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Started 23 Feb 2019 by the_sylvan in PvE Sat 23 Feb 2019 12:05 AM by the_sylvan #31125 Hi guys, Seader here. I've compiled a list of critters to kill and items to gather from 1-50 on all three realms. For the sake of formatting, they're saved as reddit posts. You can find them at the links below:Albion Leveling GuideHibernia Leveling GuideMidgard Leveling GuideThe easiest way to get in touch is by messaging me on reddit at /u/hendersonstoneswall.Good luck! Sat 23 Feb 2019 1:10 AM by GXDBoHazard #37148 Thought I'd add this for Albion - as some of the levels for mobs in Reddit seem off. Helpful spots to level quickly with bonuses I did as a duo with my friend twice now - Ice Wiz/Paladin, and Cabby/Minstrel. (It is assumed collection tasks are done on the side, supplementing and making level 1 - 50 fast)Paladin had /played 2 days, wizard /played 1 day several hours, times can vary depending on speed you can obtain/build groups.Our leveling path:level 1-5 massacre noobie garden.level 6-8 (Bugs) Dragonfly's near Gothwithe Harbor near Headless Undeadlevel 8-11 (Elementals) Boulderlings next to Prydwen Bridge (Camelot Hills)level 10-13 (Bugs + Frontier exp) Bloated Spiders just outside Castle Sauvage level 14 - 18 (Plants) two large camps of Fellwood trees in CF, North of UIF. Keep you'll see them along road going to Camp. Forest / Salisbury Plains zoneline.level 18 - 20ish (Elementals) Quicksand and Leper frogs (animals) in Avalon Marsh along lake side NE of Caer Witrin. level 20 - 23 (Demons) Applesnatchers SE corner of Avalon Islelevel 23 - 27 (Plants) Elder Beech trees in Cornwall atop of the hills between Yarley's Farm and Cornwall station.level 27 - 30 (Reptiles) go into the BG (NO ONE IS EVER THERE!!) huge camp of tightly packed reptiles just outside albion pk, easy to farm.level 30 - 34 (Plants) Hamadryads between Lyonesse and Cornwall zoneline.level 32-40ish (Dragon) If cabby reaches 32 and good grp - can focus pbaoc Cornwall Drakes.level 40-43ish (Elementals) Water Elementals west of Caer Diogel.level 42-48 - Plains of Gwynnd due to good spread of creatures turning yellow about lvl 47-48, easy to knock out lvl 1 and 2 tasks ALL along the river on: Animals (sea dogs), Undead next to sea dogs, Humanoids goblins or barbarians, Elementals (Greater Water Elementals) (in river and along beach cliffs), Plants (algae north of Clifton along river near dragons), Reptiles Flying River Serpents, (if u dont mind faction hit with Clifton)level 45-50 - Plains of Gwynnd - Get into dragon groups.Credit goes to: Zoren (Fun N Games) 50 Ice Wizard Sat 23 Feb 2019 2:34 AM by Iohk #37172 Drakoran Marauder in AI is actually Reptile. Just FYI Wed 27 Feb 2019 2:08 AM by tegs #39001 Can we get this pinned? It's crazy useful. Official DOL dev, mostly because of the volume of stuff I kept adding Wed 27 Feb 2019 4:39 PM by Afulan #39248 Return to PvE or the latest topics 108 posts It's killable with 2 characters since 2019, at the very least. Leveling Guide Welcome to DAO's guide to leveling. This guide will walk you through creating your character, reaching level 50, and additional level requirements such as Master Level and Champion Levels. Creating Your Character DAOc has a vast amount of characters in each realm, stats, and class types page for help with deciding what realm and class to play. Once decided, log your character in. Tutorial Zone - Level 1 to 10 When you first log in to Dark Age of Camelot, you'll enter the tutorial zone. This zone helps you get to know your character, the interface, and other commands. The videos below run through the tutorial zone on each realm including quests available, locations, training your character, and NPCs. Select your realm: Midgard Albion Hibernia Level 10 and Onwards Once you exit the tutorial zone, you have a choice on different ways to level. If you prefer questing and exploring the world, you can level through the mainland quests and monsters. If you like to add a little RvR and risk to your leveling, the Battlegrounds offer high experience, bounty points (which allow you to buy gear and items), coin, and realm points (which allow you to purchase additional class abilities both passive and active). Leveling through each