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|  | Shade 0/1  Summons a being that will possess a hostile mob and unless you manually end the spell before 2 mins their souls become entwined and spell cannot be used again until shade-mob is killed |  |
|  | Dead Power(0/5)  10% bonus after kill  20% bonus after kill  35% bonus after kill  55% bonus after kill  80% bonus after kill |  |
| Semi Raise 0/1  Raises the nearest mob at 50% stats |  | Overgrowth 0/1  Creates a hazardous terrain that can vary due to the tile you are on |
| Raise Skeleton 0/1  Raises a skeleton who has no magic and will engage in melee combat but is resistant to magic and weak to melee |  | Raise Sprite 0/1  Raises a sprite whose spells and stats vary due to tile summoned on by player |
|  | Spell Time(0/5)  Spells last 5 secs longer  Spells last 15 secs longer  Spells last 30 secs longer  Spells last 50 secs longer  Spells last 75 secs longer |  |
| Raise Zombie 0/1  Raises a melee and magic zombie which has a more intelligent stratagem |  | Raise Elemental 0/1  Similar to sprite but bigger stronger and slower. Elementals are found throughout the game as bosses. |
| Shadow Tendril 0/1  A tendril of shadow flicks out and damages all it touches equally, with chance to insta kill |  | Overgrowth 0/1  Creates a growth of thorny vines in 35553 which last until hacked down |
|  | The True Necromancer 0/5  10% damage against undead  20% damage against undead  40% damage against undead  65% damage against undead  100% damage against undead |  |
| Undead Ultimate(0/2)  Hands for 3,5,5,5,3 for 3 secs Xdps  Hands for 3,5,5,5,3 for 5 secs 2Xdps |  | Nature Ultimate(0/2)  Thorns For 3,5,5,5,3 for 3 secs, Xdps  Thorns For 3,5,5,5,3 for 5 secs, 2Xdps |

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|  | Base Power 0/10  Spell is 15% more powerful  Spell is 35% more powerful  Spell is 75% more powerful  Spell is 100% more powerful  Spell is 150% more powerful  Spell is 200% more powerful  Spell is 250% more powerful  Spell is 300% more powerful  Spell is 375% more powerful  Spell is 500% more powerful |  |
| Melee Booster 0/2  20% better w/melee for 10secs  50% better w/melee for 30secs | Melee Shield 0/5  10% melee resistance  25% melee resistance  50% melee resistance  65% melee resistance  80% melee resistance | Melee Aura 0/3  Placed Aura that does x,2x,3x damage to enemies and players who enter it  Range of y, 2y, 3y |
| Ranged Booster 0/2  20% better w/range for 10secs  50% better w/range for 30secs | Ranged Shield 0/5  10% ranged resistance  25% ranged resistance  50% ranged resistance  65% ranged resistance  80% ranged resistance | Ranged Aura 0/3  Placed Aura that does x,2x,3x damage to enemies and players who enter it  Range of 2y, 4y, 8y |
| Arcane Booster 0/2  20% better w/magic for 10secs  50% better w/magic for 30secs | Arcane Shield 0/5  10% magic resistance  25% magic resistance  50% magic resistance  65% magic resistance  80% magic resistance | Arcane Aura 0/3  Placed Aura that does x,2x,3x strongest magic damage to enemies and players who enter it then come close to player  Range of y/2, y, 2y |
|  | Ultimate Aura 0/1  Player is encased in a shield which nulls all damage by 50%  Mobs are encased in a shield which nulls all attacks by 50% and they’re damaged over time |  |

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|  |  |  | Elemental fists 0/5  5% chance  10% chance  20% chance  40% chance  65% chance |  |  |  |
| Electric lvl1 0/1 | Ice lvl1 0/1 | Fire lvl1 0/1 | Water lvl1 0/1 | Earth lvl1 0/1 | Air lvl1 0/1 | Metal lvl1 0/1 |
| Electric lvl2 0/1 | Ice lvl2 0/1 | Fire lvl2 0/1 | Water lvl2 0/1 | Earth lvl2 0/1 | Air lvl2 0/1 | Metal lvl2 0/1 |
| Electric lvl3 0/1 | Ice lvl3 0/1 | Fire lvl3 0/1 | Water lvl3 0/1 | Earth lvl3 0/1 | Air lvl3 0/1 | Metal lvl3 0/1 |
| Electric lvl4 0/1 | Ice lvl4 0/1 | Fire lvl4 0/1 | Water lvl4 0/1 | Earth lvl4 0/1 | Air lvl4 0/1 | Metal lvl4 0/1 |
| Electric lvl5 0/1 | Ice lvl5 0/1 | Fire lvl5 0/1 | Water lvl5 0/1 | Earth lvl5 0/1 | Air lvl5 0/1 | Metal lvl5 0/1 |