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Diese Seite verwendet Biscuits. Durch die Nutzung unserer Seite erklaeren sie sich damit einverstanden, dass wir cookies setzen. Weitere Informationen Hi, my IGN is Letir and I am a member of the eight team. I got my axe on the T8 for a while now and I remember a time when I didn't know where or how to collect firewood, a time when I wanted to look for a whole minute to find a Tier 4 tree because no one told me where I could find much because of their own greed, I think it's unfair for solo players or inexperienced guilds not to tell them how it works. I got my knowledge from my own experience as well as from some others that taught me a lot. Some of the tips I give you will probably only work in beta, because when the game comes out the spots will be overfarmed by more experienced guilds, meaning that you'll be dead in the red zones faster as it is now. If you have enough training points left you can bring your axe faster, I would just recommend to skip it up to the skill level of 4/6 (T6 Axe) because after that it will cost an entire lot of training points and you can get so quick to without their use. If you enter a new area where you want to collect an outdoor albionhelper to find the trees you are looking for. Step 1: You have to get the axe at level 3 without any tricks or good places, but if you want to do it very quickly get a Tier 1 axe in the city and farm the outer ring south of the city, you can find T1-T3 wood in every city, and because new players don't know that you can take the adventure of it because the trees in town should all be at 15/15. Bring a bull and you can directly deliver the wood you have collected to the chest or AH. Step 2: Take the weapon in range, I prefer the bow because you can interrupt the stun bears. You need long-range weapons because you'll overweight most of the time and when you can't move and you've got a wavering enemy on you you're usually dead and you lose 30% of your resources, which is really a lot. Buy wheat soup or take a life of reg. spell on his chest. When you get attacked by a wolf, for example, and you are looking for a tree and you don't know where you are safe from mobs you have to kill the wolf before more will attack you. Step 3: You can find a lot of T3 wood that is like 15/15 on it in Seething Marsh and Smuggler Cove or whisper lights and bay switches. You can go there, traveling to Smokey Bay and go down or Brinkwold and go south and then west. It's yellow zones and you have to take a little more care of hostile enemies, but don't leave the zone yet, they'll move, and when they're a large group hostile (10-15) they won't be there to hunt the gatherer, they're there to have for them. Do these tours many times, but take a minimum hour break between tours if you don't want to see trees 3/15 all the time, but stay there until all the trees are gone or you can't on your bull more. Step 4: If you have a T3 axe it means you can collect T4 Wood, you can find most of it in the areas I mentioned (Seething Marsh and Smugglers Cove or Whispering Light and Breakers Bay) an open albionhelper to find your wooden step 5: Graz, you have a T4 axe now, so you can collect T5 wood and 4.2/3. Stay in Seething Marsh and smugglers' bays or whisper light and bay breakers to collect this wood, there is plenty of T4 wood, so don't look for T5 wood there, but take it if you find it. You can also try the zones that are mentioned in Step 6, but you can't collect 5.2 trees yet so there will be many situations when you see a lot of trees that you can't collect yet, and it's a red zone which means it's more dangerous. Step 6: You have a T5 axe now and can collect T6 wood and 5.2/3/4/5 if you collect T5.4 or above, usually you can destroy them, they give you a lot of glory, but you can't sell them high and can't use them. That doesn't mean you should trash if you got it, but if you think about what you can throw away to be faster just throw it away is worthless and never sold. You can still stay in the yellow zones to collect the T5 forest, it will take a very long time, but you will not lose the gear and the tree, another safe strategy I used to go to the red areas with breasts in the middle of the zone like Raven Rock, Redwood Redoubt, Gloomwatch, Bonafort, Steelfort and Cedarfort. You just run around with a horse and low T4 or T3 gear on you (depending on what doesn't hurt you to lose). The reason not to go naked is that you have to protect yourself from the bears. So you take all the wood you get and bring it to your chest, if you are at 99% weight or lower, and just leave it there, you can pick it up if you ask your guild to help you carry it or protect you while you are on the bull. In these zones often solo hunters who want to kill the farmer so they will hunt you, but what should you lose? T3 Horse and T3 Armor that stands like under 10K? Keep in mind that you should avoid using sprints because everyone can hear it in a very large range and the hunters will go for you then. This strategy is only for people who don't want to risk everything but still work very well if you want to farm T6 Wood only, read Step 7 and follow this. Step 7: Now you have a T6 axe which means you can collect T7 wood that you're not going to if your guild has a black zone or you want to try it out and you have enough money to just get some experience in black areas, but keep in mind you can't see zergs like blob or card black zones. If you go to T6 and T6.2/3/4/5/6, as I did you either have to go to the red areas with the tree symbol on it, which means there are many trees for you, but for others, so be careful if you go there because there are many tagged enemies and they are sometimes overfarmed, but I am I You have to go there at least twice to make your experience there, remember that you don't have to bring your best tackies! If you don't like these places, you can go to red zones that have at least 2 zones from the city and only one area on it, you can find a little tree in the corners and open the albionhelper to find your forest faster, I won't give you the names of the zones because our guild/alliance still uses it and I don't want them to be at a disadvantage because of me, but once you've found a good place you can go there often, they don't actually go there often, I don't think there should be another step because you won't find T7 or T8 wood unless you have a good guild with territory in the black zone or a guild that does collecting tours. And if you want to check out how the black zones are just to bring T5 Horse, shit gear and axe, but you probably won't come out alive, but it's always nice to make some experience there. Let me know if I helped you or you have any questions. You can also tell me if I missed something, have a good time in wood farming! I have to thank DasGandi for teaching me a lot of things in Wood Gathering, as well as