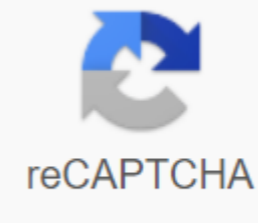




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Acolyte leveling guide ragnarok

Acolyte is a support class in RO., but they have a different way of class2. One of them is a priest who is a full-time support skill for the party. One of them is the monk who has the highest damage skill on one target. Fighter or support on your hand. Acolyte Stat Build 1. It's Wit-Dex. It's a complete support build. Int for effective healing and max sp. Vit for max hp that make you survive. This build cannot be aligned on its own. You should dent your friend. Archer and Magician class is your best friend to you. Stat on Lv.55 : Vit 40 Int 63 Dex 20 Onion 9 2. Agi-St Dex. This assembly is for the Battle Priest or Combo Monk. He plays like Aga's style. You have the ability to support yourself. Statistics on Lv.55 : Str 30 Agi 63 Int 12 Dex 30 3. St. Ipt Dex. This is Asura Monk to build. Str for physics atk. Int for max sp. Asura can increase damage from ace physics and max sp., but this build is difficult to align. You have to leeching your friend until you have asura. Stat on Lv.55 : Str 63 Agi 9 Vit 20 Int 30 Dex 20 Rookie Level 1 - 12 You must enter the Rookie Training Ground for Beginner Red Potions 800 ea, Equipment and Got Some zeny. It's use 20-30 min only, but it will help you a lot. Acolyte class change the quest link. Acolyte Level 13 - 30 Battle Acolyte (Agi Style) Go to Prontera and do the Prontera Calvert Entry quest. Prontera Calvert is a very good place for alignment and agriculture. You don't need any equipment just rookie Cutter from Training Ground enough. Leeching Acolyte (Support Build) Pion Cave F1 is the best place to find a party. You have to learn Blessing as quickly as you can and the positive effect of your party member. Be vigilant your party member hp. Healing is not as effective as a classic patch. You can check hit100% and flee95% on the Hit/Flee table. Acolyte Level 30 - 40 Battle Acolyte You can align with Flour, Hodu, Poison Controversy, Smokey, Coco, Caramel, Wolf. You have to learn The Blessing and increase the Agi for the lovers themselves. Yoyo is a good monster for alignment. Low hp and good production. You can farm on this card to make money. Where to buy

Stunner. Note :You must buy Stunner. Stunner has a high atk and can stun the enemy (10% chance). This is the best weapon for combat acolite. Stunning can be bought on the left bottom of the morroc at the top of the refinement room. Leeching Acolyte Go to Morrock and go down 2 cards. Welcome to the best place to party. Hode and Mook are a good ex-monster for this level. Or head to Geffen and sit in Geffen Dan F1. Poisonous spores give little Exp, but the map is very small. Poisonous spores around you. Acolyte Level 40 - 50 Battle Acolyte Orc Dun F1 is a good choice for you. The map is very small and easy to go from Prontera. Or want outdoors. Orc Warrior and Orc Lady in Ork Village are also good. Extras : Sandman, Savage Leeching Acolyte You can find a party in Sandman and Geograhper. The geographer is the best to find the party (Mag and Archer like him). The geographer has a good Exp. Sandman is good for the male class, like a swordsman, a swordsman, Shopping. Acolyte Level 50 - 60 (Work 50) Battle of Acolyte Paion Doon F3. Bongun and Munk are easy to kill, and they have good prey. Munak Drop Shoes. Bongun drop ninja costume. Optional : Mummy, zenork, Sohi. Leeching acolit as 40-50. Find a party at Geographer or Glaist Heim Underprison. Fast Lane Aligning Leaf Cat at Ayothaya Field (ayo_fild02) Leaf Cat has a high exp job (1212 Work Exp). And drop a good booty like a fig leaf (269z) or a huge leaf (305z). It sounds good, but beware of Wootan Fighter. You can kill Leaf Cat with Fire Bolt 10. Ayothaya Dungeon Entrance quest Support with Paypal If you enjoyed my content and want to support my blogs. Thank you. This blog will not exist without my readers and I am grateful for all of you. Credit Image Developed by Freepik Acolyte Acolyte Guide Acolyte Level Guide Revo-Classic Acolyte Guide Acolyte, the support class tends to be behind the frontliners to keep them under