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The background of the cover features a detailed illustration of a WildStar Online character. The character is a heavily armored warrior, possibly a Knight or Guardian, wearing a green and gold suit with glowing blue accents. They are holding a large, futuristic weapon with a glowing blue barrel. The character is standing in a dark, rocky environment with a purple and red sky. In the background, there are other characters and structures, including a large, dark, winged creature flying in the sky. The overall atmosphere is dramatic and action-oriented.

THE UNOFFICIAL WILDSTAR ONLINE LEVELING GUIDE

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The Unofficial the WildStar Online Leveling Guide

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LEVELING

General Leveling Tips

Wildstar has a lot to offer players that are familiar with MMORPGs as well as those who aren't. If you're familiar with MMORPGs though, the first thing you're probably going to notice is that leveling in Wildstar isn't as easy as it is in other more recent MMORPGs. The leveling experience doesn't have to be a series of corpse runs with brief intermittent streaks of survival though. Leveling and succeeding in Wildstar is both possible and very rewarding, but it's going to take some effort on your end. Here are some tips you should utilize to make leveling in Wildstar faster and more enjoyable.

In WildStar, you level up by gaining experience points, or XP. Experience can be gained in several ways:

- Completing quests
- Killing mobs, also known as "grinding"
- Competing in a player-vs-player battleground
- Completing a dungeon or adventure

In early levels, you will primarily gain XP through quests and grinding. You can enter the PvP battleground at level six, and it's possible to level up through PvP alone, but this method is much slower and not recommended. Not only will you take longer to level, you'll also miss out on the storyline offered by completing quests.

Ultimately, the best way to level up in WildStar is to complete the quests as efficiently as possible, grinding mobs on the way to your next objective. If you get lost on your way to a quest objective, you can consult your minimap in the upper righthand side of your screen. Quest objectives will be clearly marked on the map. Left-clicking the name of a quest in your quest log, on the bottom right corner of the screen, will create an arrow that will point you in the right direction.

As you level up, some of your abilities will automatically be added to your bar, but others must be added manually. After each level-up, be sure to check your talents by pressing "B" on your keyboard and assigning your new abilities to hotkeys.

In the cities and towns, be sure to look out for buff stations built by settlers. Some of these include experience boosts, basic stat increases and speed boosts. All will help you quest more efficiently.

Work your way across the map in sections, killing enemies as you travel from one quest hub to the next. This makes your travels more efficient and reduces your odds of getting lost.

Get Familiar With Your Class

For some people, this is going to seem obvious. The problem is that there are some people who are used to jumping into a similar game, mashing a few key abilities, and being receiving success. That's really not the case in Wildstar. Learning how your class works and how playing it feels is very important.

Every class has its limitations as well as things it excels at. For example, the engineer is very durable. If you manage all of their abilities and volatility well, you might be able to complete some group quests by yourself. It's not going to be as simple as burn the enemy down as fast as possible though. You have to use your bot's abilities whenever they're off cool down and make sure that you're constantly using all of your built up volatility. You also have to avoid the enemy's attacks.

By comparison, an Esper would find it nearly impossible to complete group quests alone. It doesn't mean that the Esper is underpowered. Just that the Esper doesn't have same kit that the Engineer has.

Make sure that you experiment when you're playing your class. Don't be afraid to change around your skills and try something new. Doing so will help increase your understanding of your class and make you better at the game.

Try To Learn The Abilities of the Mobs

The mobs in the game are more difficult to defeat overall than in other games. Mobs are enemy non-player characters. They have the ability to deal a lot of damage, and you'll frequently get disabled by them. There are definitely going to be mobs that you dread encountering. The key to dealing with any mob though is to learn its behaviors.

Wildstar does an excellent job of showing you what is happening on screen. If a mob is about to do a high damage attack, an on screen telegraph will appear with the ground highlighted where the attack is going to occur. All you have to do is move out of the telegraph to avoid the attack.

The best way to learn the timings of a mob's telegraph is to fight one, and be passive during the fight. Just watch the mob's behaviors carefully for one or two fights and look for patterns. Most of the mob's abilities that are giving you trouble will have telegraphs. You can figure out how to best deal with the mob's abilities after you know everything it does.

Pay Attention To Your Surroundings

It's easy to get overwhelmed by enemies in Wildstar. There are plenty of mobs in the environment, and there are also zones where environmental damage can occur. For example, there's a zone for the Dominion faction that has constant explosions going off in the background that do a fair amount of damage if they hit you. The locations where explosions are going to occur are marked with telegraphs, so they can be avoided.

Often when a player is struggling with a particular mob, it is because they get crowd controlled by it, and the crowd control lasts long enough for the player to get aggro from another mob that is walking around nearby. Paying attention to your surroundings and looking out for where nearby mob's paths are will prevent that from happening. The more you observe and pay attention in Wildstar, the better off you will be.

Questing vs. PvP for Leveling

Similar to other MMORPGs, Wildstar has a questing system. The quest system operates the same way others do. NPCs give you tasks. If you complete them, you get rewarded with experience. Most quests have some story to go with it, and you receive loot from them as well. Many players enjoy questing.

There are plenty of people who find PvE content to be lackluster though. Even though Wildstar has mobs that are ramped up in difficulty compared to other MMORPGs, they still don't enjoy defeating AI. There's good news for those players though. You can level your character entirely through battlegrounds to max level. It isn't the fastest method of leveling, but it is comparable to questing.

You receive more experience for winning the battleground you're in. You also receive items for playing in battlegrounds, which are similar in power to quest rewards at your level. Carbine wanted PvP leveling available as an alternative for players who enjoy it more than PvE leveling. Even if you want to level mainly through PvE content, it can be a refreshing change to do some PvP if you've previously only spent time questing.

Get Buffs From Settler Stations and Consumables

Settler stations can be found in almost every quest hub throughout the game. Settler stations are marked on your map if you're having difficulty finding one. The settler stations give your character temporary buffs that noticeably improve your stats. There are several different kinds of buffs that you can receive. They can increase your health pool, your damage dealing stats, your armor, your run speed, and even the amount of experience that you receive per enemy you defeat. There's no cost for you to use these stations, so make sure that you take advantage of them whenever you can.

While there's no limitation to the amount of buffs that you can get from settler stations, the two most useful ones are the run speed and the experience increase. The run speed cuts down on travel time between fights and the time it takes to turn in quests. Essentially, it cuts down on the time you spend in between doing important things. It's also helpful if you need to escape a particularly difficult fight.

The increased experience is pretty easy to understand. You get more experience per mob you defeat, which increases how fast you level.

There are many consumables you can buy from vendors that will also give you buffs. You can purchase them from certain vendors in quest hubs. They are similar in nature to the buffs you receive from the settler stations, but you can't have an unlimited amount of the buffs.

Doing Instances When Possible

The instances in Wildstar are one of the biggest drawing points to the game because of how much more difficult they are compared to similar MMORPG instances. That means that you receive the added benefit of feeling like you achieved more when you complete them.

The instances follow the standard MMORPG formula as far as you fight elite mobs and bosses that are much more difficult than the regular mobs you find out in the open world. You will receive additional experience from the instance mobs, but you also have to be in a five man group to have a chance at beating the instance.

Doing instances when you get to the level where it's viable is a good way to earn a lot of experience. You receive more experience doing an instance than you would if you had spent the time questing most of the time. There are also instance quests, which usually have better rewards and give more experience than regular quests.

Before you do an instance, keep in mind that they are far more difficult than questing is. If you end up in a group where several people are inexperienced, it could take much longer than it normally would to complete it. There's also a chance that people will start leaving if they get frustrated with the group failing too much. If that happens, it will take even more time to fill the slots that opened up with new people to try again. Doing instances in Wildstar is a bit of a risk versus reward scenario. The rewards are great, but you're always at risk of ending up in the above situation.

Instance Grinding

If you and four others become very experienced at a particular instance, you can do something called instance grinding. Instance grinding is doing the same instance repeatedly for the experience and loot that it gives. The idea is to clear the instance as fast as possible repeatedly. If you have a skilled group, then you can usually get more experience doing that than you would if you had spent the time questing alone.

The most important thing you can do in Wildstar is to try and learn from your mistakes and improve as a player. Observe your surroundings and mob behavior whenever possible. Test all of your abilities when you first receive them. Leveling will become easier as you play the game more. While Wildstar is very difficult compared to other modern MMORPGs, succeeding at it is extremely rewarding.

The Beginning (lv.1-14)

Leveling Rules

- Rush through chat and cinematics in the tutorial, you don't need them.
- Avoid PvP and tasks, as they aren't worth the experience.
- Ignore trade skills early on
- Download Trackmaster to make questing faster.
- Follow a clockwise or counterclockwise pattern around zones, as this is how they are set up.
- Unlock the experience buff in your house at level 14.

Rule 1: Skip Text and Cinematics

The slowest and most painful part of any game is the first few levels where you have to deal with all the tutorials that instruct you on how to play the game, and Wildstar is no different. Whether you choose Exile or Dominion, the starting area is going to take you about 40 minutes to complete if you rush through it.

If you are pretty confident with how to play the game, the best piece of advice to give you during this time is to just focus on the storyline quests and try to skip through all the extra cinematics and chat. The cinematics aren't exciting at all so you don't really miss anything, and most of the chat is just an overdone explanation of how to play the game. These instructions are very basic and easy to figure out.

If you only do the storyline quests and complete each one before leaving, you should hit level six. If you leave early, you may get done a couple of levels before that, in which case you can hit six through the next zones.

Rule 2. Avoid PvP And Tasks

At level six you are going to unlock the option to PvP, or player vs. player. While battlegrounds are fun, they aren't the best way to level unless you are able to consecutively win. You can either make a premade group that is well geared and knows how to play, or you should skip PvP and focus on questing.

- **Tasks**

As you first start out the game, you're going to notice that there are a multitude of tasks. These are usually simple, yet time consuming short quests. Although some of them may be fun and beneficial, for the most part you should ignore tasks. They don't give as much experience as quests, and are typically more time consuming. There are enough world, story, and local quests in each zone to get you through to the next level zone.

Rule 3. Ignore Trade Skills

You will unlock your trade skills at level 10. You will get a quest that will direct you to a trade skill trainer. You should take the time to do this short quest and pick up your trade skills, taking up one crafting skill and one gathering skill. At this point, if you want to power level you should ignore your crafting skill. It is recommended that you use your gathering trade skill and just store the materials for later use as you go on. As for hobbies, ignore them for now until you hit endgame, then come back to level them up. This will save you a lot of time.

Rule 4. Quest Efficiently. Trackmaster

Another way to save time is to avoid having to constantly check your map and search for quest objectives. This can be done by downloading the addon called Trackmaster. This addon is designed to help make questing fast and easy, and could become your best friend. Basically, it points to your nearest quest objective with a giant arrow on your screen, leading you directly where you need to go to finish a quest. This will keep you from ever getting stuck on a quest and is well worth the download.

- Leveling Zone Map

When you hit level six, you'll be sent to your first major big zone. In order to level effectively and not waste time with useless exploration in areas you don't need, understand that maps work in either a clockwise or counter-clockwise fashion. Once you figure out which direction the map is going, follow that route so that you don't need to spend time backtracking or going in another direction because you went the wrong way. This is the best way to save time.

Rule 5: Build a House

Once you hit level 14, you will unlock the ability to create a house. This will cost a small sum of gold and a little bit of your time, but it's well worth it. The main reason you're taking the time to do this is due to the fact that you can unlock an experience buff of five to 10 percent with your first house upgrade. Get this permanent buff, and go back to questing with added experience.

Exile

Welcome to the world of Wildstar! As an Exile, you've selected your race, class, and path, and you're ready to get started. You've got a long journey ahead of you, as the world of Nexus is gigantic and filled with endless missions, path nodes, sights, sounds, and adventures. The amount of information to take in can seem very daunting for players, especially if they're new, so let's take a step by step look at Nexus and plot your course to level cap!

Leveling Zone Map

Exile Arkship (Level 1-3)

The creators of Wildstar knew that it was likely going to be difficult for new players to get the hang of doing both at the same time, so they tuned the first few levels to be slow paced so people wouldn't feel overwhelmed. Here are some of the things you can expect to encounter during the first 10 levels of playing an Exile in Wildstar.

The first few levels for most MMORPGs aren't particularly exciting. All that you've done so far is choose your class, race, and make your character model. Most MMORPG creators are aware of that fact, so they try to make the first several levels fun and interesting by giving players story elements to get invested in. A good starter area for an MMORPG gets the player to keep playing by being interesting and making the player want to progress in the world. That can be hard to achieve because the player can't know for sure what their class is going to be like later on. They don't have access to the majority of their class abilities or features yet define how playing their class will feel.

Wildstar does have a story element in place for its tutorial, but there have been mixed feelings about it overall. You are in one of two tutorial zones based on your faction when you first login with a new character in Wildstar. You go through very basic quests teaching you the fundamentals of playing during the tutorial. It shows you things like how to use your abilities, how to move around, how to control the camera, and how to interact with characters and objects in the game world. You're also introduced to path system. When choosing your path in the game, make sure that you choose carefully as you cannot choose to have a different path after you've chosen.

There are many players that feel that the tutorial in Wildstar is too dull and drags on for too long. This is true for both the Dominion and the Exiles. Players who are veterans of recent MMORPGs are generally the ones who feel this way. You are also not given experience for defeating mobs in the tutorial. You only receive it from completing the quests. You will usually get to level three in the tutorial zone.

Luckily, you're not kept in the tutorial zone for too long.. Make sure that you pay attention during the tutorial if you're new to MMORPGs. It will help you understand a lot of the basic gameplay in Wildstar.

Many players like to play with friends while they're leveling. Since every race has its own individual starting zone, going through the tutorial normally will cause you to end up at your race's starting zone. If you and your friend aren't the same race, that can be a problem if you want to level together from the start.

You can talk to a different NPC other than the one the tutorial instructs you to so that you can get transported to a different race's starting zone. You can also take advantage of this if you're creating a second character with the same race as your previous character, but you want to try a different starting zone. You aren't penalized for doing this. You will be receiving the same experience, quality of loot, and quest rewards that you would from your own race's starting zone.

You'll begin your journey locked in cryostasis aboard a derelict Exile Arkship. You're awoken prematurely by a straight-shooting cowboy by the name of Deadeye Brightland who mistakes your cryopod for his pregnant wife's. As you're thankful for being unlocked from hibernation, you agree to assist Deadeye find his wife amongst the innumerable pods contained in the Arkship's Cryogenic Bay. During this time, you'll be introduced to the ins and outs of your chosen class, usually starting with a single ability or two, as well as basic mechanics such as telegraphs and double jumps.

You'll get your first taste of battle and will be introduced to your path quest giver, but not long before you hear word that the ship is under attack! The Dominion is attempting to hijack the Arkship and it's up to you, with the help of the ship's crew, to fend off the invaders. Doing so nets you some big brownie points with the rest of the Exiles, and they see to it that your newly discovered talents are put to good use.

The Arkship should have enough content to get you up to around level three.

This is the 'tutorial' area of the game and doesn't pose much of a threat as long as you pay attention. At the end, you'll be ushered off the ship and onto the planet of Nexus. It's here at the end of the beginner zone where your decision really matters. You'll be given an option to land in the zone Everstar Grove, which is settled by Mordresh and Aurin, or the zone Northern Wilds, settled by the Granok and Humans. Keep in mind that the ship you choose in either of these unloading docks will take you to a different subzone of each map, but we'll make sure to cover both.

Everstar Grove (level 3-6)

After exiting the tutorial ship, you'll be taken to either Everstar Grove or the Northern Wilds where you level up from 3-6. You'll also be able to increase your path level with places in the zones. Everstar Grove is the area that the Mordesh and Aurin will be transported to. It's a lush green zone with a great deal of floral life. Players will begin in the southern part of the zone in either Whisperwind Hollow or Greenleaf Glade.

The first quests you receive in those areas will cause you to naturally progress north through the zone. Elderroot Refuge is the first large quest hub you will encounter. Remember that if you're a settler, you can deploy upgrades that you and surrounding players can use in large quest hubs like this one.

North past the refuge is the Blighted Tunnel where you will complete quests for levels four to five. There's a vault deep inside the tunnel that players who are on the scientist path will be able to investigate. After you've completed the quests in the Blighted tunnel, you will progress east to Fort Firestorm. This is where you will reach level 6. There are several soldier and explorer path missions on the outskirts of the trail throughout the entire zone. When you achieve level 6, you should head to Celestion, which is the next zone you'll be leveling in. The zone connection from Everstar Grove is slightly further east of Fort Firestorm.

Contrast to the vibrant greens in Everstar Grove, the Northern Wilds zone is primarily comprised of frozen tundra with ice and snow everywhere. The Northern Wilds is where the Exile humans and Granok will begin in Wildstar. Both races start at the south west corner of the zone at either the Landing Site or the Crash Site. The quests will take you north through the zone to the very tip of it.

This will still be entirely on the western side of the zone. When you finish all of the quests and path missions there, continue on the road to the east. This will take you to Settler's Reach, which is the first main quest hub in this zone. The quests here will take you further east to Coldburrow Cavern. Once you're finished there, head south to Camp Icefury where the environment becomes less wintry. You can reach Algoroc where you can level quest and level from 6 to 12 from around Camp Icefury.

Those wanting to start in Everstar Grove will want to speak to either Dr. Lazarin to land down in Whisperwind Hollow to aid the Mordresh or Myala Everstar, who will send players down to Greenleaf Glade to assist the Aurin. This isn't a big decision, as both Aurin and Mordresh paths converge rather quickly after moving out of their starting subzones.

The whole zone will get you up to around level 6.

Notable Enemies in Everstar Grove

Barkblight Horror is a "superior" level monster living in the northwest section of Everstar Grove. He has more health than most monsters you'll encounter in this area, with 1k health, but it's worth hunting him as he has a chance to drop a rare item, "Barkblight Horror's Skull." This item starts the quest "A Lurking Threat."

Barkblight Queen has 1.1k health and is the objective of the quest "Queen of the Blight." As a useful aside, catching a butterfly in the cavern near the queen will boost your movement speed by 30%.

Firestorm Tank is a "superior" enemy with 1.1k health. It's the objective of the quest "Dominion's Demise," but it's also a world event. This means that the tank will spawn repeatedly and can be killed every time for experience. For faster leveling, stay in the area long enough to destroy the tank several times.

Northern Wilds (Level3-6)

Northern Wilds is equivalent to the zone Everstar Grove. Where Everstar was populated by Aurin and Mordresh quest givers, this zone will be populated Humans and Granok. Don't worry, you won't need to go back through this starting zone if you've already completed both Everstar and Celestion, but it's a good option to choose if you roll a new character.

Similar to the way Everstar was set up, Northern Wilds will also have two different subzones to begin with. You'll be able to assist the Granoks by speaking with Commander Durek back on the Arkship and flying down to the Landing Site subzone in the south, or you can speak with Deadeye to help the Humans at the Crash Site in the southwestern portion of the zone. Whichever choice is made, the quests do converge relatively quickly.

You'll find that the Exile forces have crash landed in the area and it's up to you to save any trapped survivors you come across and kill yetis on your way up to the tower, which is controlling the weather. From there, you'll move eastward and continue completing the quests given to you. The quests in this area shouldn't pose too much of a threat.

This area will have enough content to get you to about level 6 before sending you to the next Human and Granok zone, Algoroc. Just make sure you finish your path quests in the area before actually moving along.

Celestion (Level 6-14)

There is enough content in Celestion to carry your character through to level 12, depending on how many rare mobs you grind in addition to your quests.

After finishing up Everstar Grove, you'll be transported to the next Aurin and Mordresh zone, Celestion, it looks very similar to Everstar but it is a much bigger area with tons more quests to do. This area will have enough content to get players up to around level 14. You'll begin here up in the northwestern corner of the zone and slowly work your way south and then east, towards the Exile capital city of Thayd.

Glenview's Bulwark is where you'll start, and it's a relatively safe landing area used by the Exiles that's located just north of the settlement Greenbough Glen, which is one of the first permanent colonies that the Exile's are attempting to create.

From there you'll find yourself moving south to areas such as Woodhaven and Cursewood doing quests that will eventually take you east towards locations like Godsbreath Terrace, Sylvan Glade, and Hijunga Village. The quests are of about the same difficulty as in Everstar Grove except they're scaled up for your current level. Once you've finished with this area you ought to be around level 14 and ready to move on to the zone of Galeras, the final zone that is firmly controlled by the Exiles.

Celestion is similar in nature to Everstar Grove. It's a large green forested area teeming with wildlife. Celestion is where you can quest until level 14. You will start in the northwest corner of the map at a place called Glenview's Bulwark. This zone is much larger than the previous one, and if you go too far east, you will walk into an area with mobs much higher level than you. Quests for level 6 to 8 are up against the western wall of the zone. You will be moving south as you move progress through the quests all the way to the bottom of the zone. Once you reach the base of the zone, you will move slightly east and then back up north.

When you've reached level 10 in Wildstar you've only seen a fraction of what the game has to offer. The challenges you face and the rewards you reap will only become more increase from here on out.

Notable Enemies in Celestion

Deadbough is one of the first superior enemies you'll meet in Celestion. He has 7.4k health, and it will take at least two players to bring him down. When he's killed, he drops Boughbreakers, a rare heavy armor legging for tank classes. Deadbough is located near Greenbough Glen on the map.

Barebones has 8.6k health. He can be found nearly due south of Greenbough Glen, near Darkloam Hollow. When he dies, he'll grant significant experience and a rare armor piece.

Several other large enemies and world bosses exist in the eastern half of Celestion, but these will be too high of a level to attack when you arrive. Wait until you're closer to level 11 or 12 before attempting the most powerful enemies on this continent. A good indication of whether you're ready to attack a world boss is whether you've received a quest to do so. If not, you're probably under-leveled and need to spend more time grinding before you attempt it.

Algoroc (Level 6-12)

Once you're done with Northern Wilds, you'll be heading southwest down to the temperate land of Algoroc, which looks as though its having a problem with its gravity with all of the crystals floating around in the area. You'll be transported by ship to the subzone Tremor Ridge, a tiny mining outpost located near the northern border of the region. The zone itself has an interesting three pronged shape that you'll be questing within, but the main quests to start everything off are located in Tremor Ridge, from your old friend Deadeye Brightland.

This zone is the Human and Granok equivalent of Celestion, although it's considered to only get players to level 12 on average rather than 14. If you do happen to get up to level 12 and can't find any more quests to do in the area, don't be afraid to head southwest, as Celestion is a border zone.

Once you're around level 14, you'll be heading off towards Galeras, which is the final zone that the Exiles completely rule, meaning that further ones will be in a contested state and you'll be sharing it with the Dominion.

As always, before you do leave, make sure that you've completely finished your path tasks in the area.

Thayd

Before heading off for Galeras, now is a great time to consider checking out Thayd, the Exile capital, if you haven't already. This is the de facto center of all Exile operations on the planet of Nexus, and it's conveniently located within the center of the Exile's playable zones, making it very easy to get to. The capital city is a fantastic place to make your home base. It's got everything you could ever want, which includes things like auctioneers, bankers, tradeskill and crafting vendors, item and armor vendors, target dummies to practice with, pvp vendors, costume stylists, as well as looking absolutely stunning and having interesting in-game sights such as a museum or garden area.

At this point, you ought to be around level 12 to 14, and you'll be able to reach Thayd by going east of Celestion or south of Algoroc.

Interesting Quests

Everstar Grove

Save the Keepers-Level 4

Who/Where: From Queen Myala Everstar in Elderroot Refuge, in the middle western area of the zone.

Objective: You're tasked with rescuing the Livingroot Keepers in the zones Blighted Glen and Blighted Tunnels, located north of Elderroot Refuge.

These keepers are located far to the north of where you get the quest. They'll look a bit like a wiggling white and green carrot stuck into the ground. The majority of them will have a Barkblight Feeder guarding them, so simply take it out to free the keeper.

Rewards: As a reward for completing this quest, you'll earn 152 exp, 1.06 silver, a bag, and a choice of consumable.

Arwick's Revenge-Lv.5

Who/Where: Obtained from Arwick Redleaf in Bloodbloom Vale.

Objective: Arwick would like you to avenge the recent destruction of the Elderroot tree by killing Firestorm mobs in eastern Bloodbloom Vale and further east at Fort Firestorm.

The mobs themselves aren't difficult to kill and are spread out pretty thin. In order to speed things up, keep an eye out for a few of the camps that'll have multiple mobs together. They shouldn't be too difficult to take out all at once, if you use the right combination of crowd control and AoE spells.

Rewards: As a reward for completing the quest, you'll receive 152 exp, 1.54 silver, and a class based weapon that'll add both assault and support power.

Dominion's Demise–Level 5

Who/Where. From Arwick Redleaf again, in the same area.

Objective. This quest is obtained after completing Arwick's Revenge. You'll be attacking the Dominion head on by taking out their Firestorm Tank in Fort Firestorm, located near the very eastern portion of the zone.

If you take a look at your map, the tank is located just northeast of the easternmost purple splotch. It's a public quest, which means anyone in the area can help you take it down for good. The tank fight itself isn't too difficult for this type of quest, just make sure to dodge out of the way of its AoE stun attack, as it will knock you down quickly.

Rewards. For completing the quest, you'll receive 228 exp, 2.31 silver, and a choice of chest armor.

Northern Wilds

Securing the Area–Level 4

Who/Where. Obtained from Commander Durek in Settler's Reach.

Objective. Durek wants you to take out some of the local wild life in the area that's been attacking Exile pilgrims.

You'll want to take out the Rutebrute and Yeti that are in the area. These mobs are very easy to take out, so don't hesitate in pulling a group of them. In fact, if you're fast enough, you'll be able to earn a challenge achievement for taking out a certain amount of Rutebrutes before the timer expires, but doing so isn't necessary to complete the quest.

Rewards. Completing the quest will earn you 152 exp, 1.06 silver, and a choice of shield generators.

Captives of the Dominion–Level 5

Who/Where: Received when interacting with a dead Exile soldier in Camp Icefury, located in the southeastern portion of the map.

Objective: Save as many of the Exile soldier captives in the area as you can. They'll be scattered all over the place.

You'll come across the dead Exile soldier very quickly after entering the Camp Icefury location. Before you get this quest, make sure to pick up the "Shellshock!" quest so you can kill multiple birds with one stone, as they're all located around the same area. The captive Exiles can be hard to find, as there aren't too many of them in the area. The best way to do this is to just keep an eye out for any survivors while doing the "Shellshock!" quest.

Rewards: Completing the quest means receiving 152 exp, 1.54 silver, and a new weapon based on which class you chose.

Shellshock!–Level 5

Who/Where: It's obtained from Deadeye Brightland just north of Camp Icefury.

Objective: You'll help Deadeye lead an attack on the Dominion starting from Settler's Reach, located in the middle north, by destroying the cannon located behind their frontline and taking out their troops.

This quest can be completed in the same area as the Captives of the Dominion quest, Camp Icefury. The enemies in the area will all count towards your needed kill count, and the cannons are very hard to miss due to their size. Once you've found a cannon, simply engage it multiple times to overload it. Once the sequence has been initiated, you'll have about 5 seconds to get away from it before it explodes.

Rewards: you'll gain for this quest are 228 experience, 2.31 silver, and a choice of chest armor.

Algoroc

Precision Strike–Level 9

Who/Where. Received from Belle Walker at Annihilator Control Room 14–A.

Objective. You'll receive this quest from Belle after doing a few simpler ones in Annihilator Control Room 14–A, which is at the easternmost tip of the map. She wants you to go out and destroy the Annihilator construct. This is a very easy, but fun quest to do that'll wrap up a longer quest chain. You'll teleport out of the lab after accepting the quest by using the green teleporter located at the back of the control room. Head out and find the Eldan Control Panel, which is at the base of a large green laser–gun. Interacting with it will completely destroy the Annihilator construct with a beam of light.

Rewards. 842 Experience Points.

A choice of light armored pants, heavy armored boots, or two different medium armored gloves.

WANTED: The Dredger–Level 9

Who/Where. You'll find this quest on The Bounty Board at Belle's Field Lab, located to the east near Annihilator Control 14–A.

Objective. You can get this quest as soon as you turn level 9. Be warned, this quest is pretty tough and suggested for parties of at least 3, so make sure to bring a few friends when you decide to do it. The Dredger is located deep inside of an area called the Skittering Grotto, which is a cave located slightly southwest of The Bounty Board.

While you're there, you'll have the opportunity to complete the Skittering Slaughter achievement that requires killing a certain amount of spiders in the area before the timer runs out. The fight with the Dredger itself isn't too complex; just make sure to keep an eye on your health because he can hit you for quite a bit of damage if you're lower leveled.

After completing the mission, go back to The Bounty Board area and turn it in to Trooper Mogra.

Rewards: 1263 Experience. A choice between two implants

Shields Up–Level 9

Who/Where: You'll get this quest from Trooper Gorok at Annihilator Silo 14, located on the eastern edge of the Algoroc zone.

Objective: Trooper Gorok wants you to gather Energy Cores and Fuel Cells that are scattered about the surrounding area. This quest isn't difficult because you're not required to kill any enemies, but both the Fuel Cells and the Energy Cores can be rather hard to find for a gathering quest. Keep an eye for them in out of the way areas such as behind buildings or up steep cliffs. They've got a green glow to them that's similar to the style of the area's buildings.

Once you've gathered enough of the cores and cells, then you'll want to deposit them into the Eldan Shield Generator located back at the Exile's Excavation Base Camp.

Rewards: 842 Experience

A choice of light feet armor, medium chest armor, or heavy leg armor.

Dominion

Upon first creating a Dominion character in WildStar, you'll be sent to the Arkship. The Arkship is a Dominion spacecraft that acts as the first tutorial to the game. You'll stay here for approximately three levels and learn about the game's controls, combat, the basic lore behind the Dominion faction and its central NPCs and get a feel for the storytelling in WildStar.

Leveling Zone

The Dominion Arkship Destiny (Level 1-3)

Dominion players begin their game hibernating in a cryopod aboard the Dominion's Arkship Destiny. It's come to the fleet's attention that there are exile sympathizers and possibly even full blown traitors locked in cryostasis with the other citizens just waiting to pounce. The computer immediately begins looking for suitable candidates to meet this threat head on, which is where she meets you. You're quickly unfrozen and judiciously mash out any sign of weakness amongst your compatriots. By a combination of both luck and skill, your dutiful services capture the eye of the emperor, who propels you through the ranks as you go through this early game tutorial.

On the Arkship Destiny you will learn the basic mechanics of how to play the game: jumping, attacking, finding/accepting quests, and meeting your path guide. Once you get to level 3 in this area, you'll be transported to Nexus at either Crimson Isle or Levian Bay. It's your choice.

There isn't too much to do on the Arkship except get through this phase as quickly as possible. Most of the quests in the Arkship are extremely straightforward. There isn't anything in the way of alternative objectives, side quests or random achievements to discover. You do, however, get a chance to obtain and complete your first path mission, so make sure and do this part before leaving. Doing so will grant you your first title.

After completing the first few quests at around level 2 you'll end up with a quest called **"For Knowledge is Everywhere"** in the area that looks like a museum. This quest can be slightly confusing, especially since the ground level is covered in signs/plates that can be interacted with but aren't quest objectives. Simply ignore these and head upstairs.

The objectives you're looking for are rather small but glow when you approach them. As hinted at by the game, you'll need to utilize jump/double jump to get to the central platform in order to grab one of them and bounce across the top area. Press jump while performing a jump already to double jump.

The final objective for this quest is a book on the very top shelf of a bookcase near a bunch of NPCs. Again, you'll see the book glow, but not until you approach it and look very closely. This one's the easiest to miss.

After turning in the quests for the museum area you'll get a series of quests asking you to take part in four holographic combat simulations. These are situated in four corners of the largest room and marked by the quest objective on the map. Each simulation area only has one actual quest objective (aside from possible path missions), so after you complete each objective you can safely go to the next simulation.

Some of the enemies can be difficult to see during these simulations, so be careful about pulling too many at once. Luckily, all the fights are very straightforward. After completing all four simulations, you'll defeat a hologram boss and get a chance to take a shuttle to Crimson Isle.

Note. *You cannot return to the Arkship once you leave.*

Crimson Isle (Level 3-6)

WildStar has two tutorials of sorts. The second tutorial for Dominion players is Crimson Isle which is where you'll first land upon reaching Nexus. Crimson Isle offers a great deal more exploration than the Arkship, but combat is still fairly easy.

There are more path objectives to take part in on Crimson Isle.

Remember: *Path objectives have star symbols on the map while normal quest objectives have orange circles. Path objectives will naturally pop up on your screen as you approach a new area but you can leave them for whenever you're ready.*

If you need additional information on any path objective, you can maximize the tab in your lower right-hand side of the screen to see where to go exactly or what to do. For some paths this means a special surveillance bar will appear that may come in useful for tracking down objectives.

Along the same lines, be sure to keep an eye out for any hexagon shapes that pop up in the center of your UI around your character. Some of these are radio transmissions from NPCs that offer new quests. Many quests in WildStar are delivered and turned in upon entering an area or completing other objectives. This means you'll be able to spend less time running back and forth to NPCs.

Do quests and path missions in clumps whenever possible to maximize your time spent in each area. When you run across a timed challenge you'll probably need to forget about other objectives while trying to aim for the best time possible, but you can redo challenges afterwards if need be. Don't risk dying to complete a challenge.

You'll gain a much better feel for combat in this zone in comparison to the Arkship due to better visibility and enemies that live a little longer. Always keep an eye out for any telegraphed abilities to run out of and dodge. This includes environmental abilities. Mobility is highly important in WildStar, so it's best to get a good feeling for dodging abilities during these early levels when the abilities don't necessarily hit that hard.

When you come across the giant **Dreg Abomination** that's just west of Scarhide Camp, kill him. He's soloable despite his huge size. Just make sure to dodge any red circles that appear on the ground. Pan your camera out as far as you can to make sure you always see these. After defeating the Dreg Abomination you'll receive a quest item that you can turn in to receive a very nice pair of gloves.

At one point you'll also have to avoid the large red lines on the ground. If there are still enemies up at this time you can kite them into the ground effects to quickly take them out. Finally, you'll have to defeat a fairly straightforward boss. Avoid the red circles and damage him until he dies.

Levian Bay (Level 3 – 6)

We're shifting focus from Deradune and moving backwards to Levian Bay, a level 3 – 6 zone. You won't go there yourself if you've been through Crimson Isle and Deradune, this section is just for those who chose to start here after exiting the Arkship. Levian Bay is home to a contingent of Dominion citizens that are trying to survive in this zone amidst all the gloomy weather, constant attacks from exiles, and mysterious Eldan constructs that seems to have come to life.

You'll gradually move eastward through the map as you complete your quests. Like Crimson Isle, this zone is very straight forward and there are no real tips to offer other than to complete all of your quests and discover all subsections of the map.

Deradune/Ellevar - (Levels 11-15)

Dominion players will finish up in Deradune/Ellevar and journey onward to the next zone in this faction which is Auroria. Auroria will take Dominion players all the way to level 22-ish and will also introduce players to Illium-- the main Dominion city. There are also several feature unlocks in this leveling range including tradeskills, housing, dungeons, adventures, mounts and PvP battlegrounds.

Upon reaching level 14 you'll also gain access to WildStar's housing system. As with tradeskills, you'll get an introductory quest via datacron to visit your friendly Protostar Corporation spokesperson located in Deradune/Ellevar who will tell you more about housing and give you the opportunity to get started on the questline to own your very own skyward island. This series of quests is completely optional and only rewards you with the starting pieces of your housing plot and house, but it's worth doing due to the experience rewarded. It's also an enjoyable series of quests.

Keep an eye out for a quest located in both Deradune and Ellevar that grants you a reward of a Tier 2 AMP ability. Some AMP nodes and abilities are unlocked in unique ways such as via quests, bought off vendors or even found as drops. Keep an eye out for these as you progress in WildStar. Many AMP abilities and nodes are some of the best ways to maximize the potential of your character.

Before you continue to Auroria you should also consider getting to 8000 reputation with Deradune/Ellevar in order to reach Popular and purchase the new AMPs that will be available on the reputation quartermaster after hitting Popular. You should be fairly close at around level 12-13 anyways. The quartermasters are located in Stormseeker Village (Ellevar) and Bloodfire Village (Deradune).

