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Grinding is the fastest way to level up with black desserts up to level 56+. But if it is your first character, level 1 - 50 (probably 56) is considered a tutorial to the game, so I highly recommend taking your time to learn the game and following the quest line. BDO is very overwhelming at first and it's much safer to follow the quest unless you want to level alt or push for a higher level quickly. It is also important to note that there are several quests (Black Spirit Quests) that are very important that your character needs to complete. Quests provide important things such as bag space, knowledge/energy and contribution points. These can be done at a later date, but they can end at level 56 and I don't know where to start. If it is your first character, we recommend that you follow all the quests to 50 and take your time to learn the game. If you choose to crush and forget the quest, we have a guide to list all of the bag space quests. There are also many recurring quests that give you missing contribution points. It's much faster than grinding to level 56 and going back and doing the quests you missed, to level to 56 by following the quests. Then, from level 56 to 61, you can do story quests and non-recurring quests in Chenga tome equipped to get combat EXP. This is the fastest way to set the level to 61. We have a special guide to leveling 59 to 61 via quests you can find here: power levels are doable and it can take just 2 hours to reach level 56 if you have a high AP and are used by those who have all the EXP buffs. But if it's your first and protagonist, I have to warn against power levels, but it will leave you with very few skill points (about 400 - 500) and you won't be able to get all the skills you need to crush on your own. If your friends are willing to help all the way, you'll be fine, but understand that the power level to the level you want to be won't stop you from inging to have to smash more for money/skill points. It is also important to note that all party members will not get loot if there is a 10-level difference between the highest level character and the bottom. Introduction When you create a character and enter the game, you will be provided with a tutorial that will guide you through the different starting areas. I personally recommend skipping the tutorial unless it's your first time. The tutorial takes a very long time to complete and unless you have read everything, you won't learn much anyway other than basic moves. I highly recommend buying at least 2 or 3 pets from in-game stores. Pets can automatically pick up loot for you and save time when really grinding. They are quite a requirement in black desserts. if you don't really haveTo spend, try aiming them out of the market as soon as possible. All the leveling spots in this guide have been tried and tested on your own several times on EU/NA, Korean and Russian servers. I didn't use seductive gear in the first place or something that gives me an advantage, i.e. any player (new or experienced) should be able to follow the level recommendations I'm included in. The gear used for leveling was acquired through drops during leveling in the zone. The total time taken from 1 to 50 (Korean servers) was 6 hours and 34 minutes in 2016. Since then, leveling has actually become much easier and level caps have increased. The leveling guide has been tested again at about 2-4 hours of level 50 depending on the gear, but unfortunately we didn't take screenshots. You can see my time, but in the screenshot below, click on the larger version. Also, some classes are slower to level than others (such as Valkyrie), so these classes are the best fit in the group. The recording time to reach level 50 (solo) using the spots in this guide was 23 minutes! The quest is very simple and should be able to hit just one mob on the level. Combat EXP Buffist Skill EXP Buffist Leveling Zone Green Spot is what I recommend for fast track leveling if you already have gear! Pink spot is recommended for fast track for new players (also follow the green spot)! I highly recommend you do a tutorial quest if you are new to the game because they will teach you some basics and help you get started. Not only can you not change the UI until you reach level 15, but some may not be unlocked until level 15. EXP rate difficulty MOB density