


Gw2 trek guide

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Over the past few months, I've been steadily aligning my personal guild solo pot, initially just for extra inventory space. Since HoT announced and including the desirable Guild Halls, I have been trying to complete the Guild Of Missions solo to gain the necessary influence and merit for what may come. In fact, it was so successful that I decided to write a guide here on Reddit for anyone interested in doing so. The first thing you need is a guild with the art of level 3 war. This requires 6500 impact. I personally got this by playing a lot, but if you want to speed up the process, you can spend 20g on buying 10k influence from the Promoter Guild (in The Lion Arch it's on WvW portals), or you can align the characters to 60/80 for praise from a personal story (400/1000 respectively), or buy them with laurels if you really want. I'm doing my rewards with a bear ranger. It is high enough sustained damage to build with a bear that will take most of the damage from enemies. Other classes can also be viable; I just haven't tried them, and this guide will only refer to my experience with Ranger.I use exotic gear (Berserker's, but Assassin's is also good) and bring hardened pointy stones (but equivalent oil is in order) and use the cheapest option of 1h Griffon egg omelets for food. My build 6/6/0/0/2, 1/X/XIII, 1/X/XII, II. Signet of the Hunt gives you a 25% speed to find Bounties faster, Signet of the Wild gives a regen and increased damage when activated, Frost Spirit and Rampage as One increase its damage. For the Trek Guild, you'll want either a full completion card, or all of the WPs listed in the Trek Wiki Guild article. Guild Bounty Training takes 3 days to build, costs 300 Influence and gives 3000 Impact to success. I have between 60-70% success on them. Typically, you will have 4 attempts per week. The best time to try these missions is when many other guilds are doing their weekly missions. This means that you will often find others doing some of the bounty that are very difficult to truly solo. For Europe, it's Sundays, between 6pm and 9pm, GMT. For many bounties, it is profitable to fight them near WP. If you die, as long as you can re-draw them within seconds, they won't reset HP or disappear. Even if you're solo, tagging never hurts. Guild of War 2 has a lot of friendly players who will help you if they see you fighting the Bounty! 3Remember run in the opposite direction they way to raise your chances of meeting Bounties.Ask people if they have seen Bounties in the chat card when you arrive, or after a few minutes no one answers the previous questions (but not spam!). If you find a bounty, ask if anyone needs it as well, others may be looking, and it always helps to have more. Be polite! I try never guild generosity that another guild wants to do but expect from members. If you don't have much time left on your watch, tell them that; they'll usually be fine You start if they know why.2-MULT: It has a short patrol path, but you can't solo it. Wait for the guild. Ator Wildman to the west: Most of Karki gather in the south and southwest of the island, very sometimes I found it lurking in one to the north. You can solo it assuming you keep it on the 1200 range, and avoid the AoE.Bookworm Bwikki: it has a long way of patrolling, and a very difficult solo. Even with WP, you can fail if you can't deter it from using an ice spell on you; The range of 1200 means that it usually won't throw it at you, but your pet will be dead a lot. Big Mayana: You can't solo. Brekkabek: Short patrol path, very easy solo. Stay on the move if the bears agri you, and stay away from cannon turrets. Always focus it, never shoot bears. Crusader Michiele: I have a problem soloing her and usually no time, but maybe it's possible. Perhaps you should kill the Spirit Weapon to stop it by breaking you with a knockdown. Deputy Brooke: She has a long way to patrol; I usually start