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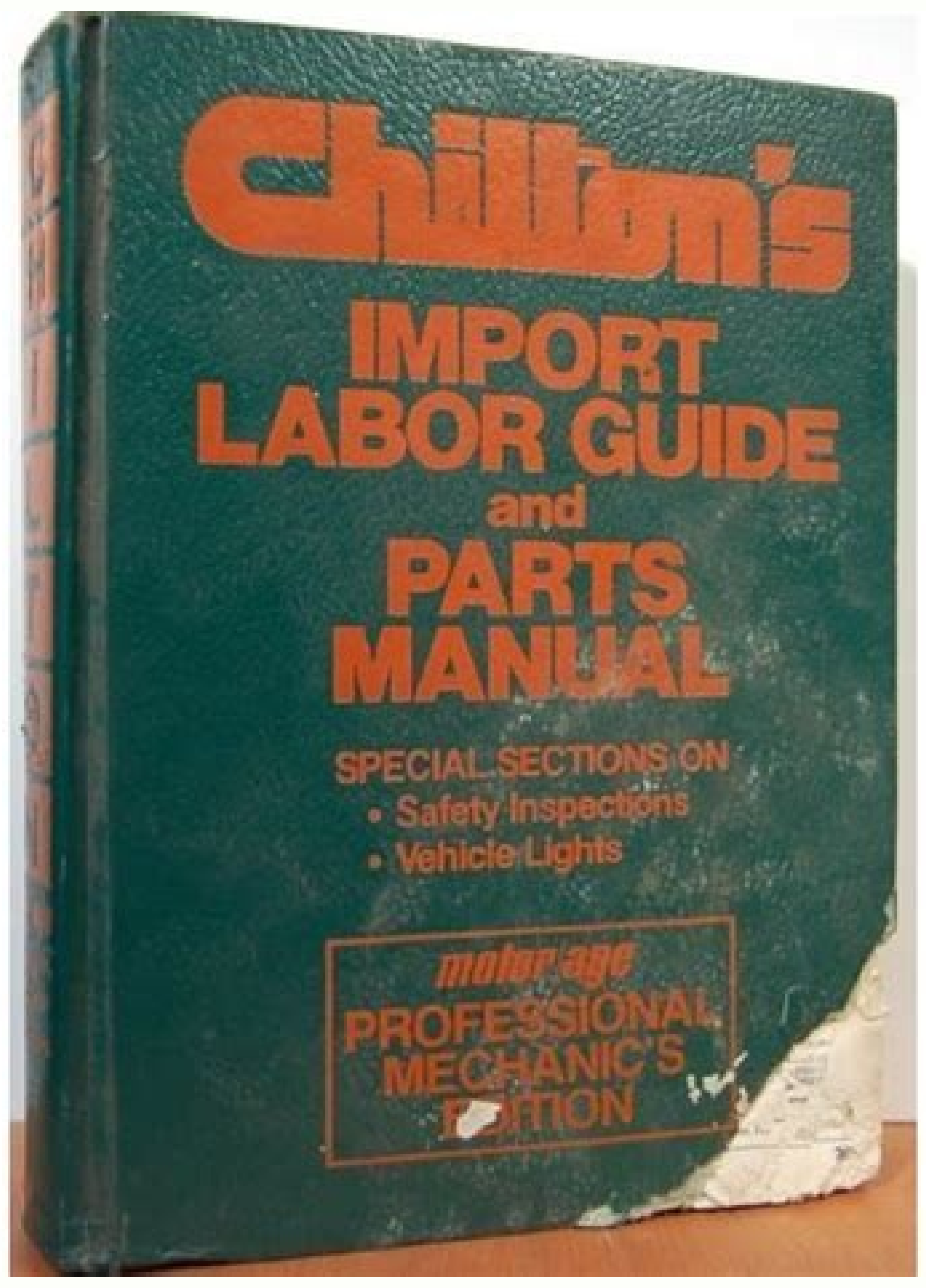

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I personally think the quickest way to level is by catching fish in swamps and forest zones because off the high amount of pools these zones have.\r\r[h1]Bait and Increasing Fishing Yield[\/h1]\rPlayers can use bait to increase the bite speed of fish. [b]It is good practice to always have generalistic journals with you at all times, as filling them enables you to level your laborers incredibly quickly through the first few tiers.[\/b] Once you get your laborers to T5+ you will start receiving resources that you can either sell for a large profit or use to craft, thereby filling more books and generating more refined resources. (Requires 5 earthworms to craft.)\u00a0\r\r[img]https:\/\/i.imgur.com\/d1db4nj.png[\/img]\r[b]T5 Special Fish Bait[\/b]: 10 charges - increases bite speed of fish by 250%. Select a location on the water, hold the left button to build up your cast distance, and release at the desired point.\r\rIf you cast successfully, the bob will float on the water. If you are attacked, you can quickly eat it to increase your mobility by lowering your cooldowns.\r\r[h1]General Tips and Tricks[\/h1]\rEspecially when solo gathering, the most important thing is communication between you and the other solo guild members that are gathering in the area.\r\r[h1]Never stay in one area too long.\u00a0[\/h1]\rThe longer you remain in the same area, the more likely a hostile might spot you. This will prompt the minigame.\u00a0\r\rThe minigame is a game of balance, where you need to keep the fishing bob inside the green UI field. This yields me 90 refined T3 every 22 hours. After 30 minutes, go back and speak to the laborers, and give each of them a journal \u2013 either generalist or profession-specific. This allows you to sell these resources to buy lower tier resources and still make a small profit. Don\u2019t forget that alternate characters who have had 30 days premium have full island access, so you can put them in their own guild and make a guild island that your main character can access. These will be fiercely contested, but also an amazing source for filling journals quickly.\r\r[b]How long will it take to get my Silver back from setting up a T5 laborer house?[\/b]\r\rIf you are diligent, provide your laborers with the correct journals each day (specific to their professions, not generalist journals), and level each laborer as soon as possible, then you should be at a break-even point within 14-21 days per T5 house. The initial setup and purchasing cost for this level of island is approximately 350,000 Silver in the current economy. When sending your Fishing Laborers to work, they will give a good amount of T5-8 fish plus a small number of T7 rare fish in return when provided with T7\/8 journals.\r\r[img]https:\/\/i.imgur.com\/MBWqY3K.png[\/img]\r[b]Chopped Fish[\/b]: Chopped Fish can be made from all tiers of fish that you catch, and every fish tier gives an amount of chopped fish as return. Make sure you have the correct books with you at all times. If you provide a laborer with a filled trophy journal of their profession, they'll bring back trophies instead of resources. I currently have 6 of each laborer on a 4\/2 setup which uses 4 T2 books (filled by gathering T4 in the Black Zone) and 2 T3 books (filled by gathering T5 in the Black Zone). No other type of gathering compares to it, and the minigame keeps it exciting and fun. The tier level of sunken treasures increases as you fish in higher-tier zones.\r\r[h1]Fishing Gear[\/h1]\rPlayers have to use a fishing rod to catch fish, and you can only catch fish of a tier up to or equal to the level of your fishing rod. Either of these will raise our Tier 2 laborers to Tier 3 when they return after 22 hours.