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Wizards are one of the best farming classes in Ragnarok M: Eternal Love. One way to earn a lot of zeini is fast farming on Eggiras. Tall Wizards can easily kill Eggiras in one shot for very efficient farming using their Napalm Vulcan skills. This guide will teach you how to earn almost 1 million zens a day by farming Eggiras with one hit! Continue reading How one hit Eggiras and Farm Lot of Zeini → This guide will teach you proper statistics, skills and equipment for the Farming Master to build in Ragnarok Mobile, as well as where the level and farm. Using this guide you will be able to create a crazy nature of agriculture at any time, allowing you to earn hundreds of thousands of zeenes a day! One of the best classes to choose first when running on Ragnarok M: Eternal Love Wizard. Their high magical damage and area effect skills make them the perfect class for agricultural materials at the beginning of the game. Continue reading The Wizard of Agriculture Build → so you decide to play Magician in Ragnarok Mobile. This comprehensive guide is part of a series that will cover The Magician, The Wizard, The High Wizard and the Sorcerer. Congratulations on choosing the best grade of agriculture in Ragnarok Mobile. Whether it's as mainstream or as alt your powerful AoE spells will make your character an agricultural beast. To help you along the way we are going to cover statistics distribution, skill selection, recommended alignment (grinding/agriculture) locations and gear progression. Beginners? Check out our new Player Guide Magician is the first work in the tree that we are going to cover. You'll get through this quickly. But getting things in from the beginning will make your progression easier and faster. The statistics of the Magician stats are very simple. Just highlight all the points in Int. Skills as an archer, you will have a total of 40 skill points to highlight. Below are the recommended skill distributions: OrderSkillLevelNotes 1 Soul Strike (Active)10Single Target Spell 2 Increase Spiritual Recovery (Active)10SP Regen Yup, these are just two skills you need (more on this in the Agriculture section). With the remaining 20 Skill Points just make sure you allocate at least 1 point to Fire Bolt, Cold Bolt and Lightning Bolt (this will make your job to change the quest easier). You can highlight the remaining points as you like (maxing out the Ring of Fire is usually a good choice, although I don't really use it). If you missed it, be sure to get Play Dead. This will be useful as soon as you hit the Wizard. Use the Equipment of the Saint if you have them. Otherwise, you can grab a set of basic gears listed below: EquipmentCrafting MaterialsCrafting Location Staff (Weapons - Staff)5x Iron 100x JellogyProntera Statue of Court (Off-hand - Holy statue)110x Steel 160x Mementolzlude Island Magician Coat (Armour)80x Feather 120x Rotten Bandage Island Shoes (Footgears)15x Coal 15x IronGeff Ring Ring Ring - Gun shop ring (accessory)-Geffen - The gun shop is good to do at the moment, not too attached (except for the magician coat and piercing staff) most of your gear will soon be replaced. Accessories Accessories are quite expensive early on. If you're not lucky enough to have St. Ring feel free to put the filling of this equipped slot for now. INT earrings you after are only rewarded from level 40 Rift however you can still complete some of the earlier faults and sell drops for some extra zeny: Level 15 - West Gate Rift (Flower Ring) Level 30 - Underwater Cave Rift (gloves, Brooch) Level 40 - Sograt Desert Rift (glove, INT earring, VIT necklace) Alignment/Agriculture MonsterLevelsSizeElementWeakness (Base)/HPNotable DropsSuggested Location Wormtail17MearthFire0.963Greilyn nature, JellogyProntera Northern Rocker19MearthFire0.402JellogyLabyrinth Forest Skeletons30MUndeadFire/Holy0.127Steel, Awakening PotionSunken Ship You will be approximately between the base level of 10-40 as a magician. A recommended place to align rockers in a maze of woods. While Wormtails offer a higher ratio of EXP/HP density and speed caviar rockers means you can use Stay Alert and Farm at an incredibly fast