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High wizard guide ragnarok online

This Ragnarok Mobile High Wizard Guide is part of the comprehensive build guide that covers everything you need to know how to progress through the Pan Job Tree. Congratulations on making it here. That is where your farming capacity starts to shine. Meteor storm is important. It's both massive AoE and huge losses. However, it will require a little setup. Not there yet? Check out our Wizard guide here's a small checklist of what you'll need: the usual meteoric figures before the StormAs, allocating all the points in the Int. Any remaining cast can go to DEX for speed. To maximize your farming speed after Meteor Storm you will want instant cast meteor storm. Aim to make up for any difference with DEX so as much cast time reduction as you can with your gear. Any points left at can go into the Int. Need more information? Head over to our No Cast Meteor Storm Guide. Skills as a high magician you will have a total of 70 skill points to assign (30 from job success). Order Skillaccountants Job Level 1-40

1 Napalm Vulcan (Active) 5-7 ** Single Target Ghost DMG 2 Amplify Magic Power (Active) 10Convenient Buff 3 Safety Wall (Active) 10100% Mailing DMG Reduk 4 Stone Curse (Active) 5Marsh Pond Pre-Curse (Active) 5marsh Pond Pre-Curse Req 5 Marsh Pond (Active) 10AoE Crowd Control Slow Job Success Level 41-70 6 Amplify Magic Power (Active) 20Offensive Buff 7 Energy Coat (Active) 10Defensive + Aggressive Buff 8 Marsh Pond (Active) 20AoE Crowd Control Slow ** Objective 1 Shotgun. Usually LV 5-7 Napalm Vulcan is required. Use Ymir's notebook to make adjustments. What to do with spare points? You'll have a bunch of extra skill points (even more so if you no longer need Napalm Vulcan). Feel free to spend them but you want. EquipmentCrafting Materials Crafting/Smash Lich Staff[1] (Weapon-Staff) - Server of Straf Orleans (Off-Hand-Shield) - Edga Coff [1] (Headwear) - Dark Lord (Blueprint) Monocle (Face) - Owl Baron (Blueprint) Angry Fantasy (Mouth) - Ghost Leader (Blueprint) Devil Feather (Back) - Cast's Quest Rob (Armor)-Page coat upgrade from hardcore cape (garments) 30x topaz 308x hard skin 25x gold sandmorroc hardcore shoes (footgiers)-Wagbond Wolf Orlene's gloves (accessory)-Farney INT Earring (accessory)-Sograt Desert Rift the above set is for no cast meteor storm build. Most of this cannot be prepared so it may take a little time to collect/buy each piece. Not ready for meteor storm? Just stick with your existing wizard gear and farm with Napalm Vulcan. A few things to pay attention to: Lich staff can be replaced with wizard staff once you no longer need extra whistles Reduction.INT Bali Dullahan. Hardcore shoes can be replaced with eye-made crystal pumps could. Wizards provide eye-set bonuses of staff, dullan and crystal pumps a warlock could replace your Orlean server for you sacrifice book. It will trade ct reduction (which you will no longer need) for more damage. Use card incubus card (headgear) and Cards (Footgear) SP Regen to improve if you don't need SP Regen, Seal Doom Card (headwear) and familiar star card (Footgear) can be used for more damage. Agav Card is a top choice for armor. Zipper Bear Star Card is an all-round top tier card for accessories. Shape modifiers do not apply to the mancus. Instead pick the element/trace modifier card for your weapon. Find the right card for your farming needs. Browse our card list. Pets get a sohi pet and skill your ice ode to the max +10% SP region. MonsterLevelSizePropertyWeakness (Base +Job XP) / HPNotable Droppss Suggested Location Egggyra61MFormless/GhostGhost0.056Evl HornPayon Cave 1F lnjustice85MUndead/ShadowFire0.011BriganGlast 1 Heim Culvert Stingr7MFormless/EarthFire0.014 Anonymoussness of The Nequecies Hem Culvert Anolian99MFish/WaterWind0.012Armor ShardGlast Heim Culvert can farm Egggyra until you have your meteor storm setup ready. Step 1 to help you 1- Beat Egggyra: +10% Submit a Marionette Card for Napalm Vulcan Damage. Piercing Staff/Wizardry StaffAlut Int.Int in all stats MealM.Atk Food (original will juice) Peco Peco Ag CardMao Guai Card Steps to Help You Maintain SP: Farming Sting Glasst Heim Culvert will allow you to hit your