Guild Wars Power-leveling Secrets Guide
(15 pages of Secrets)

Pre-Searing Bandit Dye Farming (Levels 1-9 in 2-3 hours)

Publication Date: 06-11-2005, 07:47 PM

First we will begin with the Class. I find Ele/Mo to be the most effective class combination however it could be done with the Monk primary and whichever secondary class you wished for also. I will give the guide as if it is a Ele/Mo though for quickest farming and leveling reasons.

To begin starting off as a Elementalist you quickly run through Ascalon and get all the quests you can. you can get away with getting one quest in particular from Baron Egan though in Ascalon. Now, there are two quests you will be getting but you must NOT complete them for this guide to be the most effective and this is one of them. The quest is called *Bandit Raid* given by Baron Egan and you can get it right away in Ascalon. Go to the Merchant in town and buy a Flute for 4g and the cape for free. After you have gotten your quests move outside and talk to Gwen get her quest and quickly do the first Elementalist trainer's quest of killing some Skales near the River and grab Gwen's broken flute right next to them. Return to Gwen and the Elementalist trainer. Hand Gwen the Broken Flute then the good Flute you bought for 4g and the cape and turn in the Elementalist quest by doing this for Gwen she will now periodically play her Flute while you are fighting and heal you for 20 HPs. Now run up the road to Ashford Abbey and do the Monk quest for Brother Menlho to become a Monk secondary. After you are done with this you will be heading back outside Ashford Abbey and running South then SouthWest into Wizard's Folley. continue along the road SWish until you get to Foible's Fair and the second Elementalist trainer Ralena Stormbringer. Grab the quest and exit back out into Wizard's Folly. Continue going South again along the road into the Snowy regions of the mountain all the way to the Tower with the Third Elementalist trainer Elementalist Aziure. Get the quest from her and be ready to fight off a few waves of mobs. After killing the mobs quite easily even at level 1 with Firestorm Move to the North/NorthWest of the tower and kill the Tower Golem then talk to Elementalist Aziure again to complete the second Elementalist trainer's quest. Now Travel back to Ashford Abbey and out into Lakeside County where you will now head North hugging the Western boundary wall until you get to Green Hills County move up the road a short distance until you find the second Monk trainer, Grazden the Protector. He will give you a quest *Protection Prayer's* which is the second quest you do NOT want to complete and the very much needed skill for a Ele/Mo early on farming Bandit's called Shielding Hand's. Travel back to Ashford Abbey.

If you have followed my direction exactly until this point you have now spent 20 minutes until this point preparing to farm. You will now be level 2 which is actually probably too early to safely and easily farm what we'll be farming however it is definitely able to be done as I normally start right at this point. Now by leaving the quests "Bandit Raid" and "Protection Prayer's" incomplete there is a group of 8 level 3 Bandits to farm ten seconds from Ashford Abbey ready to be killed. Now move into Lakeside County and head East along the road avoiding the annoying wolf then North East just before you reach the Merchant NPC and you will see a camp of 7 Bandit Blood Sworn and a named bandit Alain. You will then want to move into the camp pulling all 8 mobs and back out just a bit to get them to cluster. As soon as they are

all on you immediately put on Shielding Hands and then Firestorm them. At early levels such as level 2 Firestorm will definitely not kill the mobs in one storm so you will need to Flare each Mob a few times to help kill them. At the early stages like level 2 I focus on Alain and killing him ASAP. He hits hard compared to the other Bandit's. With Shielding hands the other Bandits will hit you for 0-1 points of dmg but Alain will still hit for like 6-8 points of dmg. When you reach level 4-5 and have a few points into Fire this really becomes too easy as you will move in aggroing them all then put on Shielding Hands then Firestorm them which will kill every one of them without you having to Flare any. At even later levels like level7 I don't believe you even need to put on Shielding Hands I am always playing it safe though so I do. After killing the mobs Travel to Ashford Abbey rinse and repeat. To make the farming the most effective I never bother with loot except to grab all the worn belts which are stackable, gold and dyes obviously. Never any white/blue items. After about 2.5 hours of doing this I am usually level 9 and the mobs are no longer giving experience. I have done this 5 times now out of boredom rerolling a Ele/Mo and every single time I have done it by the time I hit level 9 I have had 1 Black dye on every character I have done it with and at least a dozen other assorted Dyes. After hitting level 9 I usually then go Post-Searing and Storage the dyes and gold I have which will usually be 1.5-2p just from selling the worn belts and the gold loot drops.

