

Transmutation_Skill

The Transmutation Arc is an in-development feature on Teiravon partially available to test on the [test server](#). The arc will be described below and any features not yet available to test will be marked with ^{NYI}.

This feature arc is inextricably linked to the [Spell Casting 2.0](#) arc, so you may want to read that page as well. The lore content of this page is a work in progress, I'm filling in a fairly dry recitation of the design content for testing purposes.

Our Design Goals

We are trying to create a new crafting discipline that accomplishes the following:

- Supply fun and interesting crystals for the [Spell Casting 2.0](#) arc
- Allow us to phase out many of the spell scribing & spellbook management aspects of magic, without hurting Inscriptionists
- Add more depth and variance to caster gear
- Find a permanent home in the crafting system for luminous shards & lexicons
- Create more opportunities for crafters to distinguish themselves and their goods

Transmutation is a fun crafting profession that is mainly built around exploration and traveling the world.

Ley Nodes

Ley nodes exist around the world, slight intrusions into the physical world of the network of leylines that exist just out of our reach. These are small reservoirs of mana, ranging from puddles that collect near the ley lines (Lesser Ley Nodes) to great junctions where mana collects (Major Ley Nodes). The goal of a Transmuter is to locate ley nodes, reap their bounty, and bring the rewards back to town to be crafted into useful items and sold.

Locating Lesser Ley Nodes

Lesser ley nodes can be located by consuming any Dim Crystal- by right clicking the crystal and selecting "Strum Ley Line", you can draw the crystal across a nearby ley line, polarizing it to its element. This creates a Lesser Leylode- a lodestone that draws you toward a specific ley node. When you create a Lesser Leylode, the Leyfinder UI will appear on your screen- a progress bar indicates how close you are to a nearby node (fuller is better), and your character pulses with a clicking noise when you're facing toward the node. Once you're very close to the node, the text "Nearby" will appear in the Leyfinder UI. By stopping on top of the actual location of the node, your character will begin casting to reveal the node automatically. When the cast is complete, the node will appear and you

- Resonate deals additional damage with your next basic attack and increases crystal gauntlet damage against the target for 5 seconds. It also makes Crystalstorm guardians vulnerable to attack.
- Absorb Element deals some damage to nearby elemental guardians and heals you for a percentage of damage dealt.

Charging Up the Gauntlets

At Transmutation 75, the Crystal Gauntlet Capacitor becomes available as a Transmutation Table recipe. This recipe requires crystallized cobalt and fabled beast leather. By right clicking the capacitor, you can attach it to a set of crystal gauntlets. They become Uncharged Crystal Gauntlets. In all other respects, they function as crystal gauntlets, but you can choose to Charge them as a Minor Ley Node reward. The gauntlets can be charged twice by each element, after which they become a Charged Crystal Gauntlet.

Charged Crystal Gauntlets deal somewhat more damage and Resonate has a shorter cooldown. Additionally, they can be immediately Enhanced.

Enhancing the Gauntlets

Crystal Gauntlets can be enhanced once, from each element as a Major Ley Node reward. Doing so costs a rare mineral for the node's element. You can enhance gauntlets for the first time when they are Charged Gauntlets, creating Enhanced Crystal Gauntlets. Enhanced Crystal Gauntlets have a frontal cone Resonate ability, and Absorb Element is replaced by Absorb Energy. Each time you deal damage with Resonate, you charge a small bar at the bottom of the screen, above your hotbar. This increases the amount of damage dealt with Absorb Energy, and at full bar, it will even do a respectable amount of damage to enemy players. Absorb Energy consumes the bar when used.

Once a pair of gauntlets has been enhanced, you must defeat a certain number of crystalstorm guardians before the gauntlet can be enhanced again, with the required number of guardians increasing with each enhancement. Each additional enhancement increases damage further. A fully-enhanced pair of gauntlets can tear guardians to shreds.

Stormchasing Materials^{**NYI**}

At Transmutation 80, the Personal Astrolabe Assembly becomes available as a Transmutation Table recipe. This is a very expensive recipe which allows players to keep an astrolabe on their own land- they look great and also will tell you the location of crystalstorms! They require a large amount of Blightwood and Cobalt, along with Astrolabe Calibrations, which can be bought from mage vendors for 2 gold. Crafting the assembly gives you a packed assembly you can place on your land. Once it's there, you can load 1 major of each element in order to activate the astrolabe for fun and profit!

Failure

Transmuting can fail crafts just like any other profession, but when out leyfinding, only one step of the process can fail: revealing the node. When this occurs, your crystal will be redirected to a new node at no cost, but the ley energy will backfire and harm you^{NYI}.

[Indev Features](#)

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