Deradune (Level 6 – 12)

Once you've completed the Crimson Isle quest lines, make sure to go back and explore all the leftover parts of the map and finish up any remaining path objectives. Afterwards, you'll be able to head on to Deradune. You'll start off on the western side of the zone in a town called Bloodfire Village, which has been home to the Draken Bloodfire clan ever since the empire awarded them the territory for their bravery on the battlefield.

The beginning area of Deradune introduces Dominion players to the full experience that makes up WildStar's leveling system. Make sure to pick up all the quests surrounding Bloodfire Village before you leave the area. If you ever need to go back to Crimson Isle you can take a shuttle back there from this area.

The **Transmat Terminal** is WildStar's recall/Hearthstone system essentially. There's also a shuttle transport system that works similar to flight paths. The game's first mailbox is also here.

You'll also be introduced to Deradune's zone-wide event which is called the **Bloodfire Blood Ritual**. Upon reaching 40 skull spikes all players in the zone will receive Strength of the Bloodfeast which increases all attributes by 10 for half an hour. This buff is definitely worth turning in skulls for.

You'll receive a skull for every enemy you kill in the zone. Simply turn in your skulls on the pikes every time you're in Bloodfire Village, and you'll be able to receive the buff in no time. With a large number of players turning in skulls this buff should be up most of the time.

Also keep an eye out for any Settler buffs that are in the nearby area. There is often a local announcement when new buff NPCs arrive. There are a pair of Shaman NPCs who will stand by the bridge in front of Bloodfire Village that offer nice buffs, but only if a Settler recently enabled them.

Be sure to combine path missions and objectives with regular quests when at all possible. This speeds up the leveling process. You'll also want to start prioritizing challenges at this point since they provide a large chunk of experience when completed. Challenges are timed which makes them fairly difficult to complete if there are a large amount of players in the given area. You can group up for challenges, however.

Challenges along with dungeons (once you gain access to them at level 15) are two of the largest sources of experience in WildStar. Remember that you can redo a challenge if you wish to try and get a better time. You can clear out a challenge area of enemies you know you don't need to kill beforehand in order to ensure your goal is as clear as possible.

It also pays to use your challenge rewards on items that will be of the most benefit to your leveling experience. Larger bags and health medpacks are generally the best rewards at this level. Larger bags, especially, can make a large difference in how long you can stay out in the field before you need to go back and sell.

The last leveling sections of Deradune include the Outreach Post, Wildwood Grove, Camp Firewalker, Owanee Research Station, Endless Vigil, Wildvine Refuge, Grimvoid Landing and Exo-Lab A37. The areas with new quests include Endless Vigil (Level 12), Owanee Research Station (Level 12) and Outreach Post (Level 12). It's up to you which order you do these quests in, but the most difficult quests are the ones located in Exo-Lab A37 which is in the southern area of Deradune. Generally, these are best saved for last.

After you're done in this zone, you can head east to Illium which is where your introduction for the next zone begins.

Ellevar (Level 6 – 14)

Once you've finished your business in Levian Bay, you'll hop into a stolen Exile ship and shove off towards Ellevar. Ellevar is a tranquil paradise that's currently home to a few scattered villages full of Dominion pioneers and pilgrims who hope they're laying the groundwork for future Dominion metropolises. It's also home to the Lightreach Mission, which is a sect of the Dominion's Vigilant Church, and they're trying to tame the wilds of these lands in the name of the emperor.

If you are leveling in Ellevar, the last leveling areas include everything in the eastern end of the map and also the southern part. This includes Shrine of the Masters, Calidor's Excavation, Vigilant Heart Outpost, Darkspire Wilds, Sterling Croft, Research Station Tidehorn and Sterline Reach. The areas with new quests include Sterling Croft (Levels 12–13), Vigilant Heart Outpost (Levels 11–12) and Excavation Site Alpha (Levels 11–12)

Your final questing areas should include Darkspire Wilds and Sterling Reach. After finishing these sections you'll be sent to Auroria, which is located to the southeast of the map.

Capital: Illium

While the next leveling zone you'll want to go to is Auroria, right now would be a fantastic time to stop in and visit the Dominion's capital city, Illium. This is where all the Dominion military and scientific expeditions on Nexus are headquartered, and it's located just east of Deradune, right on its border. The city is the center of Dominion activity on Nexus, and it'd be a great place to make a home for yourself.

There are all sorts of things to do there, such as visiting the bankers, the tradeskill/crafting vendors, the auction house, the item merchants, the target practice dummies, the costume stylists, and the pvp vendors. In addition to that, the city is a breathtaking sight with plenty of atmosphere.

Interesting Quests

Deradune

MOODIES!-Level 6

NPC/Location: Apprentice Laveka who can be found near Spearclaw Post.

Objective: Kill Moodies in Deadwind Hollow and then Tamolo who is easily soloed. Tamolo is located near the back of the Moodie camp. Afterwards, return to Bloodfire Village.

Reward: Your choice between three class-specific AMP unlocks.

WANTED: Chompy the Devourer [GROUP 2+]-Level 8

NPC/Location: Bounty board in Bloodfire Village.

Objective: Kill Chompy who is located near Spearclaw Post, directly north of the smaller quest hub where the exploding mammodin quest is located. He can be taken out solo if you are around level 8 or so, but it's recommended to bring another person with you. Make sure to avoid enemy telegraphs, especially the one where he burrows underground.

Reward: A choice between various blue-quality pants.

WANTED: The Hillscourage Horror [GROUP 2+]-Level 10

NPC/Location: Bounty board in Hillscourage Station.

Objective: Kill the Hillscourage Horror which is found towards the very back end of The Hillscourage, up against the northern mountain. He's on a cliff slightly separated from the rest of the mobs. He can be taken out solo, but it's easier to have a friend along. Avoid the telegraphs and the especially nasty burrow move he does.

Reward: A choice between various blue-quality pairs of gloves.

WANTED: Razorhorn [GROUP 3+]-Level 12

NPC/Location: Bounty board in Feralplain Collective.

Objective: Kill Razorhorn who is found roaming the field in Southern Owanee Basin. He's hard to miss as he's significantly larger than the other mammodin and glows red. He is definitely easier to take out with a friend or two. Avoid his deadly charge.

Reward: A choice between various blue-quality weapon attachments.

Ellevar

The Unforgiving Storm-Level 8

This regional story quest is received via a call initiated by Guardian Zelcon in Vigilant's Stand. The chain is called The Unforgiving Storm and there are three parts to the quest: A Healing Hand, The Storm's Power and Unfortunate Force. The final part awards your choice of three AMP unlocks as a reward.

If you originally quested through Deradune, you can return to Ellevar at any time and pick up another class AMP (for dual spec purposes, etc.) by doing this quest chain. You'll need to start in Lightreach Mission and do the regional story quests involving Zim and Toric. Keep doing the regional missions while skipping all side quests. You'll eventually get the correct quest.

NPC/Location: Guardian Zelcon in Vigilant's Stand.

Objective: There are three parts to the quest: A Healing Hand, The Storm's Power and Unfortunate Force.

Reward: A choice between three class-specific AMP unlocks.

WANTED: Unbound Hydroguard [GROUP 2+]-Level 8

NPC/Location: Bounty board in Lightreach Mission.

Objective: Kill the Unbound Hydroguard which can be found in the Larallen Highlands. This is best completed with a partner, but can be soloed with some care. Quest gets turned in to Lord Horacos in Lightreach Mission.

Reward: A choice between various blue-quality gloves.

WANTED: All Hail the Queen [GROUP 5+]-Level 9

NPC/Location: Bounty board in Mistymurk Camp.

Objective: Kill the Webwood Queen located in her lair. This quest is best completed with 2-3 players total, but more can easily aid in her dying quicker. Avoid the telegraphs.

Reward: A choice between various blue-quality weapons.

WANTED: Larallen Sentinel [GROUP 2+]-Level 11

NPC/Location: Bounty board in Ellevar.

Objective: Kill the Larallen Sentinel that can be found in the Larallen Lowlands area. This quest can be soloed but is easier to complete with a partner. Avoid enemy telegraphs.

Reward: A choice between various blue-quality items.

The Leviathan [GROUP 2+]-Level 13

NPC/Location: Bounty board in Sterling Croft.

Objective: Kill the Scaleborn Leviathan which is found in a nearby cave. This quest can be completed solo but it's easier to bring a friend along.

Reward: A choice between various blue-quality support systems.

Undermining Operation -Level 14

NPC/Location: Protostar Junior SRAC in Prosperity Caverns.

Objective: First, disable the power conduits at both Station Alpha and Station Beta. Apprehend and kill the mob who's guarding the operation area, then use the code obtained from the mob to reset the hijacked drillbot. The code will display on your quest tracker.

Reward: A choice between various blue-quality weapon attachments.

Crimson Isle

Dreg Mutations-Level 4

NPC/Location: East of Scarhide Camp.

Objective: Kill and loot the Dreg Abomination to receive this quest item (right-click the quest item in your inventory to start it). He can be taken out solo. Just avoid the red circles on the ground.

Reward: Blue-quality weapon.

The Guns of Bloodstone–Level 4

NPC/Location: Automatically granted upon entering the final area of Crimson Isle.

Objective: Go to the cannons and interact with each, tapping F repeatedly to destroy them. One cannon is on the ground while the second two are up on platforms.

Operation Annihilator–Level 5

NPC/Location: Followup from the above quest.

Objective: Kill the waves of enemies and then the final boss. Avoid the red telegraphs. You can also kite the enemies into the environmental telegraphs (the gun fire) to deal extra damage to them. his fight is straightforward as long as you pace yourself and use AoE (area-of-effect) abilities if you have any. Use AoE abilities on the larger packs early on in the fight and save your harder-hitting single target attacks for the mobs that spawn one at a time. After you're done, take the transport.

Reward: Green-quality gear choices and a transport to the next zone.

PVP

Walatiki Temple

Once you've finished Everstar Grove or Northern Wilds for Exile and Crimson Isle or Levian for Dominion, you ought to be around level 6, which is the minimum level required for the very first battleground in the game, Walatiki Temple.

Battlegrounds are PVP endeavors, and this one in particular is set up as a 10 versus 10 capture the flag game. Teams will start on opposing sides and must capture a flag, which is actually a golden mask, from the center of the map and bring it back to their base 5 times to win. It isn't just as simple as that though, because the opposing team will be able to steal the masks from your base and bring it back to their own.

Winning this game will require as much of a good defense as it does an offense.

Feature

Player Housing

After reaching level 14, a quest will become available to the player in Thayd (Exile), Illium (Dominion) which will eventually allow you to purchase a house. You'll receive it from the Protostar Housing Specialist, and he will show you a display of the different types of houses that are currently on the market.

So what's housing and why should you care? It's not a new concept, but it is a semi-rare feature in MMORPGs and there are many fans who are thankful Wildstar comes with it. Housing will let your character purchase a house that you can make your home base and decorate however you'd like.

If you're the type who prefers to get down to business rather than decorating, then keep in mind that housing offers a variety of things aside from looking nice. With housing, you'll eventually get different buffs to choose from that you can cast on yourself once a day. You'll get extra rested experience for staying there, and you'll get a selection of FABkits to use that each have their own unique properties.

Let's take a look and see what some of those benefits are.

- **Bufs**

You'll get a choice of different buffs to cast on yourself. One increases group dungeon and adventure quest bonuses by 10%, the second increases questing and hunting bonuses by 5%, and the final will cause you to receive 5% additional bonus during PVP. These can be used once per day.

- **Rested Experience**

You gain rested experience in the game by logging out in certain areas. The rested experience then gives you a temporary modifier on the amount of experience you receive. Owning your own home and making sure you log out while your character is inside each time you leave the game will net you the largest rested experience bonus you can get.

Experience boosters will help you level faster, and so use this to your advantage when optimizing your home. Get items such as the Granok bed to add comfort to your home, offering an even larger boost advantage.

FABkits

FABkits are located all throughout the game and owning one each has their own unique benefit. For example, you could get a kit that'd teleport you straight to your favorite dungeon or generates resource nodes you can gather for crafting purposes.

In addition to that, you do get quite a bit of freedom when it comes to customizing your own home. You can do landscaping, customize its interior, as well as choose different types of housing to live in.

Additional Note

You will start to notice that mobs are becoming more difficult to defeat at level 6 or 7. A large part of this is due to you not having that much equipment since your character is still relatively new. Your time shouldn't be too difficult as long as you're using all of the abilities and tools that are available to your class.

You'll be receiving new abilities every couple of levels that you can place on your action bar and use during combat. Around level 8, you should have enough abilities available to fill up the majority of your action bar. Keep in mind that even though you have several abilities at disposal, you're still not getting all the strength of your class. So, don't worry if you're having some difficulty fighting enemies. As you level up, you'll be given more abilities and you will be able to mix and match your skills. This will allow you to experiment with your play style more.

At low level, all you can do is try to power through any problems that you face in combat. While it's normal to struggle, you should never be in a situation where you simple cannot defeat the mobs that are your level. You may need to let your health regenerate to full and your special abilities recharge in between fights though.

If you do end up in a situation where you're frequently dying to mobs your level, make sure that you are avoiding the telegraphs that appear on the ground by moving or dodging out of them. Additionally, pay attention to your surroundings and so you don't get aggro from mobs walking around nearby. Some classes will encounter more trouble than others at low levels. For example, Espers sometimes have a hard time because of their low health pool. If they accidentally pull an additional mob during a fight and their special abilities are on cool down, there's a fair chance they will die.

It's hard to predict the experience that people are going to have during their first 10 levels in Wildstar. The people who are most likely to find it uninteresting are those who have an extensive history with MMORPGs. People who are newer to the genre are likely to be grateful for the slow pace at the beginning. There is plenty for you to look forward to in the next several levels though.

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Your class will be given new tools to work with during the next 10 levels as well as more power. You will also be able to start customizing and tweaking your character's stats by utilizing something called AMPs. You'll have a few points you can spend on both AMPs and skill tier improvements when you arrive at level 10, but the usefulness they both provide increases significantly later on. At level 15, you will be able to begin participating in PvP battlegrounds and instances.



A Hero Rises (lv. 14-22)

By now, you've had a chance to dip your toes into the water and will want to continue your journey into further areas of the game. By this point, you should already have mastered some of the basics behind leveling quickly and are looking for some new strategies. Here are some of the areas that will be covered in this section.

- Getting a mount
- Starting adventures
- Choosing abilities
- Taking up dungeons

Quick tip: Housing Reminder

If you didn't do it in the previous section, make sure that you build your house at level 14. You can unlock an experience boost that will help speed up the leveling process and is well worth the time and effort to get it.

Leveling Rules

Rule 1. Get a Mount

Once you hit level 15 in Wildstar, you unlock the ability to get a mount. Mounts not only are pretty cool, but they are also quite useful for speeding up your leveling experience. Mounts are used to increase your overall movement speed in Wildstar while they are active. This can make journeying through zones and getting to quest objectives take a fraction of the time as they once did. Now that you're really starting to get into the game, this is going to be important as zones get bigger and harder. You can get your first mount through your faction's mount trainer for 10 gold.

Rule 2. Adventures

At level 15 you also unlock the ability to play adventures. These are short scenarios that require you and your team to complete some objective in order to beat the scenario. Exiles will first start off with the scenario "The Hycrest Rebellion" while The Dominion will unlock "Riot in the Void." There are a few things that you should know about adventures.

First off, adventures are most rewarding the first time that they are completed. They give the most amount of experience and rewards. This means that new adventures are always going to be worth doing.

You should also keep in mind that adventures are more than likely not worth the time to complete. They are very time consuming and sometimes hard to figure out. Not to mention that you are forced to keep at the pace of your team, which can be agonizing sometimes. You also have to deal with queues that can be quite long. If you've already completed a certain adventure, don't do it again.

Rule 3. Abilities

About half way through this leveling period you are going to have to start choosing which abilities to keep, and which to just take off your action bar. You're only allowed to hold onto eight usable abilities. If you want to level fast, your main concern should be with keeping the highest damaging abilities. This is meant so that you can kill enemies faster, as early game doesn't require any crowd control or anything fancy. All you want is raw damage that allows you to kill enemies quickly.

You've probably also taken notice to your tier points. These are points that you can put into abilities that upgrade them. During this leveling period you unlock tier two abilities, which have special bonuses when upgraded. Just like with choosing abilities, you'll want to pick upgrades that increase damage. You aren't focused on PvP or raids right now, so it's alright to just go with the raw damage picks. You'll be able to change these later.

Finally, you also have a talent tree that you can use AMP points with. Just like with abilities and tiers, go for all out damage. You want to kill enemies as quickly as possible.

Rule 4. Dungeons

At level 20 you will gain access to the dungeon finder queue, even though you can join dungeons as early as level 17. Dungeons are basically four or five man instances that have you run through a specific zone to kill bosses and mobs. You receive loot and experience for your accomplishments in dungeons.

Just like in adventures, dungeons are pretty much only useful to run the first time. This is when you can complete dungeon quests that award you with experience, and so you'll want to get this bonus experience from your first run and leave. Other than that, you have to deal with slow groups and queue times, and you get reduced experience inside dungeons. It certainly isn't faster than questing. Dungeons are more for getting good gear, as the gear is better in dungeons than quests. However, if you want to power level, gear shouldn't be your focus right now.

Stormtalon's lair is the first dungeon that the Exile get access too, while Dominion will start off with The Ruins of Kel-Voreth. Remember to only run these for the quest experience, as reruns are never worth it no matter how good the group.

Exile

Leveling Zone

Galeras (Level 14–22)

Once you've reached level 15, you'll be ready to move on to the next content area. It's a gigantic toxic prairie that'll have you see enough action to get you to about level 22, including its own level 20 dungeon located in the heart of the map.

The first area of Galeras that you will start questing will be in the lower left-hand side of the map. It's called Kriton's Command Post, and although the monsters are level 14 to 15, you should be able to tackle these quests as early as level 11. If you have difficulties, get to level 12 or 13 before coming here, but most players shouldn't have problems.

After you finish up here, you can head up towards Windspire Vigil, which is a small questing area just Northeast of Kriton's Command Post. You should wait until level 14 to 15 before going up to here. After that, you have two options of where you can journey. You can go east to the pit that hosts Camp Dustdevil and several other bases, or North to the Crimson Base of Operations. This should get you through at least level 18. At 19, head to High Henge until you hit level 20, in which you will need to go East to Skywatch.

Interesting Quests

WANTED: Jabbermaw [GROUP 2+]-Level 18

Who/Where.: You'll find this quest posted on the bounty board at Camp Dustdevil, which is the Exile settlement located in the northern portion of Gale Canyon.

Objective. This quest can be obtained at level 15, but like many bounty boards, the enemy you'll have to kill for this quest is stronger than average ones, so make sure to bring along at least one other friend. You'll find Jabbermaw haunting around near the ruins of Skywind Beach in the north section of Gale Canyon, particularly around the area where the large dark-gray stone juts into the ocean. He's only got about 30,000 health, so he should come down pretty easily. Once you've completed the quest, turn it back in to Trooper Tarog in Camp Dustdevil to receive your rewards.

Why/Rewards. 3414 Experience, a choice of three rare quality shoulder armor with an open rune slot.

WANTED: Dribbles [GROUP 2+]-Level 20

Who/Where.: This quest can be obtained from the bounty board located at Skywatch, which is located in the center of the map, just east of Gale Canyon.

Objective.: It's a bounty board mission, which means that Dribbles is going to be a lot stronger than normal enemies, so make sure to bring along a friend. He's located in the Windy Hollow, which you can find north of Skywatch. He's got about 45,000 health points to burn through, but other than that, the fight isn't too difficult. Once he's down, you can speak with Rancher Wayland via datachron.

Why/Rewards.: 4283 Experience, a choice of four rare quality chest pieces with an open rune slot

WANTED: The Osun, the Witch, and the Warlord [GROUP 5+]–Level 21

Who/Where.: This quest can be found at the bounty board in Crosswind Post, located just south of where the road cuts through to the eastern side of Gale Canyon.

Objective. This is a level 21 quest that can be obtained as low as level 18. It's a group quest that'll have you killing enemies that are just as strong as many dungeon encounters, so make sure to bring a few friends; five or more is suggested. Scout Grekka made the bounty posting and she wants you to kill both Darkwitch Hevika and Warlord Vogor. Both of them are the leaders of the Osun in Kel Vishal. Head towards the Kel Vishal ruins, located due south of Crosswind Post to take them out. Luckily, you'll be able to kill one at a time. Warlord Vogor can be pretty tough, he's a melee tank-type enemy with a whopping 120,000 health points; Darkwitch Hevika, on the other hand, only has around 50,000 health points, but she's a caster boss which can dish out some mean damage if you're not prepared for her. Once you're finished Scout Grekka will contact you via datachron to let you turn in the quest.

Why/Rewards. 4283 Experience, a choice between two rare quality implants with an open air rune slot.

Summoning the Ravager–Level 20

Who/Where.: When you're out questing in Crosswind Fields, you'll come across Whimflower Grove, and near there is the body of an XAS researcher named Cale Stone, which is who has this mission.

Objective.: Cale was researching the Osun, and had completed an ancient ritual to summon the Ravager, which subsequently killed him. Upon learning this, your character thinks they can take out the Ravager themselves, so it's your job to complete the ritual and summon it by collecting the necessary ingredients. The items needed are Stendragon Hearts, Envenomed Buzzbing Stingers, and Pristine Gribbon Feathers.

The hearts can be collected from the Whimthorn stendragons that are located around Whimflower Grove. For the stingers, you'll need to collect them from the Whimwood Buzzbings, also located in the grove. The feathers will need to be harvested from the Razorbeak Gribbons that are patrolling around Crosswind Post. Once you've collected these items, place them as an offering back at the statue near Cale's body to summon the Ravager.

Why/Rewards.: 2855 Experience, a choice between two uncommon quality support systems

Skywatch Must Hold–Level 20

Who/Where.: Corporal Darby gives this mission out to players; he's located in Crosswind Fields, just south of the Temple of Osiric.

Objective.: Darby needs your assistance in clearing the way for his troops to retreat to Skywatch Outpost, which is currently being attacked by Stormwing Murgh and Falkrin. Your job is to take out the invading Stormwings and then repair three of the Exile's AA cannons that are spread out around the town. Once you've completed the mission, turn it back in to Sergeant Royce, located on the western side of the outpost.

Why/Rewards.: 4283 Experience, a choice of three uncommon quality energy shields

Shiphand: Salvage Rights–Level 21

Who/Where: This quest is received from Captain Tolben in Crosswind Post, an outpost located just south of the path leading east out of Gale Canyon. You'll find him near his docked transport ship.

Objective: Captain Tolben recently located a wrecked X-82 cargo ship and he wants you to help him salvage its contents. He'll let you use his transport to take you up to his ship, the Blue Sparrow. Once you're on board, he'll begin docking with the cargo ship, but once he does, feral aliens breach his containment field and board onto his ship. They're getting in through the three open ship vents, so you'll have to take out each group guarding them and close them back down. After closing the vents, you'll learn that a toxic gas is being leaked into the ship, so Tolben will want you to work your way to the ship's med bay.

Along the way, you'll be tasked with sealing breaches in the cargo bay while Tolben tries to redirect power to shields. Once you've finished in the cargo bay, continue working your way down to the medical area. Once you're there, loot some medical supplies. Afterwards, you'll have to heal four of the contaminated ship hands while taking out six Lumbering Parasites roaming around the area. Once you've done that, you'll be able to kill this zone's boss, the Cyclopean Parasite, who has around 13,000 health points. Take him out and then return the quest to Captain Tolben.

Why/Rewards: 5710 Experience, 452 OPERATION: Galeras rep points.

A choice of three rare quality, assault power boosting weapon attachments that each have two rune slots.

Dominion

Leveling Zone

Auroria (Level 14 – 22)

Once you finish up in Deradune/Ellevar you'll gain access to both Auroria and Illium. Auroria is your next questing zone while Illium is the main Dominion hub in WildStar. This major city is where you can find everything from travel NPCs to take you to every zone in the game to mount vendors, housing vendors, dye vendors, PvP gear vendors, Elder Gem vendors, guild creation vendors, Settler-specific travel nodes and the auction house/banks. Take some time to familiarize yourself with Illium before beginning quests in Auroria. You'll return here often.

On that note, make sure to stop by Illium the moment you hit level 15. It's time to buy your first land mount! The mount vendor is located in the central part of the city west of the housing area and just north of the Transmat Terminal (recall point). The first mount can be purchased for 10 gold. If you're short on cash, consider using the auction house to sell off any excess crafting materials you may have.

This is the first zone for the Dominion that doesn't have an identical twin, so all four races of the Dominion will converge once they get to this point. It's also the last zone that's completely controlled by the Dominion, as higher leveled zones are all contested, which could mean trouble on a PVP server, so make sure that you're properly prepared by hitting all the previous zones' quests and doing all of your path assignments.

As far as questing goes in Auroria, you'll begin right near Illium in the Greenfield Estate area. There is a series of breadcrumb quests that should lead you here. The quests are level 14–15 in this region and expand to Bingberry Orchard and north to Hycrest where there are also more quests to grab. You can also head south to Camp Reclamation and complete those quests which will take you to the Greystone Hill area.

Keep in mind that some of these quests require breadcrumb quests to be completed beforehand. If you're missing any quests along the way you may need to backtrack and find where you left off. Double check areas for quests you may have missed or quest givers you did not talk to. Also check your inventory for items that may start new quests.

After you have finished these quests, head east to Locus Reclamation where you'll gain quests for Mozyk Quarry. You can also head to the north of the map to Cubig Farms to obtain quests for The Howling Hills. This area is level 16-17 as is the area south of it. The combined areas should take you to level 17 comfortably.

Next, keep heading east to the river. You'll run into Honeyworks Headquarters which is another decently-sized quest hub. You'll gain a fair number of quests in this area for both the Protostar Honeyworks area and Hivestrike Grove. Make sure to keep an eye out for random quests and challenges in this area as it's quite large. These quests should bring you to level 18.

Return to the Locus Reclamation area and head south. If you stick near the road you'll eventually run into a questing area (run past this for now) and Gildgrass Manor which is your next quest hub. These quests will be for the areas you just passed-- Windfall Digsite, The Noxious Glade and Clugg's Farm. These quests should take you to level 20.

If you're not quite level 20 yet, keep questing in the general area. You can head east to Fort Glory or you can head south to grab the last main series of quests in Auroria. Fort Glory is probably your best bet, however, especially since the quests get more difficult as you head south. To the very south is also where you'll stumble towards the first dungeon in Wildstar. It's located near the Ruins of Kol Voreth.

Around the levels of 20-23 is also when you will want to explore WildStar's first 5-man dungeon. It's called Stormtalon's Lair and is located in the Ruins of Kel Voreth. If you've already ran the dungeon once it's worthwhile to run it again for loot, experience and practice. Teamwork and group skills are quite important in WildStar so it pays to experience each dungeon more than once to learn all of the ins and outs of your particular class. Additionally, if you're leveling a tank or healer this is the perfect opportunity to test your build and see how tanking/healing works in the game.

Once all of the story quests are completed in Auroria you can stay and make sure you've completed everything you've wished to in the zone or you can head over to Whitevale. To journey to Whitevale you'll first need to go to Illium to receive transportation to this area. The breadcrumb quest will tell you where to go to receive transportation.

Interesting Quests

WANTED: Spithra [GROUP 2+] (Level 15)

NPC/Location: Bounty board in Hycrest.

Objective: Kill the spider named Spithra who's located on the top hill above Hycrest that's reachable by climbing the hill behind the graveyard area. The quest can be soloed, but is easier with a friend. Dodge enemy telegraphs.

Reward: Your choice of a blue-quality weapon.

WANTED: Deathroll [GROUP 3+] (Level 17)

NPC/Location: From the bounty board in Cupig Farms.

Objective: Find and kill the Deathroll mob which is located east of Cupig Farms right next to the river. This mob can be soloed, but it may be tough to do so. It's better to bring another person or two. Beware any and all telegraphs, especially his dangerous burrowing ability.

Reward: Your choice of blue-quality boots.

WANTED: A Summoner's Fall [GROUP 2+] (Level 18)

NPC/Location: Bounty board in Gildgrass Manor.

Objective: Find and kill De'Kar the Summoner and Rysej the Devestation. Both are located in the central cave (not the cave needed for the other quests). This one is fairly easy to solo. Just avoid telegraphs and focus fire De'Kar first.

Reward: Your choice of blue-quality shoulders.

Citizens Under Siege (Level 18)

NPC/Location. Starts in Gildgrass Manor. You'll need to speak to Lord Syrus to begin.

Objective. This is a long regional quest chain. For The Skeeched Invasion, climb the hay bales and rocks inside the quest hub to get to the cannons. Do the memory mini-games at each. Then attach bombs to the blob-like monsters outside. You can do other quests at the same time.

For the next part, interact with the box to turn into a cute droid. Run over to the corporal who is just east of the building where Lord Syrus is located. The medic is south of that. When in doubt, click the quest on your quest tracker to receive directional arrow hints.

Use the second box and its new ability on one of the dark blob monsters as they run toward the quest hub. Run into the enemy area and use ability #2 on the huts. Kill the mobs and go to the cave. Once there, grab the new quests. Free the prisoners, collect the items and do the challenge along the way. For the challenge, click the tiny button on the challenge UI frame to summon a helper. You must be in combat to use this ability.

Finally, kill the boss. Take the drill out of there.

Reward. A few decent green items (and a potential challenge blue reward) as well as a large chunk of experience (almost a whole level if you do everything).

Debugging the System (Level 20)

NPC/Location. Gold Legion Listening Post

Objective. Look at the screen in front of the quest communication box (where you completed the first objective). Use abilities 1, 2 and 3 as the colors enter the circles on-screen. It's a simple mini-game, but can be a little confusing if you're not sure what to look for.

Reward. None except a fair chunk of experience.

Shiphand. Salvage Rights (Level 20 –can do as early as 17)

NPC/Location: Quest is received in Fort Glory.

Objective. Complete the solo shiphand mission which is in a separate instance. This shiphand mission is extremely easy and can be soloed as early as level 17. All you need to do is run through and complete all of the objectives. Nothing is timed.

Reward. Your choice of a blue-quality weapon attachment (this is one of the few places to get a low-level tanking weapon attachment at this level, so tanks should be sure to grab this before doing the first dungeon).

WANTED: Outpost Annoyances [GROUP 2+] – Level 21 (can do as early as 18)

NPC/Location: Broken bounty board in Outpost Dawn.

Objective. Find and kill Deathclaw, a giant bird mob. Deathclaw is located just east of the Transmat Terminal, perched on a rock. He can be soloed, but beware his blind + AoE jumping combo. Make sure to roll immediately after getting blinded else you'll be hit for quite a bit of damage. When in doubt, bring a friend.

Reward. Your choice of a blue-quality chestpiece.

Adventure

Hycrest Insurrection (Exile)

In addition to mounts, level 15 also opens up your very first PVE Adventure. These are similar to dungeons in that you'll queue as a DPS, Tank, or Healer, and you'll be working in a group to obtain a certain objective. They differ in that there are many different sub missions to choose from and the area is very open. In this particular adventure, you'll be aiding farmers who are fed up with living under the Dominion's yoke and are trying to rebel and escape the oppression.

Riot in the Void (Dominion)

The first PvE adventures also unlock at level 15. There are two for this level range: Hycrest Insurrection and Riot in the Void. These are similar to dungeons in that they require a group and/or automatically form a group when you join via the group finder menu, but they're a little different in nature and require more exploration. They're also less rigid as far as fight mechanics, etc. Adventures are ideal for groups of friends who want to spend a little time exploring instanced environments but don't necessarily want to focus 100% on only killing bosses. They're completely optional, as are dungeons.

You'll be tackling an adventure with a team of 5 different players, which usually includes a tank, a healer, and a few damage dealers, just like you would be in a dungeon. This feature is different, though, because it adds a very expansive choose your own adventure component into the mix.

When you begin the adventure, you're given a quest to complete, and once you complete it, you'll be able to choose the next quest from a few different options which will move the adventure story along in new ways. This is a great feature in the game that adds a lot of replay value to grouping.

This adventure in particular is called Riot in the Void, where you and four friends will go undercover as Exiles in the Dominion's most state of the art prison.

Dungeon

Stormtalon's Lair (Exile)

Stormtalon's Lair: The first Exile dungeon in the game. The minimum level required to get in is level 20. The dungeon contains a variety of spell casting trash mobs that need to be interrupted and stunned as much as possible, other than that though, they're not too difficult. The dungeon features four bosses: one optional and three mandatory.

- **Blade Wind the Invoker**

The first boss consists of three separate stages. Phase one will last for the first half of Blade Wind's health. He'll dish out a ton of damage towards whoever maintains the highest threat level and will occasionally cast a spell called Thunder Cross, which telegraphs in a cross shape very quickly. Due to the speed at which it's cast, it's best to just dodge out of the way when you see it coming.

Once he gets down to about 50% health, he'll enter stage 2. During this phase, he shields up and becomes immune to attacks. It's at this point that your group needs to focus down his Thundercaller adds as quickly as possible. It's best to try to kill them together in a designated order. They'll each summon a targeted area that'll eventually be struck with a lightning bolt. While it's charging, these areas follow party members around, so it can be economic to get in close to the Thundercaller so that it ends up doing damage to itself. When each one dies, it summons a Static Wasp, which flies around the room stunning different players, so make sure to have a good cc breaker ready.

The final phase of Blade Wind occurs when the last Thundercaller dies. He'll disarm everyone, which can be avoided with an interrupt armor. Since he was immune to attacks, including those attacks that generate threat, it's likely that he'll go straight for the healer, so it's suggested that he be taunted in whatever way possible as soon as he transitions.

Other than that, he'll use the same ability from phase 1 as well as a new ability called Electrostatic Pulse which is a very large telegraphed spell that can hit for a lot of damage and knock down players.

- **Aethros**

The second boss in the dungeon will juggle between two distinct stages.

The first stage involves him dissipating and summoning several minions that hit for a considerable amount of damage. Once you've taken them out, Aethros will return to his normal form while knocking everybody off their feet.

The second stage occurs after going back into his real form, he'll knock everyone backwards toward the entrance of the area, and afterwards he'll summon two tornadoes and random lightning strikes. The tornadoes can be particularly fatal, so make sure to avoid them at all cost.

- **Stormtalon**

The final main boss in the dungeon will cause damage directly in front and directly behind himself with the same swipe, so make sure you're positioned on his flanks. The second ability he uses is called Static Wave, which is a telegraphed countdown preparing for a huge explosion, so make sure to interrupt him as soon as possible before it zeroes in. His final ability that needs to be worried about is called Eye of The Storm, which targets a party member to take lightning damage while making a safe zone around their outer vicinity. In these cases, try to move the safe zone towards Stormtalon so that melee attackers can still hit him with no trouble.

- **Arcanist Breeze Binder**

This is an optional boss in that he doesn't spawn every dungeon run. If you come across the Arcanist, he'll use Gust Convergence, which summons many adds every 20 seconds. He'll also use Manifest Cyclone, which throws tornadoes at his target.

Ruins of Kol Voreth (Dominion)

Upon reaching level 20 you'll gain access to the first instanced, 5-man dungeon in WildStar. The dungeon is called Stormtalon's Lair and it's in the Ruins of Kol Voreth. You can either head there from Auroria or queue up from the group finder tool and either find a group of players to join or get teleported to the dungeon with your friends. Taking on this dungeon anywhere from level 20-22 is recommended.

Interrupt Armor becomes increasingly important during 5-man dungeons which makes it possible to severely handicap a boss and make a rough fight much, much easier. Communicate with your teammates and coordinate interrupt/stun abilities to have the greatest chances of taking down the bosses without too much difficulty.

- **Grond the Corpsemaker**

Grond has two different phases, and the second one doesn't kick in until he's at 30% health.

Frontal/rear cone attack – Make sure to stay at Grond's flanks

Below – Watch out for this circular telegraph, after damaging players it summons adds

Charge – Avoid the frontal telegraph when Grond is charging towards a party member

Trash – He spins and causes fissures to telegraph in all directions. The further you are away, the more damage they do.