Battleground is fast and easy, as all Battlegrounds follow the same quest format, although the level 1-4 Battleground does not have quests due to the speed of leveling from 1 to 4. Battlegrounds are split per levels as follows: The Proving Grounds (Level 1-4) The Lion's Den (Level 5-9) The Hill's of Claret (Level 10-14) Killaloe (Level 15-19) Thidranki (Level 20-24) Braemar (Level 25-29) Wilton (Level 30-34) Molvik (Level 35-39) Leirvik (Level 40-44 - Master Level 3 restriction) Cathal Valley (Level 45-49 - Master Level 5 restriction) You can enter the appropriate Battleground (BG) for your level through any porter across the realm. Once zoned in, you'll find yourself in the Portal Keep (PK) where other players gather and the BG NPCs (Non Player Character) are located. NPCs available depend on the BG and map type, i.e. a map with water areas includes a water breath giving NPC which allows you to swim faster and breathe underwater. Battlegrounds also have one central keep (CK) that players can attack and claim ownership for their realm. Players can gain experience by speaking with the Captain NPC and obtaining the three quests offered. Once completed and turned in, these quests offer coin, large experience, and bounty points. Bounty points are an additional currency type that allow you to buy gear and, at higher levels, experience for leveling and champion levels. Killing other players within the Battlegrounds reward you with coin, experience, bounty points, and realm points. Realm points allow you to train in passive and active abilities for your character useable in RvR. Players can speak with the Commander in the PK's to obtain a RvR quest to kill a required amount of enemies from each realm for additional rewards. Types of NPCs located in the BGs include: Hastener - Allows you to move faster. Healer - Cures resurrection sickness (may include a charge at higher levels). Realm Enhancement - Provides players with all realm buffs for their level, but not fully capped stats. Breath of the Realm - Gives water breath buff Captain - Mob quest giver NPC. Commander - RvR quest giver NPC. Siegemaster - Sells siege such as rams and trebuchets for attacking the central keep. Realm Point Remover - Removes any realm points the player has so they can stay in the battleground. Porter - Realm porter to port to different locations in the world. Bounty Merchant - Sells armor, weapons, and items in exchange for bounty points earned. Our walkthrough for each Battlegrounds can be found via this link. Our walkthrough for mainland questing can be found here for Albion, here for Hibernia, and here for Midgard. Class: Animist Race: Celts are a decent choice for animist because of their balanced stats. Other options may have much lower DEX which means slower casts. PvE: Animist PvE is some of the best in the game. Players typically spec creeping and place large shroom farms that will chain kill mobs. The shroom farm costs a decent amount of mana to cast which is why grouping with mana regen is always a good idea. RvR: Many Animist PvP abilities are not working correctly and as such PvPing with this class is not highly recommended. Some arboreal would be nice for the tangler turret. RAs: Useful RAs would be mana focused ones - MCL, Seren, RP or EB can also be good. Class: Bard Race: Celt is a good choice for Bard as they have higher DEX than a Firbolg which means quicker casting. PvE: It is recommended to spec Nurture even with your level and to put the rest of your points into regrowth. Nurture spec will give you access to regen buffs which will primarily be the reason a group invites you. At later levels points can be placed into Music for mez. RvR: In PvP as a Bard you will typically be responsible for driving, mezzing, demezing, and some healing. Battlebard specs do exist but are fairly rare - don't expect to do a massive amount of damage as a Bard... Some common Bard specs are: 47 Music, 43 Nurture, 16 Regrowth OR 43 Nurture, 37 Music, 33 Regrowth RAs: Purge, MoC, SoS, MCL, Aug Dex are all good. Class: Blademaster Race: Firbolg, Shar, and Celt are the best races for a Blademaster. If picking a dmg type based purely on STR a Firbolg will give the highest dmg. A Shar will have a bit more survivability and a bit less dmg. A Celt