



Dragonium

ASSOCIATION ZYZOMIS



The healer is a Herbalist. He can also be an Apothecary or Alchemist.

The Herbalist collects plants (from 1 to 21 at a time, depending on the level, with a higher chance of getting the plant of his level, then a lower chance).

The Apothecary makes health and mana potions in large quantities from plants, as well as animal whelping potions (from now on by weight group). To carry out his profession, he needs a catalyst: a mortar (the quality depends on the level of the potion to be made).

The Alchemist uses plants to make boosts and special potions. To do this job, he needs a catalyst: a still (the quality depends on the level of the potion to be made).

APOTHECARY

PET WHELPING

Whelping lvl 1 (miniature pets, weight 1) : Ampyrium atropurpurea + Small mortar, 35°, 30mn

Whelping lvl 2 (very small pets, weight 2 to 4) : Ampyrium atropurpurea + Thalisimum vulgaris + Good mortar, 35°, 30mn

Whelping lvl 3 (small pets, weight 5 to 9) : Ampyrium atropurpurea + Thalisimum vulgaris + Xantophora acerifolia + Quality mortar, 35°, 30mn

Whelping lvl 4 (average-size pets, weight 10 to 24) : Ampyrium atropurpurea + Thalisimum vulgaris + Xantophora acerifolia + Diaphorus citrina (leaf) + Precision mortar, 35°, 30mn

Whelping lvl 5 (large pets, weight 25 to 49) : Ampyrium atropurpurea + Thalisimum vulgaris + Xantophora acerifolia + Diaphorus citrina (leaf) + Coriaster triflora (leaf) + Super mortar, 35°, 30mn

Whelping lvl 6 (very large pets, weight 50 to 79) : Thalisimum vulgaris + Xantophora acerifolia + Diaphorus citrina (leaf) + Coriaster triflora (leaf) + Cyclamonis pratense (leaf) + Professional mortar, 35°, 30mn

Whelping lvl 7 (gigantic pets, weight 80 and over) : Xantophora acerifolia + Diaphorus citrina (leaf) + Coriaster triflora (leaf) + Cyclamonis pratense (leaf) + Niscordum micrantha (leaf) + Master mortar, 35°, 30mn

HEALTH AND MANA

The following life and mana potion recipes produce a crate of 20 vials. Clicking on the crate opens it and it becomes 20 vials of the chosen type. This makes storage easier in the bank.

The temperature for the HEALTH vials is 35°.

The temperature for MANA vials is 65°.

Level 1

Tiny flask of Health/mana : Draconeum spicata + Small mortar, temperature according to type, 10mn

Small flask of Health/mana : Draconeum spicata + Small mortar, temperature according to type, 11mn

Fully filled flask of Health : Draconeum spicata + Small mortar, temperature according to type, 12mn

Level 2

Small concentrated potion of health/mana : *Epicolymus caerulea* + Good mortar, temperature according to type, 10mn

Medium concentrated potion of health/mana : *Epicolymus caerulea* + Good mortar, temperature according to type, 11mn

Great concentrated potion of health/mana : *Epicolymus caerulea* + Good mortar, temperature according to type, 12mn

Level 3

Half super potion of health/mana : *Carduus atrorubens* + Quality mortar, temperature according to type, 10mn

Super potion of health/mana : *Carduus atrorubens* + Quality mortar, temperature according to type, 11mn

Level 4

Half ultra potion of health/mana : *Diaphorus citrina* (fruit) + Precision mortar, temperature according to type, 10mn

Ultra potion of health/mana : *Diaphorus citrina* (fruit) + Precision mortar, temperature according to type, 11mn

Level 5

Conquerors' half health/mana potion : *Coriaster triflora* (flower) + Super mortar, temperature according to type, 10mn

Conquerors' health/mana potion : *Coriaster triflora* (flower) + Super mortar, temperature according to type, 11mn

Level 6

Heroes' half health/mana potion : *Cyclamonis pratense* (flower) + Professional mortar, temperature according to type, 10mn

Heroes' health/mana potion : *Cyclamonis pratense* (flower) + Professional mortar, temperature according to type, 11mn

Level 7

Golem's half health/mana potion : *Niscordum micrantha* (flower) + Master mortar, temperature according to type, 10mn

Golem's health/mana potion : *Niscordum micrantha* (flower) + Master mortar, temperature according to type, 11mn

Dragon's half health/mana potion : *Niscordum micrantha* (flower) + Master mortar, temperature according to type, 12mn

Dragon's health/mana potion : *Niscordum micrantha* (flower) + Master mortar, temperature according to type, 13mn