\r[h1][b]Laborer Happiness[\/b][\/h1]\r[b]Laborer happiness[\/b] is based on having sufficient beds, tables, and trophies for the quantity and tier of all laborers in a house.\r\rFirst off, happiness is not immediate: it will take your laborers [b]10 hours[\/b] to reach the highest possible level of happiness in their current environment, so if you want to make sure you get the immediate raise to Tier 3 from the first journals, wait 10 hours for each to reach full happiness.\r\rIt is important to keep the happiness level as high as possible. In houses, it is pointless to have more than one of each tier as they do not stack, but in Guild Halls this means you will need 1 trophy of each tier [b]per 3 laborers[\/b].[\/*]\t[*]Add additional happiness by using profession-specific trophies for Gatherers and Mercenaries, and by using the Shark Trophy and Explorer's Spyglass if you can afford them. At this point, you can catch rare T7 and normal T8 fish.\r2) Until then, make money by catching seaweed and chopping up all types of fish.\r3) You can also make various enchanted foods with the rare fish you catch, which you can sell for a substantial profit.\r\r[img]https:\/\/i.imgur.com\/7Fdu2UQ.png[\/img]\r[b]Fisherman's Journals[\/b]: Always carry plenty of journals with you when you fish. It is unlikely you would want to fill a Tier 4 journal by gathering Tier 6, but sometimes you might be short on journals or have trouble finding Tier 4 materials.\r\rIt is also important to note that, for Crafting and Mercenary journals, you need to be crafting items or killing mobs of the correct tier to fill the book. The trick is to build correctly for your needs from the start, and to always have your long-term goals clear.\r\r[img]https:\/\/i.imgur.com\/3SuC1AP.jpg[\/img]\r[h1][b]Our Level 4 Island[\/b][\/h1]\rFor this guide we will work with a level 4 personal island with 6 normal spaces, 2 small spaces, and 3 farm plots. Long-term, if you want a house for each laborer type, you will need a level 6 island with 11 housing spaces, but that can wait.\r\rIt is entirely possible to run a great yet modest laborer operation from a level 2 or 3 island, so do not be put off \u2013 the sooner you start, the easier it becomes. I personally have 5 personal laborer islands all set up identically, but pick whichever option suits you best.\r\r[b]Which is better: making profits from T5+ journals, or getting more essential resources from lower-level journals?[\/b]\r\rIt is almost certainly more financially viable to give your laborers T5+ journals. Now we have a decision to make: which type of laborer should we choose? If you die, you will not only lose your gathered fish, but your gear as well. Every guild needs a fisherman to gather seaweed, chopped fish, and rare fish to make the enchanted food needed for GVGs, though you can catch fish up to and including T8 without having to gather in a guild territory.\r\r[img]https:\/\/i.imgur.com\/zh6zoAM.png[\/img]\r[h1]Mechanics of Fishing[\/h1]\rIf you have a usable fishing rod in your inventory, the mouse will appear as a fishing bob when you hover over water. So you can fill a Tier 2 gathering journal by gathering up to Tier 4, a Tier 4 journal by gathering up to Tier 6, and so on. All rivers, lakes, ponds and other similar bodies of water that can be found inland are considered freshwater. We have 2 small plots which we will not be using in this guide, 3 farm plots, and, most importantly, 5 spaces in which we can build the houses where our laborers will live and work.