is pretty balanced. PvE: For solo leveling weapon should be same spec as your level for the best damage. Left over points can be placed in Celtic Dual for increased chance of hitting with offhand. RvR: There is a lot of variation with end game specs for Blademasters. It is possible to spec a single weapon, cd, and shield or to spec multiple weapon types and cd to switch on the fly based on your enemy target. RAs: LW, Charge, Det, MoP, are all good RAs. Class: Champion Race: Firbolg is a good choice for Champion because of their naturally high STR. Celt is a decent option if you do not like the look of Firbolgs and want an even stat distribution. PvE: It is recommended to spec max Valor and the rest in Large Weapon. Any left over points can be placed into shield. RvR: In PvP as a Champ you will be responsible for assisting support damage, dealing with interrupts, and debuffing enemies. A decent final spec would be 50 Valor, 42 Shield, 39 Large Weapon. Heroes/BMs are preferred on Uthgard over Champs, but a well played Champ is better in groups than a poorly play Hero or BM. RAs: Purge, Det, Aug Str, MoP, MoB are decent RAs to look at. Class: Druid Race: Celt or Sylvan is are good racial choices for a Druid. Firbolgs have a large focus on STR which isn't a key stat for Druids. Celts are pretty balanced while Sylvan's have a little bit less DEX but better racial resistances. PvE: There are some choices here. Keeping Nature close to level and the rest in Nurture allows you to have the ability to solo level if needed, but also have buffs to provide for getting into groups. Alternatively if you know you will not be soloing much you could pretty much just keep Nurture at level and put the rest into Regrowth for healing. RvR: There are a few popular spec choices. 42 Nurture, 33 Regrowth, 7 Nature gives yellow spec buffs and red acuity along with decent healing and 2nd pet. 40 Nurture, 35 Regrowth, 9 Nature allows for a bit better group heal instead of red acuity. A druid will be responsible for healing along with some rooting and interrupting with pet. RAs: Purge, MoC, MCL, Aug Dex are some good RAs to have. Class: Eldritch Race: Lurikeens are a good choice for Eldritch because of their higher DEX, this will allow for quicker cast spells. Elf has a little bit less DEX but higher INT casting stat. PvE: The two viable specs are Light and Mana. Bolts are buggy on Uthgard and should not be specced. Mana is the spec line for doing PBAE dmg to many mobs at the same time - this is sought after in group leveling. Light will allow for killing single mobs at a time. RvR: A final light spec would look like 46 Light, 28 Mana. This allows for best nearsight, good dex/qui debuff, decent DD, ae disease, and yellow mez. A final mana spec would be 50 Mana, 20 Light. This would provide the best pbae, snare, str/con debuff, nearsight but DD damage would have high variance. RAs: Purge, MCL, Seren, Aug Dex, Aug Acuity, MoM, WP are all good RAs for casters. Class: Enchanter Race: Lurikeens have the highest DEX making them a good choice for a caster. PvE: Keeping Mana specced at level is a great way to level an Enchanter. Mana spec allows the enchanter to put a focus dmg shield on their pet and to let their pet kill mobs. This allows the enchanter to level up fairly easily without spending much money on anything. It is extremely efficient when grouped with a Mana Mentalist that can do some healing and provide mana regen. RvR: 49 Mana, 22 Light is a good RvR spec. This will provide the best debuffs, 2nd to best PBAE spell, but single line nukes will have a fairly large damage variance. RAs: Purge, MCL, Seren, Aug Dex, Aug Acuity, MoM, WP are all good RAs for casters. Class: Hero Race: Firbolgs are a good choice for Hero race because of their high STR. A Firbolg Hero will allow for the highest dmg possible. PvE: Leveling a hero you will want to level with Large Weapon or Celtic Spear being the same as your character level. Left over points can be placed into Shield or Parry. RvR: Heroes typically spec to 50 in Large Weapon or Celtic Spear, 42 to 50 in Shield, and the rest into a Weapon type and Parry. They use the shield for defensive guarding, and swap to a 2 hander (LW or CS) to do damage. 