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Shredding is the fastest way to level in the Black Desert to level 56. However, if this is your first character, I strongly recommend taking your time to learn the game and post questline, because Level 1 - 50 (perhaps even 56) is considered a tutorial for the game. BDO can be very overwhelming at first, and if you don't align the viola or really want to push to a higher level quickly, it's much safer to just follow quests. It is also important to note that there are some quests (Black Spirit quests) that are ARE FINAL, and very important for your character to complete. The quests give you important things like a bag of space, knowledge/energy and contribution points. This can be done at a later date, but you may end up at level 56 and don't know where to start with it all. That's why, if this is your first character, we recommend that you follow all quests up to 50 and not the time to learn the game. If you decide to grind and forget about the quest, we have a guide that lists all the bags space quests. There are also many repetitive quests that will give you the points of contribution you are missing. It's much faster to grind to level 56 and then go back and do the quests you missed than level up to 56 by following quests. Then from level 56 to 61 you can make story quests and non-repeat quests with Chenga Tome equipped to get a combat EXP. This is the fastest way to level up to 61. We have guides specifically for level 59 to 61 through quests that you can find here: Powerleveling is viable and it can take as little as 2 hours to get to level 56 if the person helping you has a high AP and all exp buffs are used. I have to caution against powerleveling if this is your first and main character, however, because it will leave you with very few skill points (about 400 - 500) and you will not be able to get all the skills needed to grind on your own. If your friends are willing to help all the way, then you should be fine, but please understand that powerleveling to the level that you want to be won't stop you from having to grind more for money/skills points. It is also important to note that if there is a 10-level difference between the highest level of character and the lowest, then all party members will not receive prey. Introduction When you create your character and enter the game, you will be given a tutorial to follow that guides you through different areas of origin. I personally recommend skipping the tutorial if it's not your first time. The tutorial takes a very long time to complete, and if you read everything, you won't learn much in any way except the main traffic. I highly recommend buying at least 2 or 3 pets from the store in the game. Pets will automatically pick up prey for you and really save time when grinding. They are pretty much a requirement in the Black Desert. If you really don't have no spend, then you should try to snipe them off the market as soon as possible. All the alignment sites in this manual have been tested several times and tested on servers in the EU/NA, Korea and Russia. I haven't used any enchanted gear to start with or anything that will give me an edge, meaning any player (new or veteran) should be able to follow the level recommendations I've included. The equipment used for alignment was obtained by droplets when aligned in the zones. My total time taken from 1 - 50 (Korean server) was 6 hours 34 minutes ago in 2016. Since then, the alignment has actually become much easier and the limit has been increased. The alignment guide has been tested again since then around 2 - 4 hours for level 50 depending on the gears, but unfortunately I didn't take a screenshot. You can see my time though in the screenshot below, click on the larger version. It is also important to note that some classes are slower at aligning than others (such as Valkyrie), so these classes may be better grinding in the group. The record time to reach level 50 (solo) using spots from this guide was 23 minutes! Let us know and you posted your screenshots if you beat the record! Please note that when you level 49 with 99% EXP you will need to complete a search from your Black Spirit to unlock the ability to get to level 50. The quest is very simple and you have to be able to just hit one crowd then to the level. Fight EXP Buff Skills List EXP Buff List of leveling zones GREEN SPOT, WHAT I RECOMMEND FOR THE EXPERT LINE, IF YOU HAVE YOU HAVE EXPERT ALREADY! PINK SPOTS THAT I RECOMMEND FOR A QUICK TRACK FOR NEW PLAYERS (ALSO FOLLOW THE GREEN SPOTS)! MORE INFORMATION ON EACH SECTION! YOU ALSO USE MARNI STONES ON ANY SPOT WHERE THEY ARE AVAILABLE You will start near a small settlement