Phase 2

Mutilate – This produces a conical telegraph with canals. Avoid it at all costs.

- **Slavemaster Drokk**

Phase 1

Drokk enters a portal and summons a bunch of time bomb bots that need to be taken down together.

Phase 2

Drokk will chain everyone up to their own pillar until they manage to destroy it. Make sure to help the healer once you've freed yourself.

- **Forgemaster Trogun**

Volcanic Strike – Trogun will summon fiery fissures that need to be avoided by partymembers.

Forgemaster's Call – He creates a large telegraph and starts absorbing balls of fire. The party should collect the balls to avoid him charging up.

Exanite Weapon – Trogun will summon fiery disks that will need to be dodged by partymembers.

PvP

Battleground: Halls of the Bloodsworn

We hope you like features, because you're about to get a third one unlocked at level 15. This is a new battleground, which makes it the second available in the game and it pits two teams of 10 players against one another in a fast-paced game of king of the hill.

When the game begins, a random side will be chosen as the defending team. It's up to them to fend off the opposing team and maintain control of the three different beacons in the area. It's not just the large beacons you'll have to physically defend though, as there are numerous nodes around each beacon that will let the opposing team capture it indirectly. In addition to that, the map is very entertaining, as there are a variety of jump pads strewn about and the whole map is set up on multiple levels.

Remember: It's completely viable to level through PvP if you want to in WildStar. If you ever get bored with questing, this is a good option for learning more about the different classes and how PvP works. To join, simply open up the PvP interface and join from anywhere in the world.

Feature

Mounts

Housing at 14 is exciting, but if you get another level you get even more new things. Once you reach level 15 in the game, you'll be able to purchase a mount from Thayd for around 10 gold which will considerably boost your speed. 10 gold may seem like a lot, but you'll have the horse for the rest of your character's life and it can save some serious time, so it's a good investment.

Further upgrades to travel occur at level 25, when you can purchase a hover board for 24 gold, and then later on at levels 35 and 50, where you can upgrade your mount speed. Hover boards are different from normal mounts, as you are able to double jump with them and travel over water.

The Half Way Point (lv.22-29)

••Note•• From now players from two factions will share the same map but there is something different such as starting zone, specific quests

Once you've gotten to level 22, you'll be able to move on to the next zone in the game. With the 22-28 level bracket, you'll have gotten halfway to end-game, and you'll continue to learn new skills and unlock new areas in the game. One thing to note, is that from here on out, there are no longer any faction specific leveling zones, so you'll be sharing quest mobs with your enemies which can make things a whole lot more challenging if you're playing on a PVP server.

Leveling Rules

Rule 1. Learn the Whitevale Layout

Whitevale is a very large map and the largest zone that you've quested in yet, which can make it a bit confusing. In order to avoid confusion and continue leveling quickly, you should keep in mind how you should move throughout the zone.

You will either start in the upper right-hand side, or the upper left-hand side. This is where the lowest level areas are, which go from level 22 to level 23. From here, you will pretty much work downward and towards the center of the map until you hit level 25, where you will quest in almost the dead center of the map. After that, you'll continue south into the various zones that are between levels 26 and 28.

If you want to raise your reputation and run out of quests, the best place to grind is in Wigwalli village. From here, you can loot shinies that can then be turned in to treasure collector Rung in exchange for reputation. During this time, you'll also be farming extra experience as well.

Rule 2. Playing in Contested Zones

Before this point, you have been placed in zones that are specific to your faction. However, Whitevale is used by both factions, meaning that it is a contested zone. As such, you will find other players in the zone with you that will be enemies, and this can make leveling up faster kind of tricky.

The best piece of advice is to avoid players and not to attack anyone. While world PvP may be fun, you'll have plenty of time for that later and right now are just focused on leveling. This can waste hours of precious time with minimal reward, and isn't a good use of your time. The zone is pretty spread out, so it's not too hard to avoid enemy players.

Rule 3. Avoid Enemy Telegraphs

For the first time, enemies are going to get very deadly abilities that you will need to watch out for. Telegraphs are the areas you see on the ground that shows where an ability is going to hit. Dying is a good way to slow down your leveling progress, and your chances of death have now skyrocketed if you haven't paid attention to dodging enemy telegraphs. Avoid these to prevent yourself from taking lethal damage. Not to mention that if you can finish a fight with losing minimal health, you can continue onto the next enemy without much down time, helping you level and finish quests a lot faster.

Rule 4. Find Some Friend and Do The War of the Wilds (PVE Adventure)

One of the more exciting parts about this level bracket is that it will unlock another PVE adventure at level 25. Doing these are a great way to level up quickly if you can find a good group to roll with. Adventures differ from dungeons in that they're generally set up to be a choose-your-own-path style of gameplay. This War of the Wilds (WOTW) adventure in particular is pretty unique when compared to the others in the game; rather than giving you a bunch of choices at every turn, it's set up to be a bit like a MOBA (Multiplayer Online Battle Arena), which are games such as League of Legends or Defense of the Ancients.

Although this adventure is very similar to MOBA games, keep in mind that it is strictly PVE and the other side's "champions" will be computer controlled mobs. You'll be tasked with going through the map to capture flags, to kill the opposing faction's champions, as well as take out any mini-bosses you come in contact with along the way. With each new flag captured, there will be more friendly mobs that spawn and help you along the way.

As always, PVE adventures are ranked with medals rather than just focusing on completing the map. The better you do during the adventure, the better the medal you'll receive. To get a bronze medal in WOTW, you'll need to have 5 more player kills than the opposing faction and more captured totems (flags). There are champions on the other team that mirror the player classes. For each member of your group that dies, it will give the opposing team another point. You can rebalance that point count by killing one of the opposing team's NPC champions. To get bronze, you'll need at least 5 more player kills than the enemy. For silver, it's the same but you must complete an additional optional objective. For gold, you'll need a second optional objective on top of that.

In addition to the totems/flags and player champions, there are also three mini-bosses in the center of the map that are all optional. Taking these out can take some time, so make sure to only focus on them only if you've got a good amount of totems. In addition to that, each boss kill will change the loot table.

Rule 5. Upgrade Your Abilities

Once you've gotten to 25, you'll be halfway to level cap. You should have had a good opportunity to learn your basic skill mechanics, so now they're going to change up a little bit. You'll have Tier 4 abilities unlocked, which will slightly change your normal abilities. Make sure to get as many tier 4 abilities as you can when you're in this level range, as they're almost always a much more powerful version of the base spell. It'll take some time to get used to exactly how to use this new and upgraded ability efficiently, but once you do leveling will be a whole lot easier.

Rule 6. Upgrade Your Gear

There are a couple reasons that you may want to consider purchasing new gear, or farming for it at least, in this point of the game. As you are now in a contested zone your gear will matter greatly if you come across other players and are forced to fight. Not only will you win fights and avoid death that will slow you down, but you'll also avoid having to deal with being spawn camped.

Also, monsters are a lot harder now, having more damage and health. In order to keep up, you'll need gear so that you can continue completing objectives at a efficient pace. You can still kill monsters at this point if you have bad gear, but it is going to take much longer and waste time.

Rule 7. Get Yourself a Hoverboards

You should have had a mount at level 15, and at 25 you'll unlock a new way to travel: the hoverboard. Hoverboards come in a few distinct flavors, but generally they're 25 gold or 4000 reputation points to get. In addition to the normal bonuses you received with the normal mount, the hoverboards can also be used on water, which can make traveling between quest hubs much quicker and easier. Try to save up some money if you can before hand to purchase one as soon as you're level 25. You can find their vendor in your faction's capital.

Exile

Leveling Zone

Whitevale (Level 22-29)

Once you've gotten to level 22 in Galeras, you'll be sent south to Whitevale. This is a contested zone, so if you're on a pvp server make sure you watch your back. Other than that, it's relatively straight forward and has the same type of quests and path nodes you've been used to as well as a new PVE Adventure zone to try. The best strategy to employ in this zone is to just go through and pick up as many quests as you can and blast through the zone with a ton of AOE spells, as none of the basic monsters are all too difficult. This area will have enough content to get you to level 29.

Interesting Quests

Freeing Feathers

It is part of a quest series: (Scent of the Warhound, Sniffing Out Poul, Freeing Feathers and Dog Eat Dog)–Levels 20–24

Who/Where: Find Researcher Loren in Galeras and head southwest of Crosswind Post.

Objective: Researcher Loren assigns a Regional Story in Feathersquall Ridge. Recent events have unfolded. Explorer Poul has been captured and put under a binding spell. Kill the Vishal-Dagh Packmatron in order to obtain the Spell Ward, an incantation capable of freeing Poul from captivity. After Vishal-Dagh has been slayed, find Poul and help him free his newly made friend as well, Feathers from the Binding Post. They are trapped under an electric snare of the Binding Post's power. Immediately after the two are freed, they run north, follow them. Poul enters the body of Feathers.

Freeing Feathers is completed when Feathers (or Poul) is killed. Feathers does not pack a very hard punch. He averages a small damage output between 400 to 900 damage. Simply spam attack skills until he is defeated. The quest Dog Eat Dog is made available immediately after Freeing Feathers is completed.

Rewards: Researcher Loren gives players sixteen silver, twenty-eight copper and 226 Galeras Reputation Points. The Researcher assigns the next quest in the series (Dog Eat Dog) which requires more killings of the Warhounds and rewards 339 Galeras Reputation Points and Warhound Steps, Feathersquall Vestments or Houndmaster Grips. All quests in the series offer Reputation Points and cash. Once the series is completed a quality armor piece is awarded.

Squirg and I-Levels 25

Who/Where: Squirglings live in the Blasted Fields. They are curious creatures that will follow players from Outbreak Fen to Raxen's Holdout to nearby Dominion camps. Talk to the Odd Squirg in the Blasted Fields to begin the quest.

Objective: After telepathically communicating with a Squirgling, lead it to a Dominion camp. A good Dominion camp is Inception's Stand just west of Blasted Fields. Lure one of the guards away from the camp, be careful to inch into the Dominion guard's area of aggression. One or two shots from the guard will kill any player at level twenty-five. Once the guard has been lured, immediately press T. The Odd Squirg will latch onto the guard's head and eat his brains. Certain characters can sneak up behind objects and press T. This method works quicker. The killing of the guards must be successfully executed roughly seventeen times. Once the quest progression bar has reached one hundred percent the Squirg is satisfied and rewards an armored hat.

Rewards: 5,352 Experience. Odd Squirg Hat is armor that is sensitive to the armor type of every character. Warriors are given heavy type, Medics are given medium, SpellSlingers are given Light and so on. The hat has thirty-seven Grit and 537 Armor with one Rune Slot and the option to speak with the Squirg whenever necessary.

Original Modifications Levels 26-29

Who/Where. Picking up the X-D12 Origin Data item from Modified X426 Probe or Malfunctioning X426 Probe begins the Original Modifications quest. This quest is an offshoot from the Ascendancy quests that are being assigned by the Caretaker. Augment Facility X426 is where the Quest Item (X-D12 Origin Data) is located.

Objective. After finishing quests in Sunderstone Hold, Deadrock Prison, Wigwalli Village and Prosperity Junction, head to Augment Facility X426. While sweeping through the Facility, players often obtain X-D12 Origin Data. Right click the item in the inventory and a prompt screen will appear asking if the player wants to track the quest. Confirm the tracking and continue to kill the Probes.

Players are able to gather enough X-D12 Origin Data items after killing ten mobs. A bug exists during this quest, but the work-around is consistent and methodical. Players must not damage the Probe until the Scientist is dead. Once the Scientist has been killed, damage the Probe until it is dead. Ranged characters must attack the Probes in close proximity. Do not stand thirty-five meters away or else the mob may not drop the item. Once the proper amount of drops have been earned, travel to the Nexonian Analyzation Unit to process the data. The computer Unit gives the reward.

Rewards. Forty-three silver, twenty-eight copper, 399 Whitevale Frontier Reputation Points, 399 Whitevale Offensive Reputation Points and a choice between Dataminer's Jacket, Augmented Trousers, Dataminer's Jacket, Soulcore Galoshes and Augmented Trousers.

Dominion

Leveling Zone

Whitevale-Lv.22-28

You ought to be just about finished with Auroria by the time you hit level 22, just make sure to finish exploring the map and doing your path missions before continuing on to Whitevale. This is the first contested zone that you'll come across. No one faction has any definitive control over it, which means that enemy players can attack you if you're playing on a PVP server, so keep an eye out.

Other than that, it's a pretty basic zone to go through. You'll still be doing the same types of quests here that you've been doing so far. However, at this point in the game, your character should have improved quite a bit and you ought to have a few different abilities to choose from. A lot of the mobs in this zone can be taken out quickly by spamming your AOE spells; none of them are too difficult. Once you've finished up here, you ought to be around level 28.

When you arrive in Whitevale you'll begin in Palerock Post. This is the first major quest/NPC hub of Whitevale and where you'll be returning for quests for quite some time. It's important to note that Whitevale is the first contested zone in WildStar. This means that roughly half of the map is intended for Exile players. You're free to explore those areas of the map, of course, but you may not find many Dominion quests on that side. This also means that if you chose to roll on a PvP server you will be forced to deal with possible PvP matches at any time while in this zone and other contested zones.

Back to questing! The first quests obtained in Palerock Post take you to Sunderstone Hold. After you finish up in this area you should head to the southwest to Deadrock Prison where there are a few more quests to complete.

Afterwards, head east. There are more quests to pick up nearby. Ignore the section to the south for now since it's slightly higher level and head to Primal Drill Site Alpha. The area where most of these quests take place is Synergy Station which is just southeast of Primal Drill Site Alpha. These quests should take you to level 23-24. You should also head northwest to Shatterforce Outpost for more questing action.

Once you're back questing in Whitevale, pick up the quests at Inception's Stand. Again, ignore the area to the south. You're free to explore the area, but it's not recommended to do so until you finish up the Dominion quests and are as high a level as possible. It may even be a good idea to wait to explore the Exile areas until after you have reached the level cap. It is important to note, however, that many Path missions will task you with going into areas of the other faction. Whether you choose to work on Path missions now or later is completely up to you, but Path progression is always more optional.

After you grab the quests in Inception's Stand you'll be directed to Inception's Hold. The area just east of Inception's Stand is where the Exiles have a quest hub, so be on the lookout for Exile players in the immediate area. Some of the Exile areas are also a little higher in level in this zone when compared to Dominion areas, so these players may be a few levels higher than you. The quests in Inception's Hold should take you to level 27 comfortably.

The final Dominion area in Whitevale is located near Camp Virtue. Head back there and prepare to do a bit of questing in the area surrounding Augment Facility X426. This final batch of quests should take you all the way to level 28 by the time you are caught up on the main story. The rest of the quests in Whitefall are located on the Exile side.

Interesting Quests

Topple the Colossus. [GROUP 3+] - Level 23

NPC/Location: Bounty board in Palerock Post.

Objective: Find and kill the giant who wanders outside Palerock Post. He hits fairly hard. You'll do best with a friend or two.

Reward: Blue-quality energy shield.

Eldan Defense Protocol - Level 23

NPC/Location: Quest series begins in Primal Drill Site Alpha.

Objective: This is an episode series of quests. Do everything together, but make sure to grab a hazmat suit before going into the cave. Use the containers inside when your hazmat suit power runs low (the bar is displayed in the upper left-hand area of the screen).

Complete the first couple of quests then go back towards the entrance and use the porthole to transport to the lower level. Kill the tree enemies. Be careful of the large ones-- their attacks are painful. Take out the final tree boss and interact with the panel in the back of the cave. Make your way outside.

Reward: Your first quest-granted helm!

WANTED: Exile Ravager [GROUP 5+] – Level 25

NPC/Location: Bounty board in Wigwalli Village.

Objective: Exile Ravager is found on the bottom portion of Outbreak Fen (centered between Inception's Stand/Raxen's Holdout). This is by far the most challenging group quest thus far. You'll need 3–5 people and most likely someone who can toss out heals. Beware the dangerous telegraphs. His normal hits also hurt quite a bit. He can be kited toward the Dominion robot for some aid.

Reward: Blue-quality helm.

WANTED: The Crazy Zubblehead {GROUP 3+} – Level 26

NPC/Location: Bounty board in Prosperity Junction.

Objective: Kill Zubblehead who is located north of Prosperity Junction on a snowy cliff. He is fairly easy to solo at level 27 or so. His slow telegraphs are easy to dodge, just make sure you have enough room to dodge them without falling off the cliff.

Reward: Blue-quality shoulders.

The Squirg and I – Level 25

NPC/Location: Squirg NPC found in Outbreak Fen.

Objective: Go to the Exile's base (on the opposite end from where you begin) and use the quest ability on the guards in front. This will change them from level 60 to your level, enabling you to kill them. Be careful to not get too close else you'll pull the actual level 60 versions. The item can also be used on enemy faction players, but only if they're flagged.

Reward: Green-quality helm that's appropriately goofy.

Shiphand: Rage Logic – Level 29

NPC/Location: Aboard The Positron. Quest giver is located south of Inception's Hold.

Objective: This shiphand mission can be soloed around level 26–27. It's worth doing ASAP due to the rewards and EXP offered. Simply follow the objectives.

Reward: Level 29 blue-quality energy shield.

Unlocked Feature

Hoverboards

After hitting level 25 there are a few new unlocks to enjoy. You can purchase your first hoverboard upon reaching level 25, but most hoverboards require special achievements or currencies to obtain. To check out the available hoverboards you can take a look at the mount vendor in Illium. If you played the WildStar Winter Beta for a significant amount of time you can also learn that hoverboard during this time. Hoverboards aren't quite flying mounts, but they are pretty fun.

Adventure

War of the Wilds

The War of the Wilds is considered a level 25 PVE Adventure zone located in Whitevale. The conflict there revolves around a war between the Moodies and the Skeeche. It's your job to help one of the sides out. The zone features three main bosses.

There are multiple paths to take throughout the instance but you'll have to hustle if you wish to achieve a gold reward. This adventure is unique in that there are totems and NPCs involved. To have the greatest chances of obtaining a gold reward you'll need to protect said totems

- **Lord Hoarfrost**

Hoarfrost isn't too bad, he'll occasionally telegraph a stone throw to a player that can be avoided. He'll occasionally use a smash that will knock everybody down, and he'll use a spell called devastation, which is a big AOE that can be very lethal if it isn't interrupted.

Rockthrow – The lord telegraphs a rock throw at a targeted player.

Unearthing Smash – Hoarfrost creates 6 telegraphs that look like a hexagon. This will knock everyone down but otherwise isn't too lethal.

Devastation – This is a gigantic telegraphed AOE. Have the party attempt to interrupt this spell at all costs.

- **The Frozen Corruptor**

The Corruptor has two major abilities. The first is Stain Overgrowth that will follow a party member around via telegraph before eventually causing roots to spring up from the ground in the area, so make sure to be running if you're targeted for this sequence. The last one is a summoning spell that can and should be interrupted as much as possible, as his minions can add up quick.

Strain Overgrowth – The corruptor attempts to cast a telegraphed rooting spell. The roots will stay in place once summoned. Avoid these or you will be stunned for a good 5 seconds.

Smash – This creates two large telegraphs in front of the corruptor, so just make sure to keep your eyes open and dodge it when it comes.

Call of Darkness – Summons a huge amount of adds. Make sure to interrupt this, as the number of adds can get out of hand.

- **Glaciax**

Glaciax will use a frontal slam that can be easily avoided as well as a spell called Heavy Rain, which causes him to tackle a player. His final ability is Maelstrom, which is a gigantic AOE spell that needs to be interrupted as soon as possible.

Maelstrom – This is a gigantic telegraphed AOE spell that needs to be interrupted each time before it lands.

Ground Slam – This is a frontal telegraph that can be avoided by standing at Glaciax's flank.

Heavy Rain – He charges an area near a player. This spell can be avoided if you're quick.

Challenges

Since two factions now join the same map, they can do the same challenges. Here is the list of interesting challenges which give worth rewards.

Challenge: Walatusk Meat

NPC/Location: Redmoon's Dockyard. Kill one of the Icebathers to begin.

Objective: Kill Icebathers and loot them. They also drop pearl items for the quest entitled "Deep Sea Diving".

Reward: Blue-quality boots as the best option.

Challenge: Snuff the Snoglug

NPC/Location: Softsnow Woods. Kill a snail enemy to begin.

Objective: Kill more snails. This one's fairly easy to get silver or gold in.

Reward: Blue-quality weapon attachment as the best option (possible housing item as well).

Challenge: Squish the Squirg

NPC/Location: Outbreak Fen. Kill Squirg (the tiny ones) to begin.

Objective: Run around and specifically target and kill the tiny Squirg.

Reward: blue-quality chestpiece as the best option.

Challenge: Road Rage

NPC/Location: Inception's Hold. Interact with the bike to begin (grab the nearby quest first).

Objective: Ride around on the bike and use ability #1 to kill zombies. It's fairly easy to get silver or above if there aren't too many players in the area.

Reward: Blue-quality helm.

Challenge: Slay the Soulcore

NPC/Location: Augment Facility X426. Kill any enemy to begin.

Objective: Grab the Caretaker's quest entitled "Into Augment Facility X426" before starting this one. Fairly easy to get at least silver.

Reward: Blue-quality pants as best option.

Challenge: Reverse Engineering

NPC/Location: Augment Facility X426. Obtained after receiving "Destroying Corrupting Tools" quest.

Objective: Use the quest item on the large floating robots. Each circular platform essentially has one, so you'll need to run between them as quick as you can while trying to avoid aggroing everything else. If you go towards the west end of the facility and up the staircase, you can find a condensed pack of them towards the top where the Rho Caretaker panel is located. This is the best area to get silver/gold.

Reward: Blue-quality support system as best option.

Challenge: Doomtide Destroyer

NPC/Location: Doomtide Village. Kill a Pell mob to begin.

Objective: Kill Doomtide Pell in Doomtide Village. Do this at the same time you have the "Ascended Disciples" quest. It's very easy to at least get silver.

Reward: Blue-quality energy shield as best option.

Challenge: Augmented Tissue Samples

NPC/Location: Truthbound Encampment. Killing the first pack of enemies needed for the quest starts the challenge.

Objective: Kill all the packs of enemies. Fairly easy to get gold.

Reward: The best reward is a blue support system.

Reaching The Sky (lv. 29–35)

Congratulations! You've gotten to level 29, which means you're over halfway done with leveling and are on the downhill slide to end-game. You're not quite there yet though, and you'll have plenty of more stuff to get through before you're actually level 50. So far, you should have had time to learn a good deal about the basic mechanics and quest types in the game. There aren't any more huge surprises along the way until you get to end game, but that's a ways off, so let's take a look at how to get from level 29 to 35.

Leveling Rules

Rule 1: Unlock and Learn All of your Abilities

In this leveling bracket, you'll be delighted to hear that all of your major class abilities have been unlocked to use, aside from those that are unlocked through AMP usage. In addition to that, you'll have enough points to get up to three tier 4 abilities, along with the base versions to fill up your LAS. This is great, because it means you'll be able to really start effectively using the different builds that have been made for your class and get to experience complex rotations and a good level of synergy amongst your chosen spells. This can seem challenging, and it is, but once you master your abilities, you'll be able to take down enemies a whole lot quicker than earlier in the game where you were mainly just nuking and kiting.

Take some time out now to really study your abilities. Try out a few different LAS sets of your own creation to get a good feel for what each of your abilities do in practice and how well they work together. Learning this now will allow you to know exactly what skills need to be used in what situations, which will make leveling a whole lot more easier.

Rule 2. Extra Banking

At this point in the game, you've probably realized that you have a bunch of items in your inventory and you are constantly having to go back to sell everything. You may also have a lot of materials you're waiting to craft that are taking up room. Every time you have to go back to a town to sell and store stuff, you're going to slow down your progress.

To gain extra banking, make a spare character and keep it by a mailbox. Send everything you want to hold onto but don't want in your inventory to this character to store. This way, it will be easy to access again later on and you'll have more inventory space, preventing you from having to go back to town so much.

Rule 3. Keep a Supply of Medkits

Things have kicked up a notch and you may be finding yourself wasting a lot of time between fights waiting for your health to regenerate. The best solution to speed this up is to use medkits, which by now you should have looted quite a few of them. They are worth buying in large stacks so that they can constantly be used while leveling. They will reduce the amount of downtime you have, speeding up your leveling progress. Whenever you are in town, pick up a large supply of these kits.

Rule 4. Find some friends and do the Siege of Tempest Refuge adventure zone.

Your third adventure unlocks at level 30. It's called the Siege of Tempest Refuge. It's located back in the Whitevale zone, which you'll find from the quest you're automatically given at that level. The main goal of this area is to defend the instance's generator and base from a legion of mobs from the opposing faction.

As you've become aware, adventure zones are based on your performance. This means you're not just looking to pass the adventure zone, but are looking to get through it as successfully as possible. The medals you can receive from this zone are based on how much life the generator has at the adventure's conclusion. If you want the gold, you'll need to keep it between 95% and 100% health. Luckily, dying and a lower morale bar won't affect your medal reward at the end.

Each wave that comes after the generator is different from the others, and overall, there are five bosses you'll get to kill in this adventure. Each boss is preceded by four waves of normal mobs. This zone can be tough to do, but finding a dedicated group to learn how to do it effectively will make getting through this level bracket a breeze.

Rule 5: Ignore Arena PVP

At level 30 you will unlock access to the PvP arena. This is basically a 2v2, 3v3, or 5v5 battlefield for you to try and kill enemy players. This doesn't have much use at this level, but will definitely help you get PvP gear during the endgame part of Wildstar. Ignore this while you level up as it will slow you down..

Exile

Leveling Zone

Farside (Level 30-34)

For Farside, you'll be sent off the planet to a nearby moon to do some additional questing. It'll have enough content to get you to level 34 as well as a new pve adventure. The biggest tip to keep in mind while you're travelling out and about in Farside is that the gravity is much lower than it is back on Nexus, so as a result you can jump a lot higher than you would have been able to, which can lead to strange combat dynamics.

Farside can be a bit confusing. Like most of the zones you will be in from here on out, Farside is a contested zone. It is played on one of the moons of the Nexus and is divided into several sections. The main areas you'll be questing in on Farside are Biodome 3, Biodome 4, and Sovereigns Landing. You'll hop around these zones and other smaller ones as you go along the storyline.

You shouldn't worry about grinding on Farside. The quest line is really long and fun to play, so you should have more than enough to do to max out your reputation and get enough experience to move onto the next zone.

Interesting Quests

Farside

He's Lost It-Level 30

Who/Where: After Professor Papovich sends players on a quest to place the Skeeched of Tanglevine Territory in a decontamination shield, Lucent makes contact through the Datachron. He needs help continuing the studies of the Skeeched. He will ask players to complete a couple of tasks dealing with organizing and experimenting on Tanglevine Skeeched. After the successful completion of the tasks, Lucent requests players to meet him at the center of Progenitor's Hideaway. The He's Lost It quest now begins.

Objective: The path is clearly marked on the map, but getting to the center of Progenitor's Hideaway is another chore entirely. Players can find a small series of rocks piled just to the south of the main pathway leading east into the Hideaway. The series of rocks are directly below the "V" of the word Village indicated on the map for Tanglevine Village. Use these rocks to jump up into the Hideaway.

Once the player is inside, head to the center of the Hideaway indicated with a green dot. Kill Lucent. He has 13.2k damage and a bodyguard named Progenitor's Augmentor. Both NPCs are easy to kill. Attack Progenitor's Augmentor first using stun attacks that also effect Lucent. Lucent will kite for a couple of seconds.

Do not worry about killing Lucent until the Augmentor has been taken down. Lucent is to be buried at the edge of a small cliff to the east of the center of Progenitor's Hideaway.

Beware of surrounding Coralscales, they have a larger aggro range than most mobs surrounding the area. Once the spot has been found, push the F key and wait about four seconds for the character to bury Lucent. Although Anthropologist Birchly has never been seen before, he calls the Datachron and hands over an award plus more available quests.

Rewards: Thirty-two silver, forty-four copper, 362 Farside Sector Reputation Points and the choice between Wraps of the Master, Lucent's Hyperwave Pauldrons, Experimental Face Guard or Wraps of the Master.

Baseline Measurements Levels 31

NPC/Where: Climatologist Skyleaf /Crystalline Waste

Objective: Climatologist Skyleaf is first met during the Baseline Measurements quest near Shady Ledge. Skyleaf needs players to record the data of the Climate Beacons scattered around Crystalline Waste. Baseline Measurements is the first task to help build a professional relationship with Skyleaf.

Rewards: Once the mission is complete Skyleaf awards Experience and Farside Reputation Points.

Elemental Core Collection

NPC/Location: South of Crystalline Waste

Objective: After working with Skyleaf he sends the player to talk with Researcher Starland. Starland has been overseeing the power deposits of Eldan Terraformers. Collect data from Elemental Core. Every time a player successfully collects one Core, a twenty percent increase in the quest is rewarded. Therefore players can collect five Cores from Arid Microbursts or Arid Airthrashers and finish the mission by a Datachron call with Researcher Starland.

Rewards: A choice of green quality energy shield

Breaking the Surface–Level 31

NPC/Location: Northeast of Crystalline Waste

Objective: After Elemental Core Collection, Skyleaf immediately assigns Breaking the Surface. Scout the areas surrounding Crystalline Waste for Fresh Crystals. The extraction of data from Fresh Crystals is achieved by pressing the T button. Once enough information is collected and Breaking the Surface quest is completed, Research Starland orders the assassination of Stormfury in the Primal Overlord quest.

Rewards: To advance to the next chain quest

Primal Overlord– Level 31–34

Questchain Details: Players must complete these three quests before Primal Overlord is made available: Baseline Measurements, Elemental Core Collection and Breaking the Surface.

NPC/Location: Researcher Starland is located at Bio-Dome 4 near Crystalline Waste where a small orange indicator rests to the east of Crystalline Waste.

Objective: Researcher Starland is complaining about capricious weather patterns and behaviors in the Bio-Dome. After killing groups of elementals, Researcher Starland requests that the player get to the core of the problem. Stormfury continues to suck up energy from Eldan terraformers. This needs to be stopped in order for the Exile Academy of Science to continue their studies. Head southwest away from Researcher Starland. A tornado is located almost off of the map next to a satellite and a large stone pillar. The tornado brews next to a giant jump puzzle. Dismount from any transportation and walk into the tornado.

Walk backward out of the tornado and run at the tornado without jumping. This should cause the tornado to launch players into the air. A floating rock should be directly to the north of the tornado. Land and run up to the next tornado to be launch again further up into the air to another floating boulder.

Do this one more time and control the character slightly to the left. Stormfury is level thirty-one with 19.3 thousand Health Points. He is easily beatable as long as the character has adequate gear. Make sure not to kite Stormfury with a wide radius. Falling off of the floating boulder causes Stormfury's Health Points to reset and the whole quest will have to be done again. After Stormfury has been defeated, a call from Researcher Starland wires through the Datachron.

Rewards: 14,967 Experience, thirty-four silver, thirty copper, 362 Farside Sector Reputation Points and the choice between Stormfury Polygloves, Vestment of Primal Air or Overlord's Sandstriders. All items have different statistics for light, medium and heavy armor attribute

Dominion

Leveling Zone

Farside Level 28-35

The next area the main story quests will take you to is Farside. Farside requires a fair bit of journeying to reach and actually takes the shape of three different locations. Eventually you'll end up on the moon of Farside, but for now you'll need to explore a couple of Bio Domes located within the Alpha Complex.

Farside is definitely one of the more unique zone types in the game. It's not even located on the planet of Nexus. Your character will have to travel off-world and get transported to a nearby moon and asteroid belt. This doesn't just mean it's going to involve a change of scenery, either. It means it's going to completely alter the mechanics that you've become accustomed to so far. You'll be able to jump much higher and fall much slower, which can have a great effect on both PVE and PVP encounters in the area.

The gravity can definitely lead to some interesting dynamics, so make sure to practice with it once you actually get there. After getting the hang of it, go ahead and see if you can turn it into a tactical advantage, so be sure to test it out with your different abilities when you're out fighting.

Head to Illium to catch up on the quest and receive transportation to Farside. You'll land in Virtue's Landing which is the Dominion arrival area for Farside. Here you'll travel through the Alpha Complex and gain access to two Bio Domes located on Farside. For now, you'll want to explore Bio Dome 3.

Bio Dome 3 is a fairly small area and is contested. Silvos Overlook, the Dominion hub for the dome, is located in the northeastern area while the southeastern area is held by the Exiles. Running into Exile players in this zone is expected, so be on the lookout if you're on a PvP server.

The only major quest hub inside Bio Dome 3 is Silvos Overlook. The quests themselves take place in three areas-- The Beryl Forest, Progenitor Hideaway and the Primal Energy Lab. The Primal Energy lab is where the story-based quests take place. These quests don't take too long to complete as the area is quite small. You should easily reach level 30 or 31 by the time you are done, however.

Farside Bio Dome 4 and Farside Moon - Levels 31-35

At level 31 you should still be finishing up in Bio Dome 3 or just beginning Bio Dome 4. Both are located on Farside. Both Bio Domes are somewhat small areas, but they also have some great quests as well as some fantastic reputation rewards. By the time you are done questing in both of the Bio Dome areas you should be able to acquire enough reputation to pick up most of the valuable Farside reputation rewards.

In particular, be on the lookout for new AMP abilities that you can purchase off the Farside quartermaster when you reach the Popular rank. You'll reach this upon collecting 8000 reputation. Each class should have three different AMP abilities they can purchase from the quartermaster. Pick up the ones that are of the most use to your spec and playstyle. Grabbing all of them is also not a bad idea, especially if you think you may change your spec later on. This is generally the time when you should start thinking about endgame builds and goals, so preparing now is recommended.

Along that line of thinking, you should definitely continue running instanced dungeons and adventures with other players if endgame raiding and/or dungeon running is your goal in WildStar. Take every opportunity you can to learn more about the dungeons and learning how to effectively play your class and work with other players. Siege of Tempest Refuge continues to be a fantastic source of both experience and loot until around levels 33-34.

If you're just getting started in Farside's Bio Dome 4, you will find yourself at Sikabis Station. This is the only Dominion quest hub located in this Bio Dome. Similar to Bio Dome 3, the area is quite small and is contested, so always be on the lookout for Exile players if you're on a PvP server. The Exile quest hub is south of Sikabis Station and is located at Shady Ledge.

The Dominion questing areas in Bio Dome 4 will take you to Scorched Expanse, The Arid Sands and Firewalker Hold. There are random quests found throughout the area, of course, but for the most part the quests are fairly linear. You should have no problem getting to 32 or even 33 in this area.

Farside Moon

Once completed with both Bio Dome areas, it's time to move on to the actual surface of the Farside Moon. The breadcrumb quest from Bio Dome 4 will walk you through the transportation process which begins in Virtue's Landing. Now, on the surface of the moon you'll have to deal with some interesting jump and anti-gravity mechanics. If you completed the Deradune Shiphand Mission you should be familiar with this type of jumping environment. It takes some practice to get used to jumping and hopping around in this environment, especially when avoiding nasty effects on the ground, but it isn't too large of an adjustment. It's also pretty fun exploring a totally different environment.

You'll arrive on the moon in Sovereign's Landing. The Exile landing location is directly above Sovereign's Landing, so both factions will start out fairly close together. The quests in Sovereign's Landing will take you to the nearby large area of Fatalis Fields. You'll should hit 33 by the time you're completed with these quests.

Next you'll want to head over to Warbringer's Break which is west of Sovereign's Landing. You'll get quests here for Shatter Ledge. As you move on you'll explore the areas of Arcanus Base, Ravenous Ravine, Derelict Silo E23 and Plasmic Equalizer. Plasmic Equalizer is the final questing location on the Farside Moon. You should be able to hit level 35 by the time you've completed all the quests on Farside.

Interesting Quests

The Observer's Terrace – Level 29

NPC/Location: Primal Energy Lab– Farside

Objective. You need to climb up the vine and jump up on the leaves that lead you toward the higher vines. When you near the wall you should see the Eldan platforms with scanbots to use your Charged Reactor (quest item) on. Click the bot above the platform you want to jump to and use the quest item. If you're close enough, it'll jump you to that platform. Move toward the platforms along the wall where you can use them to jump higher and higher until you reach the top platform.