on Frozen Sweeps WP, do the circuit to the west and then run back east along the south route. If you stay on the 1200 range, she won't use her jumping on you. Insidious Teesa: Soloable, provided you indulge it near WP and respawn quickly. I start at Skyheight Steading WP, and run north through the Grawls and follow the route that way. Don't shoot until it rotates, and stay on the 1200 range to avoid capture. Diplomat Tarban: NOT ENGAGE. I've watched this spam guy's mix-up wipe the group by 10 and up. Semi-baked Komali: not solo. It is rare to find groups doing it (apparently her jelly that removes the fire shield is bugged) and it takes a lot of people and time to kill. Poobadoo: very solo. I start with ireko Tradecamp WP, and run west around the route. Try to fight it on the ground and stay on the 1200 range. Prisoner 1141: She runs fast, but does very little harm if you can find her. Avoid the boulders she throws that knockdown. The village of Scalecatch WP, where I start, heading south. Shaman Arderus: You can almost solo it near WP. Keep on track to avoid blasts of lava mucus, and stay on the 1200 range. Felix's short fuse: he does very little harm if you can dodge his AoE, but his constant fire shield hurts. I use Healing Spring to remove the conditions and only attack until it's up. Sotzz Scallywag: I start with Applenook Hamlet WP, and make a spiral, westward, then south, then east, kicking barrels open. He needs to be knocked out of his circle to take the damage, so use LB #4 regularly to do so/delete Defiance stats. Tricky Treksa: may be solo'd by WP, but very, very hard to find in time. Ask in a cartographic chat! Trillia very solo. Stay at a 1200-degree range, and don't shoot in vortexes that reflect your arrows. WPs make things easier, but are not necessary. Janonka Rat-Wrangler: Impossible solo legally. However, its default teleportation attack does not do much damage to your bear. If you can Some terrain she and her rats can't way, you can kill her until she attacks the bear. You tend to get a 6-9k influence per week, which is more than enough to sort out things like Guild Vaults, and buying a guild catapult if you just want to make money. However, if you are interested in unlocking other Guild missions, this is also possible. First, you should get guild bounties unlocked. The 15-minute term is a much bigger deal here and you will fail these many, but that's OK! After unlocking, I usually do 2x Bounty and 4x Bounty Training per week (it can be helpful to unlock Asuran Outsourcing in Politics when you're unlocking levels 5 and 6 to keep doing Bounty Training while they build, as they take a week or more). This allows me to fail one bounty and try again. Ideally you want Brekkabek, Trillia, Poobadoo and Deputy Brooke. With at least one of them and the other bounty that can be made either solo, or with a band, you have a good chance of completing the Bounty in time, in prime time. Usually make an easy bounty first, so you have the most time to make it harder. I like to do my bounty on an hour, or half an hour of stamps, since they seem to have the best chance of meeting other guilds doing them. You only need to succeed 2 bounties to have enough merit to unlock the Trek Guild (but because they give very good merit, I always go for them every week). Once you get the Trek Guild, you can solo the Trek Guild level 2 each week. It gives you influence as well as merit! I generally manage it for about 3-4 minutes to spare, on my Guardian. I think the thief is probably better for this, since they can spec for movement, and avoid annoying mobs. After that, you start a steady grind to unlock Rush. For Challenge, Rush and Puzzle you will always wait to do a mission with another guild. Once you get the call, it gives 30 merits for success, it's the best income you'll have and you'll just be limited by the impact once it's unlocked. I hope this has been a useful guide. Any feedback or advice I may have missed is