\r[h1][b]Building a T5 House[\/b][\/h1]\rThe following supplies are needed for each T5 house you wish to build:\r[list]\t[*]450 T1 logs[\/*]\t[*]45 T1 stone[\/*]\t[*]180 T2 Limestone Blocks[\/*]\t[*]180 T3 Sandstone Blocks[\/*]\t[*]180 T4 Travertine Blocks[\/*]\t[*]180 T5 Granite Blocks[\/*]\t[*]3 Generalist Trophy Journals, T2 (buy if needed)[\/*]\t[*]1 of each Generalist Trophy, T2-5 (buy if needed)[\/*]\t[*]3 T5 Beds (craft at a toolmaker or buy)[\/*]\t[*]1 T5 Table (craft at a toolmaker or buy)[\/*]\t[*]100 Silver[\/*][\/list]\r[img]https:\/\/i.imgur.com\/dQbDmMZ.jpg[\/img]\r\rIt is possible to start with a lower-tier house, but you should try to avoid this for several reasons:\r[list]\t[*]A Tier 5 house allows you to employ 3 laborers, the maximum number you can employ per house (Tier 4 and below allow only 1-2 per house).[\/*]\t[*]A Tier 5 house already has the maximum house footprint, so your placement will not need to be amended after the initial setup.[\/*]\t[*]You will not incur additional expenses for lower-tier furniture and trophies if you build your house to Tier 5 right away.[\/*][\/list]\rNote that laborers are not tied to the tier of the house they live in, but their happiness levels will be affected if your house prevents you from providing the correct tier items to keep them happy. We do this in three ways:\r[list]\t[*]Always have 1 Generalist Trophy of each tier in the house per 3 laborers. With the Merlyn update there are 2 new red zones close to each Royal city with an increased rate of enchanted resources. Bear in mind, though, that your laborers do not like to move from house to house, so initial placement is key and should form the base of your long-term plan, lest you be forced to delete already trained laborers!\r\rLooking at the image above, we have a small Tier 2 building in the center plot, with a few chests to hold our building equipment while we work. This can result in lower levels of returned materials, which will reduce your overall efficiency.\r\rLet's go ahead and build a Tier 5 house and furnish it with our 3 beds, table, and trophies.\r[h1][b]Types of Laborers[\/b][\/h1]\rThis is an ideal start for our laborers \u2013 who wouldn\u2019t want to live in a property like this? If the fishing bob moves too far to the left or right (into the red areas) the fishing attempt will fail.\u00a0\r\rHolding the left mouse button will cause the fishing bob will move to the right, and the fish icon on the blue bar will move forward. You can purchase Tier 2 profession journals from them during this time and fill them quickly if you need something to fill the time. What do they do?[\/b]\r\rThe Shark adds +10 happiness for all Fishing Laborers in a house, while the Spyglass adds +5 happiness to all laborer types in a house.\r\r[b]Do gathering bonuses and gathering enchanted resources fill journals faster?[\/b]\r\r[b]Any bonuses to Gathering Fame are transferred to your journals[\/b], so gathering enchanted resources will fill your journals very quickly

indeed. But with Team Casualty able to hold large parts of Cumbria and strategic footholds in Mercia, as well as having a legitimate shot at taking any castle on the map in hand-to-hand combat, they appeared to be in fantastic position to challenge Money Guild for the top spot.\r\r[img]https:\/\/i.imgur.com\/Odbhq9M.png[\/img]\r\rThen, on August 8, Team Casualty awoke to find their alliance disbanded, five of their plots dropped, and countless resources missing from [b]Fecund Mound Meadow[\/b], their de facto base of operations. With their formerly
powerful guild in disarray and their options for new resources, weapons, and food severely depleted, Team Casualty's shot at a Season 3 championship seemed in doubt.\r\rSo far, Team Casualty has taken this tremendous hit in stride, immediately jumping back into the fray: on August 8, the day of their devastating loss, they founded a new alliance, [b]POWER[\/b], and were able to successfully reclaim Moonlit Grove in Mercia.\r\r[img]https:\/\/i.imgur.com\/PU5qLia.jpg[\/img]\r\rWhether they can continue to reclaim lost territories and resources over the
coming weeks remains to be seen, but with season points doubling after the final territory reset on August 18, the Season 3 crown remains in play.\r","commentcount":2,"tags":
