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Magery Casts spells. Full spellbooks can be made by player inscribers. Summons do not currently rely on evaluating intelligence for damage. Invisibility can start a stealth check and will allow you to begin stealth-walking as long as the "Cannot hide" bar is cooled down. Magic trap spell can be cast on a container in your inventory. Opening it will cause a small amount of damage and remove paralysis. Mind blast can potentially do bonus damage to extra "stupid" NPCs/Mobs. Training: Without Magic Resist 0-30 - Buy from Skill trainer 30-75 - Cast Reveal/Invisibility on self 75-100 - Cast Resurrect on another players ghost or cast Summon Water Elemental Magery is one of the most complex skills within Ultima Online and amongst the numerous questions we get on this Forum some can reappear time and time again. The purpose of this FAQ is to act as your first port of call for any questions you need answering. If after reading these FAQ's your question still remains unanswered then please post it on the forum and it will be answered as fast as you can say "Kal Ort Por" Q - What level of Magery do i need to be able to cast each circle of magic successfully? This is easily answered. Please follow the link below to find the answer The only exception to this is if you are casting a spell from a scroll. Scrolls are cast as if they're 2 circles lower, use this knowledge in conjunction with the calculator above to determine what skill you need. Q - What Spells are Affected by Magery? Mind blast (Damage based on Magery + Intelligence) Poison (Chance of poisoning = Your Magery vs Targets Resisting Spells) (Strength of poison = Magery + Poisoning / 2) Less than 65.1 : Level 1 poison 65.1 to 85 : Level 2 poison 85.1 to 99.9 : Level 3 poison 100 and higher : Level 4 poison Poison field (Strength calculation same as Poison spell) (Duration 3 + (Magery * 0.4)) seconds Heal (Hit Points healed = Magery/10 + 1-3) Greater Heal (Hit points healed = Magery*0.4 + 1-10) Cure (Chance to cure % = (Magery * 0.75) + (110 - (Poison level * 33)) Arch Cure (More reliable at higher levels of magery) Unlock (Magery determines what level of chests it can open) Q - Whats the best way to gain Magery? There isn't a set way to gain Magery as everyone plays the game differently. However the information below is proven to optimise your chances of gaining in Magery. Magery Skill 0 - 30 = Buy this from a NPC 30 - 50 = Mixture of 3rd & 4th circle spells 50 - 65= 5th Circle spells 65 - 80 = 6th Circle spells 80 - 92 = 7th Circle Spells 92 - 100 = Mixture of 7th & 8th Circle Spells 100 - 120 = 8th Circle spells Q - What is LRC? Lower Reagent Cost (LRC) items. This property can be found on both jewelry and armor. Each 1% LRC gives a 1% chance of a spell not requiring ANY reagent to cast. So at 100% LRC you will not require ANY reagents to cast any spell whatsoever. Q - What is LMC? Lower Mana Cost (LMC) lowers the mana it costs by adding up however much LMC you have, and subtract that from the total mana cost. Example, if you have 35% LMC and cast a flame strike, you will only have to pay 40 - 35% = 26 mana for it. This ability was capped at 40% in publish 25. Q - What does Spell Channeling do? An item with Spell Channeling lets you retain the item in your hands whilst you cast a spell. Items that are Non-Spell Channeling will unequip when you cast a spell. Q - What are Mage Weapons? Mage weapons are weapons that use your Magery skill as your defensive attribute. Mage Weapons -0 such as the Staff of the Magi do this without affecting your Magery skill level. Others may lower your Magery skill. A Mage Weapon -25 would lower your magery by 25. i.e 120 - 25 = 95 Magery whilst it is equipped. You can use them to gain in melee. You can actually hit things with a mage weapon and gain just like a warrior would. How you gain basically relies on the same gain chart as melee. Special Moves associated with the weapon will still require the wielder to have the required amount of skill points in the actual weapon skill. Q - What is Mage Armour? Mage Armor items eliminate an item's Meditation penalty. For example, a plate tunic with the Mage Armor property will no longer reduce the effectiveness of the wearer's use of the Meditation skill to regain mana. Q - What are the current caps for common Magery related attributes? For Humans all