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From the Wars Guild 2, Vicky Tailor is a crafting discipline that makes light armor that is useful for scientists (elementalists, metzmers and necromancers). Tailors also craft henes and bags that can be used by any profession. Kraft requires the use of a craft station. Master tailors edit Talk to any of these NPCs to become tailors and buy craft accessories. Replacing active disciplines costs 10 per level already achieved in the target discipline. Recipe refinement is the process of converting raw materials into a form that can be used in development. Craft components are combined with symbols for the manufacture of standard armor. Gifts in the rank of Master, tailors can create gifts that are used in Mystic Forge to make special weapons. Insignia (Insignia) Insignia is a component used in the development of armor. The specific insignia used will determine the prefix, and therefore the attributes, of the armor. Common recipes for making insignia: Armor (edit) Armor is found in variations of statistics, rarity and appearance on each tier. In addition, Satchels of Armor, containing complete armor kits, can be made for the same amount of materials as their manufacture separately. Their recipe sheets can be made in Mystic Forge, combining the breast armour created with mystical crystals, mystical coins and bottles of Eliconic wine. Unique Armor (edit) These recipes must be extracted from recipe sheets before they can be manufactured. They cannot be studied in the opening process. The 4 4 4 run are components of the upgrade for the armor. The bags are used to increase the capacity of the character's inventory and automatically sort the items. The rear elements (edit) No actualizes esta p'gina. Puede Cambiardi. Actualizada: 2020-10-13T06:00:03'00:00 Permalink NA/EU Price data only to report this announcement - Haz click en para ver m's informac'i'n Coste Inicial 311052 Beneficios - 18321 Coste Final 292731 Sandal'fias bordadas vitales - cada unidad a 67 en el Bazar 19 Guantes de estudiante eficientes - cada unidad a 198 en el Bazar 27 Manto de ac'lito eficiente - cada unidad a 51 en el Bazar 13 M'scara bordada preaida cadaidad a 65 en el Bazar 9 Manto bordado maligno - cada unidad a 57 en el Bazar 1 Manto de estudiante devastador - cada unidad a 231 en el Bazar 13 Pantalones alados de valriaqui - cada unidad a 77 en el Bazar 1 Capacete emplumado de Unidad a 72 en un Mercader 19 Capacete emplumado de violento - Cada unidad a 77 en un Mercader 10 Capacete emplumado de violento - cada unidad a 80 en un Mercader 1 M'scara de mascarada de violento - Cada unidad a 1402 en el Bazar 7 Runa formidable del Agua - Cada unidad 213 en el Bazar 13 Manto de Estudiante de Casador - Cada unidad 171 en el Bazar 1 Manto de Acolito de Casador - Cada unidad 53 en el Bazar 13 - Kada unidad 55 en el Bazar 27 Pantalones aaldos de asesino - cada unidad 73 en el Bazar KEY API you enter the needs of inventory To work. You can create a key here. Pressing a button will update the number of all items in your jar and store the materials that are used in this guide. The name of the product and its cost per unit. Remaining cost 311052 Wool Thread Reel (16 units from merchant) Silk thread reel (48 units from the merchant) Jute thread coil (8 units from the merchant) Flax filament coil (32 units from the merchant) coil cotton yarn (24 units from the merchant) Total: 67 2 Remaining cost 311052 Rest of jute (101 unit) Piece of unpainted leather (67 units) Thin leather piece (227 units) A piece of thick leather (91 unit) Piece of rough skin (104 units) Rest of wool (238 units) Remaining cotton (45 units) Remaining underwear (64 Units) Remaining Silk (49 units) Tiny vesicula bubbles (6 units) Potent venom bubble (29 units) Small bone slice (6 units) Tiny claw (8 units) Small tusk (68 units) Ice core (50 units) Remaining value 311052 Sole for jute sandals (37 units) Jute Delhi Deler Patch (26 units) Wool Deli Patch (325 Unit) Cotton Delhi Patch (189 units) Silk helmet padding (149 units) Hunter