

Sovereign RO Leveling Guide

Overview

This guide lists recommended leveling routes, either you are a solo player or you run with a party. Leveling spots are optimized through Main Story progress (Episode 15 > Episode 19), Illusion Dungeons, Subjugation Quests.

Renewal Leveling has a different feel compared to pre renewal and as the server implements Mentorship System (80 level gap), this guide would discuss both leveling path, via Solo Play and Mentor Play.



You start at Edén Town. Don't mistake it from Edén Group HG. That being said, you will utilize Edén Quest HQ a lot.

There would be several NPCs that you will see immediately at Main Town. Notable ones that you need to utilize would be the **Healer**, **Warper**, **Newbie Helper**, and **Expert Mentor**.

The newbie helper will direct you to Edén Group HG where you will start your leveling process.

Level 1 - 99. Edén Quests Headquarters and Yuno Subjugation Quests



Edén Quests here are pretty much the same with official. Doing this usually gives 40% - 100% experience points meaning you will net 1 level per quest. I would suggest going for board quests

that will benefit the class you want to play early on as drop rates are nerfed proportional to player and mob level difference.

An example for this one is:

Thief Priority Board Quests

Level 11 - 25 > Munak (Cactus Needle for EDP)

Level 26 - 40 > Poison Spore (Poison Spore for EDP)

Level 41 - 55 > Orc Warrior (High Population)

Level 56 - 70 > Alligator (Anolian Skin for Pyrexia)

Level 71 - 85 > Grand Peco, Goat, Harpy (GET ALL 3, SAME MAP)

Level 86 - 90 > Dragon Tail, Spring Rabbit, Pest (GET ALL 3, SAME MAP), Yuno Subjugation
Quests on Map

Level 91 - 99 > Turtle Dungeon 1 and 2, Rachel / Vein Mobs (GET ALL), Yuno Subjugation
Quests on Maps

To properly assess, here's the official iRO link:

https://irowiki.org/wiki/Eden_Group_Leveling_Quests

For Yuno Subjugation Quest Areas,

Map Examiner	Req. Level	Base EXP	Job EXP
/navi ein_fild06 257/351	70	121,320	110,520
/navi gef_fild06 209/31	71	64,133	57,253
/navi lhz_fild01 240/107	71	81,120	74,560
/navi mal_dun01 141/126	75	90,880	85,440
/navi hu_fild01 133/157	75	110,760	104,040
/navi tur_dun01 159/46	75	86,920	80,660
/navi ein_fild03 135/46	76	146,520	131,880
/navi lhz_fild03 167/344	77	148,560	140,040
/navi tur_dun02 151/256	80	95,240	88,580
/navi tur_dun03 125/186	80	102,260	96,700
/navi ra_fild12 50/219	80	155,040	146,520
/navi ice_dun01 161/13	85	140,296	132,912
/navi ra_fild08 163/47	85	166,440	157,920
/navi ra_fild04 274/69	86	171,420	162,480
/navi ve_fild07 158/354	86	148,560	140,040
/navi ra_fild03 368/183	86	165,480	156,750
/navi ra_fild05 48/356	87	187,410	178,020
/navi ra_fild01 224/319	88	166,760	157,960
/navi ve_fild01 354/280	90	166,440	157,920
/navi ve_fild04 52/242	90	188,600	173,200
/navi ra_fild06 292/39	93	194,712	185,136
/navi ve_fild03 348/230	95	209,440	193,440

This is a guaranteed level per clear.

Solo Leveling

Eden Subjugation Quests 100 - 140

You can access their area through this NPC



Make sure to receive your beginner set equipment via the Achievement Tab.
The expert helper will teleport you directly to the NPCs for the Eden Quests at 100 - 140



*Note: Melody Jack is a massive **SIMP**, you'd want to talk to the NPC Aigu at the bottom right area.*

Make sure to get all the quests first before doing it. Do every quest but **NEVER SUBMIT THEM WITHOUT TAKING THE NEXT SET OR ELSE, YOU'D LOSE OUT.**

To make it clear, if you are at level 110 with 11 more quests to submit, just submit til level 111, then get the quests from the Level 111 NPC, because if you jump to 121, you wouldn't be able to get the quests anymore.

By the end of all that, you'd be around 140-143. From here, you can either go for illusion dungeon grind OR Main Story Progression.

Level 140 - 270

Illusion Dungeons



You have to visit this NPC first prior to starting your illusion dungeon journey. It is located at Prontera 46,227. (@navi Prontera 46 / 227)

Upon completion, you'd be able to go through illusion dungeon quests.

