

# Secret of Evermore Alchemy FAQ

by Xi

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Secret Of Evermore

Alchemy FAQ

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/ == Information == /  
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>> Author: Jeff Decker  
>> Nick: Xi  
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/ 1.0 About /  
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/ 1.1 Copyright /  
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/ 1.2 Versions /  
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Verson 0.9.1 (Sept 20, 2008)

Changed the copyright license.

-----  
Version 0.9 (July 20, 2002):

I am getting closer to being done with a full version of the FAQ. I added in the ingredient list and I have started to fill in some information in it. I also added some quick listings of all of the formulas and all of the ingredients.

-----  
Version 0.8 (July 19, 2002):

All of the more in depth locations are done. I now plan to add some information about ingredients to this FAQ. A list of what ingredients is used by which spells and also a list of where some of the less common ingredients are found. I also plan to add some extra information to the alchemy formula listings.

-----  
Version 0.6 (July 2, 2002):

I completed the quick location list. I will start working on more descriptions in the alchemy information section. This would include a more complex description on where to get the spells.

-----  
Version 0.5 (June 29, 2002):

This is an uncompleted version, but most of the information is on here. I plan on adding an ingredients table and where you can find all of the ingredients. Also I will have more information on the alchemy spells (more descriptive locations) and also complete the location list. The FAQ should be a complete version at version 1.0.

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Version 0.1 (June 16, 2002):

Started writing FAQ.

-----  
/ 2.0 Using Alchemy /  
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/ 2.1 How do I use it? /  
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Alchemy is not that hard to use. First you have to obtain the formula. Then you just make sure you have the spell equipped (certain people will let you equip and unequip spells, you can carry up to eight different formulas with you). Then you need to have the ingredients that are in that formula. After that you find the ring that has your alchemy spells in it and you select the spell you want to use and select your target. After that the spell will fly.

The first spell you probably will get is Flash from Fire Eyes in Prehistoria. The Flash formula calls for 1 part wax and 2 parts oil. So for every 1-part wax and 2 parts oil you have is the number of times you can cast that spell.

-----  
/ 2.2 Obtaining Ingredients /  
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There are many ways to get ingredients for alchemy spells. One way is using your dog to sniff out ingredients. While you are walking around, you can just find ingredients on the ground. Your dog can sniff out and when your dog keep son sniffing for something and is not moving, then

you know that something is there. You can force your dog to sniff around for ingredients by using the "L" or "R" button on the top of the SNES controller.

Another way to get ingredients is you can purchase them. When you buy ingredients, it costs you money. That is why I don't like to do it that often, especially in the beginning of the game when you don't have a lot of cash. You usually buy ingredients at 5 parts at a time. Usually it will say something like 5 @ Currency. This means that you get 5 parts of the ingredient for whatever the price is that they are showing.

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/ 2.3 Level Raising /  
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Alchemy spells get stronger every time you use them. You can check out how strong your spells are by going into the ring with the "Stats" "Equip" "Weapon" etc. In there you will see something that says "Alchemy". This will tell you how strong the spells that you have equipped are. It also will show you when you go over to the other screen (hit "R" and "L" to change screens) and see all of the ingredients you have and how many you have of them.

When your spell is at level 0, it will raise :10 every time you cast it. So after you cast the spell 10 times it will level up to level 1. When you level your spell higher, the effects of that spell will be greater. Hence a level 1 spell would be stronger than the spell at level 0.

Here is a table that shows you how much your spells will raise at what levels and how many times you have to cast that spell to get it to the next level.

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LEVEL RAISING TABLE

Level	Raise	Times	Total
Lv 0	raise :10 ea.	10 times	
Lv 1	raise :05 ea.	20 times	30 total
Lv 2	raise :04 ea.	25 times	55 total
Lv 3	raise :03 ea.	34 times	89 total
Lv 4	raise :02 ea.	50 times	139 total
Lv 5	raise :02 ea.	50 times	189 total
Lv 6	raise :01 ea.	100 times	289 total
Lv 7	raise :01 ea.	100 times	389 total
Lv 8	raise :01 ea.	100 times	489 total
Lv 9	raise :01 ea.	100 times	589 total

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Adjusted total: 567 times\*

\* The max is @ 9:98, so you have to take 2 off of the total times, so the adjusted total would be 566 times.

