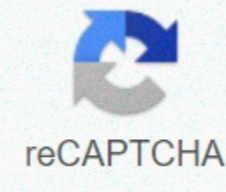




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Tibia knight equipment guide

Ok. First thing is the first - choose a great new character name for your new knight. As soon as possible, get it flattened rook and start the workout. If you have a friend with a level of 27 or higher, you're in business - just get to summon one or two monks, a few monster pairs to attack the monks AND you (but don't use redworms because they're intercepted and don't hit consistently, so don't help you train well) and train your butt until you're 80/80. Blessing is a necessity. Just as you back up your files to your computer, you need to back up your skills and equipment as much as possible. This is the difference between hours and days of makeup when you die. On a deeper guide we can see what the ascending knight should do on different levels. Level 8-15 (Premium) A great starting point is the Wasp Tower in Darashia. Buy Exura when you get Level 9 and buy a Dwarf Shield, Plate Armor (or Scale if you Can't), Plate Legs, and a Snake Sword (Orkish Axe if you want to train Axe). Then travel to Edron on the magic carpet and fight trolls. Kill here until you're level 15. Level 15-20(Premium) At this level, head a little further down until you find the Edron Goblins. This is a great place to get your next five levels. If you want a little more money, this is a prime place to catch Botter. Be careful and discreet when you kill them, and you can make some decent incomes. Level 20-25(premium) Now it's time to upgrade your gear. When they go sword, buy a Crimson sword; if axe, go with a barbaric axe. Of course, you try to buy first from players as they can be cheaper than the dealers in Edron. Don't forget to upgrade your character to elite status. This will give you better regeneration and the ability to use special spells. Take the magic carpet to Darashia, then go to the Giant Spider Tomb. The hole you are looking for is 3 squares east of the dead bush that is there. When the giant spider tomb is taken, go either to one of the larval caves if you want experience, or redworm caves if you want cash. You can increase your cash production by looting and selling mazes and swords (don't sell them to the Darashia NPC, but wait until you have a substantial amount, then package them to Thais and sell them to Sam). Level 20-30(Premium) If you are looking for a break, go to the Ice Islands and close the search ice islands to gain access to the barbarians. With decent respawn, you can harken in about 20,000 - 30,000 experience per hour. Be sure to pay attention to Bloodwalkers. If you have over 65 in your weapon skill, Edron Cyclopolis is another excellent option. Level 25-40(Premium) Buy a bright sword or fire axe when you reach level 35. If you have friends who are high enough and have the key, you can complete both the quest for the noble armor/crown and the Crusader helmet quest. that the Requirement for both is 35. Their new stomping soil was to be the Redworm Cave in Liberty Bay. Go down to the last floor, where there are carrion worms and redworms. You can get up to 15,000 experience per hour and in the meantime you can earn fast money. Level 30-50 If you have the opportunity and cash, you should get as good equipment as possible because you are wasting less and less while hunting. Good equipment simply means less waste. You should also buy blessings at this level if you have not already done so, as they are not so expensive. During this level bracket you will kill mutant people in Yalahar. Not only will you get a lot of gold for your efforts, but you will stream in about 50,000 experience per hour. Turtles in Laguna and Fenrock will also be a good new place to hunt. Do not forget tasks in killing in the name of... Quest. The easiest task would be Tarantula in Port Hope. It does not take long to do and you will certainly benefit. Also, don't forget to make the Quest Black Knight and Deeper Fibula when level 50 is reached. If you want some fun, average experience (but with the risk of either very bad waste or really great prey), go to a dragon cave. You could go to Edron Dragons if you're skilled enough, or to the Ankrahmun Caves. Remember to bring a few backpacks with normal mana potions, and when you get to level 50, strong health will bring potions. Alternatively, you could do the Ice Island Quest (up to the Braindeath Mission, but bring a friend to the place where you need to kill crystal spiders) and go to Chakoyas. Chakoyas spill GREAT Cash, good exp (20,000-35,000/hour), but can be very boring and repetitive. However, there are usually many juicy bidders waiting to be destroyed. Be careful here, because you are now strong enough to be known in the community. Bring 2 or 3 backpacks with normal healing potions. Another place you can go is just north of Port Hope. Just walk around the whole place, but don't go further north. Level 50-60 You are now strong enough to try out the Big Barbarian Camp, where you get a good win and around 60,000+ experience/hour. Frost giants are also good to hunt and will net you over 50,000/hour. Monkeys and lizards are also well leveled for you. If you are level 60, you should ask someone to delete the Medusa Shield Quest for you. Level 60-80 Now you will try zombies that will give you a hefty profit and around 80,000 experience/hour (approx. 115,000 experience/hour at higher level). They should also be Hunting cults in Yalahar. You get about 60,000 - 100,000 experience/hour, depending on how quickly you kill them. If you want to perform a task, try Pirates, which offers you 60,000 - 70,000 experience/hour. Be careful, because you can waste too much on pirates. In Mistrock you can try Cyclops around 60,000 - 80,000 experience/hour and you can come with a profit. At level 80, you should do the POI Quest and Behemoth Quest! Level 80-130 If you don't have 90+ abilities in Club, Sword or Axe, you should start training until you do. You should now hunt in the mutant arena in Yalahar, where you have a good income of 100,000 hours. Wyrms in Drefia or Liberty Bay are also good if you want good experience and profit (90,000 experience/hour). Bog Raiders in Edron or Yalahar are pretty good at 100,000 experience/hour and decent income if you plunder a lot of rods. You can try to hunt Dragon Lords and Frost Dragons, which will give you 150,000 experience/hour and admirable income if you're lucky for loot. Sea snakes can also work, but don't forget to take on the task first. You will probably get around 150,000 experiences/hours there. Be sure to make the InquisitionQuest