Spell Cost Chart

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1   Chart

Here is the chart:

Base (after intelligence's spell cost tiers and after the raw spell cost) spell cost:

10	9	8	7	6	5	4	3	2	1
+49% ~ +40% 14 cost	+44% ~ +34% 12 cost	+49% ~ +38% 11 cost	+42% ~ +29% 9 cost	+49% ~ +34% 8 cost	+39% ~ +20% 6 cost	+49% ~ +25% 5 cost	+66% ~ +34% 4 cost	+49% ~ 0% 2 cost	+99% ~ 0% 1 cost
+39% ~ +30% 13 cost	+33% ~ +23% 11 cost	+37% ~ +25% 10 cost	+28% ~ +15% 8 cost	+33% ~ +17% 7 cost	+19% ~ 0% 5 cost	+24% ~ 0% 4 cost	+33% ~ 0% 3 cost	-1% ~ -50% 1 cost	-1% ~ -100% 0 cost
+29% ~ +20% 12 cost	+22% ~ +12% 10 cost	+24% ~ +13% 9 cost	+14% ~ 0% 7 cost	+16% ~ 0% 6 cost	-1% ~ -20% 4 cost	-1% ~ -25% 3 cost	-1% ~ -33% 2 cost	-51% ~ -100% 0 cost	
+19% ~ +10% 11 cost	+11% ~ 0% 9 cost	+12% ~ 0% 8 cost	-1% ~ -14% 6 cost	-1% ~ -16% 5 cost	-21% ~ -40% 3 cost	-26% ~ -50% 2 cost	-34% ~ -66% 1 cost	note: 0 cost is actually just an extra 1 cost in spamming the same spell	
+9% ~ 0% 10 cost	-1% ~ -11% 8 cost	-1% ~ -12% 7 cost	-15% ~ -28% 5 cost	-17% ~ -33% 4 cost	-41% ~ -60% 2 cost	-51% ~ -75% 1 cost	-67% ~ -100% 0 cost		
-1% ~ -10% 9 cost	-12% ~ -22% 7 cost	-13% ~ -25% 6 cost	-29% ~ -42% 4 cost	-34% ~ -50% 3 cost	-61% ~ -80% 1 cost	-76% ~ -100% 0 cost			
-11% ~ -20% 8 cost	-23% ~ -33% 6 cost	-26% ~ -37% 5 cost	-43% ~ -57% 3 cost	-51% ~ -66% 2 cost	-81% ~ -100% 0 cost				
-21% ~ -30% 7 cost	-33% ~ -44% 5 cost	38% ~ -50% 4 cost	-58% ~ -71% 2 cost	-67% ~ -83% 1 cost					
-31% ~ -40% 6 cost	-45% ~ -55% 4 cost	-51% ~ -62% 3 cost	-72% ~ -85% 1 cost	-84% ~ -100% 0 cost					
-41% ~ -50% 5 cost	-56% ~ -66% 3 cost	-63% ~ -75% 2 cost	-86% ~ -100% 0 cost						
-51% ~ -60% 4 cost	-67% ~ -77% 2 cost	-76% ~ -87% 1 cost							
-61% ~ -70% 3 cost	-78% ~ -88% 1 cost	-88% ~ -100% 0 cost							
-71% ~ -80% 2 cost	-89% ~ -100% 0 cost								
-81% ~ -90% 1 cost									
-91% ~ -100% 0 cost									

Figure 1: The spell cost chart. Made by Bart MC.

2 Explanation

Here is the full "formula" for calculating the final cost of a spell.

```
final cost = max(1, floor(ceil(cost * (1 - int %)) + spRaw) * (1 + spPct))
```

- `final cost`: the final cost of the spell when casting.

- `cost`: the base cost of the spell.

- `int %`: the percent cost reduction associated with the intelligence skill point.

- `spRaw`: the raw spell cost ID. negative reduces cost.

- `spPct`: the percent spell cost ID. negative reduces cost.

Notice that there is never a negative final cost. At most, there is the supposed "0 cost", which still costs 1 mana when cast. However, 0 and below final cost will allow for more 1-cost repeated casts (see: King of Hearts).

3 Table of Original Costs

This is a table of all spells and their original costs at all levels. Values in this table are the values with 0 intelligence points, 0 % cost reduction, and 0 raw cost reduction. These values are updated as of 2 May 2021 in Wynncraft version 1.20.2.

Spell	Cost (lv1)	Cost (lv2)	Cost (lv3)
Heal	8	7	6
Teleport	4	4	4
Meteor	8	8	8
Ice Snake	4	4	4
Bash	6	6	6
Charge	4	4	4
Uppercut	9	9	9
War Scream	6	6	6
Arrow Storm	6	6	6
Escape	3	3	3
Bomb	8	8	8
Arrow Shield	8	9	10
Spin Attack	6	6	6
Vanish	2	2	2
Multihit	8	8	8
Smoke Bomb	8	8	8
Totem	4	4	4
Haul	3	2	1
Aura	8	8	8
Uproot	6	6	6