Reward. Area quest completion, large chunk of EXP.

WANTED: Gritmaw [GROUP 2+] – Level 31

NPC/Location: Bounty board in Alpha Complex.–Faside Biodome 4

Objective. Gritmaw is found at the very top of Flamewalker Hold. Climb up the rocky center to get there. He's a giant worm enemy that hits fairly hard. There aren't a lot of telegraphs to watch out for except for when he burrows underground. Sprint far away from him when he does this. Best to bring 1-2 extra players.

Reward. Blue-quality chestpiece.

WANTED: Grimstone [GROUP 3+] – Level 32

NPC/Location: Bounty board in Sovereign's Landing–Farside Moon

Objective: Kill Grimstone who is found in Fatalis Fields. He's a rock enemy northwest of the "Fatalis Fields" marker on the map. Can be soloed with some care, but hits fairly hard.

Reward: Blue-quality weapon attachment.

WANTED: Deathclaw [GROUP 3+] – Level 33

NPC/Location: Bounty board in Sovereign's Landing–Farside Moon

Objective: Kill Deathclaw who is found in the Ravenous Ravine toward the very end and up on a ledge. Not a bad solo. You have the flamethrower guy's help if you do this while you have "Life Signs Detected", etc. Avoid the telegraphs.

Reward: Blue-quality gloves.

Shiphand: Space Madness – Level 32

NPC/Location: Sovereign's Landing, just southwest of the entry point–Farside Moon

Objective: Do the shiphand mission. Keep an eye on your sanity for the first part and prioritize the oxygen tanks when you dip to below 90. At 80 sanity you'll spawn extra mobs to kill. if you interact with a tank mid-fight you can make them disappear. You'll then have to save crew members and kill hallucinating livestock.

Reward: Blue-quality implant.

Asteroid 3C48 [GROUP 10+] - Level 34

NPC/Location: Begins in Sovereign's Landing. Talk to Private Tafu to get sent to the asteroid as well as grab the quest- Farside Moon

Objective: This is a group event intended for 10 or more players. You and your group will need to follow a set of objectives on the asteroid involving defending turrets against invaders and defeating multiple mini-bosses. It's fairly straightforward. The most difficult part will likely be finding other players to join in.

Reward: Quite excellent blue-quality legs.

The Secrets of Nexus: Opening Doors - Level 35

NPC/Location: Received upon reaching level 35-Farside Moon

Objective: Go to the mysterious portal in Illium. This introduces the world story in WildStar.

Reward: Blue-quality chestpiece.

Unlocked: WorldStory

Upon reaching level 35 you'll be able to begin taking part in WildStar's main endgame story. Unlike many MMORPGs that familiarize players with a central storyline the second they begin the game, WildStar's main story takes a while to build up to it. Finally at level 35 you are introduced to the main story that shapes endgame and will shape the majority of most future content that will be added to the game.

World story quests take the shape of single player instances that you should have no problem completing solo. They're designed as solo instances so players can take their time to explore the story and lore however they choose. These instances will continue to be a part of the game as you level to 50 and will continue to be developed and added for endgame solo players to enjoy.

Adventure

Siege of Tempest Refuge

Upon reaching level 30 you'll unlock another PvE adventure. This one is called Siege of Tempest Refuge. The instance is located back in Whitevale and can be found within the Alizar region. To reach the entrance, you'll need to dive down. There are ten boss encounters for you and your group to make your way through, but five of these encounters are randomly chosen.

You don't lose if you die, but it will keep you out of the game for a few minutes if you do. Try to stick together and focus down similar targets to each other.

The primary goal of Siege of Tempest Refuge has to do with defending a generator within a Dominion/Exile base. Enemies come in waves and the bosses will immediately run in after the trash is defeated. The entire area will also be under heavy fire from bombs, enemy tanks and flying explosives. Make sure your entire group stays together and avoids whatever external damage they can while fighting trash waves. Players can't be resurrected while a boss is out, so everyone should prioritize staying alive during the trash waves to effectively take out each of the bosses with everyone alive.

If you ever find yourself below the recommended level range for any of the areas within this level range you should take the time to run a few instanced adventures or dungeons with other players. Dungeons and adventures are some of the best sources of experience in the game. In fact, if you chain run dungeons and adventures with a group of friends you can speed through the leveling process rather quickly. WildStar has many options for leveling, but instances are hard to beat when it comes to pure leveling speed.

Challenges

Challenges are not a compulsory, but if you want to acquire a better gears. These are recommended.

Hot Feet

NPC/Location: Alpha Complex, in the tunnel leading to Bio Dome 4 (to the right side of the entrance) – Farside

Objective: Click the fire orbs to start. Simply stay on the ground clicking on the fire orbs, quickly tapping "F" on each of them. It's fairly easy to obtain gold, just always have your next direction in mind.

Reward: Blue-quality boots as best option.

Full of Life

NPC/Location: Alpha Complex, in the tunnel leading to Bio Dome 3 (to the left side of the entrance). Touch a green, glowing orb to start-Farside

Objective: Run around and jump through the green orbs. After jumping through you'll get a buff that gives you the ability to jump higher. Loot the orbs and their buff easier by pressing "V".

Reward: Blue-quality gloves as best option.

A Bouquet of Willoweep

NPC/Location: The Beryl Forest. Interact with one of the tiny plants to begin- Farside

Objective: Collect all the plants you can. The area's pretty wide, just prioritize the plants to easily get gold.

Reward: Blue-quality shoulders.

Elemental Grab Bag

NPC/Location: Primal Energy Lab. Doing the quests in the area unlocks this naturally - Farside

Objective: Run around and collect the elemental nodes.

Reward: Blue-quality chestpiece.

Elemental Extermination

NPC/Location: Scorched Expanse. Appears when you kill your first elemental- Farside Biodome 4

Objective: Kill as many elementals as you can. Avoid the bug-looking mobs and the primes. Watch your Heat Exposure. If you stay in the lava area too long you'll take constant fire damage which can easily kill you.

Reward: Blue-quality support system.

Sandy Secrets

NPC/Location: Flamewalker Hold. Kill an Arid Stemdragon (neutral plant-looking enemy) to begin-Farside Biodome 4

Objective: These are randomly spread out through the entire area. Kill as many as you can.

Reward: Blue-quality helm as best option.

Just Keep Swinging

NPC/Location: On top of Flamewalker Hold. There's a glowing control panel next to both a Dominion and Exile NPC. Use the control panel to start – Farside Biodome 4

Objective: Use your new #1 and #2 abilities to hopscotch across the scanbots to turn on the satellites. Turn on the first that's right next to you. What you need to do is click each of the scanbots and alternate using #1 and #2 (left and right). While you're flying, take that time to click on the next objective. Keep your camera panned out to see where you're going.

Reward: Blue-quality weapon attachment as best option.

Extraterrestrial Exterminator

NPC/Location: Fatalis Fields. Just killing anything starts it. – Farside Moon

Objective: Kill enemies. Easy enough to get silver/gold.

Reward: Blue-quality energy shield as best option.

Shallow Impact

NPC/Location: Anywhere in Fatalis Fields-- just pick up a Meteorite – Farside Moon

Objective: Gather Meteorites. They're all over. The area's huge. Can easily get gold. Dodge the asteroids.

Reward: Blue-quality weapon attachment as best option.

Lumos Drifter Lure

NPC/Location: Fatalis Fields, in the sunken-in area with the dark blue bubbles and jellyfish-looking enemies. Click on the box to start - Farside Moon

Objective: Use the quest item on the tiny jellyfish. If they attack you, just let them. They die in one hit. When they do aggro, it sometimes takes a cooldown or two to get credit for them. Try and not aggro the larger ones.

Reward: Blue-quality support system or Flying Saucer FABkit as best rewards.

Face Off

NPC/Location: Received inside Derelict Silo E23 when you kill a Derelict Squirg - Farside Moon

Objective: Kill enemy packs. These packs don't hurt too much, so go all-out. It's easy to get silver or above.

Reward: Blue-quality shoulders as best option.

Plasma Donors

NPC/Location: Shatter Ledge. Kill anything to begin -Farside Moon

Objective: Kill as many enemies as you can.

Reward: Blue-quality legs as best reward.

Pinchers of Peril

NPC/Location: Behavioural Research Facility 394 (located in Plasmic Equalizer area). Kill a Darktide Finripper, Dorsalcutter, or Neddlefin to start. – Farside Moon

Objective: Kill bug-looking enemies. Try and avoid everything else.

Reward: Blue-quality gloves as best option

Dungeon

Skulcano

Reaching level 35 also grants you access to Skulcano, the second 5-player dungeon in the game. Players who choose to run Skulcano with friends or guildmates can actually enter the dungeon at level 32, but to use the group finder tool you'll need to be level 35. Skulcano is located in central Whitevale, directly outside of the Neutral Loop Sanctuary.

There are four bosses inside Skulcano. Similar to Stormtalon's Lair, crowd control, stuns, interrupts and high mobility are essential to completing Skulcano with ease. If it is your first time through, make sure to prepare for a wipe or two, especially if you are joining a pick-up group. Remember: Patience and teamwork are key.

Here are some brief boss strategies.

Stew-Shaman Tugga – The boss has 2 interrupt armor. Avoid the Molten Rain fire circles, kill the fire totems and try and interrupt any casts of "Into the Stew". At 75% he will try and heal himself. This must be interrupted.

Thunderfoot – Tank the boss near the giant mushroom since the mushroom will stun the boss when cleaved down with area-of-effect damage (the tank can handle this part). Avoid ground pounds and double jump when there are tremors. Avoid the poisonous mushroom clouds. Try and have the boss by a mushroom when he uses Enraging Fury to avoid this harmful attack.

Bosun Octog – Avoid the Hookshot pull by quickly dodging it before you're hit for major damage. After falling below 70% the boss will spawn ink and the entire group must spread apart and sprint to avoid the puddles on the ground while avoiding squid creatures. In Phase 2, the ink disappears and an add spawns that must be tanked and killed.

Mordechai Redmoon – When the emote "The Terraformer begins to rumble!" goes off, the party must sprint between the fire jets while avoiding fissures. Detonators will also go off during the fight. You can flip your character around to avoid facing these. This will stop you from getting blinded. Big Bang can and should be interrupted. The boss uses a new ability at 25%. The party must all strafe around the boss to avoid this. The boss can be rotated as well to make this easier for everyone

PvP

Unlock. Arena

Level 30 also unlocks one of WildStar's most anticipated features-- the arena PvP feature. Yes, players don't have to wait until endgame to participate in competitive PvP gameplay. WildStar's arena system is broken down into three different categories. 2 vs. 2, 3 vs. 3 and 5 vs. 5. Players create and make their own teams and go up against other player teams using the PvP group finder tool. The arena feature is perfect for PvPers who enjoy organized tactics and strategies that involve specific team and class makeups.

Understanding The World Of Wildstar (lv.35-40)

At level 35, players will have a new zone to explore and conquer. Just take a ship from your home city to blast off to the Olyssia zone of Wilderrun. In addition to a bounty of new quests to do and mobs to kill, players will also have a few more unique features unlocked that are really useful while making the climb to level 40.

Leveling Rules

Rule 1: Do the World Story

Once players are at level 35, the World Story unlocks. Unlike most other MMORPGs, players won't get a real taste of the game's lore and story line until they've reached level cap, aside from a few bits and pieces in the lower level zones.

As soon as they get to 35, players will receive word from their respective faction about a portal that's opened up in their home city. It's up to the player to jump into this portal and see exactly what's going on. Once inside, players will meet Drusera.

All throughout the game, the whole point of being on Nexus was to unravel the ancient mysteries of the Eldan and find out what happened to them, and this quest chain is the first steps towards doing so. From here on out, players will start getting additional Drusera-centered quests that'll take them all the way to level cap and beyond.

Each of the quests for this line are single player instances with a heavy focus on the game's story, meaning it's not open to other players to randomly spawn in and you won't meet any strangers, as it's just for you. There are plenty of things to learn and great loot to collect by doing these lines, so make sure to check out the portal as soon as you reach level 35.

Rule 2. Put Your Nose to the Grindstone

Wilerrun opens up at level 35 with tons of new quests to complete. These are all the same type of quest that you've already become familiar with in the first half of the game, so just keep collecting and completing as many of them as you can find in the area. If you ever get to a slow part, pick a direction and start walking, as there's plenty of mobs to kill and off-the-beaten-path quests to find.

Another thing to note is that there are a ton of materials to pick up around the large black portion of the map that's near the dead center. If you're needing some extra gold, it's good to run through that area while you're doing the nearby quests.

Rule 3. Find Friends to Farm Gold With

A brand new adventure zone unlocks at level 40. This one is called the Crimelords of Whitevale, and will give players two pieces of purple loot rather than just one for completion, which makes it a great way to get a ton of extra cash as well as experience points.

Like in the previous adventure zones, there are a variety of choices you get once you've started a new run. The first choice will give you the option to go with the Darkspur Cartel, the Redmoon Marauders, or the Protostar Corporation. Each of these are of varying difficulty. If you're with a pick-up group and are just looking to get through the map as quickly as possible for the loot, then choose Redmoon Marauders, as it's the easiest mission to do.

From there players will need to fill up their notoriety bar by completing a few straightforward side quests. You'll need to do at least four before advancing. Overall, it's not too tough.

Rule 4: Experience Grinding in Skullcano

As soon as the player reaches level 35, they're able to go through the second dungeon in the game. This area is located right outside the Lopp sanctuary in the zone of Whitevale. It's called Skullcano.

It's been awhile since the first dungeon opened up, and grinding Skullcano is a great way to level up quick when you're in the 35 to 40 level range (assuming you can find a good group). It's a bit tougher than the previous group encounters you've seen before, so it's important to take things slow your first few times. Once you understand the layout and what needs to be done, you'll be able to rake in a ton of extra gold, experience, and loot.

These mobs can be pretty difficult, so unless you're running with a dedicated group or have had good luck finding pick-up groups, it'd be easier and faster to level using one of the other options mentioned here for now.

Overall

To recap: Get and do the Drusera World Storyline as fast as you can, as that's going to give you the best exp/hour from what you have available. Afterwards, go through Skullcano and try to find a dedicated group to role with until you're level 40 when the adventure zone opens up. You'll get tons of gold and experience points. In between dungeon/adventure zone runs with your friends or if there isn't anybody good online, go out and do your normal quests.

Exile

Leveling Zone

Wilderrun (Level 35-40)

Once you've completed Farside, you'll be transported back to Nexus to the zone of Wilderrun, which will have enough content to get you from level 35 to 40, including its own unique dungeon. Wilderrun is about as difficult as any previous questing zones and yields about the same result as far as experience points go. If you have a dedicated group, you might try going through Skullcano earlier than you normally would, as it can be a great way to level up if you get a group who's used to running with each other.

Interesting Quests

Dominion History Lesson-Levels 35 – 36

NPC/Location: Roughly 1500 meters northeast of The Undergrove

Objective: Dominion History Lesson is started when characters find parts of the Dominion Spacecraft called Dominion Ship Scrap. Right click the item and the quest Dominion History Lesson will begin. The quest leads to an ancient crash-site roughly four hundred meters south of Wildfall Commune. Search for clues around the Ancient Crash Site. The clues are easy to find and are located at several points around the crash-site. Once the quest is complete, Dorian awards cash and Wilderrun Expedition Reputation Points.

Rewards: 15058XP

181 Wilderrun Expedition Reputation Points

Defragmenting Data–Level 37

NPC/Location: Surrounding areas of Ancient Crash Site

Objective. Players learn the crash-site is an ancient Cassian spacecraft! Download local data fragments to learn how the Pell have infiltrated the crash-site for materials and operational manuals. Return the information to the Cassians' Master Terminal. Although the Master Terminal does not function properly due to its outdated hardware, Defragmenting Data is finished.

Rewards: To advance to the next key chain quest.

Pieces of the Puzzle–Level 37

NPC/Location: Northwest of the Wildfall Commune

Objective. After evaluating the condition of the Terminal, collect power cells in select places of the Wildfall Construct. Pell will harass and endeavor to kill over-curious players so watch out for immediate threats. Group up with a friend if the Pell prove to be in concentrated areas. Wildfall Commune is less frequented than other regions of Wilderrun. The infrequency of activity can cause mobs to overpopulate.

The concentration of Pell prevents players from proper exploration of the Constructs. After finally recovering enough power cells, plug them into the Master Terminal. The Master Terminal is located roughly five hundred meters west of Wildfall Commune.

Rewards: To get through an advance

Ask the Pell-Level 37

NPC/Location: Wildfall Commune

Objective. The Terminal explains that Lady Tresayne was taken away by the Eldan. Ask the Pell if they have any information about where Tresayne may be located. As the Questchain progresses farther and farther, more information about the Wildfall Commune and the Pell is revealed. The best way to ask the Pell for information is through the activation of Primal Life Essences.

Place the Primal Life Essences on Ritual Statues. Finally, the High Priest Life-Bearer is summoned and informs players what exactly happened to Tresayne.

Rewards: 32,000 reputation points

Wild Women of the Jungle -Level 37

Questchain Details. Players must complete these four quests before Wild Women of the Jungle is made available: Dominion History Lesson, Defragmenting Data, Pieces of the Puzzle and Ask the Pell.

NPC/Location. Dorian Walker directs players to the High Priest Life-Bearer again. He is located at the eastern part of the center of Wildfall Commune.

Objective. Travel to the Torine Hunting Grounds. Head directly east and find Freya the Handmaiden not far from the Commune. Killing Freya is not as easy as the usual quest mob. She has 20.2K Health Points and 5.5k Shield Points at level thirty-seven.

Continue to kite her from where you entered the Grounds and she should fall within a one minute fight. Once she has been killed Dorian Walker will make contact through the Datachron.

Rewards. 30,115 Experience, forty-six silver, thirty-four copper, 362 Wilderrun Expedition Reputation Points, 362 Alchemist Guild Reputation Points and a choice between Torine Casque, Grips of the Sisterhood or the Blademother Shoulder Armor. The Torine Casque has a whopping 1101 Armor Point stat, forty-three Tech and twenty-eight Deflect Critical Hit Rating. The Sisterhood has 457 Armor Points, twenty-four Finesse, twenty-three Moxie and a slot for Runes. The Blademother has 748 Armor Points, thirty-five Brutality, thirty-five Tech and a slot for Runes.

Opening Doors–Levels 37 – 38

NPC/Location. Professor Rhoda Wellspring, Portal just outside Thayd

Objective. Genesis Prime is a pivotal part of Wildstar. The path to achieving full potential as an offensive influence on the virtual world occurs through the completion of Drusera's quests.

Opening Doors is the first part of Drusera's series of quests. Professor Rhoda Wellspring requests a full inspection of a strange portal that has opened in Thayd. Explore the infrastructure of Exo-Lab Prime and learn how the Laboratory functions as a closed-circuit high-powered realm. All seven Primal Energies must be activated in order for enough juice to sync into the system and reboot Drusera. Venture into the portal and activate the six Primal Energies.

After the Energies come to life, enter the main Chamber. Once in the Chamber, the six Energies power up the seventh Primal Energy. Learn how Drusera has been created by the Eldan to serve as their God. Once players configure the computers of Genesis Prime and repower Drusera, she decides to torch the Lab. Destruction and death of the player is inevitable. Drusera delivers the player away from danger. After players have been successfully teleported to safety, report to Professor Rhoda Wellspring and collect an award.

Rewards. A choice of blue quality chest piece

Straining to Be Heard (Level 37)

Questchain Details. The World Storyline for Drusera begins with Opening Doors, then Straining to Be Heard, Darkness Revealed, Power by Proxy, etc.. Drusera quests continue until level fifty. Drusera quests are convenient because players report to the same teleport in Thayd for every quest. (except for Darkness Revealed, but more on that later)

Drusera quests pop up every two to three levels after level thirty-five. The endgame cut-scene can be watched after the final Drusera quest is finished. Whenever the opportunity to work with Drusera arises, put the current quest on the back-burner and meet her demands.

NPC/Location. After receiving a Datachron call from Drusera, travel to Thayd and enter the portal on the outskirts of town next to Mysterious Ruins. Use the quest pointer if the teleport is difficult to find.

Quest Objective. Drusera asks players to teleport into Exo-Lab X39 from the Thayd location. The Caretaker tries to convince players to exit the Lab, but Drusera reprograms and re-influences the Caretaker with her Eldan power. Once Drusera uses her powers on the Caretaker, players are allowed to venture farther into the Lab. Mobs will attack in groups of three or four. Baneslime swarmers, Strangerot Maulers, Strangerot Biters, Baneslime Eggs, Baneslime Stingers, Boneclaw and Slobbertooth are some of the mobs that will be faced in the Lab. Progress further into the Lab and find the Datacube.

Access the panel to the right of the Datacube and conquer the memory game. Progress further and kill the Slobbertooth. He has 19,000 Health Points. He will have the Datacube inside of his body. Drusera will lead players to the next Containment Programming Panel. Drusera will then head to an additional Containment Panel which deactivates the force field around the Strain Ravager.

A Datacube is inside the force field with the Strain Ravager. Drusera tries to escape the Ravager before he awakens but it is too late. Kill the Ravager, he falls pretty easily. Run to the entrance of the Lab and teleport back to Thayd. Once safe from the Strain, report back to Professor Rhoda Wellspring. She's located in the Secret Ops Center.

Rewards. 7529 Experience and the choice between Baneslime Branded Feelers, Ravager's Skin Smartgrips, Strangerot Resistant Gloves or Baneslime Branded Gloves.

Infection-Level 39

Location. Twilight Grove

Objective. This Questchain begins when Victor Lazarin needs a scout to survey the condition of Twilight Grove after large purple mucous deposits invade the surrounding region. The Infection quest demands players to release Chompacabras next to the mucous as an experiment. The mucous immediately overtakes the test subjects and the player must defeat newly infected specimens.

Rewards. To advance to the next chain quest.

Well That Can't Be Good-Level 39

Location. Research Camp Echo

Objective. Dorian Walker sends players to speak with Victor Lazarin about recent events near Everpool Sanctum and Twilight Grove. Head to the Camp west of Marshal's Haven. This quest is fast and simple.

Rewards. To advance to the next chain quest.

Tainted Samples-Level 39

Location: Victor Lazarin-Northern part of Twilight Grove

Objective: After discussing the powers of the strange mucous, Victor Lazarin wants to conduct further studies. Tainted Samples demands players to collect a different type of specimen that is more fresh than previous samples. Corrupted specimens gather in groups in and around the large purple regions indicated on the regional map.

Rewards: To advance to the next chain quest.

Field Study-Level 39

NPC/Location: Victor Lazarin-Northeast of Twilight Grove

Objective: Once enough data has been collected, the Field Study quest requires players to find the Genetic Analysis Probe. The Probe is roughly seven-hundred meters northeast of the Twilight Grove. Corrupted Scavengers, Snappers, Rippers and Spore Pods surround the Probe. Be careful not to draw too much attention.

The Strain infection will prove to be too powerful. Activate the Probe with F and wait several seconds for the quest action to complete. Corrupted Screechers spawn all around the player. Kill these Corrupted Screecher in the immediate area. Kiting too far away will simply reset the Probe. Once the Screechers have been killed, Lazarin gives an award and the quest Side Effects.

Rewards: To advance to the next chain quest.

Side Effects–Level 39

NPC/Location.: Southwest of Twilight Grove

Objective. Researcher Anton has been missing for several days and Lazarin wants his colleague to be returned safely. Find Anton and subdue him. He has been overtaken by the Strain. Help Lazarin put Anton in a Containment Beacon. Once all five tasks are complete Lazarin gives up some hefty rewards.

Rewards: To advance to the next chain quest.

Reckless Research –Level 39

Questchain Details. Players must complete these five quests before Reckless Research is made available. Infection, Well That Can't Be Good , Tainted Samples, Field Study and Side Effects.

NPC/Location. Lucy and Victor Lazarin are standing right next to each other at Research Camp Echo located slightly north of the center of Wilderrun. Victor Lazarin only moves twice during the quests of Wilderrun.

Objective. Victor and Lucy try an experiment. Anton has been captured in the previous quest, so they decide to experiment with the Molecular Reconstructor as their first attempt to reconfigure Researcher Anton's molecular integrity. Activate the Reconstructor and wait. Anton unfortunately turns into Strain Spawn. Activate the Mutagenic Deconstructor. The experiment fails and Anton is never cured. Victor hands over the reward regardless.

Rewards. 41,051 Experience, five silver, seven copper, 362 Wilderrun Expedition Reputation Points, Twenty-eight Exiles Reputation Points and the choice between Strain-Touched Skull, Contagion Shroud, or Smartgrips of the Crazy Researcher. Each item offers a specific armor piece for light, medium and heavy.

Dominion

Leveling Zone

Wilderrun (Level 35 – 42)

Journeying onward, you'll embark from Illium to Wilderrun. Follow the breadcrumb quests as usual to get there. Upon landing you'll arrive in Fort Vigilance. Similar to on Farside, the Exile hubs and questing areas are quite intertwined with the Dominion quest hubs. Use caution if you're on a PvP server. The first quests obtained in Fort Vigilance will take you to Discovery Heights, West Glen, Wilderrun Heights and Blademother's Refuge. These areas should take you to level 38.

After that, head to Everpool Sanctum and north to Marshall's Haven. Here you'll obtain more quests. Some of the questing hubs in this region have quests for both factions. Marshall's Haven and Deathbringer Hallow to the northwest are two such locations. You'll also want to head to Rotwood Collective for more Dominion focused quests.

There are a great deal of quests centered in these areas as well as spread out throughout the rest of the zone. You should head to Kel Ulgar first and do those quests. These should get you to level 39. Head to Spirevale Landing after that. To the west is Deathbringer Hallow. Devastation Ridge and The Battlemound are the two questing areas associated with that hub. The Battlemound is the final questing area in Wilderrun and is located to the very north of the map. This area should take you to level 41 or 42 comfortably. These quests are also the most difficult in the zone, so make sure you're not below level 38 before taking them on.

Interesting Quests

Wilderrun

Shiphand: Deep Space Exploration – Level 35

NPC/Location: Fort Vigilance

Objective. Complete the shiphand mission aboard the Galactic Observer. When you need to destroy the containment vessels in the Specimen Observation Chamber, simply enter any numbers twice to get the codes to fail. Be careful about pulling too many enemies inside. There are a few patrols you'll want to pull solo. You'll then have to scout with a tiny bot. Make sure to look both on the ground and higher up in the air for the objectives.

When you're back in your real form and running around fixing the ship's gravity field, make sure to jump on the slightly-glowing piles of boxes to get around. These are fairly easy to miss.

Reward. Blue-quality support system and extremely nice chunk of EXP.

The Secrets of Nexus: Straining to Be Heard – Level 37

NPC/Location: Automatically received upon reaching level 37.

Objective. Go to the same portal in Illium and complete the solo instance. Do this ASAP for the reward. The Sterilization Device sometimes becomes bugged. Use "/reloadui" if it does and you should be able to use it again. The datacube is located in the southwestern side of the room. After that, just follow along and kill mobs.

Reward. Blue-quality gloves.

Tainted Samples -Level 41

NPC/Location: Find Mondo Zax to the east of Twilight Grove right off of the path heading north of Marshal's Haven.

Quest Objective: After advancing to level forty-one players must finish a couple more quests in Wilderrun before heading off to Malgrave. Tainted Samples is one of the last quests to be completed in Wilderrun. Scientists need samples from fauna. Approach Twilight Grove carefully, WildStar developers added more Corrupted Flora to the area in the latest patch. Corrupted mobs in this area only have 21,000 to 24,000 Health Points, but the higher concentration of Corrupted Flora means there is more room for error and the possibility of pulling too many. The corrupted plants and animals mainly use melee attacks. Ranged players should use Root and Snare to prevent their advances.

Melee players often have a proper amount of health and shield enforcements to withstand the damage output of Corrupted mobs. Do not kite Corrupted mobs in a straight line for more than sixty meters. They have a smaller retreat area than other mobs. If a player strays to far from the mob's original position, the mob will return to its position and regain all health points instantly. Kill enough Corrupted Fauna to collect the proper amount of data.

Rewards: After completing Tainted Samples, Mondo Zax will call you on the Datachron and award 362 Wilderrun Reputation Points, fifty-one silver and 41,000 Experience.

Adventure

Crimelords of Whitevale

Upon reaching level 40 you'll gain the ability to take part in a new instanced adventure. This one's called Crimelords of Whitevale and is located in Whitevale. To gain entry all you'll need to do is take the breadcrumb quest to the Sim Core G-33 in Illium and speak to Lyryan Redtail. As with the rest of the adventures in WildStar, all you'll need to do is unlock the adventure by entering Sim Core and you can join up from anywhere using the group finder tool.

Challenges

Interesting challenges that give nice rewards and you should do.

Challenge: Radiant Contraband

NPC/Location: Fort Vigilance. Loot a beer can to start.

Objective: Run around and collect hidden beer cans. They're pretty random.

Reward: Blue-quality helm as best option.

Challenge: Splorg Stomp

NPC/Location: Fort Vigilance. Kill a non-aggressive Splorg to start (the tiny caterpillar-looking things).

Objective: Kill Splorg.

Reward: Blue-quality boots as best option.

Dungeon

Skullcano

Skullcano is the third dungeon in the game and it's recommended for players that are at least level 35. It has four major bosses.

- **Stew-Shaman Tugga**

The boss has 2 interrupt armor. Avoid the Molten Rain fire circles, kill the fire totems and try and interrupt any casts of "Into the Stew". At 75% he will try and heal himself. This must be interrupted.

- **Thunderfoot**

Thunderfoot is a gigantic gorilla that can't be stunned and is allergic to the giant mushrooms that sprout through the battle. Make sure the tank drags him over to a mushroom when it sprouts so that his cleave attack will hit it, which will cause him to become stunned.

Dodge when he pounds the ground in front of him as well as when he uses his Pulverize ability, indicated by him jumping up and smashing back down on the ground.

- **Bosun Octog**

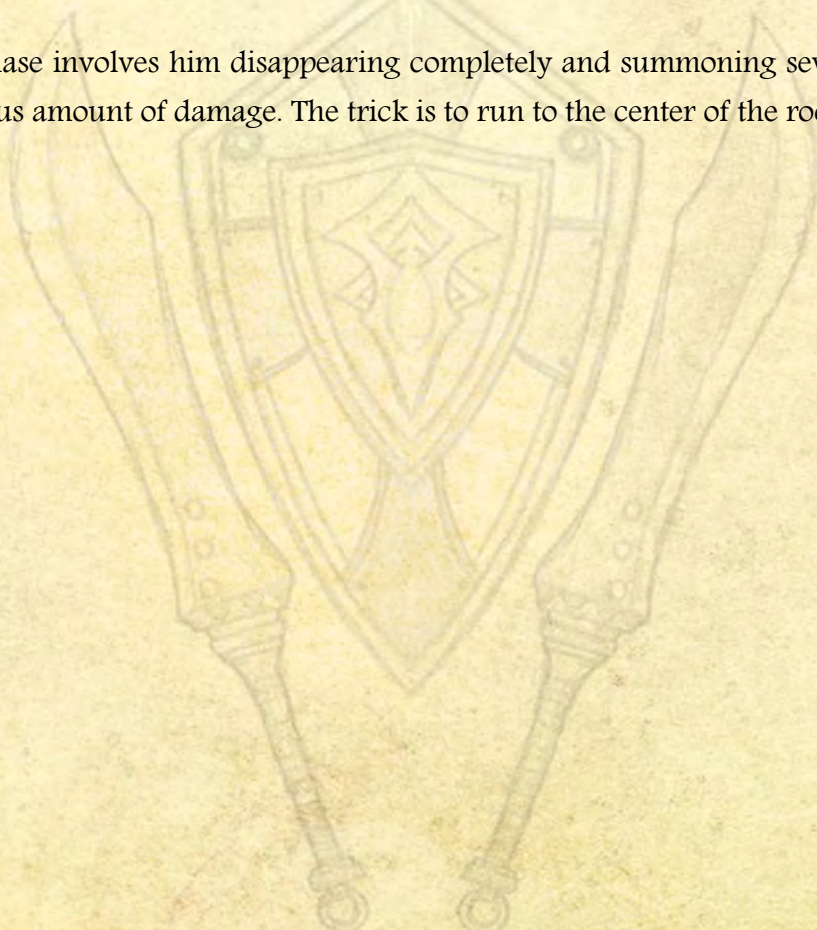
Bosun has two distinct phases. The first phase he pounds the ground in front of him, he'll attempt to use a lasso spell, and he will use a ranged knockdown spell. These are all telegraphed so just avoid them.

The second phase involves summoning a shield that greatly reduces the damage he takes and occasionally infecting a player with Noxious Ink. That player just needs to run around until the debuff is gone.

- **Mordechai Redmoon**

This is the final boss of Skullcano and he also has two different stages. The first stage involves him attacking in front and behind him, so make sure any melee dps stay on his flanks. He'll attempt to blind everybody when a message comes up that says he's charging, so just move your character in such a way that their back is facing the center of the room. He will also have a few telegraphed abilities that should be avoided at all costs.

His second phase involves him disappearing completely and summoning several beams that deal a tremendous amount of damage. The trick is to run to the center of the room as quickly as possible.



The Final Countdown (lv.40-50)

Rule 1: Pick questing over grinding

Continue to quest up to level fifty, never simply grind. Make sure to explore the entirety of Malgrave, Southern Grimvault and Western Grimvault before resorting to a straight grind without quests. The previous leveling zone always includes a mainstream NPC to guide players onto the next part of the region. If the mainstream quest tree is completed with no leads on the next place to go, backtrack to the previous leveling zone and seek out NPCs. These NPCs oftentimes reside in places away from the initial NPC who directed players to another part of Nexus.

For example the Phagelabs is a complex section of Grimvault. Keep in mind what parts are explored and which parts are not. Failing to understand and organize the layout of Phagelabs causes players to repeatedly explore the same area. Important NPCs may never be found. The southern most part of Southern Grimvault has a lot of obstacles in the way of smooth gameplay. Train the eye to recognize parts of Southern Grimvault as a method of avoiding the exploration of the same area multiple times.

Rule 2: Two step verification for a reward

Activate the 2-Step Verification. Players who set up their 2-Step Verification are given a two percent increase in Experience, Renown bonus, Prestige bonus, an eyepatch and another official title. Additionally, players are also rewarded a Retroblade Mount.

This is great for players who have alternate characters they use to farm materials for weapons, armor, support systems, medical supplies, decor items, etc. Instead of spending ten gold on a mount for the alternate character, set up the 2-Step Verification and log into to the alternate to claim the free mount! This will help players save money and score some sweet loot that will actually be used. After all, receiving unusable free stuff is the worst!

Rule 3. More people is better

Players should only party up if they are working on raids, PvP, battlegrounds, warplots, instances, shiphands, adventures, dungeons, public events or friends who want to work on the game as a team. As long as players stay within one to two levels of the mobs they are fighting against – most mobs are soloable. The WildStar system does not give Experience bonuses for parties. Idealistically, players should only party up with other players if the mobs are unbeatable.

Deciding to kill mobs with a party that could otherwise be defeated solo – means the Experience is split up between other members. Quests may be completed twice as fast, but unfortunately the WildStar team has not been able to make twice the quests for players who enjoy completing quests exclusively with their friends. Group play is an important part of WildStar. Grouping ultimately helps build a strong community, interaction and guilds which boost player Experience earned per mob kill. Nonetheless allocate the group play to specific types of game play so that the questing aspect does not suffer.

Rule4. Secret Stashes in Malgrave and Grimvault?

Secret Stashes. Finding the Secret Stashes around Nexus helps players earn some extra gear and achievements. Gear can be sold at the Auction House, a vendor or salvaged for some quality crafting materials. The achievements help players earn Reputation Points for their faction. Oftentimes the tasks in WildStar that involve more brain than brawn are given better prizes. Secret Stashes take a lot of patience and wit to find those hard to reach areas of the Nexus world.