As stated earlier this can also be done with a Monk primary and any class secondary. It is not nearly as fast though but definitely able to be done. The AE you will be using Symbol of Wrath though is on a fairly slow recharge timer and even at level 8 I need to use it twice to kill all the mobs. With a Monk I go balance between Smiting and Healing Prayers for the Healing Breeze spell which is the main thing keeping you alive. Basically same Strat though Aggroing all the mobs then AEing them when they are all on you. I usually then put on Healing Breeze then Shielding hands and refresh Healing Breeze and use a single target heal on myself as needed until Symbol of Wrath is refreshed then I will then use it again and that normally kills the mobs.

So on a last note. You spend 2-3 hours as a Ele/Mo (a bit longer as a Monk primary and any class you wish as secondary) to get to level 9, about 2p from gold drops and selling worn belts, and farm a dozen or so assorted dyes. For anyone who tries this I hope this guide helps you and you have as much luck with the dye drops as I have. Goodluck and have fun with it.

NOTE: Bandit Raid quest is completed by you grabbing the Ashford Strongbox you will see in the Bandit camp and delivering it to Devona. DON'T DO IT! By doing it 4 of the level 3 Bandit Blood Sworn's will no longer be spawning at the camp. By escorting Farrah Cappo in the the Shielding Hand's quest the bandit Alain and 3 of the level 3 Bandit Blood Sworn's will no longer spawn. Again DO NOT DO IT!!!!!

Edit #1: A few people have sent me PMs about what quests besides the ones listed above I did in order to reach level 9 in the 2-3 hours. The answer is none. I have only done the minimal number of quests from the trainers until level 9. Once the Bandits stopped giving exp if you wanted to continue gaining exp you could go off and start completing the multiple quests all around pre-searing. I did on one of my characters and I was level 11 before going to Post-Searing on that Ele/Mo. It's an interesting way to do things because North of the Wall in Pre-Searing if you get a good duoing partner you can go up there and kill Charr's where those particular Charr's up there drop lots of runes and weapon upgrades which is the only place pre-searing that you will see these items. Enjoy.

GW - Level 16-20 XP/Great Money

Publication Date: 05-04-2005, 11:07 AM

The recent post on 5-20 xping areas 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 areas 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, it's 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 immediately 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 straggler 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 threes 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.

Levels 5-20 in 2 days

Publication Date: 05-04-2005, 11:07 AM

Okay I was one of the first people to take an RP character to level 20. Since then I have perfected the leveling system. Or at least so I think. Here is my suggestion of the path to the quickest level 20 RP character.

LVL 1-5

Should be done in the starting area. To get out of the starting area, talk to the Tydin guy at the fountain in Ascalon City and take his mission.

LVL 5-8

Complete the Northern Wall Mission and get to Fort Ranik. Here take the Healer Henchman, and if you don't have good armor or take damage to quickly for her to heal you, take the Fighter Henchman. Outside of Fort Ranik in the Solo Area, you will find Bandits and others like them.

LVL 9-12

Complete Fort Ranik and Complete the Frontier Gate. Now you are at the Ruins of Sumtra. Until you are Level 10, I suggest taking the Healer Henchman. Enter the mission. You will have Prince Rurik as an Ally. He will not cut into your experience and acts as a magnificent tank. Just keep taking this mission over and over again. If you find that you don't need the healer henchman, some awesome items and gold drops here. So if you can afford to not use the henchman at this level, then I would not do so. The best thing to do is to kill everything up to the Prisons with Ascalon Prisoners in them. Then exit back to Sumtra and start again. You will want to use area spells and attacks here as they will be most effective.

LVL 12-17

Spell Casters:

Complete all Missions until you get to the Gates of Kryta. Here you will venture out of town to the North Northwestern. You may want to take a party with you the first time until you find the path and become familiar with the area. The spot you are looking for is an area exit. It is the doorway between the North Kryta Province and Scoundrels Rise. On each side of the gate you will find creatures called Mergoyles. These guys are Mesmers and have a nasty spell called Shackles which if you aren't careful will kill you quick. If you fight these guys calmly, you will be okay. The Shackles spell takes 5 points from your energy every time you attack. But spell attacks that consume energy don't seem to be counted in as an attack. I assume warriors and rangers can fight them too so long as you use specials only. The trick here is to get right at the exit gate between the two areas. On each side there are mergoyles and when you load in to the area they all reappear ready for the slaughtering. The North Kryta Province has about 10 and the Scoundrels Rise side has 4. Until you are higher or more comfortable fighting them, I suggest just fighting the Scoundrels Rise ones. Kill the 4 then head thru the exit gate, turn around and kill them again. You can also get some AMAZING loot here. I have found upgrades for every weapon, including rare upgrades! Each Mergoyle can drop up to 60 gold as well! Again Area attacks are the key here.

