

Alchemy

In Two Worlds there's many different raw materials that the hero can be strengthened by or make his resistance better. Rare ingredients added offer even the possibility of a combined value increase. Below is a temporary list. Note: With the release of patches some of the ingredients might change values and effects.

Attributes

Strength+ 1 Saffron Vitality Dexterity+ 1 Centaurium + 1 Fox liver Magic+ 1 Ghoul brain + 1 Northern Frostrout Mana+ 10 Lavendeler Mana+ 50 Winged Demon Eye

Protection from heat+ 10 Rubin Topas Sulfur + 5 Blood stone Protection from cold+ 10 Azurit + 5 Sand rose Protection from electricity + 10 Amber Magnesite Quartz crystal + 5 Glowing earth Protection from physical damage+ 10 Salt crystals Opal + 5 Byrill Resistances

Combined Items

Dragon scale+ 100 Protection from phy. da. + 100 Protection from cold + 100 Protection from heat + 100 Protection from elec. Diamant+ 10 Protection from phy. da. + 10 Protection from cold + 10 Protection from heat + 10 Protection from elec.

Potions

Throglin's Power+ 1 Strength + 1 Dexterity Dwarven Elixir+ 2 Vitality points The Power of Bears+ 1 Strength Red Fox Balsam+ 1 Dexterity Blood of the Evil+ 2 Vitality points + 1 Dexterity + 1 Strength

- Work in progress -