welcome. Soling The Mission Guild is fun, profitable (both for the rare, grateful and influence of the Gold Guild of Catas) and hopefully one day will allow you to build your own prestigious Guild Hall! Page 2 29 comments from the Wars Guild 2 Wiki Think you know Tir? Well the Tyrian Explorer Society has a challenge for you! Find a list of places before time runs out. - The official website of the Trek Guild are open world guild missions where members work together to find multiple locations throughout Tiriya within a set minute. These places are randomly selected from a list of 180 Places. Guilds must find five places for the first level, fifteen for the second and thirty for the third and last level. Mechanics to edit any player with Flight Control permission for their Guild rank can trigger a hike from the Guild Missions tab to the guild panel. Guild members can view places that use the mission tab or share information via chat or other means. Each place is stamped with a yellow sparkling sign that is only visible during the hike if it is one of the target places. It can be stamped on the ground or wall. Once found, a member of the guild must interact with him once to qualify for the sign. Clicking keybind several times will reset the cooling mark, so only interact once and wait a few seconds for the credit to be given. Personal rewards are received immediately after completing one place for the person, activating it, and others in the circle, even if they have not activated it. Places should not be found in order, so guild members are advised to divide and search for places separately. All places can be found in the open world of PvE, although they can be found on land, underground, or even underwater. Jumping may be required to reach some places and some require completing jumping puzzles. Guild members receive one of the following rewards immediately after the successful completion of one Trek location: 1 or 2 units of rare or better equipment (depending on the difficulty level) from 70 to 80 (depending on the level of difficulty) 1 or 2 Guild Awards (depending on the level of difficulty) There is also a chance to receive an upstream accessory. Members of the guild near the circle will receive credit even if they were not the ones to interact with it. The Guild rewards guilds that successfully complete the Path, will receive Favor based on the difficulties that have been completed. Higher difficulties require more places for guild members to find. Tier Locations Time (m) Favor Easy 5 15 300 Medium 15 17 400 Hard 30 20 500 Non-Guild Member Awards (Edit) Only guild members can participate in this mission. Rewards Caps (edit) Each participant can receive individual awards only once a week. If a guild member has received his awards for the guild's mission, a small breast icon next to this mission slot will appear as open and glowing gold from the inside. The guild can earn favors from this mission only once a week, at a difficulty level. If the guild has successfully completed and earned guild mission awards, a small shield icon next to this awards slot will appear filled and glowing with gold. When you initiate a guild hike, you provide a list of locations, each accompanied by an image of that location. The Trek Name Area Nearest Point Path Map Marks the Altar Brook Lyre's Altar of the Brook Vale Crossing Waypoint Anthem Hold Cursed Shore Desmina's Hallows Shipwreck Rock Waypoint Mark is at the bottom of the ship. Anya Patch Diessa Plateau Town Nolan Nolan Waypoint small jumping section must be climbed to reach this mark. Arktodus Haunt Wayfarer Foothills Frusenfell Creek Vendrake at Waypoint Backroot Fountain Manor Терраса Квестера Reckoner's Waypoint Баджелл Кейпбед Сноуден дрифтеров дрифтеров Walslake Gouppoint Mark is underwater. Bandit cabbage patch Harathi Hinterlands Ruins St. Demetra Wynchona Rally Point Point Beetestone Mirador Quinsdale Beletetun Beletetun Waypoint Black Lion Root Cellar Terrace Reckoner's Waypoint