

Which spells should I learn?

Uruwi

- Samantha CrowCaller 120 Life 708
- Cheryl FrogBane 100 Ice 500
- Nicole GreenRiver 44 Storm ---

Total Training Point Count

You get a total of **54 training points** as of the Mirage update.

You receive 25 training points from levels.

You also receive 29 from quests:

- 16 training points from Prospector Zeke (12 main-line worlds, plus another for Khrysalis Part 2; Grizzleheim, Wintertusk, and Wysteria as well).
- 1 training point from the Enrollment quest.
- 3 training points from Ogden Peake.
- 2 training points from Inyanga Whitestripes (the one about the Staff of Solomon, and another about the Professor).
- 3 training points from the Friar in Avalon (the scroll quest, the tapestry quest, and the magic book quest).
- 3 (?) training points from Eloise Merryweather.
- 1 training point from Zaltanna the Mirrormask.

Popular Spells to Learn

From Ravenwood or Arcanum

(Training points are required only for off-school spells.)

Spell	TP Count	Trainer	Description
Tower Shield	5	Lydia Greyrose, Tarrak Hadfield	-50% to next incoming damage spell, for no pips. This spell is useful for reducing the amount of incoming damage from a large spell. Later in the world, it can nullify the effect of a critical hit (as long as the enemy has no piercing). Even when facing enemies with piercing, shields can provide a buffer of

			<p>resistance and leave less gear resistance pierced.</p> <p>(As a bonus, you also get Volcanic Shield.)</p>
Feint	7	Dworgyn, Qismah Shasa	<p>+70% trap to enemy, +30% trap to self, for 1 pip.</p> <p>A powerful trap, popular for facing bosses with high health. Stacking a Potent Trap-enchanted version with the regular version can rub salt in the enemy's wounds.</p> <p>Beware of using this spell in PvP; opponents will often use the self-trap to their advantage.</p> <p>(The two traps from a Feint do not stack. If both you and your opponent feint, you want to feint second.)</p> <p>(As a bonus, you get Dream Shield as well.)</p>
Doom and Gloom	8	Dworgyn, Qismah Shasa	<p>-65% healing global, for 2 pips.</p> <p>Some PvPers just love to heal off whatever damage they take. This bubble will dampen healing spells, making it harder for them to recover health and potentially ending the match faster. This spell works the best on Sorcerors and Theurgists, who do not have 2-pip globals. For best results, have death mastery, but even without it this spell isn't terribly hard to cast.</p> <p>However, this global is almost completely useless for PvE play with its one-hit-kill mentality.</p> <p>(This spell does not affect health gained from steal spells.)</p>
Sprite	4	Moolinda Wu, Zander	<p>30 + 270 healing over 3 turns, for 1 pip.</p> <p>Someday the standard Pixie won't cut it and you'll want something better. Well, it doesn't matter for this spell whether you have Life Mastery or not. Sprite is also cheaper than Entangle, and it's also a low-cost way to break Infections (unless you have Minor Blessing, in which case you</p>

			probably trained Sprite already). On the flip side, Sprite doesn't heal much upfront. (As a bonus, you also get Legend Shield.)
Satyr	7	Moolinda Wu, Zander	860 healing, for 4 pips. Look, don't even bother with this unless you have life mastery.
Weakness	3	Arthur Wethersfield, Alhazred, Jaki Whisperwind	-25% to next outgoing damage spell, for 0 pips. As well as being infamous for being spammed by first-arc mobs, Weakness can't be countered by damage-over-time or multi-hit spells, nor by armor piercing. Quite effective against anyone with such spells. Weakness is also a good spell against Sorcerers, since it's hard to remove without breaking Balanceblades and such as well.
Earthquake	8	Cyrus Drake, Baba Yaga	310 damage and remove charms and wards (both positive and negative, except stun blocks) from all enemies, for 6 pips. A nice counter to people who blade-stack all day (and easier to get than Enfeeble treasure cards). A nice counter to people who cocoon themselves with shields and caterpillar absorbs. Note that this spell is extremely difficult to cast without myth mastery. (I'd recommend getting treasure card versions of these from a card vendor or the Bazaar. Aftershock treasure cards are rarer but cost only 4 pips and still have the disarming effect.) (Also, if you just want to break shields, then use Shatter or Mystic Colossus instead.) (If you're crazy enough to train this spell, you also get Ether Shield.)
Epic	6	Qyburn Stellargaze	+300 damage to a spell, as an enchant. If your damage capacity is a bit lackluster, then this enchantment will boost it. If it's good, then it'll

