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Roblox magic training best spells

Page 2 4 comments Hello, welcome to the second game review on my blog! Today we will review Magic Training: a creative game that involves Harry Potter spells, quick writing, getting kicked for copypasting and brutally blowing people up with magic. The game involves you printing Harry Potter spells in chat and then clicking on things to cast these spells. While the game is centered on PVP, there are plenty of spells that are virtually useless (Lumos, for example. It turns your wand into a flashlight, but there's no use for it because it's never dark in the game). Also, about the writing part: you have to write. You cannot copy paste. The creator of the game was smart enough to make it so that you would be kicked out of the game at copy paste something. There are also clashes that occur when two different people throw a spell at each other at the same time. You must repeatedly click on the white orbs that appear on the screen to win a clash. When you do, your spell will be thrown at the opponent. Now, let's go over the tactics of the game. The most used spell in the game is probably appa, it allows you to teleport when you click on a solid surface. If you want to test some rods out, you can clone yourself (or someone else) by printing the geminio and either clicking on a fixed surface or on a player. I suggest you use sectumsempra or defodio to kill people. DO NOT use avada kedavra. It has exactly the same effect as the spells I mentioned above, but takes more time to print. If you, like me, have terrible targets but kind of fast, I suggest you spam the bombardment that causes an explosion that deals with 50 injuries when it hits something. Episkey is for healing things, and if you like to annoy people by not letting them move or do anything you can use duro (turns the victim to stone), levicorpus (causes the victim to levitate in the air while ragdolling, not allowing them to move) or edublio (similar to levicorpus except that the player is ragdolled inside by a bubble that moves around). Anyway, if you want a guide on all the spells, I suggest you visit . I personally like Magic Training and very suggest that you play it, as it offers a lot of fun gameplay, encourages you to learn how to write fast and has a lot of fun spells that you can use for either good or bad. Thanks for coming to my TED talk. Help and Feedback Script Support Hey! I've tried to make a magic game where you hold a magic wand, say a spell and the spell that you said shoots from the tip of your magic wand to where your mouse is at. Here are some examples: ROBLOX Check Out Magic Training. It's one of the millions of unique, user-generated 3D experiences created on Roblox. Say a spell and to throw it away. Press Q to block incoming spells. Click on the white balls on the screen to win a clash. They have extremely neat spells and I don't understand how they do it. Just to let you I'm not the most advanced scripser so I might not understand everything you say. I want my spell to have a zig-zag look like in Magic Training. Another problem is that I don't really know where to start. Welp, thanks for reading my thread, reply if you can and yes, Bye! 3 Like Try this link. Very helpful for making chat command, and you can use a while true do function to tell if they are holding the magic wand 1 Like oh, you want to make the actual command, well, there are plenty of teachers out there, i just dont know the specific name. I saw a community tutorial a few days ago about making rays with a gun, and you can just search the general words, and try to change the script he uses 1 That you should learn basic programming weapon systems before entering a game like this. Each spell would require its own function or module, and would need a ton of backend code. 4 Like well, I've done one before but it's just extremely boring. Spells are just spheres and the wand looks bad and the script is not good, so I thought I'd just start all over again. 1 As Ok. Well, if you want to do advanced spells, I would try these services and instances to improve the look: TweenService DebrisService ParticleEmitter Beam Trail Hopefully I helped? If not, is there something more specific you are looking for? 2 Like @iGalaxyWorld So, I specialize in the creation of such systems, and what version you might want to start looking at, is a very basic version. I can do very basic systems for you, just so you get the feeling, because all the wands that are made in the HP(Harry Potter) genre follow the same configuration. Local spell recognition to load spell, then a remote snout fired if the spell is loaded when mousebutton1 is clicked, and then the remote fires a fuction that creates a projectile and cframes it in loops in the direction of endPosition(Mouse.Hit) from the startPosition(Wand tip). Raycasting is used in the loop to detect the hit. It's not too hard when you get used to it, but you'll need to be familiar with raycasting and remote controls. As far as zig zag goes, it's in the mathematics of cframe. To make it a projectile you generate a random position based off of the Zig zag amount value and then send the projectile into this loop. I have some examples of very simple versions of this game with wand projectile example: ROBLOX Check Out Stupid Sticks. It's one of the millions of unique, user-generated 3D experiences created on Roblox. gif example: Also, tracks