embroidered wool Insignia (1303 units) Effective Cotton Insignia (516 units) Hunter Insignia (575 units) Hunter embroidered Cotton Cotton Insignia (575 units) Hunter embroidered cotton Insignia (516 unit) Hunter Cotton Insignia (575 unit) Hunter embroidered cotton signs (575 Units) Hunter embroidered cotton marks (575 units) Hunter embroidered cotton Insignia (516 units) Hunter embroidered cotton signs (575 units) Hunter embroidered Cotton Marks (5 16 units) Hunter embroidered cotton marks (575 units) Hunter embroidered cotton signs (575 units) Hunter embroidered cotton (516 units) Hunter embroidered cotton marks (575 units) Hunter embroidered cotton Insignia (2125 units) Valkyrie Silk Insignia (112 units) Destructive Wool Insignia (600 units) Assassin's Linen Marks (430 units) Valkyrie embroidered linen marks (3945 units) Jute patch (3 00 Units) Silk Patch (1210 Unit) Luminous Speck (10 Unit) Skill Talisman (2041 Unit) Create: 75 Jute Beam Create: 28 Lots of Glowing Crystals Create: 13 Untanned Leather Retal Stretch Create: 6 Jute Sandal Shovel Creates Creates : 6 Crea Jute Life Badge: 5 Vital Embroidered Sandals Create: 13 Jute Layer Strap Create: 13 Jute Layer : 13 Accurate Jute Icon Create: 12 Accurate Embroidered Mask Create: 9 Jute 1Tern Filling Creates: 9 Evil Jute Embroidered Signs Creating: 8 Evil Embroidered Mantle Creates: 85 Wool Ray Creates: 32 Fine Skin Retal Creates: 19 Patch for Crea Wool Gloves: 19 Crea Wool Glove Filling : 14 Crea Wool : 13 Scrap for Wool Delysack Crea: 19 Effective Wool Insignia Create: 18 Effective Student Gloves Create: 12 Hunter Student Gown Create: Cotton Beam Creates: 40 Basto Cured Skin Retal Create: 41 Cotton Delhi Filling Create: 40 Cotton Tray Patch Crea: 26 Effective Acolit Mantie Create: 12 Hunter Acolyte Mantie: 40 Scrap for linen Pants Create: 40 Linen Pants Lining Creates: 26 Killer Long Pants Create: 12 Valkyrie Soft Pants Creates: 80 Silk Beam Creates: 31 Thick Skin Cure Retal Creates: 31 Silk Helmet Strap Creates : 30 30 Para yelmo de seda cre: 19 Insignia de seda de violento Crea: 18 Capacete emplumado de violento Crea: 10 Insignia de seda bordada de violento Crea: 9 Capacete emplumado de violento Crea: 1 Insignia de seda intrincation de violento Crea: 6 Runa. Has a termardado! report this announcement TO GW2 Tailor is one of the armor craft disciplines. He is responsible for creating equipment that is used by academics. Necromanc, Mesmer and Elementalist wear light armor - robes made of fabric and leather. The tailor can also be used to create bags and run and work. Getting bags for extra inventory space may not be a game changing, but it's a huge convenience. If you need more general information about crafting and the role it plays in The War Guild 2, be sure to take a look at our Crafting Guide. Armor Crafting in GW2 In general, Guild Wars 2 crafting is basically an endgame thing. Theoretically, you can make yourself an armor set for early play and use it as a level, but you can buy them very cheaply, while the materials needed to make them are quite expensive. Unlike many other games where crafting can be a good way to save and make money, even at the beginning of the game, crafting in GW2 is an investment that requires some initial capital. There's basically no way to make a profit on armor or weapons crafting up to a discipline level of at least 400. That's when you get access to master level recipes. There are two most important milestones in the alignment of craft discipline. Getting it to level 400 provides access to the first batch of endgame selection of items. For gunsmiths, this means exotic armor. The second break point becomes the maximum at the craft level of 500. It is only available to gunsmiths and gunsmiths. At this point, you'll be able to work out basically the best in the slot, climbed gear. The only way to get to these high levels is to create tons of different items starting from the low level ones and getting taller as you go. This leads to an unusual situation where the market is flooded with cheap created items because everyone