Resists are capped at 70 For Elfs all resists are capped at 70 except Energy which is 75 The 3 stats are all capped at 150, however you can go past these but they won't show. Defense Chance Increase is capped at 45%. Hit Chance Increase is capped at 45%. Faster Casting is capped at 2. Faster Casting Recovery is capped at 2. Hit Point Increase is capped at 25 Lower Mana Cost is capped at 40 Spell Damage Increase from items is capped at 15 in PVP, no cap in PVM There is NO hard cap for mana regen however it is subject to diminishing returns. For example the difference between 0 MR and 3 MR is substantially greater than the difference between 15 MR and 18 MR Evaluate Intelligence related FAQ Q - What Spells are affected by Evaluate Intelligence? Eval Int is the skill that allows a mage to function offensively. Almost all offensive spells (except Mind blast and Poison (See Magery FAQ)) Every spell that has anything to do with resisting spells such as curse-type spells, paralyze and mana draining spells Q - Do i need Eval Int if i am a mage? Without evaluate intelligence, your spells will most of the time do less than 10 damage Without Eval Int, your magery skill will be nothing but heals, mind blasts, poisons and summons. Even bless and curse type spells rely on Evaluate Intelligence for their powers. Q - What is the damage bonus for Eval Int? ((Evaluate Intelligence * 3) / 100) + 1. If you have 120 Evaluate Intelligence, your base damage would be increased by ((120 * 3) / 100) + 1 which would be 4.6. Your damage would be more than quadrupled, and that before any other damage source was added to your spells. Q - How are curse & bless type spells calculated? Bless stat spells = Your Evaluate Intelligence/10 + 1 = % Increase Curse stat spells = 8 + (Your Evaluate Intelligence/10) - (Targets Resisting Spells)/10 = % Reduction Q - That sounds complicated, can i have an example of both? You certainly can Lets say You have 120 Evaluate Intelligence, and 100 Intelligence, and cast "Cunning" on yourself. We get: (120/10 + 1) = 13% Increase. We then apply that to your Int, and get (100+13%) = 113 Your new temporary intelligence score is 113 You have 120 Evaluate Intelligence, and your opponent has 100 Strength and 100 Resisting Spells and you cast "Weaken" on your opponent. We get (8 + (120/10) - 100/10) = 10%. Then we apply those numbers to your opponent and get (100-10%) = 90 Your opponent is now down to 90 strength temporarily. Q - How do i gain Evaluate Intelligence? You will have a chance to gain this skill whenever you cast any of the spells affected by it. This includes offensive spells and those listed above. If you're solely looking for gains in evaluate intelligence cast the 1st Circle spell Magic Arrow as this only requires 1 sulphurous ash and 4 mana to cast. Q - Does Meditation and Focus stack? Yes they do. With 120 medi/int and 120 focus, you will have 2.1 passive mana regen. Q - Can i calculate my mana regen? Just click on the Mana Regen Calculator below Q - Is Mana regeneration capped? No, there is NO hard cap for mana regen however it is subject to diminishing returns. For example the difference between 0 MR and 3 MR is substantially greater than the difference between 15 MR and 18 MR Q - Whats the best way to gain Meditation? Meditation is very simple to train. You have a chance of gaining in meditation every time you gain a point of mana. This means that, as a mage, all you have to do to have a chance of gaining is lower your mana below your maximum. Q - Do i need a special type of armour to benefit from Meditation? Spined, Horned & Barbed leather armor and clothes are fine to actively meditate through studded leather, bone armor, ringmail, chainmail and plate will prevent you from meditating. The only exception is if the above armor has the magic property "Mage Armor". Resisting Spells related FAQ Q - What spells are affected by Resisting Spells? Curse type spells, poison spells, paralyze, mana draining spells. As well as the necromancer spells, blood oath, corpse skin, mind rot and pain spike. Q - Why do I have points in physical/elemental resist when I'm not wearing armor? The skill resisting spells adds a "minimum" resist level based on your resisting spells skill; this minimum resist will not stack with armor. At 120 skill this minimum is 44. Q - Why is my displayed resisting spells lower than my real resisting spells? You have protection applied to you either through the protection or arch protection spell. Simple recast this spell to remove it and your skill level will return to normal. Q - How do i gain in resisting spells? This is possibly one of the most debated topics in the world of UO skills. 