from Reckoner's Waypoint, take the left entrance to the Black Lion Shopping Post and then head straight down the slope. Blackblade Butte Diessa Plateau font Rhand font Rhand Waypoint Mark is located on top of a hill. Blown up Sepulchre Diessa Plateau Explosive Moors Blasted Moors Waypoint Mark is underground. The fastest way down from the point of the path is through the well-overlapping Old Grendich Aqueduct Pol. Blood Ooze Gallery Bloodtide Coast Mole Head mournful Waypoint Mark is located above the main cave area, around the side ramp, near champion Ooze. Bluup's Comeuppance Rata Sum Lower Research Stacks Study Waypoint Brandstrike Dig Fields Ruin Varim's Run Helliot Mine Waypoint Mark is located in a hidden room at the bottom of the branded mine jumping puzzle, accessible through a crack in the wall. Briarthorne Barrier Caledonian Forest Morgan Spiral Waypoint Mark up the ramp for the view. Broken Falls Yard Black Citadel Ruins Rin Ruin Rin Waypoint Jump down into the courtyard and the sign is in the tunnel at the back. Broodmother Falls Frostgorge Sound Yackington's Toil Yak's Bend Waypoint Brothers' Notch Hoelbrak Vienna Compass Dragon Compass Waypoint Burstbubble Blind Blazeridge Steppe Blightwater Pool Blightwater Pool Tumok's Point Way Cash Haunted Cursed Beach Pursuit Pass Caer Shadowfain Waypoint Cademkrall Canyon Captain Bert Malchor's Leap Drowned Brine Lights Waypoint Mark is located inside a sunken ship, not far from the veteran captain. Castavall Corner Bloodtide Coast flooded Castavall Castavall Waypoint Don't Go Down; Take a horizontal tunnel near the point of the path to reach the mark. Under the cathedral is the Leap Cathedral of the Eternal Lights of the Union. Cave Bear Cash Snowden Drifts Reaver's Dale Snowhoke Landing Waypoint Cave Spider Nidus Lornar Pass Frostgate Falls Pinnacle Enclave Waypoint Claypool Bailey Of the Village Claypool Claypool Waypoint Constellation Constellation Way Head right into Starbower Kindergarten and up the ramp, taking the first straight into the dark tunnel. Pass the first stained glass window, and exit the tunnel through the second hole - a short mushroom staircase leads to an open platform. Corruption Teeth Frostgorge Sound Drakkar Spurs Drakkar Waypoint There is an alternative, faster way for players with access to Bitterfrost Frontier. From The Welcome Waypoint Code trip south to Frostgorge Sound. Hiking place southeast of the portal to the Bitterfrost border. Covington's Stowage Bloodtide Coast Laughing Seagull Island Laughing Seagull Waypoint Jump two huts on deck and go down two sets of stairs. Mark is located at the bottom of a pirate ship. Cuthroat's Rest Gendarran Fields Brigantine Island Brigantine Waypoint Cymbel in Glen Fields Ruin Wildlin Narrow Ogre Road Waypoint Dawngleam Pergola Grove Garden Dawn Ronan Waypoint Travels underwater north to reach the hidden area with a mark. Deepmire Diver Mount Maelstrom Sea World Oxbow Island Waypoint right on top of the submarine. Desecrated Delve Kessex Hills Darkwound Defile Darkwound Waypoint Delight's Balcony Malchor's Leap Theater of Delight Pagga's Waypoint A small section of jumps must be climbed to reach this mark. The fate of the Guildhall of the queensdale Village of Shaemoor Waypoint south entrance to the cave is at the side of the hill, to the right of the gate. Dirtclaw Cliff Iron Marches Bloodlin Lake Bloodfin Lake Waypoint hidden in the cave before and to the right of the waterfall. Doefalls Court Plains Ashford Man Crying Ascalon Town Waypoint Drakecliff Shelf Fields Ruin Hayden Caves Fanglury Watch Waypoint Enter from the South Entrance, head left in a small crevice. Go to the shelf with a mark. Drakehatch Beach Diessa Plateau Breachwater Lake Breachwater Waypoint Inside caves access along the bottom of the lake, beyond vegetation. Drokna's Gate Mount Maelstrom Sunken Drokna Old Sledge Site Waypoint Inside the Cave, the entrance is the end point of the path drawn in the picture. Mark on the