The Malgrave and Grimvault Secret Stashes have been the hardest items to locate so far. The Malgrave Secret Stash is a little easier to find than the Grimvault Secret Stash. Head to Area 77 and go east into the ravine below. After arriving completely at the bottom of the ravine head further east. Be parallel with the Scourwind Perch camp at all times of heading east.

The Secret Stash is close to foliage and large cliffs, so it is easy to lose the way toward the Secret Stash. Travel to the Phage Labs in Grimvault to find the Secret Stash. Pass through the Antechamber and head to the room called Chamber Floor 3. Use the purple teleporters in a six step sequence to enter into the Secret Stash Room. Once the chests are found an Achievement called "Chest Collector" is given.

Exile

Leveling Zone

Malgrave (Level 40-44)

Once you're finished with Wilderrun, head over to Malgrave to level from 40 to 44. This zone has its own PVE adventure. A tip to remember here is that the Malgrave quest mobs, especially in certain areas, can pack a pretty mean punch. If you have any friends that you like to quest with then now would be a good time to team up with them. Otherwise just remember to test the mobs out a bit before you go barreling into a huge pack and watch your back to make sure more don't come when you're fighting one or two on their own.

Grimvault (Level 45-50)

The Grimvaults are the final zones in the game and they have enough content to get you all the way up to level 50, as well as featuring the end game dungeon. For the last zone of the game, the normal PVE Grimvault mobs aren't too tough. Pick up some quests and go out and spam AOE spells to dispatch large numbers for extra experience points. They shouldn't give you too trouble.

Interesting Quests

Checking on Marshal-Lv.42

NPC/Location. Shinyssand Oasis, Malgrave. Enter Malgrave from a teleportation to a small camp just northwest of Redsand Station. Malgrave is in Isigrol and Thayd is in Alizar. Head southwest to the Shinyssand Oasis and talk to Sheriff Steambolt. He will give a couple of quests. After these quests are completed Checking on Marshal begins.

Objective. In Thayd, just southeast of Spaceport Horizon is a fast-travel NPC from Thayd to Malgrave. Both Dorian Walker and Sheriff Steambolt send players to Malgrave to collect intel on the Dreg race. One Datacube explains that the recently discovered native humanoids called Dregs (who travel and exist in tribes) share numerous traits with Nazrek's physiological template. The similarities end there, because the Dreg tribes were disposed of by Nazrek after his experimentations were complete.

The Dreg are an aimless race existing only as failed prototypes. Sheriff Steambolt sends players on a mission to understand the details of these experimentations. Talk to Deputy GOM3R. He is up alongside a large stone mountain and standing next to several burning mobs. After talking with GOM3R head further north to the Blasted Wasteland to talk with Deputy Bingsocket. He'll send players to the end of the trail at the Protostar Marketing Camp. Talk with the Jr. Marketer. He'll direct the way north by roughly twenty-five meters. Meet Marshal Yatish northwest of the Protostar Marketing Camp.

Reward. Marshal Yatish rewards five silver, seventy-five copper, seventy-three Malgrave Outriders Reputation Points, five Exiles Reputation Points and 12,000 Experience.

Freeing the Oppressed-Lv.42

NPC/Location: Marshal Yatish resides at the Witherdust Plains - Malgrave

Questchain Details: Players must complete these five quests before Shiny Sand Savior is made available: Freeing the Oppressed, Dragging Down the Dreg, Loppfoot's Justice, Burn Them Out and Foot for a Foot.

Objective: After completing Checking on Marshal, he begins a Questchain. Head to the Dreg Slave Pens. Kill any Dregs that stand in the way. Once the Dreg are properly cleared from the immediate area, open the Prisoner Pits and the Prisoner Sacks as they become available. The Dregs seem to spawn faster than other mobs surrounding the area. Kite the Dregs around the Prisoner Sacks and Pits. This helps players avoid high a frequency of battles with the opposition. Players unable to effectively kite Dregs in a tight circular motion around the Prisoner Sacks and Prisoner Pits waste time.

Reward: Players receive fourteen silver, thirty-seven copper, 147 Malgrave Outriders Reputation Points, fifty Lopp Reputation Points, 147 Malgrave Territories Reputation Points and 24,000 Experience.

Dragging Down the Dreg–Level 42

NPC/Location: Marshal Yatish remains in the same spot at the Witherdust Plains – Malgrave

Objective: Head to the Dreg Slave Pens. Kill any Dreg that endeavors to attack. Dregs that qualify players for an increase in quest progression are the Foulflesh Barbarians, Foulflesh Brutes, Foulflesh Grapplers and Foulflesh Boneclaws. Marshal Yatish offers the opportunity to work on Dragging Down the Dreg and Freeing the Oppressed simultaneously. Depending on how the mobs are stacked around the area, quest progressions for both Freeing the Oppressed and Dragging Down the Dreg should be on par with each other all the way until the quests are finished.

Rewards: Players receive fifty-seven silver, forty-eight copper, 294 Malgrave Outriders Reputation Points, fifty Lopp Reputation Points, 294 Malgrave Territories Reputation Points and 48,000 Experience.

Loppfoot's Justice–Level 42

NPC/Location: Marshal Yatish remains in the same spot at the Witherdust Plains – Malgrave

Quest Objective: Kill Pitboss Loppfoot. Pitboss is located northwest of the Protostar Marketing Camp and four hundred meters north of the Fleshfouler Village by the water. He resides near canvas tents. Try to evade the Foulflesh Brutes and Boneblades by heading around the camp and running up the water's shore. Pitboss has 23.3 thousand Health Points, 5.9 thousand Shield Points and is level forty-one. He should be an easy adversary.

Rewards: Returning the quest for an award is a bit inconvenient. Yatish has moved to a different part of the Witherdust Plains which are south of the Blasted Wasteland. Fifty-seven silver, forty-eight copper, 294 Malgrave Outriders Reputation Points, 50 Lopp Reputation Points, 294 Malgrave Territories Reputation Points and the choice between Foulflesh Tassets, Fleshfouler Cap, Disgusting Dreg Crown or Loppfoot's Shroud. The armor pieces offer an assortment of stats for all weight types.

Burn Them Out-Level 42

NPC/Location. Marshal Yatish in the Witherdust Plains, Malgrave. Players having a difficult time remembering where Marshal Yatish is located should look on their map. To the northeast of Fleshfouler Village is a large forked path. Marshal Yatish is located on the path to the right a little south from where the two trails divide.

Objective. Marshal Yatish wants to decimate the Dreg. Burn Them Out has three parts: set fires at dwelling tents in Fleshfouler Village, set fires at the cliffside watchtower in Fleshfouler Village and set fires at storage tents in Fleshfouler Village. The first objective is near a cluster of boulders next to the water. Travel to the east of Fleshfouler Village by roughly two hundred meters where these Dreg Belongings are to be burned. Each time a Dreg Belonging is burned a twenty percent increase in quest completion is achieved. If players are having a difficult time finding the quest items to interact with, do not travel to the Blasted Wasteland. This area does not have the proper quest items.

Every quest item is located at the Fleshfouler Village region. Avoid Foulflesh Brutes. Brutes have large amounts of Health Points. They are formidable due to the fact that players are level forty-one. Find the raised forts surrounding the Fleshfouler Village to finish the quest in a timely manner. The forts have large spiral staircases, giant chains leading to the ground and metal infrastructure to support the raised base. These forts are dark brown and grey. They are not easily missed, but players often fail to realize that quest items are located on them.

Once the quest items are found press T to activate the Burn Flammable Dreg Belongings action. Most of Dreg Belongings are on the ground. All of the Dwelling Tents and Storage Tents are on the ground. Beware of the Foulflesh Boneclaw. These mobs are tougher than the Brutes that are located around the forts. The Boneclaws are mostly located inside of the Dreg tents and under the forts. After the quest has been finished Marshal Yatish immediately calls on the Datachron.

Rewards. Players receive a small cash reward of sixty silver, thirty-five copper, 294 Malgrave Outriders Reputation Points, 50 Lopp Reputation Points, 294 Malgrave Territories Reputation Points and 48,000 Experience.

Foot for a Foot--Level 42

NPC/Location: Marshal Yatish in the Witherdust Plains - Malgrave

Objective. This quest is more straightforward than the quest Burn Them Out. Kill Dreg and collect their feet as quest items. Make sure to vacuum the loot. Quest items do not auto-cache in the inventory. A twenty percent increase happens after every Dreg is killed for their feet. Foot for a Foot and Burn Them Out may be worked on simultaneously.

Reward. Players receive a small cash reward of sixty silver, thirty-five copper, 294 Malgrave Outriders Reputation Points, 50 Lopp Reputation Points, 294 Malgrave Territories Reputation Points and 48,000 Experience.

Shinysand Savior--Level 42

NPC/Location: Call from Marshal Yatish - Malgrave

Objective. After Marshal Yatish hands over the cash, she assigns the Shinysand Savior quest. This quest is simple enough. The player must kill the Fleshrender. He is a giant alligator-like mob located near the southernmost peninsula surrounded by sandy sloping hills. The mob is difficult to kill if playing this region at level forty-one. Players should be at level forty-three at this point of questing. Team up with a friend if needed. Fleshrender is level forty-three with no interrupt armors. He should fall easily with a two man group.

Rewards. Yatish awards 441 Malgrave Outriders Reputation Points, 441 The Malgrave Territories Reputation Points, 50 Lopp Reputation Points, 42,000 Experience and a choice between Fleshrender Casque, Disgusting Dreg Mantle and Steps of the Monstrosity armor pieces.

The Lone Guardian–Level 46

NPC/Location: Portal just outside of Thayd. The portal is accessible at level forty-five. A call from Drusera comes when players ding to forty-five.

Objective: The Lone Guardian asks players to learn more about the Entity. Kill mobs upon entry into the Datacore Control Room. The Caretaker needs to be manually rebooted in order to gain access farther in to the Chamber. Head immediately east and activate the Holographic Switches. Once the beginning switches have been correctly calibrated, head to the other side of the Chamber and endeavor to activate another set of switches. All computers must turn green before advancing on to the center room. Four Switches are available to manipulate the computers.

The first two sets of switches are easy to configure. Once players are in the center of the Chamber the puzzle becomes more difficult. At first simply play with the switches to get a general understanding. Focus mostly on the center switch. The center switch is key to finishing the puzzle. Do not aimlessly play with the buttons until the Caretaker is satisfied.

This method will take hours. Read in the chatbox which computer screens are available to turn from red to green. Once the center switch is pushed, the Caretaker will say in the chatbox "Subroutines X-X and X-X are currently selected." The X-X may read 1-2, 4-5, 2-3, etc. These numbers are what players want to see. Only the middle switch causes the Caretaker to change the subroutines. Continue to press the center Switch until the correct computers are selected. After the switches have been correctly calibrated and the archive door opens, destroy the mobs and press F at the Datacube. The Caretaker gives players an invisibility shield so that the Access Points can be deactivated. The mobs are very strong.

Do not try and take them on. Collect Datacube Fragments. Integrate the Datacube Fragments using the Data Storage Terminal. Move on down the hall and complete the jumping puzzle. Xarophet attacks. Luckily Drusera freezes the Xarophet and players must use Fuel Rods to defeat Xarophet. Exanite is placed in the Fuel Rods by Drusera and the Caretaker through recalibration.

Lure Xarophet into the green stasis field. Access the Primal Disintegration Mainframe. Activate the Datacube. Find Professor Rhoda Wellspring in Thayd and make a full report.

Rewards. Six silver, seventy-eight copper and a choice between the Phage Lord Enhanced Glasses, the Xarophet's Rage Casque and the Terminus Enhanced Great Helm.

In Too Deep—Level 47–50

Questchain Details. Players must complete these three quests before Light at the End is made available: In Too Deep, Stowaways and Search and Rescue.

NPC/Location. In Thayd, just northwest of Spaceport Horizon is a fast travel NPC from Thayd to Southern Grimvault. The fast travel locates players in The Final Stand right next to the Taxi Kiosk. Players receive a distress call at level forty-seven from Samantha Dustland.

Quest Objective. Head southeast to Charlie Company Crash. A crash site is near by the Charlie Checkpoint. Next to the crash site is a Locked Cryo Pod. Cinderskin Slitherers endeavor to kill once the Cryo Pod has been opened. Kill the Slitherers and save Dustland's life. Initially Dustland is extremely frightened and decides to run away. Chase her and speak to her once she has calmed down.

Rewards. 93 Exiles Reputation Points, 294 Grimvault Alliance Reputation Points and 62,000 Experience.

Stowaways–Level 47–50

NPC/Location. Samantha Dustland immediately assigns this quest after In Too Deep is completed. She is located at the Fractured Fields near the Charlie Company Crashsite, Grimvault

Objective. Find the Cryo Pods of Samantha's friends. Jesse Lockhurst is closest to Samantha, Micah Ferrystone is not far off from Jesse and Moris Dustland is just north of Micah's Cryo Pod. After all of the Cryo Pods have been opened, return to Samantha Dustland.

Rewards. 93 Exiles Reputation Points, 294 Grimvault Alliance Reputation Points and 62,000 Experience.

Search and Rescue–Level 47–50

NPC/Location. Samantha Dustland resides in the camp of the Ethereal Hollow.

Begin the quest by talking to Samantha Dustland. She is standing right next to Jesse Lockhurst – Grimvault

Objective. Head to the Ethereal Cavity in Southern Grimvault to begin the Search and Rescue Quest. The cave is located literally right next to Dustland and Lockhurst a little south of the Ethereal Hollow. Kill Goldbrush Watchers and Goldbrush Silmers at the entrance of the cave to see how the weapons and equipment holds up against these mobs. If the Watchers and Slimers are not easily killed, consider finding a friend to complete the mission with. The mobs of the Ethereal Cavity only become harder and harder as players progress farther into the cave. Players must search for Micah and Moris. Two Low-Powered Datachrons are found early on during the exploration of the cave.

When arriving at a fork in the trail, turn left up some yellow makeshift stairs. Watch out for Zahro Konga mobs. They have 128.4 thousand Health Points and a large amount of defenses. Rockhide Maulers and Rockhist Rumlbers are easy mobs to kill. After exploring more of the Ethereal Cavity, players should find a Shivering Box in a small cove. After interacting with the Shivering Box, Micah Ferrystone appears. Talk to him. After Micah has been found the Search and Rescue quest has been completed.

Rewards. Players receive 294 Grimvault Alliance Reputation Points and 62,000 Experience.

Light at the End-Level 47-50

NPC/Location. Talking to Micah Ferrystone, Grimvault begins the Light at the End quest.

Objective. There is a jumping puzzle just north of where Micah Ferrystone is found. The jumping puzzle spans the entire wall. Halfway up the puzzle there is a small passage through a cluster of rocks. Aurin will have an easy time getting past this part of the puzzle, other larger characters like Cassians and Granoks will have to glitch through the small passage or simply spam jumps until the graphics decides to let players through. This is how to enter the hidden alcove. Once inside, check on Moris Dustland. Sadly players soon learn that Moris Dustland has turned into a ruthless monster after being bitten by one of the creatures in the Ethereal Hollow. Kill Moris Dustland and return to Samantha Dustland. Moris is an easy quest mob to kill. When you turn in the quest to Samantha, she is more concerned about how Moris has inconvenienced her, rather than the fact that her brother is dead.

Rewards. 441 Grimvault Alliance Reputation Points, 93,000 Experience and a choice between Disruptor of the Aether, Ethereal Protoshield, Ethereal Shield, Ferrystone Protoshield or Force Web of the Alcoves. All item pieces are Energy Shields with different base stat attributes.

Dominion

Leveling Zone

Malgrave (Level 42 – 46)

This is where you'll have a few options as far as leveling paths. Malgrave can technically take you all of the way to level 50 due to the large amount of quests, challenges and content to explore. There is a chunk of quests missing for the level 46–49 range, however, and this is where you'll probably be tempted to head to the next zone. Splitting your time between the zones is a valid option, but getting to level 50 should be your priority. You can easily come back to finish off the final zone(s) afterwards.

When you get started on Malgrave you'll begin in Fort Domiunus. There are three major hubs in this area-- Fort Dominus, Redsand Station which is the Exile starting hub and Shinyssand Oasis which is a neutral hub. You will be able to grab quests in both Fort Dominus and Shinyssand Oasis. You'll receive quests for Chittering Beach and the Gravestone area.

Quests in the west will take you to Fleshfouler Village while quests in the east will take you to Swindler's End, Exo-Lab X1-BB and Robber's Rest. There are additional quests to grab in Robber's Rest.

After you are done with both areas you should move north and more toward the central area of the map. Make your way to Area 77, Substation SR-29 and Camp Devotion. These three questing areas will reward you with plenty of quests for the surrounding areas of The Hellrose Bowl, Shardspire Canyon and Scourwind Peak. You should start with the Area 77/Shardspire Canyon quests as these are slightly easier. Afterwards, do the other two areas.

If you find yourself having trouble with the area, it might be best to find a friend or willing stranger to run through the quests with you. Otherwise, just go through them yourself, but take it nice and easy, and make sure to be constantly checking your surroundings to insure you won't have to deal with any adds halfway through a battle.

Finally, when you're ready to move on to Malgrave, head back to Illium and travel there by spacecraft. You should receive an introductory breadcrumb quest immediately upon landing.

You will want to prioritize the story quests that start with "Welcome to Fort Dominus". You'll also want to prioritize the following quests and any of the main story/main zone quests:

Southern Grimvault – Levels 46–48

Southern Grimvault is the zone located north of Malgrave. Heading north of Camp Devotion and through Containment R-12 should take you to the entrance of Southern Grimvault. The zone is divided quite evenly between Dominion and Exile areas. The entire east side of the zone is dedicated to Dominion quests and content.

This means you'll start out by being directed to Vigilant Incursion. The quests obtained here will take you to a variety of nearby areas including Ethereal Cavity, Radiant Gamma Down, Radiant Alpha Down and Radiant Beta Down.

Afterwards, head north to Dawnbringer Outpost. This is your next quest hub. Quests here will take you north and to the west at Blighted Pass, Giant Robot (greatest location name ever, right?), Corrupted Installation, Creeping Caverns, Spinneridge Nest, Corrupted Installation Teleporter and Ghostwind Hollow. You should be able to gain 1–2 levels in this region of Grimvault.

Western Grimvault – Levels 48–50

This area of Grimvault is smaller and slightly easier to navigate. Most of the quests are tuned for levels 46–48, but if you are close to level 50 at this point you should be able to hit level 50 easily. Both Dominion and Exile players will make their way through the first areas of the zone while doing breadcrumb quests. These areas include Boiling Cauldron and Silverwaste.

Journey west to the Dominion quest hub in this zone. It's called Legion Landing and is directly next to Arborian Camp which is the Exile hub. Quests received in this area will take you to all other areas of the map including Cryomere, Corridor of Corruption, Bio-Mech Facility Alpha and finally Phagelabs. Phagelabs and Bio-Mech Facility Alpha are the final questing areas in Western Grimvault.

As you near level 50 you will want to maximize your gear to the best of your abilities whether it be through crafting options, dungeon rewards, quest rewards or reputation rewards. If you're doing dungeons and adventures you will want your gear to be as solid as possible, especially for this last set of instanced content. Gear can make a large difference between a wipe and a victory. Having the correct set of AMPs available also becomes increasingly important. Remember that many can be found as quest rewards, reputation rewards and even as drops off enemies. If you're missing any crucial AMPs, check with guild members, friends and the auction house to see if you can pick them up.

Interesting Quests

The Cult of the Cube

NPC/Location: A call from Dorian Walker – Malgrave

Objective: There are nine steps to this episode chain and they involve the Flamewatcher Pell. They're fairly straightforward.

Rewards: The completion rewards a couple of green items and a large chunk of experience.

Next you can either head west to The Protostar Marketing Camp or east to Rancher Rishka's Camp. Both areas are in the range of level 41–42 so they should be around the same difficulty.

Wanted... Just Dead, Please [Group 2+] –Level 41

NPC/Location: Granted by the bounty board in Protostar Marketing Camp – Malgrave

Objective: Go to the Silent Crevasse and kill Spidertron. This can be completed solo if you're feeling brave and/or use your cooldowns and avoid telegraphs well, but it is easier with a friend.

Reward: As a reward you're granted your choice of a blue-quality chestpiece and large amount of experience.

The Scourwind War

NPC/Location: Granted by Marshal Yatish – Malgrave

Objective: This episode chain involves seven steps. You'll need to serve subpoenas to NPCs, burn banners scattered throughout Scourwind Perch and plant and defend a banner also located in Scourwind Perch.

Rewards: You're rewarded with decent green items.

Terminal Velocity

NPC/Location: Granted by Whirlygig-Malgrave

Objective: This quest can be a little difficult to find. The NPC is located at the very top of Scourwind Peak. Run up the twisting paths to locate him.

Rewards: Reputation points and green gears

WANTED: A Deep, Dark Hole [GROUP 2+] - Level 43

NPC/Location: Area 77 Bounty Board/ Camp Devotion

Objective: Once characters have progressed onto level forty-three, the migration to Malgrave is simple. Use the transport ships in Ilium. Leave Wilderrun for Malgrave, a desert area with wooden fences and tumbleweed plant-life. Malgrave has sixty-four total quests to be completed. While working through the storyline watch out for the quest A Deep, Dark Hole [Group 2+] on the Area 77 Bounty Board. This quest can be completed as early as level forty-two. The lower the level the player is, the more group members are needed. Players are able to solo Grimclaw at level forty-five if they have stacked gear. This tasks you with taking down Grimclaw who is located in the Fiera Plains area.

The Grimclaw has a whopping 136,000 Health Points though, so expect a long fight if soloing him. Player(s) will need to have heals and high DPS output. High amounts of DPS means players can take down the Grimclaw in less than three minutes. If the party does not include a tank, taking one Medishot during the battle is not enough to prevent dying. Kite and Snare the Grimclaw as much as possible around the cave. The area is wide enough to using a circular kiting method. After Grimclaw is killed, report back to Protostar Officials who commissioned the bounty.

Rewards. Protostar officials award either a Horror of the Dark, Grimclaw Field Generator or an Aura of Deep Darkness. All items are Energy Shields with 7140 - 8321 Shield Capacity Max, forty-three Grit and a Special Advantage: "When your shields are above 50% your Primary Stats are increased by 19." Light Armor characters often choose Grimclaw Field Generator. Heavy Armor characters often choose Aura of Deep Darkness. Players are also awarded roughly one gold piece and a continuation of the Bounty Board quests.

Challenge: Counter-Terrorism

Objective. Before heading to Grimvault and after completing A Deep, Dark Hole [Group Two Plus], go to Shardspire Canyon. This is a great place to repeat Challenges. Once the player has arrived back in the area, push the L button. Find the Challenges specific to the Shardspire Canyon area. Depending on gear, abilities, AMP stats and level ñ players should be able to breeze through twenty-four Eco-Terrorists in the proper time constraints assigned by the Counter-Terrorism challenge. Players can train a large number of mobs and kill them quickly with AoE skills.

Rewards. When the gold medal has been awarded for killing the Eco-Terrorists, always choose to multiply the Chest of Scavenged Goods. These chests often hold at least one AMP Ability and food that can be used to spike health points/base stats for a duration of time. AMP Abilities can be applied to Tiers Two and Three or be sold at the Commodities Exchange. Some of the level fifty AMP Abilities drop in this area. Certain level fifty AMPs can be sold for about twenty gold each. Furthermore, having all the possible AMP Abilities (whether passive or active) activated in the AMP Tree aids players in completing quests faster. Prime Electrowebbed Neuroguns, Ultratronic Assist Module, Ceremonial Necrocite Crown, Dizzy Tizzy, Steel Necrocite Gyroblade and Radiant Intech Walkers are all droppable items in Malgrave. Do not make the mistake of selling these items to the vendor. Earning lots of gold helps buy essential items for grinding out the last levels.

Illumination and Epiphany, Crushing the Pyre-Callers, Levels 45-46

NPC/Location: Flame-Watcher (Coordinates: 3058,3384). After defeating the Grimclaw there are more quests southeast of the Bounty Board. Some players struggle to find a strong quest-line at this point of the game. When players are unable to find quests at levels forty-five and forty-six, they complain and give up on advancing through levels quickly. Do not let the rumor of inadequate quests effect game-play. Southeast of the Bounty Board is the Flamedancer Commune. These outcasts are looking for a companion and they dole out a good number of quests for the player to complete and gain Experience. The Flame-Watcher will be up on a small mountain close to the eastern edge of the Wilderrun territory.

Objective: Flame-Watcher requires an adventure through Sandstinger Wastes. Illumination and Epiphany is one of the beginning quests associated with Flame-Watcher. He wants to build trust in the player before he reveals his knowledge about the Elder Cube and the Pyre-Callers. Travel to the Sandstinger Wastes, light the Sacred Fire with F, look into the Sacred Fire, watch the cutscene and receive a call from the Flame-Watcher. The distance between the Sandstinger Wastes and Flame-Watchers home are not far away.

Rewards: Sixteen silver, sixteen copper, 147 Malgrave Reputation Points and 24,000 Experience.

Light at the End – Level 46

NPC/Location: Granted by Cales Jureus – Southern Grimvault

Objective: You'll need to discover the hidden alcove that's inside the Ethereal Cavity and find and destroy Trilius Pates. Afterwards, turn in the quest to Tinia Pates who is just outside. Other quests can be done at the same time.

Rewards: A choice of green quality energy shield.

A Perfect State of Being–Level 47

NPC/Location: Granted inside Blighted Pass – Southern Grimvault

Objective: In the northwest corner of Southern Grimvault there is an Eldan puzzle located in Blighted Pass. There is also a quest called "A Perfect State of Being" that rewards a blue shield. The puzzle takes two people to complete. Here are some hints as to solving the puzzle.

"Start with Fire so there is light,
Then Water to cool it.
Next Air to fill in the gaps,
And Earth to separate it all.
Finally add Life to give purpose,
And Logic to teach thought"

Reward: A chunk of experience and a choice of blue–quality energy shield.

If you head northeast past Spinneridge Nest you will come across the entrance to the next area of Grimvault-- Western Grimvault.

Here is a list of some of the quests which you should prioritize in this area and the source of these quests.

Broon's Bane [GROUP 5+]–Level 48

NPC/Location: Granted by Bounty Board – Western Grimvault

Objective: Go to the Fist of Azrion's Sick Bay and take out Project: Broon. This group quest doesn't need five players to successfully complete. 2–3 should be sufficient.

Rewards: A choice of blue–quality chest piece.

Refrigerator Raiders [GROUP 5+] Level 48

NPC/Location: Granted by Bounty Board - Western Grimvault

Objective. This one is also located aboard the Fist of Azrion. You'll need to collect ooze canisters from the defeated enemies in the Sick Bay area. 2-3 players is sufficient for this as well.

Reward. A choice of blue-quality shoulders after completing this.

Big Game Hunters [GROUP 5+] Level 49

NPC/Location: Granted by Bounty Board - Western Grimvault

Objective. This tasks you with taking down Clone of the Darkspeaker in Bio-Mech Facility Alpha, Clone of the Bosun in Bio-Mech Facility Beta, Clone of the Forgemaster in Bio-Mech Facility Gamma and Clone of the Invoker in Bio-Mech Facility Delta. They are all located in the Bio-Mech Facility's Genetic Archives. This is best completed with a group of at least 2-3 players.

Reward. Large amount of experience.

System Sweep–Level 47–49

Start Location. The Caretaker in Western Grimvault.

Objective. One of the best reported quests for the last three levels is System Sweep in Western Grimvault. This quest becomes available once the player has completed a chain of tasks assigned by the Caretaker. Travel to the center of the Spire's power grid. Energy Worms are infesting the control system and the immediate surrounding areas. Kill the mobs with the Quest Ability called Deletion Grenade. Once the Deletion Grenade is used the Energy Worms split into Twitchy Surgelings. These Twitchy Surgelings give a high amount of XP and only have 16,000 Health Points.

Depending on how buggy the server is, some players have been able to continue this quest after hitting one hundred percent completion. Spamming the Quest Ability on these Worms allows players to climb levels in a matter of hours instead of days.

The XP spike is unreal and the quick progress in leveling helps players move on to endgame material faster. If the quest bugs for the player, absolutely do not leave the area or receive Caretaker's Datachron call until a good amount of XP has been received. Once a large amount of Experience has been earned, return the Caretaker's missed call and complete the quest.

Rewards. Seventy-four silver, seventy copper, 333 Grimvault Alliance Reputation Points and 333 Grimvault Crusade Reputation Points. And large experience.

On Through the Light (and all followups) – Level 49

NPC: The Caretaker – Western Grimvault

Objective: This is a long quest line, but is worth doing due to the green-quality rewards, challenges and side quests obtainable along the way. Use the teleporter to reach the inner area. There's also a large chunk of exp rewarded at the end. Afterwards you're also given this episode chain

Rewards: To advance to the next quest.

Down into the Phagelabs (and all other quests in the Phagelabs) –Level 49

NPC: Granted by the Caretaker – Western Grimvault

Objective: This is the final chunk of quests and is worth doing. It can be difficult to navigate the Phagelabs, but pay attention to your objectives and any side quests you come across.

Rewards: To advance to the next quest.

Adventure

The Malgrave Trail

Upon reaching level 45 a new PvE adventure unlocks. This one is called The Malgrave Trail and takes place in Southern Grimvault. Southern Grimvault is the zone following Malgrave, but the lore is loosely connected. The Malgrave Trail is a spin off of The Oregon Trail and lets the group make choices between five possible routes in order to direct an NPC caravan safely through the wilderness. Safety is never really an option, of course. Each route will present unique challenges for the group. Paths also play a minor role.

This adventure can be a lot of fun. It involves protecting a wagon train while they move across the desert. You and your party will be attacked by things like insects, sand storms, and Dreg war parties.

If you need a quick experience boost you can also run The Malgrave Trail a time or two. The gear out of this adventure will also serve you well as starter gear for elder game content.

Dungeon

Sanctuary of the Swordmaiden

There is unlocked at level 50. This one is called Sanctuary of the Swordmaiden. There are five bosses in this dungeon. The first of which is generally considered to be the most difficult. Your group should be able to take down the first boss and all other bosses in the instance if every player is equipped with the best questing gear they have available, but tactics and interrupts, etc., will also be extremely important.

- **Rayna Darkspeaker**

Rayna Darkspear has two phases, and during the first she will use a flame leash tether that can cause some damage, either avoid it or use a cc breaker to bust it open to free yourself or a party member. During her second phase she'll summon lava waves, avoid them by staying near the center of the room. During phase 2 she's invulnerable, but she will go back to phase 1 soon.

- **Spiritmother Selene**

Selene has four different phases. During the first phase, just watch out for her Nightmare Ripple spell. During Phase 2, the lights will go out and you'll need to stay in the lit areas. For phase 3, she'll try to blind party members, so be ready with a CC breaker. Finally with phase 4 she'll go back to the Nightmare Ripple but will also cast Shade Prison that summons bombs. Interrupt this spell when you can, otherwise just avoid the bombs at all costs.

- **Ondu Life-Weaver**

Ondu uses an ability called Plague Smash, which is easy to avoid but can cause a considerable amount of damage if it does manager to hit somebody. He'll also summon a blight that roots 4 players while simultaneously summoning bombs. For this duration, the remaining player is granted immortality and must run over the bombs to detonate them before they reach the team.

- **Deadringer Shallaos**

Shallaos has two phases. During the first, there will be chimes that hit with AOE damage that will cause a debuff to stack on to whoever it hit. The more of these debuff stacks a person has on them, the more damage they take. Shallaos will ignore threat and will attack whoever has the highest amount of debuffs stacked. Phase 2 is the same, except she'll use a cleaving attack, so make sure to stay to her sides or behind her.

- **Moldwood Overlord Skash**

Skash likes to summon friends, so make sure to take them out quickly when they appear. He also has a giant AOE attack that can be very hard for melee to dodge, so try to interrupt the spell while he's casting it. His signature spell causes a donut telegraph to appear around the players and blobs of ooze. These donuts move with the player, so they can never touch their own ring. Any allies they run into are hurt for considerable damage, though. The blobs of ooze will chase you during this period.

PATHS



aths are a relatively new addition to the world of MMORPGs, so it can be hard to wrap your head around what exactly they do and what their benefits are.

At the time of character creation, you're given the option to choose one of four different 'paths.' This is a very large decision, as it cannot be changed later once you begin the game, so it can be just as important as choosing the right class to play.

Paths are based on something called the Bartle Test, which categorizes the different types of people who play MMORPGs. Adding it to the game is Wildstar trying to cater to each individual's specific needs and wants in the game. There are four Bartle types: Socializer, Killer, Explorer, and Achiever, and each of them correspond directly with Wildstar's four path choices.

Explorer

Let's take a closer look at the Explorer path to see why you might want to choose it.\

Explorers are pretty easy to understand. They love to explore! Getting transported into a gigantic alien home world full of carefully crafted zones that seem to each have their own personality can be very exciting. Explorers are the types of players who would be out exploring caves or trying to climb vistas to get a good view of the world they're dedicating their time playing to.

Paths aren't just vanity options to choose. Depending on your path, you will unlock extra abilities that can be used in combat and a whole slew of different types of missions to do.

Missions

Leveling up the Explorer path is as fun as it is easy. At the beginning of the game, you'll be driven to your path quest giver who will start you off with the basics. Once you're out of the tutorial area, just make sure to pick up as many different Explorer quests that you can find. Locate the quest under your paths tab in your Datachron and it'll give you a hint about how to complete each individual mission, whether by locating a certain cave, exploring a hidden area, or whatever else. Completing path missions will gradually increase your Explorer level, and each time level up you'll get to see the different rewards available to you, but keep in mind that a level up of your path is completely separate from an increase in your character level.

One of the most difficult things to do when dealing with the Explorer path is finding a good balance between doing the path missions and doing the normal ones. While progressing your character through a zone, you'll often find that your path will want you to go in one direction while a quest giver requires you to go in another. Luckily, this isn't as much of a problem as it seems, as the Explorer path difficulty is based mainly on platform puzzles and finding hidden areas in the zone, so don't worry about completing every mission you get as soon as you receive it. You can either work on the normal missions to level up your character, or choose to power through your path missions first for added rewards such as different titles, bag spaces, and other great prizes.

Let's take a look at the mission types available to the Explorer path.

Explorer missions are all based around, well, exploration. Remember that if you ever get stuck, or you're not sure where to go next, then go out and explore the uncharted areas of your map and you'll be bound to find some more explorer missions to complete. Ranking up as an Explorer is simple, just make sure to completely explore each zone you're in before advancing to the next stage.

- **Cartography**

These are pretty straight forward mission types to do. They require you going to a specific location in the zone. It's usually something like the top of a mountain or through a cave.

- **Exploration**

Exploration missions often require jumping through puzzles, through cliffs, and finding things such as hidden caves or ledges that'll take you to secret areas. These areas can then be filled with things like special quest givers, resource nodes, or wild life.

- **Expedition**

There is only one expedition mission in each zone. The requirements are to discover the entire map. It'll keep a log of your progress by percentage while you're out and about in the zone. These are usually completed or nearly completed by the time you do your other explorer missions.

- **Operations**

There aren't too many of these out there. They can involve going on a special operation to a place like a dungeon and taking out a boss. The point of these is usually to get the explorer to explore the more difficult dungeons.

- **Scavenger Hunt**

These can be really fun. These missions, as you can tell by the name, involve going around and finding specific items and collecting them to turn in later. You'll find some friendly NPCs can give hints if you get stuck. Sometimes you'll have to kill an enemy NPC or dig in a certain area to find the item you're looking for.

- **Staking Claim**

These types of missions will allow you to claim a certain sub-area of each major zone for your faction. There's usually around 10-15 of them in each zone. Doing so can open up opportunities for other players who chose different paths, such as allowing a Settler to place down a depot.

- **Surveillance**

These types of missions are similar to Expedition or Exploration missions. You'll generally go to a secret area that's high up, such as the top of a tree or the summit of a mountain to observe a specific area. Sometimes there are cut scenes to watch once you get there.

- **Tracking**

Most of the time, these tracking missions will have you follow an NPC while they jump from cliffs, explore caves, or swim through lakes.

Abilities

- **Explorer's Safe Fall**

This is the first ability you'll get as an explorer. Its first tier is unlocked at rank 4, and subsequent tiers will unlock again at rank 14 and 27.

