

Comprehensive EXP Hunting Guide Version 1.08

Although there has been guides posted elsewhere, most of them are not detailed enough or are outdated. This guide is full of submissions from other people. We have categorized them by level so you can decide where to go in advance.

Notes to keep in mind:

- When forming party or looking for members, always ask that prospective member in /tell first. In higher levels, this is how they form parties. “Blind” invites are considered to be rude.
- Some areas/mobs only work for certain type of parties. For example, parties that camp Worms are at their best by forming “manaburn”/”arrowburn” type of parties where no melee is present.
- Please check the area for aggressive mobs or potential train paths before setting camp. It is in the best interest in certain zones to find camps where no mobs pop and/or where trains bypass the camp.
- Mobs of the same name that you see in one zone that you see in another are not the same mob. For example, Toramas in Temple of Uggelepih are a good twenty levels *weaker* than their counterparts in Labyrinth of Onzozo. Other mobs may be aggressive in one zone in passive in another.
- Patches and updates may affect leveling in certain zones.
- This guide is not for Beastmasters for solo XP. Bulk of this is for Party XP. Level 1 to 10 is the only place where it is written out on where to solo. As you go higher in levels you will find out that most jobs cannot solo Easy Prey.
- Before settling on a location, search that area to see how many parties are there in advance. Certain zones only allow one or two parties.
- **Orange text** are mobs of comparable level range that should be avoided if possible. **Red text** are mobs that must be avoided at all costs. **Green text** are mobs that are weaker but remain an aggressive threat.

Table of Contents

Page 2-3:	Level 1 to 10
Page 3-5:	Level 10 to 20
Page 5-7:	Level 20 to 30
Page 7-8:	Level 30 to 40
Page 8-10:	Level 40 to 50
Page 10-11:	Level 50 to 60
Page 11-13:	Level 60 to 70
Page 13:	Level 70 and higher
Page 14-15:	PT Setups on Certain Mobs, PT Courtesy Guide.
Page 16:	Credits and update history

Level 1-10

<i>Level</i>	<i>Zone</i>	<i>PT Size</i>	<i>Target Mob</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
1-5	West Ronfaure East Ronfaure	Solo	Ding Bats Pugil Forest Hare Carrion Worm			
1-5	Zerhum Mines	Solo	Ding Bats Tunnel Worm Mouse Bat River Crab			
1-5	North Gustaberg South Gustaberg	Solo	Stone Eater Ding Bats Walking Sapling			
1-5	East Sarutabarutua West Sarutabarutua	Solo	Savannah Rarab River Crab Carrion Crow			
4-8	King Ranperre Tomb	Solo	Carrion Worm Ding Bats Mouse Bat Stone Eater			
4-10	East Ronfaure West Ronfaure	Solo	Orc Goblin Wild Sheep Forest Funguar	Antidotes required for Forest Funguar		
4-10	Ghelsba Outpost	Solo	Watch Lizard Spectaled Bats Orcish Fodder Orcish Mesmerizer Orcish Grappler 8: Toadstool	Antidotes required for Watch Lizard and Toadstool		
4-10	North Gustaberg South Gustaberg	Solo	Walking Sapling Vulture Quadlav Goblin Maneating Hornet Land Crab 6 - Rock Lizard 7 - Sheep	Antidotes required for Rock Lizard		
4-10	East Sarutabarutua West Sarutabarutua	Solo	Goblin Crawler Yagudo Mandragora Carrion Crow 8: Giant Bee	Antidotes required for Crawler		
5-12	Inner Horutoto Ruins	Solo	Goblin Thug Goblin Weaver Blade Bat Battue Bats	Level difference in the area.		
6-10	Ranguemont Pass	Solo	Goblin Thug Goblin Weaver Wind Bat Blade Bat	Care: Cave Scorpion, Slime Ronfaure side.		