ALCHEMIST

BOOSTS AND SPECIAL POTIONS

Level 1

Tiny flask of constitution : *Onopharolis roburopodus* + Small still, 10°, 10mn

Tiny flask of strength : *Onopharolis roburopodus* + Small still, 10°, 15mn

Tiny flask of dexterity : *Onopharolis roburopodus* + Small still, 35°, 20mn

Tiny flask of intelligence : *Onopharolis roburopodus* + Small still, 100°, 15mn

Tiny flask of wisdom : *Onopharolis roburopodus* + Small still, 65°, 20mn

Antivenom : 1 Snake venom + Small still, 100°, 15mn (*this recipe is likely to fail*)

Level 2

Alchemist's potion of weight +25% / 20 MP : *Platoralis longifolia* + *Onopharolis roburopodus* + Good still, 35°, 30mn

Small flask of constitution : *Platoralis longifolia* + Good still, 10°, 10mn

Small flask of strength : *Platoralis longifolia* + Good still, 10° + 15mn

Small flask of dexterity : *Platoralis longifolia* + Good still, 35°, 20mn

Small flask of intelligence : Platoralis longifolia + Good still, 100°, 15mn

Small flask of wisdom : Platoralis longifolia + Good still, 65°, 20mn

Dynamite : Saltpetre + Coal + Sulfur, 100°, 30mn

Level 3

Alchemist's potion of luck +1 / 10 rounds : Carduus sulfureum + Platoralis longifolia + Quality still, 35°, 30mn

Fully filled flask of constitution : Carduus sulfureum + Quality still, 10°, 10mn

Fully filled flask of strength : Carduus sulfureum + Quality still, 10°, 15mn

Fully filled flask of dexterity : Carduus sulfureum + Quality still, 35°, 20mn

Fully filled flask of intelligence : Carduus sulfureum + Quality still, 100°, 15mn

Fully filled flask of wisdom : Carduus sulfureum+ Quality still, 65°, 20mn

Level 4

Alchemist's potion of super health +16% / 40 rounds : Lycorhizus maximus + Carduus sulfureum + Precision still, 35°, 30mn

Alchemist's potion of super mana +50% / 40 AP : Lycorhizus maximus + Carduus sulfureum + Precision still, 65°, 30mn

Small concentrated potion of constitution : Lycorhizus maximus + Precision still, 10°, 10mn

Small concentrated potion of strength : Lycorhizus maximus + Precision still, 10°, 15mn

Small concentrated potion of dexterity : Lycorhizus maximus + Precision still, 35°, 20mn

Small concentrated potion of intelligence : Lycorhizus maximus + Precision still, 100°, 15mn

Small concentrated potion of wisdom : Lycorhizus maximus + Precision still, 65°, 20mn

Level 5

Alchemist's monster detection potion 40 MP : Rhondiotropis pumila + Lycorhizus maximus + Super still, 35°, 30mn

Medium concentrated potion of constitution : Rhondiotropis pumila + Super still, 10°, 10mn

Medium concentrated potion of strength : Rhondiotropis pumila + Super still, 10°, 15mn

Medium concentrated potion of dexterity : Rhondiotropis pumila + Super still, 35°, 20mn

Medium concentrated potion of intelligence : Rhondiotropis pumila + Super still, 100°, 15mn

Medium concentrated potion of wisdom : Rhondiotropis pumila + Super still, 65°, 20mn

Level 6

Alchemist's monster repellent potion 50% / 30 MP : Phyllacea cardinalis + Rhondiotropis pumila + Professional still, 35°, 30mn

Great concentrated potion of constitution : Phyllacea cardinalis + Professional still, 10°, 10mn

Great concentrated potion of strength : Phyllacea cardinalis + Professional still, 10°, 15mn

Great concentrated potion of dexterity : Phyllacea cardinalis + Professional still, 35°, 20mn

Great concentrated potion of intelligence : Phyllacea cardinalis + Professional still, 100°, 15mn

Great concentrated potion of wisdom : Phyllacea cardinalis + Professional still, 65°, 20mn

Level 7

Alchemist's potion of retention 100% / 20 rounds : Hordelysteum amara + Phyllacea cardinalis + Master still, 10°, 30mn

Alchemist's drop potion x2 / 10 AP : Hordelysteum amara + Phyllacea cardinalis + Master still, 35°, 30mn

Alchemist's living souls potion 4 squares / 2 minutes : Hordelysteum amara + Phyllacea cardinalis + Master still, 65°, 30mn