Arcane Magic Spell Flowchart

Meditation
10 Minute of focus
Requires timer
Regenerate 3 Mana

Improved Meditation
10 Minute of focus
Requires timer
Regenerate 5 Mana

Greater Meditation
10 Minute of focus
Requires timer
Regenerate 7 Mana

Mana Reserves
+3 Mana

Improved Mana Reserves
+3 Mana

Greater Mana Reserves
+3 Mana

Arcane Magic
+4 Mana

DEFENSE

Push
1 Mana
No props
Knock Back 15'
and Knockdown

Mage Armor
2 Mana
30 Second Role Play
Blue beads
Mage Armor Aura
(self only)

UTILITY

Stun Bolt
1 Mana
Multicolored spell
bag and multi color
glow effect
10 second Stun and
Stagger

OFFENSE

Striking Bolt
1 Mana
Blue spell bag and
glow effect
1 Damage and
Stagger

Mana Transfer
1 Minute Role Play
Spend the Amount of
Mana you Wish to
Transfer (Max 4)
Recipient must wait
1 minute before
being transferred
more mana

Weaver
+ 1 Mana
+ 1 Mana Regen while
Meditating
Able to weave unique
auras

Improved Arcane Magic
+4 Mana

DEFENSE

Spell Return
May wind
mana bands back
to left wrist
Recover mana
for unused primed
spells

Improved Mage Armor
2 Mana
30 Second Role Play
Blue beads
Mage Armor Aura
May apply a second
Mage Armor
(self only)

UTILITY

Ice Bolt
2 Mana
Light Blue spell bag
No use at night
30 second Freeze
and Stagger

OFFENSE

Shatter Bolt
3 Mana
Red spell bag and
glow effect
4 damage to shield
and Stagger
(if no Shield does 1
Damage)

Improved Striking Bolt
2 Mana
Blue spell bag and
glow effect
1 Damage and
Stagger
May Prime a Second

Greater
Arcane Magic
+4 Mana

Arcane Rage
15 Seconds
Stagger
1 Death Bolt for
0 Mana
(1 Push per second
for 0 Mana)
Progress to Dying

Syndar
+3 Mana
+2 Mana Regen
while Meditating
All Syndar have
Mana Transfer

DEFENSE

Improved Push
***2 Mana
No props
Knock Back 15'
and Knockdown
***May cast before
channeling Mana

UTILITY

Recall
4 Mana (8 Mana)
Blue cloth and
glow effect
15 Minute Fatigue
(30 Minute Fatigue
for caster, 15 Minute
Fatigue for
passenger)
Flee through the
mana stream
(take a player you are
touching with you)

OFFENSE

Death Bolt
8 Mana
Black spell bag
and purple glow
effect (extra at night)
6 Damage
straight to Hit Points
and Staggers

Acid Bolt
4 Mana
Green spell bag
and glow effect
10 damage to armor
and Staggers
(if no Armor
does 1 Damage)

Greater Striking Bolt
3 Mana
Blue spell bag and
glow effect
1 Damage and
Stagger
May Prime Three

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