This ability will reduce the damage you take from falling. It has a 1 minute cool down.

Tier 1 (Rank 4) – Damage reduced 15% from falling for the next 5 seconds.

Tier 2 (Rank 14) – Damage reduced 30% from falling for the next 7.5 seconds.

Tier 3 (Rank 27) – Damage reduced 45% from falling for the next 10 seconds.

- **Air Brakes**

This is the second Explorer ability available. Its tiers unlock at rank 5, 18, and 29.

Upon activation, Air Brakes will stop the explorer in mid-air for a jump attempt.

Tier 1 (Rank 5) – 30 second cool down.

Tier 2 (Rank 18) – 15 second cool down.

Tier 3 (Rank 29) – 5 second cool down.

- **Translocate Beacon**

This is the third and final ability the explorer will have available to them. The first tier is unlocked at rank 10 followed by additional tiers unlocked at 23 and 30.

This ability will log your current position the first time its button is pressed. Once you press it again, it'll warp you to that saved position. The farther you teleport, the longer the cool down will be. This ability cannot be used in PVP.

100 meters warped results in a 0.5 second cool down.

200 meters warped results in a 1 second cool down.

500 meters warped results in a 2.5 second cool down.

1000 meters warped results in a 5 second cool down.

5000 meters warped results in a 30 minute cool down.

Rewards

- Rank 1 – This rank has no major rewards.
- Rank 2 – You'll receive the Drifter title as an Exile or the Scout title as a Dominion member.
- Rank 3 – You'll receive the Survival Backpack, which increases your inventory size by 6 spaces.
- Rank 4 – Safe Fall Rank 1
- Rank 5 – Air Brakes Rank 1

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- Rank 6 – Bushwacker title for the Exiles or Ranger title for the Dominion. You'll also receive a costume hat.
- Rank 7 – You'll receive the Daypack, which increases your inventory size by 8 slots
- Rank 8 – You'll unlock the Treasure Pile, which is a decoration that looks like a pile of golden treasure
- Rank 9 – You'll receive faction specific boots
- Rank 10 – The Hobo title for Exiles or the Seeker title for the Dominion. You'll also receive Translocate Beacon Rank 1
- Rank 11 – This rank has no major rewards
- Rank 12 – You'll receive the Navigator's Tote Bag, which increases your inventory size by 9 slots.
- Rank 13 – You'll receive faction specific pants
- Rank 14 – You'll receive Safe Fall tier 2
- Rank 15 – You'll receive the Traveler title for exiles or the Wayfarer title for the Dominion.
- Rank 16 – You'll receive faction specific gloves.
- Rank 17 – You'll receive the Cartographer's Case, which increases inventory space by 10 slots.
- Rank 18 – You'll get the next tier of Air Brakes

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- Rank 19 – You'll receive a faction specific chest piece
- Rank 20 – Receive the Wanderer title.
- Rank 21 – This rank has no major rewards.
- Rank 22 – Receive the All-Terrain Holdall, which increases inventory size by 12 slots.
- Rank 23 – Receive the next upgrade for Translocate Beacon.
- Rank 24 – Receive faction specific shoulder pads.
- Rank 25 – Unlock the Adventurer title.
- Rank 26 – Receive a rear cosmetic upgrade for a mount.
- Rank 27 – Receive the last upgrade for Safe Fall.
- Rank 28 – Receive a side cosmetic upgrade for a mount.
- Rank 29 – Receive the final Air Brakes tier.
- Rank 30 – Receive the final Translocate Beacon tier, the Expedition Leader title, and the Founder's Suitcase, which increases inventory size by 14 slots.

Scientist

Lore junkies will adore the WildStar Scientist path. The scientist is perfect for the player that wants to know everything about the monsters they fight, and the world they are adventuring in. The quests are focused on scanning all of the lore, monsters and plants of WildStar with a ScanBot. The only way to acquire path XP is complete the quests that will be called in to your Datacron, in each area that you will visit.

In the game of Wildstar, players may choose their pathway. Pathways include four options. One of the four is a Scientist. Scientists venture out toward hostile lands to literally dig up game lore. Every MMORPG from Runescape to WildStar includes mountains of lore found in quests and NPC dialogue boxes. The Scientist Pathway is available to all eight races.

Scientists do an assortment of operations. They are equipped with a Scanbot that looks like a flying cyber-punk sphere from Star Wars. Scanbots can be equipped or unequipped in specific parts of the Nexus planet. Players can scan most anything including rocks, mobs, minerals, humans, disease, robots, archaeological artifacts, plants, etc. Scanbots are used in leveling areas of WildStar like Deradune, Celestion, Malgrave and Whitevale. A Scientist's role is diminished when inside the confines of Ilium, Thayd and bases scattered all over leveling regions.

Players must research and understand potentially harmful organisms. Adventuring out into potentially deadly regions is the only way Scientists will be able to continue their studies. Scanbots are used to collect, reprogram, manipulate, discover, interpret and research. Missions span from reprogramming large mining robots for warfare against their own brethren, to collecting hidden Datacubes. Although the Decryption of Datacubes helps the Scientist learn the lore of Wildstar, it is the research of Botany, Biology, Analysis, Chemistry, Archaeology, Technology, Diagnostics and Catalog that make up the bulk of a Scientist's agenda.

Missions

- **Datacubes**

Datacubes are green six-sided objects with a bluish outline. Scanbots speed over to investigate objects by pushing "G." The collection of Datacubes and all other findings the Scientist must complete are finite. The exact amount is thirty levels. Thirty levels equates to thirty prizes. Once all of the Data Cubes have been found in a specific region a reward is available for the player to reap. Some players have complained that the Datacubes scattered throughout each territory are hard to find. Other players theorize mission locations often have Datacubes not far off.

- **Botany**

The other eight assignments are not as uniform as Datacube Encryption. Scanning Cinderblooms is one example of a Botany assignment. The Scanbot's activity with the Cinderbloom causes the flower to explode within roughly a ten meter radius! The risk is worth it apparently because the Royal Collegium must catalog the flammable nectar to understand its potential uses for pharmacology. The preliminary rounds of Botany research include other aggressive plant life like the Grove Strangler, Supersized Flora, and Bloodfire Sawgrass. As Scientists progress further into the Pathway Study, organisms become more complex and enticing. Volatile Nova Blossoms are first seen around level twenty in the Auroria region after passing through Ilium/Thayd. Be the most cautious around these critters.

- **Biology**

Surveying Deadwind Moodies helps the Collegium obtain information about the mysterious and unanswerable use of their voodoo magic. This Biology assignment requires Scientists to analyze the molecular properties of a creature. When more and more missions are complete, more and more organizations learn about the Scientist's reputation. Contracts through the organizations become higher and higher paying as word travels around about the Scientist's consistent success. The Exile Academy of Science's (X.A.S.) interests in Biology, sends Scientists out to Galeras for Chompacabra research. Chompacabras are a rare breed. No one else has been able to collect sufficient information about them. The only known fact about Chompacabras is that they have the ability to grow ten times their original weight. Volatile Nova Blossoms are explosive and dangerous, yet Chompacabras are mobile and dangerous. This mission gains Scientists some sweet items.

- **Analysis**

Reappropriating robots is an example of an Analysis assignment. The Scientist's Scanbot can manipulate the circuitry of robots to turn them against their own allies. This is a really cool task only available to Scientists which is performed right after leaving the Faction's Arkship. Rolling a Scientist helps players answer the important question "Why am I doing this?" or "How do these things work and how can I get them to do what I want?" Mission types like Analysis help answer these questions. All nine Pathway assignments offer a wide variety of fun and entertainment for the Scientist.

- **Chemistry**

Some assignments are basic, but most are incredibly fun and conducive to the plot. For instance the Scientist begins a pathway mission called "Chemistry: Accelerite Crystals" where Accelerite Crystals must be scanned in Jagged Rock Cove. Jagged Rock Cove is located in the Deradune region. These Accelerite Crystals turn out to have speed increasing properties that effect the player. After scanning roughly 65% of the Accelerite Crystals, the Scientist may accidentally venture into a cave as a means to complete the assignment. More mission types become available when the Scanbot picks up readings of strange activity deep inside the cave. The Scientist may adventure farther into the cave or simply look elsewhere for Accelerite Crystals. This is one of the many interesting attributes of the Scientist. Pathway assignments tend to suck players deeper and deeper inside the lore of the game.

- **Archaeology**

While searching for the rest of the scannable Accelerite Crystals inside the cave, the Scanbot starts to analyze archaeological remains of the Eldan race. Archaeology mission types are extremely interesting. The cave is located at the south eastern part of the Jagged Rock Cove region. Further spelunking of the cave reveals robots and humans endeavoring to excavate specific minerals. The robots turn out to be aggressive toward any foreigners exploring the cave. Depending on how far along the player is in levels and quest completion, the Datachron rings.

Clanlord Makaza assigns a quest to drive the Exile miners out of this already-discovered mine. After the miners are driven out the player must meet up with Scout Malius near Jagged Rock Cove. Without the pre-emptive lead of the Scientist Pathway, finding the cave and Scout Malius would have proven to be a lot harder. The cave is tucked away behind a spaceship. Players who want a Pathway flawlessly woven into the tapestry of WildStar's drama and main quest line should choose the Scientist.

The life of a Scientist helps the player walkthrough the game in a much more fluid manner. Some times Scientists must work on up to three mission types simultaneously! Before settling the quest and mission with Scout Malius, Scientists must also investigate the Archaeological worth of the cave.

Missions are made a lot easier with the help of the Scanbot. If players send the Scanbot to scan an aggressive mob, the mob may attack the Scanbot and kill it! Fortunately the Scanbot is able to regenerate and respawn. With proper management of the Scanbot, it is able to research, dissect and decrypt. The more it scans, the more the Scanbot knows. After completing "Chemistry: Accelerite Crystals" and "Archaeology: Eldan Remains", the Scanbot is assigned a Technology mission.

- **Technology**

Technology missions may be the coolest type made available to Scientists. Every time the Eldan technology is scanned, it comes alive and temporarily attaches itself to the Scientist. Once the Eldan Technology attaches, Scientists turn a mysterious blue color and defeat the robots, miners and Elite excavators with impressive and powerful ease. The boost in power is extremely satisfying and the animation is totally cool. The quest assigned by Clanlord Makaza is completed faster because of the use of the Scanbot and its relationship to Eldan technology.

- **Diagnostics**

Second to last is the Diagnostics mission type. Artemis Zin and other NPC Scientists work with faulty equipment. The job of a Scientist is to correct the faulty equipment in the name of Knowledge. One of the Chua Scientists in Deradune has a farm of experimental animals. He is builds a relationship between organic specimens and technological equipment. The symbiotic relationship is not perfect. Specimens have a difficult time acclimating. Scientists must help the Chua Scientist by correcting error users, troubleshooting the technology, memory swiping, rebooting equipment, clearing checkpoints and testing weaponry. Once the Scientist proves his/her expertise with software, NPCs hand out hefty prizes.

- **Catalog**

Lastly are Catalog type missions. These missions are similar to Diagnostics because they both demand a high amount of sampling from organisms. Once enough of the samples are cataloged, researchers take the information to understand why a certain even went wrong or where specific materials came from. The more samples that are collected, the better researchers are at guessing how to fix the problem.

After a large percentage of Pathway missions have been completed, Scientists receive the Summon Group Ability. This ability helps other players teleport to each other from long distances. Certain Pathway missions require a group of Scientists to be completed. Group participation is more common when reaching higher up in the ranks of completion. Teleportation helps Scientists arrive at the same location faster. Without having unnecessary travel time, Scientists can progress through their Pathway missions quickly.

The Scientist not only provides toons the ability to take part in the secret recesses of the WildStar world, it provides a natural guide to make the overall rise to level fifty a seamless experience.

Abilities.

1. Holographic Distraction

Earned at Scientist level 4, this ability places a hologram at a targeted destination that will distract monsters away from the Scientist, allowing them to pass unimpeded. This ability has a 25 second cooldown.

Tier 1 upgrade, Scientist level 14, lowers the cooldown to 20 seconds, and increases the radius of the skill to 10 meters.

Tier 2 upgrade, Scientist level 27, lowers the cooldown to 15 seconds, and increases the radius of the skill to 15 meters.

2. Summon Group

Summon Group is earned at Scientist level 5, this skill allows the Scientist's group members to teleport to them, but cannot be used in combat. Summon Group has a 60 minute cooldown.

Tier 1 upgrade, Scientist level 18, lowers the casting time to 15 seconds, and lowers the cooldown to 45 minutes.

Tier 2 upgrade, Scientist level 29, lowers the casting time to 10 seconds, and lowers the cooldown to 30 minutes.

3. Create Portal-Capital City

This ability is available to the Scientist at path level 10, and allows the player to create a portal to their faction's capital city of Thayd or Illium. Create Portal has a 120 minute cooldown.

Tier 1 upgrade, Scientist level 23, lowers the cooldown to 90 minutes, and increases the duration of the portal to 10 seconds.

Tier 2 upgrade, Scientist level 29, lowers the cooldown to 60 minutes.

Rewards

Title Awards

Once a Scientist reaches certain path levels, they will gain several unique titles that may be displayed before their player name. Scientists receive the title **Lab-Rat(dominion)** or **Bookworm(exile)** at Scientist level 2. At level 6 Scientists will be awarded the title, **Analyst**, followed by **The Scholar** at level 10. Upon reaching Scientist level 15 the player is awarded the **Researcher** title, and **Principal Investigator** at 20. At 25 the Scientists can expect the title **PhD**, and finally, **Professor** at Scientist level 30.

Scientists are awarded titles for their ScanBot pet at Scientist levels 10 and 27, which will also increase the range in which the bot can scan objects, and also unlock cosmetic customizations for the ScanBot.

Item Rewards

1. Costumes

The Scientist will receive several cosmetic costume pieces to modify their appearance and create a unique Scientist look. Scientists receive goggles at 6, shoes at 9, pants at Scientist level 13, a coat at level 19, and shoulders at path level 24. These items are purely cosmetic.

2. Inventory expansion backpacks

Scientists can look forward to receiving backpacks that will expand their inventory space.

- Instrument Pouch, Scientist level 3 reward, increases player inventory by 6 spaces.
- Book Bag, Scientist level 7 reward, increases player inventory by 8 spaces.
- Instrument Case, Scientist level 12 reward, increases player inventory by 9 spaces.
- Sterilized Polymer Case, Scientist level 17 reward, increases player inventory by 10 spaces.
- Hermetically-Sealed Box, Scientist level 22 reward, increases player inventory by 12 spaces.
- The Doctor's Baggage, Scientist level 30 reward, increases player inventory by 14 spaces.

3. Scientist cosmetic items

Other than backpacks, the Scientist will be awarded cosmetic flair items for their mounts at path levels 26 and 28, in addition to the medium Book Stack home decor item for path level 8.

4. Housing Festival FABkits

The Scientist is awarded a Festival FABkit at path levels 5, 10, 20, 15, 25, and 30, which allows the Scientist to construct a party festival on their housing plot.

There are many rewards to be earned by choosing the Scientist path, time to get leveling!

Settler

As a settler, your Bartle type would be the socializer, which is the type of gamer that likes hanging out with friends, aiding allied players, and likes contributing in parties full of individuals that supplement each other's strengths and weaknesses.

The settler is based around creating buildings and structures throughout the map that aid allies in a variety of different ways. They'll be able to make sanctuaries, cloaking stations, item vendors, speeder vendors, healing fields, experience stations, mailboxes, bank boxes, feasts, and all sorts of other things that'll make them fast friends with all sorts of other players that can benefit by their creations.

This is all well and good, but actually leveling up the Settler is a completely different story. You start the game and are instantly bombarded by all sorts of information about paths, yes, but also about 50 other things as well. So now that you have an idea of how powerful your class truly is, how do you go about leveling it up? Luckily, we've put together a handy guide that'll show you exactly what to do.

Each path choice has their own distinct missions that are totally separate from other paths, and doing those missions is how players rank up, so the first thing to do is take a closer look at these types of missions and see exactly what they require from you.

Now that you have a good understanding of what you'll need to do as a settler, let's take a look and see the way to go about doing it.

As soon as you get into a new zone, you ought to have been given a few settler missions right off the bat. Open up your codex and click on the second tab labeled "path" to get a detailed view of your settler info. At the top of the window, it'll show you what level your path is currently at and what rewards await you the further you rank it up, and below that you'll see your path experience bar, which will tell you how close you are to the next rank.

If you look on the left hand side of your paths windows, you'll notice three different areas. The first will just be the name of your zone, it'll probably look something like "Celestion – 0%." This is showing you how many of the percentage of settler quests in the area you've completed. Below that will detail how many path quests you currently have, how many you've completed, and how many more are out there to discover.

Discovering new settler quests is pretty straight forward, all you need to do is be in the general area of the path mission location and it'll automatically be added to the paths page on your codex. This means you'll naturally discover additional areas while out doing normal quests, but make sure to explore every subzone, even if the quests you have aren't sending you there. Doing so will save you some time when you get finished with the zone and realize you still have settler paths to complete.

The right hand side of the path codex window will list out the quests you have, what type of mission they are, how close you are to completing them, and it'll provide some basic information about them. You can get even more in depth information by looking at the bottom right hand side of your screen and clicking on each path mission.

Path missions are often labeled like "(0/5)" or "(0/6)," which just means you'll have to do similar things over again.

Open your map up and you'll see a variety of orange polygons across the map. These indicate the different areas where you have path objectives to complete. They're scattered across the entire zone, so the best way to go about doing these is to just keep checking your map while you're out doing normal missions and complete each individual part only when you come across it naturally. This will save you a lot of time.

While paths take a while to level up, they are definitely worth the investment, as they unlock all sorts of wonderful abilities and special rewards.

Missions

- **Expansion**

The first type of mission you'll come across is known as Expansion. The purpose of these missions is to 'expand' and improve the different towns and settlements you'll discover while out questing. To do these types of quests, you'll want to keep an eye out for large, green triangles floating high in the air, as these will indicate the locations of settler depots.

Depots are where you'll actually be able to build certain structures that will then be able to buff your allies. If you click on a depot, it'll open up the build window and will show you exactly what type of structures can be built and how they'll actually benefit different players. Each building requires its own special resources to purchase.

Expansion building resources can be found scattered across the map, indicated by small green triangles on your mini-map. Once you have enough of these resources, return to the depot and build your structure. Once it's built, friendly players will be able to buff themselves, which will cause you to earn a small amount of experience for each player who receives the buff. This is a great investment to make that'll allow you to passively earn experience while out questing and doing other things.

It's possible that other settlers have already built buildings in the area. If they have, don't worry, you'll still be able to build your own buildings, but now you'll get the added benefit of buffing yourself from these buildings while you go out gathering your own resources.

These buildings will only last for a certain amount of time before going away. Luckily, you or other settlers can go around and gather additional materials to add to the building to make it last even longer.

- **Supply Cache**

The second type of Settler mission available involves finding Supply Caches hidden throughout the map. These caches are needed for your Settler NPCs because they contain important crafting materials and supplies. Open your map and keep an eye for any orange colored polygons, as these indicate where the caches are hidden.

Once you're in a supply cache area, you'll be able to use your scanner, which gets stronger signal strength the closer you are to a hidden cache. Once the signal bar is full, you'll be able to locate the cache and complete the quest.

These are incredibly easy missions to do, but they can be very time consuming given the random locations of caches throughout the zone. Don't go out just to find these caches, just keep the area in the back of your mind and wait until your normal zone quests take you there naturally, otherwise you'll be running around wasting time you don't have to.

- **Public Service**

Public Service missions involve you completing a certain type of mission that'll keep your settlements safe. They're often fairly straight forward, as a lot of them involve simply going to a job board to get a quest that'll send you off to kill a certain named mob or clear out a hostile area. In that regard, they're fairly similar to normal zone quests, but some of these settler specific missions involve incredibly tough enemies that you'll need to team up with other settlers to take out.

- **Civil Defense**

These types of missions involve going out to help the different towns and settlements across the zone. For example, you might have an objective to aid 6 different towns, and you can assist one town by simply creating an Expansion station within it. With that in mind, these quests are usually heavily supplemented by your other settler missions, so it's pretty easy to do these, although it does take quite awhile simply because of the distance between objectives. Additionally, one good thing about these is that it'll often let you make your own choices about who you want to assist. You might only need to assist 6 towns, but there will be up to 12 different ones in the zone that can count towards that total.

- **Infrastructure**

The final type of missions available for the Settler is Infrastructure. These are very similar to Expansion quests in that they involve building a certain type of structure. Expansion quests involve getting material to build stations that'll buff allies, but with these Infrastructure quests, you'll be getting materials to create huge buildings, and in addition to that, they're often a group project with several settlers in the area working towards its completion.

Infrastructure quests are based around pavilions that are generally located in different allied settlements. You'll notice them because they'll usually be surrounded by a fence with some large-scale construction going on within it. The quest giver for this type of mission is usually located around the pavilion, and they'll send you out to find a certain type of resource.

These resources are usually different from the type needed for Expansion stations, but they're collected in the exact same way. However, resources are generally harder to find, and you'll only be able to carry one resource at a time in the majority of cases. Bring it back to the pavilion to unload it so you can go out and find some more. This can be pretty tedious on your own, but luckily there will likely be other settlers in the area working towards the same thing.

There are many types of different buildings in the game to create with Infrastructure quests such as taverns, hospitals, or even areas that have special vendors or quest givers.

Abilities

1. Settler's Campfire

The Settler's Campfire spawns a fire that players may rest beside, and the fire will restore HP/Focus over time. The campfire is unlocked at level 4, has a 60 recharge, and up upgradable by the Settler at levels 14 and 27.

2. Summon Mail Box

This particular skill will summon a mailbox every 10 minutes so that players may send and receive mail while not in a city. Summon Mailbox is awarded at 6 and has no upgrade.

3. Summon Vendbot

The Settler gains the ability to summon a Vendbot at level 8. The Vendbot allows players to buy/sell items while not in a city, is summon-able every 60 minutes, and can repair any broken armor.

Tier 1 upgrade, at level 18, lowers the cooldown to 30 minutes.

Tier 2 upgrade, at level 29, lower the cooldown to 15 minutes.

4. Summon Crafting Station

The Settler is the only path than can facilitate crafting away from a city crafting kiosk hub. From Settler level 23, the player can summon a crafting table every 60 minutes.

Rewards

Item Rewards

1. Settler costumes

The Settler is awarded is awarded with cosmetic costume pieces as they level their path. Settlers receive a cap at 6, work boots at 9, pants at level 13, overalls at 19, and shoulder pads at level 24.

2. Settler Backpacks

The Settler will be given backpacks that will increase the amount of loot that they are able to carry:

Toolbelt, Settler level 3, increases inventory by 6 spaces.

Builder's Crate, Settler Level 7, increases inventory by 8 spaces.

Modular Tool Chest, Settler level 12, increases inventory by 9 spaces.

Foreman's Box, Settler level 17, increases inventory by 10 spaces.

Supportive Travel Pack, Settler level 22, increases inventory by 12 spaces.

The Mayor's Briefcase, Settler level 30, increases inventory by 14 spaces.

3. Settler decor

WildStar Settlers are given decorations for their ground mounts at levels 26 and 28. The Settler can also look forward to a Firewood decorative housing item at 8. These decor items are only for cosmetic purposes and provide no attributes to the Settler.

4. Settler Festival FABkits

Settlers are awarded with FABkits that will allow the player to build a festival style party at their Protostar house. The Festival FABkits are given to Settlers at path level 5, 10, 15, 20, 25 and 30. These kits are great for the players that are crazy about player housing in WildStar!

Soldier

Wildstar likes to experiment, and paths are one of those new systems they've added into the game that players haven't really seen before in other MMORPGs. They're based around the four infamous Bartle types, which are categories that label the different types of gamers that play MMORPGs when developers are talking about things like game theory and how to improve play throughs, but the Paths system is a much more direct approach to the Bartle test than what's been done in the past.

Let's take a closer look at the soldier path. It's based on the Killer archetype, and it's crafted to suit players that love competition and the thrill of the hunt. The soldier is given special missions to do and ability rewards for completing path quests and objectives that are completely separate from the other paths in the game. Is the Soldier the right path for you? Let's take a look at what you'd get by choosing the path

Missions

- **Assassination**

This is a very straight forward mission type, and it's one that you probably have plenty of experience doing in other MMORPGs. The overall goal is to simply kill a special single target. These start out easy, but as you level up, you'll find your targets behind enemy lines and in very dangerous areas.

- **Rescue Op**

This mission type involves going out to rescue friendly NPCs that are being held hostage. Sometimes you'll need to escort them back or protect them from incoming waves of bad guys.

- **Demolition**

These types of missions often involve using explosives to blow up certain enemies or objects in different areas.

- **SWAT**

This stands for "Special Weapons and Tactics," and that's pretty much it. You'll be field testing a variety of experimental weapons on behalf of a team of your faction's scientists. These weapons can be absolutely anything and are extremely varied.

- **Holdout**

Holdout missions involve surviving waves of incoming opponents in one way or another, but there are four distinct types.

- Conquer

Conquer holdout missions require going to an area of the zone and starting a public event, which other players can join. You'll then need to kill all the waves that spawn in the area to 'conquer' the node.

- Protect

This will involve wave after wave of enemies spawning that are trying to kill a certain resource in the area or a certain NPC, and they're often timed missions. This one can be a bit tougher than the simple conquer missions simply because you're not worried about just your own survival.

- First Strike

This type of mission involves enemies being spawned by a variety of different objects in the area. Kill each of the objects to reduce the rate they're spawned and complete the quest.

- Security

This holdout mission will involve you guarding a certain type of precious resource. Enemies will be able to gather the resource chunk by chunk, and it's up to you to kill each of them to get them to drop their load. Having too many resources successfully stolen means losing the mission.

Now that you know what type of missions you'll be doing to rank your soldier path up, you can learn how to go about doing them efficiently.

When you start a new character, you'll be given a pretty basic tutorial in the Arkship, which covers some straight-forward soldier objectives, but it doesn't give you much of an in-depth explanation. As soon as you get out of the tutorial and into a real zone, you'll be given a few soldier missions of various types right off the bat. Open up your codex and go up and click on the "path" tab to get a detailed view of your soldier path information. The window it opens has just about everything you need to know when it comes to the soldier path.

At the very top of the paths window, it'll outline your current soldier rank as well as detail all subsequent ranks and each of their own rewards. Directly below that will be your rank bar, which will indicate how close you are to the next rank. Below that and on the left hand side will be a smaller bar with your current zone's name inside of it. This shows what percentage of this zone's soldier missions you've so far completed. Below that will be a window that details how many of the missions you've completed, how many you currently have, and how many are left to discover. You'll also see the reward that'll be given to you upon completion of every soldier mission in the zone.

The main section of your path window will list out each of the soldier missions you currently have, what type of mission they are, and will give you a bit of information on what you need to do for each one.

If you need more information about your soldier missions, refer to the list at the very bottom right of your screen. You'll be able to click on each of the missions for a much more in-depth description of what needs to be done.

The soldier missions you've discovered will be detailed on the main map by colored polygons, which are generally labeled with the red diamond-shaped soldier icon. Simply go to these locations to do a certain type of mission.

You'll notice on your map that the soldier missions are often scattered across the zone. While it's certainly possible to go out and do all of these sequentially, it isn't advised. All you really need to worry about is keeping the general location of these quest nodes in the back of your mind while going out and doing the normal zone quests. Doing the normal quests will take you through the entire zone naturally, and it's more efficient to do both quests and path missions at once. Just make sure to keep the approximate location of each zone in the back of your mind while you're out questing.

Soldier missions that haven't yet been discovered are very easy to find; you just need to go in the general area of where they're offered and they'll be automatically added to your codex. With that in mind, If you find yourself being told to leave one sub-zone for another, then make sure to go out and traverse any of the nearby unexplored nooks and crannies to make sure you're not missing anything important, because you won't want to have to go back through the entire area once you finish a zone's quests only to discover that you still have path missions to do.

The soldier path will take a while to fully level up, but the rewards are totally worth it, and the types of missions you do to rank up are a fun break from the normal questing routine.

The WildStar Online Soldier path is the best option for individuals that wish to melt enemies and cause mass destruction. The Soldier uses special weapons to carry out assassination, defense, demolition and rescue missions. There is no short cut for leveling your path in WildStar, you must simply complete path quests as they are sent to your Datacron.

Abilities

- **Back into the Fray**

This ability will completely recharge you to full power, but it can only be used when you're both outside of combat and below three quarters of your health.

Base Tier – This ability has a 30 minute cool down.

Tier 1 – The cool down is reduced to 20 minutes.

Tier 2 – Back into the Fray is reduced to a 15 minute cooldown.

This has an instant cast time, which makes it a fantastic ability to use while soloing or pvping to instantly become fighting-fit.

- **Bail Out**

This ability will let you teleport yourself and group of friends to a safe area.

Base Tier – This ability has a cast time of 2.5 seconds in PVE situations and 3.0 seconds in PVP areas. It has a 30 minute cool down.

Tier 1 – This tier will reduce the cool down to 2 seconds for both PVE and PVP situations and reduces the cool down to 20 minutes.

Tier 2 – The last tier will further reduce the cast time to 1.5 seconds for PVE areas and 1.0 seconds for PVP. This tier does not reduce the cool down time, so it'll stay at 20 minutes.

Unfortunately, this ability cannot be used in either Battlegrounds or Warplots, but all other areas are fair game. It can be used while in combat, which can make it a powerful panic button for dangerous situations.

- **Combat Supply Drop**

This ability will call down a crate of weapons that can be used by you and your allies. The weapons included are things like stun grenades.

Base Tier – The cache will have one weapon.

Tier 1 – This tier will upgrade the crate to include two weapons.

Tier 2 – The final tier will have three weapons that spawn in the weapons crate.

This is a great ability in any situation, but it's particularly useful in PVP with added ways to stun foes. The only downside is the steep 60 minute cool down it has, which makes it a situational ability to use at best.

Rewards

Rank 1 – This rank doesn't have any special rewards.

Rank 2 – You'll receive the "Volunteer" title as an Exile or the "Conscript" title with the Dominion.

Rank 3 – You'll get the Ammo Box, which increases your inventory size by 6 slots.

Rank 4 – You'll unlock your "Back into the Fray" ability.

Rank 5 – You'll unlock your "Bail Out!" ability and the Festival Tier 1 FABkit, a device used in player housing.

Rank 6 – You'll unlock a faction specific head costume and the "Trainee" title as an Exile or the "Cadet" title for the Dominion.

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Rank 7 – You'll receive the Military Rucksack, which will further increase your inventory by 8 slots.

Rank 8 – At this rank, you'll receive the Zap Pistol, which is a decoration item for housing.

Rank 9 – You'll unlock faction specific feet costumes.

Rank 10 – You'll unlock your "Combat Supply Drop" ability, receive the Festival Tier 2 FABkit, and unlock the "Grunt" title if you're an Exile or the "Specialist" title for the Dominion.

Rank 11 – There isn't any special rewards at this rank.

Rank 12 – You'll receive the Battle Bag, which increases your inventory space to 9 slots.

Rank 13 – You'll be given faction specific leg costumes.

Rank 14 – You'll earn the 1st tier upgrade for "Back into the Fray."

Rank 15 – You'll receive the Festival Tier 3 FABkit and "Trooper" title as an Exile or "Legionnaire" title for the Dominion.

Rank 16 – You'll receive faction specific hand costumes.

Rank 17 – You'll get the Sergeant's Duffel Bag, which will increase your inventory by 10 slots.

Rank 18 – You'll receive the 1st tier upgrade for "Bail Out!"

Rank 19 – You'll get a faction specific chest costume.

Rank 20 – You'll receive the Festival Tier 4 FABkit and unlock the "Sergeant" title as an Exile or the "Centurion" title with the Dominion.

Rank 21 – There aren't any rewards for this rank.

Rank 22 – You'll get the Combat Pack, which increases inventory size by 12 slots.

Rank 23 – You'll unlock the 1st tier upgrade for "Combat Supply Drop."

Rank 24 – You'll receive a faction specific shoulder costume.

Rank 25 – You'll get the Festival Tier 5 FABkit and the "Chief" title as an Exile or the "Captain" title with the Dominion.

Rank 26 – You'll earn soldier rear flair for your ground mount.

Rank 27 – You'll unlock the 2nd tier upgrade for "Back into the Fray."

Rank 28 – You'll get soldier side flair for your ground mount.

Rank 29 – You'll receive the Festival Tier 6 FABkit and earn the 2nd tier upgrade for "Bail Out!"

Rank 30 – You'll receive the Colonel's Satchel, which increases inventory size by 14 slots. You'll also receive the 2nd tier upgrade for "Combat Supply Drop" and unlock the "Commander" title as an Exile or the "Colonel" title for the Dominion.

Now that you've gotten a good understanding of what rewards you'll receive with the soldier, let's take a look at the type of content you'll have to do to receive them.

PVE & PVP BUILD

Stalker

The Stalker is WildStar's fierce, claw-wielding melee assassin who is both an excellent damage dealer and a highly mobile and flexible tank. Stalkers are quick, deadly and deal their damage from the shadows or from safely behind enemies (except when tanking, of course). This allows them to deal the most damage possible in the least amount of time. The class also comes with a natural bag of tricks that makes them a powerful ally or opponent on the battlefield no matter their chosen role.

There are a solid number of possible builds for the Stalker that will excel in PvP and PvE combat. These are three sample level 50 builds that might be some of the most potent setups for both PvE and PvP gameplay. There are many options for excellent builds, however, so don't hesitate to customize these builds to your liking and/or experiment with builds you've uniquely created. Since Stalkers can be both damage dealers or tanks, there will be one PvP build listed (pure DPS) below as well as two PvE builds (one pure tank, the other pure DPS).

PvP DPS Build

This build specializes in using stealth to sneak up on solo PvP targets and take them out as quickly as possible. It will shine in both arena and battleground situations.

Skills

Assault:

- Shred – Tier 1
- Impale – Tier 4
- Analyze Weakness – Tier 8
- Phlebotomize – Tier 8
- Clone – Base
- Concussive kicks – Base

Utility:

- Stagger – Base
- Pounce – Base

AMPs

- Assault – T3 (all T1 nodes, Brutality Mastery in T2, Battle Mastery and Clone in T3)
- Hybrid A/U – T1 (Armor Pierce I and II)
- Utility – T3 (Cooldowns I, II, III in T1, Balanced and Can't Stop This in T2)
- Hybrid A/S – T3 (Strikethrough I, II, III in T1, Stealth Mastery and Unfair Advantage in T2)

Stats

- Brutality: 350
- Finesse: 250
- Moxie: 150
- Tech: 350
- Insight: 150
- Grit: 250

Strategies

Make sure to always prioritize weak or squishy targets such as healers or casters. Stealth will let you sneak to the back ranks and gain the upper hand during the beginning phases of a PvP match. Always be sure to coordinate when to open up a fight with your teammates.

Line up Analyze Weakness while in stealth and follow up with a Phlebotomize. Wait 3-4 seconds then use Analyze Weakness again followed up with Impale. Use Stagger to stun your enemy and go back into stealth, once again setting up another Analyze Weakness and Impale. Your target should be close to death at this point. Use Phlebotomize again to reduce any healing done and finish them off. Use Pounce or Tactical Retreat to get out of range to let your shields regenerate if need be.

PvE Tank Build

This tanking build is meant for maximum damage reduction and mitigation as well as maximum threat. It's designed for endgame purposes but can be easily used during the leveling process as well.

Skills

Support

- Whiplash – Tier 8
- Decimate – Tier 4
- Frenzy – Tier 8
- Steadfast – Base

Utility

- Stagger – Base
- Reaver – Base
- Pounce – Base
- Preparation – Tier 4

AMPs

- Hybrid A/S – T2 (Strikethrough I, II, III and Lifesteal I, II in T1, Riposte in T2)
- Support – T3 (Deflect I, II, III and Support Power 1, II, III in T1, Empowered Attack Mastery and Avoidance Mastery in T2, Last Stand and That's All You Got? in T3)
- Hybrid S/U – T3 (Maximum Shield Capacity I, II, III in T1, Boost and Tech Mastery in T2, Quick Reboot in T3)
- Utility – T2 (Cooldowns I, II, III in T1)

Stats

- Brutality: 427
- Finesse: 305
- Moxie: 183
- Tech: 427
- Insight: 183
- Grit: 305

Strategies

Use Decimate and Steadfast as often as possible. Use Whiplash to build Suit Power and Frenzy as a Suit Power dump. You never want to sit on maximum Suit Power for very long. This is your largest threat move and will also help your raid/group deal more damage.