control. They have support skills like to heal and they can give players stats a boost. It is not uncommon to find Acolytes traveling with adventurers as they are most knowledgeable when it comes to support. Standard builds! Full Support Battle Change Works In Acolyte Step 1 Step 2 Enter the church located at the top right of Prontera. Enter the portal on the right and look for Father Mareus (Cleric). Talk to him to start the test. Step 3 Father Rubalkabar He will ask you to visit one of these NPCs. From Prontera: 1 map North 2 maps Of Eastern Mother Marthilda Father Yosuke From Morrock: 1 map North from Prontera: 2 maps West 1 map North Step 4 Return to Father Mareus after talking to said NPC, and it will turn you into Acolyte Apart from your default skills, you can also get a class of special skills through the quest. Here are the quest skills that you can get as an acolyte: Holy Light Cleric Requirements: Level work 30 x1 Opal x1 Crystal Blue x1 Rosary Leveling Spots Payon Dungeon Morrock Field Ork Dungeon Yuno Field High Orcs Difficulty Medium Light Medium Medium - Hard Medium - Hard When You Say Pay Caves, It's Archers and acolytes. They dominate this part of payon because of their skills and various benefits. Once you find someone at a party with, go and kill some Mukas! Then Hods! You can also go here alone and look for a party. No one refuses acolitis! If you are looking for more action and endless grind, Orc Dungeon is the one for you. Monsters appear immediately when they die, leaving you no place to rest. This is a well-known place for the alignment of archers, as geographers are immobile. Find the archer to the party with and start grinding! Akolits are archer's best friends. Archer to the party, as they can kill high orcs at long range. TIPS - Healing undead monsters damages them, so hurry to get level 5 or more to heal. With this skill, you'll always have someone to party with. Everybody wants to. Next, get a blessing and increase the agi. If you have this, the support will wind up and people will line up for a party with you. Go to one card above once you get stronger to get more exp. Heal and buff them when necessary. Always sit when you are idle, this is to help you regen your SP. A monster can spawn near you. Don't stay away from the front liners, stay close to them to lure spawning crowds near you. Bring a potion in case of an emergency. We go to the next level when you get stronger. Don't forget to keep this card as a warp point! You can offer warp service to people when you don't feel like grinding. Beware of punk, harpy and devil. They're going to kill you.. Sit down when idle for a quick sp recovery. Use the air when against the orc archer. Bring a potion in case of an emergency. Monsters here do a lot of damage. Be vigilant and don't get too far away. Sample Builds Support Acolyte Battle Acolyte Lower Limit Upper Limit Skills This page lists recommended places of withdrawal, with maps and monsters associated with them. The alignment locations are optimized only by killing monsters that don't have a fine EXP at the current character level. More information on this topic is available on the Experience page. The first page was structured more for a pre-update. The upgrade level is more universal and doesn't have to be divided into each class. There are only a few exceptions, such as Acolyte Heal-bombing, and Archers and Wizards snipers are still monsters. The old page has been moved here. Adding suggestions to a page is highly valued. Quest quests are an alternative to pure grinding, or complement monster kills, giving an extra reward to EXP set of monster kills. Eden Groups Leveling quests Eden Group Levels quests are a great place to start. Each character can take on these quests after joining the Eden Group. Weekly in turn ins (Gramps) Every week, there are Weekly Turnaround in Events offered. These quests usually require a party complete with, and often other players will type for those who join their party. They are for levels 70-100, 101-125 and 126-150. Gramps NPC in Eden First Floor offers these quests for each character. Many players, especially those who play