0 - 30 = Buy from an NPC, don't be cheap ! 30 - 120 = Hunt spell casters. Imps, demons, meer eternal, liches, lich lords. Any spell casting monster that will cast debuff spells, poisons, mana drains and paralyze will get you gains OR If your too lazy to do this do the following. Cast the 1st Circle Spell Weaken on yourself and then Repeat. Yes it's that easy. Q - Will that Weaken method really take me to 120? Yes it will take you all the way to 120 assuming you have eaten the correct powerscroll. However this method is very boring and you may prefer to raise it passively through fighting monster who cast magic. Melee Defense related FAQ Q - Do I need any melee defense? It basically comes down to what your character does. In PvP it's mandatory, any warrior out there will be capable of killing you if you don't have it. It's not a requirement in PVM but if you find yourself being too close to monsters for a large portion of the time you might want to consider picking up one or the other melee defense sort. Q - What is the anatomy/evaluate formula? (Anatomy + Evaluate Intelligence + 20) / 2 = defensive wrestling (capped at 120.0) Q - Does the anatomy/evaluate formula equal wrestling? Defensively yes they are the same but unlike wrestling it does not give you any offensive prowess at all. Q - What is the best melee defense to have? Every Melee skill has it's good & Bad points. Fencing, Swordsmanship, Archery and Macing would require you to have a Spell Channeling weapon otherwise you would drop the weapon everytime you cast a spell and therfore lose your defensive capability. To execute the primary special move of these weapons require the player to have at least 70 Weapon skill & 70 Tactics. To execute the secondary special move of these weapons require the player to have at least 90 Weapon skill & 90 Tactics. The Tactics requirement isn't applied to Wrestling. Q - So how good is wrestling? The Wrestling skill allows you to equip spellbooks with stats and buffs which make it easier to build a good suit. You can also get slayer spellbooks to do more damage to certain monster types. You cannot be disarmed unlike the above weapon skills. For this very reason Wrestling is seen to be the favourite Melee defense for Mages. Q - What about Parrying? The Parrying skill is checked during combat to determine whether an attack can be fully blocked. Melee and archery attacks can be fully parried if the defender is using a Shield or a melee weapon. This is obviously useful for a mage as the less times your hit the less likely you will be to get disrupted during spellcasting. Q - Whats the formula for the chance to Parry a melee attack? Blocking with a shield: % Chance = Parrying / 4 (If less than 0, the chance is 0) (Add 5% if Parrying is 100 or above) Therefore at 120 Parrying you will have a 35% chance of parrying an attack with a shield Q - Is there anything else i should know about Parrying? Yes a very important one, the parrying skill relies on a minimum amount of Dexterity to achieve it's full potential. The Dexterity Modifier if dex is less than 80: (80 - Dexterity) / 100 (If Dexterity is higher than 80, the modifier is 0) Final % Chance of blocking = Base Chance * (1 - Dexterity Modifier) Due to this equation if you have below 80 Dexterity your Parry chance will not be optimised for your skill level. This requirement makes it hard for a mage to take up Parrying because 80 Dexterity is a large chunk of your stat points. Q - How much Defense Chance Increase do i need? As a mage the more the better however be aware that DCI is currently capped at 45%. DCI also can be reduced by the "Hit Lower Defense" property on weapons. This loss equates to -25% DCI however it only lasts 5-10 seconds. You can calculate yuor chance to be hit by an opponent by following the link below Chandair for his previous FAQ & Stratics Content. A lot of this FAQ is based on his original. All the Stratics Staff for their work in gathering formulas and calculations. Everyone else on the Mage Forum that has contributed to this FAQ.

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