makes them level their disciplines. To do this, they need materials, which creates a high demand for them in the game. All these factors combined, making materials relatively expensive and low-level items are basically worthless, as they are only a by-product of alignment. That being said, it's still definitely worth it to align some craft classes. Ordjiers have a significant advantage over their weapons counterparts. The character's profession can only use one type of armor, regardless of the assembly they run around. You only need to develop one artisan armor to be able to provide gear for your main character. At the same time, different assemblies often use different weapons, and the mechanics of replacing weapons are very important for many GW2. This means that you will most likely not be able to cover all the possibilities with the same discipline of crafting weapons. Weapons. Tailor As we mentioned, crafting disciplines become useful only after you advance them to level 400. As for the tailor, the most important exotic set for craft is exalted armor. If you play an elementalist, mesmer or necromancist (and you are most likely if you are interested in Tailor) you are going to use this armor for a very long time. At this time, you will also get access to the craft run - first of all, the Supreme Rui Scientist. This is the main rune for numerous power DPS builds based on critical damage. While getting your tailor up to a maximum of 500 when they unlock the ability to manufacture elevated items is not that difficult - getting enough components and creating a set is quite challenging. First of all, these products do require recipes, which is not standard practice in GW2. You'll have to buy or find a special recipe item to find out how to craft them. Secondly, the whole process consists of several stages, and many of them have time. You can only create some of the most advanced materials once a day. Creating a complete Ascended Illustrious Light Armor set from scratch takes 36 days! Even if you have all the basic ingredients. All this, combined with a relatively small power difference between exotic and elevated armor, forces many players to stay with the exotic tier for a long time. You can easily use it in the most difficult dungeons, fractals and even some raids. While Ascended armor kits can provide a little more extra stats, you can definitely keep up in most if not all content, just using a good build and play it properly. GW2 Tailoring Alignment Guide Alignment of any of the crafting disciplines in the Two Wars Guild is a little gold shell. As we have discussed, you should use perfectly fine materials to make almost useless items just for crafting exp. Most players have completely given up looking for any value from this process and just try the cheapest routes possible. If you want to find the best one, you should use a proper calculator that you can find online. It's very simple, you just choose your discipline and follow the instructions. It will cost a little, but it is quick and simple. An example of a good alignment route looks like this. Tailor 1-400 This part is definitely a must if you want to get something valuable from the tailor. Armor and weapons craft discipline tends to be a little more expensive at the level, due to the price of materials. This process is quite heavy from the point of the US. The cost of getting all the mats needed to get you to the level of 400 can even extend over 40 gold. At the same time, as we said, you're basically Junk. Unfortunately, this means that the return on it will be very low. The good news is that if you follow a predetermined route, the process will be quick and easy. This is an exemplary list of materials needed to hit the Tailor 400. Materials to buy from NPC 30x Spool Spool Thread 32x Spool Silk Thread 28x Spool Jute Thread 84x Spool Linen Thread 32x Spool Cotton Thread Materials for Collecting or Buying From Trade Post 92x Ju Scrapte 58x Thin Leather Section 128x Thick Leather Section 66x Rough Leather Section 160 Scrap Wool 168x Cotton Scrap 