supportive characters, will make these turn ins all the way up to the level of 150/50. However, this alignment spot page makes a list of some recommendations for more solo oriented characters or players at solo level or with a small batch. Bounty Board bounty quests offer repetitive quests ranging from base level 20 to 150. These quests The appropriate amount of monster kills for players like solo or party. EXP quests Some regular quests also provide a reward for EXP. Some are repeated, while others are only repeated once. For The For Information, please see the page of the Tables of the quest. Each character's alignment tactics begin with an automatic attack (ctrl-click, or clicking with /nc activated) monsters. As the character acquires levels of work to gain skills with, they can begin to use new skills for more effective combat and overall damage. General Tactics New players often choose an AGI-focused build for alignment (not related to Mages, of course), since it is more potion friendly and uses less tools and supplies in general. AGI-focused builds to focus on faster ASPD for melee monsters, and relies on some degree of FLEE to avoid damage altogether. It is recommended for AGI builds to avoid cards with aggressive monsters. Conversely, more experienced or well-funded players tend to choose a VIT oriented build, and will choose to use AoE skills on aggressive monsters. Note that at higher levels, VIT should not be seen as the opposite of AGI. Many builds can often use both stats, and higher-level characters always use VIT for survivability, and AGI becomes more offensive/status to resist statistics rather than a defensive stat, which is still important. Aggressive Monster Tactics Aggressive (also called agro) monster monsters that will automatically target and attack the player. Passive monsters, the opposite of agro monsters, do not attack the player if the player does not fall into them or uses the skill on them in the first place. Generally, agro-monsters are good for a quick level by mobbing them and using AoE skills. This alignment tactic is more costly and will require a lot of benefit healing points however, and new players can't afford them. Players can also use Fly Wings to find mobs faster. Equipment Equipment is obviously an important part of improving character efficiency in combat. Eden Group Equipments quests are a great place for new players to start with as equipment is free. Once the player is more comfortable with the gameplay and has more tools, they can start looking into more advanced gear. Some general gear recommendations in the Article Equipment. Memo-capable Acolytes cards are capable of memo carding, and warp back to it with the skill of warping the portal. This allows the player to quickly return to the alignment area. Non-acolyte characters obviously can't do that. However, many veteran players may have a second account with Acolyte in it that can memo a specific map, and warp the character they align on the map. Having a memo-ed card is great for when the (low weight limit) symbol needs to restock, or if you Use the hotel to fully restore the HP/SP. Some players may find themselves aligning quickly enough that they are already out of range of card levels before they need to top up however. Map Recommendations Map recommendations are sorted by the level that a character can begin to align on map (15 levels below the highest level of the common monster). Max's level is determined by 20 levels (fine) above the lowest level of the usual monster. Levels 1-10 Map Ming. Max Level Level Aggressive? Memo? Monsters Access Notes Lasagna Field 01 1 15 No Yes Eggring, Grass Fabre, Leaf Lunatic from TheMan, Head Northeast to Docks. Talk to the cat there to go to Malando. You will arrive at The Malando Dock. Talk to the cat in the dock to go to Lasagna. One map south of Lasagna. Fantastic caviar speed. Take the Kill 150 Eggring Bounty Board near the Lasagna tool dealer and target only Eggrings. Prontera Field 07 1 35 No (except vocals) Da Rocker x170, Wild Bebe x90, Vocal x1 One map to the west, one map south of Prontera Good beginner card, but watch out for vocals (30 