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Hunter leveling guide ragnarok classic rogue spec guide



if you can get a stiletto, i suggest u do because that will make killing so much faster, especially when the double atk kicks in. good base and job exp from almost all the monsters, especially the marines. there are also anacondags, scorpions, and mummies (which you should stay away from for now) -lvs 50>job change>60 and on biblian 3-4 if you have a wind weapon (i.e. stiletto, katar) or carded (saharic) you'll rock in these lvls. If you can crit, this is the place to do it. Luce and Quve are weak to fire, so light them up, and they'll be gone in seconds. good exp. 20 should be fine. Rybios have lots of HP and high DEF as well, so daggersins are kinda out of luck unless you have the right equips. Big changes happened here when the monster relocation occurred, and when I came back to solo here after I left for a couple months, I got my butt handed to me. update turtle island 1-2 (suggested level 70-80) Fun with turtles and other beasts, TI is no place for a solo sin (unless you're level 90 something). Bring a priest and a hunter, because turtle defense is amazing. obviously players might have different opinions but this is where i've been most successful in terms of gaining exp. a bit more relaxing than culverts. made changes due to monster relocation and added Umbala and Niffeheim to the list. "here WE GO!!!" - lvls 1-12(or job change) pretty easy. again, careful not to get mobbed because these guys hit hard. i would have leveled here a lot sooner if i knew. they're very strong at this point so taking them isn't recommended. REVISION 2: more places to level, updated certain parts due to changed monster spawns. just don't get mobbed if your agi isn't above 70. The Bridges to Umbala (suggested level 75-80) - spanking more monkeys - Not bad considering the amount of Wootan Fighters over here, but with these two maps come another annoying force, the Wootan Shooters. update turtle island 3-4 (suggested level 75-99) - turtle power - Enjoy the madness as mobs of all element turtles and ninja turtles (assaulters) will get you at TI3 and every form of turtle from Soliders to Turtle General and even a Wanderer will attack you at TI4. Kalala Swamp (suggested level 70-80, 1 north, one east of comodo) - spank some monkeys - Wootan Fighters give great exp with relative ease. good luck! payon 4 (suggested level 50-60) sohee's galore!!! rock these chicks like no tomorrow. in 4, marcs come every once in awhile but hit about 2x the str of obeaunes and swordfish. dagger sins with fire daggers will rock and level really fast. From reading the updated monster relocation (which sucked), supposedly a Merman lurks through the area. comodo beach (suggested level 65-80) sea otters and seals this is more for high level sins around the 70s. if not, keep on tanking til you know for sure you can take em. just make sure you have pretty good flee like 200 or so to hold your own. some might say 1 south of payon as well, but i hate walking in zigzags for several minutes (look at map and understand how i feel). again great spawning that you can tame at your lvl. ice is ok, but not as strong. sphinx 1 (1 west of morroc) there are anacondags, zeroms (the dudes with small blocks on their back), and drainiliars. also, take caution against the requiems. to get to byalan(biblian whatever), go to izlude and head to the north eastern part of the map where a sailor awaits. they should give about .5% in the mid 20's. great place for tanking as well since it's not aggro. bring fwings to prevent premature death. comodo map (suggested level 60-70, 2 east of comodo) gatons fun place to level (bring a wind weapon) around the early to mid 60's. Bring a priest or lots of pots as this area tends to get annoying. but hey, don't complain, it gets harder to find good exp. you'll be lucky to get 1% exp at all now w/o fighting a strong monster. the entrance to the dungeon is in the middle of the map. Bring all your elemental weapons and carded (brute, demi-human) weapons to the fray. Geffen definately has become a place of instant death for most people. granted it might take a while to kill them, you will be rewarded with around 1% base exp at the higher 40s-lower 50s. Map 2 brings tons more difficulty and it would be very hard for someone to solo here as Loli Ruri and Bloody Murderer come into the fray. orc dungeon 1 kill zombies, kill skeletons, kill bats... anacondags, hodes (2 south of morroc) great exp... and if you get lucky (like myself) you can get a phen card and sell for MILLIONS!!! But beware of the Mermen that lurk around this area, they totally suck doing around 400-500 dmg easy. REVISION 3: more places to level again, added "suggested base levels" to the higher leveling dungeons. But at level 76 I got .6% from a Bloody Murderer (.3% really as I partied with a priest). great spawning and the tarous (rats) give from 7-4% exp as you climb the lvling ladder. the evil druids are a b-----!! exp gets weak around high 60's. stick to the snakes at the lower half of the 40's, then when you think you're strong, hit up the hodes (funny looking phallic symbols). glast heim prison (suggested level 70-80 (high 80s if you can solo)) - what the hell happened here? Beware of such enemies like the Harpy, Mistress, and Dracula. so like good ol super mario says... might be frustrating in the beginning, especially if you're agi, but the rewards are great. my sin is lvl 25 right now and can easily take these things on. If at the mid 70s, bring a huge party to tackle the never ending mobs. but, if you really want to lvl up fast, just get a tank. 1 north of morroc is great and so is 2 south of prontera. And they're not easy to dodge as well. Anyways, definately bring a priest if you plan on coming in the 70s as Injustices and Rybios love to mob and Sonic Blow you to death. So, if you feel the need to correct any of this information that is below (this guide used to roam free here before the server wipe), please reply and help a fellow thief/sin out. glast heim graveyard (suggested level 65-75) hunter flies, skeleton prisoners, zombie prisoners, ghouls, wraiths, dark