<i>Level</i>	<i>Zone</i>	<i>PT Size</i>	<i>Target Mob</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
6-10	Giddeus	Solo	Giddeus Bee Giddeus Pugil Yagudo Acolyte Yagudo Scribe Yagudo Initiate Dirt Eater			
6-10	Dangurf Wadi	Solo	Goblin Thug Goblin Weaver Goblin Fisher Rock Eater Hoarder Hare Stone Eater Wadi Crab Rock Lizard	Antidotes required for Rock Lizard		
7-10	La Thiene Plateau Konschtat Highlands	Solo	Rock Eater Strolling Sapling	Care: Ghost, Elementals		
8-10	Tahrongi Canyon	Solo	Mandragora Rarab Sapling	Pass		
8-11	King Ranperre's Tomb	Solo	Goblin Thug Goblin Weaver Enchanted Bones Wind Bats			
8-10	La Thiene Plateau	6	Crab Mad Sheep Goblin Ambusher Goblin Butcher Goblin Tinkerer	Care: Water Elemental		
8-10	King Ranperre's Tomb	6	Goblin Ambusher Goblin Butcher Goblin Tinkerer Rock Eater Grave Bat	I-6 Map 1		
8-11	Fort Ghelsba	Solo	Orcish Fodder Orcish Grappler Bat	Care: Warmachines		

Level 10-20

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
10-15	Carpenters Landing	6	Beady Beetle Poison Funguar 13: Orc 14: Flytrap 15: Pugil	Port San d'Oria side		O
10-13	Valkrum Dunes	6	Hill Lizard 11: Star Bat 11: Goblin Ambusher 12: Goblin Butcher 12: Goblin Tinkerer	Konschtat side		
10-13	Maze of Shrakarmi	6	Maze Maker 12: Goblin Ambusher	West		

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
10-13	Buburimu Pennisula	6	Mandragora Rarab 11: Goblin Ambusher 12: Goblin Butcher 12: Goblin Tinkerer	Outpost		
11-13	Gusgen Mines	6	Skeleton Warrior			
12-15	Valkrum Dunes	6	Snipper	J-6, J-8, Beach		
12-15	Meriphutaund Mountains	6	Hill Lizard Stag Beetle	Outpost, H-4		
12-14	La Thiene Plateau Tahrongi Canyon Konschtat Highlands	6	Poltergeist	At Crag		
12-15	Jugner Forest	6	Stag Beetle Goblin Butcher Goblin Ambusher Goblin Tinkerer 14: Screamer	J-5		
15-17	Valkrum Dunes	6	Damselfly Ghoul Giant Bat	Oasis, Selbina areas, Secert Beach (Gustav zonline)		
15-17	Meriphutaund Mountains	6	Crane Fly 16: Goblin (Tier 3) 16: Yagudo (Tier 3)	Outpost, I-6		
15-20	Carpenters Landing	6	Stag Beetle Marsh Funguar 17: Orc 17: Trap 17: Pugil	NW Jugner Forest zone		O
16-20	Korrokola Tunnel	6	Land Worm		O	
14-20	Buburimu Pennisula	6	Zu 16: Goblin Leecher 16: Goblin Gambler 16: Goblin Mugger 16: Bull Dhalmel 17: Crawler 19: Pugil	East, Outside Mhaura		
17-20	Meriphutaund Mountains	6	Raptor Yagudo Voltary Yagudo Priest Yagudo Theologist	Southern part		
17-20	Meriphutaund Mountains	6	Coeurl	Zi'Tah zone Permission: 1 PT	O	
17-20	Valkrum Dunes	6	Goblin Gambler Goblin Mugger Goblin Leecher 18: Pugil	Silent Oils/Prism Powders for Secert Beach		
17-20	Inner Horutoto Ruins	6	Goblin Mugger Goblin Gambler Goblin Leecher Battle Bat	Beetle's Burrow by Magic Gate E. Sarbarutua NE zone Silent Oils/Prism		

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
				Powders required		
18-20	Gusgen Mines	6	Ghoul			
18-20	Batallia Downs	6	Clipper Ba Sapling	Cave, K-7		
18-20	Rolanberry Fields	6	Berry Grub Moon Bat	Silent Oils required		
18-22	Sauromunge Champaign	6	Hill Lizard Moon Bat Diving Beetle	G-7 or K-11 Silent Oils/Prism Powders required		
18-22	Qufim Island	6	Land Worm 20: Clipper	Lake Care: Banshee		
19-23	Outer Horutoto Ruins	6	Combat Ghoul	Silent Oils/Prism Powders required F-4 W. Sarbarutua Camp E-6 in hidden hallway		