Illusion of Moonlight (Level 100 - 120) - Fairly easy difficulty with decent drops. Notable gears are: *Illusion Apple of Archer*.

https://irowiki.org/wiki/Illusion_of_Moonlight

Illusion of Frozen (Level 110 - 140) - Water Elemental Illusion Dungeon, Wind Element gears would be your best friend here. Notable gears are: *Illusion Huuma Fluttering Snow*.

https://irowiki.org/wiki/Illusion_of_Frozen

Illusion of Vampire (Level 120 - 140) - Undead and shadow area, use holy property if possible. Notable gears are: *Illusion Infiltrator*, *Illusion Ballista*, *Illusion Ring*, *Illusion Wizardry Staff*

https://irowiki.org/wiki/Illusion_of_Vampire

Illusion of Underwater Floor 1 (Level 140 - 150) - Water Elemental Illusion Dungeon, Wind element gears again.

https://irowiki.org/wiki/Illusion_of_Underwater

Illusion of Teddy Bear (150-160) - Premium dungeon for grinding oridecons OR eluniums, fairly easier compared to the other 150 Illusion Map. Notable gears are: *Illusion Hot-blooded Headband*

https://irowiki.org/wiki/Illusion_of_Teddy_Bear#Let_the_Light_Devour_the_Darkness

Illusion of Turtle Abyss (150 - 160) - Harder 150 illusion compared to teddy BUT better cards. Notable gears are: *Illusion Fancy Flower*

https://irowiki.org/wiki/Illusion_of_Abyss_Turtle_Island

Illusion of Twins (160 - 170) - A harder ant hell, but IS a leveling paradise at this stage due to the sheer amount of mobs in the area. Notable gears are: *Illusion Guard*, *Illusion Silver Guard*, *Illusion Doom Slayer*, *Illusion Sprint Set*

https://irowiki.org/wiki/Illusion_of_Twins

Illusion of Luanda (160 - 170) - This dungeon has a population cycle. To get to the other cycle, you have to kill the current MVP of that cycle. Notable gears are: *Illusion Hunter Bow*

https://irowiki.org/wiki/Illusion_of_Luanda

Illusion of Labyrinth (170 - 230) - The PREMIUM dungeon for leveling. The sheer amount of mobs, the drops (YGGberry and YGG seeds), the time:zeny ratio, this dungeon has it all. You can afk for days here, and you'll get out a millionaire. Apart from the "Kill 100 mobs" Quest (prt_fild01), there are no daily quests to be found here. Notable gears: *Illusion Morpheus Set*

https://irowiki.org/wiki/Illusion_of_Labyrinth

Illusion of Underwater Floor 2 (180-230) - It do gives great experience still, but with Illusion of Labyrinth around, it comes to a close 2nd.

https://irowiki.org/wiki/Illusion_of_Underwater

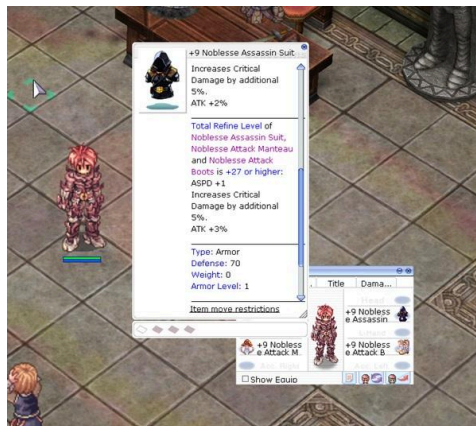
Main Story Quest Line



You'd start off visiting this cat at Eden Group HQ. This will let you start the Start of the New World Story Line. You don't have to finish everything, you just need to get to the Midgard Camp. And once you do, you'll get access to the Royal Banquet Story Line. This will be the start of your journey towards end game content.

Episode 16.1 - The Royal Banquet - https://irowiki.org/wiki/The_Royal_Banquet

- This quest is mainly a yap fest quest line til the final part.
- This opens up Noblesse Gears which will be your starter gears as you plow through the story. (Level 100 Gears)
 - https://irowiki.org/wiki/Noblesse_Equipment



- The Revitalized Amdarais can be killed using Yggdrasil Leaf
- The Bijou fight WILL TAKE AWHILE SINCE IT IS CODED THAT WAY. Unless you are dealing millions of damage at this stage, just lure them to the NPCs, get them to 10% HP, and you start whacking.