42 Shield or higher is key for using Slam stun. RAs: LW, Purge, Det, MoP, MoB, can all be good depending on spec and playstyle. Class: Mentalist Race: Lurikeens have the highest DEX making them a good choice for a caster. PvE: Mentalist that level in full Mana spec have a mana regen spell available that makes them wanted in groups. They also have access to an AE dot which can allow them to AE farm camps of mobs. The Mentalist can AE Dot, run away a little bit, turn around an AE Dot again, and wipe out a large group of mobs with little effort. Mana regen helps keep downtime lower. RvR: 46 Light, 28 Mentalism, 4 Mana is the typical PvP spec. High light spec allows for good nuking potential, pet charming potential, and the mentalism spec allows for demezz which is good in groups. Mana is not typically specced for end game PvP because the DOTs do not do that great of damage and can also break CC if using AE. RAs: Purge, MCL, Seren, Aug Dex, Aug Acuity, MoM, WP are all good RAs for casters. Class: Nightshade Race: Lurikeens and Elves both make decent choices of Nightshades. PvE: One of the best ways to level a Nightshade is to keep Weapons at your level, Poison at your level, and left over points go into Celtic Dual. The DOT poison itself provides a fairly substantial DPS boost. You can stop training Poison when it gets to your end game goal levels. Stealth will Autotrain if it is not touched - so you will get Stealth points for free while leveling this way. RvR: A good endgame spec for a Nightshade is 44 Critical Strike, 36 Weapon, 35 Stealth, 35 Poison, and 25 Celtic Dual. This allows for strong stealth openers and standard assassin play. RAs: LW, MoS, Viper, MoP, Purge, are all decent RAs for an assassin. Class: Ranger Race: Celt or Shar would be a decent choice for Blade weapon type. Lurikeen decent for pierce or bow. PvE: Rangers are pretty powerful PvE classes on Uthgard because of their self buffs. Pathfinding should be 1-3 below level with the rest into Weapon. Any left over points can be put into Celtic Dual/Stealth. Bow can Autotrain. RvR: In PvP Rangers are powerful with their self buffs. On Uthgard buffbots are not allow so often many players are left to go without buffs. A final melee range spec would look like 42 Celtic Dual, 40 Pathfinding, 35 Pierce, 35 Stealth, 12 Bow. A more hybrid bow spec would be 40 Pathfinding, 39 Pierce, 35 Bow, 35 Stealth, 18 Celtic Dual. RAs: MoS, PD, MoP, Purge, IP are all good RAs for a Ranger. Class: Valewalker Race: A Firbolg will allow for the highest STR to get the best dmg out of Scythe weapon. A Celt would be a good choice for more balance between melee and casting stats as a Firbolg has low DEX. PvE: Scythe should be kept at level or 1 under level, the remainder of points should be placed into Aboreal for buffs. Any leftover points can be placed into Parry. This allows for decent weapon dmg while also providing buffs and nukes. RvR: A good end game PvP spec for a Valewalker would be 50 Scythe, 38 Arboreal, and 20 Parry. Valewalkers have strong nukes and strong melee but are not actively sought for group play because they lack "pure tank" abilities. A well played Valewalker is still a force to be reckoned with. RAs: LW, Purge, Det, Aug Str, MoP, are decent RAs for a Valewalker. Class: Warden Race: There is a lot of variation in best racial choice for a Warden. Best race will really fall back on what you plan to do with the Warden - for Solo play Firbolg is nice because of its STR boost. If playing more of a group or support DPS role then a Celt would be a good choice. PvE: Solo spec should be weapon skill at or 1 below level with the rest of points in Nurture. Alternatively you could also spec primarily with Nurture and hope for groups. RvR: A good Warden support spec would be 49 Nurture, 33 Regrowth, 25 Blades, 14 Parry. For a solo Warden weapon spec would be higher and regrowth and nurture would be lower. As a support Warden in groups you would assist by providing buffs, resistance buffs, pulsing blade turn, and interrupting/support dps. RAs: Warden RAs will depend heavily upon playstyle. If focusing on support/healing then RAs that highlight casting should be taken. If focusing on solo dmg then survival and damage boosting RAs should be taken.

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