			<p>still add lots of oomph. Definitely necessary for being the team hammer and for soloing.</p> <p>Your teammates will expect you to have damage enchantments trained, even if your damage is naturally high.</p> <p>(Colossal, the prerequisite for Epic, can be learned from the Sun School Trainer in Drum Jungle, Zafaria.)</p> <p>(Gargantuan, the prerequisite for Colossal, can be learned from the Sun School Trainer in the Floating Land, Celestia.)</p> <p>(There is no Epic treasure card, but the Colossal treasure card gives as much of a damage boost. Unfortunately, Colossal treasure cards are no-auction.)</p>
Aegis	1	Qyburn Stellargaze	<p>Protect a positive charm or ward from removal, as an enchantment.</p> <p>This spell has many uses, from protecting blades from Myth and Storm mobs with disarming spells, to some bosses who have cheats that remove blades. Most notably, it's useful for universal blades such as Balanceblade, which would otherwise be stolen by Malistaire the Undying. The only disadvantage is that you can't enchant a card with both Aegis and Sharpened Blade.</p>
Indemnity	1	Qyburn Stellargaze	<p>Protect a negative charm or ward from removal, as an enchantment.</p> <p>Perhaps the most notable use is having a feint on a cheating boss without having them remove it (Malistaire the Undying, Omen Stribog). It can also be used on other traps and weaknesses.</p> <p>(Indemnity cannot enchant dispels. Nice thinking, though.)</p> <p>(Indemnity is not effective against bosses who remove negative effects through self-damage spells, such as Shane von Shane.)</p>
Radical	2	Qyburn Stellargaze	+150 healing, as an enchantment.

			<p>Most wizards, even Theurgists, won't need this spell. However, this enchantment is valuable in a few cases:</p> <ul style="list-style-type: none"> • Healing Current can be enchanted with Primordial to make the healing amount more reliable. • Minor Blessing can be enchanted to provide 215 (!) healing for free. With a critical and high healing boost, this can reach close to a thousand. • If you're the team healer and you have spare deck space, pop a Radical on your healing spells to further increase your insane amounts of healing. <p>(Primordial, the prerequisite for Radical, can be learned from the Sun School Trainer in Three Points, Azteca.) (The treasure card version of Primordial is auctionable, but not a common sight. Radical doesn't have a TC version.)</p>
Brace	2	Qyburn Stellargaze	<p>-20% incoming damage for 4 turns, for no pips. Bolsters your defenses, especially against bosses with lots of armor piercing.</p> <p>(Fortify, the prerequisite for Brace, is trainable from the Star School Trainer in Celestia Base Camp or the Stellarium, Celestia.) (Treasure card versions of Fortify are cheap in the Bazaar and give the same amount of protection.)</p>

From Other Trainers

These spells are learned separately from the spells at Ravenwood. For example, training Balance to Weakness won't give you Elemental Blade for free.

Spell	TP Count	Trainer	Description
Stun Block	1	Diego the Duelmaster	Blocks next 2 incoming stuns, for no pips.

			<p>Mostly useful for PvP, where people send out Freezes, Storm Lords, and even Medusas with no mercy. In PvE people tend to accept the stuns and wait them out, though this might change due to Mirage.</p>
Conviction	1	Diego the Duelmaster	<p>+90% stun resistance, +20% critical block for 4 rounds, for no pips.</p> <p>Another way to resist stuns, as well as block critical hits more frequently.</p> <p>Frequently used in Yevgeny battles to counter his stun cheat.</p> <p>(In case you're not at least a Sergeant, treasure card versions are commonly found in the Bazaar, and they're slightly stronger than the trained version.)</p>
Infection	1	Mortis	<p>-50% to next healing spell, for no pips.</p> <p>Remember, some wizards love healing. This is cheaper than Entangle and Doom and Gloom and doesn't affect your own healing abilities.</p>
Reshuffle	1	Mildred Farseer	<p>Reshuffles the discard pile into your deck, for 4 pips.</p> <p>Since its inception, Reshuffle has been nerfed at least twice. First, it was changed to be usable only once each, even after reshuffling. Second, with the Mirage update, it no longer multiplies enchanted cards. Even with these changes Reshuffle is worth training for long battles.</p> <p>(Treasure card versions are available from your local treasure card vendor and cost one fewer pip.)</p>
Entangle	1	Mildred Farseer	<p>Dispel the next Life spell, for 2 pips.</p> <p>Perhaps the most commonly used dispel in PvP. Usually used to prevent an opponent from</p>