Episode 16.2 - Terra Gloria - https://irowiki.org/wiki/Terra_Gloria

- The continuation of Royal Banquet. This is where you'll find the best character in the lore... **LAZY**.
- Anyways, doing this storyline unlocks the Imperial Set, a slight upgrade to your Noblesse Equipment. (Level 125 Gears)
 - https://irowiki.org/wiki/Noblesse_Equipment



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- You will fight more Quest bosses in this stage. Having a full noblesse gear set would do wonders.
- *The warper can directly send you to Rebel Base through Other Warps*

Episode 17.1 - Illusion - <https://irowiki.org/wiki/Illusion>

- A bit of a long one, lots of talking and walking BUT it is worth it.
- This episode opens up Grace Equipments (Level 150). This gear set is enough to carry you til level 200 due to the buff it gives to your primary skill.
 - https://irowiki.org/wiki/Grace_Equipment
- The bosses here are more of a challenge, but still, with a complete set, it is fairly manageable.
- *The warper can send you to Cor Core area via Other Warps.*

Episode 17.2 - Legacy of the Wise One - https://irowiki.org/wiki/Legacy_of_the_Wise_One

- There's really nothing much at this stage if you're not planning to upgrade to Automatic Illusion Set on your gears. There are good gears to be had at this part on mobs.
- The main map area, Varmundt, is big and has plenty of daily quests to deal with.

Episode 18 - Direction of Prayer - https://irowiki.org/wiki/Direction_of_Prayer

- One of the fun episodes to do. Lots of dailies, earning reputation, GREAT gears that can be stronger than the level 210 Snow Flower Set if enchanted perfectly.
- Gray Wolf Equipments and Fides Equipment Gears are HERE
 - <https://renewal.playragnarok.com/news/updatedetail.aspx?id=368>
 - <https://renewal.playragnarok.com/news/updatedetail.aspx?id=369>
- Bosses here hit hard. Best to bring extra Token of Siegfriids if you are not prepared enough.

Episode 19 - Issgard Land of Snow Flowers -

https://irowiki.org/wiki/Issgard_Land_of_Snow_Flowers

- Current content and will be the start of the actual grinding part of the game
- Level 5 and Level 2 Equipment are introduced at this stage.

- Glacier (210) and Dim Glacier (230) Weapons would be your go to. The best part is you can CHOOSE your enchants. YES, F RNG! (It will need massive grinding but hey, that's the price of being able to choose)
- Snow Flower Armor Sets (210) are here too. And yes, you can choose which enchantments to put on it, the only RNG part is getting the Ice Flower Stones to put on.
- The Grading system is also introduced at this stage. It's a massive zeny sink for big progression. - <https://irowiki.org/wiki/Grade>

Map Leveling Progression

This section will talk about map areas that you can use to level apart from illusion dungeons and Main Story Line maps.

Level 100 - 130

- **Rachel Sanctuary** - Lots of mob. Good area just for casual leveling. Cards within this area are somehow useable
- **Gefenia** - The premium map for earning zeny, exp, and utility items as you progress through the game. Incubus and Succubus Eggs are premium pet eggs in terms of QoL for AFK grinding, Cursed Water from Violies for Shadow Enchants, and of course, the AK Card for early on MVPing. Their drops do sell for a good amount so you wouldn't lose out here.
- **Rockridge Area** - Along with the Fistful of Zeny Storyline (https://irowiki.org/wiki/Fistful_of_Zeny), this area gives good quality cards, and good quality equipments if you're not using Crimson or Illusion Weapons.

Level 150 - 175

- **Verus Area** - https://irowiki.org/wiki/To_Phantasmagorika! An episode 15 main story area which has nothing much to do from Episode 16 onwards. That being said, it's still a nice place for leveling and random questing.
- **Abyss Dungeon 3** - Dragons. Dragons. Dragons. Just lots of dragons in general. Keep your bijoux if you do plan to build Dragon Plate Set in the future.
- **Bio Lab 3 and Bio Lab 4** - Of course, the lighthalzen area. It's not as scary as it used to be but it still gives good exp. Grinding the equipments and fragments will reward you if you do plan to build the Old Bio Lab Headgears!
- **Varmundt Powerplant 2** - Lots of mobs in a decently small map

Level 175 - 200

- **Magma Dungeon 3** - Lots of mobs. Easy to kill. Fast experience. Lava Gears can be sold for a decent amount of zeny
- **Einbech Dungeon 3** - Lots of mobs. Good area for Oridecon and Elunium. Have multiple subjugation quests for easier leveling
- **Abyss Glast Heim** - Good experience. Good card drops. They have subjugation quests that give exp
- **Gray Wolf Area** - Kitewing or Oz Dungeon 1 and 2