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/ 3.0 Alchemy Information /  
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/ 3.1 Quick Locations /  
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This part of the guide just shows you where the locations of all of the

Alchemy spells and puts them in order that you normally would get them. This way you wont skip past any and will be able to obtain all of them. Also this these are just short descriptions. For full descriptions, go to section 3.2 Alchemy Information.

-----  
PREHISTORIA

Flash: From Fire Eyes @ beginning  
Hard Ball: Alchemist in tar pits  
Acid Rain: Secret wall on way back to village  
Defender: Secret wall in village  
Cure: Strong Heart @ hut  
Heal: After Viper's battle  
Levitate: Man on top of volcano  
Speed: Volcano Maze (left, down, right/down, right wall)

-----  
ANTIQUA

Crush: Blimp in cave  
Sting: Alchemist in Desert of Doom  
Revive: Blimp after getting dog back  
Revealer: Alchemist @ Horace's camp  
Escape: After obtaining a Diamond Eye @ Horace camp  
Drain: Smash rock barrier w/ Axe outside Crustacia  
Fireball: Left wall in room where get Bronze Spear  
Double Drain: Same place as Drain after battle in Nobilia

-----  
GOTHICA

Lance: Lance's house, go upstairs, do NOT take treasures  
Fire Power: Get key from old lady in vents; give to man in room with  
                  all of the doors (after corrosion)  
Corrosion: In sewer of Ivor Tower  
One-Up: Dark Forest  
Regrowth: Woman behind house in Ebon Keep  
Slow Burn: Tinker's lab in books  
Explosion: Tinker's lab in books  
Super Heal: Ebon Keep castle; guess correct marbles in Naris's hand  
Lightning Storm: From Gomi on tower

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PREHISTORIA

Miracle Cure: Strong Heart's hut

-----  
ANTIQUA

Barrier: Horace @ Nobila castle

-----  
METROPLEX

Reflex: From robot in junkyard after saving other robot  
Call Up: From Professor

-----  
GOTHICA

Nitro: Tinker's lab in book  
Force Field: Have Oracle Bone; guy under chessboard  
Stop: (Same as Force Field)

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METROPLEX

Energize: Professor after getting energy core

-----  
/ 3.2 Spell Information /  
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This is an alphabetical list of all of the spells and all of the information that is attached with them. I am still working on putting the more complex locations on these.

Here is a quick list of all of the formulas:

Acid Rain	Atlas
Barrier	Call Up
Corrosion	Crush
Cure	Defend
Double Drain	Drain
Energize	Escape
Explosion	Fireball
Fire Power	Flash
Force Field	Hard Ball
Heal	Lance
Levitate	Lightning Storm
Miracle Cure	Nitro
One-Up	Reflect
Regrowth	Revealer
Revive	Slow Burn
Speed	Sting
Stop	Super Heal

Here is more detailed information:

-----  
ACID RAIN

Formula: 1 Ash, 3 Water

Description: Showers enemies with acid

Place: Prehistoria

Where: After you beat the first big bug you can find this on the mountain path on the way back to the village. When you are in the screen with the sand pools on it, you go all the way to the top. There is a fall wall on the right side that you can wall through. On the screen to the right you will find an alchemist that will give you the Acid Rain formula.

-----  
ATLAS

Formula: 1 Ash, 1 Atlas Amulet

Description: Target gets super strength

Place: Antiqua

-----  
BARRIER

Formula: 1 Limestone, 2 Bone

Description: Shields target hero

Place: Antiqua

Where: When you get back to Antiqua, go to Nobila and go to the castle in that city. Horace will then give you this very useful formula.