lord! heh, again, its never wrong to bring some support with you (i.e. priest) because this place will have you asking every aco for a heal if you solo at lower levels. The only monsters that stayed during the relocation are the hunter flies and zombie prisoners. Mids 4, the place where Osiris spawns! Basically, there are butt loads of mummies, ghouls, martyrs, and isis (who gives .35% base and .3% job at level 66) for you to kill and level. beware of getting mobbed and the random familiars. staying the sewers for a long time leaves you smelling nasty. for the hunter flies, bring an earth elemental (i.e. the ever-neglected katar of dusty thornbush) and people will be praising your strength against that pesky fly. assassin guild map (suggested level 55-65) sandmen give great base exp and job exp, even more so than sohees, stainers, horns, rockers, steel chon chons (1 west, 1 north of prontera) if you have a strong weapon, go for it. beware of the drains because they have high dex and hit pretty hard. REVISION 1: as we all know, Comodo has made Assassins stronger for the most part. awaiting new places with the advent of Juno. Beware of Nightmare Terrors running around in Geffen 2. if you think u can dodge them go for it. orc dungeon 1-2 (suggested level 50-55) again, more spawning, not too much exp but constant spawning makes up for it. geffen 2-3 (suggested level 65-70) if you're pretty hardcore and can dodge like mad (and if you have an elemental weap as well) rock your socks and kick the crap out of marionettes and the swarm of whispsers. If you have elemental (fire) or carded (brute) jurs, bring them! Critical assassins will have a field day with bypassing turtle defense. Dryads give nice exp, but take a little bit longer to kill. Have fun and stay alive! hope that helps a bit. if you have any more places to lvl for the thief, assassin, and rogue, please post them. Comodo East[b] (1 map east of comodo) Thara frogs have moved over there so that shouldn't be too much of an issue in terms of leveling. Beware. -lvs 21-30 culverts 1-3 keep on rocking here, because you won't find spawns like this that you can take on anywhere else. rocker field this is ok if you don't like massive spawns. bring a wind or saharic katar for maximum damage. -lvs 31-40 culverts 1-3 only because of the spawns, but you'll start wanting to leave after you're lvl 30-35. these are just my thoughts, but if you have better ones, feel free to add em. great exp (even more so from the seals) but watch out, they hit really hard. Mobsters also lurk around the seals so bring some demi-human weapons if you have em. Don't go killing Megalodons unless you have a lot of pots to burn. you'll need a lot of dex to hit them though. The same goes for the stem worms there as well. 2-1% depending on how high u are. and endless resident evil reject level. at culvert 3, hydras should be stayed away from. Remember though, have at least that amount of flee and its good to bring a priest there with you as well. just in case you get mobbed, which is often. BEWARE of mimic and the hourly Osiris spawn. now that he's a tele freak. he might show up right where you a fighting. you talk to the NPC at the left of the desk. he he he) comodo update: don't go here... talk to him and pay 150z to get to the island. biblian dungeon (or byalan) 1-2 awesome, awesome place once you flee kicks in. The only aggro enemy i know of is the hydra, so again, you won't die outright. -lvs 41-50 [B]biblian 2-3 keep rocking on #2. mids 4 (suggested level 65-70) YAY! I found a good place to level if you have at least a flee of 205... REVISION 4: updated as much as I could through experience over the past week. -lvs 12(or job change)-20 the culverts 1-3 best place to go and rock some exp and job pts. and for the n00bs who don't know how to get to the culverts, you need to register first in prontera at the knights guild in the northwestern section of the map. i was here until lvl 40-42, i can't remember. unless you want to fight minoruses (minori, whatever) and die, die, die pyramid basement 1 if you have been pumping agi, you can actually take on the verits that are down here. The first Niffle map is relatively easy. You will get rocked. i'm at lvl 64 now and have no problem dodging 3 at once. rocker field (1 south, 1 west of prontera) if you have a relatively strong weapon, or can dodge pretty darn well at this lvl, go for it. bring a fire elemental for high damage. who knows, an orc zombie might drop an emperium (like what it did to me... a substitute to geffen if you can't stand shrooms anymore. i've been playing since the glory days of open beta 2 (i know its not that long), but i have an idea of where to lvl up my thief>sin, etc. zeroms and the 'dags should be no prob, but don't get mobbed by zeroms. stainers give about 5% when in the mid 20's. Dullahan, Heirozoist, and Gibbet might be your only concerns, but they are relatively easy to kill. High HP and high defense call forth crits from y'all. You only need 185 flee for 95% dodge, and if you have enchant poison, use it as they love to eat it. They throw out some wicked dmg and are not afraid to spawn and mob. Niffeheim (suggested 75-99) - the land of the dead - Awesome place to level, but bring a priest as these enemies can mob the hell out of you in no time. just watch out for dopple cuz like all strong bosses, he's pretty darn tough. coal mines 3 (suggested level 55-65) i finally ventured into this little nugget of joy and like many people have said, you can make mad moola here. btw, its good to have ROEmpire back! :grin: ok, for all you budding sins out there (or are still lost since playing beta 1) this one is for you. - This place hurts. Their damage isn't all that bad, but because of their DEX, you tend to get hit more often than you want to. tharas and marines will barely touch you if you build right. if you venture onto #3 beware of the obeaunes (stupid mermaids) and atk dmg of marse. careful of archer skeletons edit: if you have high flee, archer skels (thanks to the drop in dex) are hella weak in comparison to the last episode. if you have a wind or saharic weapon, the better.

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