starts by killing grass beetles you see along the way to steelimps. Killing just a few grass beetles should get you through several levels. Grind with a steel imp until you are around level 12 and move to goblins. Level 9 – 13: Forest of Isolation (South of Western Guard Camp) Mob: Immature Tree Spirit (Merry), Mature Tree Spirit (Range), Young Tree Spirit (Melee) EXP Rate Difficult MOB Density These mobs are really easy to kill and don't really pose a threat. At this point, you can also exchange tree spirit tokens by talking to the vendor NPC. Tree SpiritThe vendor is located at the left entrance of the security camp. Right-click an item in your inventory to see your location on the map. Level 12 – 15: Goblin Cave Mob: Goblin, Goblin Cauldron, Goblin Chief, Goblin Elite Soldier, Goblin Fighter EXP Rate Difficulty MOB Density There is a great area where the density of goblins is really good and they spawn. You can go to Velia along the way and if you are leveling alt, you can collect your gear and horses, so you can also find them just east of Velia which is really useful. If you have decent gear, you should be able to shoot these one shot and go through the first level quickly. You can stay here up to level 15 before moving straight to Greish Swamp. For new players, stay here until around level 12 and move south to the next area. You can drive through the town of Heidel and find the next area just south. Level 13 – 15: Heidel Quarry Mob: Mine Imp (Proximity), Small Mine Imp (Range) EXP Rate Difficulty MOB Density These mobs are very easy to handle and easy to cut up. Beware of small mineimps because they have range attacks. There are also violentimps (elites) that give you burning debuffs and have range spells. yield at the bottom of a hill The mob density above and below the mine is so good that you can keep pulling consecutive big from top to bottom. This spot is great for winning large amounts of silver early on, so if you want to collect more silver, consider staying on extra levels. EXP rate difficulty MOB density Be careful while hunting here, as these mobs can do quite a lot of damage and hurt a lot if you have starter gear. There's also a violent Steam cow ghost (elite) that can drop Agerian gloves, so keep an eye out for him. Level 18 – 24: Castle Ruins Mob: Al Rhundi Rebel, Wizard, Patrol (Range), Charger, Mobility Unit, Personal Escort, Personal Guard EXP Rate Difficulty MOB Density This spot is good but quite disturbing and . All mobs drop Rusty helmets and demihuman weapons, along with bronze daggers and Agerian helmets. Bronze Dagger is the best in slot daggers for Rangers, so stick to it if you get one. I personally recommend crushing in the castle itself because the density of the mob is great and all the mobs are in close proximity. All mobs in this place also drop heavy armor shards, crystals and decent starter weapons. This will be a considerable sum of silver by the time it ends here. Level 21 – 24: Glish Swamp Fogans Mob: Swamp Naga Apprentice Axemen, Apprentice Spearmen, Axemen EXP Rate Difficulty MOB Density This is good if you are taking a fast track leveling route because you are right on the road to Bloody Abbey where you will be crushed to level 30+. If you're completely new, I recommend trying the castle first if these are too hard for you. The mob here can drop really good items and even get black stones. All the monsters here are in close proximity and the density is such that you can keep pulling big packs around in a circle. There are violent (elite) monsters dropping blackstones in the heart of the island, so if you think you can take them to battle, he's worth killing. EXP fee difficulty mob density Blood Monastery has a huge amount of mobs in the central courtyard. These mobs are easy to handle, but they can be pretty overwhelming if you're not careful. There are violent (elite) monsters in the courtyard, but AOE him with the usual pulls makes him easy to deal with. If you are a new player, it is recommended to stay here until at least level 29. You can move at level 28 if you want, but really this spot is so good that you can stay all the way up to 32 if you want. If the courtyard is busy when you get there, move right outside the castle. The pull is a little small, but you won't fight over the mob. If you already have gear, I recommend staying here until level 32 and then moving straight to Marni, Marni's mob turns purple and misses a lot of hits, so it may be a bit hard to kill at first, but it's still faster than moving around the map. Level 29 – 34: Bandit Camp Mob: Bandit Warrior, Giant Bandit, Bandit Archer EXP Rate Difficulty MOB Density When I hunted here, I continuously pulled up camp to Bandit Treasure Camp. The mob here is in close proximity to all but Archer, so pull the mob towards them and then pull them over them for easy dealing with Archer. Also, be careful not to run many of the traps in this area. They don't do a lot of damage, but they mount quickly and can be very annoying. Level 28 – 34: Orc Camp Mob: Red Oak Fighter, Red Oak Besserker, Red Oak Warrior, Long Red Oak, Red Oak, Young Red Oak, Red Oak Wizard (Ranged), Red Oak Elite Soldier RATE MOB Density Unlike one of the best, this spot is really different from the best one, and the density of mobs that others won't pull you out is also very good and they could drop blackstones. Level 30 – 35: Delpe Knight Castle Mob: Harpy, Abductor Harpy, Harpy Warrior EXP Rate Difficulty MOB Density This place allows you to pull large amounts of harpies out of the air using Sorceress, Ranger and Wizards/Witch.Chain LightningHowever, classes with broad range skills can easily draw only half the amount, so you can't make the most of this place. The harpy moves very fast, and the magic is also hit quite hard. They are pretty easy to kill, just look at your health and make sure! the best pull is at the top of the castle and you can go without worrying about the respawn timer while stretching the wall against the wall. Also, if you fill the stock or run out of potions, there is a common merchant at the bottom of the castle. Level 30 – 35: Kurt Cave Mob: Flute Shaman, Kurt Fighter, Kurt Soldier, Kurt Elite, Young Kurt XP Rate Difficulty MOB Density This cave is perfect for crushing. If you manage to get yourself this spot, level up very fast and win a lot of silver while doing it. The best pull is in the center of the cave where you can pull the pack into the pack without worrying about the respawn timer. They are in range and hurt quite a lot, so try pulling the mob and AOE over the shamans. There is also a Voirent (elite) mob at the top of the stairs. He hits so hard that he pays extra attention around him. EXP Fee Easy MOB Density You can find cave entrances just west of Florintown or on the hills of Bleewood Forest. I found that the density of mobs increases deeper than entering caves. Wizards and archers do more damage and are troublesome to deal with, but as long as you pull the mob on them and pull the AOE on top of it, they shouldn't be a problem. Overall this spot was very disappointing and honestly I would skip it unless the other spots were very busy. Level 35 – 40: Abandoned Land Mob: Comte Animation Butcher, Contaminated Dwarf, Contaminated Dog EXP Rate Difficulty MOB Density This spot has a large mob density. Beware of the violent (elite) mob in the center, he moves very slowly but strikes very hard. Around the camp, there is a range of attacks and also very annoying metal poles. If this place is busy, you can go further north up the hill just outside the camp, but there are quite a few mobs in the area. Drops of mob litter can be replaced with quite a lot, so make sure you're picking up. Level 38 - 40: Abandoned Farm Marnie Mob: Ruins Monster EXP Rate Difficulty MOB Density This spot is another optional spot because it is very small. It's not as good as elsewhere at this level, but it's a decent option if other places are busy. If you can get a good routine of looking at the right place and going for your pull, the amount of mobsters here is very large. The mob moves pretty slow, but they are very tank lea and you may find them hard to findLevel 38 – 42: Bleamwood Ruins Mob: Arch Ruins Tree, Circle Ruins Tree, Face Ruins Tree, Small Cylinder Ruins Tree, Big Cylinder Ruins Tree, Triangle Ruins Tree Difficulty MOB Density I didn't really enjoy this place. The amount of mobs in this area was really small and they do not lay eggs in packs. The drops from these mobs are really bad and that they are stone mobs and they are very tanked. I really recommend grinding here only if other spots are busy. EXP is the rate at which you raise your head to the center of the difficulty MOB density pit. This is where you'll find big packs. The mine is empty, so don't waste your time looking around. Also watch out for saws in this place. If you have starter gear and often block you and can be annoying, they can do quite a lot of damage. Level 40 – 45: Marni Cave Pass Mob: Chimera, Horn Chimera EXP Rate Difficulty MOB Density This place is a good place to stop to get some levels before moving to Belan Camp. If you have good gear, you can go here at level 35+ and move to Bellane at level 40. Level 42 – 45: Velan Camp Mob: Rhino Lizard, Sanil Elite, Saunil Warrior, Saunil Figher, Saunil Archer, Sailor Elder EXP Rate Difficulty MOB Density This spot is perfect for leveling and also has really good drops. Drop antiquities that can be sold on the marketplace for 500,000 silver. Unless you desperately need silver, I recommend saving them and turn them into scrolls (put 5 in + shape in your inventory). Inside the camp, the mob is really easy to trump up and AOE. Beware of the demon bodies because they are in range and more damaged. There is also a violent (elite) mob at the back of the camp, but be careful because he hits pretty hard. You should be able to stay here until around level 45 and move to a naz or mansha to reach level 50. Level 44 – 45: Giant Camp Mob: Giant Fighter, Giant Combatant, Giant Warrior, Giant Brawler, Spotted Hyena EXP Rate Difficulty MOB Density This spot has a large mob density and takes your time to find a good place on the farm before settling in one place. I found that if you go deep into the zone you will find a better pull to get into. Mobs here drop antiquities that can be sold on the marketplace for about 1,500,000 silver. Unless you desperately need silver, I recommend saving them and turn them into scrolls (put 5 in + shape in your inventory). EXP Rate Difficulty Mob Density This spot is one of the last placesGrind before reaching level 50. These mobs are always bundled together in packs of 6 or more and are easy to AOE. This is a huge amount of mobs in the north of the zone. Beware giant ogas, I will stay away from these until you are at least level 50, but they are likely to drop one of the best necklaces in the game. Mobs here drop and goblin shaman bosses scroll through antiquities that can be sold on the marketplace for about 1,500,000 silver. Unless you desperately need silver, I recommend saving them and turn them into scrolls (put 5 in + shape in your inventory). EXP Fee Difficulty MOB Density Kaia Lake/Namazman Camp is where you hit the level 50. There are quests you also have to do to reach level 50 you get from your black spirit. These mobs drop black stones (weapons) and black stones (armor) as well as various other items. The egg production rate of the marmas is also very high, spawning in very large groups, which helps to make agriculture more efficient. The experience is good here between 50 and 52, but then it really starts to slow down, so you have to move. Level 50 – 54: Helms Post Mob: Helm Chief, Helm Hunter, Helm Dual Wilder EXP Rate Difficulty MOB Density These monsters are very difficult and there are also violent (elite) mobs that you don't want to pull because he does a lot of range damage. There are many mobs in the area. You can also enter underground mines, but if you don't have good gear, most of the monsters inside will be red/purple and take you longer to kill. Level 51 – 54: Elric Mob: Elric Senior Priest, Elric Priest, Elric Believer, Putrid Swamp, Elric Fanatics EXP Rate MOB Density 4-6 packs spawn these monsters. They also have a high drop chance and you can drop blackstone, glunil parts and Claire's weapons so you can earn quite a lot of silver while leveling here. Most of the monsters are in close proximity, but the priest is in range and can be very annoying. You can hunt in the temple or in the mountains just south of it. I personally recommend going to the mountains where there are 10+ packs of mobsters. Level 53 – 55 (160AP/180DP): POLLY's FOREST Mobs: Cloudy Rain Mushrooms, Snowflake Poison Mushrooms, Trumpet Bell Poison Mushrooms, Cotton Bubble Mushrooms EXP Rate Difficulty MOB Density Vibrant Toxic Mushrooms in Polly Forest - 10 HP of harmful damage every 3 seconds in a row. Garbage loot from monsters is also very lightweight, so you will onlyGo back or use your maid for more potions. While grinding here, you also need to take the collecting tools with you and harvest mushrooms for extra silver and sharp/hard shards. The