ground. The Recessed Plaza Straits of Strait of Maledict Signal Peak Waypoint East End Falls Brisbane Wildlands Skrittsburgh East End Waypoint Mark is on a waterfall lip that is hard to see. Eastlurk Alley divinity Reach Eastern Community Dwayna Waypoint Eliza Surprise Harati Hinterlands Bonerattler Caves Demetra Waypoint Ettinbreath Lornar Pass Demon Mo Demon Mo Waypoint Fathom Five Forcefield Straits Destruction Terzetto Bay Vesper Bell Waypoint Underwater Cave, access to the point. Mark is on the seabed right in front of the power field at the end of the minidea. Porch Fawcett Harati Hinterlands Arch Lake Arch Waypoint must complete the Bounty Fawcett jumping puzzle to reach the mark. The target is on the stern of the ship. The Imp Pocket Pocket Mount Maelstrom Maelstrom fire at Bile Maelstrom's Waypoint Firefrog Springs Sparkfly Fen Flamefrog Vale Flamefrog Waypoint Mark is located in a small pool on the other side of the prison as rock formations. Firewatch Flybridge Iron Marches Granite Front Firewatch Camp Waypoint Mark is located on top of the structure. Access ladder and steps are a short distance east of the point of the path (jump up the stairs). Fisher Crag Metrica Province Fisher Beach Bend Old Golem Factory Waypoint Flakk's Lapidary Nouk Rata Sum Dynamics Union Accounting Waypoint Go straight northwest of the bank waypoint, sign way in the back. Forager's Midden Dredgehaunt Cliffs Dissun in the Steelbrachen Waypoint Mark mine is located in a cave. The entrance marked with a red arrow in the image. Forbidden Shire Malhore's Jump Jinx Island Murmur Waypoint Foreman in the break Of Dredgehaunt Cliffs Black Earth Coal Mine Docui Waypoint Mark is located at the top of a pair of ramps. The Forgotten Grotto Blazeridge Steppe Terra Caroranda Terra Carorunda Waypoint Start doing jumping

puzzles by singing to the stairwell and then to the open square to the northeast. The sign is located in a ruined building in the northeast corner of the grassy area. Founder of the Flagon Hearth Fields Ruins Fortress Ebonhok Kestrel Waypoint Sign is in a room on the second floor. Freestand Scaffold Black Citadel Ligacus Notos Ruins Rin Waypoint Mark is located at the top of the forest. Frozen Antrum Timberline Falls White Paper Waypoint Mark is inside the cave. The entrance to the red arrow in the image. Galloway Canyons Brisbane Wildlands Galloway Galloway Waypoint Sign is located at the deepest level. Gardenroot Alcove The Grove Order's Terrace Reckoner's Waypoint Gnashar's Viewpoint Brisbane Wildlands Gnashar's Hills Wendon Waypoint Mark is on top of a hill past the stone steps. Green Moa Paddock Caledon Forest Trader Green Caledonian Haven Waypoint Grenta Divinity Pavilion Reach Plaza Grant Grenth Waypoint Mark is located inside the building. Grimsdottir's Duty Hoelbrak Shelter Rock Shelter Rock Waypoint Mark is located on a small ledge accessible only from above. Guardian Overwatch Harathi Hinterlands Thunder Rock Grey Gritt's Waypoint Hawkeye Perch Timberline Falls Snake Waypoint Heart Says Notch Fireheart Rise Havoc Steppe Waypoint Heartpoint Heartwoods Honey Cash queensdale Hartwoods Finnie Waypoint Heidi Show Harati Hinterstone Greystone Greystone Greystone Follow the path in the image. The Holystone Sanctuary Diessa Plateau of The Holystone Caves Sanctuary Waypoint Mark is located on a fire in a cave gravel. Icewurm Trench Frostgorge Sound Sea Of Crying Dimotics Waypoint Mark is at the bottom of the trench, under a rocky structure. The idea of the Jump Rat Sum Idea Incubation Laboratory Incubation Waypoint Mark is located directly to the east, on a small ledge below the main platform. Imphaunt Hallow Caledonian Forest Wychmire Swamp Wychmire Waypoint Irondock view plain Ashford Cadem Forest Duskrend Overlook Waypoint Climb on top to reach the mark. Isenfell Wash Snowden Drifts Isenfall Lake Isenfall Waypoint Isgarren point view Kessex Hills Masters Fief Darkwound Waypoint Jaguar Pride Den Metric Province Hexane Regrade Muridian