-----  
CALL UP

Formula: 1 Meteorite, 1 Dry Ice  
Description: Increments Call Bead max  
Place: Metroplex

Where: Once you get to A-4 and talk to the Professor, he will give you this formula.

-----  
CORROSION

Formula: 1 Mushroom, 3 Water  
Description: Deadly shower  
Place: Gothica

Where: There is a man in the sewers in Ivor Tower near the top. If you find him, he will give you the corrosion formula.

-----  
CRUSH

Formula: 1 Limestone, 1 Wax  
Description: Crushes target enemy  
Place: Antiqua

Where: Get this formula once you get to Antiqua from Blimp. Blimp's cave is right outside the Desert of Doom. You get this formula automatically.

-----  
CURE

Formula: 2 Root, 1 Oil  
Description: Dispels states  
Place: Prehistoria

Where: After saving Strong Heart, leave the village at the bottom exit. Then travel to the right through all of the bushes. You will find Strong Heart's hut and he will give you the Cure formula.

-----  
DEFEND

Formula: 1 Clay, 1 Ash  
Description: Brings up defense  
Place: Prehistoria

Where: After you save Strong Heart, you can go through the false wall on the left side of the village by the armor shop. There is an alchemist over there that will give you the Defender formula.

-----  
DOUBLE DRAIN

Formula: 2 Ethanol, 1 Vinegar  
Description: Steals enemy HP  
Place: Antiqua

Where: After you beat the Diamond Eye's statue boss, go to the same place that you got Drain outside of Crustacia. The alchemist will now give you the Double Drain formula.

-----  
DRAIN

Formula: 1 Ethanol, 2 Root

Description: Steals some enemy HP

Place: Antiquaj

Where: Once you have gotten the Bronze Axe from the Great Pyramid, then you can break the barrier that is in front of the cave outside of Crustancia on the left. The alchemist in the cave will give you the Drain formula.

-----

ENERGIZE

Formula: 1 Crystal, 1 Iron

Description: Energizes target hero's attack

Place: Metroplex

Where: After you retrieve the energy core the Professor will give you the Energize formula.

-----

ESCAPE

Formula: 1 Wax, 1 Vinegar

Description: Escape from mazes

Place: Antiqua

Where: After getting one Diamond Eye, go back to Horace's camp and talk to Madronius to get this formula.

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EXPLOSION

Formula: 2 Ethanol, 1 Ash

Description: Destroys barriers

Place: Gothica

Where: When you get to Tinker's lab you can search through the books. You can find this formula in one of them.

-----

FIREBALL

Formula: 1 Brimstone, 1 Ash

Description: Fiery destruction to target

Place: Antiqua

Where: After you defeat the monk that gives you the Bronze Spear in the Hall of Collosia, search around the left wall. There should be a passage near the bottom of it. Follow the passage and you will then have a choice of two paths. Go to the left and follow that around. You will then meet Madronius's brother who will give you the Fireball formula.

-----

FIRE POWER

Formula: 1 Feather, 1 Brimstone

Description: Damages target enemy

Place: Gothica

Where: When you are in the vents as the dog in Ivor Tower you can find an old lady. She is in the screen where you can hear a beeping. When you talk to her she will give you a key. Later when you are going over to Ebon Keep there is the room with all of the doors. With the key you can open the doors. In one of the rooms is a man. If you give him the

key he will give you the Fire Power formula.

-----

#### FLASH

Formula: 1 Wax, 2 Oil

Description: Small fireball

Place: Prehistoria

Where: This is the first alchemy formula you get. You get it automatically, so you don't have to go hunting for it. After you talk to "Fire Eyes" in the prehistoric village, she will give this to you before you go to Bugmuck in search of Strong Heart.

-----

#### FORCE FIELD

Formula: 1 grease, 1 Iron

Description: Protects hero from next attack

Place: Gothica

Where: When you go underneath the second passage in the chessboard, you can find an alchemist down there. If you have the Oracle Bone, then he will give you this formula.