Melee:

Since you couldn't do the Mergoyles, there is an alternative, though not as good. In the same area, there are Bog Skales. Lots of Bog Skales. Melee classes seem to

handle these easily, but be warned they usually travel in groups of 5 with another group of 5 nearby. They can be nasty when swarming. There are lots of these in the Scoundrel's Rise area, but none near a gate unfortunately. So your leveling will be slower. If anyone can help me with a better melee approach for 12-17 please post and I will edit with your name getting credit.

LVL 17-20

You need to have gotten to the Divinity Coast point by now. Here if you exit town immediately along the path you find Ancient (tree guys will edit in a minute). They are level 17 as well and are easily solo able. They will give you 100xp each when u are lvl 17, 80xp at lvl18, 65xp at level 19 and not sure about 20 but its around 40-50. Anyways. They travel groups of three and there are about 7 groups along the road. Kill them all and then head back to town and renter. This is the Solo Area not the mission. Once again area attacks will help you survive the pounding from these trees.

GW - Solo Lightning & Grand Drakes Easily

Publication Date: 05-06-2005, 07:15 AM

Well as you all know, there is a craze going around called drake hunting. I have since perfected the art and made a little over 50 plat from selling the Rare and Purple items I get off these things.

I want to shed some light on an important tool given by the makers of Guild Wars. I call it the Aggro Circle, and it will be referenced as such throughout this article. The Aggro Circle, is the smaller and transparent circle that encompasses your characters marker on the overhead radar. I name it the Aggro circle because anything that comes inside the circle, or sometimes just brushes the outermost edge, will be come aggravated at your presence and commence to attacking you. By using the radar to navigate, and keeping enemies out of the Aggro Circle, you can get almost anywhere unscathed. All you need is a little patience.

Enemies: 4 sets of 2 Level 18 Lightning Drakes, 1 set of 2 Level 20 Grand Drakes. 10 Drakes total.

Here is how I do it.

The Template

Primary Class: Elementalist
Secondary Class: Necromancer

Attributes

Fire Magic: 12+1
Earth Magic: 6
Energy Storage: 5
Death Magic: 8

Skills

Flare Energy: 5
Aura of Restoration Energy: 10
Fire Storm Energy: 15
Glyph of Lesser Energy Energy: 5

Lava Font Energy: 10
Ward Against Elementals Energy: 15
Armor of Earth Energy: 10
Soul Feast Energy: 10

Location

There are two locations where Lightning Drakes can be hunted, but only one that has Grand Drakes and a virtually clear path to them. You want to be in Divinity Coast. Divinity Coast is the mission just following the D'Alessio Seaboard mission. Once in Divinity Coast, you will use the Enter Mission button on your party window. It will ask you if you are sure you want to enter the mission alone. Of course we do! Hit Yes.

Once in the mission, you will notice you are started on a road. The trick to getting to the drakes is watching your radar and making sure that you don't attract the attention of the local wildlife. Of course this template is so strong that you could easily wipe them out, you are trying to maximize time and it is more effective to run right past them. I have learned that you can even run right thru them all along the road all the way to Shaemoor and up to Justicar Hablion. They will eventually stop following you, but if you want to do this before u reach level 20, you might want to try to avoid them. It can be done; I leveled from 18-20 here by killing just the drakes.

After skipping by the annoying cutscene given by talking with Justicar Hablion, you have to go out the Southwest Gate of Shaemoor, and cleanse yourself in the waters. There are 6 Mergoyle Wavebreakers that you will have to kill, 9 total. You can usually avoid having to fight with the most southernly group of them, if you pay close attention to your Aggro Circle.

After you have cleansed yourself, you head back to Justicar Hablion. Now you have the Eye of Janthir and are ready to continue to hunt drakes. You head out the gate and immediately you will notice on your radar a green path to the left that has no road. This is your alternative to walking straight though the Inferno Imps. In my opinion, the Level 11 Inferno Imps are harder to kill than the Level 20 Grand Drakes! Avoid them at all costs.