called the Western Guard Camp. I highly recommend doing tutorial quests if you are new to the game because they will teach you a few basics and help you get started. It's worth noting that the user interface can't be changed until you reach Level 15, as well as some other stuff without unlocking to level 15. EXP RATES DIFFICULTY MOB DENSITY Start by killing any grass beetles that you see on your way to steel them. Grind on steel imps until you are around level 12 and then move on to the goblins. Level 9 - 13: Forest of Solitude (south of the Western Guards Camp) Mobs: Immature Spirit of the Tree (Melee), Mature Spirit of the Tree (Ranged), Young Spirit Tree (Melee) EXP RATES DIFFICULTY MOB DENSITY MOB These mobs are really easy to kill and don't really pose a threat. I found the most spirits of the trees where on the hills. You can also exchange Tree Spirit tokens for the time being, talk to the NPC supplier. Spirit of the tree tree The seller is at the left entrance to the security camp. Level 29 - 34: Bandit Camp Mobs: Bandit Warrior, Giant Bandit, Bandit Archer EXP RATES DIFFICULTY MOB DENSITY When I hunted here, I constantly pulled the camp up to Camp Bandit Treasure. Inside the castle is really good for the experience. Mobs here are all melee except archer so make sure you pull mobs to them and then on them to deal with archers easier. Also be careful you don't work on too many traps in this area. They do not cause much harm, but soon mounted and can be very annoying. Level 28 - 34: Orc Camp Mobs: Red Oak Fighter, Red Oak Bezerker, Red Orc Warrior, Long Red Oak, Red Oak, Young Red Oak, Red Oak Wizard (Ranged), Red Oak Elite Soldier EXP RATES MOB DENSITY MOB This place is actually not one of the best, but unlike others it doesn't pull you too far out of the way and will save you time. Level 30 - 35: Delphe Knights Castle Mobs: Harpia, Harpy Thief Harpia, Harpy Warrior EXP RATES DIFFICULTY MOB DENSITY This place is good for sorcerers, rangers and wizards/witches. You can pull a huge amount of harpy out of the air using chain lightning However, classes with a lack of varying skills will not be able to take full advantage of this place because they can only easily pull half the amount. Harpies move very fast, and the magicians also hit pretty hard. They are pretty easy to kill, just make sure you keep an eye on your health! The best pulls are at the top of the castle where you can go from wall to wall without worrying about respawn timers. Also, if you fill your inventory or run out of potions there is a common merchant at the bottom of the lock. Level 30 - 35: Huruto Caves Mobs: Huruto Shaman, Huruto Fighter, Huruto Soldiers, Huruto Elite, Young Huruto EXP RATES MOB DENSITY This cave is great for grinding. There are many packages outside, but you can also get a good rotation inside the cave. If you manage to get this place for yourself you will level very quickly and earn a lot of silver by doing it. The best pulls are in the center of the cave where you can pull out a package to pack without worrying about the respawn timer. Try to pull mobs and AOE on top of shamans because they vary and will hurt quite a lot. At the top of the stairs is also the Volient (Elite) crowd. He hits very hard, so be very careful around them. EXP RATES DIFFICULTY MOB DENSITY You can find the entrance to the cave west of Florin Town or over the hill in Briwood Forest. I found that the density of the crowd increased deeper I went into the caves. Wizards and archers do more damage and can be annoying to deal with, but as long as you pull mobs to them and AOE on them they shouldn't be a problem. Overall this place was quite disappointing and honestly I would miss it if other places are not very busy. Level 35 - 40: Abandoned Land Mobs: Contaminated Butcher, contaminated dwarf, contaminated dog EXP RATES MOB DENSITY This place has a greater crowd density. You can just go from camp to camp and AOE. Be careful with the violent (elite) crowd in the center, it moves quite slowly but hits very hard. There are also metal poles around the camps that have varied attacks and can be quite annoying. Level 50 - 54: Helms Post Mobs: Helm Tribe Chief, Helm Tribe Hunter, Helm Tribe Double Welder EXP RATES DIFFICULTY MOB DENSITY These monsters are pretty hard and you don't want to go into this zone without about 90AP/120DP. There is also a violent (Elite) crowd that you don't want to pull because it will do a lot of varying damage. There are many mobs throughout the area. You can also go to the underground mines, but if you don't have good gear, then most of the monsters inside will be red/purple and take you too long to kill. Level 51 - 54: Elicr Shrine Mobs: Elicr Senior