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Online","posttime":1533894756,"updatetime":1599962166,"body":"[img]https:\/\/i.imgur.com\/qB1MfdF.jpg[\/img]\r\rFishing is a unique way of gathering in Albion Online. Be mentally prepared for this, and always try to stay calm and assess the situation.\u00a0\r\r[h1]Schools of Fish and Rod Quality[\/h1]\rAs mentioned above, to get the quickest hook\u00a0you should always aim for schools of fish in the water, and use the best-quality rod you can afford.\r\r[h1]What Bait to Use[\/h1]\rAlways use T3 - T5 bait. If you've fished in all available fishing pools in a
zone, the best thing to do is move to another zone.\r\r[h1]Make use of Siege Camps.[\/h1]\rStashing your resources will allow you to use your time more efficiently and once you have an Ox worth of resources you can call for your guild to escort you back home.\r\r[h1]You\u2019re like a delicious candy for gankers.[\/h1]\rFisherman are one of the easy targets for gankers since we can only gather at waters. Just past the halfway point on August 4, the first- and second-place teams \u2013 [b]Money Guild[\/b] and [b]Team Casualty[\/b] \u2013 were within a few
thousand points of each other, a negligible number for high-ranking teams.\r\r[img]https:\/\/i.imgur.com\/qTEIWB9.png[\/img]\r\rTeam Casualty have long been one of Albion's top guilds and had high hopes for Season 3. Saltwater can only be found in zones that border the ocean.\r\rSchools of fish give a quicker bite and spawn in all kinds of waters.\u00a0\r\r[img]https:\/\/i.imgur.com\/pg042PX.png[\/img]\r\r[h1]Sunken Treasure[\/h1]\rOccasionally, and very rarely, treasures can be found as well in the waters of Albion. (Requires 25 earthworms to
craft.)\u00a0\r\r[h1]Consumables to Bring Along[\/h1]\r[b][img]https:\/\/i.imgur.com\/eZrBwZ3.png[\/img]Seaweed Salad[\/b]: Increases fishing speed by 10% for 30 minutes.\r\r[b][img]https:\/\/i.imgur.com\/o2ytGlX.png[\/img]T7 Pork Pie[\/b]: While this food does not affect fishing speed or bite, it is useful for the 30% increase to load capacity, which lets you carry more fish.\u00a0\r\r[b][img]https:\/\/i.imgur.com\/mTAtXzK.png[\/img]T7 Pork Omelette[\/b]: When fishing in full-loot zones, always have an Omelette ready. As soon as it starts to bounce, you've
hooked a fish. A few days later I hit T8, got hooked, and did nothing else but fish since. (Requires 1 earthworm to craft.)\u00a0\r\r[img]https:\/\/i.imgur.com\/b21UTD8.png[\/img]\r[b]T3 Fancy Fish Bait[\/b]: 10 charges - increases bite speed of fish by 125%. Can be found in any body of water.\r\r[img]https:\/\/i.imgur.com\/8dYjGMM.png[\/img]\r\r[b]Rare T7 Fish[\/b]: These allow you\u00a0to make high-level foods with powerful attributes.\r\r---\r\rFor any questions about fishing that are not in this guide, and everything else around it (like fishing parties), you can
always contact me ingame or on the forums.\r\rHappy fishing,\rPathos\r\r[img]https:\/\/i.imgur.com\/r4w56XL.png[\/img]\r\r[h1][b]About me:[\/b][\/h1]\rOn March 12, when the Lancelot update hit the world of Albion Online, I began my journey to become the greatest fisherman in Conflict's (and Albion's) history. Bait can be crafted from earthworms at any cooking station, and earthworms are found when harvesting crops during farming.\u00a0\r\r[img]https:\/\/i.imgur.com\/CaHCVxn.png[\/img]\r[b]T1 Simple Fish Bait[\/b]: 10 charges - increases bite speed of
fish by 50%. I\u00a0prefer to use\u00a0T3 bait in T4-6 zones and\u00a0T5 bait in T6+ zones.\r\r[h1]When does the money-making machine begin?[\/h1]\r1) The money-making machine truly kicks in after you reach T7. You can fill gathering and generalist journals at the same time for additional efficiency, so take advantage of this whenever possible.\r\rThe sheer enormity of what you can do with laborers can be overwhelming, so my advice is to start slow and have only enough houses to hold the laborers you can consistently fill journals for. These may include