meteor storm Yes, you can target all three and farm! You can live in this place up to Warlock. Or stay still as it is also a great place for farming with Chain Lightning. You will be roughly between base level 70-105 as a high wizard. Once you hit job level 70, it's time for Warlock! Next: Warlock Guide High Wizard (HW) a spell for killing them all! As a high magician, you'll have access to multiple spells that will give you the usefulness and ability to transcend the usual wizard gameplan, That won't be a match even to the owner's monsters note. The availability of items shown can vary per server standard high wizard as magic type class, it's no wonder that the wizard possess devastating spells that either single or party play figures will be very useful in INT:ed 90-99 VIT/DEX:90-99 DEX/VIT:0-60 Skill Card Elder Willow Pekoco Radlick Verdick Spore Card Pekoco Radic Verdick Vert Card Paste Fabre Turns Themer Redrik Worder Card Isla AaaCromtenser salamander green ferrus zerom card cornemulin radlick green ferrous siroma imp card banshe paste laurel vendor hodremlin radic green ferrus zeroam high wizard tips • Works with waterball sage's deluge • Monster property owner Monster's current Himachal Can show the region • Rely on Dana's bolt skills so you can prioritize AoE skills • Whenever you have the chance • Ganbantein works best versus land protector and bard/dana and magician able to tap into mysterious and elemental magic, but real power is now fully felt in high spells mastered by the magician. Only a fool a high Awesome will be the challenge will dare Power over the head! A high wizard has a lot more power than a regular wizard, and at a much earlier level as well. Unlike the magician, it has mysterious amplification, which will give 50% more mate to cast the next offensive magic skill. It grants a high wizard a lot more power early on, and about equal to the strength of a level 99 wizard in his early 80s, maybe even a little earlier. With that skill, they can level up in the magma basement immediately with the priest without the worry of having too little MATK. Ganbantein, and gravitational fields prove very useful in hi situations, whereas if there are too many of a certain element going on, or seem to be getting into the precast break, you can use the gravitational field to get more damage than casting any of your other spells, because the damage is undeniable, and always does the same amount. There are also other uses in Hi in Ganbantini. It can cancel many different spells that have been put on the ground. Such spells include paklike, security wall, battle chant and warp portal. It rips holes into the ground spells of the sage class as well, so it's good to prevent a sage or scholar from getting his magnetic earth as they do it's desired work. Napalm Vulcan has a 25% chance of abusing the maximum level, and has 5 levels. Very good for abusing opponents in precasts, or just buying time in general to help some killers get to tanks in time to stop them, because it's splash damage. Soul Groove allows the player to increase the current Max SP by 20%, and each time a goal is hit with a target spell (monster), the player will restore the SP equal to a certain percentage of the SP of that monster. This basically allows the square to have infinite SP stacked at the already really fast SP recovery rate of the higher wizard. Slave Crusher is a very promising skill. This skill makes a physical attack based on the mark of the high magician. The higher the Matto, the more damage it will be. Since it counts as a physical attack, card effects and any other effects that come from making physical attacks will work with this skill. You can pass on the status effect, divest people in the near future, break their equipment, etc. is definitely a good skill. Job Change Guide To become a high magician, you have to find the book 'The Book of Yair' in 'Rishi Castle'. Juno. The book will take you to Valhalla so that you can change your job through the high wizard job NPC. Also you should reach at least job level 40 as an excellent first class character. Job levels reaching 50 is strongly recommended first, as the player will not be able to recover additional job levels/skill points after job changes. 