Waypoint Junker's Apex Black Citadel Junker's Yard Junker's Waypoint Kaldar's Hot Seat Ibrak Kari Hot Point Waypoint Mark is located in a small cave with destroyers. Jump into the hole on top to gain access to it. Kegbrawl Watch Hoelbrak Lake Sgeneration Hero Compass Waypoint Kevac in The Strongroom Wayfarer Foothills Lake Lostvyrn Cave Waypoint Enter Ice Wurm Cave northwest of the cliff baring and then follow the tunnel to the right. Mark is in a niche on the left inside the tunnel. The Lakebottom underpass of The Lakeside Lake Delavan Ojon at Lumbermill Waypoint Mark is underwater inside a small rock structure. Lone Groth Gendarran Fields Lawen Ponds First Haven Waypoint Lily's Bivvy Fireheart Riseheart Mangonel Cave Icespear's Waypoint Lionguard Larder Wayfarer Foothills Icesteppe's Twinspur Haven Waypoint Climb outside the tower, to the top and then down the stairs to the tower. Lychcroft Wardenship Kessex Hills Lychcroft Just Shadowheart site Waypoint Mark is at the top of the ramp inside the tree structure. Magihedron Corner Rata Sum College statics court Waypoint Head to the north, then northeast inside the main room in the far back, the sign is in a small room on the right. Master management lin39 Metric Province Thaumanoava Reactor Muridian Waypoint Melander in Fount Divinity Reach Western Community Melandru Waypoint Meltwater Cave Timberline Falls Naie Waters Scale Strand Waypoint Mark is located in an underwater cave. Mina Target Fire Divinity Reach Western Commons Waypoint Mistriven Shelf Lornar in Pass Mistriven Gorge Mistriven Waypoint Mark is on a rock under a wooden walkway; You can jump off the track and land safely. Moleberia Prison Wayfarer Foothills of Moleberia Halvaunt Waypoint Mark is located in a cave located in a small structure. The monument to the ancient Southsun Bay Bakestone Cave Owain Sanctuary Waypoint Mark is located on the carcass of Ancient Karki. On the bridge is the narrow Field Of Ruin Wildin Narrow Ogre Road Waypoint Mark. Necrolite Landing Grove Caledonian Way Caledonian Waypoint Mark is located on a small landing NE perspective. Orecart Hoist Fireheart Rise Pig Iron Pig Iron Waypoint Mark is located on one of the hanging containers. Orvanic Sourcewaters Sparkfly Fen Orvanic Shore Ocean's Gullet Waypoint Mark is located under a waterfall on a plateau, after passing through the entrance to a cave near Waypoint. Follow the path in the image to reach it. Osenfold Counterweights Wayfarer Foothills Breakneck Pass Osenfold Waypoint Mark is located on a beam hanging under a bridge. Overlord Lodge Kessex Hills Overlord's Greatcamp Overlord's Waypoint Mark is located inside the main tent. Phasmatis Prospect Plains Ashford Lamia World Irondock Shipyard Waypoint Some ascent is needed to reach this mark. It is located on top of a plateau. Pochtecatl desire Bloodtide Coast Jelako Cliffrise Jelako Waypoint Port Authority lost and found Rath Sum Porto Port Port Waypoint Mark is located directly to the northeast, inside room between the blue containers. Portmatt in Cape Bloodtide Coast sad sound sad Waypoint Professor The lab must be completed to reach this mark. It is located on a rock next to the final platform. Provatum Carcer Fireheart Rise Keeper's Sanctum Keeper's Waypoint Under the entrance ramp. Ramview Peak Dredgehaunt Cliffs Snowslide Ravine Traven's Waypoint Mark is on top of the cliff (above the tunnel, not in it), start climbing the rocky path behind the two trees near and to the right of the entrance to the cave. Raptor's Aerie Iron Marches Glory's Steps Town of Cowliang's Star Waypoint Raptor's Perch Gendarran Fields Snowblind Peaks Winter Haven Waypoint Mark moved to lower part, north of the open-air battle pit. Rata Pten Portico Mount Maelstrom Criterion Canyon Criterion Waypoint Crow Nook Hoelbrak Raven Lodge Raven Waypoint Drake Land Nest Southsun Bay Dappled Shores Pearl Island Waypoint Mark is located inside the cave, halfway between the entrances. Reverberant's Watch