318x Flax Scrap 249x Silk Scrap 107x Tiny Venom Sac 57x Full Venom Sac 57x Blood Bottle 57x Potent Venom Sac 83x Bone Shard 57x Small Fang 8x Ice Core 18x Jute Sandal Sole 19x Jute Headdress Strap 10x Jute Epaulet Padding 10x Jute Epaulet Panel 1x Wool Epaulet Panel 1x Cotton Helm Padding 1x Silk Helmet Strap 1x Silk Helmet Upholstery 19x Healing Jute Insignia 1x Hunter Cotton Insignia 13x Energetic Embroidered Embroidery Cotton Insignia 13x Rampager in embroidered silk insignia 1x Carrion Silk Insignia 1x Valkyrie Linen Emblem 8x Giver's Embroidered Linen Emblem 10x Wool Patch 10x Jute Patch 320x Lucent Mote 8x Charm Of Excellence If You Have It All you have to start developing all of these elements at the right threshold level. Level 1 46x Bolt Jute 32x Pile From Lucent Crystal 9x Jute Sandal Upper 9x Malignant Jute Insignia Then combine Jute Sandal Upper, Malignant Jute Insignia and 2x Jute Sandal Sole to discover the malignant embroidered sandals and make 8 of them. Level 25 19x Jute Headdress Padding Combine Jute Headpiece Strap, Jute Headpiece Padding, and Healing Jute Insignia discover Healing embroidered mask and craft 18 of them. Level 50 10x Malignant Embroidered Jute Insignia Combine Jute Epaulet Padding, Jute Epaulet Panel, and malignant embroidered Jute Insignia to create a malignant embroidered mantle and craft 9 of them. Level 75 80x Bolt wool 29x Cured Thin Leather Area 29x Wool Gloves Group 29x Wool Gloves Upholstery 1x Hair Epaulet Upholent 1x Energetic Wool Insignia Then use the last three items to discover the energetic student gown. Level 100 19x Honed Wool Insignia Then discover honed student gloves, by combining wool gloves panels, Wool Gloves Padding and Honed Wool Insignia and making 18 of them. Level 125 10x Energetic Embroidered Wool Insignia Discover energetic student gloves with woolen panel gloves, wool gloves, upholstery, and energetic embroidered wool marks. Make 9 of them. You can get the best gear even without crafting disciplines! Check out the powerful GW2 products available on MMOAuctions! Level 150 84x Bolt Cotton 33x Cured Rough Skin Area 32x Cotton Glove Group 32x Cotton Glove Upholstery 1x Cotton Helmet Strap Using Cotton Helmet Strap, Cotton Helm, and Cotton Insignia Hunter to discover Hunter Acolyte mask. Level 175 19x Strong Cotton Insignia Discover strong acolyte gloves using cotton panel gloves, cotton upholstery gloves, and strong cotton Level 200 Combine Cotton Glove Panels, Cotton Gloves upholstery, and energetic embroidered cotton Insignia undetecte energetic acolyt gloves. Then make 12 of them. Level 225 159x Bolt linen 28x Linen Trousers Group 28x Linen Pants Lining Use the last two items and Valkyrie Linen marks for making fabrication Winged pants. Level 250 19x Rampager in Insignia Lingerie Using linen panel pants, linen lining pants and Rampager in linen insignia to make Rampager in winged pants and make 18 of them. Level 275 Discover the masquerade of Giver leggings by combining linen panel pants, linen lining pants, and embroidered lingerie insignia. Level 300 83x Bolt Silk 32x Cured Thick Leather Area 32x Silk Helmet Strap 32x Silk Helmet Use Padding last two items and Carrion Silk Insignia discover Carrion Feathered Headdress Level 325 19x Rampager in Silk Insignia Discover Rampager's Feathered Headdress with Silk Helm, Silk Insignia Discover Rampager's Feathered Headdress with Silk Ring Silk helmet Make 18 of them. Level 350 12x Rampager's Feathered Headpiece Level 375 Using Glacial Core, Charm Craftsmanship, and a bunch of CrystalLucent to discover the main moat water and then make seven more of them. This route should take you straight to level 400. At this point, you should probably design an exotic light armor set if you want to use one. You can also take a look at the run and that you can craft now. Some of them can be really useful and valuable. Tailor 400-500 If you're not going into the most demanding endgame content, you really don't have to rush level 500 tailor. That being said, if you really want to get to the Level of Ascended Armor and some slightly more powerful Insignia, we have an example of a route that you could take. The good news is - the items you can craft after hitting 400 actually have real value and yields are much higher now. In these levels we will use the extra experience from the opening bonus a little more than before. Materials, to buy from the supplier NPC 145x Spool From Gossamer Thread Materials to collect or purchase from the trading post

