

# Traveling



here are many ways of traveling in Teiravon. All of them have advantages and disadvantages. But after all, the first thing you want to do is...

Get yourself a Perrissodactyla (here: a horse!) - and do it quickly! There's no reason why not to do it. Go out into the wild, look for a up your animal taming skill to maybe 8 or so and make it become your best friend. Riding is fun, you can discover so much quicker and easier than on barre feet. Lazy and got some money? Well, buy your horse at the local stablemaster of your preference. Traveling at its best. And in particular for initiates the first thing to save time when you hit the road.

If that is still too slowly - and I know the world indeed is vast out there you may consider using **Recall scrolls** that allow you to recall to a set place, mostly a **bind stone**. There are bind stones in most if not in all townships. Bad part is that you can only recall to that one and only location where you are bound until you bind your soul to some other place. Second thing is that you sometimes may even fizzle casting recall if you don't happen to have a decent manifestation skill. The spell takes 10 seconds to cast.



People highly skilled in manifestation may also cast a **portal** to their bound location and with that allow other players to follow. The portal will remain open for some time before it actually collapses. While still an option, this is not how people tend to travel on Teiravon.

The next option for fast travel actually isn't a real option (i.e. not an option for the real roleplayers). It's the **/stuck** command which brings you to one certain place in the zone. If you know, where exactly that place is in your current zone, you may save time by just jumping there. But please note it takes 15 seconds of inactivity before you actually get ported there.



An expensive way of traveling is to visit the local **Gatekeeper** that you can mostly find just outside of the townships. That'll cost you a few silvers but traveling through the gate takes you a good distance to the next gatekeeper's gate of your choice.

**Wagon Masters** are stationed at several places in zones and provide a somewhat less expensive way of traveling to the next station in the same zone. This way of traveling however, doesn't work across regions. But still this is a very inexpensive way of traveling and suitable for initiates.



The ultimate way of traveling for the experienced traveler are **Luminous Lexica** and **Luminous Shards**. They are hard to find (search for them in the Southern Rim if you dare to) but they allow you to travel to any place on Teiravon as long as you have been there and bound a crystal there (which you then added to your spellbook). You need an engraving tool and a minimum manifestation skill of 75 to bind the crystal. One Lexicon currently allows you to store the magical information of up to seven shards. Be careful, as once written in the lexicon you will not be able to delete the magical letters again.

You can use the lexicon to cast in different ways: As recall cast (requires Manifestation skill), as portal cast (requires Manifestation skill), as recall (requires one charge of the lexicon) and as gate (requires one charge of the lexicon). The first two options should be clear. You can cast only, if you have sufficient manifestation skill. The second two options use a charge from the lexicon. For this you need to know that the lexicon comes with a number of cast charges. They range from 10 to 20 (which is purely random) max. charge. Whenever you use a charge, the available number of charges is being reduced by one. When it hits zero, it can't be used anymore unless replenished. You can replenish lexica with crystals.



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