You might have noticed that you have a Shaemoorian following you around now. He/She might look pathetic and fragile, but they can tank like no other! You can get them to do so by running forward then taking a step back. The Chosen One will jump in front of you! Now simply wait for something to attack him while you throw your magic at it! This is your only chance at surviving an encounter with the Inferno Imps. The best bet is to just steer clear of them, so remember to use your Aggro Circle to your advantage.

Finally, after getting down to the water, you have come to the Drakes habitat. You will find that all Drakes are split into couples. Now and then you will find 4 Drakes together in the same area. They are actually 2 groups of Drakes, and you can lure one group away from the other by using your Aggro Circle wisely. Simply get one Drake in your circle, and his parter will come running. Now you will want to run a ways from the other group so not to get 4 drakes on you. That is a fight you will need a little experience before managing.

Now fighting the Drakes is the best part. If you do everything right it is simple and exciting, not to mention the awesome Rare items you will be getting that can sell for

up to 5 Plat each. I use the following sequence of spells in order to survive the pounding the Drakes dish out.

Spell Sequence

Aura of Restoration > Armor of Earth > Glyph of Lesser Energy
At this moment you will want to maneuver yourself so that the Drakes are in your Aggro Circle and begin to attack. As soon as you are sure they are coming after you, start the next sequence:
Ward Against Elementals > (Target Drake)Fire Storm > Lava Font > Lava Font > Lava Font (repeat until drake dies).

In the event that you notice your health dropping significantly quicker than it was previously, one of two things is at fault:
1. Your armor is kind of weak, you should be working with at least Armor: 30 for each piece of clothing. Recommended Armor: 45.
2. Your Ward Against Elementals and your Armor of Earth spells have both worn off.

If two is the problem, quickly cast them again. Next as a safeguard start using Flare on one of the Drakes to kill him quicker. Use Soul Feast on him to restore 173 points of health instantly! You are now able to finish the other one off whether you have your Armor of Earth or not.

Now you are probably wondering why Necromancer as Secondary Profession as opposed to a class that might help deal more damage. I like Necromancer because of the spell Soul Feast which with 8 points into Death Magic restores 173 points of health instantly! Plus there are other great spells that really help while doing missions. You aren't going to just be hunting Drakes I hope.

As a final note, I'd like to point out why Divinity Coast is such a great spot as opposed to Gate of Kryta (the other Drake hunting grounds). Not only do you have a clear route to the Drakes that you can do without a party, but you get the Eye of Janthir. If you are not quite level 20, but still want to try this out, go for it! The Eye of Janthir knocks all down who aren't worthy! And guess what! Those Drakes aren't worthy and get knocked down pretty frequently. This really helps minimize the damage you would be getting, though if this template is executed correctly, you don't need it. Also you get the Chosen One of the village of Shaemoor. A truly amazing tank considering He/She has no armor at all. The Chosen One can tank both Grand Drakes at once for quite some time, especially with the Eye knocking them down every minute or so.

It takes a little practice, but you will get faster and more efficient each trip! Remember the Aggro Circle, it is a life saver!

The location in Gates of Kryta is down by the beach on the way to meet Justicar Hablion, you will see a little island to the south. It has mountains. Follow it and the land bridges (just under the water look closely). You will find around 10 sets of Lightning drakes here. But like I said, what’s the point when you need group to get to them.

Well guys, I found another great place to hunt Drakes. I am sure I will find more as I continue to explore the map. I have not yet completed the story line. This place is pretty far along though. It is around 8-10 missions past Lions Arch. It is called Sanctum Cay.

The Lightning Drakes are almost at the beginning of the Mission! The only problem with this place is there are two groups of Inferno Imps between the starting point and the drakes.

You can lure the first group back to the docks and use the Lady NPC there to help keep you healed while you kill them, but the second group is a little tougher.

GW Easy XP Level 10-14

Publication Date: 08-06-2005, 07:15 AM

Outside the Gates of Kryta there is a place called Scoundrel's Rise. When you enter Scoundrel's Rise the first three groups of monsters are all mage classes and bunch up extremely easily and do little damage to a person, so little that a mage can actually tank the mobs and live while killing them all solo without any henchmen. The mobs are worth 120xp a piece at lvl 11 which is when I found them, but they should be good from lvl 10-14ish. I was able to get about 4000xp in around 10minutes of doing this. The mobs drop a lot of blues and 30-40 gold a piece meaning a lot of money. Now there are only three groups of the monsters with 3 monsters in a group but you can EASILY reset the instance and with a town with a merchant 10 seconds away, Xp and money are very easily obtained.