			healing, though if you face a Theurgist, you can pop this on the exact turn they hit (as long as you're first and you have mind-reading skills).
Unbalance	1	Mildred Farseer	Dispel the next Balance spell, for 2 pips. Also popular in PvP; it prevents the use of triple blades and Reshuffles, <i>plus</i> other nasty spells such as Loremaster or Mana Burn.
Elemental Blade, Spirit Blade	1 (each)	Niles	+35% blade to three schools, for 1 pip. Stack this with your school blade for more damage, or use it on a teammate when not soloing. If you're Life, you might want to consider getting Elemental Blade in addition to Spirit Blade, since doing so lets you support a Fire or Storm hammer.
Elemental Trap, Spirit Trap	1 (each)	Niles	+25% trap to three schools, for 1 pip. Less commonly used than the blade version, but you can use it when blades are not an option (Omen Stribog, Aphrodite II).
Infallible	1	Star School Trainer in the Stellarium, Celestia	+15% accuracy, +15% piercing for 4 rounds, for no pips. Not only does this patch any holes you have in accuracy, but it also grants some piercing. The amount is less than in Shadow Shrike, but Infallible is a lot less risky in PvP. The piercing can be useful if you're a Sorcerer (you can use Ra on Balance enemies instead of taking them one by one with Spectral Blast). There's also Flawless from Qyburn Stellargaze, but it's not

			<p>worth training.</p> <p>(Treasure card forms are easily obtainable from the Bazaar or from card vendors starting from the Archivist, and they grant more piercing than the trained version.)</p>
Empowerment	1	Star School Trainer in the Stellarium, Celestia	<p>Gives a white pip for each incoming spell ranked 4 or higher (including spells from your own team) for 4 turns, for no pips. Easy way to get a lot of white pips, in case you want to cast an off-school spell such as Reshuffle or lots of odd-ranked spells once your power pip chance approaches 100%.</p> <p>(Treasure card forms are easily obtainable.)</p>
Furnace, Sleet Storm, Galvanic Field, Devotion, Reliquary, Virulence, Chastisement, Punishment	1 (each)	Star School Trainer in Three Points, Azteca	<p>Furnace: +25% Fire damage, +5% accuracy, +10% incoming Ice damage for 4 turns, for no pips.</p> <p>Sleet Storm: +25% Ice damage, +5% accuracy, +10% incoming Fire damage for 4 turns, for no pips.</p> <p>Galvanic Field: +25% Storm damage, +5% accuracy, +10% incoming Myth damage for 4 turns, for no pips.</p> <p>Devotion: +25% Life damage, +5% power pip chance, +10% incoming Death damage for 4 turns, for no pips.</p> <p>Reliquary: +25% Myth damage, +5% power pip chance, +10% incoming Storm damage for 4 turns, for no pips.</p> <p>Virulence: +25% Death damage, +5% power pip chance, +10% incoming Life damage for 4 turns, for no pips.</p> <p>Chastisement: +25% Balance damage, +5% power pip chance, +5% incoming elemental damage for 4 turns, for no pips.</p> <p>Punishment: +25% Balance damage, +5% power pip chance, +5% incoming spirit damage for 4 turns, for no pips.</p> <p>These spells are superior to Amplify or even Magnify, so it's best to get these. Note that you still have to pay a training point for one of these auras, even if you're of the right school.</p> <p>When these spells were added, Life had only a healing aura, but in the April 2016 update, Devotion was added as Life's damage aura.</p>
Cycle of Life	1	Star School Trainer	+25% healing, +5% power pip chance, +10% incoming Death damage for 4 turns, for no

		in Three Points, Azteca	<p>piPs.</p> <p>This card is superior to Mend, though if you already got Mend it's not worth the trouble waiting for a free respec, running around Ravenwood, and replacing half the cards you had across your 30+ decks.</p>
Sharpened Blade	1	Sun School Trainer in Three Points, Azteca	<p>+10% damage boost to a blade, as an enchantment.</p> <p>There's, of course, the increased strength of Sharpened blades. But did you know enchanted blades stack with their unenchanted counterparts? Wow! You can experience this fun early by getting an enchanted armament pet (just fight Gladiator Dimachaerus), and once you do train this spell for real, the pet-enchanted blades will stack with both!</p> <p>(Treasure card versions are available, but Elik considers them too good to take.)</p>
Potent Trap	1	Sun School Trainer in Three Points, Azteca	<p>+10% damage boost to a trap, as an enchantment.</p> <p>Same reasoning, only with traps. Feint-stacking is especially necessary to defeat high-health bosses quickly.</p> <p>Unfortunately, there are no pets that give this card. There are items that do, but they either cost crowns or require a level at which you can already train Potent Trap.</p> <p>(Treasure card versions are available, but they're awesome enough that Elik will tell you to use them yourself. Besides, you need one for the Azteca crafting quest.)</p>
Shadow Shrike	1	Sofia DarkSide	<p>+50% piercing, +10% damage, -25% incoming healing, +10% spear to all allies on attacking for 3 rounds, for 1 shadow pip.</p> <p>Great for bypassing shields in PvE (tower shields are nullified</p>