Level 20-30

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
20-25	Qufim Island	6	Clipper Glow Bat 23 – Greater Pugil 23 – Gigas 23 – Wight 24 - Weapon	Care: Thunder Elemental, Banshee By shorelines or Delkfult's tower		
20-27	Carpenters Landing	6	Diving Beetle Shrieker 24 – Tiger 25 – Birdtrap 25 – Wendigo 25 – Pugil	SE Jugner Forest zone Care: Thunder Elemental, Water Elemental		O
21-25	Lower Delkfult's Tower	6	Goblin Gigas Ancient Bat	Permission: 4 PT Camps on staircases along 1F-2F, and by the zone to Qufim		
21-25	Ranguemont Pass	6	Goblin Gambler Goblin Leecher Goblin Mugger	Permission: 1 PT @ H-10 Care: Cave Scorpion		
21-25	Zi'Tah	6	Goblin Gambler Goblin Leecher Goblin Mugger Ancient Bat	Southwest	O	
21-25	Batallia Downs	6	Goblin Gambler Goblin Leecher Goblin Mugger Orcish Fighter Orcish Cursemaker Orcish Serjant Mayfly			

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
21-25	Rolanberry Fields	6	Goblin Gambler Goblin Leecher Goblin Mugger Old Quadlav Brass Quadlav Copper Quadlav			
24-28	Yuhtunga Jungle	6	Mandragora 26 – Goblin Smithy 26 – Ivory Lizard	Kazham Permission: 3 PT	O	
25-29	Yuhtunga Jungle	6	Goblin Furrier	Outpost Care: Overgrown Rose	O	
25-30	Bibiki Bay	6	Marine Dhalmel 27: Raven 27: Goblin Shaman 27: Goblin Furrier	Sunset Docks		O
22-28	Korroloka Tunnel	6	Clipper 25: Greater Pugil	Clipper: South Map E-8 Pugil: North Map H-8	O	
27-31	Yhoator Jungle	6	Mandragora 28: Goblin Smithy 28: Goblin Shaman	Permission: 3 PT at F-7, 3 PT at F-8, 1 PT at Shaman Beware of trains caused by novice players and goblin pops	O	
26-29	Batallia Downs	6	Tiger Wight Mauthe Dogg Goblin Furrier Goblin Pathfinder Goblin Shaman Goblin Smithy Orcish Impaler Orcish Beastrider Orcish Nightraider Orcish Brawler	Camp in bunkers with zones to Eldime Necropolis at I-11, G-8, H-8, G-7 or I-7. What mobs you will see will depend on where you set camp. Each camp only supports one party.		
26-29	Eastern Altepa Desert	6	Giant Spider	K-8	O	
25-33	Ranguemont Pass	6	Stirge 26: Goblin Shaman 27: Goblin Smithy 26: Goblin Pathfinder 26: Goblin Furrier 30: Weapon 30: Floating Eye 30: Taisai	Permission: 1 PT Stirge/Eye: Beadeucine side Northwest part		
26-31	Maze of Shakhrami	6	Goblin Smithy Goblin Furrier Goblin Pathfinder Goblin Shaman Labyrinth Scorpion	Buburimu Side Map 2 Permission: 1 PT		
27-31	Lufaise Meadows	6	Crab Gigas Fighter Gigas Wrestler Gigas Slinger	Southern Part		O

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
			Orcish Impaler Orcish Beastrider Orcish Nightraider Orcish Brawler Sheep Bugard			
28-34	Oldton Movalpolis	6	Stirge Goblin Leadman Goblin Gutterman Moblin Champan Moblin Witchman Goblin Hammerman Moblin Pickman Moblin Ragman Goblin Craftsman	Camps at E-4, G-7, and F-9 <i>Care: Earth Elemental, Anicent Bomb. Moblin Gurneyman. Hallways where bats only pop may be a pop area for Thunder Elemental.</i> <i>Watch for adds caused by pops. Escape is recommended.</i>		O
29-32	Beadeucine Glacier	6	Tiger Goblin Shaman Goblin Pathfinder Goblin Smithy Goblin Furrier	F-9, F-11, F-10 Outpost <i>Care: Ice Elementals at outpost</i>		
29-32	Attohwa Chasm	6	Hecteyes Flesh Eater	By Maze of Shakrami		O