-----

#### HARD BALL

Formula: 1 Crystal, 1 Clay

Description: Target gets beaned

Place: Prehistoria

Where: When you get to Bugmuck, there is a cave in the side of the mountain. Inside is an alchemist that will give you the Hard Ball formula.

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#### HEAL

Formula: 1 Root, 1 Water

Description: Recovers some HP

Place: Prehistoria

Where: You will get this spell automatically from an alchemist after you beat the Vipers in the Mammoth Graveyard.

-----

#### LANCE

Formula: 1 Iron, 1 Acorn

Description: Sharp projectile

Place: Gothica

Where: When in the Ivor Tower town go two houses from the Inn. That is Lance's house. Go upstairs, but do not take the contents of the treasure chests and then proceed to go downstairs again. Lance will then stop you and give you his formula for not taking the contents of the chests.

-----

#### LEVITATE

Formula: 1 Water, 1 Mud Pepper

Description: Lifts heavy objects

Place: Prehistoria



Where: When you are looking for a way in the volcano you find this alchemy spell when you climb up the volcano. To get on top just uncover the secret steam vent and then go through the cave on the right side and then go on the vent on that platform. The guy on the top will give you the Levitate formula.

-----  
LIGHTNING STORM

Formula: 1 Iron, 2 Ash

Description: Bolts of lightning

Place: Gothica

Where: After defeating the dragon on the top of Gomi's Tower, Gomi will give you this formula.

-----  
MIRACLE CURE

Formula: 2 Root, 1 Vinegar

Description: Dispels states and recovers HP

Place: Prehistoria

Where: Once you have the flying machine you can go back to Prehistoria. If you go and visit Strong Heart again he will give you this formula.

-----  
NITRO

Formula: 1 Gunpowder, 2 Grease

Description: Big explosion

Place: Gothica

Where: When coming back from the Metroplex, search through Tinker's books again and you will find the Nitro formula in one of them.

-----  
ONE-UP

Formula: 1 Feather, 1 Root

Description: Restores target's HP

Place: Gothica

Where: You get this in the Dark Forest underneath the chessboard. First make sure to equip "Escape" or have a "Wings" with you before you go into the Dark Forest. This is always an easy way back out if you get terribly lost. Anyway, from the start you go:

DD RR D L DD RR DD L DDD L

D = down

R = right

L = left

Note: I only separated the characters with a change of direction so they are easier to read.

You will find an alchemist there and he will give you the One-Up formula.

-----  
REFLECT

Formula: 2 Grease, 1 Iron

Description: Reflects magic

Place: Metroplex

Where: After you save the robot in A-1, go back down the to junkyard. The robot down there will then give you this formula as a reward.

-----

REGROWTH

Formula: 1 Acorn, 2 Water

Description: Gradually regenerates hero's HP

Place: Gothica

Where: If you search behind the houses in Ebon Keep some of them have entrances behind them. Behind one of the houses is a woman. She will give you the Regrowth formula.

-----

REVEALER

Formula: 2 Ash, 1 Wax

Description: Reveals hidden paths

Place: Antiqua

Where: The alchemist, Madronius, at Horace's camp will give this to you.

-----

REVIVE

Formula: 3 Root, 1 Bone

Description: Brings dog back to life

Place: Antiqua

Where: Go back and talk to Blimp in his cave outside of the Desert of Doom after you get the dog back. He will give you this formula.

-----

SLOW BURN

Formula: 1 Iron, 1 Brimstone

Description: Gradually drains target's HP

Place: Gothica

Where: When you get to Tinker's lab you can search through the books. You can find this formula in one of them.

-----

SPEED

Formula: 1 Wax, 2 Water

Description: Raises target's agility

Place: Prehistoria

Where: You find this formula in the volcano when you get to the maze. From the beginning of the maze go:

Left, down, down (the one on the right)

Then you can go through the right wall in this room. The alchemist here will give the Speed formula.