Preparation should be used once your threat is established or as a way to prepare for spike damage. Reaver and Razor Storm are your taunts, of course. Use these as needed. Stagger, False Retreat and Collapse are your crowd control/interrupt abilities. Finally, use Pounce for movement-intensive fights.

PvE DPS Build

This build will focus on maximum single target DPS for raids and/or dungeons. It should also work extremely well while leveling. It works decently for area-of-effect damage, but not as well as other builds. Make sure to always start from stealth and/or behind targets. You'll also want to always stay behind targets during the length of a fight, of course.

Skills

Assault

- Shred – Tier 8
- Impale – Tier 8
- Analyze Weakness – Tier 5
- Punish – Base

Utility

- Tactical Retreat – Base
- Preparation – Base
- Collapse – Base
- Stagger – Base

AMPs

- Assault – T3 (all of T1, Onslaught and Brutality Mastery in T2, Fatal Wounds in T3)
- Hybrid A/S – T3 (Strikethrough I, II, III in T1, Riposte and Stealth Mastery in T2, Enabler in T3)
- Utility – T2 (Cooldowns I, II, III in T1)

Stats

- Brutality: 350
- Finesse: 250
- Moxie: 150
- Tech: 350
- Insight: 150
- Grit: 250

Strategies

Your single target priority should be Analyze Weakness > Punish > Impale > Shred. Punish should be used when below 35 Suit Power. Preparation and Shred are used as filler. You won't need to channel Preparation-- just use it for the small bonuses to your overall chance to perform critical strikes.

If you need mobility during a fight you can drop Stagger or Collapse for Pounce. If you need more than three break Interrupt Armor during a given encounter, drop Tactical Retreat for False Retreat.

Make sure Lethal Mode is on for Impale.

PvP Tips

PvPing on a Stalker in WildStar comes down to knowing what build to use and how to take advantage of your abilities to deal as much damage as possible while disrupting your enemies as much as possible. Stealth is an integral part of the Stalker's PvP arsenal and one of the reasons that the Stalker does so well in duels and most forms of PvP. The Stalker is currently one of the most powerful classes when it comes to PvP. The combination of stealth, mobility and burst damage is difficult to beat when in the hands of a skilled player.

Most Stalker PvP builds will be based off a DPS build but with optional utility/support abilities and/or AMPs. Survivability, crowd control, mobility and debuffs are all extremely important in PvP, but so is burst damage. The following PvP tips will go over build suggestions, ability suggestions, tactic suggestions and more.

Stalker PvP is largely focused on learning when to choose your moments of attack and when to take advantage of stealth. Due to many stalker abilities dealing more damage from behind or while opening from stealth, you should always open from stealth and try and re-stealth during a fight if you're able to. Damage-over-time and area ground effects make it difficult to re-stealth at times, so if you can't re-stealth simply try and stay behind enemy players when attacking.

There are three essential parts to a successful Stalker PvP ability setup (LAS)-- burst damage, mobility and crowd control/damage mitigation. All three parts should be covered in every type of PvP build. The following section will go over some of the best PvP abilities for these three areas:

- **Burst Damage**

Stalkers excel at burst damage. Some of the best abilities for dealing burst damage and empowering your damage include Analyze Weakness, Impale, Shred, Phlebotomize, Concussive Kicks and Whiplash. Most other damage abilities are purely optional for PvP. Phlebotomize is one of the best Stalker burst abilities for PvP due to its secondary effect of reducing the amount of healing an enemy can do. Using this ability on a healer and keeping them locked down as much as possible can mean game over for the entire match. Impale and Concussive Kicks are also extremely potent.

- **Analyze Weakness**

Analyze Weakness makes a fantastic PvP opener since it can be used from stealth. Impale, Phlebotomize and Whiplash all perform decently as your "main" damage source, but make sure your entire build has synergy with its damaging abilities including your AMPs. Phlebotomize almost requires Tier 8 to do well, for example, while Impale and Whiplash do just fine as Tier 4.

- **Mobility**

Stalkers are by definition fairly mobile due to being a melee class. Against other melee players you'll need to be on your toes and get used to circle strafing around an enemy to try and remain behind them. Against ranged players you'll need to do everything you can to stay in range and keep them from getting away. Pounce is almost a necessity in PvP for mobility reasons. You can use Pounce to either run away from enemies (due to its movement speed increase) or quickly get in range of someone and snare them.

Tactical Retreat is another decent mobility ability for Stalkers, especially given the fact that it places you back in stealth. Its use is slightly more limited, however.

- **Control/Damage Mitigation**

Oftentimes control and damage mitigation are the same thing, especially when it comes to PvP. If you lock down a target and/or dodge that devastating telegraph ability, you effectively reduce the overall amount of damage you take. This allows your shields and health to regenerate. Self-heals also belong in this category, of course, but Stalker self-heals are rather group-oriented in nature and are more optional and supportive and less mandatory.

Tether Mine, Clone and Stagger are the three most useful control abilities for PvP. All three have their uses, but Stagger is probably the easiest to use effectively. This is your main stun and interrupt ability. Cripple also has its uses against certain classes like Medics who can quickly get away from you.

As far as pure mitigation and survivability tools are concerned, both Preparation and Bloodthirst have their uses. Bloodthirst is more group-oriented in nature and may not be best for all forms of PvP.

Tech is in most cases the number one stat priority for PvP Stalkers. It's where most of your damage will come from, and without that damage you're fairly useless on the battlefield.

Avoiding PvP damage as a Stalker will largely depend on what classes you're up against. When against Espers and Gunslingers you will need to be careful to avoid their telegraphed abilities by constantly moving, dodging, double jumping and utilizing circle strafing techniques to cause their abilities to misfire. Against other melee players it's largely a battle of skill. Use stealth to your advantage to gain the upper hand and keep the pressure on while whittling them away and circle strafing.

Don't hesitate to use Pounce or Tactical Retreat to escape from a fight you might end up losing to retreat, re-stealth and regenerate your shields and health safely away from the battlefield. Gaining distance from your enemies often means you can slip back into stealth which can completely change the outcome of a fight. With some of the Stalker AMPs, you can also regenerate health quicker while stealthed which is extremely useful.

You may find it best to use two different PvP builds depending on what type of PvP you enjoy most in WildStar. Arena PvP is much different from battleground/Warplot PvP. Arena PvP tends to be where group composition is highly important. You may find you'll need certain crowd control abilities over others due to what abilities your teammates have available. Battleground PvP builds will likely be less rigid and more flexible.

Practice makes perfect when learning how to PvP on a Stalker. You should practice PvPing while leveling, but don't expect to understand all the nuances until you reach level 50 and can truly experiment with build types and abilities.

Warrior

Learning which skills to use and how to properly build your Warrior is one of the most important things when it comes to Wildstar, and doing so is the best way to improve your standing as a gamer. There are a lot of skills and builds out there, so how do you know which abilities to use and just where to start? We've compiled a guide that'll give you a few basic builds to choose from based on what role you want to play and in what setting. They can handle just about any type of general encounter, so use them as a foundation as you discover your own niche.

PVP DPS Build

- **Relentless Strikes**

This will be your main ability and the one you'll spam to receive your Kinetic Energy in order to unlock better spells.

- **Rampage**

This will be your go-to heavy hitting ability once you've generated enough Kinetic Energy. Unfortunately, it's got a cool down to get through, but it's otherwise a solid ability for any type of engagement. Make sure to get this to at least tier 8

- **Augmented blade**

This is a solid, quick-casting ability to use in between your other spells. Make sure to keep the healing debuff applied on your enemies at all times.

- **Tremor**

This is one of the few ranged abilities you have, and it's unlocked through your AMP system. It's great to use to keep fleeing abilities in combat so their shields won't recharge. Upgrade this to tier 4.

- **Breaching Strikes**

This ability will dish out quite a bit of burst damage after landing a critical strike. Upgrade this to at least tier 4.

- **Kick**

This is your basic knockdown spell to interrupt casters.

- **Grapple**

Use this ability to grab runners or kitters if you're in a one on one situation, or it can even be used to clump all of your enemies together so your party can burn through them with AOE spells. Upgrade this to tier 4.

- **Unstoppable Force**

This is your main CC breaker, which is great to have for any type of PVP build.

AMP

Assault

- Critical Hit III (T1)
- Assault Power III (T1)
- Critical Hit Severity I (T1)
- Power Hitter (T2)
- Detonate (T2)
- Laceration (T2)
- Tremor (T3)
- Kinetic Fury (T3)

Hybrid A/U

- PvP Offense III (T1)
- Festering Blade (T2)

Utility

- Cooldowns III (T1)
- Unyielding (T2)
- Kinetic Drive (T2)

PVP Tanking

- **Smackdown**

This ability will lower your enemies' resistances, which makes it a great choice when you want to boost your allies' damage output. Keep it up whenever you can.

- **Menacing Strike**

This'll dish out a decent amount of damage, but you're mainly using it to build up your Kinetic Energy and for the healing it provides. Upgrade it to tier 8.

- **Plasma Wall**

This is a solid party boosting ability that'll lower incoming damage by a whopping 30% for you and four other allies. It's very important this skill is upgraded to tier 8.

- **Bum Rush**

This ability is a great distance closer. The damage mitigation it provides will only last for a few seconds, but it's extremely powerful if you know just when to use it. This is also a great ability to use when charging up to your enemies to avoid that first wave of damage.

- **Plasma Blast**

This is a taunting ability that'll significantly lower the amount of damage your allies take. Use it all the time, but especially when you're not the main focus of attack.

- **Grapple**

This is a good ability to use when your enemies are fleeing. It'll snatch them up and root them to the ground. Upgrade it to tier 4.

- **Defense Grid**

This ability will cover the field in a large shield that'll guard allies against incoming damage. This is especially useful in larger engagements.

- **Unstoppable Force**

This is a basic CC breaker, which you should have on any type of PVP build.

AMP

Support

- Deflect III (T1)
- Deflect Critical Hit III (T1)
- Impenetrable (T2)
- MKII Battle Suit (T2)
- To the Pain (T3)

Hybrid S/U

- Maximum Shield Capacity III (T1)
- Reserve Power (T2)
- Health Sponge (T2)
- Spiked Armor (T3)
- Bring It (T3)

Utility

- CC Resilience II (T1)

PVE DPS Build

- **Relentless Strikes**

This will be your spammed ability that'll contribute a lot to your overall DPS. You're using it mainly to boost your Kinetic Energy, but get it to tier 8 for the additional chance to remove the cool down on Rampage.

- **Rampage**

This is your Kinetic Energy dump that'll probably output the most damage over time when compared to your other spells. Make sure to upgrade it to tier 8.

- **Smackdown**

This is a basic damage boost that affects both you and your party, so make sure to have the buff up all the time.

- **Breaching Strikes**

This is used after landing a critical strike for additional DPS and KE generation. Upgrade this to at least tier 4

- **Leap**

This is a great mobility tool to use during fast acting enemy telegraphs.

- **Kick**

This basic crowd control ability will remove an interrupt armor or stop a caster in his tracks.

- **Grapple**

This is another crowd control ability to use to break interrupt armors, but it's also great for clumping trash up together to burn down with AOE.

- **Defense Grid**

This ability will spawn a field that'll protect any allies inside it, which makes it a great way for the party to survive any lethal encounters that get out of hand.

AMP

Hybrid A/S

- Strikethrough III (T1)

Assault

- Critical Hit Severity III (T1)
- Assault Power III (T1)
- Critical Hit III (T1)
- Power Hitter (T2)
- Detonate (T2)
- Laceration (T2)
- Armor Shred (T3)
- Kinetic Fury (T3)

Hybrid A/U

- Armor Pierce II (T1)

Utility

- Cooldowns III (T1)
- Kinetic Drive (T2)

PVE Tank Build

- **Menacing Strike**

This will be the main spell you use to generate your Kinetic Energy for more powerful spells. Upgrade this to Tier 8.

- **Jolt**

This is a great ability that outputs a ton of damage and threat. You'll be using this all of the time, so make sure to upgrade the spell completely.

- **Plasma Wall**

This ability will greatly reduce incoming damage, so pop it when you're expecting to get hit by a heavy attack. Upgrade this to tier 4.

- **Atomic Spear**

This ability is one of the best threat generating spells in your arsenal, unfortunately it can only be used after deflecting attack, so make sure to use it whenever you can.

- **Plasma Blast**

All good tanks should have a taunt. Use this ability to switch threat with another tank during a large encounter or at the beginning of fight to insure your place at the top of the threat meter.

- **Kick**

This is a basic crowd control spell that'll mainly be used to remove interrupt armor and stop casters.

- **Grapple**

This can be used to break interrupt armor like kick can, but it's also a good tool to clump all of your enemies together.

- **Defense Grid**

This is an all around fantastic ability that'll help mitigate damage coming in for you and your party members. It's best used during tough encounters, but the relatively short cool down means it can also be used regularly during any type of fight to help lessen the burden of your healers.

AMP

Hybrid A/S

- Strikethrough III (T1)
- Lifesteal II (T1)

Support

- Deflect III (T1)
- Support Power III (T1)
- Deflect Critical Hit III (T1)
- Full Force (T2)
- MKII Battle Suit (T2)
- Kinetic Buffer (T2)
- Full Defense (T2)
- Fortify (T3)
- To the Pain (T3)

Hybrid S/U

- Maximum Shield Capacity III (T1)

Skills Analysis

Skills and abilities are the foundation of the game and the most important thing to learn if you want to improve. They represent who will be able to provide what in each battle, so they are the starting point for any solidly built battle plan. Understanding your skills is the way to go, but how do you make the decision of what skills to use when you only have 8 slots available on your LAS?

We've taken a look at each of the abilities the Warrior class has available and have outlined their PvP uses below. Take a look at the guide, go into the game, and memorize your skills to start improving your play style. Practice with at least one of each different skill regularly so you know just when you'll need to switch it out between battles.

Below are the detailed abilities, which are described for both DPS and tanking builds.

Assault Abilities PvP Applications

- **Relentless Strikes**

This is your basic spamming ability, and it's one that's used in almost all DPS-based PvP builds. You'll use it to primarily generate Kinetic Energy to unleash your more powerful skills, but it outputs pretty good damage on its own. The tier upgrades are pretty decent, but not mandatory if you have better places to spend your points.

- **Rampage**

This ability is your primary KE dump, and it's your best bet for dishing out burst damage while PvPing. It'll likely contribute most to your overall damage input, so don't be afraid to tier it all the way up to 8.

- **Leap**

This is a solid mobility spell that'll help you close the distance on fleeing targets. Upgrading it to tier 4 makes it a great CC breaker, which is always good to have in PvP.

- **Savage Strikes**

This ability looks pretty decent in the tooltip, but the damage output is actually pretty low compared to other similar abilities, even with the knockdown bonus calculated in. It's best to skip this ability entirely.

- **Ripsaw**

This is a solid ability for fleeing enemy players that'll help keep them in melee range. The tier 4+ bonus is a great upgrade for it, but don't bother spending the last point to get it to tier 8.

- **Whirlwind**

This is a staple spell for midsized engagements where you know you'll be able to damage 5 enemies with one hit. The tier 8 upgrade is a particularly nice thing to have whenever you're channeling it, too.

- **Augmented Blade**

It's hard to imagine a PvP build for DPS warriors without Augmented Blade. The reduced healing is an amazing debuff to throw out while fighting. The tier 4 bonus isn't that great, but tier 8 can be deadly for enemy healers.

- **Smackdown**

By itself, this ability doesn't dish out too much damage, but the +10% damage debuff it'll apply towards enemies makes it a great way to give a flat increase to your party's damage output. In addition to that, the debuff can be kept up almost indefinitely, so make sure to use it all the time if it's out. Don't bother upgrading the spell, though, as the tier bonuses are a bit weak.

- **Tremor**

This is one of your only ranged abilities and works great against caster classes that are kiting you just out of range. With tier 4, you can use this ability much more frequently, and at tier 8, it makes it an excellent finishing move.

- **Breaching Strikes**

This is a DPS powerhouse that'll rip through enemies with ease, but it's only useable after critical strikes. Both the tier 4 and 8 upgrades are fantastic choices for it as well.

Support Spell Analysis for PvP

- **Menacing Strike**

This is your basic spam ability used to generate Kinetic Energy. It's a lot like Relentless Strikes in that regard, but the tier 4 and tier 8 bonuses on this spell are absolutely fantastic upgrades to get, even if the spell itself doesn't dish out much DPS. Your goal as a PVP tank isn't for damage, it's to stay alive and support your team.

- **Jolt**

This skill is good, but only when you're in constant combat. Upgrading it to tier 8 will improve the damage output of some friendly classes and it'll let you use Bulwark a whole lot more, which is good if you're able to be constantly hitting enemies.

- **Plasma Wall**

This is a fantastic ability in PVP. Make sure to get it up to tier 8. It'll provide some of the best damage mitigation out of any class, and it will even give the same buff to allies.

- **Atomic Spear**

Threat by itself doesn't matter when fighting other players, and the damage this provides makes it absolutely horrible to have out while PvPing.

- **Polarity Field**

Enemy players don't use sprint all too much in pvp situations, so this skill is a pretty weak choice when it comes to fighting enemy players.

- **Bolstering Strike**

This is an extremely powerful ability that'll boost your shield with each swing. The tier 4 bonus is 'okay,' but those points are better spent elsewhere if that's all you're going for. The tier 8 is interesting, the shield regeneration it provides is nice, but the range is tiny, so it's only really good if you're running a melee team.

- **Expulsion**

There are all sorts of debuffs in the game, and this spell will remove just about all of them. Tier 4 will boost the damage, which is pretty significant for a tanking spell, and the tier 8 will remove an additional debuff, making it even more powerful.

- **Atomic Surge**

This is good for PvE but pretty worthless for anything else.

- **Bum Rush**

This is a good ability that'll give you some added movement speed to hunt down fleeing players. If you find yourself using it quite a bit, upgrade it to tier 4, but otherwise save the points. The tier 8 upgrade sounds good, but the duration is too low to be worthwhile.

- **Shield Burst**

This is a pretty lackluster ability. If you're looking for a shield buff, then go with Bolstering Strike.

Utility Casts and How to Use Them in PvP

- **Kick**

This is a solid knockdown spell that'll be useful to remove interrupt armor or to lockdown a rooted opponent, but the upgrades are pretty lacking.

- **Plasma Blast**

This is a great spell to use as a tank when your allies need a respite.

- **Flash Bang**

This is a solid blinding ability, which is always great in PvP.

- **Grapple**

This is a pull and a root all in one, which makes it a great way to destroy interrupt armor or lock an opponent down. The additional charges at tier 4 make it even deadlier.

- **Emergency Reserves**

This is a good ability that'll block incoming damage while giving you an interrupt armor. Tier 8 is 'decent' but pretty expensive, so only use it when your party really needs extra interrupt armor.

- **Sentinel**

This is great for tanks, as they're a pretty low priority target for their enemies. The tier upgrades are a fantastic way to make it even better.

- **Power Link**

This is a solid spell that'll simply increase your party's damage output. The tier upgrades are a bit lacking, so don't bother with them.

- **Defense Grid**

This is a good ability to use when you know your party will be fighting within the shielded zone. The tier upgrades are 'alright,' but otherwise not worth the points.

- **Unstoppable Force**

This is one of the best crowd control breakers available. In addition to that, the cool down duration is about the same as your enemies' CC abilities' cool down, which makes it even more powerful.

- **Tether Bolt**

This is an okay ability to use against healers, but most other classes will blast through it quickly.



SpellSlinger

Solo PvP, Group PvP and PvE builds are the most important part of WildStar's gameplay. SpellSlingers have three main capabilities: magic, physical and heal. These three types of assault and support make the SpellSlinger a versatile character. Unfortunately SpellSlingers' specialty is not a DPS/Heal build like their counterparts of equal skill, the Medic. Successful building of the SpellSlinger usually markets a magic dealer, a physical dealer or a healer. Combining two of three types is possible, but often more complex than needed.

PvP Group build

- Quick Draw (Tier 3)
- Wild Barrage (Tier 3)
- Gate (Base)
- Assassinate (Base)
- Assassinate (Base)
- Rapid Fire (Tier 2)
- Flash Freeze (Base)
- Phase Shift (Tier 4)

This build allows for a high amount of mobile action while dealing heavy amounts of damage. Choosing to make a build with 87.5 percent damage and 12.5 percent CC is not always in the best interests of the SpellSlinger. Of the three debuffs, one action slot is a self-buff. Choosing to use this debuff in a group PvP setting such as Battlegrounds or Arena, teeters on the edge of selfishness. If the SpellSlinger is highly ethical and team-oriented, Phase Shift will only be used for solo PvP. The choices of a player's damage use, heavily influences the outcome of battle.

Constructing a damage-only build proves to be too greedy. SpellSlingers must evaluate the costs and benefits of each skill. Wanting more kills than support and cooperation results in the whole team suffering. Make sure to allocate at least two action slots for utility or support skills such as Flash Freeze and Spatial Shift or Void Spring and Sustain. Spellslingers need to evaluate the role of every single one of the thirty skills to understand why scenarios demand certain attack/support types and skill builds.

PvP Solo Build

- Quick Draw (Tier 4)
- Charged Shot (Tier 8)
- Assassinate (Tier Eight)
- Gate (Base)
- Flash Freeze (Base)
- Void Slip (Base)
- Phase Shift (Tier 4)
- Flame Burst (Base)

Solo PvP builds are a SpellSlingers' strength. Such a statement is fact because SpellSlingers are able to easily deal with strays using long-range thin telegraphs. Lastly, they have a wide catalog of skills spanning from physical, magic damage and healing. LASs allow players to be vengeful. If the SpellSlinger keeps getting owned by an Esper or Medic, then they need to quickly rethink the LAS by choosing a different attack type.

Espers and Medics may fail to have spent time collecting materials for proper armor. Experimenting with builds reveals the secrets of what Espers and Medics are putting too much focus on and what they are neglecting. Changing the LAS build from a mixed magic/attack based build to a physical base build, could prove to redirect the momentum of the battle. Such a change of specs allows Wild Barrage or True Shot to do what they do best. Armor Pierce.

Understanding Attack Types

First players need to understand how to achieve different attack type builds. Spellslingers have physical and magical enemy stat influence. Physical buffs are Wild Barrage (one-hundred percent armor pierce increase while Spell Surged), True Shot (thirty-five percent armor pierce increase and fifty percent armor pierce at Tier Four) and Void Pact (permits an Assault Power increase by nine percent for ten seconds). Void Pact initiates an additional seven percent Assault Power if Tier Eight is bought. Focusing on Armor Pierce boosts in the AMP Tree strengthens the effectiveness of True Shot and Wild Barrage. Spellslingers with physical damage specialization should have at least two of the three aforementioned skills.

Astral Infusion, Dual Fire, Purify, Affinity, Phase Shift, Arcane Shock and Gate are excluded because the skills' buff increases defensive stats, CC or only benefits group members. These seven skills do not effect magical or physical damage output.

Arcane Missiles (five percent decrease in opponent's Magical Resistance for twelve seconds up to three times for a total of fifteen percent) and Gather Focus (generates a total of eighteen Spell Power Points and unfortunately reduces incoming heals by thirty five percent for six seconds) are magic type attack-buffs. Gather Focus is a must-have for solo PvP. Solo PvP demands far less incoming heals than group PvP.

When toons are fighting each other one verse one, Health Point regeneration plays less of a role than damage output. This is especially true if the reduction in health affect only occurs for six seconds. Certain skills are to be used for solo PvP and certain skills for group PvP. Use the wrong skill for the wrong type of PvP and the results will be fatal.

Magic or Physical?

The debate between a magical and physical DPS build is controversial. LASs depend on what type of attacks the SpellSlinger uses. Learn which non-buff skills do what type of damage. **Quick Draw**, **Wild Barrage**, **Rapid Fire**, **Assassinate** and **True Shot** deal physical damage. **Charged Shot**, **Ignite**, **Chill**, **Flame Burst**, **Arcane Missiles**, **Dual Fire**, **Flash Freeze** and **Arcane Shock** deal magical damage. After reviewing the buffs, debuffs, attack types and skills, first impressions indicate a disparity between magical damage and magical buff. The SpellSlinger has more magical attacks than physical attacks, yet has less magic-based buffs. To be thorough in case of confusion, the SpellSlinger has five physical attacks that are complemented with three buffs. Eight magic attacks are complemented with two buffs. This disparity is strange. At first glance the situation seems unexplained.

Buff systems for both physical and magical damage need to be assessed. Before deciding to specialize in physical attacks due to the larger amount of available support, compare what magic and physical attacks provide. **Wild Barrage** and **True Shot** both offer armor pierce. **Void Pact** offers Assault Power increases. Players who build a LAS should choose between **True Shot** and **Wild Barrage** because they both offer the same offensive buff. **Wild Barrage** has a wider telegraph than **True Shot**.

True Shot does more damage and is trickier to land on mobile enemies. Depending on which attack is chosen, the total cooldown of **True Shot/Wild Barrage** and **Void Pact** is fifty-seven to sixty-three seconds. **Arcane Missiles** and **Gather Focus** are the magical buff-attacks offered for the SpellSlinger.

These attacks top out at exactly fifty-seven seconds for total cooldown also. Lastly, the two skills for magical stat effecters and physical stat effecters are equal. The Assault Power increase of **Void Pact** has the same effect of **Gather Focus**' **Spell Power** increases, just for different types of damage. The **Armor Pierce** increase of **True Shot/Wild Barrage** has the same effect of **Arcane Missiles**' **Magical Resistance** decrease, just for different types of damage.

Therefore SpellSlingers have equal stat effecter skills for magical and physical damage. Void Pact and Gather Focus have equal offensive stat buffs. True Shot (or Wild Barrage) and Arcane Missiles have equal defensive stat debuffs. Players may conclude they simply have more physical DPS skills than magical DPS skills. One attack type is not superior to the other. Players must keep this in mind when building their LASSs. If an Esper or Stalker continues to win in a solo PvP fight, double check that the correct skills are being coupled together. Understanding how to max out specific attributes of the SpellSlinger will determine the outcome of a battle.



The Magic Build

- Quick Draw (Tier 8)
- Charged Shot (Tier 8)
- Arcane Missiles (Tier 5)
- Flame Burst (Base)
- Gather Focus (Base)
- Gate (Base)
- Flash Freeze (Base)
- Arcane Shock (Base)

SpellSlingers decide to use a magical build should review the AMP tree for attribute activations. Magical builds require Arcane Missiles, Critical Surge (located in Assault Rank Two) and Gather Focus because Critical Surge makes Gather Focus stronger. Flash Freeze can be swapped out for Chill. Players who enjoy Snare or Root more, should make the call based on personal views. Magical builds have a deeper catalog than physical builds. This fact allows magical LAs to have much more choice. Take advantage of that choice.

The Physical Build

A physical build may choose **Quick Draw, True Shot, Rapid Fire, Assassinate, Void Pact, Spatial Shift, Purify and Phase Shift**. Due to a less amount of available physical attack skills, SpellSlingers can take advantage of three debuff action slots! Important: Assault Power is the same base value for physical and magical attacks, but having specific builds allows PvPers to infiltrate select parts of an AMP Tree or armor build that opponents may have neglected.

PvE DPS Build

- Quick Draw (Tier 8)
- Charged Shot (Tier 8)
- Wild Barage (Base)
- Flame Burst (Base)
- Assassinate (Tier 4)
- Gate (Tier 4)
- Arcane Shock (Base)
- Arcane Missiles (Base)

PvE builds demand DPS or Healers. Group PvE DPS builds choose . A good mix of physical and magical attacks, one CC and one magical debuff make this build a well-rounded LAS. PvE demands less of a strict regiment when forming action sequences. This is because mobs are less specialized than live players who seek out certain types of skills, armor, consumables and buffs.

AMP

Assault

- Strikethrough (T1)
- Armor Pierce (T1)
- Assault Power (T1)
- Critical Surge (T2)
- Trigger Finger (T2)
- Deadly Chain (T2)
- Gunslinger (T3)
- Assassinate (T3)
- Surge Damage (T3)

Hybrid A/S

- Critical Hit (T1)
- Critical Severity (T1)
- Power Surge (T2)

Heal PvP Build

- Runic Healing
- Healing Salve
- Sustain
- Healing Torrent

Spellslingers can also be used for PvP Heal builds. PvP Healers are only used for group PvP. They have high burst, tier charged and channeled heals. These type of heals make the SpellSlinger a high skill cap character. "Skill cap" is defined as "the difficulty of controlling a character to negotiate victory or defeat." Players with foresight, pre-conception and anticipation have a high skill cap. If a player's skill cap does not match the skill cap of the character class, cohesion and victory will be a rarity.

Play characters equal to playing abilities. Other reasons why a SpellSlinger's skill cap is high is because they have small AoE heals, must precast, spike heal instead of maintenance heal and the Innate can drain Focus if not properly managed.

AMP

Support

- Focus Cost III (T1)
- Support Power III (T1)
- Augmented Armor(T2)
- Clarity (T2)
- Burst Power (T2)
- Healing Torrent (T3)
- Healing Aura, (T3)

Utility

- Cooldowns III (T1)
- Dash Regen III (T1)
- Reorient (T2)
- Evasive Maneuvers(T2)
- Void Pact (T3)

Hybrid A/S

- Critical Hit (T1)
- Critical Severity (T1)
- Power Surge (T2)

Strategy

Precast

Precasting is the action of casting a skill when the cast does not seem appropriate at the time. Sustain is a strong heal requiring two charges. The skill is a hold and charge. Press the action number down and hold until the interface has indicated the first charge has been reached. Are group members around 70% health? Is the need to heal necessary but not urgent?

Let go of the button after almost two seconds. The group members are healed for 417.60 Health Points plus an additional twenty-seven percent. Are the party members not losing any health, but an extremely strong mob is charging up a big AoE physical attack? Perfect. Anticipate when Sustain will be fully charged. Release the heal a split second after the huge AoE hits and heal for 1084.60 Health Points plus seventy percent.

This is the epitome of precasting. Members may have close to full health, yet the SpellSlinger still charges a heal. SpellSlingers must decide if they should heal at one charge (in two seconds) or two charges (in four seconds) before they even begin the cast. By predicting the big hits of a Raid Boss or powerful Elite Mob, hefty spike heals can be cast a split second after the Boss is done attacking .

Without skills in precasting, group members could be killed in several seconds. Mediocre SpellSlingers always notice when the group members are low health. By the time the SpellSlinger decides to charge a heal, all members are already doomed to die.

Esper

Espers have a wide range of different abilities at their disposal, and it can be hard to determine exactly what abilities are best for all the different types of situations you'll come across while out in the field. Luckily, we'll be able to take a look at a few different build options available for the Esper that will be a great base to start from while you're fighting.

Keep in mind that you can switch abilities around between battles very easily in Wildstar, so you'll have to keep an eye on your environment and be ready to improvise. As a quick recap, keep in mind that Espers are created around generating psi points (PP) with some spells, called builders, and then spending those points on more powerful spells, called finishers.

Espers make fantastic damage dealers in both dungeons and battlegrounds. To give you a quick recap, a damage focused Esper wears light armor and dishes out ranged DPS. Their primary stat is Moxie, to boost their assault tree, and they're supported by the stats Finesse and Brutality to improve their critical hits

PVE DPS Build

The basic LAS you'll be using consists of the following skills.

- **Telekinetic Strike (TS)**

This is the main spell you'll be mashing up until you get 5 PP. Increase to tier 8.

- **Mind Burst**

Once you're at 5 PP, unleash this spell. Increase to tier 8.

- **Concentrated Blade**

Once you've used Mind Burst, use this spell and Bolster together to get more PP.

- **Spectral Swarm**

Use this to gain PP only when your character is moving about, otherwise stick with TS.

- **Haunt**

Use this spell to decrease foes' magical resistance for 10 seconds, always have the debuff up. Increase to tier 4.

- **Bolster**

This spell and Concentrated Blade are used together immediately after Mind Burst.

- **Crush**

This will be your main interrupt spell for casters. Keep in mind that it has a lengthy cool down.

- **Incapacitate**

This is a second interrupt to use while Crush is cooling down. Increase to tier 4 for the added magic resistance decrease.

PVP DPS Build

- **Telekinetic Strike**

Like in the PVE build, use this as your main attack. Upgrade to tier 8.

- **Mind Burst**

Use this spell to spend your PP. Make sure to really focus on saving your PP until you have the most you can. Upgrade to tier 8

- **Concentrated Blade**

Use this spell right after Mind Burst for extra PP generation.

- **Bolster**

Use this spell with Concentrated Blade right after Mind Burst for more PP.

- **Crush**

Any good PVP build will have a solid knock down spell to trip your enemies up.

- **Incapacitate**

Use this spell as another interrupt while you're waiting for Crush to finish cooling down.

- **Fade Out**

Use this to disengage from enemy players as quickly as possible. Upgrade to tier 4.

- **Projected Spirit**

Use this as a clutch heal and to get out of or into fights quickly. Upgrade to tier 4.

PvE Healing build

Espers are one of the best healers currently available in the game. Healing Espers use Insight as their primary stat to boost their support skills, and they use Finesse and Brutality to boost their crits. They use the same psi point generation and usage relationship that DPS Espers do.

Your basic LAS will feature the following skills.

- **Concentrated Blade**

This is a fantastic PP generator. Use in between heals when you can to get up to 5.

- **Mind Over Body**

This is the main spell to be using when healing the tank. Upgrade to tier 8.

- **Bolster**

This is a weak heal but provides great PP generation. Use it like you would Concentrated Blade.

- **Soothe**

Use this spell to heal your group. If you find it unnecessary, switch it with Pyrokinetic Flame.

- **Phantasmal Armor**

This spell will mainly be cast on the tank for extra damage mitigation.

- **Mending Banner**

This is your PP dump to heal the tank. Upgrade to tier 4 minimum, but tier 8 is great too.

- **Meditate**

This spell will be used when you're having trouble keeping your focus up.

- **Incapacitate**

This is used as your interrupt armor, and it can easily be switched with Crush. Every party member should have at least one interrupt armor spell.

PVP Healing Build

- **Bolster**

Use this spell after spending your PP to help generate more. The HoT it provides is worthless.

- **Reverie**

Use this spell to spend your PP points. Try to wait until full PP to use. Upgrade to tier 8.

- **Soothe**

This aoe healing spell will be used the most. It can be used while moving. Upgrade to tier 8.

- **Crush**

This spell will be used to knockdown enemy players.

Restraint. This is another spell that will lock down enemies. Combine with Crush while being chased.

- **Catharsis**

This is your dispel ability. Keep an eye out to use it for reduced healing debuffs.

- **Fade Out**

Use this spell to bust out of crowd control.

- **Projected Spirit**

Use this for added mobility when fleeing or charging. Upgrade to tier 4.

The above builds are very well rounded and will have you feeling comfortable in whichever role you choose for either dungeons or battlegrounds. That said, they are just a base version of spells and any of them can be swapped out with another ability as long as you're out of combat.

For example, with the healing build, if you find yourself in a situation where your tank is dying but the rest of your group isn't then it'd be good to swap out any AOE healing spells with a direct heal or support ability to give that much more aid to your tank. Just make sure to keep in mind that those interrupt armors and stuns are on your bar because it's every party member's responsibility to have them.

Alternatively, if you're out pvping and are finding yourself pretty well protected by your group, then you can definitely swap out some of the utility spells for more direct healing. Make sure to remember to always keep one builder ability on your bar at a minimum to generate PP and another spell to spend them.

PvP strategy

The foundation for any good strategy in Wildstar is the abilities you currently have out on your Limited Action Set. You can change those abilities outside of combat to your heart's desire, and the key to winning is knowing how to identify which abilities are best in the upcoming situation. Learning to get good at PVP will involve not just sticking with one single cookie cutter build the entire time you're fighting, but by taking time off to practice with all of the abilities at your disposal, so you know when you'll need them. Let's take a look at the Esper's abilities and see what they do and what types of situations warrant their usage.