minutes caviar). Payon Forest 02 3 37 No Yes Spore x100, Boa x60, Wormtail x30 One card east of the Card newcomer Payon Good, can get strawberries from Spores to sell to players for zeny. Sograt Desert 01 10 43 No Da Peco Peco x150, Flour x80, Peco Peco Egg x30 Two cards south of Prontera Good quest award EXP (Eden Group Alignment quests (Level 11-25)), Peco Pecos help however and several can be aimed at the player immediately as a result. Geffen Field 04 1 43 Some but stationary Yes Lunatic x60, Chongchon x60, Mandragora x120, Creamy x30 One map north of Geffen Good quest award EXP (Eden Group Alignment quests (Level 1-11)). It is easy for range classes, since Mandragora are stationery. Levels 11-20 Map Ming. Max Level Level Aggressive? Memo? Monsters Access Notes Geffen Field 01 4 28 Toad only Da Rhoda Frog, Amber, Toad 3 cards to the left of Prontera There's a reward for The Rhoda Frogs on . These are the drop of the Sticky Webfoot that can be included for exp in Eden. If you turn on the exp of the sticky Webfoot, this is the most effective alignment area. Pion Cave 01 12 47 Some Yes Familiar, Skeleton, Popping Cave Entrance is one map north of Payon Good quest award EXP (Eden Group alignment quests (level 11-25)). Ant Hell 01 13 48 Familiars only Dungeon Entrance Memo-capable Ant Egg x87, Familiar x20 One map to the south, one map west of Morrock, and then take the top right portal on the map very popular alignment maps. Ant eggs do not attack backwards, so the player will not take the damage. However, be careful with the acquaintances, as they are agro. The map can also have alchemists aligning them with Homunculus. Payon Forest 07 14 41 No Yes Bigfoot x150, Stainer x60, Caramel x30, Creamy x10 One map to the south, one map east of Pion can collect items for Eden Group Leveling quests (level 26-40). Mt. Mjolnir 06 14 46 Most Yes Poisonous Controversy x150, Smokie x50, Creamy x30 One Map East, map north of Geffen Map with the lowest level of agro (aggressive) monster, poisonous spores. Recommended AoE skills. Levels 21-30 Levels 31-40 Levels 41-50 Levels 51-60 Items such as Maneater Flowers and Sticky Webfoot can be included for EXP from level 56 to 70 (Eden Group Alignment quests quests 56-70)). Levels 61-70 Map Ming. Max Level Level Aggressive? Memo? Monsters Access Notes Geffen Field 08 64 85 Da Da Petite (Sky), Mantis Two west of Geffen has some angles where monsters can be grouped on. Brasilis Field 65 88 Some No, but available from Brasilis, where the character can save on Kururip, Dokebi, Toucan, Jaguar, Headless Mule One north of the Brasilis Good EXP award from the Bounty Council quests (Brasilis). Juno Field 04: El Mes Plateau 68 100 Some Yes Harpy, Goat One South of Juno also has an EXP award from Eden Group Leveling quests (level 71-85). Harpies can silence the character, so be sure to bring green potions if the character has a low INT. Levels 71-80 Note: Weekly turn in event (Gramps) is available at 70, although it's pretty easy to grind a few levels before entering. The level of the first level range is called Low Tl. Map of Ming. Level Max Level Aggressive? Memo? Monsters Access Notes Clock Tower 2F 71 101 Some Yes, Aldebaran Clock, Punk, Ridewood Entrance is at the heart of Aldebaran Good EXP Reward from Eden Group Alignment quests (level 71-85). Maps surrounding Juno 71 103 Some Yes Grand Peco, Sleeping, Goat, Harpy Maps can be accessed on foot from Juneau or Aldebaran Good EXP Reward from Eden Group Alignment quests (level 71-85). Geffen Field 06 71 106 Yes Da Petite (Earth) Two maps to the west, one map north of the Geffen Fire element of the attack recommended. Good EXP Reward from Eden Group Levels quests (Level 86-90). Glaist Heim Underprison 2 80 111 Yes Yes Yes, Glaist Heim Skel Prisoner, Injustice, Rybio Entrance is at the heart of the Glast Heim Good EXP award from the Eden Group alignment quests (level 91-99). Levels 81-90 Levels 91-100 Map M. Max Level Level Aggressive? Memo? Monsters Access Notes Magma Dungeon 2: Nogg Road (commonly referred to simply Nogg) 92 121 Yes Entry to Level 1 is a reminder-capable nightmare of terror x46, Deleter (Earth) x40, Deleter (Sky) x38 Close to Juno, or can use Kafra Elections Dungeon Strain. Extremely mobby map, and great for AoE alignment. Make sure to use a shrinking shield and clothing. Fire armor and Apercio are recommended. Rachel Field 05: Audhumbra Grassland 92 121 Da Da Cobold (Mace), Kobold (The Hammer), Kobold (Axe) Two cards north, one map west of Lighthalzen Thara Frog Card or Ogretooth Card highly recommended for reduction. Vein Field 03 95 130 Some but stationary Da Magmaring near the veins of Magmarings are passive robbers. One tactic is to drop the item and throw the AoE skill at the area as they pile up. Juperos Ruins 01 98 133 Yes Nearest Memo is on the same map as Nogg entrance Venatu (Purple) x70, Venatu x70, Venatu (orange) x70, Venatu (blue) x50, Close to Juno Extremely mobby map, and great for AoE level. Venatus have 2 cell ranges, so this card is not recommended for classes with small AoEs. You can use Penomena Card or Ogretooth Card to cut off from all monsters. Level levels Note: The next level of weekly turn events (Gramps) starts at 101, and goes up to 125. The second level of the range is called Mid Tl. Levels 111-120 Map Ming. Max Level Level Aggressive? Memo? Monsters Access Notes Abyss Lake Dungeon 1, Abyss Lake Dungeon 2, Abyss Lake Dungeon 3 111 150 Yes The nearest memo-capable map is one south of Hugel Multiple Large, Dragon Monsters One map to the south, one map west of Hugel, Abyss Lake Entrance Sky Petite Card or Executioner Card is strongly recommended. Manuk Field 03 113 143 Yes No Tatacho, Centipede, Hillsion, One map to the east, one map south of the 4e Midgard Allied Forces Post. Coming to the New World quest or Cat Hand Access quest (much faster) Orc Warrior Card and Fire Element Attack recommended. Be careful with Hardrock Mammoth. The edges of Mount Amidal: Outside El Dicastes 117 138 Yes No Centipede, Tatacho, Dolomedes One map south of El Dicastes. You can use the Light of El Dicastes ring to warp in El Dicastes and walk from there. Dolomedes hits hard and fast, and can throw fiber lock. Good EXP reward from Bounty Board quests (El Dicastes). Levels 121-130 Note: The next level of weekly turn events (Gramps) starts at 126, and goes up to 150. The last level of the range is called High Tl. Levels 131-140 Map Ming. Max Level Level Aggressive? Memo? Monsters Access Notes Eclage (Bifrost) Tower 136 167 Da Da Lihtermns, Antique Book See Eclage for access. High HP monsters that use many different elementary skills. Only for experienced well-oriented players. Levels 141-150 Map Ming. Max Level Level Aggressive? Memo? Monsters Access Notes Lighthalzen Dungeon 4: Somatology Laboratory (also known as Bio 4) 141 175 Yes No, but available from Lighthalzen, where the character can save on Demi's human and demon race, medium-sized monsters Biolabs Entrance quest and dangerously rumored premise quests Good EXP reward from Bounty Board quests (Lightzen). Prontera Underground Prison 141 165 Most No, but available from Prontera, where a character can save on a frozen wolf, Taffy, Watcher Underground Prison quest preliminary drops can be turned into for the Royal Banquet Daily quests. Prontera Invasion 143 165 Yes No, but available from Prontera, where the character can save on the zombie guard, the Immothal Corps can be accessed after the completion of the Ritual of Blessings Copy of the Holy or Fire Element attack recommended. Levels 150-175 Class-Specific cards Acolyte characters using healing to the undead at the level will have limited cards to choose from. Some classes may also use other tactics to align as well. Archers and magicians can use range/range Attack to snipe still monsters. Magicians can also draw only passive monsters that don't have a cast sensor attribute with a skill that has a long time cast but can one shot monster. Acolyte / Priest Healing Bomb Maps Healing the Undead Element Monster Monster death is also known as Healing Bombing. Note that Undead is also the name of the race and this can be misleading. For a full list of Monsters of the Undead element, using a database of monsters (such as Monster Search) is highly recommended. For any support-oriented