you can interrupt his Heal Signet. They always (I mean it, always!) use their Heal Signet when they're down to half life. Savage Slash or any interrupt should interrupt his Heal Signet when it comes up. Pretty much the way to do it is, hit him with your skills and what not and then interrupt his heal sig.

Here's the layout for your build:

- Sever Artery
- Gash
- Savage Slash
- Galrath Slash
- Final Thrust
- Sprint
- Heal Signet
- Healing Hands

You can put your attributes anywhere you want, but I would recommend putting enough in tactics to get a 90-100 heal from Heal Signet. Also, I would only put about 7-8 into Healing Prayers for Healing Hands.

Applying the build:

-Throw up healing hands when you are at half health.
-Don’t use heal sig unless you are under half life and cant use healing hands as you'll take twice the dmg when using the signet.
-Final thrust him only after you interrupt his heal sig.

If the Zealot has an axe, he'll cripple you. Running away is not a good option. If he has a sword, you will have gash and sever on you. So, really, the best thing to do is just fight him. Learn to interrupt his heal sig.

Oh, one more thing- if he's almost dead, don’t use gash or sever, it seems to heal him for some reason. Just keep hitting him until Galrath or Final Thrust comes back up.

Now, on to the actual farming:

Begin running to your left and down to where you'll see three White Mantle Justicars roaming the area. Just run by them towards a cave. Run through the cave dodging the undead. Keep running forwards using Sprint until the undead are off of you. If you get poisoned, wait until the undead are gone and heal up. Once you're fine, continue going.

When you see the watch tower, make sure you are to the right of it so you don't get pined down. Keep on the right and run through the big stone walls. You have a choice of either going right or left. Go left and you should see a load of White Mantle Justicars here.

Warning! This is where most people die:

When you come down, make sure Sprint is either almost recharged or you should just wait until it's ready to go. Once you're ready, keep going down and you'll want to hug the right side of the path once you see the upcomming watch tower. Keep hugging the path.

When the watch tower is on your direct left, there should be a pathway to your right. At that moment, hit sprint and keep going straight. **DO NOT GO DOWN THAT PATH ON YOUR RIGHT.**

If you get hit with pin down, throw up Healing Hands and hit Sprint if you haven't done so already. Hitting Sprint here is key becuase if you hit it before you get to the path and the tower, you might get pined and Healing Hands will run out and you'll most likely die... so use sprint were I told you to.

Zealot #1:

Once you get by that area, you should see a Zealot walking across a bridge. Only attack him if you don't have any Justicars in agro range. If you are not loaded with full armor you will most likely die taking on one Zealot and 3 Justicars. If you still have justicars on you, run by the Zealot. Keep going straight until you're over the bridge and you'll take your first right. If you have sprint ready, sprint until the Justicars break agro. The Zealot might break agro also but that's alright. Keep running on this right path until you see the shadow of a hut. By then, the Justicars should have stopped following and the Zealot is all your's. If not, just run out there and agro him back to you. Bring him back to the hut's shadow on that little path. If you don't, you might cause agro on the Justicars roaming the area.

Zealot #2:

Onto the next Zealot, once you pick up your fat loot, (if you killed him on the bridge go right onto the path) keep going down the path and you should see 3 Justicars chilling. Sprint by them and go to your left. You should see a hut in front of you. You can follow the path and go up to some NPCs, but what I want you to do is run on the outside of the huts fence on the left. Run all the way up to until you hit the hill side and then turn back around and then go to the NPCs. The reason why you just did this is so that the Justicars and Abbots up top will leave, getting the call from the guard tower to come help.

So, once you have them leave your area, you'll want to either agro the priest or the Zealot but **never** both. I still get owned by them, even with my sexy warrior. Zealot is the same to attack, but the Priest will use Divine Intervention when he gets down to about ¼ life. Final Thrust him and right after that use savage slash to try an interrupt the next DI.