Level 30-40

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
29-32	Yuhtunga Jungle	6	Makara Sahgain	<i>Care: Water Elemental</i> By Sea Serpent Grotto	O	
30-33	Yuhtunga Jungle	6	<i>Goblin Furrier</i> Solider Crawler Jungle Coeurl	F-10, E-9	O	
30-33	Sauromunge Champaign	6	Evil Weapon Tabar Beak	G-7		
30-33	Rolanberry Fields	6	Evil Weapon Evil Spirit <i>Ochu</i>	<i>Care: Ochu's Sweet Breath</i> East		
30-33	Puronogo Isle	6	Tocuan Big Jaw Alraune	<i>Sneak required at all times on Manaclipper</i>		O
30-35	Attoahwa Chasm	6	Gallinipper Goblin Poacher Goblin Pathfinder Goblin Furrier Goblin Smithy 33: Attohwa Coeurl 34: Tracer Antlion	Eastern Side @ I-9 or H-10 or J-8. 33-35: K-8/L-8 area		O
30-33	Eastern Altepa Desert	6	Sand Beetle Antican Faber Antican Auxiliarius	<i>Care: Earth Elemental</i> K-7 or I-6	O	

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
31-34	Sea Serpent Grotto	6	Ironshell Ghast	Care: watch out for trains if you camp by Norg.	O	
33-36	Fei'Yin	6	Vampire Bat Undead Bats	I-8 on Map 1, or the zone to the Glacier.		
33-37	Garliage Citadel	6	Borer Beetle Siege Bat Wingrats	33-35: near zone 35-37: near Gate 1 Watch for bat trains if you camp near zone, usually caused by novice pullers.		
33-36	Lufaise Meadows	6	Orcish Bowshooter Orcish Footsoldier Orcish Gladiator Orcish Trooper Gigas Warwolf Gigas Braver Gigas Martalist Gigas Catapult Gigantobugard	West Care: Elementals, especially the Thunder Elemental that spawns with the Leshys.		O
34-36	Lufaise Meadows	6	Bat	Cave Permission: 1 PT		O
34-37	Eastern Altepa Desert	6	Desert Dhalmel	Care: Earth Elemental	O	
34-36	Behemoth's Dominion	6	Greater Gayla Lesser Gaylas			
34-37	Eldime Necropolis	6	Gazer Lost Soul	D-6 or G-4 enterances		
37-42	Zi'Tah	6	Funguar Orgefly 38: Goblin	Outpost	O	
35-38	Crawler's Nest	6	Worker Crawler Maze Lizard	Care: adds will happen due to pops in hallways		
36-39	Sea Serpent Grotto	6	Vampire Bat Brook Sahagin Rivulet Sahagin	L-12 Map 1	O	
35-39	Attoahwa Chasm	6	Chasm Lizard Tracer Antlion Goblin Poacher 37: Doom Scorpion 38: Goblin Trader 38: Goblin Reaper 38: Goblin Robber	East J-9/J-10 (by mountain). Take Pass at J-8 and hug south side of the mountain. beware of weaker gobs that will pass by. Do not camp on cracks due to black gas and potential antlion pops.		O
36-39	Beadeucine Glacier	6	Goblin 38: Gigas 38: Golem	East		
37-39	Eldime Necropolis	6	Lost Soul Hell Hound	I-11 Batallia zone Permission: 1 PT		
36-39	Western Altepa Desert	6	Spider Antican Essedarius Desert Worm 38: Desert Dhalmel	Care: Sabotender, Scorpion	O	

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
38-43	Crawler's Nest	6	Nest Beetle 40: Doom Scorpion 40: Solider Crawler	Permission: 1 PT		
38-42	Yhoator Jungle	6	Worker Crawler 41 – Coeurl	Yhoat telepoint Permission: 1PT	O	
38-40	Pso'Xja	6	Lizard Bat Gazer	40 cap area		O
39-40	Phomiaunda Aqueducts	6	Makara Hell Bat Fomor	Map 2 40 cap area		O
39-44	Miseraux Coast	6	Bigclaw Makara 41: Mantrap 41: Diatryma	Lake at I-6; G-5; E-8		O
39-45	Zi'Tah	6	Coeurl Skeleton Hell Hound 42: Golem	Ro'Maeve zone No magic inside Ro'Maeve if you have to zone, as everything in that zone is sensitive to it.	O	
39-43	Behemoth's Dominion	6	Coeurl Skeleton Weapon 42: Bhuta	Care: HNM		
38-44	Xarcabard	6	Gigas Lost Soul Weapon 43: Demon	Outpost, or zonelines to Beadeucine Glacier, Castle Zhavl Baileys, or Uleguerand Range.		

