Dark/Chaos Magic

Perks

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| Name | Level | Spells/Bonus | Unlocks |
| Necromancy | 1+ | * Raise NPC * Raise Ally | * Strong Dead * Dead Thrall |
| Strong Dead | 25+ | Undead Have +5 Strength and +5 Defence | * Vampirism |
| Dead Thrall | 30+ | Raised NPCs are permanent | * Strong Thrall |
| Strong Thrall | 43+ | Raised NPC’s have +5 Strength and +5 Defence | * Lich |
| Lich | 70+ | Permanently transform yourself into a lich. | * ½ of Amalgamate |
| Vampirism | 65+ | Permanently transform yourself into a Vampire. | * ½ of Amalgamate |
| Amalgamate | 90+ | Permanently transform yourself into an Amalgamate. | None |
| Combat | 1+ | * Glitch * Dark beam * The Strings | * Special * Attack |
| Special | 30+ | 10% Stronger Magic Attacks | * Transformation * Shadow Manipulation |
| Attack | 25+ | 10% Stronger Melee Attacks | * Shadow * Chaos |
| Transformation | 47+ | +5 to Attack and  Magika | * Dark Knight * Chaos Glitch |
| Dark Knight | 70+ | Turn into a Dark Knight for a battle | * ½ of Chaos Knight |
| Chaos Glitch | 70+ | Turn into a Chaos Glitch for a battle | * ½ of Chaos Knight |
| Chaos Knight | 94+ | Turn into a Chaos Knight for a battle | None |
| Chaos | 45+ | Spells with Chaos, Glitch or Error in their name are 15% stronger. | * Glitch Cannon * Chaos Buster |
| Chaos Buster | 87+ | * Chaos Buster | None |
| Glitch Cannon | 76+ | * Glitch Cannon | * ½ of ErRor RaY |
| Shadow | 45+ | Spells with Shadow, Dark or Darkness in their name are 15% stronger. | * Repulsor * Shadow Clones * Soul Render |
| Repulsor | 76+ | * Repulsor | * ½ of ErRor RaY |
| Shadow Clones | 60+ | * Shadow Clones | None |
| SOUL Render | 79+ | