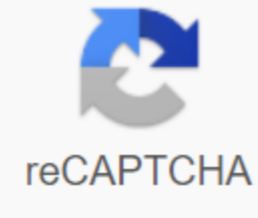




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Iruna online leveling guide

To flatten a character, the green bar at the top of the screen must be filled. Leveling the character increases their stats and allows them to have 3 more status points. At the beginning of the game, you will start with 10 points. Flattening characters leads to more status points and possible new missions/abilities/classes. At this point, you are still exploring the game and are limited to a small number of maps. In Lv20, go talk to Varuna at Fort Bailune and choose whether you would like to be an apprentice warrior or mage. Before you place your status points in random areas, find out which class you want to be. It's better to put your stats in a good location now, instead of needing to buy a reset book later. It's best to put all your statistical points in one category for now. In Lv30, you can start doing a popular search of grinding, skeletons. Talk to Venia at Rokoko Plains, then defeat 30 Skeletons. You can easily find a party for this quest. The reward is 4,800 exp. If this isn't your first time in Iruna, it's easier to have someone leveling your character to 50 in Megaroches, High Ents or Neknotts. Find a way to send your new player a Drafbourg teleport or you can walk to Drafbourg (not recommended) by jumping the hole at Marel Epicenter to Pango Flatlands. Try to avoid the aggressive monsters if you choose to walk. Before going to Drafbourg for leveling, find a Group Chat offering free leveling (they are common) and make sure you have a guaranteed spot at the party. This is the best time to start your main mission, or you can continue leveling in Skeletons. If you have not yet started your main mission, you will have to return to Bailune City to start it. Around Lv40-50, you should start discovering and researching which class you want to be in, as you will be able to switch to Mage or Warrior at Level 50. If you unlocked Dark Wasteland from MQ, you can grind into Dark Warriors, which give a lot of exp but take a while to kill. There is also the Improvised Arrows mission that provides 7,500 XP and 1,000 Spina. It is located in the Capital Sofya: Consulate/Guild. The search, given by Nepherta, requires 30 Broken Employees. You can get the Broken Staffs from Baums in Rokoko Plains. You can also buy broken staffs for 10-15k. During this time, missions are popular to level up, but just grinding monsters is as common as. More dependent classes should focus on joining players to do missions, while more independent classes should grind on their own. The Dark Army mission requires you to kill Zolban, Bongea, Hydra and Burnos each to receive 64,500 Exp and 2 Sauro Medals. This quest is better ground at parties. (Lv is 50). Some popular grinding monsters include: Dark Warriors, Porges, Flame Rockers and Dark Warriors. Now that you're Lv70, you should be saving spina and equipment for your future full class. You should also be looking for new skills that you can get. If you have a high damage, you should see which monsters you can easily kill a hit that give good experience for your time. Levels 70-120 are a popular time for missions in Saterica. The Awaiting the Goddess (Lv80+) and Inje Enemies (Lv100+) missions are often paired and completed at parties. If you complete both missions, you will earn about 400,000 XP plus the XP you get from the monsters you are required to kill. Overall, it's about half a million XP. Waiting for goddess Mate:30 Albreros, 30 Ganoschkas, and 30 LeopardsOPTIONAL: 1 False GreciaRewards:No False Grecia: 280,000 XP and 2 Regera(S)With False Grecia: 355 000 EXP and 2 Regera(S)Enemies of InbrejeMate: 50 Alros, 50 Alros, 50 Alros, 10 Leopards, and 20 GanoschkasRewards:81,000 EXP and 5 Regera(M) OR 3 Vita Plus(M)There is also a recommended search for magic lessons with high MDEF. I personally never liked this quest, and leveled mostly by a beat's lungs when I was a wizard. If you choose this mission, be sure to stick by Medusas and avoid other monsters like Evil Swords that are aggressive and can kill you. Evil VibesLevel Requirement: 70+Where to get: Cleil, Saterica City: President's Office What to do: Kill 50 MedusasRewards: 138,000 EXPAGI/CRT buildings can also take Mole Fighting from The Inje Man. After killing 50 Moles, you'll receive 40,000 XP and a Magic Lamp or Sapphire. This is a really repetitive and boring moment of leveling. If you haven't done most of your leveling from your Main Mission, you should think about doing some MQs to give you a level increase. Just like the previous levels, find some monsters or bosses that you feel comfortable grinding. There are only a few missions to level around Elban at this point. Snake in the Maze is an effective search of Lv120+ to gain some XP. You must find a party to help you grind Nagas as soon as possible. Doing the search ground is a waste of time, since you will be killing Nagas so slowly. Snake in the MazeKill: 99 Naga Rewards:410,000 EXP and 2 Revita(L) OR 1 Magic Jar(Cold)Save the Tough Vines you get from the Nagas for another quest from Kunst in Maze of Enzeits:Safety Rope in the MazeCollect: Tough Vine x 30Reward: 55,000 and ★ Maze of Enzeits × 1AGI/CRT buildings can also do this mission:Level 130+ NPC: Ralul, Capital ElbanWayward GolemsCollect: Broken Magic Engine × 50, Magic Engine x10Reward: 450,000 EXP and Binal (L)× 1 Level 150+ NPC: Hasuteru, Homunculus CityMonster of ValleySlay: Lutat × 60, Ephe x 60, Embryo × 60Reward: 940,000 EXP and Tree Nuts x3 or Medicinal Mushroom x5Level x5Level 170+NPC: Suigetsu, Minaula CityMonster Attack PlanSlay: Rat Samurai x50, Bear Samurai x40, Samurai x30 , Crow Samurai x20Reward: Experiencia 670000, Salt x10, Dango x15, Rice x20, ◇ SuigetsuLevel SuigetsuLevel Levia, Pub: Rainbow Butterfly - Spargas HarborJail BreakSlay: Ripreza x30, Polti x30 and Kyon x30Reward: Experience 530,000, Revitalization (Giant) × 6 or Revita L × 20Level 170+NPC: Ornel the Blacksmith, Spargas HarborRare MetalSlay: Bumble x30, Sloan x30, Rassegarel x30, Garel x1Reward: Experience 740,000, Mithril ×2 or Damascus steel ×4 or Hematite x8Level 170+NPC: Ulde, Dieroll: The Inner DepthsMakeshift ArmorCollect: Hard Armor Piece x90Slay (Optional): Zimov x1Reward: Try 450,000 (If you don't defeat Zimov, Experience 290,000) In these levels, most of your XP will come from grinding monsters. The top three are: Neknotts, High Ents, and Megaroches.MegarochesEXP: 150,000HP: 527,000NeknottEXP: 7,500HP: Low - Exact Value UnknownHigh EntEXP: 38,000HP: Medium - Exact Value UnknownMegaroches are best fought at parties with a tank, healer and other party members dealing with damage. Mega parties or megaroche parties usually aim at only 1 Megaroche at a time, or many at a time (often called AoE parties)Neknotts are best fought by classes that can kill very quickly with little dependence. This place is a favorite for High Wizards,

which can easily kill 3 Nekkotts at a time with its EQ skill. Nekkotts one-hitting with Earthquake as a High Wizard requires about 2600 MATK. Nekkotts also have nice drops, and NPCing the items you get in a full bag can usually yield around 300-400k spina. High Ents are found in the same location as Nekkotts and as popular as. They are very slow, and running away from them will almost ensure that they will not hit you, making them very effective for leveling. They poison, but in general they are a great monster for almost all classes to grind. If you ground all the way to Lv200, you're probably familiar with Nommars. Found in Primordial Lands, these incredibly inaccurate monsters produce about 86,000 XP. AGI/CRT constructions, aoE levelers and healers can easily find a party here. You must save your Dirty Gears, as you can use them for an Lv240+ mission in Pilaneza. Just talk to the Trader in Pilaneza. You can deliver 5 or 10 Dirty Gears - 380,000 EXP10 - 760,000 EXP Leveling Guide I'll recommend some ways to increase your Level. Keep in mind that this is the way I would level, our opinions may be different. Level 1-30 So this is very easy: just kill the Monsters you can kill, preferably alone, or let Friends kill things for you. That's sad, but it's the most efficient