are used for the traveling effect on the projectile or parts if you want an actual and completely raycasted effect 2 Likes Hello, The wands look I've figured out how to make the rod, but I just haven't got really cool spell effect. Could you tell me how to do the spell yourself? Itself? This isn't exactly what you need, but you can customize it to work with your game. There is a guide on admin commands where you can learn how to make your own admin commands. Now, you could just customize it by replacing some of the code such as the IsAdmin() function with nothing, or you could add something where you have to check if the player has enough Magic or something like that before running command. Then you just trigger a function for each command/spell and it acts as if you are casting a spell. Here is the tutorial on that if your interested: How to make basic admin commands 1 As @iGalaxyWorld All you would need now is just some good particles, and a track. The rods I showed u use two tracks to give that lightning effect. You just have to play with it. Some games like wizard life use tracks with a special texture. So you just play until you find something you like. 1 Who could you perhaps lend me the particles so I can experiment with them? I won't use them in my game, ill just make my own after I finish experimenting. if you still tryna do these I can get serphos (creator of magic training) to dm you, he is always willing to help people script 2 Like I have managed to make my own wands already! Thanks for the help though 3 Likes Roblox uses cookies to offer you a better experience. For additional information, including information about how to withdraw consent and how to manage the use of cookies on Roblox, please refer to our Privacy and Cookie Policy.) Thumbnail of the game A spell is a form of words used as a magic charm or spell. These can either be used to inflict other deaths, pass damage, defend and protect yourself or those around you from harm, recover health, or for other miscellaneous purposes. As of July 2020, there are 60 castable spells. Content[view] Offense Stunning = Duro: Encloses the target in stone. 🛡️ Eubublio: Encases the target in a bubble, which will then begin to float upwards and to the direction the target was hit for a long time; reversible with Diffindo. 🧊 Glacius: Freezes the target in ice for 30 seconds; with Incendio or Diffindo. 🚧 Impedimenta: Stuns the targeted player for 30 seconds; reversible with Rennervate. 🏠 Incarcerous: Binds the target with ropes and restricts them from moving and casting spells for a longer period of time; relashio or Diffindo. 🛶 Levicorpus: Lifts the target into the air at the ankle for 12 seconds; with Liberacorporus or Finitia Incantatem. 🚲 Locomotor Wibbly: Prevents the target from moving for a few seconds; with Finitia Incantatem. 🪄 Petrificus Totalus: Magically stones the goal; with Finitia Incantatem. 🌧️ Pruina Tempestatis (Elder Wand exclusive): Creates a closing ring of blue particles around the castern for a significant period of time; All players within reach will be frozen in ice, and will take damage and eventually die given Exposure. This ring ring after a while, or once the user unequips his wand. 🤡 Stupefy: Flings the victim backwards a short distance, and stuns them for a few seconds; reversible with Rennervate. 🎭 Tarantallegra: Causes the target to start dancing uncontrollably for a short time; with Finitia Incantatem. Killing = Avada Kedavra: Fires a green beam causing instantdeath at the goal; cannot be reversed. 🧨 Defodio: When hit, causes a non-harmful explosion and the target is stunned when they begin to quickly lose health, and eventually perish within 8 seconds; reversible with Episkey or Vulnera Sanentur and unstunning with Rennervate. 🧨 Deletrius: Causes instantaneous death, causing the target to dissolve in dust; cannot be reversed. 🛡️ Elder Wand exclusive: Creates a closing fire ring around the castern; any player within reach will quickly take damage and die within seconds. The firestorm disappears after a while, or once the bowler unequips their wand. 🛡️ Sectumsempra: Causes the target to be stunned, and will slowly bleed to death within 15 seconds; reversible with Episkey or Vulnera Sanentur and unstunning with Rennervate. Damage = Alarte Ascender: Throws the target into the air, causing less damage in case of falls. 🧨 Baubillious: Throws out 10 white bolts, each causing 5 injuries; an exception to the oldest wand's 3x cast bonus. 🧨 Bombarda: Creates an explosive beam, which deals 60 damage to all hit players; an exception to the oldest wand's 3x cast bonus. 🧨 Confringo: Creates a beam of fire that will explode upon impact, dealing 50 injuries to all nearby players; they also ignite with a slight damaging flame. 🧨 Crucio: A slow acting spell that will gradually reduce the goal's health by 80 points; in addition, they will not be able to throw and will constantly assume a sitting position, causing them to travel. 🛡️ Depulso: Powerfully pushes back the target and treats minor damage. 🛡️ Diffindo: Removes the effects of Glacius, Incarcerous, and Eubublio; if the target is not under any such status effect, a minimal amount of damage is instead treated. 🛡️ Everte Statum: Pushes the target back and deals with some damage = Expulso: Throws out 3 blue explosive rays, passes 40 damage to the target / s. 🧨 Flare: Fires out 5 red beams, which trade a small amount of damage each. 