Zealot #3 and #4:

Pick up your fat loot again and continue up to where the Zealot and Abbot were and follow the wall until it lets you go into the courtyard looking thing. There are two Zealots here. One is on your left, roaming around the boss and a few other White Mantle. The other one is on your right all by himself.

If the first Zealot looks like he can be agro'ed, agro and kill him. If not, go get the one on the right first. Once you kill the one on the right, just simply run back over to the one on the left, run in there, and agro the Zealot out. Don't worry about the boss and the other White Mantle. They'll fall back and the Zealot will stay to fight. Pull him back either to the steps to where you come in or

back towards where you fought the Zealot on the right.

Once you get him. Rinse and Repeat.

"Farming Guide"

Farming Riverside Including Zealots and Hill Giants
Contributed by Kilo from Undercover Gamers

Build:
Mo/War

Attributes:
Healing 11 + 2 = 13
Smiting 10 + 2 + 1 (head tat) = 13
Sword 10

Skills:
Sprint
Distracting Blow
Sever Artery
Gash
Healing Breeze
Symbol of Wrath
Shield of Judgment
Bane Signet / Free Slot - I usually swap this slot various times to just mess around. With this build you don't even need this slot. Use whatever you want.

Recommended Items: (Not needed but helps a lot)
Sword with 15% longer enchantments
Focus Item with +1 to Healing while using Healing Breeze
Major Smite rune, Major Healing rune, Superior Vigor

The Path:

From the start of the mission, just stick to your left. Bypass all the White Mantles and head for the tunnel. There will be a few undead at the end, 1 archer and 3 minions. Run past them or own them with your smite by running at the archer and throwing on SoJ followed by Healing Breeze. When the minions are up on you attacking, throw on SoW. They should drop like flies. Continue up the hill and head through the arches. Continue sticking to your left after you walk through them, then head the up the hill and you should end up at a little U style turn with an Executioner and 2 minions. Same routine but focus on the Executioner - SoJ + HB + SoW. Continue to slice -n- dice the Executioner with your sword. They should drop within 5 seconds.

Continue over the hill and you will find 2 chests with various items. I've gotten things from salvageable armors to gold. Move further up and you will see 2 more chests. Proceed up the hill and you should see a boss. Your choice whether to kill him or not, I usually do.

Now you should have the building in sight where the Zealots hang out. You can either run straight to the building, bypassing the Executioner and minions, or just own them like you did the others.

The Zealots:

Ok, so now you're in the building. You see 2 Zealots in there, one to the right and one to the left. Check the left side Zealot to see if he is within range to lure. If not, proceed to the one on the

right. Make sure you are fully recharged with energy and all your skills are ready to use. Approach the zealot and throw on SoJ + HB + SoW while slashing him with your sword to gain adrenaline. When Sever Artery is available, use it. By this time he should be about to use his healing signet, so wait a second or two until you see him activating it. Interrupt the signet with Distracting Blow. Right after that, hit him with Gash. Then hit him with your EXTRA skill if you want, but not needed. The Zealot should drop in less than 20 seconds if your timing is right. My fastest time was 11 seconds. =)

Check the left side Zealot and lure him out. Continue with the same process.

Now outside there should be a Priest, Zealot, Mantle and Abbot. This is the tough part. I usually lure out the Mantle and Abbot together. Then target the Abbot, doing the same order of skills you would with the Zealots. After you kill those, proceed to the Priest and Zealot. Same thing, but target the Priest. Zealot should be right on you as well, so wait till he is before you throw on SoW. This is a bit tougher and takes longer, but you are taking on 2 level 24's, so expect that.

Now straight across the entrance to the building where the Zealots once were. There is a bridge. Wait a bit until the Mantles regroup by the tower and stay out of their sight. Head to the bridge and you should see another Zealot. Use the same skills once more. SoJ + HB + SoW ..Sever Artery..Distracting Blow..Gash..Free skill slot.