pace. Here's what to do. Start with Soul Strike. Once you do 500 damage, you can make one shot to the rockers. As you align and pump your Int stats at some point your automatic attack will be able to 1-hit rockers. Switch only to automatic attack as soon as you can do it and sit in that place until you are ready to change to the Master. Base level 15? Unlock The Mission Council's questbase Level 20? Unlock Assistant Level 21? Unlock GroundBase Training Level 30? Take your first pet. As soon as you hit the level of work 40, it's time to re-hunt to switch to the Masters. Next Up: Wizard Guide Mages rely on their skills as the primary source of damage, and such attacks are based on magical conditions and take into account only the magical defense of the target, not their physical defense. In addition, all of the Magician's spells are elementary. This means that the correct use of the spell is very important. Standard builds! Int Change works on Mag Step 1 Step 2 Enter the Magician Guild, which is on the top left side of Geffen. Talk to the guild magician to begin your quest. Then she will ask you to mix the solution for her. Step 3 Solution Guide is a bookcase to the right of the wall. Payon Solution Morocc Solution Payon Solution can be bought from Dollshoi outside payon cave Morocc solution can be bought from Ponka-Hontas outside the Pyramids Step 6 Step Once you have all the ingredients, click on the mixing machine found in the center of the room and start mixing enter the correct amount of materials needed to create the solution. You will receive an unknown tube test after mixing. Step 8 Bonus Show unknown test tubes of the Magician Guild. You'll be a magician as soon as you're introduced The right end product Talk to the New Mage Manager near the entrance to get a free level of work Besides your default skills, you can also get a class of special skills through searches. Here are the quest skills that you can get as a magician: Energy Coat The Great Wizard requirements: Level work 35 x3 Glass Ball x1 1 carat diamond x5 Shell x1 Solid Shell Leveling Spots Payon Dungeon Morrock Field / Byalan Orc Dungeon / Yuno Field/ Yuolnir Field Clock Tower Easy Easy Medium Medium - Hard Medium Use the magic element of fire on the morcroque field and magic the wind element in Byalan. As you level up, it is easier to hunt monsters. Everything in this area is weak for fire. This is a well-known place to align range classes, as geographers are immobile. With the mage casting range, you won't have any problems with alignment here. If you are looking for a monster that has a higher exp than a geographer, you can try the hunting clock at the clock level with the clock 2, which is located on the aldebaran. TIPS - The priority of getting a firewall, as it will be your bread and butter in alignment. Don't max out your skills so early if you plan to level up the monsters with different elementary properties. Using level 3-5 bolt attacks is better than slow cast level 10 bolt skills. Get lightning and thunderstorms if you plan to hunt the byalan and well placed firewall is the secret to aligning quickly. You can practice firewall positioning while hunting for flour and moves. Block the orcs with firewalls and kill it with firebolt. You can also look at the party to go with you to the cave. Don't stay away from the front liners, stay close to them to lure spawning crowds near you. Bring potions in case of an emergency. Move to the level of the dungeon 2 orc when you become stronger. You can hunt argiops for boots. At this point, you should be able to properly place firewalls. Bring potions as most of the monsters here are aggressive. Geographers are a giveaway because they are immobile. Just keep your distance to be safe. Beware of punk, harpy and devil. They're going to kill you. The technique here pulls the clock in a difficult position, like a ladder, then a casting firewall. Beware of aggressive Monsters Sample builds Standard Mag Lower Limit Upper Limit High Boot Skills High Masters are able to unleash destructive skills that can destroy monsters or players in the field. Their most famous build, a high master meteor storm, is capable of delivering an