Level 40-50

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
38-44	Gustav Tunnel	6	Hell Bat Hawker Makara 40: Labyrinth Lizard 40: Goblin Poacher 41: Goblin Reaper 41: Goblin Robber	Care: Bune, Gobbiesavior Heronox	O	
40-43	Fei Yin	6	Underworld Bats Camazotz Talos	Staircase on Map 1 at G-9.		
40-44	Eastern Altepa Desert	6	Antica Goblin Lost Soul	Oasis, Outpost, H-10	O	
40-45	Crawler's Nest	6	Solider Crawler Labyrinth Lizard	North Map Camp in sapling tunnels		
41-44	Western Altepa Desert	6	Desert Beetle	Revelation Rock	O	
41-44	Lufaise Meadows	6	Sapling	Care: Thunder Elemental by Leshy is LVL 62-66		O

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
41-44	Sea Serpent Grotto	6	Big Claw Grotto Pugil Sahagin	By Silver Beastcoin door	O	
41-44	Toraimarai Canal	6	Hell Bat Big Claw Makara	Horutoto side/West Map		
39-45	Attoahwa Chasm	6	39: Orgefly 40: Hunter Antlion 41: Master Coeurl 41: Bane Lizard	East @ L-10. Take Pass at J-8 and hug the south side. Camp is just past the Hunter Antlions by K-10 alongside the south wall.		O
42-46	Crawler's Nest	6	Solider Crawler 44: Hornfly 45: Blazer Beetle	South map		
43-48	Labyrinth of Onzozo	6	Goblin Poacher Goblin Reaper Goblin Robber 45: Cockatrice 46: Scorpion 48: Goblin Hunter	Care: Air Elemental, Flying Mantra Permission: 1 PT	O	
45-49	Yhoator Jungle	6	Goblin	Ifrits Cauldron zone	O	
45-50	Fei'Yin	6	Droma Ghost 49: Golem 49: Specter	45-48: Map 2 @ I-7 49-50: Map 2 @ E-8		
45-50	Pso'Xja	6	Camazotz Labyrinth Lizard 50: Goblin	50 cap area Escape/Teleport required to get out		O
46-49	Eldime Necropolis	6	Lich Mummy Hell Hound	Beadeucine side Care: Tomb Wolf		
45-47	Western Altepa Desert	6	Goblin Skeleton	Scorch Vale Boxes Care: Greater Bird; HNM	O	
46-53	Crawler's Nest	6	Rumble Crawler 48: Exoray 51: Helm Beetle	south map Permission: 2 PT for Helm Beetles		
44-54	Quicksand Caves	6	Helm Beetle Sand Spider Antica 51: Sand Lizard	Care: Jamming Wave 44-48: Eastern Altepa K-7/J-10 48-54: Western Altepa J-9	O	
48-52	Eldime Necropolis	6	Lich Fallen Knight Ka	Hume Bones Care: Elementals Permission: 1 PT		
48-53	Garliage Citadel	6	Funnel Bats Chamber Beetle	Care: HNM in Basement		
49-52	Bostaunieux Oubliette	6	Werebat	Ronfaure side Permission 1 PT		
49-53	Toraimarai Canal	6	Lich	West Map		