1. 'Rishi Castle' in Juno is located at 11 am Disha (Uno 88,320). 2. 'Book of Ymir' is located inside a room behind an NPC called 'Methius Silfe' (yuno in02 88,164) goes. 3. 'Book of Ymir' (yuno in02 94,206) will teleport you to Valhalla. 4. Find and talk to job NPC Makes up for your 2nd class. The view makes it to build strategies to work towards Warlock. View Wizard just makes the high wizard to leveling strategies for leveling stages. Leveling a high wizard is similar to the regular former trans wizard, but with some new skill additions. New Skill Overview: Mysterious Amplification: It should be, because it significantly increases damage production. Soul Groove: This skill is useful for using magnificite for singles without a priest. Although SP is generally not a problem for wizard classes, it still is worth investing in points. Ganbantein: Mostly only used in woe as a Warlock, and yet it's debatable how useful this skill is. Generally not recommended to acquire this skill. Napalm Vulcan: Mostly fun skills for one. The damage is minimal, but it's a chance to slow down an event targeted enemy. Gravitational field: Generally not effective. Stave Crasher: Generally not effective. Tools Eden Group Instruments Quest Main Article: Eden Group Instruments Quest Most outstanding characters already some Eden Tool Search will already be completed and can reuse the devices. If the character hasn't discovered yet, they can make it an excellent character as well. Staff is a good weapon and is generally a good choice for the use of a magician and his future classes. General Tool Recommendations Main Article: Tool Tool Article lists some common all-purpose tools that are useful through the PVM phase and also for endgame use. Third Class Compatible Main Article: Warlock Tools Recommendations it to spend a lot of money on third-class work to see what tools to try, rather than tools that won't be used as a third class in the future. However, some devices may require a high level of, or are only excellent. After considering what weapon skills are required (some skills can only be used with certain weapon types), weapon search tool within the IRO Wiki DB site is very useful. Generally, for physical classes (ranging from melee and both), something with high ATK is the best. For magic classes, there's some best with high MATK. Link to IRO Wiki DB Weapon Search: One-handed employee: Eraser (MATK +170, INT +3, DEX+2, SP Recovery +8%), small chance to drain sp of enemies from 20 in a 11x11 area around you on magical attack; if +10 or more, extra ATK +3%, -3% variable damage from wind attacks; if +7 or more, MATK +3%, -5% damage from wind attacks, MaxSP +3%, MATK +2%, -3% skill after cast delay) Libra Crown (DEF+6, DEX+3, -7% damage from wind attacks; if +7 or more, MATK +3%; if +9 or more, extra mat + 5%, chance to use Level 5 Frost Nova when physically attacked) Magic Ies (DEF+3) Time of variable skills, -10%, MDEF+5, Cost of +20% SP skills) Mini Propeller (DEF+4, AGI+2, DEX+1, Part +10, -1% variable time per cast skill) Moon Rabbit Cap [1] (DEF+2, ATK+5%, MATK +5%; last +5 for each upgrade, extra ATK+1%, MATK +1%) Hood of Morpheus (def+3, INT+2; when worn with morphine shawl, morpheus ring and morphine bracelet, INT+5, MDAEF +11, MAXSP +20%, cast, cannot be interrupted +25% variable cast time necktie of skill[1] (DEF+6, VIT+1, hit-5, +5% SP skill cost; when worn with blush, -3% of skill variable cast time, ASPD +3%) Pekopco hairband +6%, increased movement speed, ASPD-10%, +25% time of skill of variable artists) Thor's Power[1] (DEF+5, MDEF +3, INT+1, DEX+1, -7% damage from wind attacks; if +8 or more, less chance of +40 ATK for 6 seconds when physically attacking, less chance of +40 mats for 6 seconds when carrying out magical attack) Red Pom Band [1] (MDEF+5; if +5 or more, +2% demi-sophisticated levels per magical damage from human enemies) Red Wing Cap[1] (STR+1, INT+1, DEX+1; if +7 or more, ATK +2%, MATK +2%; + 10% physical and magic damage, indestructible, player can't be knocked back) Chameleon Armor (DEF+55, MaxHP +7 * BaseLevel, MaxSP +1* (BaseLevel/2); when receiving magic damage, 1% chance of aborting all magic damage for 2 seconds; if man's class Diabolus robe [1] (def +57, worn by MDEF+50,MDEF+5,MAXSP+150, -10% skill after cast delay, +6% effectiveness of treatment skills; when dibolus ring [1], ATK +3% and mat +3%) Glorious suits (DEF +10, HP +20%, +7% resistance against demi-human enemies; when worn with luxurious shoes and luxurious mufflers, ATK +5%, mats + 5%, cannot be frozen, and heal, sanctuary, and potion pitcher effectiveness +3%) Orleans Gowns[1] (DEF+15, variables of skills make casting non-interrupted at the cost of increasing the cast's time by 15%) Puente Robe[1] (DEF+42, -3% prescribed cast time of skill, medical skills and +5% effectiveness of objects) cast robe[1] (DEF +40, MDEF +4, -5% variable cast skill time) Sprint Mail[1] (DEF+20, VIT+1, +5% HP Recovery, Treatment Skills and +3% Effectiveness of Objects; Sprint Shoes when worn with [1] and Sprint Ring, MaxHP and Maxxp +7%, -3% Cast time skills time, time, Delay in artists after skill) Tidung [1] (DEF+2, MDEF +10, -5% damage from all races, +15% resistance to frozen and stun Valkirian armor [1] (def +55, all stats +1, +50% silent resistance (when worn by Dana Classrooms), additional bonuses when Valkyrie Helm [1], Valkirian Mantue [1], and Valkirian Boots [1]) Battle Gae of Warlock [1] (DEF +36), MDEF +2, worn with MaxHP +150, -2% damage from demi-human enemies: Additional bonus when worn with combat shoes [1] and Commander's Mantueu [1]) Element Specific: Card: General Purpose: Agav Card (MATK + 5%, DEF-10; if man class. SP +100) angealing card (+ 25% damage from magic armor-shadow attacks with sacred property, -100% damage from sacred attacks, -25% damage from fire, water, wind, earth and ghost attacks) Banshi Armor Card (INT+1 Cornutus card (armor making, def +1) damage of sentinel card (for every 18 base VIT, DEX +1) disguise card (3% chance of tacti inflicting on attacker when receiving bodily harm; if the base VIT is 77 or more, the chance increases to 9%) Evil Druid card (magic armor with dead property+ 25% damage from fire attacks, +50% damage from sacred attacks, -100% damage from dead attacks, -125% damage from shadow and poison attacks (they will heal you), frozen, immune to stone curse, and agitated conditions, knock back immunity to the wall of fire; INT+1, Def +1) Ghostring Card (+25% loss from Ghost Attacks with Ghost Property, -30% loss from neutral attacks; HP Recovery -12%) Lolly Ruiri card (5% probability of auto-casting level 3 on the user when receiving physical damage; Additional bonuses when worn with parasitic cards, Miyabi doll cards, evil nymph cards, harpy cards and bloody butterfly cards (immune from frozen status, reduce damage from water property attacks by 5%) Obsidian card (every 18 base dex, VIT +1) peycopco card (Maxhp +10%; additional bonus insect when worn with Grand Peto card) card (get physical damage) 3% chance of stone curse on the attacker while doing; If the base is INT 77 or higher, the probability increases to 9%) Rybio card (3% chance of stun on attacker while receiving physical damage; If the base dex is 77 or higher, the probability increases to 9%) Element-specific: Card Reference - Fundamental Armor Shield General Purpose: Round Buckler[1] (DEF+90) Bradium Shield[1] (DEF+98, AGI+1, MaxHP+500) Immune Shield[1] (DEF+55; if refined +5 or more, then -1% loss from neutral attacks per sophisticated level (up to +12)) memory book[1] (DEF+25, MDEF +2, INT+1; when worn with monocle and pocket watches, +15% HP and SP, +7% magic damage) Orleans servers (DEF+75, MDEF+2, Maxxp +10%, +5% HP Recovery, +30 HP Every 10 Seconds, +5% Medical Skills and Effectiveness of Objects) Card: Firelock Soldier Card (STR+2; If Shoes +9 or more, MaxHP and MaxSP +10%) Gold Acids Card (MaxHP and MaxSP +4%; Additional MaxHP and MaxSP +4%, +5% HP and SP Recovery if not more than refined +4), Green Ferris card (VIT+1, MaxHP +10%) Matir card (AGI+1, MaxHP +5%) Additional bonus when worn with Miyabi Doll Card (MaxSP +10%, +5% Frost Diver Damage, Lolly Ruri Card, ParasiTic Card, Evil Nymph Card, and Harpy Card, and Killer Butterfly Card) Sohi Card (MaxSP +10%, +15%, +3% SP Recovery) Verit Card (MaxHP and MaxSP +8%) Accessories General Purpose: Bracingmen (DEF+1, MDEF+5, STR+6, AGI+6, VIT+6, INT+10, DEX+6, Look+10, +6% Effectiveness of Medical