## Ragnarok mobile alchemist leveling guide

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Everything can't format properly as I originally did this guide for Ragnainfo forums. Content table. α: Credits. β: Introduction. y: Become an alchemist. The question is: Creating a potion. In: Hunting for ingredients. In: Biochemists. μ: Gomunkul. --- α:
Credits. lyamada/index.htm and all the alchemists out there for helping me with this. --- β: Introduction. En garde, and prepare thineself FOR BUCKET LOADS FROM FUN ON LOW LOW PRICE! Still. Welcome to Hitchhiker's Alchemists. One of the most important things to remember when planning, aligning, and enjoying your alchemist
is two very simple words; Don't panic. Unfortunately, I can't make them into big, friendly emails. I decided to write this guide concerning alchemists and everything I need to know, so input and correction are highly appreciated. If you have any questions
about the basics of RO, take your questions to the software forum or try looking at the search. If it's an alchemist specific, read this guide and search the forums to see if your questions to the software forum or try looking at the search the forums to see if your questions to the software forum or try looking at the search the forums to see if your questions to the software forum or try looking at the search the forums to see if your questions to the software forum or try looking at the search the forums to see if your questions to the software forum or try looking at the search the forums to see if your questions to the software forum or try looking at the search the th
based, due to most of their skills having effects that only work for other players, such as acid terror breaking enemy armor. They are also a class of ro pets, with the ability to control the creature of your creation to attack with you, and support you. At least they will be later. Currently, the Homunculus system is not implemented on any
server other than kRO, and it is not even completed there. Until he arrives here for an iRO, the class cannot be considered complete. However, despite this, alchemists are still a powerful and capable class. They just require a little more dedication than your typical wizard or knight. Oh, and the last one. It's pretty much a timeless job in the
process, with minor changes and small updates here and there as I learn more or change things as my editing account can attest. --- y: While I highly recommend all traders go to work 50, I understand there are those people out there who just want to hit the alchemist so they can have a good kind of vend slave, or just a lazy plan. Either
way, the Alchemist Guild is located in the southwest corner of Al de Baren. The room you enter has two NPCs, one sells you bowls and a guide to potion, while another NPC you need to talk to in order to start starting Finding a job change. After hearing her tell you about the alchemists, you'll have to pay 50,000 zen to apply. She will then
tell you that you need to bring some items to her. The required items will be selected randomly from a list of three: 7 Berserk zeliers, 100 mini ovens, or 750 Fire Arrows, so if you have any of them, you can also bring them in advance. Unless you have a blacksmith's Hammer and an Old Magic Book. They can be used to skip this part of
the test. Then she'll tell you that Rastuchin is calling you. Head down, then run along the north wall and east. He'll give you a math test. If you went to work 50, you may miss it. Otherwise, it is a good idea to have your browser open to a site with a database, in order to search for information such as prices and attributes, and alt and tab
348 = 389 \text{ a}) 14*17*3 = 714 \text{ b}) 12*24*3 = 864 \text{ a}) 10,530/3/5/2 = 351 \text{ b}) 9765/3/5/7 = 93 \text{ a}) (35*19) - (1,792/7) = 409 \text{ b}) (47*28) - (1376/4) = 972 \text{ a}) (2,646/7) + (13*28) = 742 \text{ Discount questions}; a) Red Potion (12), Fly Wing (5) Butterfly Wing (1) = 9092 \text{ b}) Red Potion (6), Green Potion (7) Fly Wing (8) = 7982 \text{ c})
Green Potion (15), Magnifier (6), Trap (4) = 934z Weight questions: a) 3 Ring Pommel Sabers, 4 Caps, 2 Boots = 550 (90*3)+(40*4)+(60*3) b) 2 Ring Pommel Sabers, 3 caps, 3 boots No 480 c) 3 Scimitars, 2 Helms, Coat No 450 (70'3) (60'2) (120) Defense issues: a) Buckler, Coat, Gas Mask, Big Ribbon, Fillet, Sakkat, Points No 20 b)
Biretta, Manto, Opera Musk, Tape, Muffler, Boots, Earmuffs No 20 c) Mirror Shield, Leather Jacket, Mr Smile, Silk Robe, Wedding Veil, Muffler, Eye Patch No 12 Profit Issues: a) 5 Helms Standard Price - 38,400 to 20. Mirror Shield, Leather Jacket, Mr Smile, Silk Robe, Wedding Veil, Muffler, Eye Patch No 12 Profit Issues: a) 5 Helms Standard Price - 38,400 to 3.40 t
profit (38,400-36,480) in) 3 Tights Standard Price - 71,000 24% discount - 53. 960 20% discount selling price - 56 800 profit (56 800-53 960) 3 x 8520 Next, you have to grass, and white grass, and white grass, or flower illusion. Darwin will explain the process of making the potion
after which you have to repeat to him how one goes about it. It's tempting to choose other options though. A little noodles would be great. He will then give you the potions you made, and sends you to Van Helmont, to the left of the room you are in now. Also, if you Flower of illusion, you can give it to Darwin instead. It will become very
excited and send you directly to work changing the NPC afterwards. Van Helmont is too busy to teach you anything, so he sends you Molgenstein, the scientist who makes The Contractors and Mixes. You will need two alcohols, Karvodailnirol, Detrimindexta, and two empty bottles. It's not required to actually make Mix and Counteragent
but as long as you're there you could as well. If you've already done a quest, it's still a good idea to go to Geffen and buy five mini ovens anyway. Otherwise, you need to go to Alberta first with Karvodailnirol and Detrimindexta. Go to the house near the NPC, which teaches you to change the basket, head upstairs, and break into the
second room on the right. Show Luis Carvodailnyrol and Detrimindexta, then head to Geffen. Talk to the NPC near east Kafr, and head down to the blacksmith's guild in the southeast corner. Head upstairs and then talk to Molgenstein and get him to make Mix and Counteragent. While here, buy five mini ovens I mentioned earlier from a
blacksmith. You're going to need them later. Go back to Van Helmont and answer his two questions. Then go to the northwest room and talk to Nicholas will present a few basic puzzles that consist of choosing a word of four or five options that can be written using the letters he gives you. It's pretty simple; start with the word at
the top of the list. Note that the first letter and search for the letters they are mixed in the field of dialogue for it. If you find it, go to the second letter in the word and repeat if not, try the next word down the list. After passing the test, he will tell you to prepare yourself. Talk to him again, and he'll tell you to go to Juneau and meet Bajin and
Bane. Then it gives you numerous items. DON'T LOSE THEM OR SELL THEM. You will also need to get five coals, and 2000 zeny, as well as a mini oven you had to purchase earlier in Geffen. Now take Kahra to Juneau. If you want to walk, buy a bunch of fly wings, and head north of Al de Baran. When you come to the map with three
portals in the west, go either to the north or to the south, as the middle leads to the Magma Dungeon. As soon as you reach Juno, head to the building at about this point. Sorry if the arrow and circle are somewhat difficult to read. When you first enter the right building, it should look like a bar/restaurant. Head upstairs, and in the first room
to your right are brothers. You will need to give them items Nicholas gave you, along with those you purchased previously. Then they will perform their experiments and give you the result. Then you get one of the following: 5 iron ore, 2 mini ovens, 5 rubies, or 3 Now go back to Al de Baran, and down to Nicholas. Talk to Then head
upstairs to one of the few npcs in the game that has a nose, and turn into an alchemist! If you went to work 50, it will give you a seemingly random guide to potions; out of 100,000 zeny party anyway. --- δ: Merchant's skills. Here's a merchant's skills tree, from the
official international website Ragnarok Online: One of the interesting things about merchants is that most of their skills can benefit all other characters without you actually playing them outside the early stages of their lives. Hence terms such as vend-slave, c/dc slave and extended storage. Increase the weight limit, passive. 10 levels.
Preconditions: No. Increase the maximum weight capacity; Very helpful, almost necessary. By allowing you to carry even more potions, it will greatly increase your life expectancy in WoE and PvP. Even if you prefer not to be overweight, you still have more room to fill up to the 49% mark achieved. During normal alignment this is really not
required, however. If you have a low str build, it will help offset your usually low weight limit. And if your build has a large amount of str, then it does nothing but complement your already large limit. While this isn't exactly a problem, you can carry more ingredients right away if you're a potion maker. Max is this skill, if at all possible. 1:
weight 200 euros. 2: weight 400 euros. 3: weight 400 euros. 3: weight 400 euros. 4: weight 1000 euros. 5: weight 1000 euros. 5: weight 1200 euros. 6: weight 1200 euros. 7: weight 1200 euros. 7: weight 1200 euros. 10: weight 1200 
The trolley is a separate mobile storage facility, with a space of up to 100 unique items, and a capacity of 8000. You can't use items from the basket into the inventory and vice versa. To open the trolley inventory, click alt and w. You also need a trolley on vend. Get this
skill and level 10, no doubt. The trolley will be your main advantage throughout the trading life and beyond. 1:55% walking speed. 3:65% walking speed. 3:65
walking speed. Wending, active. 10 levels. Sp use: 30. Backgrounds: 3 Pushcart. Shop to sell your goods. In order to do this, you must first put everything you are interested in offering for sale in the shopping cart, find a suitable place and then use the skills. The window will open with some empty bars and slots, Drag your items in from
the basket. The top bar is used to mark your store; Try to avoid esoteric or just ugly names if possible as you usually enough. Once you've got your store called, drag and drop items into the aforementioned slots, and on the bar on the right type in the
amount you would like to sell it. Level 3-4 is usually enough if you're not a vending slave, in which case 10 is always fun. However, Level 6, with eight slots open for trading, this will fill the size of the store by default. More items and any browsing of
your store will have to use a scroll bar to see what else you have for sale. While this sounds trivial, quite a few random buyers won't bother scrolling down, and it also makes it a little easier on people looking for specific items, if all they need to do is take a look at what's visible and then either move on, or buy an item if you have one. You
can always make another trader to handle this kind of thing if your alchemist will be your main character and can't save skill points. 1: Vend to 5 points. 5: Vend to 7 points. 6: Vend to 8 points. 7: Vend to 9 points. 8: Vend up to 10 parts. 9: Vend to 11 points. 10: Vend to 10 parts. 10: Vend to 10 parts. 10: Vend to 11 points. 10: Vend to 12 points. 10: Vend to 13 points. 10: Vend to 14 points. 10: Vend to 15 points. 10: Vend to 16 points. 10: Vend to 17 points. 10: Vend to 18 points. 10: Vend to 19 points. 10: Vend to 
12 points. Discount, passive. Ten levels. Backgrounds: 3 Increase the weight limit. Reducing the value of items purchased from the NPC store; it always rounds down, and the minimum value is perhaps 1z. Get level 10. Nwo. Although the level of 9-10 is only 1% larger, you will most likely be buying a ton of potions throughout the life of
your alchemist, so you could also save as much as possible on them. This, and 10 looks better on-screen skills than 9 does. If you have another trader with this skill, then it's not really required, but it's still easier to acquire items by an alchemist, then having to switch characters and transmissions through Kafra. 1:-7% of the total. 2:-9%
of everything. 3:-11% of the total. 4:-13% of everything. 5:-15% of everything. 5:-15% of everything. 6:-17% of everything. 6:-17% of everything. 6:-17% of everything. 9:-23% of everything. 5:-15% of everything. 6:-17% of everything. 9:-24% of everything. 9:-24% of everything. 6:-17% of everything. 9:-24% o
rounded down and the minimum value is 0z. Level 10 can be quite helpful, but you will probably make the most of your money from rare, and things like buying and reselling. The more zeny is always great, and you should try to get as much as possible. Again, if you have a merchant with this skill already, this is not something you should
get. 1:7% of everything. 2:9% of the total. 3: only 11%. 4: only 13%. 5: a total of 15%. 6: only 17%. 7: only 19%. 8:21% of everything. 9:23% of all. 10:24% of the total. Active. Ten levels. Sp use: 5. Premise: No. Use zeny to cause tremendous damage. The speed you can attack depends on the speed of the attack. If If combat
build of any kind, at least a moderate force, GET THIS. Even if you're poor now, and that 1k per use sounds mind blowing, if you ever plan mvP/WoE/anything. This will be your only skill attack other than the basket revolution that doesn't require a
bottle of some kind. And zeny is easier to replace than a bottle. 1: 150% attack, 100z. 2: 200% attack, 200z. 3: 250% attack, 300z. 4: 300% attack, 800z. 9: 550% attack, 900z. 10: 600% attack, 100z. 2: 200% attack, 100z. 2: 200% attack, 300z. 4: 300% attack, 300z. 4: 300Z. 