242x Bolt Gossamer 1x Gossamer Epaulet Padding 2x Gossamer Epaulet Group 1x Shaman's Complex Gossamer Insignia 1x Cavalier in Intricate Gossamer Insignia 2x Raging Designs Gossamer Insignia 1x Mages in Complex Gossamer Insignia 1x Soldier Intricate Gossamer Insignia 44x Intricate Gossamer Insignia Level 400 48x Gossamer Pants Group 48x Gossamer Pants Lining 1x Gossamer Epaulet Then Panel Open the Raging Exalted Mantle combining Gossamer Epaulet Padding, Gossamer Epaulet Panel and Rabid Intricate Gossamer Insignia. Also use Gossamer Pants Group, Gossamer Pants Lining and Dire Intricate Gossamer Insignia to discover Dire Exalted Pants. Level 425 there are five discoveries in this tier. Raging sublime trousers, from Gossamer Pants Group, Gossamer Pants Lining and Frenzied Complex Gossamer Insignia Magi's sublime pants, from Gossamer Pants Group, Gossamer Pants Lining and Magicians Complex Gossamer Insignia Soldier Exalted Pants, from Gossamer Pants Group, Gossamer Pants Gossamer Insignia Shaman's exalted Pants, from Gossamer Pants Group, Gossamer Pants Lining, from Gossamer Pants Group, Gossamer Pants Lining and Cavalier Cavalier Gossamer Insignia Then Craft 5x Dire Exalted Pants. Level 450 18x Dire Exalted Pants Level 475 19x Dire Exalted Pants Dire Discover Exalted Mantle by combining Gossamer Epaulet Padding, Gossamer Epaulet Panel and Dire Intricate Gossamer Insignia. GW2 Tailor Guide At the moment, you should be a level 500 tailor. Getting to this point allows you to create the Ascended Light Glorious Armor set. It's best to start instantly, because, as we mentioned, it will take some time. Without buying advanced materials from other players, the whole process takes 36 days due to time-gating. This is also the reason why creating Ascendant Armor components can be a worthy method of making money in Guild of Wars 2. Restrictions keep supply relatively low, which in turn increases demand. Components can be sold at decent prices quite quickly and easily. Guild of War 2 Although crafting may not be the most advanced and important aspect of The War 2 Guild, the game offers a variety of content and activities for its players. This ArenaNet MMORPG has won numerous fans with beautiful graphics and great world-building. Living World pays a lot of attention to the narrative aspect of the game, which has several memorable side characters. Gameplay-wise there is also plenty to choose from. The first journey through the main campaign and the alignment from 1 to 80 can be an explosion. Players can experiment with their builds, at least in the open world and dungeons. Endgame PvE consists of various tasks such as fractals and raid bosses. Players can choose from nine professions: Warrior, Keeper, Retribution, Ranger, Thief, Engineer, Elementalist, Necromancer and Mesmer. In addition, each character can develop two disciplines crafting. Aside from the tailor, it's The Gunsmith, Leatherman, Armory, Huntsman, The Maker, Jeweler, Chef (Cooking) and Scribe. PvP has also improved significantly since the game began. While there is no player vs player in the open world, there are some interesting game modes designed for precisely this reason. The particularly epic mass fight World vs. Peace mode is extremely popular among the GW2 gamers community. This is a unique game that is definitely worth giving a shot. If you're looking for some extra advantage, check out the War Guild 2 offers at MMOAuctions! You can also just follow our blog to read more tutorials and articles about GW2 and other popular online games. Games. gw2 tailoring guide 1-500

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