

Skills

Guides all about how Cyntara's skill systems work.

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Talent Points

Talent Points are a part of Cyntara that provide offensive, defensive and utility effects. They can be accessed by the top left under Character.

Talents



Talents can be gained through completing quest, chest quests, and various activities throughout the game.

*Note: If a talent says increases the **maximum**, it literally means increases the **MAXIMUM**, not the CURRENT %.*

Artifact Talent Points

These are obtained through **Minor Artifact Talent Tokens**, **Major Artifact Talent Tokens**, or through **killing monsters** in **1200+** zones. These will enhance your artifact spells further and generally follow the rule of:

Rank 1: Soul Cost Removal

Rank 2: Duration Increase

Rank 3: Damage Increase/Projectile Increase/Damage Reduction/Healing Increase



Alchemy

The Alchemy system lets players collect various ingredients and brew potent potions that provide combat stats and resistances.

The resistances can break through natural resistance limit of a vocation.

Players that want to begin their journey with the Alchemy can do the Alchemy 101 quest which will introduce you to the system.

Completing the quest is not mandatory to the use of the Alchemy system though.

Additionally players have a chance to brew additional elixirs based on their Alchemy skill level.

Alchemy Station

Alchemy Station is required for brewing elixirs.

It can be found in the main city, north-east of the temple. You will receive a map mark with the location after finishing the Alchemy 101 quest.

The alchemy station will display the list of known recipes as well as the option to view their details and brew the elixirs.

Alchemist's Recipe Scroll

The Alchemist's Recipe Scroll is used to teach the players an elixir recipe.

The system is designed to always reward players with recipes that they have not yet learned.

The scrolls are bound to the player meaning that they cannot be traded with other players.

They can be looted from raid bosses and dungeon bosses (including Talisman Dungeons).

Ingredients

Ingredients are required to brew any elixir. This is a general list of the ingredients, the specific ones as well as their amounts can be viewed by selecting "Details" section from the [Alchemy Station](#).

With the exception of Alchemy Flask they can all be looted from raid bosses and dungeon bosses (including Talisman Dungeons).

- Alchemy Flask - A base item required for all types of elixirs. It can be purchased from the Tool Vendor NPC.
 - Purple Basil - A base ingredient required for all types of elixirs.
 - Box of Averting Powder - A base ingredient required for any defense elixir.
 - Box of Essential Powder - A base ingredient required for any utility elixir.
 - Box of Volatile Powder - A base ingredient required for any offense elixir.
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Alchemy Mount

Players that have reached Alchemy Level 20 will now have a chance to loot Alchemy Mount Recipe from bosses. Once learned, you will be able to craft an item that grants alchemy exclusive mount. This item can be traded and sold to other players.

Fishing

For any Cyntarist with an interest in Fishing, Jason is inevitably the first destination. Jason can be found on the docks on west Main Street. Fishing rods can be used to catch all sorts of exotic fish, aquatic creatures, and even some valuable items! You can also earn experience for fishing, and is a great way to level to around 300 if early combat is not your thing.



A screenshot of a software window for configuring a fishing macro. The window has a dark, textured background. It contains several input fields and a button. The 'Name' field is labeled 'Fishing'. The 'Interval' field is labeled '250'. The 'Script' field contains the text 'UseItemOnPos(9306, 120, 407, 7)'. There are question mark icons next to the 'Interval' and 'Script' labels. An 'Add' button is located at the bottom right of the window.

Name:	Fishing
Interval:	250
Script:	UseItemOnPos(9306, 120, 407, 7)
Add	

Here is the common fishing macro, this will work in the standard spot you see everyone standing South West of the city.

Jason sells 5 types of fishing rods:

Old Rod:

- » Bait required: Worms
- » Break chance: Highest
- » Fish Tier: Worst
- » Corpse Type: Water Elemental
- » Skill Required: N/A
- » Skill Cap: 20

Fishing Rod:

- » Bait required: Worms
- » Break chance: High
- » Fish Tier: Poor

- » Corpse Type: Water Elemental
- » Skill Required: N/A
- » Skill Cap: 50

Good Rod:

- » Bait required: Shrimp
- » Break chance: Moderate
- » Fish Tier: Medium
- » Corpse Type: Rot Elemental
- » Skill Required: 20
- » Skill Cap: 70

Great Rod:

- » Bait required: Shrimp
- » Break chance: Low
- » Fish Tier: Great
- » Corpse Type: Glooth Elemental
- » Skill Required: 50
- » Skill Cap: N/A

Super Rod:

- » Bait required: Rainbow Worm
- » Break chance: Lowest
- » Fish Tier: Best
- » Corpse Type: Spirits Elemental
- » Skill Required: 70
- » Skill Cap: N/A

Players can purchase Hand Augers from Jason; a Hang Auger can be used on ice anywhere in the game world for a chance to create an ice fishing hole. Any rod can be used to attempt to catch a fish from an ice fishing hole. Hand Augers have a chance to break.

Fish that are caught can be sold back to Jason. If you fish out a monster and it attacks you, it will disappear if it loses target. A fishing rod's break chance depends on your fishing skill as well as the rod's tier.

Mining

The mining system lets players mine ore to obtain various goods. You will need the Ore Extraction Pick in order to mine. It can be obtained through the Mine Cart Quest. These items include jewels to sell, alchemy ingredients and rusty armor.

You can find ore all across Cyntara. Be sure to "look" at the stones to see which kind of ore you're attempting to mine.

Common places to find ore: Drill Worms, Ancient Scarabs, Ghastly Dragons

Ore Types

The following ore types can be found throughout Cyntara:

- Common Ore - Contains rusty items.
 - Jewels Ore - Contains all kinds of jewels.
 - Money Ore - Contains money.
 - Enchanting Ore - Contains enchantments crystals.
 - Combined Ore - Contains random items from all of the above.
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Mining Mount

Players that have reached Mining Level 20 will now have a chance to loot Mining Mount Recipe from bosses. Once learned, you will be able to craft an item that grants mining exclusive mount. This item can be traded and sold to other players.