No. Identify an item without using a magnifying element. Eh, if you have a spare skill point slap here, but normally you won't. While this may make you a little more independent and be helpful during alignment (I want to know that this sword is now, not when mine is awake!), don't sacrifice any skills for this thing. A little advice for identifying
items. Let's say you have three daggers and you define one to be three Gladius slots. The other two have the same weight, so they're most likely Gladiuses as well, but are they three slots or two slots? To determine this without having to spend more sp/a magnifier, just click the right button on what Gladius you've already identified and
then right click on one of the daggers. If the description window closes, it's the same; three more Gladius slots. If it changes, it's a different type of dagger. Quest Skills: There really is no reason to miss out on them, due to the fact that they consume no skill points. Just time and zen. Crazy Uproar, active. Sp Use: 8. Acquisition: Work level
15 is required. Take seven pearls, fifty mushroom spores and one banana juice. Walk along the path north of Kafra to the arms shop in Alberta. To your left, the person standing between the two buildings will teach you this skill. Raises your str by four points in five minutes. It's a bit of a free Ring of Muscle, with one drawback, which is that
guagmire and Dispell can remove it. As long as you remain in the zone of influence of guagmire, you will not be able to change it without having the positive effect to be immediately removed. So while you may consider if it is viable to get around on WoE-build, it can be considered as a free 44 stat points when your strength is in the 90 in the positive effect to be immediately removed.
area, and this is invaluable for normal alignment and myping. It will be difficult for you to justify planning without it. Change the basket, active. Sp use: 40. Acquisition: Employment level 30 is required. Bring fifty trunks, ten irons and twenty animal skins. their in the NPC sitting on a table near the same building you start a dye quest in
Alberta. Depending on your level, you can change the look of your trolley. As you line up, more will be available, available, five carts in total. While this is basically nothing more than a cosmetic change, there are benefits; If you offer potion-making services, for example, and you have a high level shopping cart, you would be more likely to
attract customers. People may be more likely to notice your shop among a group of low-level vending slaves, and it's just good for the general showing off if you're into it. You can also do things like use a lower level cart to trick people into PvP/WoE if you want to be evil. Level 1-40: iron cart. Level 41-65: Wooden trolley. Level 66-80:
Flower cart. Level 81-90: Panda cart. Level 91: Final trolley. The basket of the revolution, active. Sp use: 12. Acquisition: Employment level 35 is required. You'll need one banana juice, twenty irons, thirty sticky slime, twenty Flies Wings, five tentacles and two grape juices. The man in the suit near the dock with Brings You Turtle Island
in Alberta will take these and teach you skill. Spin the basket to strike a splash on the 3x3 area around your target, and click anything on the receiving end of your attack two square to the west, or left with the camera angle by default. The heavier your trolley is, the higher the damage: At a weight of 0, it's 150% of your attack, and at 8000
weight it's 250% of your attack. The way it is calculated is somewhat curious; it's like a double attack that results in only one attack. These are factors in any elementary modifiers as well as in the neutral element. What this means to you is that while the skill may benefit from the elements to increase the damage, it doesn't actually have a
rudimentary property. So you'll be unable to damage ghost-type monsters with it. This is one of your most important skills. This is your most effective means of fighting mobs, and it will also be one of your most effective means of fighting mobs, and it will also be one of your main alignment tools; perhaps the main alignment tools. ε: Alchemist skills. And here is the alchemist craftsmanship tree, taken from the
official International Ragnarok Internet site: There is one good thing about having so little skill; It's pretty easy to decide on the build. But it also means that most alchemists will have a similar set of skills. Now, the details of each skill, and my opinion of them: Potion research, passive. 10 levels. Preconditions: No. This increases the
potency of healing items used on themselves, and potions are thrown through the help of the potion. It also increases your success rates with potion production. The basis of the skills of an alchemist. No doubt max it. 1:5% more powerful, 1% increase in success. 2:10% more powerful, 2% increase in success. 3:15% more powerful,
3% increase in success. 4: 20% more powerful, 4% increase in success. 5: 25% more powerful, 5% increase in success. 5: 25% more powerful, 6% increase in success. 8: 40% more powerful, 8% increase in success. 5: 45% more powerful, 9% 9% successes.
10:50% more powerful, 10% increase in success. Prepare the potion, active. 10 levels. Sp use:5. Premise:5 Potion studies. Making a potion; For more information, head down to the potion section. The higher your skill level, the better your potion success rates. This skill should be the maximum if you ever plan to make one
potion with an alchemist. If your alchemist will be a combat build, and you have unlimited access to potions making an alchemist (or just another alchemist in this in order to gain other skills. Just don't expect to be pumping out any potions. 1:3% increase in success rates. 2:6%
increase in success rates. - The challenge of the marine sphere and biochemical helms are available. 3:9% increase in success rates. - The bomb is available. 5:15% increase in success rates. - Acid terror is available. 6:18% increase in success rates. - Call Flora is
 available. 7:21% increase in success rates. 8:24% increase in success rates. 9:27% increase in success rates. 10:30% increase in success rates. 5 levels. Sp use:10. Bottle: Sea Sphere Bottle. Casting time: 2 seconds. Delayed roles: 0.5 seconds. Preconditions: 2 Prepare the potion
The sea sphere lasts 30-10 seconds, or until it is killed. Maximum hp spheres rises along with the level of skill. After the countdown to the explosion. The countdown lasts 5 seconds, and the Sphere increases the speed, the closer it is to detonation.
The amount of hp left at the end of the timer is the damage done around it and there is a small chance the Sphere is causing critical damage. This damage is not reduced by protection, but instead by equipment that protects against fire and plants. The explosion repels the target by hitting the blast radius in PvM and PvP. However, the
sea sphere will hurt everyone within the blast radius of WoE/PvP, so you need to be careful when and where you install one. You are limited to three in 9x9 square area. Detonators have quite a long time to assemble, so you tend to want to reserve this skill for WoE (just like most alchemist skills). When used in WoE, the defense value of
castle Sphere will raise the defense of the sphere itself. 1: 2400 hp, lasts 40 seconds. 2: 2800 hp, lasts 50 seconds. 3: 3200 hp, lasts 60 seconds. 4: 3600 hp, lasts 60 seconds. 4: 3600 hp, lasts 60 seconds. 5: 4000 hp, lasts 60 seconds. 4: 3600 hp, lasts 70 seconds. 5: 4000 hp, lasts 60 seconds. 4: 3600 hp, lasts 60 seconds. 5: 4000 hp, lasts 60 seconds. 5: 4000 hp, lasts 60 seconds. 6: 4000
Seconds. Premise: 3 Preparing the Potion. Throw the potion at yourself, someone in your party, someone in your guild, or or Allied Guild. You can scroll through different levels to throw that potion. The skill level you have determines how much more potency the potion has,
and the level you use it on determines which potion you have snum to yourself. It stacks with maxed out HP recovery potency will be doubled. Your vit has an effect on the potion tossed to yourself, but it doesn't affect the potions thrown by other players. Their revolution,
however, increases the number of healed. For blue potions, Int increases the amount of sp healed, as does SP Restoration skill priests and magicians. You can't throw condensed potions, Int increases the amount of sp healed, as does SP Restoration skill priests and magicians. You can't throw condensed potions, Int increases the amount of sp healed, as does SP Restoration skill priests and magicians. You can't throw condensed potions, Int increases the amount of sp healed, as does SP Restoration skill priests and magicians.
on yourself. Oh, and no, you can't substitute potions on the undead and damage them like Final Fantasy. The last interesting piece... You can heal someone using the Golden Thief bug card with this. The potions have the following healing base effectiveness: Red potion: 175-65. Orange potion: 175-234. White
potion: 325-402. Blue potion: 46-60. And now, for the chart ... The numbers on the left are the vit of the goal, or int in the case of blue potions, while the numbers listed under each type of potion are minimal and the maximum amount of hp/sp is healed on that vit/int. Values are calculated with maximum levels of study of potions and relief
potions. All numbers are rounded down. Just double the number when the target has a level of 10 HP/SP recovery. Code: Red Orange Yellow White Blue 1 91-132 220-289 357-477 663-820 93-122 10 108-156 259-340 420-561 780-964 110-144 20 126-182 302-397 490-655 910-1125 128-168 30 144-208 345-454 560-749 1040-1286
146-192 40 162-234 388-511 630-843 1170-1447 164-216 50 180-260 431-568 700-937 1300-1608 182-240 60 198-286 474-625 770-1031 1430-1769 200-264 70 216-312 517-682 840-1125 1560-1930 218-288 80 234-338 560-739 910-1219 1690-2091 236-312 90 252-364 603-796 980-1313 1820-2252 254-226 100 270-390 646-853
1050-1407 1950-2413 272-360 110 288-416 689-910 1120-1501 2080-2574 290-384 120 306-442 732-967 1190-1595 2210-2735 312-408 1 : 10% more effective. (White) 5 : 50% more effective. (Blue) - Help condensed potion is available. A
bomb, active. 5 levels. Sp use: 10. Bottle : Bottle of Pomegranate. Range: 9 squares. Casting time: 1 seconds. Premise: 4 Preparing potions. Set the ground on fire and damage your opponents with the fire element of damage. It has a 3x3 effect area, the center of the tiles you choose to throw it on, and
damage every second or so. When in PvP or WoE, he has a chance to break down weapons weapons breaking and
power thrust. It also affects everyone caught in it when used in PvP or WoE. Including you. It may not be placed directly next to the emperium. Although it can be placed next to other bombs, they do not add up. The only cards that increase damage are the ZGTRK
cards. Cards and cards, making cards, making cards, do nothing. The size of the fines applied though, oddly enough. The damage is not based on your statistics; Switch from high weapons attack to low after the bomb has been thrown and the damage will drop. On the contrary, if you switch from
low to high, obviously. Despite taking alcohol along with a cloth to do, it is a great skill. Breaking the enemy's weapons will either force them to switch to a less effective alternative, or resort to punching. And it's great to use in chokepoints or against the wall. Fire element damage can limit how you use it in aligning though, but it can
obviously also be quite useful. 1: 120% damage, 1% chance of breaking into a weapon, 45 seconds duration. 2: 140% damage, 2% chance of a broken weapon, 50 seconds. 4: 180% damage, 4% chance of breaking into a weapon, 55-second duration. 5: 200% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 2% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 4% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 4% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 4% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 4% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 4% chance of breaking into a weapon, 45 seconds. 3: 160% damage, 4% chance of breaking into a weapon, 4
damage, 5% chance of breaking into a weapon, 60 seconds duration. - The premise for an acid demonstration. Acid terror, active. 5 levels. Sp use: 15. Bottle: Acid bottle at your opponent with a slight chance to
break their armor, and inflict external bleeding status. This skill ignores the armor of defense, and hits regardless of the run. Vit defense is calculated in, however, blocks both the damage and the chances of breaking his armor, as does the
crusader with the quard. Whenever a skill is calculated as a success, the goal will be to use an /omg smiley face as an indication of that. However, this does not mean that they had broken armor; Even when using chemical protection or wearing Immortal Armor, /omg will display itself as long as the attack was considered successful.
