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Outward runic mage guide

Runic magic is a truly unique way of approaching magic in the Outside. If you're not sure how it works, in this video I broke down everything you need to know hot to use rune spells, and combinations that you can do. Join my Discord server: Support channel on Patreon: Consider donating to PayPal.Me: My twitter: My Instagram: Gaming couple channel: #outwardguide #outwardrpg #survivalrpg Steam forums post: Music used from Gothic 3: Ishtar Desert Nights Nguồn : Xem thêm bài viết khác: Xem thêm Bài Viết: Article category: Game x Our price is lower than the manufacturer's minimum advertised price. As a result, we cannot show you the price in the catalog or on the product page. You have no obligation to purchase the product once you know the price. You can simply remove the item from the cart. Our price is lower than the minimum advertised price of the manufacturer. As a result, we cannot show you the price in the catalog or on the product page. You have no obligation to purchase the product once you know the price. You can simply remove the item from the cart. From Outward Wiki Basic Rune Sage is a build in Outward character created by Macfredo. Summary Basic Rune Sage Magic builds can be a little confusing for newbies because they require a good understanding of the game. This guide will provide you with a step-by-step method to quickly acquire the initial skills and equipment of Rune Sage. Breakthroughs Required Fractions Any Device Weapon Off-Hand Head Body Boots Backpack Full Build Details[edit | edit source] Getting started [edit | edit source] After booting the zone, do not sell the machete! You will get a useful free skill if you have it in your hand. The current goal is to save as much money as possible so you don't have to waste 150 for your house. Go talk to Burace Carillon to get a free Puncture skill and go to the beach to get a tribal favor. A quick buck can be done by a mushroom shield and a Giant-Heart Grenade by Helen Turnbull early in the game. Save enough money to buy the Scholar kit, as well as a few optional skills below. For just 187, you can get a 30% mana reduction that will come in in return very soon. You can also pick up Fitness and Steady Arm from Eto Akiyuki in Cierzo and Pommel Counter from Burac Carillon (for Runic Blade later). Conflux Mountain[edit source] On the way south of Cierzo, visit Conflux Mountain and get to Conflux Chambers: There are three possible entrances: Once inside, you'll need to get Manu. Sacrifice only 1 point as you unlock No of Mana later, which adds 40 mana points to your character. Talk to the First Observer and get the Soul Reveal skill from him. Optionally, you can talk to the Second Observer, who will teach you the Cool skill. Berg[edit | edit source] In Berg you will meet Flas, Sage He'll teach you everything you need to know to become the great Rune Sage. This build should provide you with basic needs to get started with rune magic. Combos[edit | edit source] Rune Magic Combos[edit | edit source] Rune Magic combination can be learned on rune magic. Restore Mana Combo[edit | edit source] Restore Mana > Cast Reveal Soul to reveal the nearby Blue Ball, and then cast a Spark near one to restore Mana. See Also [edit | edit source] From External Wiki Like most RPG games, Outward has a wide range of magical spells in it. Each charm has a unique function. While most of them allow you to serve raw damage in the form of fireballs to enemies, others can provide you with passive enhancements such as regenerating health or increasing stats. At first it's pretty hard to get around the world of Outward. There are many dangerous predators waiting for you and a basic sword that you won't do a decent job of keeping you safe. In addition to swords, you can use spells to either extend your damage or provide some other kind of help. External Magic Spells It is obvious that spells will come in in case at any moment of the game. In fact, as you progress in the game, the spells you can get will keep improving. However, early in the game is when you are most vulnerable, so you should start using spells from now on. Later, you can get a better weapon and decide to stick to it, rather than relying on magic. However, if you stick with the magic build, I've listed the spells available in the game and using them. Before you can use spells, you will need to unlock Mana for your character. Mana can be obtained by tapping on Leyline located in the depths of Conflux Mountain in the center of the Kheronese region. Just enter the mountain from one of the three entrances and find Leyline. Note that while each entry represents an area for a faction, you don't have to be in any faction in order to enter the mountain. After unlocking Mana, you can simply get spells from each supplier available during the game. Spells in the Outside are not cheap. Good spells cost a large number of silver coins. Cast magic also costs mana and there is a certain cooldown before you can follow up with another spell for some of the spells. Magic Spells Spell Mana Cost Cooldown Requirements Description Location Price Spark Mana 5 Cooldown 3s None Tiny Fire Explosion, which deals negligible damage but can be used in combination with other spells for greater effects. He can light the bonfires. Obtained automatically after the first mana unlock (see Get Manu.) N/A Flamethrower Mana 15 Cooldown 5s Torch or Lantern (equipped) Cast fireballs that can cause burning status (deals fire damage per second for 30s) to target using a fitted torch or lantern; consumption life of torch/lanterns. First Observer (Conflux Mountain) 50 Silver Warm Mana 8 Cooldown 120s None Grants A warm blessing for the wheel, increasing their fire damage and durability; also enhances cold weather protection Smooth Tailer (Levant) 50 Silver Infuse Fire Mana 15 Warm Boon Insert your weapon with an element of fire, allowing you to cause burning status on enemies; Consumes Warm Boon status Eto Akiyuki (Cierzo) 600 Silver Fire Sigil Mana 7 Fire Stone (inventory) Consume 1 Fire Stone to cast the magic circle Fire sigil on the ground, allowing additional skills with additional effects. First Observer (Conflux Mountain) or Alemmon (Monsoon) 50 Silver Cool Mana 8 Cooldown 120s None Grants Cool a blessing for the wheel, increasing their Frost damage and durability; Also increases protection against hot weather Thrid Watcher (Conflux Mountain) 50 Silver Infuse Ice Mana 15 Cool Boon Leach weapon with frost element, causing it to slow down the condition on enemies; Consumes Cool Boon Status Eto Akiyuki (Cierzo) 600 Silver Ice Sigil Mana 7 Cold Stone (Inventory) Consume 1 cold stone to cast a magical ice sigil circle on the ground, enhancing other skills with additional effects. Wind Sigil Mana 10 Cooldown 100s Activated Wind Altar in the current area Cast magical wind sigil circle on the ground, enhancing other skills with additional effects. Adalbert Hermit (Cabal Wind Tower) 600 Silver Infuse Wind Mana 10 Cooldown 100s Activated Wind Altar in current region Increase impact and attack speed equipped with weapons for 180s. Adalbert Hermit (Cabal Wind Tower) 600 Silver Blessed Mana 8 Cooldown 120s N / Grants Blessed with blessing caster, increase their lightning damage and resistance Mofat (Monsoon) 50 Silver Mist Mana 8 Cooldown 120s No Grants Grants a blessing for the wheel, increase their ethereal damage and resistance Cyril Turnbull (Berg) 50 Silver Obsessed Mana 8 Cooldown 120s No Grants Obsessed with Blessing on a Wheel, increase their damage decay and resistance Immaculate (Immaculate Cave) Ask for help when talking to the Immaculate, then choose Power. Call Boon's Elements Mana 5 Cooldown 120s None Grants based on their current location. Adalbert Hermit (Cabal Wind Tower) 50 Silver Focus Cooldown 500s None Grants player disciplines blessing, increasing their physical damage and resistance. Alemmon (Monsoon) 50 Silver Chakram Pierce Mana 5 Cooldown 6s Chakram (equipped), Discipline boon active Throw Chakram forward on target, with the ability to hit twice. Alemmon (Monsoon) 50 Silver Chakram Arc Mana 8 Cooldown 12s Chakram (equipped), Discipline boon active area attack effect in front of the player, causing damage and impact. Alemmon (Monsoon) 100 Silver Chakram Dance Mana 20 Cooldown 120s Chakram (equipped), Discipline boon active Throw Chakram in front of a player in a zigzag pattern who is able to hit targets more Alemmon (Monsoon) 600 Silver Mana Ward Mana 7 Cooldown 20s No Shield player from damage for a short time. It can be combo'ed into other spells. Alemmon (Monsoon) 50 Silver Mana Push Mana 5 Cooldown 15s No one offers a high impact in a wide area in front of the player. It can also be combo'ed into other spells. Adalbert The Hermit (Wind Tower Cabal) 50 Silver Reveal Soul Mana 5 Cooldown 5s None Allows players to see the souls of any human enemy they have killed, so these souls can be influenced by other spells for different combo effects. The First Observer (Conflux Mountain) or Adalbert the Hermit (Cabal Wind Tower) 50 Silver Conjure Mana 10 Cooldown 8s None Transforms Human Souls Revealed Reveal Soul magic into a skeletal ally who fights alongside a player for the 280s. Adalbert the Hermit (Cabal wind tower) 600 Silver Rune spells In addition to the regular magic spells you get from the store, there are also Runic spells. In order to send such a charm, you will need to combine 2 runs. Each rune combination has a separate effect, and not all combinations work. I listed under 4 basic runes and their combinations. Spell Mana Cost Cooldown Requirements Description Location Price Shim Mana 8 Cooldown 2s Lexicon (featured) Cast red rune that can be combo'ed into other runs to produce a stronger charm. Flase (Berg) 50 Silver Dez Mana 8 Cooldown 2s Lexicon (featured) Cast blue rune that can be combo'ed into other runs to produce a stronger charm. Flase (Berg) 50 Silver Fal Mana 8 Cooldown 2s Lexicon (featured) Cast green rune that can be combo'ed into other runs to produce a stronger charm. Flase (Berg) 50 Silver Egoth Mana 8 Cooldown 2s Lexicon (featured) Cast Purple rune that can be combo'ed into other runs to produce a stronger charm. Flase (Berg) 50 Silv Combination Spell Description Runic Prefix Enhancements Dez > Egoth Runic Protection Physical Resistance +15%, Protection +2 for 180s Additional +5% Physical Resistance, +1 Protection, +10% on All Other Resistances Fal > Dez Runic Lantern Create a magic lantern to illuminate the surrounding area for 300s without having to be equipped. The duration has increased to 450s Shim > Fal Runic Trap Deploy Landmines, which deals area-of-effect elementary damage when running nearby enemies, or using Runic Detonation. Shim > Egoth Runic Blade Summon 1H sword with ethereal infusion (26 damage, impact 12, attack speed 1) for 170s. Adds divine infusion (lightning damage). The rune blade also glows like a lantern. Advanced rune spells Once you get to the bottom of rune spells, you can switch to their advanced versions. Advanced runes are essentially improvements to regular runs, so they are occupied after regular runs and can either extend their effect or add additional benefits to it. To use them, you need to have a mysterious syntax Skill. You can get this skill from Flase. Advanced combination spell required spell in effect description runic prefix enhancements Egoth > Dez Runic Healing Runic protection consume rune protection buff to fully heal the player. Regenerate 2 health per second for 10s Fal > Shim Runic Lightning Runic Lantern Launch Lightning Balls, while Runic Lantern remains in effect. Shim > Shim Runic Detonation Runic Trap detonate all deployed Runic Trap landmines. Shim > Egoth Great Runic Blade Summon 2H Sword with Ethereal Infusion (39 Damage, Impact 19, Attack Speed 1) for 170s. It occupies both hands, which means you won't automatically get rid of the lexicon and you won't be able to cast more rune spells, while the larger rune blade will stay (unless you have an internalized Lexicon). Adds decay (damage damage). damage).

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