**Forum Posts for Week 3**

***Leonardo writes:***

**CMV: White Knight in Underpowered**

A Pilgrim with the correct background outperforms White Knight any day.

***Paladina replies:***

Tanking?

***Leonardo replies:***

Like we need tanks in this game. Everyone just pushes their combat skills/dodge and you don’t need tanks. White Knight is trash.

***WhiteKnightRider replies:***

I get Taunt, extra hit points, access to the best weapons and armor in the game, and an unkeyed heal when I attack? You’re nuts! I’d like to see your Pilgrim tank any difficult content.

***Leonardo replies:***

Like we need tanks in this game. Everyone just pushes their combat skills/dodge and you don’t need tanks. White Knight is trash.

***Jacko writes:***

**Using Essence to Learn New Potion Recipes**

Most people know that you can use essence to create magic weapons, armor and jewelry. However, did you know you can also use essence to learn new potion recipes?

Many new alchemists are confused about how to learn new potion recipes. You get a handful of low-tier recipes at the beginning of the game, and you can buy a few more recipes as you find NPCs and stores around the world. However, there is a whole library of recipes that you cannot learn from NPCs. The only way to learn these special recipes is to use essence.

The process is simple. You start with a Base Potion of the correct tier. You then add the essence and succeed at an alchemy skill test. If you succeed, you now have an identified potion. Each essence has a number of unlockable recipes – usually around 4 or so. The potion you get is randomly chosen from the possible potions that can be unlocked by the essence.

If you want, you can “lock” a specific potion recipe to a specific essence by using a scribe’s recipe book. Every book stores the set of ingredients you used and then locks it to a particular result. Later, if you make a potion using a “locked” essence, you are guaranteed to get the same result.

For instance, one of the earliest essences you will find are Kobold Scales. These things are pretty common on Starter Island, and a beginning alchemist might find himself with several after a few adventures. Scales have .. possible results when used to create a potion:

* Minor Fire Resist
* Minor Poison Resist
* Flame Spittle
* AV +1
* Reflex +2
* Wit +2

If you put a scale into a base potion, you will get one of these possibilities. Let' say we get Flame Spittle. We can either create another potion, getting a new random result, or if we want the ability to reliably create Flame Spittle potions in the future, we can lock the recipe in a recipe book. If I do that, every time I use a base potion and a kobold scale, I will get a Flame Spittle potion.

But… each recipe stores a single set of ingredients and locks it to a single result, and each essence has many possible results. So, does that mean you can only ever craft one possibility from each essence? Sort of… The recipe book records a specific set of ingredients and maps it to a specific potion. Our Flame Spittle potion is created when we use a Tier 1 Base Potion and a Kobold Scale. If we use a Tier 2 Base Potion and a Kobold Scale, we get another randomized result – at the cost of a more difficult and expensive potion to make.

Also, there is an unconfirmed rumor that some potions results are super-rare and only show up a fraction of the time. Another rumor tells of unique potions that are only creatable by the first alchemist to discover and lock them in a recipe book.

***Paladina writes:***

How do I start a guild?

***Domin8 replies:***

You need 4 people and 1000G to start a guild. You cannot start a guild on the Starter Island. You must wait until you are on the main landmass. Any town will have a Guild Registrar that you can use to get started.

***Leonardo replies:***

There are dozens of guilds in the game already. Don’t start your own. They are expensive to maintain, especially if you want any of the guild amenities/boosts.