Common Hunting Areas

Larger Areas for Leveling

(Not a complete hunting list.)

*****Difficulty rank based on starting there to level*****

Rymek City - (Beginner = Normal)

- **Rymek Sewers:**
  - 1st room is only Giant Rats and Large Spiders (Mobs Lvl 1-2)
  - Deeper rooms also encounter Sewer Dwellers and Speckled Turtles (Mobs Lvl 1-4)
  - Through a CREVICE are Morloch, Tunnel Snake, and Grimloch (Mobs Lvl 4-8)
  - Beyond a DOOR are Alchemists & their Backfired Experiments (Mobs Lvl 5-8)
  - Past a CRACK in the wall are Slimes, Oozes, and Jellys (Mobs Lvl 6-9)
  - Inside a HOLE in the wall is the Wererat Scout, Soldier, and Assassins (Mobs Lvl 7-9)
    - Deeper inside the TUNNEL are Wererat Archer, Mage, Master Assassins (Mobs Lvl 9-12)
- **Rymek Graveyard:**
  - Mansion
    - Entryway encounters Vampire Bats and Ghosts (Mobs Lvl 1-2)
    - Upstairs Archway encounters Skeletons and Ghouls (Mobs Lvl 4-5)
    - Upstairs Doors are Vampire, Warg, and Ghasts (Mobs Lvl 7-9)
    - Downstairs Cellar is Gargoyle, Fire Deamon, and Imps (Mobs Lvl 7-8)
  - Mausoleum
    - Entrance encounters Dark Kiss, Zombie, and Nightcrawlers (Lvl 3-6)
    - Deeper hole encounters Nightwing, Crawling Claw, and Crypt Keepers (Mobs Lvl 7-10)
  - Marble Vault
    - Entrance guarded by Disturbed Spirit, Looter, and Skeletal Guardians (Mobs Lvl 6-8)
    - Downstairs encounters the Nightwraith and Tel'ri'vak (Mobs Lvl 11-12)
  - Open Grave encounters Dust Ghoul, Carrion Crawler, and Skeletal Berserkers (Mobs Lvl 10-12)
- **Rymek Park:**
  - Murals - (Now with Brigands!)
    - Inside the town are Brigand Shamen, Soldier, Scout, and Strikers (Mobs Lvl 3-7)

    - Outskirts of town encounter Brigand Scout, Striker, Assassin, and Mages (Mobs Lvl 5-9)
    - The Hills encounter Hill and Stone Giants with Brigand Battlewizard and Alchemists (Mobs Lvl 7-10)
  - Ant Hole
    - 1st room is only Flying Ants and Drones (Mobs Lvl 2-4)
    - 2nd room are Flying Ants, Drones, and Soldier Ants (Mobs Lvl 2-6)
    - 3rd room spawns Larva, Drones, Soldier and Army Ants (Mobs Lvl 2-8)
    - 4th room encounters Larva, Drones, Soldier and Army Ants (Mobs Lvl 2-8)
    - End room is Larva, Drones, Soldier, Army, and Queen Ants (Mobs Lvl 2-10)
  - Giant Tree Canopy
    - Tiny Village encounters Quickling Drunk, Fighter, and Ranger (Mobs Lvl 5-8)
    - Tiny Tavern encounters Quickling Drunk, Fighter, and Ranger (Mobs Lvl 5-8)
    - Upper Village are Quickling Fighter, Ranger, and Mage (Mobs Lvl 7-9)
    - Tree Summit is Quickling Fighter, Mage, and Elder (Mobs Lvl 7-10)
    - Tiny Graveyard encounters Quickling Mage, Elder, and Undead (Mobs Lvl 9-15)

Island by Rymek [SAIL from right dock] - (Experienced = Medium)

- **Jungle Surface**
  - Find hidden TRACKS and inside the CAVE are Vampire Bat, Wombat, and Hermit (Mobs Lvl 1-5)
  - The PATH to a camp encounters Cabin Boy, One-Eyed Pirate, and Bosun's Mate (Mobs Lvl 2-7)
  - A large SINKHOLE encounters Piercer, Stalagmite, and Boldare (Mobs Lvl 3-8)
    - Deeper has Large Piercer, Stalagmite, Bouldare, and Sand Worm (Mobs Lvl 5-10)
- **Below Ground**
  - Inside the DEN are Wolverine Cub, Female, and Males
    - (Mobs Lvl 4-10) different combinations spawn in each room.
  - Past a HOLE is Tunnel & Rattle Snakes, Porcupine, Python, Cobra, Boa Constrictor, and Skari Hunter
    - (Mobs Lvl 6-10) different combinations spawn in each room.
  - The CAVE encounters Troglodyte Shamen, Warrior, Guard, Chief, and Undead
    - (Mobs Lvl 7-12) different combinations spawn in each room.
- **Coral Reef**
  - A shallow REEF entrance has Tiny Sea Horse and Sand Crabs (Mobs Lvl 3)
    - South of the reef entrance adds Giant Oyster and Gray Clams (Mobs Lvl 3-7)
    - South & west of the reef entrance is Sea & Coral Snakes, and Gars (Mobs Lvl 4-7)
    - Further south of the reef entrance are Starfish, Large Crab, and Sea Serpent (Mobs Lvl 5-13)