GW - 50k XP x2 or x3 with ascension

Publication Date: 05-06-2005, 07:15 AM

Read a handy tip today, and wanted to share. I'm 4x ascended so I can't confirm, but it looks like the new scrolls will bump your 50k ascension bonus 2x or even 3x.

http://forums.gwonline.net/showthread.php?t=363816

Here are the ones I have, but haven't been able to try:

Scroll of Slayer's Insight = 250% XP (drops if a boss isn't killed within 5 min)
Scroll of Berserker's Insight = Triple XP (drops if party fails to kill an enemy within 30 sec)

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GW - Max out to Level 20 in 5 hours

Publication Date: 08-1-2005, 07:15 AM

This isn't a secret and isn't an exploit. You can go from any level to max (20), by beating your mirror self in Augury Rock. It has been documented as being done by as low as a level 3. All you really need is a skill that causes the mirror to damage itself and the ability to dodge arrows. Here are the steps:

1. Get out preserving by getting a secondary profession and then letting Rurik and the henchies clear out the Grawl in the caves.

2. Get a group of friends or guild mates with level 20 characters, preferably with run

buffs.

3. Group runs you from Ascalon City to Sanctum Cay. (Ascalon -> Yaks bend -> bergen hot springs -> temple of the ages -> fisherman's haven -> sanctum cay)

4. Group does Sanctum Cay mission. Even if you die if the party wins you get credit, so either die early and don't get rezzed or just stay by the entrance.

5. Group does the three desert missions, Elona's Reach, Thirsty River, and Dunes of Despair.

6. Group runs to Augury Rock.

7. You will be about level 3 by this time, talk to the sage and get him to open the mission.

8. Beat your mirror self, instant level 20!

To beat your mirror you can either bring skills that will hurt him for attacking like Empathy or Price of Failure. Also, skills like Retribution that return damage to him plus HoT (Healing Breeze) can work but bring Scourge Healing and Heal Party but don't use Heal Party. Make sure that you set you attributes to maximize the damage he does to himself.

Once you enter the mountain, skip the cinematic, if you want to see it you can watch it and then try, but the extra time from skipping helps so if you don't beat him the first time try that. Then turn 180 degrees toward the opening. Move in that direction until you can go up on one of the ramps along the wall. I, normally use the left one but either should work fine. Cast Empathy or Price of Failure etc on the mirror and then move up the ramp to give your self a little distance. Don't move too far or he will try and follow, you want him below you at all times. Once he starts attacking (he will use a bow no matter what you use or have skills in) watch him draw back the bow and wait about 1/2 a second and then move sideways. This will cause you to dodge the arrow while he takes damage from Empathy or Price of Failure. If you have a blind skill it also works well with PoF or Empathy and you don't have to dodge but don't bring any condition removal. Once you do it a few times you will get the timing of dodging his arrows and it gets to be pretty easy. I beat him with a level 15 in less than a minute You can also just dodge his arrow and use a newbie wand to kill him but that takes ~10 minutes and a lot more arrow dodges.

Lvl 20 El/Mo – Power-level another character

Publication Date: 08-1-2005, 07:15 AM

The first thing that needs to be done is get the player through the missions all the way to beacons perch. Next your going to need a powerful and experienced AoE player. Most likely an Elementalist/Monk.

Your going to Lornars Pass to fight Lvl 22-24. The Lvl20 player needs to be able to solo groups of 3-4. This means your going to need to put out massive damage quickly, place enchantments on yourself that limit the damage you can receive, and be sure that the person you are leveling is within range to receive experience.

Here is what I suggest for skills: Fire/Earth specced Elementalist/Monk. Put your spare points into Protection Prayers rather than Healing Prayers.

You want to take Fire Storm, Metoer Storm, Searing Heat, Flame Burst, Armor of Earth, Protective Spirit, Healing Breeze (cause this is still a good regen spell even at low levels).

Now max out your fire, put 9-10 into energy storage, 6-7 into earth, and dump the rest into protection.