Another skill you will use only usually during WoE or PvP because of the cost, but still a great skill. The potions are not as hard to make either as quite a few people level at Minos, and the status and % of the card have no effect. It is also ineffective with
elements. Acid Acid consumed at the beginning of the cast, as opposed to the end, as well as other potion skills. This means that if you ever plan to participate in WoE, or participate in PvP, this skill should be the maximum. 1: 140% damage, 3% chance of a
fractured armor, 3% chance of bleeding. 2: 180% damage, 7% chance of a fractured armor, 9% chance of a fractured armor, 12% chance of bleeding. 3: 220% damage, 12% chance of a fractured armor, 12% chance of bleeding. 3: 220% damage, 12% chance of
of bleeding. - The premise for an acid demonstration. Call Flora, active. 5 levels. Sp use: 20. Bottle: Plant bottle. Range: 4 squares. Casting time: 2 seconds. Delayers. The level you have determines the hp of the plant, while the
level you use determines the type of plant you're causing, the duration and quantity of bottles consumed. If you have less than the total number of bottles, and cause that many plants. So if you have three bottles of plant, and use the first level, you end up with three
Mandragora instead of the typical five. When used in WoE, the defensive value of lock plants in raises the protection of the plants themselves. Their attacks are considered an extension of your own when it comes to one thing: automatic spells provided by weapons or cards. Status effects and increased damage to the card do not transfer
to plants. You can cause more plants only after your first plants have died, or have gone through their duration of time. As long as you stay on the screen with them, you get the experience for their kills. An effective strategy for all plants to summon them, hit/target the monster and then use the concealment accessory as soon as the
monster is in the range of your plants. Monsters won't attack your plants, thus making them seated ducks until your plants have had their way with them. Provided they are not insects or demons like monsters. When using these in WoE, you have to be careful; they will attack the Guardians regardless of whether they are friendly or not,
and the Guardians, in turn, will block you as a real target. Oh, and on the stats listed below are the plants... Hit/run are what it takes for players to hit/dodge them rather than hit or escape from the factory itself. Mandragora almost last
too long, until those until those until they are in the PvP/WoE setting. While logically one might consider them as the best to use the automatic spell alignment method (there are five of them, after all), Hydra is better for this purpose because of their higher range and and attack speed. Somewhat useless in general compared to other plants. The air
damage blocks them with physical damage, but with such a low attack that there is nothing wrong. Hydra: Attack: 22-28 Element/size: Water 2/small. Hit: 48 Escape: 129 Aspd: Pretty fast. Range: 7 As mentioned earlier, their high attack speed and range are useful for automatic spells, but there is a question of cost; Four bottles per use
folds up quickly. In addition, the pathetic melee damage and low kick mean that you won't have any physical damage to be supplementing the run opponents in PVP, and you don't have to actually contact the hit in order for automatic spells to be triggered. Their element is great
for WoE/PvP because of Storm Gust immunity, and significantly reduced damage to MS... as long as they stayed away from LoV and stray JTs. Pneum will also deny their physical attacks, which prevents them from stopping the cast. Flora: Atk: 242-273 Element/size: Earth 1/large. Hit: 72 Escape: 144 Aspd: Average. Range: 3 Big jump
from Hydras in physical strength, but by reducing range and attack speed. If you're looking for physical damage, go for parasites, and if you need auto-cast spells, go back to Gidras. On the positive side, Pneuma will not block their attacks. Parasite: Atk: 215-430 Element/size: Wind 2/medium. Hit: 109 Escape: 214 Aspd: Somewhat Fast
Range: 8 Highest range of five plants; Although the fact that there are lower aligned plants caused by the use means they can help cover each other. Despite this, they are well served. A very useful element, high range, good attack speed, respectable escape requirement, and good physical damage. Of course, you have to deal with the
fact that they are naked little girls. You're a disgusting paedophile. Yes, and Pneuma will also nullify their attack. Geographer: Atk: 467-621 Element/size: Earth 3/medium. Hit: 143 Escape: 199 Aspd: Average. Range: 3 The highest physical damage, although your parasites tend to cause more harm to them for a longer time, the fact that
there are two of them, etc. is the main reason to use the geographer for their ability to heal you and everyone around you, for 1024 hp. It is excellent when faced with one strong monster on your own. The geographer will help you with some physical damage (although they tend to miss out quite often on monsters you can justify using
them), and drastically reduce the cost of healing items. They will even heal you after you have died, which can be extremely helpful if you are revived with Yggdrasil leaves as you don't have to worry about being killed right away by a stray spawning monster on Sometimes, they will assign another player as a priority for healing, and
continue healing them until they are at full strength. It may be more likely when you counted on their healings. In PvP, they only heal you if you are in the party is just you on your own, it is necessary for the geographer to recognize you as a valid target for healing. 1: 2430 hp, 5 Mandragora, 300 second duration, five
bottles of plant. 2: 2630 hp, 4 Hydra, 240 seconds duration, four bottles of plant. 3: 2830 hp, 3 Flora, 180 seconds duration, three bottles of plant. 5: 3230 hp, Geographer, 60 seconds, one bottle of plant. Biochemical helmet, active. 5 levels. Sp use: 20. Bottle: Brilliant coat.
Range: 1 square, Casting time: 2 seconds. Delayed roles: 0.5 seconds. Preconditions: 2 Prepare the potion. Render headgear is indestructible, and protect against the skill level equates to a longer time, with a rate of two minutes on the level. This is useful in WoE and PvP, and some MVPs, because of their
skills that break different pieces of equipment, covering that particular equipment, covering that particular equipment can mean the difference between MVPing and lost percentage. Your friends will love you for it as well. The coatings negate some of the threats posed by alchemists, biochemists, robbers, stalkers and craftsmen. While headgear is not a top priority when it
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comes to divesting, you need to get this skill to discover other protection skills anyway, so if you want any coating skills, you need at least 3. More depending on how you plan to use it/your build. Chemical defense skills are immune to Dispel, and when the equipment is switched or removed the protection remains intact. 1: Lasts 120
seconds. 2 : Lasts 240 seconds. 3 : Lasts 360 seconds. 3 : Lasts 360 seconds. 5 : Lasts 360 seconds. 5 : Lasts 480 seconds. Synthesized shield, active. 5 levels. Sp use : 25. Bottle : Brilliant coat. Range: 1 square. Casting time: 2 seconds. Delayed roles: 0.5 seconds. Backgrounds : 3 Biochemical helmet. By rendering the
shield indestructible, and protect against the Divest Shield skill. If you get protection skills, I'd say max is one out. Cranial is one of your most important pieces of equipment in WoE, so even if all your other equipment is lost, you still have a chance to survive. And if you're a tanker for MVP, the last thing you want gone is your -30% card. 1:
Lasts 120 seconds. 2: Lasts 240 seconds. 3: Lasts 360 seconds. 3: Lasts 360 seconds. Synthetic armor, active. 5 levels. Sp use: 25. Bottle: Brilliant coat. Range: 1 square. Casting time: 2 seconds. Delayed roles: 0.5 seconds. Premise: 3 Synthesized shield. The render armor is
indestructible, and Divest Armor. By making your armor indestructible, it means that no longer fear is not only divesting, but also acid terror; so it can be an extremely useful skill to have. Yours and basic armor is almost essential for survival in a tense WoE situation. 1: Lasts 120 seconds. 2: Lasts 240 seconds. 3: Lasts 360 seconds.
The Alchemical weapon is available. 4: Lasts 480 seconds. 5: Lasts 480 seconds. 5: Lasts 480 seconds. 3: Lasts 360 seconds. 4: Lasts 480 seconds. Delayed roles: 0.5 seconds. Premise: 3 Synthetic armor. 1: Lasts 120 seconds. 2: Lasts 240 seconds. 3: Lasts 360 seconds. 4: Lasts 480 seconds. 3: Lasts 360 seconds. 4: Lasts 480 seconds. 5: Lasts 480 seconds. 5: Lasts 480 seconds. 3: Lasts 360 seconds. 4: Lasts 480 seconds. 5: Lasts 480 seconds. 6: Lasts 480 secon
seconds. 5: Lasts 600 seconds. Render weapons are indestructible, and protect against Divest weapons. This skill prevents your weapon from being damaged by a bomb as well, which can make for interesting strategies. The only problem is, you'll have virtually nothing but coating skills if you want to max this out, or insufficent the level
of other coating skills. Perhaps the most important skill of coverage. You can stay alive without armor or shield (although not for very long), but you never break the emperium punching it, and it's not often you come across someone who can be killed with your fists alone. Axe Mastery, passive. 10 levels. Preconditions: No. Adds protection
by ignoring damage with axes. This damage is amplified by elements and maps. One of the weaknesses of the alchemist is facing a high monster defense, and skill skill greatly assists in solving the problem. The problem is the weapon itself; Axes have a horrible attack rate without high agility, and the lack of powerful one-handed axes
means you have to either give up your buckler, or consume a few more potions. Fortunately, the guestion of the speed of the attack can take care of the party with the blacksmith. However, the fact that it only adds 30 attacks to level 10 is not much incentive to get this skill, especially if you vit; As you will probably use swords, and in most
scenarios you will do more harm with them than when using a four-card axe. If you manage to party with a blacksmith, and thus gain the advantage of Adrenaline Rush, there are quite a few monsters that can be killed more effectively when using a mace over the axe, even with this skill maxed out. 1: Attack No.3. 2: Attack No.6. 3:
Attack No.9. 4: Attack No.12. 5: Attack No.12. 5: Attack No.15. 6: Attack No.16. 6: Attack No.21. 8: Attack 
down to the end of the manual. The basis of life, passive. 1 level. The prerequisites for Homunculus skills. This is received through the quest (thanks hunnybunny for posting this): 1. Head to Lighthalzen headquarters; It is located in the direction of 11 o'clock. Then find Reagen Baller. Coordinates for Reagen Baler: lhz in01: 35, 225 - to
him while wearing Geek glasses and grandpa's beard in order to gain access to the Bio-Life Lab. 2. There will be 4 portals after you enter the Bio-Life Lab. Enter the 1 hour portal and find Ala Schultz: lhz in01: 224, 140 - Talk to him until he finds you annoying. 3. Find Sugra Sater, who is right under Ala
Schultz. Coordinates for Sugra Sater: Ihz_in01: 225, 122 - Talk to him and he will ask you to find Casey Byrne. 4. Find Casey Byrne: Ihz_in01: 204, 138 - Talk to him and he'll ask you to find Blinzer in Lighthalzen. 5. Head to Lighthalzen Restaurant, which is located directly
above the center of Kafrra, and find Mr. Blinzer in the right room. Coordinates for Mr. Blinzer: lhz in02: 278, 273 - Talk to him and learn about Homunculus, and you will have to answer three of his questions. Answers: a. Sabbath/Peaceful
Rest. b. Embryo c. Resurrect Homunculus. Despite the recognition of your work, it won't teach you skill yet. 7. Find the family of Ala Schultz (particularly his son Gwentin coordinates: lhz in03: 106, 34 8. Go back to Ala Schultz again
- Talk to him, and there should be a new option: I want to talk about something else. Then, start talking to him until you have received a basic life of skill. Call Homunculus, active. 1 level. Keep your Homunculus away. Resurrected gomunculus, active. 5 levels. Relive your gomunculus.
