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Tibia leveling guide knight

This Tibia Knight Alignment Guide is basically for free account and for your own good, botching but not afk botting is recommended. Level 1-8: Location: Al Di Schur EQ Cave Required: Blav, Sword, Sabre. Leather armor, leather leg monsters: Rats (no mistakes) Location: Island of Destiny EQ Necessarily: Island of Destiny EQ Monsters: Trolls (I think What it is) Level 9-15 Location: AbDendriel Trolls (Under Depot) EQ Must: Plate Armor, Dwarven Shield + Desiny Island EQ Skills: You should try to do a 45/45 hunt at AbDendriel troll monsters: trolls, troll ChampionsQuote: The key needed to enter the troll cave, buy it from NPC outside the cave Level 16-30 Location: Mount Sernum, Undone EQ Must: Knight Armor, Plate Legs, Beholder/Dragon Shield, Any Weapon for 20+, Steel Helmet Monsters: Ghouls, Skeletons, Bats, Cave Rats, Poison Spiders Skills: Make 55/55+ in This Cave Quote:Mount Sernum – Thais Cyclops Mountain, Underground, -3 Level 31-50: Location: Dark Cathedral [Beginning from -1 to Level 42, Then take -2] EQ Necessarily: Knight Armor, Knight-Feet, Vampire Shield, Level 30-35 Weapon, Crusader Helmet, and Possibly BoH if you have cash skills: make atleast 65/65 - 70/70 in dark cathedral potion: You need 2-3 health potion backpacks like 5 meats. Monsters: -1st floor: bandit, smuggler, wild warrior, centipede, spider venom, killer (1 or 2), dark monk (1 or 2) -2nd floor: assassins, dark monks, wits, mummies, maybe level ghosts 51-65 (or 70): Location: Mount Sernum, Cyclops Caves (Underground) Equipment: Bo DSM, C/G- Legs, Demon Shield/MMS, Level 60 Weapon, Royal Helmet, AOL Potion: 2-3 Backpacks Strong Health Potion Monsters: Cyclops, Cyclops Drones, Cyclops Smithskills: 75/75 - 80/80+ Quote:Mount Sernum Cyclops may be overblown, but sometimes it's 0 people. Level 70-85 Location: Orc Fortress Monsters: All kinds of orca potions:4-5 Backpacks durable health potions (up to lvl 80)3 Backpacks Great Health Potion (level 80+)2 Backpacks Mana Potion Skills: 80/80+ Equipment: God, Demon helmet, golden legs, DSM, level 80 weapons, MMS, AOL level 86-100 (first place) Location: Venore Dragon Lair Monsters: Dragon, Dragon Hatchling, Dragon Lord Hatching Potion: 4-5 Backpacks Great Health Potion3 Mana Potion Equipment Backpacks: Boch, Demon Helmet, Golden Feet, MMS, Level 80 Magic Plate Armor, AOL Level 86-100 (Second Place) Location: PoH (Plains of Chaos) Giant Spider Monsters: Giant Spiders, Dragons, Demon Skeleton, Ghoul, Poison Spiders, Cyclops Equipment: Boch, Demon Helmet, Golden Feet, MMS, Level 80 Weapon, Magic Plate Armor , AOL Potion: 3-5 Big Health Potion Backpacks2 Mana Potion Backpacks Details! Well. The first thing first is to choose an amazing new character name for your new knight. As soon as possible, get it aligned with Rook and start preparing. If you have a friend with level 27 or mage, you're in business - just make him summon a monk or two, a couple of pairs of monsters to attack monks and you (but don't use rotworms because they buggy and don't hit consistently, thus not helping you train well), and train your butt until you're 80/80. Blessings are a necessity. Just like you back up files on your computer, you need to back up your skills and hardware as much as possible. It's the difference between hours and days of makeup if you die. On more in-depth leadership, we can see what a growing knight has to do at different levels. Levels 8-15 (premium) Great place to start - wasp tower in Darash. Buy Exura when you get a level 9, and buy a Dwarven shield, plate armor (or scale if you fail), plate legs and a snakeslide (Orcish Axe if you want to train axe). Then travel along the Magic Carpet to Edron and fight with trolls. Kill the trolls here until you level 15. Levels 15-20 (premium) At this level, head down a little further until you find Edron Goblins. It's a great place to get your next five levels. If you want extra money, this is a great place to catch batters. Be careful and discrete when you kill them and you can make some decent income. Level 20-25 (premium) Now is the time to upgrade your hardware. If the sword goes, buy a crimmo sword; If the axe, then go with a barbaric axe. Of course, try to buy from players first, as they can be cheaper than merchants in Edron. Don't forget to upgrade your character to elite status. This will provide you with better regeneration and the ability to use special spells. Take the magic carpet to Darashia and then transfer to the tomb of the Giant Spider. The hole you're looking for is 3 squares east of the dead bush that's there. If a giant spider tomb is taken, go to one of the larvae caves if you want to experience, or cave rotting worm if you want cash. You can increase your cash output by plundering myrases and swords, and selling them (Don't sell them to NPC Darashia, but wait until you have a significant amount and then send them to The Taytsi and sell them to Sam). Level 20-30 (premium) If you are looking for a break, go to the Ice Islands and complete your quest for ice islands to gain access to the Barbarians. With a decent resounding, you can rake in about 20,000 - 30,000 experiences per hour. Don't forget to keep an eye on Bloodwalkers. If you have over 