Ok, now assuming you are skilled enough and have killed all 4 Zealots, head back to the building where they once were and grab the Orr. This should bring out another lvl 18 Zealot as well as a lvl 24 Justicar. Kill these once again using the same order of skills. You're DONE! Enjoy the loot and repeat process until you get insanely bored.

Hill Giants:

I hate these bastards, but it can be done with this build if you lure 2 at a time. Even with 2 it's a chore. These are located in the hills to the left before you reach the Orr cap point. The trick to these Hill Giants, if you do not use a stance that stops knockdown, is to time your skills properly so they don't interrupt them. Once they interrupt one of your skills, it's over. You need to run because they will just own you. If you were able to execute your skills without interruption, you should be fine. The timing on using your skills is a bit different than Zealots, because you must use these after getting knocked down by both Giants. It's tough and can be done with a different build, but I can pull it off with this one.

“10000 gold an hour”

First go to Beacon’s Perch. If you haven’t made it to Beacon’s Perch yet find a runner to take you there from wherever you are. From Beacon’s Perch find a runner south to Camp Rankor. Do not waste the time trying to fight your way there it can’t be done. You can usually get a runner to take you to Camp Rankor for about 1,000 gold, but if you are really really patient you will eventually find someone to take you there for free. Just keep asking if anyone is making trial runs to Droknar’s Forge for free. I stress the fact that if you want to go for free you must be very patient. The first trial runner I asked made the attempt 20 times, and we still never made it. Then I found someone else who made it on the first try. These runners are usually going to Droknar’s Forge, but they have to go through Camp Rankor to get there. It may be a good idea to go all the way to Droknar’s Forge, but Camp Rankor is where the gold is. It may seem like alot of gold to spend to have runners take you everywhere or a pain in the ass to have to wait for someone to take you for free, but once you start earning all of that gold it will be worth it.

Once you get to Camp Rankor your strategy depends on your character’s profession and level. If you are a high level damage dealer take only the healer henchman with you. If you are a high level healer take only the fighter henchman. If you are a lower level character take only the fighter and healer henchman. If you are a really low level character take as many henchmen as you need. You’ll get a feel for what you need after going out a few times. My character was a level 18 smiting monk the first time I went out and I only took the healer henchman. The henchmen are level 20 in Camp Rankor.

After selecting your henchman exit Camp Rankor to the northwest. Now you will be in Snake Dance. The Blessed Griffins are the monsters that you want to keep killing. They are level 24 and the easiest to kill in this area, but don’t try to fight more than 1 or 2 until you get the feel for them. A good strategy for killing them is to lure 2-3 of them back to the resurrection point and fight them there. That way if you die you’ll resurrect right beside them, and their health will not have regenerated. Just keep attacking the same one until it dies.

The smallest amount of gold the creatures in this area drop is 98 gold. The items they drop are all max and near-max staffs, rods, and shields worth at least 50 at the merchant. Don’t worry about trying to get more by selling the common drops to other players this strategy is about speed. The purple and gold items you can sell to other players. One more and my favorite trick is the Blessed Griffins will drop Frosted Griffin Wings every once-in-a-while. Wait until you have 5 of the Frosted Griffin Wings then go back into Camp Rankor, and sell them for 1,000 gold all together. Don’t take less than 200 gold each for them. Just hold out if they won’t pay. That is just one more reason to only fight the Blessed Griffins.

The reason you only want to take 1 henchman out with you is because the fewer people you take out more items will be reserved for you, and the fewer people you have to share gold drops with, and you gain more experience points the fewer characters you have with you. The most gold I have seen dropped from one Blessed Griffin there was 225 gold. That was from a Boss Griffin that was level 28. He also drops purple and gold items. His location along with the best areas to hunt are marked on the accompanying map.

Using this strategy I made 10,000 gold in only a few hours, and I went from level 18 to 20 in just a little over an hour.