Level 50-60

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
50-53	Sea Serpent Grotto	6	Rock Crab Hecteyes Sahagin	Behind Mythril Beastcoin door <i>Care: gilsellers</i>	O	
51-55	Kuftal Tunnel	6	Robber Crab 54: Sand Lizard	<i>Care: Air Elemental, Guierve, Haunt</i>	O	
53-59	Toraimarai Canal	6	Canal Pugil Scavenger Crab Dire Bat 56: Styligan Pugil 56: Skeleton 56: Beetle	East Map		
52-60	Boyahda Tree	6	Bark Spider <i>Death Cap</i> 55: Robber Crab 55: Knight Crawler 57: Old Goobbue 59: Skimmer	Skimmer: by Cloister of Storms zone <i>Care: Water Elementals</i>	O	
53-57	Ro'Maeve	6	Killing Weapon 56: Ominous Weapon	H-11 <i>Be careful of adds that happen due to pops.</i>	O	
54-58	Attoahwa Chasm	6	Lich Mummy Sand Lizard	Western Side		O
51-54	Uleguerand Range	6	Esbat Tiger	<i>Care: Ice Elementals, Snoll</i> 51-54: Zoneline Camp		O
53-58	King Ranperre's Tomb	6	Dire Bat 56: Beetle	<i>Permission: 1 PT</i> <i>Care: Sapling/Treant</i>		
56-62	Sea Serpent Grotto	6	Crab Bat Saghain	By Gold Beastcoin door <i>Care: Water Elementals</i>	O	
55-60	Kuftal Tunnel	6	Goblin Raptor Spider	Lake <i>Care: Gilsellers at nearby Phantom Worm spot</i>	O	
56-63	Quicksand Caves	6	Antica Spider	56-59: W. Altepa D12 60-62: W. Altepa G5	O	
57-61	Gustav Tunnel	6	Goblin Robber Crab Doom Mage	Southern part of Map 2	O	
57-61	Cape Terrigan	6	Robber Crab Terror Pugil Raptor	Near southern Valley of Sorrows zone inside the cave	O	
58-62	Valley of Sorrows	6	Raptor Peryton		O	
58-61	Castle Zvahl Baileys	6	Doom Demon Abyssal Demon Arch Demon Blood Demon Ahriman	Basement in corner rooms <i>Permission: 1 PT in each room. Keep track of ahriman's repop timer</i>		

<i>LVL</i>	<i>Zones</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
58-64	Cape Terrigan	6	Lizard Goblin Raptor 62: Cockatrice	Center of map, outpost	O	
58-64	Monastic Cavern Davoi	6	Orcish Farkiller Orcish Dragoon Orcish Dreadnought 63: Orcish Protector 63: Orcish Champion	Permission 2 PT		
58-63	Attoahwa Chasm	6	Orgefly 61: Tracker Antlion 63: Tomb Mage 63: Tomb Warrior	West (F-6)		O
58-60	Newton Movalpolis	6	Moblin Dire Bat	Tunnel camp with 2 dire bat spawns		
60	Pso'Xja	6	Goblin Dire Bat Snow Lizard	60 cap area		O
60-63	Al'Taieu	6	Ul'hpemde	Wide level range in zone		O
60-65	Uleguerand Range	6	Raptor 63: Giant Buffalo	Downramp at J-10		O

Level 60-70

<i>LVL</i>	<i>Zone</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
60-65	Bibiki Bay	6	Tragopan 63: Hobgoblin Venerer 63: Hobgoblin Fascinator 63: Hobgoblin Martalist	Northwest		O
60-62	Labyrinth of Onzozo	6	Torama Goblin Manticore	Permission: 2 PT	O	
63-66	Pso'Xja	6	Frost Lizard Diremite Purgatory Bat	Uncapped zone		O
60-62	Upper Delkfult's Tower	6	Dire Bat Gigas	Staircases between 11 th and 12 th floor		
64-68	RuAnn Gardens	6	Bird		O	
64-69	Boyahda Tree	6	Skimmer Processionaire Steelsheel Korrigan 65: Elemental 67: Darter	Care: Thunder/Water Elementals	O	
66-70	Den of Rancor	6	Demonic Pugil Doom Toad 68: Tormentor 69: Puck	Tormentor: from Yhoator Jungle zone Pugil: at Cloister of Tides	O	
65-72	Bibiki Bay	6	65: Catoblepas Hobgoblin Alastor	Catoblepas: 65-67 Northern part		O

<i>LVL</i>	<i>Zone</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
			Hobgoblin Physician 68: Catoblepas 70: Hobgoblin Blagger 70: Hobgoblin Angeler	68-71 Southern part There is a level difference of Catoblepas in this zone.		
67-69	Ve'Igannon Palace	6	Weapons		O	
68-70	Gustav Tunnel	6	Demonic Pugil Doom Guard Doom Warlock	Care: Taxim Camp: G-7/H-7	O	
68-72	Newton Movalpolis	6	Purgatory Bat Goblin Junkman Goblin Hangman Goblin Headman Goblin Marksman Moblin Aidman Moblin Enigneman Moblin Roadman Moblin Groundman	Care: mobs may be bunched together		O
67-70	Uleguerand Range	6	Doom Mage Demons Tyrannotaur Fachan Nightmare Bat Raptor	Care: mobs may be bunched together. Watch out for mobs that aggro magic in the area.		O