This skill has five levels, and it is not known what the differences are between them. The spirit of the alchemist from Soul Linker. This provides some wonderful bonuses for both battle and brewing type alchemists. This adds a passive boost to the relief
potion, and opens up two new skills; one of which has three different sub-skills, for lack of a better term. Buff lasts five minutes, given Soul Liquor has skill at level 5. Help Potion Boost, passive. Increases the efficiency of Aid Potion at a basic level is applied as a percentage. For example, if you level 80, the effectiveness of potion aid
increases by 80%. Berserk Pitcher, active. Sp use: 10. Bottles: Two Berserk potions. Range: 9 squares. Casting time: 0.5 seconds. Premise: The spirit of the alchemist has a positive effect. Substitute two Berserk potions on target, giving them the ASPD modifier they would have if they used one normally. While the skill ignores class
limits, the goal should still be at least at 85. In addition, the speed has half the solid time of the normal Berserk zelier pulse. And it doesn't stack up with other attack rate potions. Twilight Pharmacy, active. Sp use: 200. Ingredients: 200 white herbs, 200 empty bottles of potions, 200 bowls of medicine. Casting time: 3 seconds. Delayed
cast: 1 second. Premise: 10 Preparation of the potions, Spirit alchemist positive effect. These skills are designed for mass production. Essentially, they accelerate the production of potions, you look at 1 sp per try, as opposed to the 5 sp
required to prepare the potion. This is no different when it comes to success than preparing a potion. The 3-second casting moment is not a narrow one, and once it is completed, an attempt is made every 0.005 seconds. If you lack the ingredients to create 200 potions, the skill will fail. Twilight Pharmacy, active. Sp use: 200. Ingredients
200 White potions, 200 Witch Starsands, 200 empty test tubes, 200 Medicine bowls. Casting time: 3 seconds. Delayed cast: 1 second. Premise : 10 Preparation Potion, Spirit alchemist positive effect, celebrated with a super beginner. This version of the skill tries to create 200 compressed white potions. You would get any glory points that
you would get if you used to prepare a potion to cook instead. Otherwise, it's just like the previous execution. Twilight Pharmacy, active. Sp use: 200. Ingredients: 500 stems, 500 poisonous spores, 50 alcohol, 50 fabrics, 50 Immortal Hearts, 200 empty bottles, 200 bowls of medicine. Casting time: 3 seconds. Delayed cast: 1 second.
Premise: 10 Preparation of the Potion, Spirit of the Alchemist Positive Effect, celebrated with Taekwon Boy / Girl. This version tries to create 100 alcohol obtained from the original 100 Attempt to Create Alcohol will not count on the 50 alcohol
requirement for the use of skills. --- ζ: Alchemist vacancy bonuses: No.5 Force, No 6 Agility, No.7 Intelligence, No 9 Agility, 1: No 1 Dex. 3: No 1 Dex. 4: No 
24: No 1 Int. 25: No 1 Dex. 26: No 1 Dex. 26: No 1 Dex. 29: No 1 Int. 31: No 1 Wit. 32: No 1 Dex. 34: No 1 Str. 36: No 1 Agi. 49: No 1 Dex. 34: No 1 Dex. 34: No 1 Agi. 49: No 1 Agi. 49
any standard cookie cutter that everyone uses, as that only serves to inhibit the expansion of knowledge and Alchemists and my thoughts about them. Besides, alchemists are not blacksmiths. So while a blacksmith build might work on them, you might not be most of your
alchemist! Str: If you plan to be a battle to build some kind, get this and a lot of it. 80 - 110 is a good range where you have to find your str if you are a combat build; just remember, always a few out of 10. You want to carry around as many potions as possible and you can have a superb exit damage through Mammonite, given the speed
of the attack to pair your strength. In most scenarios, high build str will find the level to be a much easier task as well. Agi: Alchemists don't have the skills that increase the speed of attack, so you'll most likely want a good amount of agility to stand up to the fact that if you love Mammonite, or just PvM. Alchemists have a good base attack
speed with swords and daggers, and high agility with an axe or mace and adrenaline rush is great fun. And when you get hit, you have a lot of potions to earn on it, even if they won't treat very much without any viability. Vit: Great stats for alchemists, seeing how it stacks with potion research and the relief potion. Each vit point increases
the efficiency of aid Potion by 4%. So even if you have a knack-based build in mind, getting a small amount of twists is a great idea. Who wants to help potion yourself under 100 with red! With enough vitality, there will be little that can easily chop you down. Int: If you're going to be a combat build, don't get int. You eat through your sp
pretty quickly making potions, and tosing acid bottles rip through it as well, especially if you are in magic cords. But in both situations, either Blessing, will already have 18 int; Landing right on the regen bonus. This is more
than enough for a combat build, as the statistical points are better spent on improving your melee capabilities. If you plan to use sword spells, either as a enhance of your physical damage to melee, or as a means of aligning the brewer, then a moderate to high amount is permissible. Each int point provides a small boost for potion success
rates, at 0.05% per point int. As it's only really noticeable, if you get a large amount of int, don't worry of raising it to increase your rates if you're going to be a brewer. However, this changes the rebirth of your alchemist, if you plan to take advantage of the Biochemist Acid Demonstration. Dex: This statistic helps in many ways. First, it
enhances your potion creation success, with a 0.1% increase in dex point. Second, it makes the obvious; improves accuracy, damage and attack speed. Given Mammonite and the Cart Revolution don't hit bonuses, it's important to get amount of dexterity to compensate for this. In addition, the time toss is reduced. The lower throw time
equates to more acids, bombs, calls and faster coatings in the battle, and the last thing you want is that your skill will be undone. If you try wearing Phen to prevent this, keep in mind that will increase your casting time, and as such you need a hefty amount of agility to bring it back to a reasonable time. In WoE, Phen is not an option, and
it's not often you don't find yourself under attack. So despite the low casting time of most skills, having the fastest possible cast is essential. Substantial statistics, so don't neglect it. Onions: Alchemists don't have a bow bonus, so you'll have to rely entirely on normal status points and equipment to boost it. If you have a priest with Gloria
on your beck and a challenge, you can enjoy an extra 30 good luck, so even if you want to get lucky to help with taking the potion success rate by 0.1%. The extra lucky Dodge or two and a few more critical is always nice as well, and the added effect of the status
of the resistment momentum is quite helpful. A good place to put left over the dots after the build has been designed. Here are a few basic builds. I don't post any specific numbers, so just customize it until it matches your taste. And yes, low, moderate and high can be objective, but that's the whole point. For Skills: Part of what I list is just
recommendations as to which skills will best complement build; because the skill doesn't exist, doesn't mean you don't have to get it. Also, there are no good reasons for skipping on maxed potion studies and potion aid, as they are an important part of any build, and thus I'm not going to list them under the skills. Intelligent brewer, Str:
Low. Agi: Low. Vit: Low. Int: High. Dex: High. Onions: Moderate. Skills: Preparing The Potion, Challenge Flora. The most common brewing assembly. This build takes advantage of Fire Blend, Ice Falcion and Light Epsilon, as well as the effects that the first two weapons have combined with Summon Flora. Lucky Brewer. Str: Low. Agi
: Low. Vit : Low. Int : Moderate. Dex : High. Onions : High. Skills: Preparing The Potion, Challenge Flora. This brewer will require a significant amount of leeching at the level, as opposed to an int oriented brewer, but if you aim for the best possible success, this is the way to go. Flexibility is based. Str : Moderate to high. Agi : High. Vit :
Low to moderate. Int: Low. Dex: Moderate to high. Onions: Low to moderate to high. Onions: Low to moderate. Skills: Axe Mastery, Flora Challenge. Paired with a blacksmith, you should have a very good way out of the damage. You will also do fine solos. However, with a low vit your potions won't heal for that much and your hp will be somewhat Calling a geographer
when things start to get a little hectic for extra healing and damage is extremely helpful. A fair amount of agility is required to get the necessary run needed as well. A little bow can be added if you want to see critical hits from time to time, but it is not required by any means. Vitality is based. Str: High. Agi: Low to moderate. Vit:
Moderate to high. Int: Low to moderate. Dex: Moderate to high. Onions: Low. Skills: Acid Terror, Bomb, Sea Call. Since you're not going to be swinging so often as a agility-based build, you want your hits to count. So get as much str and dex as possible. A touch of agility for greater attack speed, and the same thing to do with a bow as a
agility-based build. You will treat quite nicely with the help of potions and you can collect mobs and CR them without much concern if you know what you are doing. Some int to keep up with CRs can be helpful. Just try not to fall asleep while using ctrl'click. This can also double as a WoE/PvP build if you lower the Preparation potion in
favor of chemical protection, and call the marine sphere. Build MvP. Str: High. Agi: Moderate to high. Int: Low. Dex: Moderate to high. Int: Low. Dex: Moderate to high. Onions: Low. Skills: Chemical protection. Again, this should be paired with a blacksmith for their skills. Otherwise, you won't stand much chances with competition, and it's hard enough to
MVP as an alchemist. Use an axe for oversized MVPs, and tinker with the stat calculator to see if you'd do more with a sword or mace on medium MVPs. Agility for faster mammonites, and twist so you don't die in two hits. A large amount of dex is required, due to the flight of the average MVP. These blacksmiths are spoiled for their hit of
20 pounds. In addition, you should try to gain cover skills; With MVPs breaking equipment, they can be extremely useful. WoE support. Str: Moderate. Dex: High. Onions: Low to moderate. Skills: Acid Terror, Bomb, Chemical Protection. This build is designed to keep you and your revolution
characters alive, your opponent's armor and weapons broken, and your quild's equipment safe. Combining the basket and the maximum weight gain limit, you will be able to lose a huge amount of potions on yourself, increasing the lifespan of WoE and therefore the lifespan of your guild members. Since your main goal is not only to
breach armor and weapons, but to keep it safe, you want a very high dex to have as fast as possible toss time. Even with excessive dex, your casts can still be undone, and so pairing this establishment with the sacrifice of the Crusaders is a great strategy. You keep him/her alive through the help of the potion, and with/it takes your
damage (which should already be low due to a good amount of magic and physical achievable alchemist) and provides you with a hairdryer card effect for your skills. Keep you both in your coat, and the only thing you have to worry about is Monk Asura. Str is not very important, however, a little for the extra weight and alignment alignment
will not hurt. Some Int can be useful as both How you can run out of SP pretty guickly spam these skills, and for resistance status/magic defense. A little bow for even more resistance status and you're good to go. --- n: In the hardware lists, x indicates that the hardware may have slots, while x is how many slots. The number is further to
the right on all the weight descriptions. Everything else is pretty taken for granted. Sorry if it's hard to read, I can't get the damn thing format right. If you plan to use equipment with slots, there are a few thinks about first. With guns, obviously you want the appropriate cards th% for what you are fighting to inflict as much damage as
possible. Remember that cards of the same type stack, but several different cards give a higher damage to each card, resulting in a total of 180% damage to Minorous. But a double flammable double axe would do 40% more damage from Vadon cards, resulting in a total of 180% damage to Minorous. But a double flammable double axe would do 40% more damage from Vadon cards, resulting in a total of 180% damage to Minorous.