Wayfarer Foothills Doldenvan Passage Darkriven Waypoint Mark is located inside a circular structure opposite side of the doorway. Risewild Green Bloodtide Coast Risewild Hills Remanda Waypoint Rurica Kind of Divinity Reach Rurikton Rurikton Waypoint Mark is on the third floor at the top of the steps. Saltflood Altar Sparkfly Fen Saltflood World Saltflood Waypoint Mark is on top of the altar inside a pillar circling on the map. Go to the jungle floor and look on the southwest side to enter. Sandwurm Prowl Southsun Cove Dappled Shores Pearl Islet Waypoint Mark is located on a box near the back of the onyx field. Scientist Blind Dredgehaunt Rocks Steelbrachen Toran Hollow Waypoint Scourgejaw Watchtower Iron Marsha Scourgejaw in Sanctuary Village Scalecatch Waypoint Mark is in a cave on scaffolding. Scriptorium Nook Black Citadel Canton Facto factorium Waypoint Sea Scorpion The Eye of harrowing shore Ofrough Sea Meddler's Waypoint Mark is under water in the eyes of a circular structure (near the Resurrected Sea Scorpions, overlooking the south). Sentinel Sink Iron Marches Lake Desolann Brandwatch Encampment Waypoint Mark is located in an underwater cave, hidden by an illusory rock. Follow the path in the image to gain access to the underwater entrance. Sepulchre Skylight Straits of Destruction of the Catacombs Rally Waypoint Sharkhollow's Edge Blazeridge Steppe Twin Sisters Crossing Twin Sisters Waypoint Mark is in a cave access through an underwater tunnel behind the waterfall. Shattered Loft Sparkfly Fen The Shattered Keep Fort Cadence Waypoint Mark is located on the second floor from above, in the se corner of the building. Siamoth Asylum Sparkfly Fen Darkwesor Rise Brackwater Waypoint Proper Cave is filled with Siamoth. Skalecatch Butcher Shop iron marches Monger's Sink Village Scalecatch Waypoint Mark is located inside the western building. Skalefound Cove Fireheart Rise Sati Passage Tuyeer Command Post Waypoint Mark is located in a cave, accessing it through a crevice on the west side of the rock walls; cleft is easier to see, standing near the waterfall and facing the Skalesplash Waterfall Timberline Falls Mellaggan Grotto Okarinoo Waypoint Mark is in cave access access underwater tunnel, past the village of quaggan, next to the waterfall all the way to the back. Follow the path in the image. Skalestash Hideaway Plains Ashford Lake Feritas Greysteel Armory Waypoint Skelkneest Borehole Frostgorge Sound Grimstone Mole Slough from Despond Waypoint Mark is in an underwater cave, follow the patch in the image to get inside. Skibo Hall Dormitory Rath Sum Skibo Hall auxiliary Waypoint head south and go down and then make a right turn on a small alcoa behind the stairs to find the sign. Skyshine Scratch Harati Hinterlands Ourobore Caves Grey Grits Waypoint Snowden Safehouse Snowden Drifters Hrothgar's Pass Snowdrift Haven Waypoint Mark is inside a small access room, jumping from a cliff northwest of the outpost. Snowhowl Den Snowden Drifts Tromigar Valley Snowhawk Landing Waypoint Mark is inside the Wolf Cave. Soggor sort Rotunda Caledonian Forest Ketzal Bay Titan Staircase Waypoint Mark is inside the house of quaggan under water. Soren Draa Recreation Stop Metric Province Obscura Incline Soren Draa Waypoint Source Lament Frostgorge Sound Leopard's Tail Valley Skyheight Steading Waypoint Sparwind in The Black Citadel Imperator's Core Imperator's Waypoint Spectrehaunt Nest Malhor in the Jump Blighted Arch Lights Waypoint Small Jump section should be passed. Steamscrap Out Lornar Pass Lake Crying Waypoint Steampipe Perch Southsun Cove Driftglass Springs Lion Point Waypoint Mark is on the table at the top of the area. Walk up the steps, winding around the back of the area. Steamy Steps Southsun Cove Southsun Shoals Lion Point Waypoint Mark is at the beginning of the jumping puzzle. Tumok's Last Stand Tumok's Waypoint Tunnel enter the cave right next to the point of the path. The mark is a little further inside the tunnel. The