Level 70+

<i>LVL</i>	<i>Zone</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
70-73	Dragon's Aery	6	Darter Bark Tarantula	Care: HNM	O	
70-73	Cape Terrigan	6	Manticore Cockatrice	At Cloister of Gales or northernmost Valley of Sorrows zone.	O	
70-74	Kuftal Tunnel	6	Tiger Greater Cockatrice 73: Ladon	Permission: 2 PT	O	
70-75	Ru'Avitau	6	Decorative Weapon Aura Pot 73: Aura Weapon 74: Aura Statue	Wide level difference of the mobs in the area	O	
70-73	Ro'Maeve	6	Weapon Darksteel Golem	Behind Moon Gate Beware of pops during the pull, as adds will likely happen.	O	
71-75	Lufaise Meadows	6	Greater Bird Ram	Permission: 2 PT		O
71-75	King Ranperre's Tomb	6	Hati Lemures Skeleton	By Strange Apparatus, Hidden Rooms Care: Vrtra		
71-75	Al'Taieu	6	Om'Aern Om'Zomit 75: Om'Phauabo	Manaburn PT recommended		O

<i>LVL</i>	<i>Zone</i>	<i>PT Size</i>	<i>Target Mobs</i>	<i>Notes</i>	<i>Zilart</i>	<i>COP</i>
72-75	Uleguerand Range	6	Kindred Demons Molech Smolenkos King Buffalo	Care: Ice Elementals, HNM @ H-6		O

Recommended Party Setups for certain mobs

Certain mobs have behaviors or moves that make most conventional setups impossible (i.e. elementals and slimes resist physical attacks). Other mobs have moves that are “potential one shotters” that either require a ninja tank or to be avoided at all means possible. (For example it is not a good idea to level off Tonberries due to two of their moves that can one-shot anyone.) There are also mobs that have a lot of AOE out there that require parties to spread out.

Pugil: Ninja tank. Paladin tank will work, but Pugil's Screwdriver move can one-shot anyone.

Triple Bats: Melee need to /nin if possible. Jet Stream may one shot anyone.

Worms: Manaburn/arrowburn setup. Do not melee worms, take them out from a distance because they have nasty TP moves. Remember, a silenced worm is a helpless worm.

Spider: Ninja tank. Everyone should /nin if possible due to Sickle Sash.

Fly: Arrowburn setup with a WHM and Paladin tank. Flies are weak to ranged attack. Beware of Cursed Sphere, especially when it is spammed.

Mandragora: Paladin tank. Mandragora are monk type mobs that rip right through shadows. Beware of Dream Flower, it has huge AOE and it hits everyone that is in that range.

Elementals, Aerns: Manaburn. The elementals resist physical attacks but are very weak to magic, especially to certain types.

Skeletons: Melee should be monks. Summoner with Earthen Ward is recommended to cut down on Blood Drains. These mobs may be manaburned as well.

Greater Bird: Manaburn/Arrowburn with a Paladin tank.

Party Courtsey Guide

When you are looking for a party, or formed a party, there is conduct to be followed. Items in bold print are extremely important.

- **Party leaders should never give out “blind” invites.** Please ask the person you want to invite before you send the party invite. Remember that “No” means “No”.
- When seeking, use the search comment to put in your TNL, and as much information as possible as it pertains for that level range. If your TNL is less than 500 it is assumed that you had delevelled although this is not always the case. Your search comment is your resume.
- Please read the search comment carefully when looking for members. X means no, and O means yes. If someone is already in a party when searching, do not ask that person.
- Please try to keep parties within 1 or 2 levels within your level. Wide level gaps in parties may lead to a cut in XP rate.
- Please search areas using /sea all zonename before deciding on where to go. Certain zones allow for one or two parties only.
- When looking for a camp, find a camp where no other parties are present. Certain zones have places that may allow more than one party but this is rare. **If a camp is claimed, find another campsite, or go to another zone.** If you must camp near another party, make sure to place the mob where its AOE attacks cannot hit other parties. Certain AOE from mobs will hit anyone that is in range, whether or not they are in your party. (Examples: Dream Flower, Blood Saber, Sheep Song, etc.)
- **If links and/or aggro happens (either from pops or from mobs “out of place”) it is your party responsibility to decide what to do with them.**
- It is not always in the best interest to zone mobs. You are much better off keeping certain mobs where they come from and either dying to them or using a warp device, to reduce the risk of “trains” that may be caused. Some mobs are just too strong to zone.

