

# Spell\_casting

# A

good alternative or addition (if you have a suitable skill combination) for melee fighting or archery is magic. Players can obtain spell scrolls and cast them directly or add them to a spellbook (right click the scroll, chose "Add to spellbook" and left click on a spellbook) and then chose the spell (flip the pages of the book) and cast from the spellbook. Casting directly is significantly easier than casting them from the spellbook but it consumes the scroll. Easier in this sense means less skill requirement (see below). Casting from a spellbook however, doesn't make the spell disappear from the spellbook. As always opening the spellbook and casting from there isn't very user friendly, you may as well drag a spell (icon) from your spellbook to your bar of hotkeys to the left of your UI.



Depending on the spell you cast, you require reagents (in your backpack). There are four reagents to note: Mushrooms, Lemon Grass, Moss and Ginseng. You can either gather them in the wilderness or (much easier) buy them in towns or from other players. NPCs sell them for 3 or 5 copper per reagent. Each spell requires one piece of one particular reagent. Keep your reagents in your backpack (you can also use a reagent pouch within your backpack) and the required reagent will be taken automatically from there.

Casting also requires different skills. For Mages particularly relevant are the skills Evocation, Manifestation, Channeling and Magic Affinity.

**Evocation** determines your knowledge of damage dealing or harmful spells. Spells like "Ruin" or "Fireball" require some Evocation skill to be cast successfully.

**Manifestation** determines your knowledge of beneficial spells such as "Cure", "Heal" and the like. Also, with Manifestation you will be able to cast some utility spells, such as "Recall" and "Teleport".

Whenever you cast a spell, there will be a check against either your Manifestation or Evocation skill. If you succeed, the spell will be executed, otherwise it will fizzle. In both cases the also required reagent will be consumed (or, if not available, the spell will not be cast and you will receive the info "missing reagent").

**Channeling** offers a damage bonus when casting offensive spells. Therefore, a combination with Evocation is quite useful.

**Magic Affinity** finally determines your proficiency in magical staffs and staves. Wearing these items are useful for mages since they provide Power to the mage which yet again increases the effectiveness of spells. The more power, the more effective is the spell.

Scrolls belong to different Circles (i.e. difficulty levels). They range from 1 (very easy) to 10 (very hard). The higher the circle, the more skill will be required to successfully cast the spell. While there is

no absolute required minimum skill for a spell of a given circle, you will find out yourself which a suitable minimum skill will be. As a rule of thumb you may want to start with 10\*circle skill to successfully cast the skill for the majority of your casts - but then again, this is just my way to think of it.

The last thing you need to actually cast a spell is Mana. You can see your current mana pool as the blue bar in your upper left corner of your UI. Whenever you cast a spell, you consume a bit of mana. Mana can be regained at your personal campfire or at a hearth in an Inn. Also wearing the right clothes let's you regain some mana over time. Bottom line this means that as a mage you are not strictly bound to wearing those clothes, however, it can help you a lot during your fights.

## Spell Overview

This is a list of spells on Teiravon (per January 2018). However, not all of them can be bought from a vendor. Some of them may only be found as loot on enemies. And some of them have not yet been found at all.

{|border="1" style="border-collapse:collapse" ! style="text-align:left;"|Name !Power Words !Circle !Cast time !Mana Cost !Spell Range !Skill !Reagent !Description

Ruin	On Ex	1	0.75	6	12	Evocation	Moss
Heal	Ro Ex	1	0.75	4	12	Manifestation	Ginseng
Recall	Gon Hom	3	10	4	12	Manifestation	Mushrooms
Defense	Lu Pal	3	0.75	6	12	Manifestations	Ginseng
Exhaust	Fal Ex	3	0.75	4	12	Evocation	Mushrooms
Wisdom	Pal Wis	3	0.75	4	12	Manifestation	Lemon Grass
Repel	Feir Gar	3	0.75	4	12	Manifestation	Ginseng
Cure	On Ven	4	0.75	6	15	Manifestation	Ginseng
Poison	Ro Ven	5	1.25	9	12	Evocation	Mushrooms
Fireball	Kor Fier	5	1.25	9	12	Evocation	Lemon Grass
Teleport	Das Vul	5	1.25	14	15	Manifestation	Ginseng
Lightning	Vul Ruh Bol	6	1.5	11	12	Evocation	Moss
Greater Heal	Ro Kor Ex	6	1.5	11	12	Manifestation	Ginseng
Wall of Fire	Ro Feir Bol	6	1.5	11	12	Evocation	Lemon Grass
Attack	Pal Ex	8	2	4	12	Manifestation	Mushrooms
Rock Bombardment	Kor Ruh Feir	8	2	20	12	Evocation	Mushrooms
Energy Bolt	Nex Vul	8	2	20	12	Evocation	Moss
Cloak	Ro Hal Sho	8	2	14	15	Manifestation	Mushrooms
Meteor	Sul Kor Feir	9	2.25	40	12	Evocation	Lemon Grass
Resurrect	On Bol	9	2.25	50	5	Manifestation	Moss
Pillar of Fire	??	9	2.25	40	12	Evocation	Lemon Grass
Bind Portal	Kor Das Vul	10	2.5	52	0	Manifestation	Moss

Energy Vortex	Kor Nex Vul	10	2.5	50	12	Manifestation	Lemon Grass
Ice Storm	none	10	2.5	90	12	Evocation	Lemon Grass
Black Hole	none	10	2.5	120	12	Evocation	Lemon Grass
Flame Aura	none	10	2.5	15	0	Evocation	Lemon Grass
Flame Wave	none	10	2.5	48	12	Evocation	Lemon Grass
Spike Path	none	10	2.5	80	12	Evocation	Lemon Grass

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|-----------------|------|----|-----|-----|----|-----------|-------------|
| Ice Blade       | none | 10 | 2.5 | 30  | 0  | Evocation | Lemon Grass |
| Earthquake      | none | 10 | 2.5 | 100 | 15 | Evocation | Lemon Grass |
| Arcane Storm    | none | 10 | 2.5 | 14  | 12 | Evocation | Lemon Grass |
| Chain Lightning | ??   | ?  | ?   | ?   | ?  | ?         | ?           |

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