best drops you can get here are Remoria set pieces and Mans house voodoo dolls that resemble works of ancient relics, which can be collected and placed in the form of [+] to turn into scrolls. Level 54 - 56 (120AP/ 140DP): Sausan Garrison Mob: Sausan Guard, Sausan Sniper, Sausan Assassin EXP Rate Difficulty MOB Density Sosan Garrison is considered one of the better spots in level 54 and above games. You can stay here up to around level 56 or 57, but then if you have enough gear scores for a better spot, I recommend moving. Monsters spawning here have high damage and knockdown avilits, so if you have a low gear score, try to find a group. But they have a high drop chance and can drop hebessets, Clare weapons, glue pieces and some of the black stones. Also, the Kusha and Salma outposts are very close to where you can buy potions and exchange your trash items when you run out. You can also rent a house nearby and store items in your storage using a container box that you rent from warehouse NPC. Level 55 – 57 (120AP/140DP): Fadas Garrison Mob: Fadas Warrior, Fadas Challenger, Fadas Archer, Fadas Sherman EXP Rate Difficulty Mob Density Fadas Garrison Level 55 - 57. The recommended AP is 100+ and 150+ DP. The monsters here have a low HP and it can grind very fast, so it's easy to kill. It has a high mob density, so there is a good rotation along the cliffs that are usually contested. Archer guard posts are also nearby if potions or repairs are needed. The best drops you can get here are Remoria set pieces and Mans house voodoo dolls that resemble works of ancient relics, which can be collected and placed in the form of [+] to turn into scrolls. Level 55 - 60 (140AP/190DP): Pirate Island Mob: Drunk Treasure Hunter, Elite Soldier, Deck Combat, Red Elite, Cox Elite Gladiator EXP Rate Difficulty MOB Density Pirates spawn on two islands, but the best spots are on the North Island. The main rotation is seen as a five-man party rotation and is very fast for leveling. I would actually say it is still one of the best spots to reach level 60. If you are low level and have a low gear score, be careful while farming here as the mob hits very strongly and spawns in big packs. There's a jungle spin on the east side, a beach spot to the west, competition and solo/duo spots too. You will need a boat to reach Pirate Island, and you need to take your horse and fishing boat on it to keep the garbage itemsplundered on them. You can also use an Epheria boat or frigate, which is much better than a fishing boat due to the amount of weight. Pirate Island has three vendors near the port, allowing you to buy potions, repair gear and take advantage of currency exchange. EXP Fee Difficult MOB Density This leveling zone is inside the canyon. The density of the mob is very high and very efficient if leveled alone, but it is not the best place for a party. Bassim is also not in the desert, so you don't need purified water or star anisties. There are no unique items to fall on Bashim, but it's a good place to level if you don't have the best gear. I would say the minimum AP/DP to crush here is 140AP/180DP, but to grind comfortably you would think you have about 160AP/200DP. Lothal items, black stone and crystal gems drop in this leveling zone and if you are looking for silver instead of experience, Sausan is much better if you are looking for silver

instead of experience. Level 56 or higher (120AP/210DP): Desert Naga Temple Mob: Desert Naga Chief Gatekeeper, Desert Naga Commander, Desert Naga Combat Monk, Desert Naga Battle EXP Rate Difficulty Mob Density Desert Naga Temple is located not far from SandGrain Bazaar, but it is in the desert and you will need purified water and staring tea to hunt here. You can also keep the horse close around the node NPC manager. The grind spot is not too dense and too hard for the mob. The minimum to hunt by yourself here is about 145AP/200DP, but if you want to be efficient, we recommend 170AP/210DP. Scrolls written in black stone, serap necklaces and ancient languages drop here. Level 56 or higher (120AP/210DP): Titium Valley Mob: Desert Fogan Chief Gatekeeper, Desert Fogan Fighter, Desert Fogan Hopiti, Desert Foganser, Desert Fogan Sentry EXP Rate Difficulty Mob Density Titium Valley is located far away in the desert and can be very annoying to reach if you don't use a compass. Here in the hunt you need to bring plenty of purified water and star anisties. Horses can also be kept nearby at the foot of the valley. Grind spots have a high density of mobs and are not so hard to kill. This spot is usually a little quieter than the others, even though it is one of the best spots for exp. This is because of how hard it is to get. The minimum to hunt here by yourself is about 150AP/210DP, but I recommend 170AP/210DP to clear the mob fast enough. Parts for black stone, serup necklaces, scrolls written in ancient languages and explorer compasses drop here. Level 56 or higher (170AP/220DP): Cadry Ruins Mob: Commander Cadry, Cadry Chief Gatekeeper, Cadry Armored Fighter, Cadry Black Mage, Cadry Fighter EXP Rate Difficuilt Mob Density Cadryis not the best grinding spot for exp, but has rare drops. The ruins are located on the west side of Valencia and are not located in the desert area. It is also very close to the Sand Grain Bazaar. Grind spots have a good density of mobs, but this spot is a little more difficult and you can't relax without a higher DP. The minimum to hunt here by yourself is about 160AP/220DP, but I recommend 170AP/220DP to clear the mob faster. Scrolls written in blackstones, lothal weapons and ancient languages drop here. Cadley Guardian's ring has also fallen here and is a highly rated accessory. The pieces of the ring can be dropped and must be combined to create the ring. Serap necklaces can drop here from here and only mobs. Level 56 or higher (175AP/220DP): GAAZ Bandit's LAIR Mob: Sandstorm Looters, Sandstorm Assassins, Sandstorm Elite, Sandstorm Rifle EXP Rate Difficulty Mob Density Gahah Bandit Hideouts are very close to Shakatu Village and are not located in the desert. Grind spots have an average density of mobs and are much easier than other spots in Valencia if you have a good DP. The minimum to hunt here by yourself is about 150AP/200DP, but I recommend 175AP/220DP to clear the mob faster and be more efficient. Scrolls written in blackstones, lothal weapons and ancient languages drop here. Serup's necklace also falls here. Level 56 or higher (175AP/220DP): Crescent Shrine Mob: Crescent Watchers, Crescent Followers, Crescent Guardian, Crescent Chief Gatekeeper EXP Rate Difficulty MOB Density Crescent Shrine is in the desert and very annoying if you're not using a compass. Here in the hunt you need to bring plenty of purified water and star anisties. Grind spots have a large density of mobs, but they are also much more difficult and you can't crush here comfortably without a high AP/DP. Even at a party, you will always be looking at your health bar. Mobs are also immune to knockdowns, which can be cumbersome to deal with. The minimum to hunt here by yourself is about 160AP/210DP, but I recommend 175AP/220DP (probably 230DP). This spot is usually more popular because it is a rare drop. Scrolls written in black stone, serap necklaces and ancient languages drop here. But the item everyone wants is a ring from the Sun Moon Guardian. Dirty rings can fall and, if open, contain rings from the Sun Moon Guardian. Level 57 or higher (185AP/230DP): Bazirisk Den mob: Bazirisk Ambush, Bazirisk Watcher, Bazirisk Petrifier EXP Rate Difficulty Mob Density Bariskden is located on the west side of Valencia and is easy to get. Just north of Altinonova and also nearby is the Boulder outpost, where potions can be repaired and purchased. Grind spots have a large density of mobs, but they are difficult and you need to see your health barDP is not very high. The minimum to hunt here by yourself is about 160AP/210DP, but I recommend 185AP/230DP. This spot is usually more popular because it is a rare drop. Black stone, scroll written in ancient languages, loqaba armor and crystal gems drop here. There is also an unusual drop called the Belt of the Bagzirsk. Belt fragments can also fall here and be combined to make belts. Level 57 or higher (190AP/230DP): TAPHTAR Plain Mob: Centaur Axeman, Centaur Hunter, Centaur EXP Rate Difficulty Mob Density Tape Tar Plain is located on the west side of Valencia and close to Sand Grain Bazaar. Grind spots have an average density of mobs. There are large packs of 6 or 7, but they are quite spread out. Centaurs are also difficult and unaffected by knockdowns. The minimum to hunt here by yourself is about 160AP/210DP, but I recommend 190AP/230DP. This spot is usually quieter than the others and doesn't give you the