resulting in 140% and then 40% based on that calculation, which goes for 196% damage. The downside of building weapons like that is that they are highly specialized, and can end up costing a lot of zeny. If you're going to use the status of mapping, then you want the weapon with the highest attack speed and the number of slots. As for
the different parts of the armor, you should try not to base your assembly on one particular piece of equipment. For example, if your build needs Picky card armor to hit 110 strength, remember that you won't be able to equip elementary armor without suffering a loss in damage. On the other hand, if you have to sacrifice a few stat points to
increase your strength, you may miss some other important statistics that could help you greatly. So while Picky card armor can be quite useful, you should remember that there are flaws in its use. This applies to almost every piece of
eqiupment the alchemist could wear listed; however, it was not really necessary, and made for a useless mess. So instead, I'll just list the recommended equipment; it is automated for the recommended elementary weapons. Size modifiers are listed as small/medium/large. Weapons: Your choice of weapon is decided on the basis of
numerous factors. The main factors are your assembly, the presence of blacksmiths, and personal preferences. For the most part, you want to go for a weapon that has the best attack balance and card slots. Your dex. str. agi, and bow all have an impact on the optimal choice of weapons. Filddle with a stats calculator to see which
weapon complements your build most effectively. One-handed axes: Aspd delays: 67.5 Size modifiers: 50/75/100 Wasps slowly, suffer from low attack, have mediocre size and there is little variety in the choice of equipment. Axe Mastery brings them on par with Mace on higher defense opponents, but only as long as you have a
blacksmith. On the other hand, you will be immune to the bomb and the crushing blow. The weapon breaks the parts, that is. Axe No.3/4: 38 attack, Level 1. 80. Somewhat effective with high str, and four slots are welcome. Two-handed axes
apply here for the most part. This weapon is best used on agility to build, where the loss of the shield is not as noticeable as the viability to build without it, and the poor aspd modifier is solved. Again, a blacksmith is required to get most of them. Battle Axe 3/4: 80 Attack, Level 2. 150. The biggest damage to the axe with four slots. Two-
headed axe No.1/2: 185 attack, Level 3. 250. You usually want the most powerful weapon you can get for elementals. Bloody Axe: No 10 Str, increased speed, level 4. 400. Faster walking speed is useful, but don't use this for actual attack. Easy Epsilon: 180 attacks, holy element, level 4. 230. Enchanted with Level 3 Healing. Holy
element without the Priest! Having the healing is pretty cool as well, and great for int build. Slaughter: 120 attacks, earth element, level 4. 250. Pierce defenses rough monsters, with little chance to summon Koma. Useful on several monsters such as turtles. Maces: Aspd Delay: 65 size modifiers: 75/100/100 C Adrenaline Rush available,
this is usually the weapon of choice. They are excellent for use in WoE, as it is much easier to find a batch with a blacksmith than during day to day align. In addition, you will enjoy the same advantages as the axe; immunity to weapons is a breach of skills. Mays:3/4: 37 attack, Level 1. 80. Not bad when you have a high str, and want to
use a weapon with card combinations (double race, double size, for example). Chain 2/3: 84 attack, Level 2. 80. He knocks out the club and Mace in most situations because of their low, low attack, Level 3. 120. The highest mace attack force alchemists can equip, and thus the best elementary. Myolnir: 250
attacks, Level 4. 600. 40 euros dex, 15 euros. Everyone needs goals. Some just turned out to be a little more believable than others. Swords: Aspd Delay: 57.5 Size Modifiers; 75/100/75 Weapon of Choice for Alchemist. Respectable delay aspd, acceptable size modifiers, and plenty of weapons at your disposal. You don't need a
blacksmith to get most of them, either. However, you are vulnerable to weapons violations without chemical protection, and the discovery of Stalker has the Sword Reject, while a rarity, would not be a welcome experience. (2/3): 115 attacks, Level 3. 100. Three-level slots of three weapons? Give me a drink! Haedonggum (1/2): 120
attacks, No3 Int. Level 3. 90. Intelligence is good for solutions, and it's easy to get in elementary form. Tsurugi 1/2: 130 attacks, fascinated by Level 5 Bash, Level 4. 90. An active attack that is not worth zeny, potion, or require a full trolley?
Cheers! You suffer from a lack of passive damage increases, however. Spell Swords: Although not guite a different weapon than conventional swords, they are worthy of special mention. In attack, there is a chance that Bolt's spell will be automatically cast, It's not profitable for low-int combat build, but it's great news for Int Brewers, or
most of any build with a moderate amount of int. What makes swords so effective is the fact that the ability to use the Bolt spell goes to any of your attacks; Acid Terror, Call Flora, Revolution Basket, Invocation of the Marine Sphere, etc. Even the use of Bolt by hand can trigger the automatic cast function. Fireblend: 100 attack, element of
fire, fascinated by Level 3 Fiery Bolt, Level 4. 50. Ice falsetto: 100 attacks, an icy element fascinated by level 3 Cold Bolt, freeze the target at a 5% chance per kick, freeze yourself at a 1% chance. Level 4. 60. Daggers: Aspd Delays: 55 Size Modifiers: 100/75/50 Daggers have slightly higher aspd swords, and size modifiers have nothing
to be excited about. If you have them on hand already, there are no problems with using them on the level, but they are not all you should strive for if you are looking for a status effect application, or want to take advantage of one of the many special daggers. Sword Reject also affects daggers, despite sounding the name as if it were
exclusively for swords. The best thing about daggers is that there are a number of them with innate effects and abilities. Main Goush 3/4: 43 attack, Level 1. 60. Best for status effect cards, due to four slots. Knives and incisors also serve this purpose, and are cheaper. Gladius (2/3): 105 attacks, Level 3. 70. Three more level three slots!
Pretty cheap as well; at least on iRO. Damascus: 118 attacks, Level 3. It can't be broken. 80. Highest attack, force, etc. Sword of Fortune: 90 attacks, restore SP each attack, level 4. 70. Low attack means more SP got on monster! Also,
you don't have to carry as many blue potions. Mailbreaker: 40 attacks, each attack has a small chance to break the target weapon, level 4. 100. Absolutely excellent.
It's not as easy as breaking a weapon as it is armor with an alchemist, so this dagger is a welcome addition to weapons collection. Bazerald: 70 attack, fire elementary, matk 10%, level 4. No5 No5 50. Switch to this after casting Fire/Cold Bolt for the womb bonus. It is best used on a biochemist with acid demonstration. Battle Knife: 80
attacks, pierce the defense of semi-human monsters, reduce damage from semi-human monsters by 10%, increase the damage from demons by 20%, level 4. 40. Great for tanks in WoE/PvP, and while it's a good effect, defense ignoring ability isn't something special because of the next dagger. Ice Pick: 80 attacks, the higher the
defense of your target, the higher the damage, level 4. 60. Excellent dagger. When faced with a high enemy defense, whether it is a player or a monster, the weapon of choice. Nothing spectacular on the mid and lower monster into a
completely different, Level 4. 70. It's not a practical dagger in any sense, but running around the low-level map, changing zombies in The Bloody Knights is a lot of fun. It is best used on low str alchemists, for obvious reasons. Whenever a monster has changed, all the drops, experiences and monster stats are the ones new. It's also
aggressive, but if you use Status Recovery/Hide, it will return to its natural state. The chance of change can be caused by plants/spheres. Armor: Alchemists
wear almost the same armor that blacksmiths do. During normal alignment, you usually want as much protection as possible. Virtually all the armor is slotted, so just avoid your panties for the most part if you're dirt poor... If you plan to use an armored card to increase hp, remember: Pupa until you have over 7,000 base hp, then switch to
Peco Peco. Status card application is a great pleasure, but make sure if you decide to use one that is not harmful to your level. After all, dazzling or turning the monster into a stone that you are trying to crowd won't work beautifully. During WoE, and PvP, Elementary/Mark Cards Clothes Holy or Silk Clothes work well. Or some
overupgraded Lord's clothing if you're rich enough. Anything that slots with a poring card for making potions is good. Silk robe: 3 defenses, 10 magic defenses, 40. Good magic protection. Chain Mail: 8 defenses, 30. It is likely that you will stick
to most of your RO career. Lord's clothing: 8 defenses, 5 magic defenses, 5 magic defenses, 8 no. 1 Int. 250. This armor kicks if you can manage to overestimate it. Shield: Buckler, with appropriate -% cards, such as shapeless or undead,
or for races that have -% of cards that are only OCA, such as fish and angels. Buckler: 4 defenses. 60. There really is nothing else worth using. Headdress: There's a plethora of headgear in this game, and most of them don't matter beyond the aesthetics. Upper: Poo Poo Hat: -10% damage from demi-people cannot be increased. 70. -
10% of the magic, critical and defense bypass attacks in WoE is very useful. It's a pity you have a bunch of th on your head. Archer's Apple: No 3 Dex. 20. Good for making potions. Dropped cat: 1 defense, resistance to curse 30%. 50. Very good magic protection, and curse boot resistance. Hot headband: 1 defense,
No 2 St. 10. Abismal defense, but low weight and No. 2 str is useful if you're just looking for offensive strength. Cap: 4 defenses. 50. Magic protection and slot, along with the lack of an actual sprite. That's damn nice. Ok Helm: 5 defenses. 50. Magic protection and slot, along with the lack of an actual sprite. That's damn nice. Ok Helm: 5 defenses. 50.
Good protection, cheap, and generally good standard fare. Corsair: 5 defenses, No. 1 St. 80. Good defen
much of a worry. You can easily switch headgear to avoid punishment, or wear evil armor. Medium: Masquerade: 3% damage to demi-people. 10. 5% resistance to blind status. Allows two cards of hats. / Angel / Evil Wing Ears: 1 defense, No. 1 Str. 10. Defense and
strength, plus they are not carried by Divest Helm. Very well. Medium/Lower: Welding mask: 2 protections, -10% damage from fire element attacks. 30. This is excellent equipment. Bottom: / Pipe / Cigarette: -3% damage from insects. 10. It is generally better to use a welding/disturbing mask. But -3% is not bad while mobbing. Footgear
It's basically just a choice between boots or crystal pumps, depending on the situation. Crystal pumps: 0 defense, 5 magic defenses. 60. Do I really need to explain? Robe: Manteaus is your best choice. Raydric or Whisper for alignment, depending
on your build and situation. Elementary resistance cards are great for WoE and PvP, but you'll probably want to slot them into the hood because of the high cost of slotted Manteaus. Ragamuffin Manteau is also great if you can overupgrade it to stand up for low defense. Hood: 1 defense. 20. Good for cards of elementary resistance.
Ragamuffin Manto: 1 defense, 10 magical defense, unbreakable. 50. defense to win! Overupgrade for some physical protection and it may be better than lugging around a bunch of rudimentary clothes. Manto: 4 defenses. 60. Good things. A: If you are going to take your alchemist to level 90 and beyond, make sure to consider
using ancient accessories; slots, in other words. To make potions, stick to the gloves. The two Rosaries are beautiful, as they are cheap, easy to get, and provide 10 magic defenses. However, I can't say one accessory is better than another because it depends on your build and budget, but for the most part avoid the belt if at all possible
Ring number 1: 1 page 20. Ring: 2 P.10. Brooch No.1: No.1 Agi. 20. Brooch: 2 Agi.10. Necklace number 1: 1 revolution. 20. Hotel No.1: 1 Dex. 20. Glove: No 2 Dex. 10. Rosary: 3 Magic Defenses, Onion No.1. 20. Rosary: 5 magic defense, Onion No.2. 10. Matyr's
lead: 1 defense, No.1 Agi. 10. Celebrity Mitten: 1 protection No. 1 Int. 10. Security Ring: 3 defenses, 7 magic defenses, 7 magic defenses, 800. We all have dreams, we all are abut for lust. θ: Aligning your alchemist. While there are a
few things you can do that are unique to the alchemist class, sticking to the mobbing and spam cart revolution, or a simple ctrl th click will do well. When you are unique to the alchemist class, sticking to the mobbing and spam cart revolution, or a simple ctrl th click will do well. When you are unique to the alchemist class, sticking to the mobbing and spam cart revolution, or a simple ctrl th click will do well.
potion potion potency, you should pause and throw it at yourself. While you'll get healed more, you can't maintain offensive in this way. So, it's usually the best idea to just pound the potion/healing item hotkey and spin the cart around, causing less overall damage. If you plan to use Summon Flora, take into account how dense the monster
population is on the map, how monsters are carried by fire and ice when using sword spells, and if there are monsters that have the ability to bypass Hide. And don't forget to see the plant on the screen. There's no point letting him kill things if you don't get the experience for them. None of the other alchemist skills can usually be justified
use for alignment purposes, given the cost. Just a quick explanation; The number listed in front of the monster that spawns on the fact that you're most likely killing the map at the appropriate level. Calverts 4. When to align here: Early on, as an alchemist
Recommended equipment: Insecticide/Brutal Weapon, Gargantua/Brutal Bucklers. Items worth: Guard. The House of the Golden Thief Error. You don't have to worry about the MVP, since he's passive and generally killed pretty quickly by MVP hunters. Your The real concern has to be cramps, but the loud creaking noise they make can
be heard long before they collide. Just make sure to rotate the camera guite often here in order to See around the corners or past the annoying rays that get in your way. If you are not able to effectively take on cramps yet, just bring a good amount of wings to fly to avoid them and stick to the male bug thief. The experience
here is not anything surprising, but it is a good place to start your alchemist in. 70: Male Thief Bug: Insect, Medium, Shadow 1. 20: Trief Error Egg: Shapeless, Small, Normal 3. 20: Thief Bug: Insect, Small, Shadow 1. 5: Crump: Rough, Small, Shadow 1. 40: Thief Error Egg: Shapeless, Small, Normal 3. 20: Thief Bug: Insect, Small, Shadow 1. 5: Crump: Rough, Small, Shadow 1. 20: Thief Error Egg: Shapeless, Small, Normal 3. 20: Thief Bug: Insect, Small, Shadow 1. 5: Crump: Rough, Small, Shadow 1. 20: Thief Error Egg: Shapeless, Small, Normal 3. 20: Thief Bug: Insect, Small, Shadow 1. 5: Crump: Rough, Small, Shadow 1. 20: Thief Error Egg: Shapeless, Small, Normal 3. 20: Thief Bug: Insect, Small, Shadow 1. 5: Crump: Rough, Small, Shadow 1. 20: Thief Error Egg: Shapeless, Small, Normal 3. 20: Thief Bug: Insect, Small, Shadow 1. 5: Crump: Rough, Small, Shadow 1. 20: Thief Error Egg: Shapeless, Small, Normal 3. 20: Thief Bug: Insect, Small, Shadow 1. 5: Crump: Rough, Small, Shadow 1. 20: Thief Error Egg: Shapeless, Small, Normal 3. 20: Thief Error Egg: Shapeless, Small, Shadow 1. 5: Crump: Rough, Small, Shadow 1. 20: Thief Error Egg: Shapeless, Small, Shadow 1. 20: Thief Error Egg: Shadow 1. 20: Thief Error Egg: Shapeless, Small, Shadow 1. 20: Thief Error Egg: Shadow 1. 20: Thief Er
Poison 2. 1: Golden Thief Bug: Insect, Big, Fire 2, MVP. Oak Dungeon 2. When the level is here: Early on, as an alchemist, once you have a 120 hit for zenorcs. Recommended equipment: Bloody/Boned/Cloud Weapon, Cranial Buckler. Items worth: Fang zenorka, Ork Helm, Rough Oridecon /Eluniy. A small and rather crowded map. It's
easy to get in over your head with the crowd if you're not too high level. zenors are looters, so it's a good way to collect them to throw a useless piece of loot, then a basket of Revo as a result of the group. Be careful with people who dump crowds of orc Skeletons and Drainliars on you in search of zenorki, as a large group of them can eat
through your hp, and this is only exacerbated by the critical skills of the skeleton attack. Although they have a terrible level of impact on their normal attack. Skeletons fall Orc Helms; Excellent headgear for use in PvM until you can afford an excessive bone helmet. zenorki also sometimes drop a yellow potion, which is welcome. 50:
Senorz: Demi-man, medium, shadow 1. 50: Skeleton of the orca: undead, middle, undead 1. 20: Chonchon steel: Insect, small, wind 1. 20: Drainliar: Rough, small, Ground 1. Toy Factory 2. When to align here: Early on, as an alchemist. Recommended
equipment: Shapeless/Boneda/Bloody Weapon, Cranial Buckler. Items worthwhile: Old blue box. Another card that is good for the initial alignment stages. The only thing you really need to worry about here is becoming a hit ninja Storm Gust from Stormy Knight; However, it is usually easy to notice what it has spawned, since the map will
have a high level of teleportation characters about in search of it. Myst Cases will use hallucination skill on you that will bothcausing you to wince from each attack, regardless of whether or not you actually come into contact with you, and give the screen a wavy effect. The latter is easy to contrast/effect. They also have low levels of
Mammonite and Spear Stab. The latter is annoying, as it can cause some crashes. Especially if you're on a few cruisers. Green Cookies will use Lex Aeterna on you. 55: Myst Case: Shapeless, Medium, Normal 3. 40: Cruiser: Shapeless, Shapeless, normal 3. 20: Biscuits
(Christmas): Demi-man, little, holy 2. 20: Biscuits: Demi-man, small, normal 3. 1: Stormy Knight: Shapeless, Big, Wind 4, MVP. 1: Baby Hatii: Brute, medium, water 2. Belan 4. When to align here: Early on, as an alchemist. Recommended equipment: Fisher/Sahara/Wind Arms, Cranial/Homer Buckler/Athena, Sword of Fish Armor. Items
worth: Phen cards, Hydra cards, Hydra cards, Mark Cards, Detonator, Tendon. Pretty crowded map. A good number of bots. This is mainly due to the valuable rare here; namely, the cards listed above. It is a good idea to use sword-fish card armor here to avoid the attack of the water element, the swordfish in the
waterball, and reduce the damage from the explosion from the marine spheres. Speaking of marine spheres, one of the nicest thing you want to achieve is the accidental murder of a real player. In any case, -% cards for fish are currently
OCA only cards, and therefore expensive. So it's best to use either the highly upgraded Cranial (to combat Merman), or the Ambernite Buckler card if you can't afford Rafflesia. If you manage to catch the endow here, your damage will be excellent. 45: Phen: Fish, medium, water 2. 40: Hydra: Plant, medium, water 2. 40: Mark: Fish,
medium, water 2. 40: Swordfish: Fish, big, water 2. 20: Marine sphere: Plant, small, water 1. 3: Merman: Demi-man, medium, water 2. Geffen Field 12. When to align here: Early on, as an alchemist. Recommended equipment: Bloody Weapon, Cranial Buckler. Items of value: Buckler, Gladious, Cross Bow, Kobold Card. 40: Kobold Archer:
Demi the Man, Little, Fire 1. 30: Kobold (Hammer): Demi-man, medium, poison 2. 30: Kobold (Mace): Demi-man, middle, fire 2. 20: Kobold (Mace): Demi-man, average, wind 2. Metro Clock Tower 2. When to align here: Level 80. Recommended
equipment: Ice/Fire Weapons, Cranial/Gargantua Bucklers, Pasana Armor. Items worth: Rough Elunium / Oridecon, White Grass. This map has a great potential experience that is usually ruined by mobbing priest and Wizard parties. It's still great to align if you have the equipment, and even better if you level in off-peak hours, but it can
get frustrating with wizards leaving frozen archers ok, priests dumping Drainliars on you, etc. None of the looted around the laying, you can break even at least. High orcs drop orange potions, and orc archers drop So you can help yourself with
them when you find one. Ice with anti-high orc weapons and a lot of fly wings works wonders on this map. 40: High ok: Demi-man, big, fire fire 20: Oak Archer. Demi-man, big, earth 1. 20: Arclouze: Insect, small, earth 2. 20: Brilight: Insect, Small, Fire 1. 10: Drainliar: Rough, small, shadow 2. Metro Clock Tower 4. When the level is here:
Once you have enough hit. 140 is needed for a 100% hit rate on Bathories. Recommended equipment: Bloody/Ancient/Shapeless Weapon, Any Elementary, Cranial Buckler, Wicked Armor. Items worth: Witch Starsand, Fabric, Joker Cards, Whisper Cards, Bathory Cards. One of the best cards for aligning the alchemist. The Bathories
have a low attack, low defense, medium size, and a drop of Witch Starsand; that can be used to produce condensed white potions. A few whispers on the map will drop the fabric that is needed for a bottle of grenade. Pretty often, there will be small Bathories mobs in the corners that easily trash The Revo'd into oblivion. However, there
are some drawbacks to the map. You need a subway key to access a map that can be expensive depending on your server. Three swords will break different parts of the equipment; Mysteltainn will break your shield, executioner your armor, and tirfing your head gear. So if you plan to fight one of them, it's worth using extra potions
because of taking a piece of equipment. They'll be together half an hour after they die. Jokers require a fair number of blows, so you need an ancient weapon; If you have a very large amount of dex. Wicked armor is required on this map, as the bulk of the damage from the Bathories is in the form of their HP Drain attack. This is
completely denied by the use of wicked armor. Armour also blocks their abusive attack, and The Joker jupitel thunder. What it does is lock you in place, although you can still attack anything within reach. This skill leads to a lot of frustrating spot glitches in which the Bathories
crowd is able to attack you, but you can't fight back. 50: Bathory: Demi-man, medium, shadow 1. 10: The Joker: Demon, Small, Feeling 3. 1: Mysteltainn: Shapeless, Big, Shadow 4. 1: Executioner: Shapeless, Big, Shadow 4. 1: Tirfing: Shapeless, Medium, Shadow 4. Lujan Field. When the level is
here: Once you have a Call Flora and enough int to inflict a reasonable amount of damage with Fire Bolt, Recommended equipment: Fire Blend, Buckler Athens, Items worth: Rough Elunium, Gold, This is a map for Int Brewers, There's usually a fair amount of competition for Mi Gaos, from various archers and magicians, so be prepared
for occasional conflicts involving your flora, Oh, and there's a post that people can stand by shouting things the whole map sees... it can be annoying, as is all hell from time to time, 25: Mi Gao, Shapeless, medium, land 3, 25: Mantis, Insect Land 1, 15: Anacondak, Rough, medium, poison 1, 15: Caramel, Rough, small, land 1, 10:
Snowman. Rough Rough Earth 1. 10: yellow plant. Plant, small, land 1. 4: Black Mushroom. Plant, small, land 1. Sphinx 4. When aligned here: 80, or once you have enough hit for Pasanas. They require 154 to 100% hit rates. Recommended equipment: Flammable/Ice/Shapeless Weapon, Kranial/Brutal Buckler, Pasan Armor. Items
worth: Rough Elunium / Oridecon, Pasana cards, minor cards. The fact that this map is almost entirely one element makes it one of the most effective maps on which endow can be used. Also, if you manage to find a pasane card here, it's great to block out powerful lights that are usually quite common. It won't do much for Pasan's critical
skill, however. The downside of this map is the map design itself. Monsters will either usually get grouped in a corner into a crowd that destroys half of your hp in one wave, or you find yourself frantically wandering in search of something to kill. Keeping in the center of the corridors is a decent idea, as it is easier to cover the area in this
way. It's also a somewhat hard crowd here as Minorouses and Pasanas will use an /swt emoji and ignore you after being dragged around a bit. Marduks will also use a firewall, which while weak, can get in the way from time to time. The axes and falchions that you get from Minorouses and Pasanas, respectively, can be used to keep your
trolley close to or at 8000 weights. And the cows are throwing potatoes! 50: Small: Rough, Big, Fire 2. 20: Pasana: Demi-man, big, fire 1. 4: Imitation: Shapeless, Medium, Normal 3. West Kokomo Beach When level here: 80. Recommended equipment: Wind/Fire weapons, swordfish armor. Items
worthwhile: Blue grasses. 40: Molluscs: Fish, small, water 1. 32: Raggler: Rough, small, water 1. 20: Crab: Fish, small, water 1. 10: Astaire: Fish, small, land 1. 10: Alligator: Rough, Medium, Water 1. 12: Mobster: Demi-man, average,
normal 1. Turtle Island. When aligned here: 85, or 200 run. Recommended equipment: Fire/Earth/Cloud Weapon, Brutal/Gargantua Bucklers. Items worth: Saifar, Brigan, Tara Frog Card, Rough Oridecon. This card is much more suited to a high agility type than a twist type if you have strong armor or are willing to spend quite a bit zeny on
potions. Dragontails will put you to sleep, Spring Rabbits will bash you/rob you and supply you with some herbs, pests will cloak and annoy the hell out of you, Tara Frogs will usually do nothing, and hunters will everything is in sight. It's also one of the few cards you can use On Bomb; Dragontails
and pests charge directly into it due to aggressiveness, and as a result prey will attract Spring Rabbits, which will take a large number of damage from the Fire Element Bomb. Permers have the help of a potion, and will use it to heal any monsters you are fighting. You can use Mammonite to get back at them, or just ignore the turtles and
go for the best experience in another section of the map. 25: Dragon Tail: Insect, Medium, Wind 2. 25: Spring Rabbit: Rough, medium, Nedium, Water 2. ---: To create potions, you must have a preparation potion, a proper guide to
creating potions, a bowl of medications, and ingredients in your inventory. Once you use Preparation Potion, a medicine bowl is consumed, and a list of all the potions that you can create with the guides you have in your inventory pops up; Choose the potion you want to make, it shows the ingredients you need and then make the potion.
Use arrow keys and type to speed through the windows, and if you create, say, alcohol, only this guide is in your inventory, so you don't have to scroll through a large list of different potions. Ingredients are as follows: Red potion : 1 Red grass 1 Empty bottle of potions. Yellow potion: 1 yellow herb and 1 empty bottle of potion. White potion
: 1 White grass and 1 empty bottle of potion. Blue potion: 1 Blue grass 1 Scell and 1 empty bottle of potion. Condensed yellow potion and 1 mole moustache 1 empty test tube. Condensed white potion: 1 White potion - 1 Starsend Witch - 1 empty
test tube. Acid Bottle: 1 Immortal Heart 1 Empty Bottle: 1 Immortal Heart 1 Empty Bottle: 1 Poisonous Spores 5 Stems and 1 Empty Bottle: 2 Flowers Maneater and 1 empty bottle: 2 Flowers Maneater and 1 empty bottle: 1 Detonator No. 1 Tendon and 1 Empty Bottle: Brilliant Coat: 1 Fang zenorka No 1
Heart Mermaid No 1 Alcohol 1 Empty Bottle, Anodyne; 1 Ment No 1 Alcohol 1 Empty Bottle, Aloevera; 1 aloe 1 Honey 1 Empty bottle, The skill guest was recently added to KRO for alchemists, After completing the guest you will get a new guide to creating potions that will allow you to produce potions of elementary resistance. Each
potion provides 20% resistance to the element, due to a 15% increase in damage from the opposite element. Resistance to the Earth: 2 Large jelly and 1 yellow gem. Resistance Fire: 2 Frills and 1 Red Gem. Now, as for the
potion formula, I stand for one posted below. Unfortunately, there is no 100% confirmed formula, but this one is accurate enough for me. And, as is important to note, the adopted Alchemist have halved the success! PRP1 - PPP3 - Jobly-0.2 - Dex and Onion (Int/2) X 0.1 - 5 with equating to: red, yellow and white potions potions 15.
Alcohol No. 5. Flora, marine spheres, bombs and acids -5. Blue potions -10. Shiny coats and condensed potions -15. Following this formula, the statistics that will lead to the highest success rates for the alchemist are: 42 Int, 93 dex, and 93 bows. These are basic states, without equipment or buffs. If you know Gypsy/Minstrel with
Marionette Management, you can opt out of brewing to build completely and go into battle. Of course, you will have to rely entirely on their presence to be an effective brewer, so there are drawbacks to it. And here's a success calculator, thanks to Himeyasha! In: Hunting for ingredients. Only a few items can be purchased at NPCs.
Guides and Medicine Bowls at the Alchemists Guild, empty bottles of potions and empty test tubes at the Tool Shop in Geffen, and Scells/Blue Gemstones at the Tool Shop in Geffen, and Scells/Blue Gemstones at the Tool Shop in Geffen. The best character to use for hunting items is Roque, because of their ability to use Steal and Gank. Now, as for the decent places to hunt for rest... Red
Herbs: You get them over and over again; but the first level of the Paion caves is great for them. Controversy, familiar and red plants. Yellow Grass: Lots of yellow spawning plants in the Sograt Desert. Just look around the map near Morrock and you have to find some. Goats also drop them at a decent speed. White Grass: If you level in
high orcs, you should get a good amount of them from archers and brilights. Geffen 3 also has a decent supply of white plants, however, they tend to camp. There's also three that spawn behind a house in Orc Village, leading to Orc zombies, but then again, they
tend to camp and then there are a few blue plants scattered across the Kobold map. They are usually in corners in the bushes. Seals near Komodo, Spring Rabbits on Turtle Island, and Goats south of Morrock has a respectable amount of Mukas. Mole
Mustache: Any of the maps of coal mines. Witch Starsand: Clock Tower Cellar 4 is awesome for them; Just watch out for the Jokers who will rob you from time to time, along three swords, and enjoy the bathories mobs. Immortal Heart: Pyramids where you should head if you are after them. It's a choice between a basement, with
Minorouses; or the third level, with a lot of other monsters. Poison Spore: Three south of Prontara, or Flora map three north and one west of Prontara, two south and one west of Al de Baran. Fabric: The cemetery has a good amount of Wraiths. Clock
Tower Cellar 4 is good as well. Maneater Blossoms: If you can handle them, geographers near Juno drop these, otherwise head on Flora's card. Detonator: Syalan 4. Tendon: Syal
Just a smack of any red plants you find. Payon 1 has a decent amount of money. Aloe: Go to Floras again. Honey: Vitatas in an anthill, or a snowman on a map west of the map of Flora. Also, soldiers in TI drop them guite often. The sipper bears in Gonryun fit perfectly under them, and the royal jelly they drop pretty well. Scell: Tool
shop in Geffen. Frill: Drillers in Juno, or Frilldora on Komodo Field 05. Stick to the west side. Butterfly Powder: Creams on Prontera Field 04, or almost any map with Fabres/Pupa. Big Jellopy: Firelock soldiers in Amatsu Dungeon 01, or use Marin cards and kill anything. Blue Gem: Tool Shop in Geffen. Red Gem: Drillers in Juno, or a
gem converter in Paion. Yellow Gem: Drillers in Juno, or a gem converter in Payon. Medicine Bowls: Alchemist Guild, in Geffen. Empty Bottles: Toad Card Three west of Prontera has a lot of Rod Frogs; and the toad itself also drops honey.