Acolyte/Priest characters, it's usually a much easier party with one friend and share EXP. For more information on healing skills, please see the healing article. The priest's skill, Turn Undead, can also only be used on the undead element of monsters. This can be applied to the following cards as well. Another priest's skill, Magnus Exorcism, can also be used on the undead element of monsters, and is an AoE skill. Magnus Exorcismus can also hit the monsters of the Demons race. They are the only reliable priests of the AOE, high priests and even bishops. For more information, please see the article by Magnus Exorcismus. Map of Ming. Level Max Level Aggressive? Memo? Monsters Access Notes Payon Cave 1, Pion Cave 2, Pyon Cave 3 12 78 Some no undead element of monsters Fourth Level Payon Cave. The entrance to the cave is one map north of Pion Some agro monsters can't suffer with healing. It is recommended to bring a melee weapon like a mace and switch to it (with a hot key) to kill these monsters. Beach Dungeon 3 31 66 Some Da Megalodon One map east of Komodo Alternative Payon Cave. Orc Dungeon 01 (OD1) 38 71 Yes (almost all) Can memo at the entrance of the Orc Village Orc zombie x80, Orc Skeleton x10 Entrance is at the top left of the Orc Village Very Mobby map. Can teleport away if surrounded by too many monsters. May have some Homunculus vacationers here though. Glast Heim St. Abbey 65 97 Yes Can memo at the entrance of Evil Druid, Wraith One map to the north, three maps west of Geffen and then enter from the lower middle entrance. It also has several mim autocrats on the map. It is recommended to teleport from them and can avoid them completely rather than kill them. Tatami Maze 73 99 No can memo in Amatsu Firelock soldiers enter through Amatsu Castle (may memo from the outside). The airpudge has to align here. Glast Heim Churchyard 83 118 Yes Can memo at the entrance to St. Abbey Abbey, and walk one level Dark Priest One map to the north, three maps west of Geffen, and then enter from the lower middle entrance. Next, enter the portal in the bottom right corner. Dark priests have a high HP and can take a few hits to kill. Archer/Mag/Ninja Sniper Maps Some monsters (usually plants) are immobile. This is a great advantage for the new Archer and Magician players, since these classes varied attacks or skills, and could snipe these monsters while being out Monster. The monster will not be able to hit the character and the character will not withstand any damage. Positioning right outside the monster range is essential, of course. Archer can simply use his regular attack (ctrl-click, or clicking with/NC activated) on these monsters, or use use such as Double Strafe. Magicians will have to use skills such as Fire Bolt or Cold Bolt. Ninjas have their own skills that they can use to snipe as well. For a full list of still monsters, using a database of monsters (such as Monster Search) is highly recommended. Map of Ming. Level Max Level Aggressive? Memo? Monsters Access Notes Geffen Field 04 1 33 Some Da Mandragora One map north of Geffen Mandragoras have a number of four cells. If the character moves too close by accident, Mandragora will attack as it is aggressive. Beach Dungeon 3 15 48 Some Da Hydra One map east of Komodo Gidras have a larger range than Mandragoras, making them difficult to snipe at times, but they provide a good mileage in for lightning magicians and ninjas. Tara Frogs and Megaladons can make decent later prey as you level up. Paion Forest 10 40 75 Some Yes Greatest General One map to the south, two maps east of Payon Greatest Generals have a number of three cells but are known to use a range of spells. Be careful with Eddgo. External Links Speed Level Guide 1-150 Level Past 150 150 acolyte leveling guide ragnarok mobile. acolyte leveling guide ragnarok eternal love. ragnarok m acolyte leveling guide. ragnarok m eternal love acolyte leveling guide. ragnarok mobile acolyte solo leveling guide. ragnarok acolyte solo leveling guide. ragnarok eternal love acolyte to monk leveling guide. ragnarok m acolyte to monk leveling guide

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