things like include luxury goods, weapons and armor, or a Tome of Insight. Laborers fall into 3 categories: [b]Gathering, Mercenary,[\/b] and [b]Crafting.[\/b]\r\r[b][u]Laborer Type[\/u]\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 [u]Activity to fill journal[\/u]\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 [u]What they provide[\/u]
[\/b]\r\r[b][u]Gathering Laborers:[\/u][\/b]\r\r[b]Lumberjack[\/b]\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 Gathering wood\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0
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Ore\r\r[b]Cropper[\/b]\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 Gathering fiber\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0
Fiber\r\r[b]Gamekeeper[\/b]\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 Gathering hide\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0
Hide\r\r[b]Fisherman\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 [\/b]\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 Catching fish\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 Fish\r\r[b][u]Mercenary Laborers:[\/u]
[\/b]\r\r[b]Mercenary[\/b]\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 Killing mobs\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 Silver\r\r[b][u]Crafting Laborers:[\/u]
[\/b]\r\r[b]Blacksmith[\/b]\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 Crafting at Warrior's Forge\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 Metal Bars\r\r[b]Fletcher[\/b]\u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0\u00a0 \u00a0Crafting at Hunter's
Lodge\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 Leather\r\r[b]Imbuer[\/b]\u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0\u00a0 \u00a0 \u00a0Crafting at Mage's Tower\u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 Cloth\r\r[b]Tinker[\/b]\u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 \u00a0 Crafting at
Toolmaker\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0\u00a0 Planks\r\rConsider the following:\r[list]\t[*]All laborers accept Generalist Journals (like the three you hopefully filled while building your house).[\/*]\t[*]Each Gathering and Mercenary laborer also has their own special trophies, which again are in tiers and which add further happiness. Below is an FAQ which should cover most other intermediate questions regarding laborers.\r[h1]---
\r\r[b]Frequently Asked Questions[\/b][\/h1]\r[b]Which is better: guild halls \/ houses on guild islands, or houses on personal islands?[\/b]\r\rIt all comes down to a choice between the [b]setup cost and restrictions[\/b] when upgrading (for the former) versus the [b]greater time needed[\/b] to supply your laborers with journals (for the latter).\r\rThe cost to set up a Guild Hall for 15 laborers may be hard on new players or those with low in-game incomes. While the resources they provide may not seem plentiful compared to the setup costs, they more than pay for
themselves in the long term. 5s[\/*]\t[\/list]\t[\/*][\/list][h1][b]Fixes[\/b][\/h1][list]\t[*]GvGs in zones that were converted from yellow to red with Merlyn now have the intended item power softcap[\/*]\t[*]Channeling spells are now canceled when the target turns invisible, which is their intended behavior[\/*]\t[*]Block buff is now active during the entire channeling process[\/*]\t[*]Fixed an issue where players lost PvP flagging when respawning[\/*]\t[*]Fixed an issue where City Guards would immediately enrage at the start of a fight and would remain enraged,
canceling their auto-attacks[\/*]\t[*]Fixed an issue where Smoke Bomb didn't silence party members[\/*]\t[*]Fixed an issue where Passive Burn (Fire Staffs) was not working when the caster had more than 500 health[\/*]\t[*]Audio fixes:\t[list]\t\t[*]fixed fishing float sounds[\/*]\t\t[*]fixed looping crafting sound when resources are destroyed[\/*]\t[\/list]\t[\/*]\t[*]Additional localization, graphical, UI, and resource placement fixes[\/*][\/list]\r\u00a0\r","commentcount":1,"tags":