GW Easy Gold Tips

Recomended Things :
-At least lvl 18 (makes it a lot easier).
-Ability to heal or resist lots of damage.

Alright heres what you have to do. Go solo, because if you go with henchmen your chance of getting items is reduced, and if you go with a party you might miss out on some good items. Start out by going to the outpost "Augury Rock". Warp out of the town as if you going to the "Destiny's Gorge" Immediatly head south and follow the Path. A bit down the path, the clif to your left veres out, follow that and warp through the teleporter. After going through the teleporter continue south and warp into the "Vulture Drifts". Once again continue south and keep against the wall to the east. After following the wall it will come to a path that goes east. Follow that and it leads you to "The arid sea" here there is a little destroyed village. In the village (which is full of Enchanted Swords,Bows, and Hammers) there are FOUR wreckage piles. Grab as many as you can (without being sighted by the echanted warriors) and go back and re-warp in and get the wreckage again. This can take a while, waiting for them to move so u can slide in and grab some wreckage. Doing this I have obtained up to 3 unidentified weapons/misc items in ONE wreckage!!! Again you have to be stealthy because if they see you, ALOT come after you, and there all lvl 20.

I have earned lots of gold by doing this, and i hope you guys will benifet as well.

This is also a good way to get fiery dragon swords, and rare items.

GW - 30,000 gold in 2 hours

Go to Marhan's Grotto leave to Ice Floe run out a little bit, hold down control+alt and you should see a chest. It is guarded by a couple of imps but you should be able to make it. I have gotten an easy 30k in about 2 hours with this exploit.

Guild Wars - Druids Overlook, 5k an hour

In guild wars an easy way to earn money is by first mapping to Druids Overlook, then zoning then get killed by a Scorpion whos right outside , then you'll spawn at a respawn point and a little bit to the north is a BARREL and a Chest, the barrel usually drops 88-190 gp and the chest ALWAYS drops a unidentifed item or 2 which you can sell 40+, then after you loot the barrel and chest just warp back to druids outlook and repeat.

Augury Rock Minotaur farming (W/Mo)

-Minotaur Farming-

Gold + Purple items

My Skills:
1.Bonetti's Defense
2.Cyclone Axe
3.Healing Hands(elite)
4.Symbol-of-Wrath
5.Vigorous-Spirit
6.Zealot-s-Fire
7.Live-Vicariously
8.Mending

My Attributes:
Healing Prayers: 10
Smiting Prayers: 4
Strength: 12 (Major strength in my helm)
Axe Mastery: 12 (Minor axe mastery in Cuirass)
Tactics: 2

Ok lets start shall we Arrow

Start at Augury Rock and go out of the west portal. When loaded put mending on yourself then wait for your energy to regen back to full and then put Live-Vicariously on yourself. Now you will notice that the energy wont regen (Don't worry, Bonetti's Defense will help us here).

Ok now you start at the right side and you are going to follow the dotted line to the targets. One you get to the targets try to attract 3 or more groups of Minotaur and before they can attack put Healing Hands on yourself. When quite a few of the minos are around you and very close do use Cyclone Axe (which will use up your last 5 energy) and hopefully you will get full adrenerlin but don't worry if you dont. As soon as your adrenerlin is full use Bonetti's Defense and rather quickly you should have full energy again. Quickly use Vigorous Spirit and do another Cyclone Axe attack (+20Health each hit). Then while you used your Cyclone Axe attack your should have full adrenerlin again. Put Zealot-s-Fire and use Healing Hands when it reloads.

If you ever get low health use cyclone axe or Healing Hands and that should give you enough health if not give you 100% health. Remember to keep Vigorous-Spirit on and never let it not be on you or else you have a high chance of dieing. Once you get the hang of healing you can use Symbol-of-Wrath to make those Minos die faster.