Slaidr, who taught me basic learning to collect. Sieveren Inhalat Melden zum Seitenanfang, if you want a quick boost in chopping, The Bones of The Earth and the Flesh of The Earth are really good zones, if you can put together an enchanted t5 or even t4 you could make some quick glory there, just run around the outer ring and collect all the wood you see, it should only be some wild boars, bears and wolves, but most of them can be avoided by the zithren lngal melden zum Seitenanan Albion Online Gathering Guide Want to be the first to collect high-level materials in the black zone? This Albion Online Gathering Guide will help you gain an edge on your competitors! Many of the collection tips and data in this guide to collecting came from the master collector zazizu. For more information be sure to check out his guide on the forums. The general question is: can I collect all the materials or should I stick to focus on one thing? Normally, you want to stick to one resource like Albion Online is a game that rewards dedication and specialization. However, many players will reach T4 on all materials as this can be done pretty quickly. It is important to choose one material to collect as prices become wildly expensive for high levels. Gathering in Albion Online can seem repetitive and tedious at times, thankfully there are several ways to accelerate progression and get a leg up on the contest! Spend your training points on collecting level updates. If you specialize in collecting a specific resource, the cost of an LP to complete the level is not so high. Using training points can shave the hours off your collection time and help you get to higher level nodes faster. Using the fastening will greatly speed up your collection fee Depending on the Founder package that you purchased, you may have grief on day 1. If not, you can always aspire to a donkey - a quick and sturdy grief that is received by linking a friend to the world of Albion Online. Which is a good time to say that if you haven't joined the community yet, you can join through my link here. Consuming pies will give you an extra boost of collecting. With an increase of 10%, pies are great to use when you head to high level collecting trips. They will provide more fame gathering as well as more valuable resources. Finally, equipping with equipment can be of great benefit. Equipment collection in Albion Online comes with large defensive escape abilities that allow you to escape from enemy gangs without losing their resources. The collector's backpacks will also significantly increase your payload capacity and help you avoid wasting time traveling between the city and back. EDIT: One additional tip is to base yourself out of a city that is adjacent to the type of resource you want to collect. There is nothing worse for the progression of time than having long commutes back to the city to drop loads of resources and then make the long run back to your collection area. For example, harvesters should be located in a city surrounded by marsh tiles, not forest biomes. Placing themselves in a proper biome is ideal, although some players may not have a choice if they have to follow their guild. Time progression Time times lower will provide a baseline for the collectors to aim for. Your collection progression can vary depending on luck and knot competition. They are time-based for dedicated pickers and will not apply to random collectors. The T1-T3 First levels should be completed with your first hour of T4 gameplay approximately two hours. T5 8 hours and 30 minutes. T6 Up to 30 hours of game time. T7 unlocked after a total of 80 hours of play back After the first step, approximately 100 LP worth of fame was received within 6-8 hours. This means it will take about 50-60 hours to grind hard from T6 to T7. After T7 it's all about personal luck and organizing your guild. If you can find the full T7.1 nodes, you'll progress 4 times faster than you did during the T6 qgt;T7, T8 About 130 hours of game time. What collection tools should I use? The simple answer is to always use the highest level available to you. It is interesting to note that you should avoid collecting resources that are tier above your tool. This goes against the usual logic, as higher-level resources provide much greater fame. However, as this diagram shows, it is more effective to gather at your instrument level or at the level From Saziu - Albion Online Gathering Times This chart shows how to effectively collect and rapidly increase levels and does not take into account the cost of resources. If you want to make money money your collection efforts rather than reach T8 at the least time possible, you want to adjust your collection plan to match market prices. What kind of gear should I wear? Don't push me! You should always look to balance power with sustainability. Don't go to the black zone with a 6.2 gear if you can't afford to replace it - but at the same time wearing the T4 will make you an easy target. Bring level gear that you can withstand. For armor, collecting equipment is the current best choice. Options to escape and collect bonuses should have. With weapons, look for a balance between damage and escape. Go on collecting a backpack as it will effectively double your payload capacity. This will greatly improve the efficiency of the collection. Collect the mountains in Albion Online Forget about bringing the bull - they're just too slow in the current state of the game. Horses will accelerate you from knot to knot in less time, and will also protect you from dying to ganks. By collecting, you should aim for the highest tier horse that you can reasonably afford to lose. This section can be revised with An Update Hector - stay tuned for new mounts! By defeating the Guardians of the zone (Gathering with Guild) if you are in an organized guild, you can look for opportunities to defeat the Guardian zone. Guardians have 48 hours of respawn time, so there will often be competition for resources. When the keeper zone is defeated it will harvest with a total of 2560 T6 resources up for grabs. Resources can be collected 10 at a time and will provide a huge amount of fame for the collectors in the guild. As you can see, it requires a coordinated effort and a lot of patience. But once you defeat the guard of the zone, you will be rewarded with both fame and resources. Conclusion I hope this Albion Online collection guide has been able to help you with yours and increase the effectiveness of the collection. Let me know if there is anything I missed in this guide in the comments below! There will be an update to this guide for Hector's update and full release that soon! If you need more information about the locations of the site spawn site resource, check out this useful website albionhelper.com. announce this announcement to announce this announcement announcement

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