

## Thunderclaude's "Take Fights As You Go" List

List is recommended under the assumption that leveling a 3/4 man party with average (2.0 - 3.0x) exp in the randomizer. Going down to 1-2 characters can make leveling break points higher obviously.

Leveling break point = when time investment is not worth the gain of levels for the difficulty of the game at that point.

**Bolded enemies** are what I consider the best encounter in the zone to take if you see it. This is based on how much hp/evade/attack power of enemy/exp rewarded - not highest exp rewarded necessarily.

Warmech isn't listed because sometimes he isn't a normal enemy and can very easily be too dangerous to kill. He does award the most single enemy exp in the game however.

### Overworld

### Leveling Break Point

#### Coneria/ToF

**Madponies**/Creeps

4-5

#### Matoya/Pravoka

Ogre+Creeps/**Ogres**/3-6 WrWolf

6-7

#### Dwarf Cave/NW Castle/Elfland

**GrOgre+Ogres**/3+ Arachnids

6-8

#### Melmond/Titan's Tunnel Area

**Large packs or anything really**

7-9

#### Crescent Lake

Large pack Bulls+Scorpions

10-11

**Pedes**

14-16 (16 if very important warp/exit learnable at level 6 magic for black/white mages)

#### Ordeals/Cardia Isles

Saurias/**Sand Ws**/GrPedes

16-19

#### Onrac/Caravan

Cerebus/**WzOgres+2 Cerebus**)/GrPedes

16-19

## Gaia

**Manticor (3 pack)**

18

## Lefein

FrWolf (5+)/Tyro (low hp)/**ZomBulls**

18-20

## Outside Mirage Tower

Tyro+Wyvern/Sand W

22-24

**T-Rex (if low hp)**

As high as you want, best  
overworld grind.

## Canoe

### Waterways in inner sea

Hydra+Ochos/**Caribes (5+)**/Caribes+Gators

10-12

### Waterfall area/Lake near Lefein

FrGator+R.Caribes/**Naocho**

16-18

## Ship

### Pretty much everywhere

**Anything with a Shark/6+ pack of Sahags**

5-6

## Dungeons

### Temple of Fiends

**Anything with a large pack (5+)**

4-5

### Marsh Cave

**Large WrWolf packs/3+ Scorpions/2-3 Mucks**

7-9

### Titan's Tunnel

**6+ Arachnids/3 Tigers**

9-10

### Earth Cave

4+ Mummies/2 Giants/2 Trolls+Bull/**Ooze+**  
**Arachnids large pack**/Earth 12-14

### Volcano

Pedes/5+ Mucks/Perilisks/R.Hydra/WzOgre+  
Cerebus (full screen)/2x Cerebus/**Red D**/Agama  
2x R. Giant (if low hp)/2x Fire (if low hp) 16-18

### Ice Cave

2x Frost D (high evade, low hp)/large pack of  
Wraiths+other enemies/**Sorcerers**/5+ FrWolf/  
GrPede/Mages 16-18

### Castle of Ordeals

**Zombie D**/Sorcerers/Mancats (low hp, high  
magic resistance)/WzMummy+Mummies/  
Medusas/2+ ZomBulls 18-20

### Sea Shrine

4+ SeaSnake (if low hp)/5+ Lobsters (if not  
scary)/**GrShark+BigEye**/3+ Ghosts (if not  
scary)/Naga/Waters (if low hp) 22-24

### Waterfall

**Gas D**/5+ Perilisks/2x WzMummy+Mummy/  
2x Nightmare (high evade, ice vulnerable)/  
MudGols (low hp, resists fire/ice/lightning) 20-22

### Mirage Tower

Large Catman packs (if low hp)/4+ Guards/  
**3+ Vampires**/large Medusa pack/3+ WzMummy  
Pack/2+ Chimera/Cerebus 22-24

### Floating Castle

4+ Slime/3-4 GrMedusa/2x Nitemare+Evilman/  
Manticors/GrNaga(+Air if low hp)/Eye/RockGols/  
**Fighters**/Mancat+Medusa pack/WzVamps/  
Mudgol+Sorcerer pack/NaOcho/4 R.Hydra 26-28

## Temple of Fiends Revisited

(only before LUTE plate)

Worms/GrMedusas/Chimera+Jimera/**Gas Ds**/  
anything with ZombieD

However high you need.