Priest, Elicr Priest, Elicr Followers, Putrid Swamp, Elicr Fanatic EXP RATES MOB DENSITY These monsters spawn in packs 4 to 6. They also have high drop chances and can opt out of Blackstones, Grunil Parts and Krea Weapons, so you can earn quite a bit of silver while you align here. Most monsters are melee, but priests vary and can be very annoying. You can hunt in the temple or in the mountains south of it. I personally recommend going to the mountains where there are packs of 10 mobs. LEVEL 53 - 55 (160AP/180DP): POLLY'S FOREST Mobs: Cloud Rain Mushroom, Snowflake Poisonous Mushroom, Pipe Bell Poison Mushroom, Cotton Bubble Mushroom EXP RATES MUSHROOM MUSHROOM MOB In The Forest of Polly Bright and Poisonous Mushrooms that will permanently deal with -10 HP poison damage every 3 seconds. It can be annoying to deal with, and you can use a lot of HP pots if you're a low DP, but overall it's one of the easiest places to grind. Debris to plunder from monsters is also very light weight, so you'll only come back or use the maid for more potions. While grinding here you should also take a collection of tools with you and harvest mushrooms for extra silver and sharp/hard shards. The best drops you can get here are a Lemoria set of pieces and a Manshaum Voodoo doll that is similar to ancient relic pieces and can be assembled and arranged in the shape of a th to turn into a scroll. Level 54 - 56 (120AP/140DP): SAUSAN GARRISON Mobs: Sausan Guard, Sausan Sniper, Sausan Assassin EXP RATES MOB DENSITY SAUSAN Garrison is considered one of the best places in the game for level 54 and above. You can even stay here at about 56 or 57, but after that I would recommend moving if you have enough gearscore for the best places. Try to find a group if you have a low gearscore, because the monsters that spawn here have high damage and knockdown abilities. They do, however, have high chances of falling and can opt out of parts of the Heve set, Krea Arms, Grunil pieces and Blackstones. There is also a Kusha and Sarma outpost very close where you can buy potions when you run and exchange your garbage items. You can also rent a house nearby and use a container box (rent from an NPC warehouse) to store items in your storage. LEVEL 55 - 57 (120AP/140DP): FADUS GARRISON Mobs: Fadus Warrior, Fadus Challenger, Fadus Archer, Fadus Shaman EXP RATES MOB DENSITY Fadus Garrison is a lower-level zone for level 55 - 57. This has similar difficulties with the Sussan garrison. The recommended AP here is 100, with 150 DP. The monsters here have a low HP and are easy to kill, so it can be a very quick grind. There is a good rotation along the cliff, which is usually contested because it has a high crowd density. Archer Guard Post is nearby if you need a potion or for repairs. The best drops you can get here are a Lemoria set of pieces and a Manshaum Voodoo doll that is similar to ancient relic pieces and can be assembled and arranged in the shape of a th to turn into a scroll. Level 55 - 60 (140AP/190DP): PIRATE ISLAND Mobs: Drunk Treasure Hunter, Elite Soldier, Deck Combatant, Red Elite, Cox Elite Gladiator EXP RATES MOB DENSITY Pirates appear on two islands, but the best spots are on the North Island. The main rotation is considered a party rotation for 5 people and is very fast for alignment. I would actually say that it is still one of the best places to reach the level of 60. If you are low and have a low gearscore then mobs hit pretty hard and spawn in large packages, so be careful while farming here. There is also a jungle rotation on the east side and a beach location to the west, which are both a highly contested and solo/duo spot. You will need a boat to get to the pirate and you have to take a fishing boat with a horse on it to save trash objects and and to rob them. You can also use an epherie boat or frigate

which is much better than a fishing boat because of the amount of weight it can carry. Pirates Island also has 3 suppliers near the port where you can buy potions, repair equipment, and use currency exchange. EXP RATES DIFFICULTY MOB DENSITY This alignment area is located inside the canyon. The density of mobs is quite high, which makes it very effective if you align alone, but it's not the best place to party. Bashim is also not in the desert, so you don't need purified water or star anise tea. There are no unique items that fall in Bashim, but this is a good place to align if you don't have the best gear. I would say that the minimum AP/DP grind here is 140AP/180DP, but grind comfortably you want to have about 160AP/200DP. Rosers, black stones and gem crystals drop in this alignment zone and you can make quite a lot of profit, but if you're looking for silver rather