			<p>completely; -70% and -80% shields are a lot less powerful). In PvP it can be countered with dispels or stuns. Ideally you'd use a wand spell to break shields and prisms to get around resistances, but that is not always possible (multiple enemies with shields, Balance school, multi-school mobs in Mirage).</p> <p>(This spell is free if you're Fire, Myth, or Storm.)</p>
Shift GreenOak	1	Arkyn MoonBlade	<p>340 Life damage, -25% charm on enemy, +25% charm on self, for 3 pips.</p> <p>Even without Moon mastery, this spell is popular in PvP. Not only does it break shields and negative charms, it puts a weakness on your opponent and (for good measure) gives you a blade. Use this especially when you're getting out a Dark Nova and watch that backlash fall. You don't have to be Life to learn this spell. In fact, it's more effective if you're not Life (or Balance), as you can use this while keeping your school blades.</p>
Shift Ogre	1	Arkyn MoonBlade	<p>340 Myth damage, remove 1 charm and 1 ward from target, for 3 pips.</p> <p>This is more oriented toward Death PvP, since it can clear Ether and Legend Shield.</p>
Dark Nova	1	Elana DarkSun	<p>1600 Shadow damage after 2 rounds, for 2 shadow pips.</p> <p>Oh wow. This attack bypasses school shields (other than the rarely-used Shadow Shield) and can't be dispelled. On the other hand, it costs 2 shadow pips (so you have to wait for them, and you might not be able to use a</p>

			Shadow-enhanced spell back-to-back), has a delay, and might deal backlash. (This spell is free if you're Ice or Storm.)
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Suggestions for Each School

PvE

A lot of these spells are recommended for all schools.

Fire

Ice

Spell	TP Count	Rationale
Elemental Blade	1	Ice gets its school blade at level 38, so another blade will be useful for early questing.
Feint	7	Same reason as above.
Epic	6	To increase damage of attacks.
Reshuffle	1	Some battles are long and can exhaust your deck (especially with aggressive discarding).
Sleet Storm	1	Damage aura.
Sharpened Blade	1	Increase number of buffs (especially with high-health bosses in Azteca and Khrysalis).
Potent Trap	1	Same.
Shadow Shrike	1	Piercing boost when necessary.
<i>(Total)</i>	19	
<i>(Left)</i>	35	Optional: Sprite or Satyr, Brace, Elemental Trap

Storm

Life

Spell	TP Count	Rationale
Tower Shield	5	Reducing damage (especially Criticals).
Spirit Blade	1	For extra buffs, especially before you get Sharpened Blade.
Feint	7	For bosses with lots of health, as well as speed farming.
Epic	6	To increase damage of attacks.
Reshuffle	1	Some battles are long and can exhaust your deck (especially with aggressive discarding).
Devotion	1	Damage aura.
Cycle of Life	1	Healing aura.
Sharpened Blade	1	Increase number of buffs (especially with high-health bosses in Azteca and Khrysalis).
Potent Trap	1	Same.
Radical	2	For playing a healer setup.
Shadow Shrike	1	Piercing boost when necessary.
<i>(Total)</i>	27	
<i>(Left)</i>	27	Optional: Brace, Empowerment, Stun Block, Spirit Trap, Elemental Blade

Myth

Death

Balance

PvP

Note: if you're worried about people not teaming up with you because the spells you trained are oriented toward PvP, there's always the option of training PvE-oriented spells then using a free respec to reallocate your training points for PvP.

There are also *craftable spells*; their recipes require a Legendary Crafter Badge. Some of the recipes are available from Yan Kan Kook from Shirataki Temple, Mooshu; others are available from Grady in Dun Scaith in the Wyrd, Avalon. The spells are also dropped occasionally by the Loremaster in the Atheneum, Dragonspyre, but spell drops are so rare that even getting the 12 Amber to craft the spell is easier. Of course, if you're not of a high enough level to get the Legendary Crafter Badge, Loremaster fights will be the only way to get the spells.