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Guide","posttime":1534166246,"updatetime":1599962159,"body":"[img]https:\/\/i.imgur.com\/TgS74Uz.jpg[\/img]\r\r[h1][b]Introduction[\/b][\/h1]\rLaborers in Albion Online fulfill a vital role. More importantly, it means I don\u2019t have to go to Blue Zones for lower tier resources, which is appealing to those wishing to live in the Black Zones.\r\r[b]You mentioned the Shark Trophy and Explorer's Spyglass. You should have one of each tier of Profession Trophy for every three laborers (in addition to Generalist Trophies) wherever possible.[\/*]\t[*]In each house
or hall, you will always need one bed per laborer and one table per 4 laborers. [b]Ellipses[\/b], the guild leader, discussed the season (as well as their ongoing rivalry with Crimson Imperium Reborn) in a preseason [url=https:\/\/forum.albiononline.com\/index.php\/Thread\/90510-Crystal-Ranked-Guilds-Sound-Off-Pre-Season-3\/?postID=799692#post799692]interview[\/url]\u00a0on the forums. However, players can also equip fishing gear to increase their fishing yield.\u00a0\r\rFishing gear has special passive skills that increase the fishing yield the
longer a player equips the gear. 1.12.365 \/ REV 123575 - 8 August 2018\r[\/b][\/h1]\r\r[h1][b]Changes[\/b][\/h1]\r[list][*]Centered the Marketplace UI (and corresponding popups) and added display of player's current Silver\r[*]Regional maps now display both user and associate fees for buildings to disallow scamming via charging high associate fees and setting all players as associates\r[*]When receiving an invitation for a duel with a Silver wager, the Silver value now appears in red to make it more distinguishable from duels without wagers\r[*]Updated
icons for territories in Guild UI: added icons for castles and cities\r[*]The \"Likely Returns\" window for Laborers now includes all possible resource types, not just the primary one\r[*]Added a confirmation message when canceling Marketplace orders\r[*]All input sliders now update their position while typing (not just when submitting \/ deselecting)\r[\/list][h1][b]Balance Changes[\/b][\/h1]\r\r[b]Armors[\/b]\r[list][*][b]Mercenary Jacket:[\/b]\r[list][*]CC Resistance Factor: 0.1 -> 0.2\r[\/list][*][b]Assassin Jacket:[\/b]\r[list][*]CC Resistance Factor: 0.2 ->
0.1\r[\/list][\/list][b]Capes[\/b]\r[list][*][b]Lymhurst Cape:[\/b]\r[list][*]Energy Regeneration per second: 5% -> 8%\r[\/list][\/list][h1][b]Fixes[\/b][\/h1]\r[list][*]Fixed an issue where, after crossing to or from an unrestricted PvP area while mounted and holding the mouse button, movement would stop and require clicking again\r[*]Mount gallop \/ speed boost sounds of other players are now muted in cities\r[*]Fixed an issue where, when opening item details from the Market UI or inspecting players, only the base item was shown (i.e. quality and specialization
bonuses did not appear)\r[*]Fixed an issue where a player's selected spells were not visible when inspecting them\r[*]Thetford-flagged players will no longer take damage from the Thetford Commander's Meteor spell\r[*]Fixed an issue that sometimes allowed two faction bosses to spawn at one outpost\r[*]Fixed an issue where the Destiny Board was displaying the next Mastery \/ Specialization level instead of the current one\r[*]Fixed an issue where, when accessing the Destiny Board via the Item UI, the Fame level displayed in the weapon node was