GW - Ember Light Path Farming (10,000gp+ & Items per hour)

If your looking for a fast way to make money to purchase that 15k per piece armor you have to have the zone to the north of ember light path has an easy wreckage run that can yield from 500-1000 gold per run and each run takes less than 5 minutes once you learn the path. I have only done this with W/Mo so i am not sure if it is possible with other classes but here our the directions: Cast mending on yourself and head directly north until you can head west, sprint through the the ether seal ahead until you get to the path with 2 white mantle warriors and a white manntle mesmer. If you can recoup your energy but around 50% of the time they will aggro you. Take the path to your right heading into another group of 2 white mantle warrios and a mesmer and directly ahead will be a wreckage givin anywhere from 1-4 items whites and blues only. Sprint out of the enemies until you come to a fork and try to find the next wreckage which can spawn to the right or left side of the fork.

If you see a chest left its best to grab the wreckage there which can drop from less than 100-300+ gold and continue on until another fork, another chest would be guaranteed to be in this area to the left and a possible wreckage with a 100-300+ gold drop to the right. If however the left path does not have a wreckage continue on to the white mantle boat and somewhere in this are there can be 2 wreckage spawns with the 1-300 gold drops. Basically it is possible to get 3 of the gold spawns and the item spawn in one run because all 4 gold wreckages will not spawn at the same time. Math comes out to less than 300-900 gold and 1-4 items. Once you get the hang of it the runs can be made in under 4 minutes with very little chance of dieing. I suppose this = out to something like 6k-12k per hour not counting the iding and selling.

Beetletun Farming (10,000gp + per hour)

Beetletun is an outpost between Nebo Terrace and Watchtower Coast explorable areas. In the outpost there is an NPC (elder something) who asks you to defend the village from an undead horde. Basically the mission entails walking into Watchtower Coast and fighting off 4 or 5 waves of undead that get progressively harder.

The good thing about the quest isn't the xp or the reward its the drops. I can solo the mission in about 8 minutes with my level 20 necro/monk and I make 800-1000 gold per run. I have made 10 platinum an hour here, but my current character isn't as good for this. What you want to do to farm this is get some AoE smiting skills, holy damage has a bonus versus undead, some heals and condition removal. The best characters I have found to farm this are War/Mo's and Mo/X's.

War/Mo's need to use either Retribution or Holy Wrath while Mo/X's can use Balthazar's Aura. (Balthazar's Aura is also good for nec/mo and ele/mo). The rune drops aren't great, I have only unlocked 3-4 here since the last change to drops, but plenty of rare weapons. Don't worry if you can' t defeat all of the waves, just make sure to pick up the loot drops and gold in between the waves and then return to Beetletin, walk aback to Watchtowe, rinse and repeat. If you do defeat all of the waves, just abandon the mission and then talk to the elder again, do not accept the reward if you want to farm here again.

I should have been more specific, you don't want to be using Warrior attacks here. Also, this can be done below level 20, but is harder. To do this, you will have to

rearrange your attributes to maximize smiting.

Beetletun War/Mo Build (if you don't have the attribute points try and get close) The first 5 sklls are pretty important, though there are other ways of doing this too.

Smiting 11
Tactics 10
Healing 8

Skils
Purge Signet
Mending
Bane Signet
Holy Wrath or Retribution
Healing Signet

Life Attunement *
Signet of Judgement *
"Watch Yourself!" *
"Fear Me!" *
Balthazar's Spirit * (only if you use Retribution instead of Holy Wrath)
Healing Breeze * (only if you use Retribution instead of Holy Wrath)

Basically the idea is to take the damage they dish out and reflect back as much as possible. If you use Retribution, you can take more energy based heals, especially if you have Balthazar's Spirit to generate energy. Holy Wrath on the other hand drains you to the point that you can only use adreneline skill and signets. I have made both work, the reason its easier for a War/Mo is the increased armor. Pretty much any shout or adreneline based stance can also be used if you have them. If a staff member needs to confirm this send me a pm, I'll be glad to take a staffer thorugh this.