    - The reef CAVERN has Puffer Fish, Yellow Urchin, Sea Cucumber, and Giant Marine Spider (Mobs Lvl 9-14)
    - Another reef TUNNEL entrance from shore has Sand Crab, Giant Oyster, and Piranha (Mobs Lvl 3-8)
        - Deeper through the reef tunnel is Piranha, Lobster, and Sea Eel (Mobs Lvl 8-12)
- **Sea Shelf**
    - Past the reef south is a sea floor encountering Water Spider, Silver & Sun Fish (Mobs Lvl 8-12)
        - Eastward on this sea shelf is a CAVE with Shiny Fish, Giant Starfish, and Tiger Clam (Mobs Lvl 8-14)
    - The edge of the sea shelf east & south has Milk & Hammerhead Sharks, and Sharks (Mobs Lvl 8-12)
    - Past a reef HOLE west, the sea bed has Mako & Great White Sharks, and Octopus (Mobs Lvl 9-15)
        - South & West on this sea shelf are Mutated Sea Snake & Squid, and Giant Coral Snake (Mobs Lvl 17-20)
        - Further south on this shelf encounters Giant Crayfish, Dolphin, and Giant Crab (Mobs Lvl 10-14)
- **Sunken Ship**
    - Cabinghoul, Bosun Zombie, Undead Bosun's Mate, Phantom Pirate, Ghostly Captain, Skeletal & Phantom Pirate
        - (Mobs Lvl 7-12) different groups encounter per room on the deck and in the hull
    - Climb the ships MAST halfway for Milk Shark and Novind's Star (Mobs Lvl 8-10)
        - Atop the mast is a crows nest that encounters Sirens (Mobs Lvl 13)
- **Deep Sea**
    - Near the southern shelf exit are Kelpie, Blood Oyster, Deep Spawn, Wereshark (Mobs Lvl 14-17)
    - Near the western shelf exit are Kelpie, Blood Oyster, Deep Spawn, Wereshark (Mobs Lvl 14-17)
    - Furthest north & west in the current spawns Sea Dragon, and Giant Octopus (Mobs Lvl 17-21)
    - Furthest south & east in the current spawns Colossal Shark, and Leviathan (Mobs Lvl 19-23)
    - The middle south & west corner room encounters Kraken, and Dragon Turtle (Mobs Lvl 21-25)

Mandrake Farm - (Advanced = Hard)

- **Untended Crop Field - (south & west)**
    - Eastern column of rooms encounters Crow, Squirrel, and Locust (Mobs Lvl 1-5)
    - Center column of rooms has Rattle Snake, Field Lurker, and Rabid Rabbit (Mobs Lvl 7-10)

    - Western column of rooms has Scarecrow, Locust Swarm, Large Wolf Spider, and Jackals (Mobs Lvl 12-15)
- **The Cellar - (TRAPDOOR inside the Corn Maze off Dirt Road)**
    - The favorite classic spot encounters Eerie Feeling, Creepy Shadow, and Black Widow Spiders (Mobs Lvl 8-12)
- **Tended Crop Fields - (north & east)**
    - Western column of rooms encounters Farm Helper, Enchanted Farmer, and Black Rose Bush (Mobs Lvl 4-9)
    - Center column of rooms has Enchanted Farmer, Black Rose Bush, and Crazed Cornstalk, (Mobs Lvl 7-13)
    - Eastern column of rooms encounters Crazed Cornstalk, Rotting Farmer, and Warped Oak (Mobs Lvl 13-15)
- **Overgrown Garden - (past ARCHWAY on Dirt Road)**
    - Garden entrance encounters Old Gardner, Flower Pot, Crimson Flower, and Black Rose Bush (Mobs Lvl 4-9)
    - East room encounters Black Rose Bush, Venus Flytrap, Gloomer Vine, and Wicked Gardner (Mobs Lvl 9-14)
- **Barn, Corral, and Farmhouse - (connected south & east)**
    - Inside the BARN encounters Decapitated Chicken, Ghastly Rabbit, and Undead Animal Handler (Mobs Lvl 7-13)
    - The attached CORRAL encounters Undead Animal Handler, Shadow Dog, and Phantom Horse (Mobs Lvl 13-17)
    - A farmhouse DOOR has Phantom Cat, Shadow Dog, Greater Vampire, and Withered Farmer (Mobs Lvl 13-19)

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