- **Odin Temple Past** - Decent exp, mobs are just a bit tanky. Apart from Odin Relic that gives Soutane and Clergy set, there's nothing notable in this area.
- **Abyss Dungeon 4** - Best exp for level 190+. The drops are considerable. Same with Odin Temple Past that is tanky, think of it as a preparation for Episode 19

Level 200 - 250

- **Niflheim 1** - Lots of mob, GREAT exp, drops etel dust so it's a win-win
- **Snake God's Warmth** - Good area to level. Drops Dim Glacier gears for Etel and Enchantment grind.
- **Amicitia Floor 1** - Elemental area. Tankier than both Niflheim 1 and Snake God's Warmth.
- **Rodus Floor 4**
- **Oz Dungeon 2**

Level 230 - 270

- **Niflheim 2** - Same as Niflheim 1
- **Abyssal Pit** - A higher difficulty Snake God's Warmth
- **Amicitia Floor 2** - Same with Amicitia Floor 1
- **Garden of Time** - Lots of quests, mobs are just a pain to deal with

Mentorship Leveling

Contents

1. Mentorship System explained
2. Mentorship to LVL 100 Guide and Tips
3. Mentorship to LVL 200 Guide and Tips
4. Mentee Tips

Mentorship System



Mentorship system provides rewards to the mentor and the mentee to encourage higher level players to help lower level players.

Mentorship has 2 milestones: Lvl 100 and lvl 200 At lvl 100, both mentor and mentee gets:

- 1 Bubble Gum (increased drop rate for 30 mins item)
- 1 Battle Manual (increased exp gain for 30 mins item)

At lvl 200, both mentor and mentee gets:

- 1 Bubble Gum
- 1 Battle Manual
- 10 Treasure Box (Sell to NPC for money)
- 5 Enriched Orideon (Increased refine success rate for weapon or material for Etherdecon)
- 5 Enriched Elunium (Increased refine success rate or material for Ethernium)

**Mentorship also provides bonus exp to both mentor and mentee so keep that in mind
Fun fact: As of now, the 80 lvl gap applies even when you're not mentor and mentee**

Mentorship to Level 100 Guide and Tips (credits to B(naaaame2))

The mentor would want to keep a character at lvl 99. You can go past lvl 100 as mentor but your level to exp share increases

At this stage, long range single target jobs are the best including

- Sniper
- Ninja

Other notable jobs are

Assassin Cross (Oneshot up to lvl 110 mobs with sonic blow)

Gunslinger (Orc dun and magma dun desperado)

Leveling maps includes maps from where you usually farm for Eden board quest. Other notable maps are the ones with Yuno/Veins subjugation quest for 80+ a lvl 99 character can carry a mentee to lvl 130 if well equipped. And it's easy IF **WELL EQUIPPED**

Mentorship to Level 200 Guide and Tips (credits to B(naaaame2))

The mentor is preferably at 210+ to equip better gear. Another option is to keep a 3rd job at lvl 200 with gray wolf, Odin past/Abyss4 equips with the revamped Thanatos tower accessories. Other gears work as well but these are the most general. Pls graduate from using Grace set. If 200 3rd job mentor: Now the meta shifts to large aoe or strong burst damage. AOE's:

- Warlock is best no question but needs equips
- Rebellion is similar but physical and gun
- Ranger has aoe and high damage so you can farm on much stronger mobs, can work as single target too.

-Genetic/Mech tankier ranger

Single target:

- Guillotine Cross - High Single Target DPS

-Ranger - High Single Target, Ranged and a bit of AOE. Versatile with elements due to arrows

Mentee Tips

For mentees:

1. Best to do with continue on with your Eden Board Quests at 100-140.

Ask your mentor if possible to carry you through all this with Giant Fly Wing OR you provide the Giant Fly Wing

At 140 Mentees should start tackling their Main Progression Quest. Noblesse > Grace

Unlocking Grace Set would make you not BE a burden but do additional damage during leeches

With Mentors helping out on areas they can help Mentees would be around 150 at this point. Mentors would come back in to the picture starting from clearing ALL illusion dungeons quests and sub quests til you get to 160

Unlocking 160 would be one of the primary goal since you would unlock Luanda and Twins. Both with densely packed mobs (more so on Twin) and have elemental disadvantage for mentors to utilize.

Doing the daily here would net you to 170 wherein you will switch to illusion Labyrinth

Mentees have 2 options,

1. Continue on with the Main Progression Quest (if mentor has something to do)
2. Leeches by Mentor in Labyrinth.

At 180 - Mentors can do with the original set up on getting to 200.