than experience, then sausans are much better. LEVEL 56 OR HIGHER (120AP/210DP): DESERT NAGA TEMPLE Mobs: Desert Naga Chief Gatekeeper, Desert Naga Combat Monk, Desert Naga Combat Monk, Desert Naga Combatant EXP RATE RATE MOB DENSITY DESERT NAGA Temple is located near the sandy grain bazaar, but it's inside the desert, and you can also keep your horse cleaned and the star can also keep your horse nearby. The grind spot has a higher density of mobs and isn't too hard either. The minimum hunt here alone is about 145AP/200DP, but I would recommend 170AP/210DP if you want to be effective. Black stones, Serap necklace and scroll written in ancient language fall here. LEVEL 56 OR HIGHER (120AP/210DP): TITIUM VALLEY Mobs: Desert Fogan Chief Gatekeeper, Desert Fogan Fighter, Desert Fogan Hoppity, Desert Fogan Seer, Desert Fogan Sentry EXP RATES MOB DIFFICULTY DENSITY TITIUM Valley located far away in the desert and can be very annoying to get to if you don't use a compass. You will need to bring a lot of purified water and star anise tea to hunt here. You can also keep your horse nearby at the base of the valley. The spot grind has a higher density of mobs and they are not too hard to kill. This place is usually a bit quieter than others, despite the fact that it is one of the best places to exp. It's because of how hard it is to get there. The minimum hunt here alone is about 150AP/210DP, but I would recommend 170AP/210DP to clear mobs fast enough. Black stones, Serap necklace and scroll written in ancient language and parts for the compass of the explorer drop here. LEVEL 56 OR HIGHER (170AP/220DP): CADRY RUINS Mobs: Cadry Commander, Cadry Chief Gatekeeper, Cadry Armored Fighter, Cadry Black Mage, Cadry Fighter EXP RATES DIFFICULTY MOB DENSITY Cadry It's not the best place to grind exp, but it does have rare drops. The ruins are located on the west side of Valencia and not in a deserted area. It's also pretty close to the Sand Grain Bazaar. The grinding place has a good mob density, but this place is a bit tricky and you won't be able to relax without a higher DP. The minimum hunt here alone is about 160AP/220DP, but I would recommend 170AP/220DP to clear mobs faster. Black stones, Rosara's weapon, a scroll written in ancient language, fall here. The Guardian Cadry ring also falls here and is a highly regarded accessory. Pieces of the ring can fall and must be combined to create a ring. Serap's necklace can only fall here from the crowd. LEVEL 56 OR HIGHER (175AP/220DP): GAHA-BANDIT'S LAIR Mobs: Sandstorm Plunderer, Sandstorm Assassin, Sandstorm Assault Elite, Sandstorm Rifleman EXP RATES DIFFICULTY MOB DENSITY Gahaz Bandit's Lair is very close to the village of Shakatu and is not in the desert. Spot grind has an average density of mobs and is much easier than other places in Valencia if you have a good DP. The minimum hunt here alone is about 150AP/200DP, but I would recommend 175AP/220DP to clear mobs faster and be more efficient. Black stones, Rosara's weapon, a scroll written in ancient language, fall here. Serap's necklace also falls here. LEVEL 56 OR HIGHER (175AP/220DP): CRESCENT SHRINE Mobs: Crescent Watcher, Crescent, Crescent Guardian, Crescent Chief Gatekeeper EXP RATES DENSITY Crescent Sanctuary is in the desert and can be very annoying to find if you don't use a compass. You will need to bring a lot of purified water and star anise tea to hunt here. The spot grind has a higher density of mobs, but they are also much more complex and you won't be able to grind here comfortably without the high AP/DP. Even at the party you will constantly watch your health bar. Mobs are immune to knockdowns as well and can be annoying to deal with. The minimum hunt here alone is about 160AP/210DP, but I would recommend 175AP/220DP (maybe even 230DP). This place is usually more popular because of its rare drops. Black stones, Serap necklace and scroll written in ancient language fall here. The item everyone wants though, is the Guardian Crescent Ring. Contaminated rings can also fall and may contain the Guardian Crescent Ring if they are open. LEVEL 57 OR HIGHER (185AP/230DP): BASILISK DEN Mobs: Basilisk Ambusher, Basilisk Watcher, Basilisk Petrifier EXP RATE MOB DENSITY DENSITY Basilisk Den is located on the west side of Valencia and easy to reach. It is located north of Altnova, and nearby is the Boulder outpost, where you can repair and buy potions. Spot grind has a greater density of mobs, but they are difficult and you will need to watch your health bar your DP is not very high. The minimum to hunt here alone is about 160AP/210DP, but I would recommend 185AP/230DP. This place is usually more popular because of its rare fall. Black stones, Scroll