insane amount of damage to pvp, boss hunts, grinding, or any possible scenario. Meteor High masters are also very good at farming because of the large area of meteor storm skills. Stats Magician Skills5 fire bolt10 sp recovery10 ring ring Soul strike3 cold bolt2 lightning Wizard Skills1 paradise drive5 magical crasher10 soul drain5 energy coat1 storm gust8 jupitel thunder10 Lord vermilion High Wizard Skills10 magic power10 napalm vulcan10 safety wall5 stone curse5 swamp pond casting time -5% got to heal 5% matk 40 sp recovery rate 10% Lower limit Upper limit card ring fire spell critfire bolt fast castfire ball fast castmeteor stormfire post Meteor storm fiery element of magic Undead and The Earth gets x2 damage from the fiery element Time casting is reduced by 0.1 s for every 3 dex Meteor Storm can be unlocked using Henes Magic Crash is a physical attack Use ignore def eq when using magic crasher No need to prioritize the card Rune Name Rune Count Rune Description Normal Attack5Damage Magic Normal Attack , damage 2% (LUK affects the speed of the crit)Ignore Space3Next AOE skill can be delivered from afar, the duration of the effect of 10 sec. cooling 40secElemental Diffusion3 Fire Bolt, Cold Bolt, Lightning Bolt will splash damage (5% of skill damage) to 3 goals around. SP consumption (25%Elementary diffusion)152% spray damage with Elemental Diffusion)Elemental Bolts2 (Fire Bolt), Cold Bolt, Lv Lightning Bolt increases by 1vitational Field5Learn (Gravity Field) Lv.1: Apply not Elementary M.Damage to all targets around the speller and reduce the attack rate by 10% (Consume 1 Blue Gem) M.Damage No200 and attack speed -2% in 1 sec with each mine point Fire Attack I3Fire Attack (1%Fire Attack I1 Fire Attack) 2% Fire Bolt (delayed skill) 5 Fiery Bolt Delayed Skills -0.1secFire Bolt (Fixed Cast)2 Fiery Bolt Cast Time -0.2secFire Bolt (Strong)18% Chance to Throw Strong Fire Bolt, As a result of total damage (10%Fire wall (cast)2 Fire wall variable casting time casting - 0.25secFire Wall (hit)3 Fire wall number of hits (1Fire Ball5) Fireball damage (5%, SP consumption 3%Sight1 View can be stowedd up to 3 times through continuous castingSightrasher1When (Look) ends , automatic cast of the same skill Lv of Sightrasher, manually casting Sightrasher will not cause this effectIgnite1Able to cause Ignite, if a normal attack Fire propertyIgnite I13MATK ratio Ignite (Ignite) 3%Fire Pillar2 Meteor Storm When hitting the enemy, at the foot of the random 2 goal to cause 1 pillar. Pillars in the region continue to make 50% of M.Damage every time, When Fire Pillar I13 Fire Pillar Damage (50%Meteor Storm3Learn (Meteor Storm) Lv1Meteor Storm I12Learn (Meteor Storm) Lv2Water Attack I3Water Attack Water Attack (2%Cold Bolt (delayed skills)5 Cold Bolt Delay Skill -0.1secCold Bolt (Fixed Throw)2 Cold Bolt Cast Bolt (strong)18% chance to throw a strong Cold Bolt, causing total damage of 10%Storm Gust (delayed skills)5 Storm Storm Frost Diver to freeze yourself. During the status freeze, you won't get any damage and won't be able to move for 3secIce Tomb I15During status as an Ice Tomb, recovering 1.5% HP every second. Recovery speed 1.5% with each mine pointIce Breaker1 When Frost Diver or Frost Nova freeze the enemy, immediately trades (MATK x 40% x Frost Diver Frost Nova Lv) Water M.Damage after the destruction of icebreaker I12The the goal is to break out of the frozen, it will freeze all enemies within 2M the area of the target instantly. The area will be expanded with 1M with each mine pointIce (damage)115% M.Damage for Frozen TargetsWind Attack I1Wind Attack 1%Wind Attack I11Wind Attack 2%Lightning Rod2Learn (Lightning Rod) Lv. 1: Mark goal and deal (5% x (goal INT 10)) Wind M.Damagefor 16 sec. Basic M.Damage 5% with each mine point. LOV (delayed skills)5 Lord of Vermilion delayed skill -5%Soul Strike (auto)2 Automatic Soul Strike throw a chance 2%Soul Strike (auto I)15% chance to throw learned Lvl from Soul Strike in an attackSoul Strike (strong)18% chance to throw stronger Soul Strike, damage (10% Napalm Vulcan1)Napalm Vulcan Crete effect (Crete effect) -10%Paradise Drive3 (Paradise Drive) -5% -5%

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