Precast protective spirit and armor of earth. now start off your offensive with fire storm, followed by meteor, then searing heat, then flame burst. Your going to need lots of energy for this so take any energy items you can get. your going to spam flame burst after you've gotten all your spells off. its a 15 energy spell.

You should be able to pull it all off and kill a group of up to 2 Pinesouls and 2 Ice Imps solo.

this is about the quickest way to level in the game other than getting to the crystal desert which will take more than 3 hours. If you were good at soloing Beacons Perch, you could easily bring a low level along for massive xp gains. I gain 164xp per pinesoul and I'm lvl 20! Imagine how fast someone at level 7 would gain off them even if it was divided between two people! We are talking about 400-500 xp a kill. Of course I haven't tried it out yet to be sure that xp doesn't cap somewhere, but nonetheless, I think this is where you'd have to power level someone if u were going to do it in 3 hours.

Pre-Searing Bandit Farming

(Levels 1-9 in 2-3 hours)

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To begin starting off as an Elementalist you quickly run through Ascalon and get all the quests you can. You can get away with getting one quest in particular from Baron Egan though in Ascalon. Now, there are two quests you will be getting but you must NOT complete them for this guide to be the most effective and this is one of them. The quest is called *Bandit Raid* given by Baron Egan and you can get it right away in Ascalon. Go to the Merchant in town and buy a Flute for 4g and the cape for free. After you have gotten your quests move outside and talk to Gwen get her quest and quickly do the first Elementalist trainer's quest of killing some Skales near the River and grab Gwen's broken flute right next to them. Return to Gwen and the Elementalist trainer. Hand Gwen the Broken Flute then the good Flute you bought for 4g and the cape and turn in the Elementalist quest by doing this for Gwen she will now periodically play her Flute while you are fighting and heal you for 20 HPs. Now run up the road to Ashford Abbey and do the Monk quest for Brother Menlho to become a Monk secondary. After you are done

with this you will be heading back outside Ashford Abbey and running South then Southwest into Wizard's Folley. Continue along the road SWish until you get to Foible's Fair and the second Elementalist trainer Ralena Stormbringer. Grab the quest and exit back out into Wizard's Folly. Continue going South again along the road into the Snowy regions of the mountain all the way to the Tower with the Third Elementalist trainer Elementalist Aziure. Get the quest from her and be ready to fight off a few waves of mobs. After killing the mobs quite easily even at level 1 with Firestorm Move to the North/Northwest of the tower and kill the Tower Golem then talk to Elementalist Aziure again to complete the second Elementalist trainer's quest. Now Travel back to Ashford Abbey and out into Lakeside County where you will now head north hugging the Western boundary wall until you get to Green Hills County move up the road a short distance until you find the second Monk trainer, Grazden the Protector. He will give you a quest *Protection Prayer's* which is the second quest you do NOT want to complete and the very much needed skill for a Ele/Mo early on farming Bandit's called Shielding Hand's. Travel back to Ashford Abbey.

If you have followed my direction exactly until this point you have now spent 20 minutes until this point preparing to farm. You will now be level 2 which is actually probably too early to safely and easily farm what we'll be farming however it is definitely able to be done as I normally start right at this point. Now by leaving the quests "Bandit Raid" and "Protection Prayer's" incomplete there is a group of 8 level 3 Bandits to farm ten seconds from Ashford Abbey ready to be killed. Now move into Lakeside County and head East along the road avoiding the annoying wolf then North East just before you reach the Merchant NPC and you will see a camp of 7 Bandit Blood Sworn and a named bandit Alain. You will then want to move into the camp pulling all 8 mobs and back out just a bit to get them to cluster. As soon as they are all on you immediately put on Shielding Hands and then Firestorm them. At early levels such as level 2 Firestorm will definitely not kill the mobs in one storm so you will need to Flare each Mob a few times to help kill them. At the early stages like level 2 I focus on Alain and killing him ASAP. He hits hard compared to the other Bandit's. With Shielding hands the other Bandits will hit you for 0-1 points of dmg but Alain will still hit for like 6-8 points of dmg. When you reach level 4-5 and have a few points into Fire this really becomes too easy as you will move in aggroing them all then put on Shielding Hands then Firestorm them which will kill every one of them without you having to Flare any. At even later levels like level7 I don't believe you even need to put on Shielding Hands I am always playing it safe though so I do. After killing the mobs Travel to Ashford Abbey rinse and repeat. To make the farming the most effective I never bother with loot except to grab all the worn belts which are stackable, gold and dyes obviously. Never any white/blue items. After about 2.5 hours of doing this I am usually level 9 and the mobs are no longer giving experience. I have done this 5 times now out of boredom rerolling a Ele/Mo and every single time I have done it by the time I hit level 9 I have had 1 Black dye on every character I have done it with and at least a dozen other assorted Dyes. After hitting level 9, I usually then go Post-Searing and Storage the dyes and gold I have which will usually be 1.5-2p just from selling the worn belts and the gold loot drops.