🛡️ Incendio: Creates a beam of fire that will treat 20 injuries upon impact, and cause a burning effect that passes another 40 injuries up to a total of 60 injuries; the freezing effects of Glacius and Pruina Tempestatis. 🛡️ Reducto: Fires a white bolt, causing an explosion that requires 30 injuries. 🛡️ Tonitro: Causes 50 injuries, and something knocks back the target. 🛡️ Verdimillious: Provides 3 casts of green bolts, causing 15 injuries each; also causes an explosion that is non-harmful at impact. Non-🛡️ Carpe Retractum: Draws the goal against the castern; the strength of this spell is in relation to the distance between the castern and the target -- a the voices will draw more forcefully than a close-up one. 🛡️ Confundo: Causes the target to move uncontrollably in a confusing manner for a short period of time. 🛡️ Expelliarmus: When thrown at a target, their wand (when equipped) will be sent to the caster; otherwise, the target will be pushed back easily instead. 🛡️ Filipendo: throws the target backwards by a short distance. 🛡️ Rictusempra: Repulses the target at an insignificant distance. Defense Memory Charms = Obliviate: Causes a short flash blind and prevents the victim from casting, blocking, or flying; with Finitia Incantatem. 🛡️ Obscuro: Blinds the target for a short time; with Finitia Incantatem. 🛡️ Silencio: Temporarily disables the victim's

chat; with Finita Incantatem. Protection Charms = Protego: Creates a small, static, semi-transparent bubble shield wherever it is molded; fades away by itself after a few seconds, or can be reversed using the Aboleo spell. 🧙 Protego Diabolica (Elder Wand exclusive): Ignites a motionless ring of blue flames around the caster; kill anyone trying to cross, except caster's Roblox friends or members of the Ministry of Death Eaters (M.O.D.E.) if the caster is also part of M.O.D.E. = Protego Totalum: Creates a large, semi-transparent bubble shield that lasts much longer than a regular Protego; destructible using 3x casts of the Aboleo spell. Utility Transportation = Appa: Device card, allows the caster to teleport to wherever they click. 🧙 Ascendio: Shoots the thrower high into the air. Healing / Counterspells = Episkey: Shoots out 3 casts of a golden beam, each of which recovers a moderate amount of health. 🧙 Finita Incantatem: Counteracts non-physical status effects, as well as some amazing effects. 🧙 Liberacorpus: Frees the target from the effects of Levicorpus. 🧙 Relashio: Gets the goal to release his magic wand, where it can be picked up again; reverses the effects of Incarcerous. 🧙 Rennervate: Reverses the amazing effects of Sectumsempra, Defodio, Stupefy, Locomotor Wibbly, and Impedimenta. 🧙 Vulnera Sanentur: Slowly heals a target throughout health. Miscellaneous = Aboleo: Fires 3 casts of a non-harmful beam that quickly destroys shields created by Protego and Protego Totalum; only 1 cast is required to destroy a regular Protego, and 3 is needed to destroy a Protego Totalum. 🧙 Accio: Takes a dropped object as a magic wand to the caster. 🧙 Calvorio: Removes the target's hats/hair. 🧙 Diminuendo: Shrinks the target's body for a short time. 🧙 Engorgio Skullus: Enlarges the head of the target for a short time. 🧙 Lumos: Emits light from the end of the caster's wand. 🧙 Melofors: Temporarily replaces the target's head with a pumpkin. 🧙 Mother Killer (M.O.D.E. exclusive): Creates a Dark Mark in the Sky (the symbol of the Death Eaters). 🧙 Nox: Turns off the light cast by lumos. There have been spells that have been integrated into the game in the past. However, these spells were removed due to and abuse of these, or was otherwise too unbalanced for gameplay. Other spells were removed for unknown reasons: = Alohomora: Unlocked otherwise sealed doors. 🧙 Elder Wand exclusive: Created a larger explosive beam compared to Bombarda, which treated 100 injuries to any player within its blasting radius, causing instantaneous death. 🧙 Colloportus: A spell that locked doors; reversible by Alohomora. 🧙 Confringo Maxima: Threw out an even bigger ray of fire than confringo. 🧙 Expecto Patronum: Generated 6 harmless rings of blue light outwards expand the tip of the magic wand. 🧙 Fianto Duri: Significantly strengthened a protective spell. 🧙 Geminio: Created a clone of the caster at impact on the ground; if it had hit a player or other clone, that device would be duplicated instead -- cloned objects that were behaved like normal humanoids and could suffer any kind of effects. This spell was removed due to a massive exploit on all game servers. 🧙 Immobulus: Emitted an expanding blue sphere around the caster that stunned someone it collided with. = Incendio Maxima: Shot a larger beam of fire than Incendio. 🧙 Lumos Maxima: Shot off a larger light source in comparison to Lumos and would begin to drift away to the direction it was cast; known to be a component of immortality glitch, hence its removal. 🧙 Nako: Removed the target's clothing. 🧙 Protego Horribilis: Conjured up a massive, highly durable protective dome. 🧙 Protego Maxima: Created a larger shield than Protego Totalum. Replaced by Protego Diabolica. 🧙 Repello Inimicum: Terminated all that come into contact with the outer part of the shield. 🧙 Serpensortia: Spawned a single snake that then tried to attack nearby players. 🧙 Vipera Evanesca: Extinct the snakes created by Serpensortia. 🧙 Wingardium Leviosa: Levitated objects such as apples and wands. Useful links

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