Skills) Bradium Earring [1] (INT +1, DEX+1, MATK +2%, MATK+5) Clip[1] (MaxSP+10; When worn with spiritual ring, +3% SP Recovery) Diabolus Ring[1] (MaxHP+100, MaxSP+100, +10% Body Damage against Devil/Moroc Resistance to frozen status, +15%, +5% effectiveness of medical skills; When dibolus robe [1] or dibolus armor [1], +3% physical and magic damage) ball (INT +2) ball[1] (INT+1) specialist ring[1] (-5% skill after cast worn with delay, + 5% SP skill cost) fantastic ring (MaxHP +300, -3% variable skill time, fire, earth, wind, and water strikes from -10% loss, + 5% effectiveness of medical skills when worn with medals of honor, +5% physical damage, +3% magic damage, Additional +5% effectiveness of medical skills) Medal of Honor (MaxHP +600, DEF+1, MDEF +6, +5% physical and magic damage, +1% chance of stone curse on the attacker when receiving physical damage; when worn with a fantastic ring, additional +5% physical damage and +3% magic damage, effectability of +5% medical skills) morfus bracelet (N+1%, Maxsp +5%; When shawls of Morpheus, morphes ring, And hoods of morphius, int+5, MDEF +11, maxsp +20% are worn with, variables of skill make casting non-disrupting at the cost of increasing the cast time by 25%) morphine ring (INT+1, MaxSP +5%; when morphius shawl, morphius bracelet, and hood of morphius, int+5, MDEF +11, MAXSP +20%, Variables of skill make casting non-disruptor at the expense of increasing the time of artists) Neil Rose [1] Gloves of Orleans[1] (DEX+2, +3% magic damage; when worn with the servers of Orleans [1], -10% cast time of variable skills) Pocket Watch (or memory book (or memory book [1]) and monocol, +15% HP and SP recovery Rune Spellstone [1] (MaxSP +50; -1% skill postted after delay) spiritual ring (INT+2, DEX+1; when the spirit is worn with staff or sorceress staff, DEX +2, +6% magic damage; when clip [1] or garland (or garland [1]), +9% is worn with Sprint ring (-10% variable skill cast, +5% skill after cast delay; Sprint Mail[1] and Sprint Shoes[1], MaxHP and MaxSP +7%, extra -3% is worn with variable cast time skills, -15% skill after-cast delay) sign (+5% physical and magic damage) Vesper Core 01 (DEF+1, MDEF+3, INT+2, MaxSP +5%) Race/Element-Specific: Cards: General Purpose: Crocodile Cards (from physical attacks carrying -5% damage) Killer butterfly cards (up to 30% of skill variables of skill at the expense of increasing the time of cast of casting, +5% fire wall damage; extra bonus with lolly ruary card, parasite card, miyaabi doll card, evil nymph card, and harpy card) creamy card (enables to use level 1 teleport) kafra blossom card (-10% damage from fire, air, water, Earth, sacred, and shadow attacks, 2% chance to add an extra-10% loss to 10 seconds from fire, wind, water, earth, fire, and shadow attacks when receiving magic damage) froth cards (casting variable cast of non-disrupted skills at the expense of increasing time by 25%) Smoky Card (Enables the use of Level 1 Hiding) Vitata Card (Level 1 Heal, + 25% enables using SP cost of skill) Yoyo Card (AGI+1, Right Dodge +5) Zerom Card (DEX+3) Skill Specific: For more information about wizard skills class data skills, click here. Skill details level type Ganbantein casts a spell that has an 80% chance to cancel the ground targeting magic around the place targeted by caster. 1 Auxiliary gravity

field inflicts neutral property magic damage to all enemies in a 5x5 field around the targeted location. 5 Aggressive mysterious amplification increases the strength of the magical attack of the next magic used by up to 50%. 10 Assistant Napalm Vulcan deals ghost fundamental damage to every enemy within the 3x3 field of target. 5 Aggressive soul restores groove SP whenever a monster is hit with a target spell. 10 Passive Stav Crasher Deal Physical damage to an enemy with a equipped weapon. 1 Aggressive Job Bonus Stat(Amount +1+2+3 +4 +5 +6 +7 +8 +9 +10 +11 +12 +13 +14 +14 +13 15 +16 +17 STR 20 40 60 AGG 8 18 26 34 50 56 65 69 VIT 3 29 4 7 53 66 Integral 1 5 10 14 19 24 28 32 37 38 39 46 49 55 59 6 2 70 DEX 2917 22 23 31 43 61 67 Look 12 39 57 ASPD does not change after crossing the ASPD value. See Wizard (ASPD). See also external link links

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