As stated earlier this can also be done with a Monk primary and any class secondary. It is not nearly as fast though but definitely able to be done. The AE you will be using Symbol of Wrath though is on a fairly slow recharge timer and even at level 8 I need to use it twice to kill all the mobs. With a Monk I do a balance between Smiting and Healing Prayers for the Healing Breeze spell which is the main thing keeping you alive. Basically same Strat though Aggroing all the mobs then AEing them when they are all on you. I usually then put on Healing Breeze then Shielding hands and refresh Healing Breeze and use a single target heal on myself as needed until Symbol of Wrath is refreshed then I will then use it again and that normally kills the mobs.

So on a last note. You spend 2-3 hours as a Ele/Mo (a bit longer as a Monk primary and any class you wish as secondary) to get to level 9, about 2p from gold drops and selling worn belts, and farm a dozen or so assorted dyes. For anyone who tries this I hope this guide helps you and you have as much luck with the dye drops as I have. Good luck and have fun with it.

NOTE: Bandit Raid quest is completed by you grabbing the Ashford Strongbox you will see in the Bandit camp and delivering it to Devona. DON'T DO IT! By doing it 4 of the level 3 Bandit Blood Sworn will no longer be spawning at the camp. By escorting Farrah Cappo in the Shielding Hand's quest the bandit Alain and 3 of the level 3 Bandit Blood Sworn will no longer spawn. Again DO NOT DO IT!!!!!

Edit #1: A few people have sent me PMs about what quests besides the ones listed above I did in order to reach level 9 in the 2-3 hours. The answer is none. I have only done the minimal number of quests from the trainers until level 9. Once the Bandits stopped giving exp if you wanted to continue gaining exp you could go off and start completing the multiple quests all around pre-searing. I did on one of my characters and I was level 11 before going to Post-Searing on that Ele/Mo. It's an interesting way to do things because north of the Wall in Pre-Searing if you get a good duo-ing partner you can go up there and kill Charr where those particular Charr up there drop lots of runes and weapon upgrades which is the only place pre-searing that you will see these items. Enjoy.

Level 20 In A Day

Publication Date: 08-1-2005, 07:15 AM

LVL 1-5
Should be done in the starting area. To get out of the starting area, talk to the Tydin guy at the fountain in Ascalon City and take his mission. from there this is very self explanatory. If you see a guy giving a quest, go talk to him, read what you have to do, and complete it. Missions give a VERY large amount of exp, so do them as often as possible. This like on gamefaqs is an extremely good guide for pre searing, I suggest using it. http://db.gamefaqs.com/computer/doswin/file/guild_wars_pre_searing.txt

This includes a VERY detailed guide on some of the first few missions http://db.gamefaqs.com/computer/doswin/file/guild_wars_a.txt . Note I say missions so goes up to level 12.

LVL 5-8
Complete the Northern Wall Mission and get to Fort Ranik. Here take the Healer Henchman, and if you don't have good armor or take damage to quickly for her to heal you, take the Fighter Henchman. Outside of Fort Ranik in the Solo Area, you will find Bandits and others like them. Less party members mean more exp and loot. Redo these missions till you reach the required level to move on.

LVL 9-12
Complete Fort Ranik and Complete the Frontier Gate. Now you are at the Ruins of Surmia. Until you are Level 10, I suggest taking the Healer Henchman. Enter the mission. You will have Prince Rurik as an Ally. He will not cut into your experience because he is classified as an ally and not party member, and acts as a magnificent tank. Just keep taking this mission over and over again. If you find that you don't need the healer henchman, some awesome items and gold drops here. So if you can afford to not use the henchman at this level, then I would not do so. The best thing to do is to kill everything up to the Prisons with Ascalon Prisoners in them. Then exit back to Surmia and start again. You will want to use area spells and attacks here as they will be most effective.