incorrect\r[*]Adjusted colors on forest maps to differentiate non-playable areas from lowered ones\r[*]Re-added missing resources to Inis Mon cluster\r[*]Fixed an issue where total price and tax in Marketplace UI appeared incorrect because decimals did not display\r[*]Corrected Artifact item listing order in the Hunters' Lodge\r[*]Fixed an issue where, when crafting with a full inventory and journals, the updated journals would take up a slot and prevent returned resources from being generated\r[*]Character weight no longer changes when splitting stacks of
items\r[*]Fixed an issue where text in speech bubbles would sometimes appear as gibberish \/ placeholder text to other players\r[*]Corrected an issue that allowed overfeeding of farm animals\r[*]Equipping from a chest will no longer equip an off-hand item if a two-handed weapon is already equipped\r[*]Fixed an issue where using Bloody Reap (Infernal Scythe) would silence the caster\r[*]Fixed and issue where Protection of the Fiends and Magic Sphere buffs were not active for their whole duration (the buff would sometimes drop for a brief
moment)\r[*]Fixed an issue where the region map would sometimes not display correctly when opened from the world map\r[*][Android \/ iOS] Fixed the zoom orientation when pinching to zoom the world map\r[*]Multiple characters using Deathward Climax on the same target will no longer override each others' effects\r[*]Fixed an issue where harvesting crops right after they become fully grown displayed an incorrect yield\r[*][RU Version] Fixed an issue where Cyrillic \u0451 and \u0401 characters were not displayed correctly\r[*]Numerous additional
graphical, UI, audio, animation, and localization fixes\r[\/list]\r","commentcount":2,"tags":
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[],"build_id":0,"build_branch":"","votes_up":26,"votes_down":1,"comment_type":"ForumTopic","gidfeature":"1634166237645666658","gidfeature2":"1634166237650249076"}] data-partnereventadjacents=[{"announcementGID":"1719699119609682222","adjacents":["1709566654659856095","1719699119610393430","1719699119610349314","1719699119609682222","1719699119587199223","1719699119586374771","1719699119572256335"]}] data-uservotes=[] data-metadatainfo={"clanid":0,"clan_event_gid":""}> ZaZii has done excellent work on the
forums giving detailed explanations on journals, including the Fame they give and the level of Fame required to advance for each tier and type of laborer:\r[img]https:\/\/i.imgur.com\/eqbqkXm.jpg[\/img]\r\rJournals require more Fame to fill as their tier increases. Never go below these numbers, and when you upgrade the house to the next tier, place new furniture (matching the higher tier of the house) as quickly as possible.[\/*][\/list][h1][b]Filling Journals[\/b][\/h1]\rNow that you have a functioning laborer house it is important to keep them busy! You do this
by supplying them the correct [b]journals[\/b]. However, having your laborers in one place and not having to maintain multiple houses can be a great thing. It is\u00a0 the primary ingredient in all Fish Sauce.\r\r[img]https:\/\/i.imgur.com\/Z49fZCy.png[\/img]\r[b]Basic Fish Sauce (15 Chopped Fish + 1 Seaweed)[\/b]: An ingredient needed to make enchanted (X.1) food.\r\r[img]https:\/\/i.imgur.com\/86yioDs.png[\/img]\r[b]Fancy Fish Sauce(45 Chopped Fish + 3 Seaweed)[\/b]: An ingredient needed to make enchanted (X.2)
food.\r\r[img]https:\/\/i.imgur.com\/rwMKJeM.png[\/img]\r[b]Special Fish Sauce (125 Chopped Fish + 9 Seaweed)[\/b]: An ingredient needed to make enchanted (X.3) food.\r\r[b][img]https:\/\/i.imgur.com\/lbXEhs4.png[\/img]Seaweed[\/b]: A cooking ingredient needed to make Fish Sauce. Whichever we choose, we will want to fill this house with the maximum number of laborers of that specific type that the house can support: all Croppers, all Tinkers, and so on.\r\rLet us examine the different types of laborers we can employ to work for us. In this guide we will
