









Access to quests/hunting spots




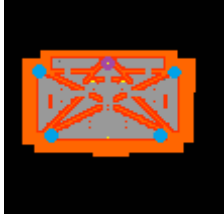



There are some special hunting spots and quests which require something special in order to access them. This list explains what to do in order to be able to enter the particular teleport.

Hunting spawns

Spawn	Level required	What is needed	Where	
Demon Sprout	600		• Bog Raider	• TP room
Golem	600		• Servant Golem	
Yeti	600	10x  20x 	• Frost Dragons • Ice Miners • Eskimos	• TP room
Wyrms	600		• Fire Devils	• TP room

Quests

Quest	Level required	What is needed	Where	
Cyntara Zone	600		• Cyntarist Raid	• Carlin, Venore, Thais
Pits of Inferno	600	Fury Gate Quest 	• Quest room	• Quest room

Dark Knight of Vanda	600	45x  1x 	<ul style="list-style-type: none"> • Various Raids • Vlad the Impaler 	<ul style="list-style-type: none"> • Rumble Pit • Venore
Wrath of the Emperor	750	<ul style="list-style-type: none"> • Walk there 	<ul style="list-style-type: none"> • Draken spawn 	
Ferumbras Tower	800	<ul style="list-style-type: none"> • 4 Mind Stone • Put in 4 corners • Enter teleport in the middle (purple) 	<ul style="list-style-type: none"> • Warlock spawn 	
Depth Lords	800		<ul style="list-style-type: none"> • Deepling task boss 	
Annihilator	900		<ul style="list-style-type: none"> • Demons • Pyro Imp task boss 	<ul style="list-style-type: none"> • TP room

Revision #9

Created 4 April 2020 21:23:55 by Danko

Updated 16 January 2023 03:49:00 by Earl