

Gearing up for New World expeditions

<p>Amrine Excavation</p> <p>Lost Ward and Bane</p> <p>Weaknesses</p> <p>Nature 30% Ice 15% Strike 10% Amber in Weapon</p>	<p>Starstone Barrows</p> <p>Ancient Ward and Bane</p> <p>Weaknesses</p> <p>Lightning 30% Strike 20% Void 15% Topaz in Weapon</p>	<p>The Depths</p> <p>Corrupted Ward and Bane</p> <p>Weaknesses</p> <p>Arcane 30% Thrust 20% Nature 15% Sapphire in Weapon</p>	<p>Dynasty Shipyard</p> <p>Corrupted Ward and Bane</p> <p>Weaknesses</p> <p>Arcane 30% Thrust 20% Nature 15% Sapphire in Weapon</p>	<p>Garden of Gensis</p> <p>Angry Earth Ward and Bane</p> <p>Weaknesses</p> <p>Fire 30% Slash 20% Ruby in Weapon</p>
<p>Lazarus Instrumentality</p> <p>Ancient Ward and Bane</p> <p>Weaknesses</p> <p>Lightning 30% Strike 20% Void 15% Topaz in Weapon</p>	<p>Tempest's Heart</p> <p>Corrupted Ward and Bane</p> <p>Weaknesses</p> <p>Arcane 30% Thrust 20% Nature 15% Sapphire in Weapon</p> <p>Flame protection amulet / Ruby</p>	<p>Barnacles & Black Powder</p> <p>Lost Ward and Bane</p> <p>Weaknesses</p> <p>Nature 30% Ice 15% Strike 10% Amber in Weapon</p> <p>Nereid Ice 30% Strike 20% Aquamarine</p> <p>Tendrils - Angry Earth</p> <p>Alligators - Beast</p>	<p>The Ennead</p> <p>Ancient/Corrupted Ward and Bane</p> <p>Weaknesses</p> <p>Lightning 30% Strike 20% Void 15% Topaz in Weapon</p> <p>Arcane 30% Thrust 20% Nature 15% Sapphire in Weapon</p> <p>Flame protection amulet / Ruby</p>	<p>Empyrean Forge</p> <p>Human Ward and Bane</p> <p>Weaknesses</p> <p>Slash 15%</p> <p>Ifrit Arcane 30% Ice 20% Sapphire in Weapon</p> <p>Marius Ice 20% Slash 15% Aquamarine in Weapon</p> <p>Flame protection amulet / Ruby</p>