at level 100 and the destruction quest at level 120+. Level 130-160 At this time you should have a lot of cash, so it's time to waste some! Take someone who can join Sio and go Frost Dragons, Dragon Princes, Nightmares with the Exori Spell. The 200,000-400,000 experience/hour is great and you have the chance to plunder something rare. Level 160-200+ Hopefully you are now friends with an elder druid. You can look at yourself and be proud that you have become a real blocker! You can now go on big team hunts like Hellspawns. Keep Exori go and exexo frigo hur with the sio caster. This can be 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 might not be financially worthwhile. You can pour exori on Serpent Spawns/Hydras in Port Hope (among monkeys). Knightmares and Grim Reapers are also a lot of fun! You will sometimes make a profit, but the experience/hour is really good (400,000 experience/hour). Vengoth Caste is also very funny and profitable. This will net you 300,000 - 500,000 experience / hour with exori! If you are level 200, you should try to get rare items, keep leveling, buy a house and marry someone. Good luck! Please note that this guide is intended for players with a premium account. Please also note that this is exactly that, a guide. There are many guides in all different shapes and sizes. This is just one that I've written from my own and a few other players experience to help people get off to a good start. It is not intended to be used for performance leveling, and Encourage people to deviate from it and make quests, join guilds, hunt at parties, make friends, explore different places and really enjoy the game at your own pace, whatever that may be. Work In Progress Level 0-8 First and foremost, Dawnport will give you a jagged sword when you omit. If you want to be an axe-wielding knight before you leave to go to the mainland, I strongly recommend you to talk to Inigo and be transferred to Rookgaard (this can only be done if you have a character who has already completed Dawnport). This allows you to go to the mainland via the Island of Destiny, which allows you to take a steel axe from the chest in the vocation room. It is much easier to do this than to try to buy one on the mainland. Level 8-10 Start off in Port Hope, this allows you to complete tasks as you level, and will help fill the bestiary as you go. Before you hunt anything, make sure you train offline to increase your skills. This will make hunting and leveling much easier, more profitable and less time consuming. With the money you have from Dawnport, upgrade your equipment. You can aim to get (in order of preference); Steel Helmet/Dark Helmet/Strange Helmet (Everyone, they have the same armor and weight) Plate Armor/Dark Armor (Same Armor, Plate is Cheaper) Plate Legs/Wereboar Loincloth (Only Wereboar Get When Plate Is Not Available on the Market) Dwarf Shield (500gp from NPC, check the market it may be cheaper for sale) Weapons; Jagged Sword Steel Axe/Orcish Axe (Get the Orcian Axe only if you don't go to the Island of Destiny route) I would recommend focusing only on improving your gear, hunting weak creatures (here) and offline training until you have abilities of at least 25/25, 30+ would be better. Level 10-20 If you want to jump directly to this step instead of waiting until level 10, that's fine. The more important factor in this phase is your skills. You want to talk to Grizzly Adams and start the Killing in the Name of... Quest. Start with the task of crocodiles and hunt them here. Items to take with you; Rope Shovel Health Potions (For Emergencies) Be careful not to be surrounded, take your time and if you have health potions from the daily rewards, keep some on hotkey in case you get overwhelmed. Save all the creature products you get from this task as they will earn you good money later. Don't sell them for less than the NPC value on the market, it's better to wait until you have a lot and sell them all at once to the NPC. We'll do this twice, so if you've chased 300 of them, talk to Grizzly Adams again and get the snapper task. Before you go to defeat The Snapper, you get the crocodile task again, this way anyone you kill on the way there will be on your second Count. The reason we do this twice is because it will give you 600 kills that completely unlock crocodiles in the bestiaum (we need 500 to unlock), which gives you 15 charm points. If you completed the task a second time, you can kill The Snapper again. Now is a good time to travel to Venore and sell all the crocodile leather you have accumulated. Now that you have reached level 20, proceed to the next level, if not, you can continue to kill crocodiles, or start using the Caves. A word of warning, tarantula are fast when they hurry, poison you and can hit hard in groups when you are surrounded. Level 20-30 Your skills should now be somewhere in the 30-40 range, with offline training. You should also aim to buy the promotion as soon as possible. This would take precedence over all equipment upgrades, as the Hitpoint regeneration you get as an elite knight is a massive help. To see it in sprouts once you are promoted, you get hitpoints of food at the same rate as you lose it due to poisoning, which will make hunting tarantula much easier. Once you are level 20 and promoted, you will want to buy some upgrades. You should try to get; Armor; Crusader Helmet/Warrior Helmet/Crown Helmet (Crown is worst, Warrior is heavy, Crusader is best) Buckle/Knight Armor/Mooh'tah Plate (Same armor, Mooh'tah is heaviest, buckle is easiest) Crown legs/knight legs (same armor, crown is lighter) Mino Shield/Guardian Shield (Mino Shield is the same def as Dragon, but much cheaper) weapons; Crimson Sword/Dwarven Axe It doesn't matter what combination of these they have, but I would suggest as a minimum you have this. If they have little gold, then prioritize weapon and shield as they offer the greatest improvement. Now we want to do tarantula task. The same format as before, run the task twice and kill the Boss Hide each time. This will also unlock Tarantula in the Bestiary and give you another 15 Charm Points. Save all creature products again, they will make you good money when you sell them. Items to be taken; Rope Shovel Health Potions (For Emergencies) Food (I suggest brown mushrooms, you can buy 100 from Luna in Edron for 1K and they weigh only 20oz) When your tarantula tasks are done, go on to Terramites. Again, this twice for the bestiary. The best place to hunt these is just north of Ankrahmun, here. Here.

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