talk about how to set up your first laborer house (or Guild Hall - See FAQ at the end) and give you enough information to plan your own island network.\r\rEveryone has different requirements and expectations from their laborers, from a few extra materials to refine or sell to a global business empire of mass production. After several weeks of a few hours per day of gameplay, I reached 100\/100 Fishing Specialization on March 25.\r","commentcount":1,"tags":
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Backpacks[\/h1]\rIt's always a good idea when out fishing to wear a fisherman backpack because of the weight reduction they provide, allowing you to gather as many fish as possible without overloading yourself.\r[list]\t[*]T4: Reduces the weight of T4 fish or lower by 20%[\/*]\t[*]T5: Reduces the weight of T5 fish or lower by 25%[\/*]\t[*]T6: Reduces the weight of T6 fish or lower by 30%[\/*]\t[*]T7: Reduces the weight of T7 fish or lower by 35%[\/*]\t[*]T8: Reduces the weight of T8 fish or lower by 40%[\/*][\/list][h1]Leveling Up[\/h1]\rYou can do 2 things to
level fishing up: catch fish or eat fish. You can build a T5 house first on a Guild Island and build the Guild Hall later. Releasing the left mouse button will prompt the fishing bob to automatically move to the left.\u00a0\r\rOnce the white fish icon arrives at the yellow end of the blue bar (>>), the fish or other loot will be caught and added to your inventory.\u00a0\r\r[img]https:\/\/i.imgur.com\/3rnvH9G.png[\/img]\r\r[h1]Where to Catch Fish[\/h1]\rFish can be caught all over Albion, but there are two different types of water in the world: freshwater and
saltwater. A quick visit to the house board near the front door will allow us to hire three Gamekeepers (one at at time) for a small fee. Don\u2019t forget that happy laborers often bring back enchanted resources, both refined and unrefined, from Tier 4 and above.\r\r---\r\rThat's it for this guide - special thanks go again to [b]ZaZii [\/b]and [b]Stravanov [\/b]for all of their work on the forums, to [b]Bubbalou [\/b]for thrashing out the personal island laborer project with me, and of course to all of you for reading.\r\rHappy
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Report","posttime":1533903851,"updatetime":1599962162,"body":"\rSeason 3 has been Albion Online's most competitive to date. (We will discuss happiness shortly).[\/*][\/list]\r[img]https:\/\/i.imgur.com\/10h3lj9.jpg[\/img]\r[h1][b]Hiring Your First Laborers[\/b][\/h1]\rFor the purpose of this example, our character is a Skinner, so it makes sense for the 3 laborers in this house to be Gamekeepers. Click the left mouse button to start reeling it in. And if you want trophies that will raise your laborers' happiness, provide them with filled [b]trophy journals[\/b] for
their profession and they'll return with trophies instead of resources.\r\rNote that all gathering journals can be filled by gathering materials up to [b]2 tiers above the tier of the journal[\/b]. [b]The Fleet[\/b] and [b]Frogue One[\/b], both strong guilds in their own right, paired well with Team Casualty, and the synergy between these guilds made their alliance, [b]ALONE[\/b], the most powerful in Albion man-for-man.\r\rMoney Guild's alliance, OOPS, was able to remain in power due to the combination of their elite GvG team and strong-handed diplomacy, which
saw them retain control over large swaths of the Outlands while maintaining a truce with the powerful guild [b]Crimson Imperium Reborn[\/b] and their alliance [b]Partnership of Equals[\/b]. With these bonuses in mind, you can put the correct laborers in the correct locations for added synergy.\r\rOnce you've acquired your laborers, they'll need 30 minutes to settle in. If we were interested in crafting leather items, we could also consider employing Crafting laborers to work hand-in-hand with our Gamekeepers for the next house we build.\r\rPlease be aware
that with the Merlyn update, the Royal cities (and the islands attached to them) received refining and crafting bonuses for specific item types.

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