Ants eggs drop empty bottles at a decent speed, just watch out for annoying marauding ants that will charge some Swordman bot after taking your bottles. And don't forget about the Goats, As for how much to charge when you make potions for someone... I only charge enough to cover my bowls and bottles, so I couldn't offer any
standard prices, so it's pretty much just a personal choice. Squeezed potions. Here are my suggested prices that make for decent profits without sacrificing future income, destroying the market. For example, setting the standard at
2000 zens for compressed white, selling them for a minimum profit in an attempt to attract customers from competitors. Reds: 250 zen. Yellows: 1500 zen. Yellows: 150
yellow on 3, and white on 5. They heal for the same amount as their heavier counterparts. If you plan to use them, you should take into account that they don't stack up with normal potions when slotted to your hotkey list, and they can't be thrown through the potion relief. Oh, and one more thing. If possible, use the store-bought potions to
make a squeezed over homemade, purely for marketing reasons. There is no point in selling a shop bought potions when you can sell those that have name on them. In the end, the fame system implementation patch will come to iRO. The fame system functions by assiging rank points to alchemists based on their brewing activities.
Points will be found when your alchemist creates number of condensed potions in a row without crashing. The ten alchemists with the highest rank points on the server will receive several bonuses. No. 1 Rank Point: 3 condensed potions created without
failure in a row. No 10 Rank Point: 7 condensed potions created without failure in a row. 50 rank point: 10 condensed potions created without failure in a row. The team/alchemists will receive a 50% bonus to their potency. However, this effect does not
apply to potions used through aid Potion/Aid Condensed Potion. ---: Biochemists. Advanced second class for alchemist bonuses for work.
Biochemical Skills: Help condensed potion, active. 10 levels. Sp use: 30. Bottle: Squeezed red, yellow and white potions. Casting time: 1 second. Delayed cast: 1 second. Backgrounds: 5 Help potion. Throw the condensed potion. Throw the condensed potion. Throw the condensed potion.
abandoned condensed potion. Even when they're dead. It also consumes potion at the beginning of the cast, in the same way as acid terror. For now, there is a minor sprite glitch with skill. When your throw is complete, your sprite will remain in the throw position, but it has no negative effect. Just like the help potion, the level you have
determines the increase in potency, and the level you use will be what decides which potions are thrown. 1: 10% more effective. Squeezed red 3: 30% more effective.
: 70% more effective. Squeezed yellow 8 : 80% more effective. Squeezed yellow 9 : 90% more efficient. Squeezed yellow 10 : 100% more effective. (Squeezed white) Full chemical protection, active. Sp use : 40 Bottle : Shiny coat. Premise : All four chemical defense skills are maximum. All four types of chemical protection will be used
simultaneously using one shiny layer. 1: Lasts 120 seconds. 2: Lasts 240 seconds. 3: Lasts 360 seconds. 5: Lasts 480 seconds. 5: Las
Delayed cast: 1 second. Backgrounds: 5 bombs, 5 acid terror. Target with neutral damage x-times sequentially (x level using one bottle of pomegranate. When used on another player, he will only have to deal with its initial damage. Each skill level increases the chance to break both the target weapon and the armor
by 1%. The damage increases in the int caster, and the goal revolution, and it ignores the armor and vit defense. It's like acid terror, in that it ignores the escape, and is a decomposed attack. Thus, it will ignore the safety of the wall, and the damage is reduced to zero by the Pneum. However, armor and weapons breach the chance
remains. In addition, carrying a basic weapon and damage enhancing the card will not raise your damage chart. It assumes that you have a level 10 Acid Demonstration. The room at the top of your int, while the numbers on the left are the twist of the goal. Chart tops off at 149
revolutions, as this is the highest vit goal can have; this name belongs to Lord Orca. Much like brewing, there is no formula that is confirmed to be completely accurate. However, we have one that will give you a pretty accurate idea of what damage you will do and what formula (INT×0.28) × (1VIT×141/100)×qualified level. 1: Hits 1 time,
1% chance to break. 2: Hits 2 times, 2% chance to break. 3: Hits 3 times, 3% chance to break. 3: Hits 3 times, 5% chance to break. 5: Hits 5 times, 5% chance to break. 5: Hits 5 times, 5% chance to break. 5: Hits 6 times, 6% chance to break. 10: Hits 10
times, 10% chance to break. Cultivating plants, active. Level 2. Sp use: 10 Prerequisites: No. Using one spore of a fungus or one stem, grow a mushroom or plant is randomly selected from potential results. There is a 50% chance of failure. 1: Use one spores of mushrooms, grow
red or black mushroom. 2: Use one stem, grow red/yellow/white/blue/shiny plant. Initially, biochemists had two skills planned. None of these skills have been implemented since, nor have they been mentioned. It seems that Gravity has no intention of completing them. Alchemy, active. 5 levels. Premise: 5 Preparing the Potion. You can
create many items that are used through the preparation potion. You can easily create empty bottles, empty potions bottles, and empty test tubes to help you with other skills that require these items. Synthesis of potions, active. 5 levels. Premise: 6 Preparation of the Potion, 2 Alchemy. Combine many different potions to create new
potions. There are already established rules to what can be mixed, and the problem lies in success. You can create heavier potions that heal much more. For potions that cause creatures to attack, they may have better speed or have a new skill to use. --- u: Gomunkul.
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Homunculus was partially implemented on kRO; Please contact topics for information relating to them. Since there is some confusion, the gomunculus, reduced to the most basic description, is the pet that helps you. Whether it's supporting you, or attacking you. You create

them through the Preparation potion using one of the following elements: Rosa Yggdrasil: Seed of Life: Glass Tube: What leads to the embryo: The embryo then stays in your inventory until you use the Homunculus Challenge skill. Then you get a gomunculus. The type is randomly selected. There are currently four types of Homunculi, each type offers two different Homunculi. The difference between them is purely cosmetic. All of them have initial forms and a developed version. In order to ripen them in their secondary forms, you must first raise their proximity to Best Friend status and then use... Philosopher's Stone: Much like a pet, Homunculus requires feeding on a regular basis, or they will run/starve to death, depending on how you look at it. They eat the following foods: Amistra: zardon. Filir: Garlet. Leaf: Food for pets. Vanillamchurch: Skel. As mentioned earlier, Homunculus loses intimacy, not experience. If the proximity falls to zero, Homunculus runs away. Your Homunculus also get points of alignment skills that can be used on the following skills. They do not require skill points on the part of the alchemist to get. The Amister. Castling, active. Instantly switch to the player's location and Amistr. The monsters that attacked the player will now attack Amistr instead. 1: 20% chance of success. 2: 40% chance of success. 3: 60% chance of success. 3: 60% chance of success. 3: 60% chance of success. 3: 40% chance of success. 3: 60% chance seconds of duration. 3: 6 defense, 30 seconds of duration. 4: 8 defense, 25 seconds of duration. 5: 10 defense, 20 seconds of duration. 5: 10 defense, 20 seconds of duration. 4: 8 mistr protection, maximum I.s and hp regeneration 1: 2% hp, 5% regen, 4 protections. 2: 4% hp, 10% regen, 8 protection. 3: 6% hp, 15% regen, 12 protection. 4: 8% hp, 15% regen, 20% regen, 16 protection. 5: 10% hp, 25% regen, 20 protection. Bloody tinge, active. Within five minutes duration, 140% damage increases, and each attack has a 20% chance of leeches, 5 minutes cast delays. 2: 3 minutes duration, 140% damage increase, 6% chance of leeches, 10 minutes cast filir. / Moonlight, active. Filier attacks the target with his beak. 1: 1 punch, 220% damage. 2: 2 hits, 330% damage. 3: 2 hits, hits, Damage. 4: 2 hits, 550% damage. 5: 3 hits, 660% damage. Fast motion, active. Temporarily increase The attack of Filir and aspd. 1: 3% aspd, 110% damage, lasts 55 seconds, 60 seconds of delay. 2: 6% aspd, 120% damage, lasts 50 seconds of delay. 3: 9% aspd, 120% damage, lasts 50 seconds of delay. 4: 12% aspd, 125% damage, lasts 45 seconds, 90 seconds of delay. 5: 15% aspd, 130% damage, lasts 40 seconds of delay. Over speed, active. Temporarily increase Filir's flight. 1: 20 run, lasts 55 seconds of delay. 3: 40 run, lasts 50 seconds, 80 seconds of delay. 4: 50 run, lasts 45 seconds, 90 seconds of delay. 5: 60 run, lasts 40 seconds, 120 seconds of delay. SBR44, active. Lower the level of proximity of your Filir in exchange for high damage to one target. Lif. / Healing Touch, active. Heals a player, or another player, if specifically targeted. The skill consumes condensed red potion, but otherwise functions in the same way as Acolita's healing. In order to clarify some of the confusion it was about, your int has nothing to do with the amount healed. It is calcified with Int. 1: 13 sp. 2: 16 sp. 3: 19 sp. 4: 22 sp. 5: 25 sp. Emergency evasion, active. Temporarily increase the speed of movement of both The Leaf and the player. 1: 10% faster, 40 seconds duration. 2: 20% faster, 35 seconds duration. 3: 30% faster, 30 seconds duration. 4: 40% faster, 25 seconds duration. 5: 50% faster, 20 seconds duration. Brain surgery, passive. Increase the maximum regeneration rate of Lif sp and sp, as well as the amount healing Touch. 1: 1% sp, 3% regen, 2% Healing Touch bonus. 2: 2% sp, 6% regen, 4% Healing Touch bonus. 3: 3% sp, 9% regen, 6% Healing Touch bonus. 4: 4% sp, 12% regen, 8% Healing Touch bonus. 5: 5% sp, 15% regen, 10% regen, 10% Healing Touch bonus. 5: 5% sp, 15% regen, 10% regen, 1 MATK Leaf. After the expiration of the hp and SP skills are set at 10. 1: 1 minutes duration, 10 minutes cast delays. 2: 3 minutes duration, 20 minutes cast delays. Vanillamchurch. Caprice, active. Accidentally use one of the Bolt-type spells. The skill level used for the spell is determined by Kaprizov's skill level. 1: You can use Level 1 Bolt-type spells. 2: You can use Level 2 Bolt-type spells. 3: You can use Level 3 Bolt-type spells. Benedict of Chaos, active by accident Healing on you, the enemy that you are attacking, or Vanilmirth yourself. 1: Healing Level 1: Enemy: 50% / Vanilmirth: 20% / Player: 30%. 2: Healing Level 1 - 2: - Enemy: 36% / Vanilmirth: 50% / Player: 50%. 4: 4: Level 1 - 4: - Enemy: 36% / Vanilmirth: 60% / Player: 4%. 5: Healing Level 1 - 5: - Enemy: 33% / Vanilmirth: 34% / Player: 33%. Change the manual, passive. Increase Vanillilmart Int and page 1: 1 int / 1 p. 2: 2 int / 1 p. 3: 2 int / 4 str. 5: 5 in proximity is reduced to 1. 1: Max L.S. No 1. 2: Max L.S. 1.5. 3: Max L.S. No 2. --- thanks for reading and I hope this has been helpful. Helpful.

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