Stentor Shelter straits the destruction of Signal Peak Signal Peak Waypoint Mark is in the cave below. Stonebore Spiderhole Gendarran Fields Stonebore Vault Talajian Waypoint Strongpaw's Garden Diessa Plateau Noxin Dells Nageling Waypoint Tactical Retreat Damned Beach Desmina's Hallows Shipwreck Rock Point Way Talus Steps Timberline Falls Talus Watersley Waypoint Mark is inside the cave. Tarstar Copse Fireheart Rise Apostates Waste Apostate Waypoint Tekki's Drawing Board brisbane Wildlands Duskstruck Moors Ulta Metamagical Waypoint Thaumanoava Spillway Metrics Province Thaumanoava Reactor Muridian Waydian Markpoint located in a small river path below the structure. Karka Klub Southsun Cove Pearl Islet Pearl Waypoint Mark is located on the beach, in a bar. People's cul-de-sac Frostgorge Sound Bore Lynch Groznev Waypoint Take a spiral ramp near above the mark to reach the ramp before it. The working shops of Dredgehaunt Cliffs of Dostoyevsky Sky Peak Grey Road Waypoint Togatl Shore Kessex Hills Viathan's Arm Viathan Waypoint Mark is located in a hidden cave through an underwater tunnel, entrance to the southwest. Follow the path in the image. Tower Dredgehaunt Rocks of Regret Rift Of Regret Waypoint Required a piece of grief Rift Scaffolding jumping puzzle. Mark is on a beam extending from the tower part of the way near the rope and pulley. Toxal Spill Brisbane Wildlands Toxal Bog Dry Top Entry WaypointTriforge Point Waypoint Jump to the first point of the road in Dry Top and then east through the portal Brisbane Wildlands. Alternatively head east and then south from Triforge Point Waypoint Waypoint. Trader Stash Hoelbrak Trading Communities Wolf Waypoint Mark is under the lodge structure. Follow the path in the image (from east to west). Trolltrap Pit Lornar's Pass Durmand Priory (location) Durmand Priory Waypoint Mark stands behind a fake wall in a troll pit. Turai Tavern Stillroom Divinity Reach Ossan neighborhood Balthazar Waypoint Mark is located in the basement of the tavern. Ulta Scraproom Brisbane Wildlands Duskstruck Moors Ulta Metamagicals Waypoint Invisible Scratched Caledon Forest Ruins Invisible Caledon Haven Waypoint Upsilon Hyperboloid Malchor's Leap Midwater Hollows Waste Hollows Way Uspoint Usharr's Threshold Sparkfly Fen Stone from Hazan Toade's Head Waypoint Venison Hollow Lornar Pass Olena Pass Vanjir's Stead Waypoint Verdance Font Of Cursed Beach Cathedral Verdance Point Way Mark is underwater. The vizier in the Anteport Straits destroying the shark teeth of the Lone Post Waypoint wassa Terrace Gendarran Fields Traveller Dale's First Haven Waypoint Mark is on the highest tower. Watchpoint Decimus Plains Ashford Victor Presidency Guardpoint Decimus Waypoint may not always be there because of an event involving the camp. Wheelport Pub Black Citadel Praetor in the canton of Mustering Ground Waypoint Mark is on the second level, take one of two ramps up. Whitland Sinkhole Mount Maelstrom Whitland Apartments Old Sleigh Site Waypoint Widd's Folly Caledon Forest Mabon Market Mabon Waypoint Wikk's Gate Timberline Falls Fisher's Eye Bridges Valance Tutory Waypoint Wildflame Monitor Metrica Province Wildflame Caves Soren Draa Waypoint Mark is on the second floor, use stone steps to reach. Winterknehl Impasse Damned Shore Winterknehl Island R.D. Waypoint Wrekl in the Gendarran Fields Almuten Estates Almuten Waypoint Mark is inside on the ground floor. Notes to edit, if multiple guild members gather in the same target location, one person running this place will be enough to consider it triggered for all present members, thereby earning a personal reward for each of them. This can be especially useful on Easy and Medium hikes, where there can be many more members than places, allowing them all to get a personal reward in one hike, instead of re-starting the trek again. Trivia (edit) Trivia gw2 guild trek guide. gw2 trek guide dully. gw2 guild trek mission guide

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