LVL 12-17
Spell Casters:
Complete all Missions until you get to the Gates of Kryta. Here you will venture out of town to the North Northwestern. You may want to take a party with you the first time until you find the path and become familiar with the area. The spot you are looking for is an area exit. It is the doorway between the North Kryta Province and Scoundrels Rise. On each side of the gate you will find creatures called Mergoyles. These guys are Mesmers and have a nasty spell called Shackles which if you aren't careful will kill you quick. If you fight these guys calmly, you will be okay. The Shackles spell takes 5 points from your energy every time you attack. But spell attacks that consume energy don't seem to be counted in as an attack. I assume warriors and rangers can fight them too so long as you use specials only. The trick here is to get right at the exit gate between the two areas. On each side there are mergoyles and when you load in to the area they all reappear ready for the slaughtering. The North Kryta Province has about 10 and the Scoundrels Rise side has 4. Until you are higher or more comfortable fighting them, I suggest just fighting the Scoundrels Rise ones. Kill the 4 then head thru the exit gate, turn around and kill them again. You can also get some AMAZING loot here. I have found upgrades for every weapon, including rare upgrades! Each Mergoyle can drop up to 60 gold as well! Again Area attacks are the key here.

Melee:
Since you couldn't do the Mergoyles, there is an alternative, though not as good. In the same area, there are Bog Skales. Lots of Bog Skales. Melee classes seem to handle these easily, but be warned they usually travel in groups of 5 with another group of 5 nearby. They can be nasty when swarming. There are lots of these in the Scoundrel's Rise area, but none near a gate unfortunately. So your leveling will be slower.

LVL 17-20

You need to have gotten to the Divinity Coast point by now. Here if you exit town immediately along the path you find Ancient (tree guys will edit in a minute). They are level 17 as well and are easily solo able. They will give you 100xp each when u are level 17, 80xp at lvl18, 65xp at level 19 and not sure about 20 but its around 40-50. Anyways. They travel groups of three and there are about 7 groups along the road. Kill them all and then head back to town and renter. This is the Solo Area not the mission. Once again area attacks will help you survive the pounding from these trees.

Quick level 20

Publication Date: 08-1-2005, 07:15 AM

This isn't a secret and isn't an exploit. You can go from any level to max (20), by beating your mirror self in Augury Rock. It has been documented as being done by as low as a level 3. All you really need is a skill that causes the mirror to damage itself and the ability to dodge arrows. Here are the steps:

1. Get out preserving by getting a secondary profession and then letting Rurik and the henchies clear out the Grawl in the caves.

2. Get a group of friends or guild mates with level 20 characters, preferably with run buffs.

3. Group runs you from Ascalon City to Sanctum Cay. (Ascalon -> Yaks bend -> bergen hot springs -> temple of the ages -> fisherman’s haven -> sanctum cay)

4. Group does Sanctum Cay mission. Even if you die if the party wins you get credit, so either die early and don't get rezzed or just stay by the entrance.

5. Group does the three desert missions, Elona's Reach, Thirsty River, and Dunes of Despair.

6. Group runs to Augury Rock.

7. You will be about level 3 by this time, talk to the sage and get him to open the mission.

8. Beat your mirror self, instant level 20!

To beat your mirror you can either bring skills that will hurt him for attacking like Empathy or Price of Failure. Also, skills like Retribution that return damage to him plus HoT (Healing Breeze) can work but bring Scourge Healing and Heal Party but don't use Heal Party. Make sure that you set you attributes to maximize the damage he does to himself.

Once you enter the mountain, skip the cinematic, if you want to see it you can watch it and then try, but the extra time from skipping helps so if you don't beat him the first time try that. Then turn 180 degrees toward the opening. Move in that direction until you can go up on one of the ramps along the wall. I, normally use the left one but either should work fine. Cast Empathy or Price of Failure etc on the mirror and then move up the ramp to give your self a little distance. Don't move too far or he will try and follow, you want him below you at all times. Once he starts attacking (he will use a bow no matter what you use or have skills in) watch him draw back the bow and wait about 1/2 a second and then move sideways. This will cause you to dodge the arrow while he takes damage from Empathy or Price of Failure. If you have a blind skill it also works well with PoF or Empathy and you don't have to dodge but don't bring any condition removal. Once you do it a few times you will get the timing of dodging his arrows and it gets to be pretty easy. I beat him with a level 15 in less than a minute You can also just dodge his arrow and use a newbie wand to kill him but that takes ~10 minutes and a lot more arrow dodges.