65 in your weapons skill, Edron Cyclopolis is another great option. Level 25-40 (premium) Buy a bright sword or fire extinguishing axe when you reach level 35. If you have friends of high enough level and who have a key, you can do both a noble armored/crown helmet quest and a crusader helmet quest. The level requirement for both is 35, the new dead-end soil should be a rotting worm cave in Liberty Bay. Go down to the last floor, where there are falling worms and worms. You can get as much as experience per hour and can make you quickly cash in at the same time. Level 30-50 When you have the option and cash, you should get as good equipment as possible because you will spend less and less while hunting. Good equipment just means less waste. You should also buy blessings at this level if you haven't already done so as they are not that expensive. During this level, you are going to kill mutated people in Yalahar. Not only will you get a lot of gold for your efforts, but you'll be streaming into about 50,000 experiences per hour. Turtles in Laguna and Fenroc will also be a good new place to hunt. Don't forget to take on the task of murder in your name... Quest. The easiest task would be Tarantula at Port Hope. It doesn't take long to make and you undoubtedly profit. Also, be sure to make the Black Knight Quest and Deeper Fibula Quest when reaching level 50. If you want a bit of fun, the average experience (but with the risk of getting either very bad waste or really awesome loot), go over to the dragon cave. You can go to Edron Dragons if you are skilled enough, or ankrakhmun cave. Don't forget to bring a couple of backpacks of the usual mana potion, and when you get to level 50, bring a strong health potion. Alternatively, you can do a quest for an ice island (to the Braindeath mission, but bring a friend for a place where you have to kill crystal spiders) and go to Chacoyas. Chacoyas spilled big bucks, good exp (20,000-35,000/hour), but can be very boring and repetitive. However, there are usually many juicy batters waiting to be destroyed. Be careful here because you are now becoming strong enough to be well known in the community. Bring here 2 or 3 backpacks of normal healing potions. Another place you can go is north of Port Hope. Just run all over the place, but don't go any further north. Level 50-60 You are now strong enough to try the Great Barbaric Camp where you get a good profit and about 60,000+ experience/hour. Frost giants are also good at hunting and will net you around 50,000/h. Monkeys and lizards are also good for you aligned well. When you are level 60 you should ask someone to clear medusa shield searches for you. Level 60-80 Now you are going to try zombies that will give you a hefty profit and about 80,000 experience/hour (about 115,000 experience/hour at a higher level). You should also try hunting cults in Yalahar. You get about 60,000 - 100,000 experience/hour depending on how quickly you kill them. If you want to do a task, you should try Pirates, which gives you 60,000 - 70,000 experience/hour. Be careful because you can spend too much on pirates. At Mistrock you can try Cyclops with about 60,000 - 80,000 experience/hour and you can go with the profits. On 80 you have to do POI Quest and Hippo Quest! Level 80-130 If you don't have 90+ skills in any Sword or axe, you have to start by preparing them as long as you don't. Now you have to hunt in the mutated arena in Yalahar, where you will have a good income fresh 100,000/hour experience. Wyrms in Drefia or Liberty Bay is also good if you want good experience and profit (90,000 experience/hour). God raiders in Edron or Yalahar are good enough at 100,000 experience/hour and decent income if you rob a lot of rods. You can try hunting dragon lords and frost dragons that will give you 150,000 experience/hour and wonderful income if you have the luck to plunder. Sea snakes can also work, but don't forget to take the task first. You'll probably get about 150,000 experience/hour there. Be sure to make an inquest quest at level 100 and Annihilator Quest at 120+. Level 130-160 By now you should have a lot of money, so it's time to spend some! Take someone who can Sio with you and go hunt frost dragons, dragon lords, nightmares using spells of Exori. The 200,000-400,000 experience/hour is great and you have a chance to plunder something rare. Level 160-200+ I hope you've now befriended Elder Druid. You can look at yourself and be proud that you have become a real blocker! Now you can go on big hunting teams like Hellspawns. Keep exori going and exevo frigo hurry up with sio caster. It can be a really good profit and extremely fun. Your experience/hour can reach over 300,000. You can also go as a team to hunt in POI and INQ, but it can't be worth it financially. You can start casting exori on Serpent Caviar/Hydra in Port Hope (under the monkeys). Knights and Thunder Reapers are also a lot of fun! You'll make a profit sometimes, but the experience/hour is really good (400,000 experience/hour). Vengoth Caste is also a lot of fun and profitable. It will net you 300,000 - 500,000 experience/hour with exori! When you're level 200, you should try to get rare items, keep alignment, buy a house and marry someone. Success! Good luck!