-----

STING

Formula: 2 Water, 1 Vinegar

Description: Stings target enemy

Place: Antiqua

Where: Sting is found in the Desert of Doom. This is one of the hardest spells to find next to the One-Up formula. To find this spell, you start from the bottom of the Desert of Doom and go to the first oasis. Then you travel straight up and get to the next oasis. Now you have to travel nine screens up (the second time there is a weed in the corner and a skeleton at the top) and then go right around four screens. There will be another oasis here with an alchemist. Talk to the alchemist and he will give you the Sting formula. Also if you talk to him using the dog, he will give you the collar for Antiqua (I forgot the name) for the dog.

-----

STOP

Formula: 2 Wax, 1 Crystal

Description: Halts enemy attack

Place: Gothica

Where: When you go underneath the second passage in the chessboard, you can find an alchemist down there. If you have the Oracle Bone, then he will give you this formula.

-----

SUPER HEAL

Formula: 2 Ethanol, 1 Acorn

Description: Restores both hero's HP

Place: Gothica

Where: When you are leaving Ebon Keep you can find a boy named Naris just left of the dinning room. If you guess the number of marbles in his hand correctly, he will give you this formula. If you get it wrong you can come back later and guess again.

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/ 3.3 Ingredients /

-----  
Ingredients are the life of alchemy spells. Here I will list all of the ingredients, the formulas they are used in, and any other information about them that I can think of.

Here is a quick list of all of the ingredients:

Acorn	Ash
Atlas Amulet	Bone
Brimstone	Clay
Crystal	Dry Ice
Ethanol	Feather
Grease	Gunpowder
Iron	Limestone
Meteorite	Mud Pepper
Mushroom	Oil
Root	Vinegar
Water	Wax

Here is a more detailed list:

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ACORN

Used in: Lance, Regrowth, Super Heal

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ASH

Used in: Atlas, Defend, Explosion, Fireball, Lightning Storm, Revealer

-----

ATLAS AMULET

Used in: Atlas

Rare!

Where: This is a rare ingredient. The only place you can get these is from a guy that is behind some boxes in Nobilia. It is the same guy that will give you the formula.

-----

BONE

Used in: Barrier, Revive

-----

BRIMSTONE

Used in: Fireball, Fire Power, Slow Burn

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CLAY

Used in: Defend, Hard Ball

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CRYSTAL

Used in: Energize, Hard Ball, Stop

-----

DRY ICE

Used in: Call Up

Rare!

-----

ETHANOL

Used in: Double Drain, Drain, Explosion, Super Heal

-----

FEATHER

Used in: Fire Power, One-Up

-----

GREASE

Used in: Force Field, Nitro, Reflect

-----

GUNPOWDER

Used in: Nitro

-----

IRON

Used in: Energize, Force Field, Lance, Lightning Storm, Reflect, Slow Burn

-----

LIMESTONE

Used in: Barrier, Crush

-----  
METEORITE

Used in: Call Up

-----  
MUD PEPPER

Used in: Levitate

Rare!

Where: In the beginning you can get these from Blimp one at a time.  
Later in the game you can buy them off of him 5 @ 300 jewels.

-----  
MUSHROOM

Used in: Corrosion

-----  
OIL

Used in: Cure, Flash

-----  
ROOT

Used in: Cure, Drain, Heal, Miracle Cure, One Up, Revive

-----  
VINEGAR

Used in: Escape, Miracle Cure, Revealer, Sting

-----  
WATER

Used in: Acid Rain, Corrosion, Heal, Levitate, Regrowth, Speed, Sting

-----  
WAX

Used in: Crush, Escape, Flash, Revealer, Speed, Stop

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/ 4.0 Credit /  
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/ 4.1 People To Credit /  
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I am afraid I don't have anyone to credit yet. If you submit  
information, I will credit you here, but please realize this FAQ is not  
complete. Wait for version 1.0 before sending in information.

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