

I'm not a bot



The Guiding Lands in Monster Hunter World Iceborne is a new location that can be unlocked after completing the campaign. This area consists of four biomes: Forest, Wildspire, Coral, and Rotten Regions. To level up these regions, players must gather Ore Deposits, Bonepiles, and materials in each region. The main objective is to hunt and defeat monsters native to each region, which will also increase the Region Level. However, it's essential to note that slaying monsters from non-native regions may lower the Region Level. Additionally, capturing and slaying monsters in their native region can be a more efficient way to level up. Players should also use dung pods to make hunting easier. The maximum Region Level is initially set at 4 but can be increased by reaching specific Monster Rank (MR) thresholds: MR49 for Big Burly Bash, MR69 for To The Very End With You, and MR99 for All About the Guiding Lands. This article was created by Game8's expert team. 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Additionally, this text lists various monster materials and their tempered forms, including: * Anjanath: Flickering Flamepelt (Forest/Wildspire) and Tempered Thunderpelt (All Regions) * Banbaro: Ancient Great Horn (Coral/Rotten/Volcanic/Tundra) and Tempered Great Horn (All Regions) * Barioth: Coldblooded Icefang (Tundra) and Tempered Icefang (Tundra) * Barroth: Muddy Crown (Wildspire) and Tempered Crown (Wildspire) * Blackveil Vaal Hazak: Twilight Fang (Rotten) and Tempered Twilight Fang (Rotten) * Brachydios: Glossy Ebonshell (Volcanic) and Tempered Ebonshell (Volcanic) * Diablos: Twisted Bravehorn (Wildspire) and Twisted Temperhorn (Wildspire) * Black Diablos: Blackcurl Tyranthorn (Wildspire) and Blackcurl Temperthorn (Wildspire) * Dodogama: Heavy Jaw (Volcanic) with no temper material * Glavenus: Smoldering Tailedge (Wildspire/Forest/Volcanic) and Tempered Tailedge (Wildspire/Forest/Volcanic) * Acid Glavenus: Honed Tailblade (Rotten) and Tempered Tailblade (Rotten) * Great Girros: Night Hood (Rotten) with no temper material * Great Jagras: Rugged Mane (Forest) with no temper material * Kirin: Solemn Azure Horn (Coral) and Tempered Azure Horn (Coral) * Kulu-Ya-Ku: Colorful Plume (Wildspire) with no temper material * Kushala Daora: Stormcall Steelwing (Forest/Volcanic) and Tempered Steelwing (Forest/Volcanic) * Lavasioth: Incandescent Magmafin (Volcanic) and Tempered Magmafin (Volcanic) * Legiana: Smooth Icehide (Coral/Tundra) and Tempered Icehide (Coral/Tundra), as well as Crystal Frozenhide (Tundra) and Tempered Frosthide (Tundra) * Namielle: Enchanting Finehide (Coral) and Tempered Franchehide (Coral) * Nargacuga: Assassin Cutwing (Forest) with no temper material The Guiding Lands in Monster Hunter World (MHW) Iceborne is a new end-game location that can be unlocked after completing the campaign. To access it, players must defeat Ruiner Nergigante, which serves as a setup for discovering the island and its unique environment. The Guiding Lands is an amalgamation of various existing areas, with different biomes that offer distinct challenges and temperatures. Players can explore several regions within the Guiding Lands, each offering its own set of terrain and environmental conditions. Some areas, like the ancient forest, are familiar but with a twist, while others, such as icy lands, provide an entirely new experience. The regions are characterized by various zones, which require specific level-ups to unlock. Unlocking these zones and leveling up allows players to access previously inaccessible areas, providing them with new opportunities for hunting and exploration. This guide will focus on helping players navigate the Guiding Lands, including how to unlock areas and progress through the different zones. The mini-regions within The Guiding Lands are smaller versions of the original areas, including Ancient Forest, Wildspire Waste, Coral Highlands, Rotten Vale, and Hoarfrost Reach. To progress through each area, you'll need to discover tracks, gather materials from bonepiles and mining outcrops, or trap monsters. Your research level in each region will impact the materials you can collect. As you advance, you'll unlock tiered materials with increasing rarity. The best approach is to reach Tier 4 Research Level in two adjacent regions and gather the materials. It's also crucial to have dung pods on hand, as higher research levels increase the chances of tempered monsters appearing. Initially, region levels will max out at four, but you can increase these by reaching MR 49, 69, and 99. Higher region levels boost your chances of finding rarer materials. However, be aware that increasing one area's Research Level will lower another's. The most effective way to boost a zone's level is by trapping the target monster, which grants around 25 points each time. This has led to the resurgence of Trap Spamming, a leveling strategy that involves working with other hunters on the same zone. Make sure you're targeting the same area for maximum efficiency! Tracking down and hunting a monster is another way to gain region levels, but it's less efficient than trapping and might even consume more time and effort. Remember to cut off a monster part to gain research points. The Guiding Lands offer new materials from their monsters, which mostly drop main loot but sometimes include Spiritvein Gems. These materials can be used to augment armor and weapons or upgrade charms to higher levels. The regions also contain rare mining points and bonepiles that provide exclusive materials. Unique materials in the Guiding Lands are essential for upgrading equipment and charms. With these new resources, you'll be able to progress further in the game.

Mhw iceborne how to level up guiding lands fast. Monster hunter world iceborne guiding lands level up fast. Mhw guiding lands leveling up. Monster hunter world iceborne how to level up the guiding lands.