- If you must dismiss a party member, please give a reason for the dismiss, preferably in private chat. If you have a Black Mage with Warp 2 in the party, please warp that member before dismissing.
- **If a you must go AFK, please say so in the party chat.** A puller is less likely to pull if someone has announced they are AFK.
- When the puller is out looking for mob, the rest of the party should be keeping an eye out for pops around the camp. If a pop happens and the puller is notified before a pull is made, it is likely that the puller will simply return to camp looking for that pop. If the puller gets caught by an pop or another aggro after the pull, the puller should warn the party in advance.
- **Please carry meds, warp devices, and stealth devices at all time.** There are zones where just about everything aggro to magic and other zones may have elementals that pop along the main path. It is your own responsibility to carry these devices.
- White Mages: you are not obligated to R2 or R3 people in other parties. Either turn anon on or tell them No. If you are level 60+ you should always make an investment in a reraise 2 device for those parties that do not have a white mage, as eating a R1 is very costly.
- If you get in a party after level 25 that has no ability to revive, please carry reraise devices if possible. Remember that mages in other parties have no obligation to revive anyone that is not in their party.
- **Under no circumstances you shall interrupt another party's XP session for a Raise request.** Their mages have no obligation to revive anyone that is not in their party.
- Black Mages: if you must Warp II someone outside the party, wait until downtime happens to do so.

Zone Notes

- East side Attohwa Chasm: cross the bridge at H-9 shortly after zoning. If you need to go to the west side, do not cross this bridge.
- Fei Yin, Ro'Maeve, Ifrits Cauldron, Upper Delkfult Tower, any zone in Tu'Lia Region: Silent Oils and Prism Powders are mandatory. These areas are loaded with mobs that aggro to magic.
- Kuftal Tunnel on main path to Cape Terrigan: beware of Air Elementals that spawn. They spawn by the worms.
- Attohwa Chasm: Under no circumstances camp on cracks. If you're on the western side, bring antidotes as there is a poisonous flower that gives poison effect that does 20 hp/tick.
- Kuftal Tunnel/Sea Serpent Grotto: beware of areas where gilsellers are known to camp.

Credits and Sources

Sources

- FFXI Somepage.com
- FFXI Mysterytour
- Killing Ifrit
- ffxi.allakhazam.com
- Fellow FFXI Players

Credits

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Update History

- Version 1.0 Created September 15, 2005
- V 1.01, September 20, 2005: Fixed spelling errors, added locations to certain areas, relocated update history portion. Added Zi'Tah on the Coeurls, and Ro'Maeve details. Combined Miseraux Coast into a single entry. Added Behemoth's Dominion, Fei'Yin, and Xarcabard.
- V 1.02, September 23, 2005: Added Quicksand Caves, updated Antlion camp for Attoahwa Chasm.
- V 1.03, September 29, 2005: Corrected camps in Ranguemont Pass and Beadeucine Glacier, added light gray background to the capped zones. Thanks to [AmbroseOdin](#) on ffxi.allakhazam.com, corrections to Uleguerand Range and Bibiki Bay were made, and additions on camps for Newton Movalpolis and Upper Delkfuld's Tower were added.
- V 1.04, October 13, 2005: Updating camp locations in several zones, and adjusting the level where certain mobs should be faced. Sky zones have a light orange background, sea zones have a magenta background.
- V 1.05, October 19, 2005: Added zone notes, updated camps in Attoahwa Chasm.
- V 1.06, October 21, 2005: Edited Fei'Yin, Removed Moblin Rodman camp in Oldton Movalpolis, minor spelling and camp edits for various zones. Updated Table of Contents.
- V 1.07, November 10, 2005: Minor updates on several caps and mobs.