way. You can also get help with the Main Mission. Or you can start killing Baums as soon as possible, why? You'll understand if you read more. Level 30-40+ Now you can do the Mission called Improvised Arrows. Rewards are RXP and Spina 1000, if you do this by delivering the Items I recommend. He wants you to deliver 30 Broken Sticks. You can get those by killing Baums in Rokoko Plains, or by killing Dedrons in Road, although Dedrons are much harder to kill than Baums. You can accept the Search for Nepherta, it is located in The Guild in Soy City here is an Image (you have to enter the Consulate and then turn right): Alternative: Now you can do the Search called The Forgotten Cave. Rewards are 4,800 XP and 3 Revita(M). He wants you to kill 30 skeletons in the Forgotten Cave. You can accept the Mission of Venia, it is located in Rokoko Plains here is an Image: Level 40-50+ I recommend you continue doing the search for Improvised Arrows until you reach Level 50 below there is an alternative Way Now you can do two Missions in Combination. One of them is called The Winged Serpent. Rewards are 6,500 XP and 1000 Spina. He wants you to kill 30 Coats at Rokoko Windhole Lower Level. You can accept Fia's Quest, it is located in Diel Village. The other Quest is called the Mysterious Underground Fish. Rewards are 7,000 XP and 12 Revita(M). He wants you to kill 30 Argoteus, they're on the same map as the Coats. You can accept Seryn's search, she's next to Fia. (Not sure about genres and if Argoteus needs lvl 45, let me know) Both Missions add up to 13,500 XP, 1000 Spina and 12 Revita(M). Alternatively, you can GRIND Coats (~450EXP), or Flame Rockers (~950EXP), they are in the Burnt Tunnels. Here's a picture of Fia and Seryn: Level 50-80+ Let me start with QUESTS first. RECOMMENDED Army of Darkness Level 50 is needed Where to get: Sauro in The City of Wibo What to do: Kill Zolban, Bongea, Hydra and Burnos once move from Wibo City to Teschen Highlands (Zolban), go to Karue Reef but pass through Hydra and go to the Zalm Desert (Bongea), return to Karue Reef (Hydra) and finally to Rolbalands Flatlands (Burnos). Reward: 64 500 XP and 2 Sauro Medals Here is a photo of Sauro: Unbridled Alternatives Burning Beasts Level 50 is needed Where to get: Villager in Lunite Village What to do: Kill 20 Itzarnas and 15 Flame Rockers They can be found in the Burnt Tunnels. Reward: 10 000 XP and 10 Regera(XS) Animals of Floating Island Level 55 is required Where to get: Villager in Lunite Village What to do: Kill 30 Harpies and 30 Griffins They can be found on Floating Island. Reward: 32 000 XP and 5 ★Lunite Village Here is a picture of the Villager: And then there is the GRIND Monsters: RECOMMENDEDMinotaur (Boss) Level: 76 XP: 7000 HP: 30000 Location: Alternatives Kijimu Level: 5 0 51 exp: 625 647 hp: ~2890 DEF: 214 220 Location: Floating Island Dark Warrior Level: 55 56 exp: 326 7 3375 hp: ~27000 Location: Dark Wasteland, Dark Mansion Dark Soldier Level : 54 55 56 EXP: 574 594 613 HP: 1945 2075 211 Location: Dark Mansion F1,F2, F3 Porge Level: 66 68 EXP: 828 875 HP: 2350 2420 Location: Wind Cave F2,F3 Ofcourse you can grind at all but these are the ones I recommend! Level 80-120+ Now we're getting somewhere! It's time for the BEST Quest/s for XP for a Time! Where do you after: Enter Enclave with whom to talk? Well, there are two missions you can accept, the first requires level 80, the second level 100. The first Quest can be obtained from Inje Man and wants you to do the following: Waiting for the Goddess To Kill: 30 Albreros30 Ganoschkas30 LeopardsOPTIONAL: 1 False Rewards of Grecia: 280 000 EXP and 2 Regenerate(S) With False Reward: 355 000 EXP and 2 Regera(S) Here is a picture of Inje Man: The second search can be obtained from Kubron and you want you To do the following: Enemies of the Level 100 Inje Required Kill: 50 Albreros10 Leopards20 Ganoschkas Rewards: 81 000 XP and 5 Reshres(M) OR 0 3 Vita Plus(M) A good Party setup would be: 1 Mage to penetrate F Grecia's Defense Layers 1 Cleric to polish and heal 1 Hunter to heal Poison and Paralysis 1 Knight to Tank Alternative Evil Vibes (Medusa Variant Solo! , Cleric/Mage or High MDEF Level Requirement: 70+ (As a 100+ Cleric, you need the Holy Light as an 80+ assistant, you need the MDEF) Where to get: Cleil, Saterica City: President's Office What to do: Kill 50 Medusas They can be found in the Morga Zone. Rewards: 138 000 EXP Opis (High MDEF recommended) Level:137 138 139 XP: 3604 3655 3706 Location: Zebul Tower: Level 1,Level 2, Level 4 So why kill them? They drop the Revita L, and give a great XP for less work compared to the Dark Warriors if you have enough MDEF they barely give you any serious damage. Fradar (Cleric or Light Element recommended by the user) Level: 139 140 EXP: 3369 3416 Location: Zebul Tower: Level 3, Level 4 Your Weakness is the Light Element, so have fun spamming them with the Holy Light if you just can't find a party for ATG or you want to climb alone as a Cleric, this is a great way to do it. If you have a Arrow of Light, for example, you can make use of it and kill them with an elementary advantage, but Hunters are not limited to a mediocre damage ability like Clerics, so it's up to your decision. Level 120+ (over 70+ possible) You can only level up faster than the ATG in a way possible now, as far as I know. You have to get a higher EXP/Time ratio than ATG, this is very difficult to achieve and I know only one possible way to do this. (If you are not using exp boosters that is.) Location: Capital City Saterica The Search is given by Cleil at the Consulate, it is the central building of Saterica, you basically can not miss it. Rewards: 181,000 or 164,000 or 138,000 XP What to do: Kill 50 Baphomets, 50 Evil Swords or 50 Medusae (Medusae recommended) These monsters can be found in the Morga Zone, head east from Saterica, head north and then northwest. To improve the XP/Time you need to kill as fast as possible, thus getting more due to shorter travel time compared to ATG. Bishops will find themselves causing tremendous damage to all monsters here, because their weakness is the Element. You can make use of this Fact even more by having a Paladin in your Party (It can be a DPS Build as long as your Party manages to survive) that buffs up Attacks, allowing Auto Attackers (possibly Arrow Rain Hunters too, can anyone please test this? *blinks Kam*) to cause ridiculous damage against these Monsters. It all comes down to the simple fact that you are able to kill faster with 3rd Job learners, you should use this Advantage if you want to earn more XP. You can mix and match the Party although this is my recommended setting: 1 Bishop (Just him-/si) 1 Gladiator(Any DPS Build) 1 Paladin (DPS Build preferred) 1 Arrow Rain Sniper (Just him-/si, that is if Gloria boosts Arrow Rain) Be sure to set your Guild Portal to Saterica if you want to level this way, otherwise you'll spend a lot of Spina on Portals. Here is an image of Cleil: For Guild Leveling Darkness Dragon Finstern EXP: 47409 This is a great way to level your Guild into a Party of 4 Guild Members So Kill is replaced by DDF (Darkness Dragon Finstern). It doesn't take long with hard hitters like Wizards, there's no aggro Mobs around and the Road to remake the Boss is incredibly short. You will need a Character who can keep the Aggro and has at least 8-9k HP, if the Healer forgets to heal during a Critical DDF Strike and he happens to land another tank character will die. The Boss's Weakness is the Course Light, but you unfortunately can't make use of it for now. Solo Leveling (Ticket Users) Sauro I mentioned Sauro before, you can fight him if you are level 80, however I recommend to farm it to EXP once you are level 100 or if you can solo it really easily. It can drop some weapons that sell for a good Spina, so you can probably pay for your pots just by growing it and selling the Drops and Sauro Medals that you can trade for various things through the Medal Exchange (if you talk to him). Level: 92 EXP: 12305 HP: 55000 Location: Wibo City, talk to Sauro Well, that's it, I hope you liked the Guide, comment below for Recommendations or whatever! The!

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