

Kairis Tree

Initially: when picking a node, cooldown of 5 turns for the other node
Shop upgrade: cooldown -1 turn

Path 1: Legion of Spirits

Empowered Shadows

1

Spirits gain +20% damage, +10% HP.

Shadowguard

2

Spirits take -15% damage

Soulburst

3

Defeated Spirits explode for AoE damage

Elite Pact

4

Allows 1 Elite Shadow summon

Ascended Command

5

Enables summoning of Medium-tier enemies

Echo of Death

6

Shadow Strike now leaves a shadow spirit that taunts enemies (50% HP)

Spectral Battalion

7

Spirit Strike can now crit with 30% chance

Essence Recycle

8

Regain 3 SP when a summon dies

Spirit Garrison

9

+3 summon cap

Brigadier's Loyalty

10

+1 Elite Shadow summon

Ghost Fang

11

Spirits Crit chance + 20%

Nightstalker

12

Spirits Crit damage + 50%

Savage Will

13

Spirits Attack + 30%

Synergistic Swarm

14

Each active summon increases spirit stats by 2%

Guardian Spirit

15

50% of damage taken is redirected to 1 random summon

Last Gift

16

30% of Spirit HP restoration upon Spirit Death

Spirit Rebirth

17

Fallen summons have a 30% chance to revive once

Commanding Presence

18

While stationary, Spirits gain +20% attack speed

Defensive Aura

19

While active, each spirit grants you +20% damage resistance

Elite Bond

20

When Elite is alive, all basic summons get +10% damage

Dark General

21

+1 elite Summon

Reinforced Husk

22

Medium-tier Spirits +50% HP

Swarm Feeding

23

If 3+ summons attack the same target, all gain +10% threat.

Vengeful Flow

24

Each summon death increases the next summon's damage by +5% (stacks up to 5x)

Army of Darkness

25

+1 Elite Slot, +5 Summon Cap, +10% Summon Damage, +10% SP Regen Rate.

Path 2: Silent Blades

Innate Focus

1

Gain +20% attack speed with daggers, +10% movement speed.

Crippling Edge

2

All dagger attacks apply Bleed (5% HP every 3 seconds).

Ambidexterity

4

Can equip a second dagger. Each dagger deals ~40% damage but attacks independently.

Killer Instinct

6

+15% critical chance with daggers.

Phantom Execution

7

Spirit Strike deals 80% dagger damage and applies a separate instance of Bleed.

Relentless Strikes

9

+5% attack speed and +5% attack damage for every nearby Bleeding or poisoned enemy (radius to be tested)

Killer's Hgh

10

Crit chance + 30%

Opportunist's Edge

11

Critical Damage +60%

Executioner's Might

12

Attack + 50%

Hemotoxin

13

Bleed and poison now stack twice as much

Swift Blades

14

Dagger kills reduce skill cooldown by 0.2s

Momentum Rush

15

Skill cooldown -1s, +15% movement speed for 2s after using your skill

Lacerating Flow

16

Bleed and poison now deal damage faster

Agonizing Blades

17

+25% bonus damage to Bleeding enemies.

Toxic Efficiency

18

Poison slows the enemy by 30%

First Blood

19

First hit against an enemy is always a crit with 100% Crit Damage increase

Unseen Predator

20

Attacks deal +25% damage to enemies below 30% HP.

Mortal Drive

21

Attacks deal +25% damage to enemies when you are below 30% HP.

Acupuncture Therapy

22

Each tick of Bleed restores 1 HP.

Pulmonary Therapy

23

Each enemy killed by poison restores 10 HP.

Blood Bath

24

+10% Crit Chance, +20% Crit Damage, +25% Bleed/Poison damage

Spirit Reaper

25

Your ultimate is changed to: Dash to up to 5 enemies, dealing 200% damage each, automatically applying Bleed and Poison. - Cooldown -2 seconds for each enemy that dies by this attack

Path 3: Curse bearer

Rise of the Withered

1

Ultimate is changed to: Create a zone for 14 sec that: Boost your and spirit damage by +25% within. Curses and Slows enemy movement by 30%.

Curse of Reflection

2

Enemies that attack you while cursed take 20% of their damage back.

Curse of Frailty

3

Cursed enemies have their attack speed reduced by 20%.

Curse of Chains

4

Periodically roots the enemy in place for 1 second every 5 seconds

Curse of Weakness

5

Curses reduce enemy damage output by 20%.

Twilight Rift

6

Casting a zone now also creates a "mirror image" of yourself in the same position for 5 seconds, attacking nearby enemies.

Bound by Misery

7

Each Curse increases damage taken by the enemy by 6%

Curse of Echoes

8

Enemy takes echoed damage (20% of the last hit repeated after 1.5s delay)

Curse of Shattering

9

Cursed enemies explode on death dealing 30% AOE damage

Curse of Despair

10

Nearby enemies lose morale (40% the enemy will not attack).

Dark Restoration

11

Every 2 seconds in a cursed zone, you and your spirits regain 1% HP

Spirit Conductor

12

your skill creates a "mirror image" for 3 seconds, attacking nearby enemies

Soulforge Twins

13

your skill creates a smaller field for 3 seconds

Mark of the Wretched

14

Casting a zone now also creates a smaller zone for each spirit on the field for the same duration

Shattered Reality

15

When a Spirit dies, nearby enemies are cursed.

Tether of Agony

16

Spirits have +50% stats inside zones.

Witherstep

17

upon expiry, your mirror image burts in 4 directions dealing damage and applying curses

Echoing Curse

18

upon expiry, your mirror image heals you for 30% of the damage dealt to enemies

Shadowstep Circle

19

Your zone is expanded by 50%, and lasts for 3 more seconds.

Curtain Call

20

Enemies cursed for 7+ seconds are instantly executed if under 10% HP.

Twins of the Void

21

When casting your ultimate, summon 2 more spirits that inherit 50% of your stats for the duration of the ultimate

Dark Conversion

22

When casting your ultimate, 35% chance that the enemy will become an ally for the duration of the ultimate

Curse of Blinding

23

Enemy is linked to 1-2 nearby units, the damage is shared between them (30% split)

Curse of Blindness

24

Enemy's attacks have a 60% chance to miss

Curse King's Reign

25

[Ultimate] Map-wide zone: You gain +25% damage, +30% cooldown recovery. Spirits empowered by 25%