written in ancient language, Rokaba armor and crystal stones fall here. There is also a rare fall called the Basilisk Belt. Pieces of the belt also drop here and can be combined to make a strap. LEVEL 57 OR HIGHER (190AP/230DP): TAPHTAR PLAIN Mobs: Centaur Axeman, Centaurus Hunter, Centaurus EXP RATE MOB DENSITY TAPhtar Plain is located on the west side of Valencia and is close to the sandy grain bazaar. The shredding spot has an average density of mobs. There are large packs of 6 or 7, but they are quite common. Centaurs are also difficult and immune to knockdowns. The minimum hunt here alone is about 160AP/210DP, but I would recommend 190AP/230DP. This place is usually quieter than other places and doesn't give the best exp. Black stones, Rocaba helmet, Centaur belt and crystal gems drop here. EXP RATES DIFFICULTY MOB DENSITY Tshira Ruins is designed to be as complex as Temple Crescent, and I recommend Level 58 with 170AP/220DP or higher to grind here safely. The gatekeepers will also appear here, which are much more difficult. Item drops include: Black Stone (weapon), Black Stone (Armor), Combined Magic Crystal - Gervish, Combined Magic Crystal - Macalod, Eye of the Ruins Ring, Caphras Stones, Ancient Spirit of Dust LEVEL 58 OR HIGHER (190AP/230DP): BLOOD WOLF MOB SETTLEMENTS: Blood Wolf EXP RATES MBITTION MOB DENSITY I would recommend at least level 58 with 180AP/230DP or above to grind here. There are prisons around this place grind and an elite monster will be called up if all the prisons are destroyed. Item drops include: Black Stone (weapon), Black Stone (armor), Kagtunak, Combined Magic Crystal- Gervish, Kagtunak, Combined Magic Crystal-Hoom, Kagtum Representation Ring, Akum Armor, Akum Shoes, Akum Gloves, Akum Helmet, Eye of the Ruins Ring, Caphras Stones, Ancient Spirit Dust Mobs: Griffin, Ferric, Ferrina, King Griffon, Black Leopard EXP BET Unlike other Kamaslyvia Part I'm a Grind Spot, you don't need the best outfit here. The recommended AP here is 180, with 220 DP. You want to make sure that you have a party and you also have to bring food and elixirs. The EXP is pretty nice and it's very close to the Old Tree of Wisdom, but there are better places you can grind if you just want money. There are a number of monsters here and it can be difficult if you don't know what everyone is doing. Feather wolves are good to grind and Be what you're focused on if you don't want to grind Griffon's Claws to work out Griffin's Elixir. Feather wolves spawn in large packages and they have a high chance of knocking you down, so you have to be careful and pay attention. There are also various other monsters such as Phnyl, Black Leopard, Balladon Elephant, Ferric and Ferrin. Be careful not to pull extra monsters such as black leopard because they are very strong. It is also important to note that Griffin's helmet has a chance to fall out of the crowd of Griffin and King Griffin. LEVEL 58 OR HIGHER (210AP/250DP): GAVINYA GREAT CRATOR Mobs: Lava Devourer, Lava Fafalun, Lava Tukar, Lava Searcher, Lava Faolun, Lava Taolun EXP RATES DIFFICULTY MOB DENSITY The Sulfur Mines are located in northeastern Valencia. It's pretty easy to get here once you are in the city of Valencia and you can keep your camel/horse just at the entrance or inside. In this grinding spot you don't get desert sickness. Crowds can be difficult. The grey mines are a nice place to party, but if you're alone, there are also places outside. The minimum hunt here alone is about 185AP/220DP, but I would recommend 200AP/230DP. Black stones, a scroll written in ancient language and a part for the compass explorer drop here. The Sicil necklace also falls in the sulfur shafts, as well as the Soiled Sicil necklace, which can contain a necklace if open. LEVEL 58 OR HIGHER (210AP/260DP): PILA KU JAIL Mobs: Follower Capras, Iron Fist Warder, Executioner, Raging Executioner EXP RATES MOB DIFFICULTY DENSITY PILA Ku Jail located in southeastern Valencia near the outing city of Mooy Kun. If you're a criminal, this is a great place to grind, but otherwise it's pretty out of the way and hard to get to. In this grinding spot you don't get desert sickness. The density of mobs here is quite high, and the dungeon is 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 hunt here alone is about 195AP/240DP, but I would recommend 220AP/260DP to feel more comfortable. Black stones and scrolls written in ancient language fall here. The Sicil necklace also falls into the dungeon, as well as the Soiled Sicil necklace, which can contain a necklace if opened. LEVEL 59 OR HIGHER (240AP/260DP): MANSHAUM FOREST Mobs: Manshaum Fighter, Manshaum Hunter, Manshaum Warrior, Manshaum Priest EXP RATES DIFFICULTY MOB DENSITY