Assault

- **Telekinetic Strike**

Deciding whether or not to go with this builder ability or another can be tough. You have to stand still to use it, which makes it difficult to use in highly mobile PVP settings. If you're in a good group where you can stand on the side lines and nuke from a distance, definitely pick this up.

- **Mind Burst**

This is a great psi point dump ability that'll be the foundation of your builds, and one that'll dish out the most damage while you're PVPing. Make sure to always get this one up to tier 8.

- **Concentrated Blade**

This ability has a long cooldown and delay before going off, which makes it a poor choice for PVP in most settings.

- **Blade Dance**

The range on this is pretty low. In PVP, you're going to want to stay pretty far back to account for your overall squishiness.

- **Telekinetic Storm**

Single target abilities aren't always the greatest options in PVP, but the tier 4 armor piercing bonus makes it a fantastic choice if you're fighting a huge group of players.

- **Illusionary Blades**

It does decent damage and generates psi points, but this ability should only be picked up if you can afford getting it up to tier 8, which can make it a great kiting spell.

- **Psychic Frenzy**

Espers don't usually want to be in melee range very much, but this melee ability is a solid choice in cases where you are fighting face to face in small scale battles, such as 2v2s.

- **Haunt**

This is an 'alright' ability, but there are much better options out there to choose from.

- **Spectral Swarm**

This ability isn't really worth it. The swarm doesn't do much damage, and they're just fodder for enemies to build up their individual ability resources.

- **Reap**

Single target abilities don't fair too well in PVP settings, but this one is a powerful choice if you're engaged in very small group or one on one fighting. Make sure that if you're in a situation where you use it you'll upgrade it to tier 8.

Support

- **Mind Over Body**

This ability is great, but mainly in PVE settings. It's slow, single-targeted, and only truly effective when your target is above 2/3rds.

- **Bolster**

This is a solid ability to generate combo points while you're on the run, but don't bother upgrading the tier level, as it scales poorly.

- **Reverie**

This spell is a great heal for any type of PVP, but it's best in larger fights. If you can spare the points, upgrade it to tier 8.

- **Phantasmal Armor**

This spell is very expensive and it has a long cool down, but otherwise it's absolutely fantastic to have and cast on yourself as a healer in order to focus on dispelling and healing your team.

- **Soothe**

This is a great ability that builds psi points, even when you're moving about. This will probably be one of your main healing spells.

- **Mending Banner**

This is a fantastic spell to have if you're fighting smaller battles. For the most part, just keep it untiered, but if you're in a small group that's fighting in close quarters, definitely get it to tier 8.

- **Mirage**

This ability can be very difficult to use in pvp due to its incredibly slow cast time that you have to remain motionless for. If you find yourself in a situation where you'll be able to stand back without getting hassled, it can be pretty powerful.

- **Pyrokinetic Flame**

This ability is a pretty poor choice, so just skip it entirely.

- **Metal Boon**

This healing ability will greatly increase the dash regeneration of your team. In addition to that the healing is very efficient as far as resource cost goes. The only downside is that the healing is provided over time, which isn't ideal in PVP where damage is spiky, so make sure to pair it with another healing spell.

- **Warden**

This ability is alright, but only if you're in situations where you'll be fighting in a reliably stationary position or in a large battle.

Utility

- **Crush**

This is a solid long lasting knockdown that can destroy interrupt armor at tier 4. It's a decent choice for any PVP build.

- **Geist**

The only situation that warrants using this is if you're going up against a Stalker using impale. Otherwise, avoid this spell completely.

- **Restraint**

This crowd control ability is a fantastic choice to have out in PVP, especially if paired with Crush. Make sure to get it up to tier 4 if you can afford it.

- **Catharsis**

This ability is pretty much mandatory as a healer, but make sure to skip it if you're DPS.

- **Meditate**

Meditate is extremely situational. During longer fights that are relatively stationary this ability is a must have; in any other situations, it's pretty much useless. The few times you do have it, you'll want it to be tier 8.

- **Fixation**

This is a good ability to use in certain situations. Make sure to use it if you're running a build that has a lot of cool downs, as each individual tier up decreases cool downs by an additional 10%. In addition to that, the tier 4 and 8 upgrades are pretty powerful, too. However, the majority of the spells you'll use will most likely be instant cast, which greatly diminishes this ability's potential.

- **Incapacitate**

This is one of the only player disarms in the game and it forces enemies to completely reposition themselves while they go and find their weapons, which makes this ability an absolutely fantastic choice to have with you.

- **Shockwave**

This is a superb ability if you can get it up to tier 8. It's a knockback/snare/cc breaker, so what's not to like?

- **Fade Out**

This is a solid cleansing ability to have out, especially as a healer when you'll be the focus of attention, but don't bother increasing the tiers on it.

- **Projected Spirit**

This is a great spell to use while retreating that also heals your allies, make sure to upgrade it to at least tier 4, and if you can afford tier 8, then definitely go for it.

Medic

WildStar's Medic class uses dual resonator weapons and a myriad of shields and probes to do whatever is needed during a hectic fight. They wear medium armor and can either serve as a pure healer or a pure damage dealer for their PvE or PvP group. There are also a wide variety of hybrid builds available for both PvE and PvP purposes. Medics are exceptionally mobile and gain a large number of tools to aid them in protecting their teammates, laying down area-of-effect heals and crowd controlling opponents.

Out of all the classes that can heal if they choose to, the Medic is the most mobile and offers the greatest number of tools that can truly make a large impact during a crucial moment. The downside to the class is that some of their best tools take careful placement and precision to pull off at maximum capability.

This guide will go over three possible Medic builds: PvP pure DPS, PvE pure heals and PvE pure DPS. There are a wide variety of possible Medic builds in the game, so feel free to use these builds as a loose framework to come up with your own unique setup. These builds merely represent a few options.

PvP DPS Build

This build specializes in pure burst DPS and mobility to strike opponents quickly and take them down during a crucial moment. This build should shine during both arena and battleground situations. As a note, you will want to specifically seek out targets that have less than 70% life due to this build's ability setup. Focus firing is your friend!

Skills

Assault:

- Discharge - Tier 6
- Fissure - Tier 4
- Quantum Cascade - Base
- Collider - Tier 4
- Atomize - Tier 4

Utility:

- Paralytic Surge - Base
- Urgency - Tier 4
- Calm - Base

AMP

- Assault - T3 (Armor Pierce I, II, III and Assault Power I, II, III in T1, Empowering Aura, Core Damage, In Flux and Recycler from T2, Meltdown in T3)
- Hybrid A/U - T3 (PvP Offense I, II, III in T1, Stay With Me and Weakness into Strength in T2)
- Hybrid A/S - T2 (Critical Hit I, II, III and Critical Hit Severity I, II, III in T1)

Stats

- Brutality: 150
- Finesse: 150
- Moxie: 250
- Tech: 350
- Insight: 350
- Grit: 250

Strategies

You'll want to open every fight with Fissure. Use Atomize every time you're able to do so. If the enemy is below 70% you'll want to then prioritize Collider. When the enemy is close to dying, finish them off with Quantum Cascade as your finisher and repeat as necessary.

Use Paralytic Surge to stun enemies and stop them from escaping. Use Urgency when needed to escape roots and snares and gain the advantage when chasing enemies. Calm can also be used to break free from roots and snares.

PvE Build – Pure DPS Medic

This build is primarily designed for raiding Medics who are looking for a pure damage-dealing build. It excels in single target situations. It also works decently while leveling and/or taking part in dungeons as a DPS player.

Skills

Assault:

- Discharge – Tier 8
- Fissure – Tier 3
- Quantum Cascade – Tier 5
- Collider – Tier 5
- Atomize – Tier 3

Utility:

- Paralytic Surge – Base
- Urgency – Base
- Empowering Probes – Tier 4

AMP

- Assault – T3 (all of T1, Empowering Aura, Core Damage, In Flux and Recycler in T2, Danger Zone in T3)
- Hybrid A/S – T2 (all of T1, Null Zone in T2)
- Utility – T3 (Dash Regen I, II, III and Cooldowns I, II, III in T1, Shield Reboot and Regenerator in T2)

Stats

Note: Including Elder Gem boosts.

Brutality: 183

Finesse: 183

Moxie: 305

Tech: 427

Insight: 427

Grit: 305

Strategies

Open up with Empowering Strikes (and follow up with Quantum Cascade). Your first combo should also use Fissure. After opening a fight, your main rotation consists of using Discharge to build up Actuator and using Quantum Cascade as a resource dump. Fill in with Atomize when it procs, of course. Collider can also be used every time it's off cooldown and should be prioritized more when the boss drops below 70% health.

PvE&PvP Healing Build

This build is an all-around excellent build for healing all types of 5-man dungeons in WildStar. It will also perform well for leveling and for areas of raiding, but in general it's created with running dungeons in mind. With a few tweaks it can excel during a pure raiding environment.

Skills

Support:

- Emission - Tier 8
- Mending Probes - Tier 4
- Triage - Base
- Flash - Tier 4
- Barrier - Base
- Shield Surge - Tier 4

Utility:

- Recharge - Tier 4
- Protecting Probes - Base

AMP

- Support - T3 (all of T1, Reboot, Emergency, Protective Surge and Armor Coating in T2, Running on Empty and Hypercharge in T3)
- Utility - T3 (Cooldowns I, II, III in T1, Solid State and Regenerator in T2, Protection Probes in T3)
- Hybrid A/S - T2 (Critical Hit I, II, III and Critical Hit Severity I and II in T1)

Stats

Note: Including Elder Gem boosts.

- Brutality: 183
- Finesse: 183
- Moxie: 305
- Tech: 427
- Insight: 427
- Grit: 305

Strategies

Emission is your main heal. Make sure to encourage your party to group up whenever possible to take advantage of the extra healing ticks when everyone is hit by three or more ticks of the ability. Use Shield Surge as your Actuator dump. This will help the entire group take less damage. Tanks will love you for this.

Crisis is your emergency area-of-effect heal. Flash should also be weaved into your healing rotation when it's off cooldown. Recharge and Protection Probes are your personal cooldowns. Use Protection Probes during moments of high elemental damage. Use Recharge during moments when you need to regenerate Focus during a hectic fight. It's also great when you need huge amounts of burst healing.

PvP Tips – Medic

A Medic has two possible roles in PvP. They can either serve as a full healer and supporter for their team or a pure damage dealer and supporter. The Medic gains a large number of support abilities that are useful no matter your spec. Both specs are also exceptionally sturdy and mobile in PvP which make any type of Medic a welcome addition to a PvP group.

This guide will be split into two sections for each of the possible Medic specs-- DPS and heals. Medics who choose to make a hybrid build should read both sections.

DPS Medic Tips

A DPS Medic specialties in mobility and medium-range burst damage. Burst damage is one of the most useful types of damage in PvP so never underestimate the power of a skilled DPS Medic.

Your primary DPS stat in PvP will be Tech. Tech increases your Assault Power. Moxie and Brutality are the secondary stats you want on gear as these will increase your critical strike chances, your critical severity and your strikethrough. Ideally you want gear with a combination of Tech, Moxie and Brutality. For runes you will likely want to use Earth and Fire elements. Omni is also useful.

When bursting down enemies you will want to invest heavily in Collider, Discharge and Devastator Probes. Collider is powerful due to its bonus damage when at Tier 4 or above and the fact that it's instant. Atomize is also important since it just adds to your burst arsenal. Your only real resource dump in PvP is Quantum Cascade which can be a little clunky to use as it's a telegraphed ability, but it works as a nice finisher if your enemies happen to be stunned or near death.

Even if you're not specced as a primary healer, you can still do a bit of healing in a pinch during PvP if you set up your build to include a few heals. Emission, Flash and Shield Surge are the three heals most situated for PvP. If you're using a hybrid build you may just wish to invest in Emission. This makes a good filler for helping support your team when a teammate is receiving heavy fire.

Make sure to slot a few utility skills during a PvP match. Some of the most powerful utility skills Medics get include Protection Probes and Calm. Protection Probes is off the global cooldown which makes it extremely potent. Calm is a great way to escape roots and snares. Paralytic Stun and Urgency are also extremely useful. Use Paralytic Stun to stun an enemy player so they can't self-heal and/or escape. Use Urgency to escape from combat and rid yourself of snares/roots.

When practicing how to PvP as a Medic, learn what each of the enemy classes do and how their attacks work. When going up against Espers or Gunslingers, for example, you'll have to learn how to dodge their skillshot abilities. Circle strafing is often effective against Espers especially. Medics are very mobile, remember, so use this to your advantage.

Against melee opponents you'll have to learn to kite them and save Urgency for that crucial moment when they're doing the most damage. When against a Warrior, save Urgency for when they use Overdrive which is obvious due to their size increase. Stalkers can be dangerous, but make sure to use Devastator Probes against them so they can't re-stealth.

Healer Medic Tips

Medics are one of the best healer classes for PvP due to the Medic's high survivability and mobility. A Medic's main heals are extremely mobile and effect everyone around them which makes it easy to stay grouped with teammates and keep everyone alive. Make sure to pair healing abilities with plenty of utility and support abilities to use a balanced ability setup.

Your main PvP heals will be Emission, Flash and Shield Surge. Mending Probes is also essential. Emission is your basic heal and will be what you use most often. Flash works well with Emission and Mending Probes. Both of these are more used as burst heals. Shield Surge is incredibly useful for PvP and is your main finisher.

Many of the other Medic healing abilities are optional or more suited for PvE purposes. Crisis Wave can be useful in arena PvP but it's difficult to use since it has a cast time and requires a telegraph. Unless your teammates know to stand still, it can often be wasted. Triage is optional, but very nice since it's off the global cooldown and is a smart heal which means you can easily cast it while on the run, etc., and know that you're still keeping everyone healthy.

Other important PvP healer abilities include Protection Probes, Calm and Urgency. Urgency and Calm are important for breaking out of roots and snares and for being mobile when it's absolutely needed. Protection Probes is a fantastic damage mitigation cooldown and is one of the reasons why Medics do so well in PvP.

It's also not a bad idea to slot one damage ability as a pure PvP healer. There will be times when you'll want to help focus firing down a priority target or need to deal out some damage while solo. If you ever get caught as the last person alive on your team during an arena match you'll quickly see the need for some type of damage ability. Discharge is often the most useful healer DPS ability since it can be used to build Actuator.

As a healer you will definitely need to focus on survivability. Healers are often killed first in PvP for good reason. By ensuring you have a few self-survivability tricks and wear gear that gives you a high health pool you can stay alive longer and help your team win the match.

You will most likely find that it's best to change your ability setup based on the type of PvP you're taking part in. Arena PvP requires a different setup and mind frame as opposed to battleground PvP. In arenas you will likely need more damaging abilities, more utility abilities and less AoE heals.

Engineer

The classes in Wildstar have a lot of depth. It can be tough to wrap your head around all the different options you have when playing a class, especially if you're new to the game. Luckily, we've been able to outline a few different general-usage builds for Engineers here that make a great starting point for anybody. The following will be a list of how you organize your Limited Action Set.

PVP Tank Build

- **Unstable Anomaly**

This is a great spell that reduces the amount of healing received by a group of your enemies. This is highly effective in team based PVP situations with a dedicated healer. Keep this at base level.

- **Unsteady Miasma**

This ability is a fantastic way to control the battlefield. It creates an area that causes their attacks to be deflected more often. Upgrade this to tier 8 to get the added movement speed reduction and CC resilience decrease.

- **Ricochet**

This is the ability you'll be using the majority of the time to boost your volatility pool. It's a fantastic spell that even offers the ability to reduce your enemies' endurance at later tiers. Make sure to upgrade this to tier 8.

- **Zap**

All good PVP builds need a solid stun, and zap is one of your best bets. It's great to use at the beginning of a large CC chain or just as a standalone ability if you're making a hasty retreat.

- **Shatter Impairment**

This is your CC breaker, which you'll need quite a bit when you're out tanking in a PVP context.

- **Code Red**

This is a fantastic taunt that'll help you shield your allies while you're all out together on the battlefield.

- **Personal Defense Unit**

This spell has a long cool down, but it's a fantastic way to come to the quick rescue of a team mate. You can even cast it on yourself if you get in a bit over your head.

- **Obstruct Vision**

This spell is fantastic, as it lasts a long time and will drastically reduce the damage output of the targeted enemy.

PvE Tank Build

- **Hyper Wave**

This is your go to taunting spell to use whenever you lose aggro.

- **Flak Cannon**

This will be one of the two of your bread and butter skills. This one is what you'll be using to generate volatility. It even generates a bit of threat and produces a decent amount of damage.

- **Unsteady Miasma**

This is a great spell to have to both debuff your enemies and protect yourself. You want to make sure that the effect is always on.

- **Disruptive Module**

This skill provides a little bit of everything and is a great addition to any tanking tree. Make sure to upgrade this to at least tier 4.

- **Particle Ejector**

This is a great threat generator and one of your bread and butter skills. You'll be wanting to use this ability as often as you can while tanking. Upgrade this ability to tier 8.

- **Zap**

Every party member should have atleast one interrupt, and this one is yours.

- **Shatter Impairment**

This is your CC breaker.

- **Personal Defense Unit**

This is a fantastic ability to have that substantially increases your defense. It's an absolute must have for any mitigation focused tanks. Upgrade to tier 4.

AMP

PvE&PvP AMP are the same

Support

- Deflect III (T1)
- Support Power II (T1)
- Enmity (T2)
- Quick Restart (T2)
- Boosted Armor (T3)
- Disruptive Module (T3)

Hybrid S/U

- Maximum Shield Capacity III (T1)
- Dirty Tricks (T2)
- Helpin' Hand (T2)

Utility

- Cooldowns III (T1)
- Reckless Dash (T2)
- Deft Restoration (T2)
- Repair Bot (T3)

Assault

- Critical Hit III
- Volatility Rising (T2)

Hybrid A/S

- Strikethrough III (T1)

PVP DPS Build

- **Electrocute**

This ability is your go to bread and butter skill. It's very straight forward; it deals damage to multiple enemies at once.

- **Quick Burst**

There's never a reason not to have Quick Burst. There's really no downsides to the spell.

- **Artillery Bot**

Bots aren't always the best options to have in a PVP environment, but it's hard to say no to this skill once it's been upgraded to tier 4, which causes it to increase your character's critical hit chance by a fair bit. If you run into any trouble keeping your bot alive, then just turn it to passive mode.

- **Bio Shell**

The volatility regeneration capabilities that this spell is capable of once it's been upgraded to tier 4 make this a fantastic choice by itself, however the expose component is definitely great as an added bonus.

- **Zap**

Any good pvp build will need a solid interrupt spell, and the 5 second stun you get with this one is great.

- **Urgent Withdrawal**

Maneuverability and speed are two important features to have when it comes to PVP. Engineers looking for those qualities will find this spell a fantastic choice.

- **Volatile Injection**

This is a free 20 second cool down spell that provides a powerful buff that lasts 10 seconds. It's a fantastic choice to have in PVP, just remember to keep it active as much as possible.

Obstruct Vision: This spell will blind up to 5 foes, which increases their chance to be deflected by 50% and it lasts for a full 5 seconds. This is a great ability that turn the tides on a tough situation very quickly.

PVE DPS Build

- **Quick Burst**

This is a fantastic ability that allows you to dish out instant damage to foes after landing a critical hit. You should always have this if you're dealing damage.

- **Artillery Bot**

Summon a bot to dish out consistent damage to your foes. Make sure you don't forget it halfway through the dungeon. Doing so would be just as bad as having a blank icon on your LAS.

- **Bio Shell**

This ability is relatively mediocre up until you get it to tier 4, at which point it becomes one of the better skills available to Engineers.

- **Bolt Caster**

This is your go to single target ability to use when you've got enough volatility. This is great for dungeon bosses, but you might switch it with Electrocute if you're clearing out trash mobs.

- **Zap**

This is a fantastic interrupt armor, especially once it's been upgraded to tier 4. Everyone needs at least one interrupt armor when they're doing dungeon runs.

- **Diminisher Bot**

This isn't anywhere near as good as the Artillery Bot, but it's a great thing to have simply because it can provide a little bit more DPS where there wouldn't be any without it.

- **Volatile Injection**

This is a fantastic spell to have, especially with that low 17 second cool down limit.

- **Obstruct vision**

This is a good skill to have as a remove interrupt armor during a dungeon. It doesn't actually interrupt the target, so make sure you're one of the first ones to use it.

AMP

Assault

- Assault Power III (T1)
- Critical Hit III (T1)
- Critical Hit Severity III (T1)
- Harmful Hits (T2)
- Explosive Ammo (T2)
- Shrapnel Rounds (T2)
- Target Acquisition (T3)

Hybrid A/S

- Strikethrough III (T1)
- Forceful Impact (T2)
- Keep on Trackin' (T2)
- Exploit Weakness (T3)

Hybrid A/U

- Armor Pierce III (T1)

Utility

- Cooldowns II(T1)
- Strikethrough III (T1)

Skill Analysis

When it comes to Wildstar, the best strategies have a foundation based on your Limited Action Set and how well you can identify different situations and adapt based on what you see. You'll need to have a good understanding of each of your individual skills, what they can do, and what situations to use them in to pull this off. Review and memorize your skills so you know the best way to get the most out of each battle.

Understanding the Engineer Assault Tree for PVP

This is the tree you'll pull from when you're playing a DPS focused Engineer. The focus of this tree is dishing out sustained and steady damage.

- **Pulse Blast**

This is a good ability to build volatility that's great in PVP contexts, especially its tier four upgrade that'll allow you to build Volatility very quickly.

- **Electrocute**

This ability is your primary Volatility dump and has great tier bonuses. While the telegraph and range are both rather small, the damage ticks away very quickly, so it's a fantastic ability to use to burn down either solo baddies or groups of enemy players.

- **Quick Burst**

This ability is used after critical strikes. Engineers excel at sustained damage, and this is one of the few abilities that provide burst, so there's no reason not to have it.

- **Artillery Bot**

Using bots in PVP can be a bit of a nuisance, the only reason to have this is for the extra crit you get at tier 4.

- **Energy auger**

This is a pretty slow casting spell, and it'd be hard to use in highly mobile PVP fights except in a few niche cases.

- **Bio Shell**

This is a great ability to have while you're PVPing. It dishes out a lot of damage and will boost the damage of some of your other abilities. Make sure to upgrade this to at least tier 4 if you decide to go with it.

- **Mortar Strike**

In theory, this is one of the best volatility dumps you can get. It can be extremely tricky to use during PVP though, since you'll want to hit targets with its smaller, inner telegraph. It can take quite a bit of skill and practice to use this properly, but if that isn't a problem for you, then definitely go for it.

- **Unstable Anomaly**

This is a fantastic ability to have in PVP. It's a great choice regardless of how much you can tier it up, and it's especially lethal paired with Electrocute.

- **Target Acquisition**

This ability is extremely lethal but only if you have the skill to pull it off, which makes it similar to Mortar Strike, but it's even harder to use. It'd take a lot of practice and a good internet connection to make this viable, but once you've learned it, you'll completely destroy anyone who gets in your way.

- **Bolt Caster**

This is more of a PVE spell, don't bother with it for PVP.

Understanding the Engineer Support Tree for PVP

In some games, it's a horrible idea to be a tank while pvping, but this isn't the case with Wildstar. This tree will allow you to protect your allies in a variety of ways while making you a hard to kill nuisance for your enemies.

- **Bruiser Bot**

Don't bother with this bot for PVP, as taunts by themselves are useless and it doesn't dish out much damage.

- **Hyper Wave**

This is an 'alright' ability if upgraded to tier 8 and paired with the Dirty Tricks AMP, but 8 tiers is a fairly expensive investment for what you get from it.

- **Flak Cannon**

There are better ways to generate volatility in PVP, so skip this skill completely.

- **Unsteady Miasma**

This ability causes enemies to miss a lot of their attacks, decreases CC resilience at tier 4, snares enemies at tier 8, and it's got a huge radius. This is absolutely amazing in PVP, particularly when you're fighting for an objective.

- **Feedback**

This does a decent bit of damage, but for pvp tanking, you're not really focused on that. It'd be better to focus on other abilities.

- **Ricochet**

This is a solid spell if you're chasing somebody or fighting Warriors or Stalkers. It also generates some decent volatility.

- **Disruptive Module**

This is a great ability once you've gotten it up to tier 8. You'll be able to protect yourself and your allies, even in the absence of a dedicated healer.

- **Shock Pulse**

Shock pulse will dish out damage and snare enemies while building Volatility. Three beams that can hit 5 targets a piece that each generates 10 Volatility per enemy hit means you can build all 100 volatility in one hit if you're using it in a large engagement.

- **Particle Ejector**

This is a great way to considerably boost your party's damage. It's got a low range though, so you'll have to be up close and personal to use it.

- **Thresher**

This is an 'okay' ability, but there are much better options to choose from.

Understanding the Engineer Utility Tree for PVP

You'll want to use more skills from Utility than you normally would for PVE builds, as PVP fights aren't focused so much on dishing out as much damage as you can, but rather about surviving, mobility, crowd control, and protection.

- **Zap**

This is your basic CC skill, there's really no reason to not have it out.

- **Urgent Withdrawal**

Like Zap, this is another all around great spell that'll give you a bit of mobility for you otherwise sluggish class choice.

- **Recursive Matrix**

This isn't an ability you're going to want out all the time, as it's a bit weak on its own. But it's great in niche situations where you're playing a more defensive role, especially if combined with Unsteady Miasma or some other sort of blinding effect.

- **Diminisher Bot**

This isn't a bad ability if you can commit to upgrading it to tier 8. You'll want to use this to clump all your surrounding enemies together before unleashing a powerful aoe attack.

- **Shatter Impairment**

This buff removes CC effects, which makes it a great choice in PVP.

- **Repair Bot**

This bot is 'alright' at the higher tiers, but it's really not worth the investment for PVP.

- **Volatile Injection**

This ability applies an interrupt armor with tier 4, which is great when you're needing to protect an ability cast or survive a coordinated attack. The AP and shield recovery from tier 8 is a great addition as well.

- **Code Red**

Don't let this taunting ability fool you. Taunts are worthless in PVP, but the buff will reduce damage taken by allies for 6 seconds, and at tier 4 for up to 8 seconds. This is one of the best defensive abilities for PVP in the game.

- **Personal Defense Unit**

This can be used on allies or yourself. It provides a buff that reduces incoming damage and then grants a shield, which is a great way to survive a sticky situation long enough to be healed.

- **Obstruct vision**

This is a blind ability that will also give you and four friends an interrupt armor once it's been upgraded to tier 4. This makes it a fantastic ability, as blind is extremely powerful in PVP.



TRADESKILLS



Each level 10 in WildStar will begin a gamer's quest into tradeskills. Tradeskills provide a separate leveling adventure that allow gamers to create their own gear and consumables. Gathering is a fairly simple procedure that involves attacking nodes within the environment in order to harvest metals, gems and other crafting items. Each tradeskill complements the needs of the player and sometimes are a requirement for another tradeskill.

Mining

Mining is a tradeskill that allows the player to obtain precious metals and sometimes rare stones to use in creating armor or weapons. Nodes are available throughout the game that require the player to attack it in order to collect the metals inside. Once this metal is obtained, it can be taken to a crafting table.

Armorer

In order to create armor, items are taken from inventory and placed in different recipes sections in order to create different type of armor. Depending on the complexity of the recipe, the stats from the creation may be higher or lower. Items with better power or microchips will provide more critical stats than those with no modifications. The more that players craft, the more skill they obtain through crafting. As the levels go up in crafting, the item level of the creations will increase. Armorers create heavy armor from metals and mods. In addition to armor sets, the armorer can also create different shields to provide ultimate protection to front line characters.

Weaponsmith

Similar to the armorer, the weaponsmith will use items gathered from mining to develop different types of metal oriented weapons. Mixing mods into recipes will create stronger weapons that carry higher stats in different skill lines depending on the recipe. This skill line along with the armorer is best paired with mining due to this skill being highly dependent on metals.

Survivalists

Survivalists obtain leather and wood products from the environment by placing attacks on trees and creatures. The better quality axe used yields a better quality product for later crafting. Survivalists gather items that are used mainly in outfitting and for the architect.

Outfitters

The outfitter can create medium armor made from leather. This type of armor can also be enhanced using power and microchips in order to give the armor better traits. The better the traits on the armor, the more useful it will be during battle and will also be worth more. Crafting medium armor is similar to that of heavy armor in that it involves the use of a crafting table. Items are dragged from inventory and used in recipe form in order to find better quality items with more stats. Better stats equal more damage, so the optimum skill level is required in order to create the best gear for characters.

Architects

Architects can create housing and housing items using the wood gathered in the survivalist skill line. Whether it is improvements or new items, the architect has a long range of possible recipes to create the ultimate housing in the game. Recipes can be combined and created using a crafting table. The skills increase with more experience, providing better recipes for more interesting furniture and upgrades.

Technologists

The technologist skill line includes the experimentation by characters to create different types of potions and enhancements for better gameplay. Mixing popular plants and herbs in addition to omniplasm and relics gathered from relic hunting will create different recipes for potions and enhancements. The more experience a player gains in this skill line, the better quality of potions will be available for creation and use.

Relic Hunters

Relic hunters deconstruct Eldan Technology by using a relic blaster or simply attacking it. One deconstructed, different relics are gathered which can be used by the technologist in crafting. Omniplasm can also be gathered using this method.

Tailoring

Tailors are crafters of light armor, which is typically used in caster classes and cannot take a heavy load of damage. The cloth collected during gameplay can be paired with different types of relics and enhancements to create better and stronger armor. Spell abilities are also enhanced by the stats on each piece of armor. Gaining skill levels in this skill line will allow for better recipes and more options with different stats on each piece. Crafting light armor can be done at a crafting station by adding cloth with different relics to create different recipes.

The crafting system for WildStar is very easy to get the hang of. Simple gathering provides players with the necessary items to create the best and most efficient gear possible. Power cores are used for enhancing armor and weapons in all armor classes, which makes mining an excellent secondary skill line for any player interested in creating armor. Crafting tables allow players to create different possible recipes in order to find the optimum mixture for max dps and health regeneration.

Leveling up each tradeskill provides players with an advantage. Players can learn two tradeskills at a time. It is possible to switch to two new lines, while not losing progress on the previous two skill sets. Any additional switches will be at cost to the player, but well worth it to gain the needed skills to be an excellent all around player.

HOUSING SYSTEM

One of the coolest features introduced in Wildstar is the ability to create your very own home. This is a fully customizable area that gives you buffs, extra gold and resources, and serves as a fun place to hang out when you want to take a break. Your house isn't actually located anywhere on the map in the game, but is instead placed inside of a zoned instance that only you and a select few have access to. Neighbors can visit your home if you allow it, as well as friends that you want to invite over. Wildstar really delved deep into their housing system, so let's take a closer look.

Getting Started

Before you can get started on customizing your own home, you must first meet the minimum level requirement. Wildstar makes you hit a minimum threshold of level 14 before building your house, but don't worry there is plenty to do in the meantime such as picking up professions and learning your starting skills for your character. Once level 14, you'll receive a quest that instructs you where to go in order to begin the housing phase of your journey.

You'll be instructed to visit the Protostar Housing Initiative, which is pretty much a store where you can set the layout for your home. This store is used to purchase various customization options for your house and is the starting point for designing it. You will be shown quite a few different layouts for your housing style, and once you've chosen one you will be able to access it. This is done by visiting the portal next to the Protostar Housing Initiative.

If you ever want to visit your home without having to go all the way back to this area, don't worry. Home is just a click away. You will be given a recall button that will take you directly to your home from anywhere on the map, and it doesn't have a cooldown.

Housing Benefits

Although building a house is entirely optional in Wildstar, there are some key benefits to using this feature. Most of these will have to be unlocked, but they are definitely worth the cost and add a whole new dynamic to the game.

Buff

The Buff Board is the first of the three main benefits of owning a house. This is a board that will be placed inside of your home that gives you a list of three different buffs that you can take. These buffs will last all day, and change on a daily basis. They are usually pretty small and not meant for combat advantages, such as gaining 10% increased gold off monster kills or having a higher chance of finding rare items.

Like most MMOs, Wildstar has a rested experience bar as well to help you catch up after taking a few days off. While you can gain rest no matter where you log out in the game, you are given a large increased bonus of rest when you log out inside your house. Rest is used to grant your character increased amounts of experience until you reach the experience threshold of the buff.

FABkits

FABkits are the final main benefit to owning a home, and perhaps the most entertaining of the three. These are basically designs for your home that can give you benefits ranging from portals to key dungeons and raids, to target dummies to test your damage per second, or even farms to gather resources and nodes. The best part is that there are a ton of options and you can choose the FABkit that best fits your own wants and desires.

Landscaping Menu

When creating the landscape for your home, you aren't given just a single option to choose out of all of them. Each landscape is actually split into seven different sections, and each of these sections -- or plots -- is fully customizable on its own. Using the FABkits that were mentioned above, you will be able to click and drag them into place so that different areas of your home can serve different purposes.

Among the seven plots, two of them are slightly bigger and offer more space. These ones can fit specific FABkits into them that are slightly more significant than the smaller ones.

When starting out, you are given access to basic FABkits, and can purchase additional ones for your landscaping over time. However, this isn't the limit. Most of the exciting FABkits, such as ones that give you portals to dungeons, are found out in the world in difficult instances or as random rare drops off of creatures. They can even be given as a quest reward.

House Menu

The house menu itself is mainly used for decorating the exterior of your home and doing much of the minor adjustments with your home. Your house is actually divided into five different sections -- sky, roof, walls, door, and entry. These are all customizable so you can make them match or just give them some goofy pattern that you think is cool, but everyone else secretly thinks is ridiculous.

You can start out on this menu by giving your house a name. It seems like just a small piece that doesn't really matter, and that's because it is exactly that. However, some players will probably find that giving their home a name makes it feel more personal.

You also have an option that you can adjust for your crops. You may not be able to play every day or just are too busy to visit your house to get your crops, in which case your neighbors may be free to help you out. You can set a percent that neighbors will get for getting your crops for you, giving them an incentive to visit your home and do a little bit of work while you're away.

You can also set the privacy setting of your home from this menu. This can make it so your neighbors can or can't visit your property, along with random players and friends. If you want, you can put your house on complete lockdown so that it is private and only available to you.

Pretty much the rest of this menu is used for exterior customization in the five categories that were just mentioned earlier in this section. Have fun tackling this project!

Room Menu

When you are actually inside of your house, the Housing and Landscape menus become replaced with a Room menu. This is used for designing the inside of your home. The inside of your house is divided into five categories -- ceiling, trim, lighting, walls, and floors. You are given access to literally millions of different options and combinations of designs, so design it however you like.

The Crate

You need some sort of storage for all the different styles and housing items that you come across in your adventures. This is what the Crate is used for. When you right click an item that you find that is used for housing decor, it is sent to the Crate to be accessed when you visit your home. The Crate will be located wherever you decide to put it inside of your house, as it's location is customizable.

Your Crate can hold up to 800 housing items, and you are allowed to place 300 items outside of it. Some items do have limits when placing them in your house, but these are typically pretty high and you will never hit them unless you go crazy with decorating. When you want to place one of your stored items, you just have to right click it inside of the Crate and it will bring up a live view of your home with the item in the center of your screen. You pretty much just click and drag it to the location that you want it, and it will take you back out of the live view once the item is placed down. There will be green slider arrows that will let you turn an object if you want to change it's direction.

Questions?

Can My Friends Share My House?

There is actually a roommate option available that allows for you to let friends share your home with you. Be warned, this gives them access to your crate and lets them make changes to your home, but they are given their own room and space.

Can I Visit Other Players Homes?

If they have their privacy settings opened up so that you can visit, then you can. Sometimes you'll have to be a neighbor or a friend to visit a house if the players has increased their privacy settings. While there, feel free to help them out by harvesting their crops and getting a part of the profit!

Do I Choose My Neighbors?

Your neighbors are completely random, so you don't get a choice. Don't feel too bad about it though, just like in real life you can completely ignore them and refuse to let them come over if you wish.