best exp. Black Stones, Rocaba Helmets, Centaur belts and crystal gems fall here. EXP Fee Difficulty MOB Density Tuhira Ruins is designed to be the same kind of difficulty as crescent shrine and I recommend level 58 above 170AP/220DP to grind safely here. Gatekeepers also spawn here, but it's much more difficult. Item Drops are: Black Stone (Weapon), Black Stone (Armor), Composite Magic Crystal – Gervish, Combined Magic Crystal – Macarod, Eye of the Ruins Ring, Kafra Stone, Ancient Spirit Dust Level 58 or higher (190AP/230DP): Bloodwolf Settlement Mob: Bloodwolf EXP Rate Difficulty MOB DENSIT. I recommend at least level 58 over 180AP/230DP to crush here. If there is a prison around this grind spot and all prisons are destroyed, elite monsters will be summoned. Item Drops include Black Stone (Weapon), Black Stone (Armor), Kagchunak, Combined Magic Crystal - Gervish, Kagtunak, Combined Magic Crystal - Hoom, Kagtum Submission Ring, Akum Armor, Akum Shoes, Akum Gloves, Akum Helmet, Eye of the Ruins Ring, Cafras Stones, Ancient Spirit Dust Mob: Griffon, Ferica, Fellina, King Griffon, Black Leopard EXP Rate Difficulty Moganina Ban Step is designed for more than 58 levels. Unlike other Camasylvia Part I grind spots, you don't need the perfect gear to grind here and That's why it's one of the more popular grind spots. The recommended AP is 180+ and 220+ DP. You will want to make sure you have a party and you will also need to bring food and elixirs. EXP is very good and it is very close to the old wisdom tree, but if you just want the money, there are better places you can grind. There are various monsters here, and it can be difficult if you don't know what each one is doing. Feathered wolves are good to crushThat's what you're focusing on, unless you want to crush griffon nails to make griffon elixirs. Feather Wolves spawn in big packs and they are likely to beat you, so you have to be careful and be careful. There are also various monsters such as Funil, Black Leopard, Varadna Elephant, Felica and Fellina. They are very strong, so be careful not to pull extra monsters such as black leopards. It is also important to note that griffon helmets have the chance to drop from griffon mobs and king griffons. Level 58 or higher (210AP/250DP): GAVINYA Great Krator Mob: Lava Dovlar, Lava Fafarn, Rabah Tukar, Rabah Saacher, Rabah Faorn, Lava Taorn EXP Rate RiotEr Density Sulfur Mine is located on the northeast side of Valencia. Once you get to the city of Valencia, it is very easy to keep a camel/horse at the entrance or inside. In this grinding spot you will not get sick of the desert. Mobs can be difficult. Sulfur mines are a good place to party, but if you're alone, there's also a spot outside. The minimum to hunt here by yourself is about 185AP/220DP, but I recommend 200AP/230DP. Black stone, scroll written in ancient languages and part for explorer compass drop here. Sicilian necklaces also drop into sulfur mines as well as dirty Sicilian necklaces that, if opened, may contain necklaces. Level 58 or higher (210AP/260DP): P ILA KU Prison Mob: Kaplus believers, tekken warders, executioners and enthusiastic executioners EXP rate difficulty Mob Density Pilacou Prison is located on the southeast side of Valencia near the lawless town of Muicon. If you're an unsaverist, this is a great place to grind, but otherwise it's pretty disturbing and hard to reach. In this grinding spot you will not get sick of the desert. The density of mobs here is quite high and the dungeons are large, so you won't run out of mobs to kill. Mobs can be difficult because they have a high HP and AP. The minimum to hunt here by yourself is about 195AP/240DP, but I recommend the 220AP/260DP to feel more comfortable. Black stones and scrolls written in ancient languages drop here. Sicilian necklaces also fall into dungeons, as well as dirty Sicilian necklaces that, if opened, could contain necklaces. Level 59 or higher (240AP/260DP): Manshaum Forest Mob: Manshaum Fighter, Manshaum Hunter, Mansham Warrior, Manssam Priest EXP Rate Difficulty Mob Density Manshaum Forest is a higher level zone for level 59 and above. Monsters are very difficult and Kutum offhand is recommended here, but not a requirement. The recommended AP here is 200+ and 260+ DP. Monsters spawn in large packs and are very difficult, so you may need a party to crush here. But for maximum profit and efficence, you'll just want a partyMonsters drop only 3 of the Treasurer bundle, so people. They do the most damage, so you need to be careful with the Mance House Priest and Mance House Hunter here and focus first. Level 59 or higher (240AP/260DP): Forest Ronaros Mob: Forest Ronaros Guardian, Forest Ronaros Scout, Forest Ronaros Marksman EXP Rate Difficulty Mob Density Forest Ronaros is a higher level zone for level 59 and above. It has similar difficulties to Pilacou Prison and requires a party to grind together here. The recommended AP here is 220+ and 260+ DP. This is the least popular grinding zone in Kamasylvia because this is too difficult and the difficulty doesn't change much, so people would rather grind with Gyfin. Ronaros' ring in the forest falls here, but the ring for the Sun Moon Guardian is still considered the best in the slot, so overall the grinding spot isn't very good. Level 60 or higher (250AP/280DP): AAKMAN Temple/HYSTRIA Ruin Mob: Aakman Guardian, Arkman Watcher, Arkman Punisher, Arkman Airbender, Arkman Elite Guardian EXP Rate Difficulty Mob Density These dungeons can only be entered by passing through portals that spawn randomly in the desert. Both dungeons are designed for parties and are very difficult. Aakman Temple is an easy dungeon, but solo grinds are still difficult. Unusual items such as tangrad earrings not only fall into dungeons, but also scroll with the Black Stones, part of the explorer's compass and written in ancient languages. The minimum level to grind here is level 59 or 60, and you will need a minimum of 235ap at Kutum to grind here. Level 60 or higher (240AP/260DP): Milmok Ruins Mob: Milmok Watcher, Milmok Lookout, Milmok, Trent Ghost Tree EXP Rate Difficulty Mob Density Milmoc Ruins is a higher level zone above level 60. It has similar difficulties to the Histolia ruins and is a three-member party grind spot. The recommended AP here is 230+, and the 280+ DP has the smallest TRl quantum. This grind spot is now considered the best in exp and money games when it exceeds 61, and the average litter per hour is 2000, about 35 million silver. When grinding here, you need to pay attention to poplar tree watchers and old poplar trees. They do very high damage and poplar tree watchers explode in low health, giving powerful debuffs to nearby players. For more information: Video 1, Video 2 Level 60 or higher (270AP/280DP): GYFIN Lasia Temple Mob: Giffin Lasia Frasia Flamen, Giffin Lasia Guard, Ziffin Lasia Decimator EXP Rate Difficulty Mob Density Giffin Lasia Temple is a much more difficult zone designed for level 60 and above. It is similar to the Histrian ruins and the most difficult leveling zone in the game. The recommended AP here is 230+, 280+ DP, and requires minimal trikram offhand. Assassintl's spread around the zone and it's very strong, so you have to focus on killing these first. Monsters spawn in packs of 3 and take quite a long time to kill as they are very strong. Party crushing is highly recommended due to the difficulty of monsters, but garbage loot gives a lot of money and it is also a very good place for EXP. Spot is considered the best in the game for level 60 players in end game gear. The Tangrad Belt is the best belt in the game and can be dropped here, as well as Forest Fury, which is used to make new crystal sockets. Level 60 or higher (230AP/280DP): Sherekan Necropolis Mob: Sherekan Phantom, Sherekan Pagoda, Sherekan Axe EXP Rate Difficulty Mob Density Sherekan Necropolis is a totally unique grind spot because it has different monsters during the day and different monsters at night. During the day (7 a.m. to 10 p.m.), monsters as difficult as each monster in Pilacou Prison. But at night, the monster becomes as strong as Rayten and is very difficult. Marni Stones is similiarly separator for different monsters and you have to get day/night Marni stones, depending on when you crush here. This zone is designed for party play and requires at least 230AP with Kutum offhand. Item drops include: Black Stone (Weapon), Black Stone (Armor), Composite Magic Crystal – Macarod, Composite Magic Crystal – Hoom, Orkinrad's Belt, Akum Armor, Akum Shoes, Akum Gloves, Akum Helmet, Capas Stones, Ancient Spirit Dust Yellow grade belts falling here can also be created by combining two of the Battle of Orado Sculpture (Leather and Metal Ornum)

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