Manshaum Forest is a higher-level zone for level 59 or higher. Monsters are very difficult and Kutum offhand is recommended here, but not a requirement. The recommended AP here is 200, with 260 DP. You may need a party to grind here because the monsters spawn in large packages and are very difficult. For maximum profit and efficiency, though, you want the party to only be people because monsters only drop 3 of Treasuer bundles. You should also keep an eye out for the Manshaum priest and the Manshaum hunters when here because they do the most damage and need to be focused first. LEVEL 59 OR HIGHER (240AP/260DP): FOREST RONAROS Mobs: Forest Ronaros Guardian, Forest Ronaros Scout, Forest Ronaros Marksman EXP RATES A PINCH MOB DENSITY Forest Ronaros is a higher-level zone for level 59 or higher. He has similar difficulties with Pila Ku Prison and requires a party grind together here. The recommended AP here is 220, with 260 DP. This is the least popular chopping area in Kamaslyvia because it is too difficult and people would prefer to grind on Gyfin because the difficulty is not much different. The Ronaros Forest Ring falls here, but the Ring Crescent Keeper is still considered the best in the slot, so the overall grinding spot is not very good. LEVEL 60 OR HIGHER (250AP/280DP): AAKMAN TEMPLE/HYSTRIA RUINS Mobs: Aakman Guardian, Aakman Watcher, Aakman Punisher, Aakman Airbender, Aakman Elite Guardian EXP DIFFICULTY RATES MOB DENSITY These dungeons can only be injected by accidental caviar in the desert. Both dungeons are for partying and are very complex. The temple of Aakman is easier dungeon, but it's still hard to solo grind. Rare objects, such as Tungrad earrings, fall in dungeons, as well as Black Stones, part of the explorer's compass and scroll written in ancient language. The minimum grind level here is level 59 or 60, and you need a minimum of 235ap with a Kutum grind here. LEVEL 60 OR HIGHER (240AP/260DP): MIRUMOK RUINS Mobs: Mirumok Watcher, Mirumok Lookout, Mirumok, Treant Ghost Tree EXP RATES DIFFICULTY MOB DENSITY MIRUMok Ruins is a higher-level zone for 60 or higher. This has similar difficulties to Hystria Ruins and 3 party members grind the spot. The recommended AP here is 230, with 280 DP with TRI kutum minimum. This place grind is now considered the best in the game for EXP and money once you are above 61, with an average of rubbish per hour in 2000, which is about 35 million silver. When grinding here you have to be wary of poplar tree watchers and old poplar. They cause very high damage, and poplar watchers will explode in low health and give neighboring players a strong debuff. For more information: Video 1, Video 2 LEVEL 60 OR HIGHER (270AP/280DP): GYFIN RHASIA TEMPLE Mobs: Gyfin Rhasia Flamen, Gyfin Rhasia Guard, Gyfin Rhasia Decimator EXP RATES DENSITY DENSITY Gyfin Rhasia Temple is a much more difficult area for level 60 and above. It's like The Ruins of Histrina and the hardest alignment zone in the game. The recommended AP here is 230, with 280 DP, and also requires a TRI kutum offhand minimum. Killer scattered all over the zone and very strong, so you have to focus on killing these first. Monsters spawn in packs of 3 and take quite a while to kill as they are very strong. Party grinding is highly recommended because of the complexity of the monsters, but the garbage loot gives a lot of money and it is also a very good place for EXP. The venue is considered the best in the game for players who are level 60 with late-game gear. The Tungrad Belt can fall here, which is the best belt in the game, as well as Forest Fury, which is used to make new crystal sockets. LEVEL 60 OR HIGHER (230AP/280DP): SHEREKHAN NECROPOLIS Mobs: Phantom of Sherekhan, Sherekhan Pagoda, Sherekhan Ave EXP RATES EXP RATE MOB DENSITY DENSITY Sherekhan Necropolis is a completely unique place to grind, because in the daytime it has different monsters and different monsters at night. During the day (7am - 10pm game time), monsters are as hard as the monsters in the pila ku prison. At night, however, monsters become as strong as Laytenn and very difficult. The Marni Stones are separated as well for various monsters and you have to get a day/night marni stone depending on when you grind here. This area is designed for party playing and requires at least 230AP with Kutum offhand. Item drops include: Black Stone (weapon), Black Stone (Armor), Combined Magic Crystal - Macalod, Combined Magic Crystal - Hoom, Orkinrada Belt, Akum Armor, Akum Shoes, Akum Gloves, Akum Helmet, Caphras Stones, Ancient Spirit Dust Yellow Belt Class, which falls here can also be created by combining two Orkinad Sculptures.

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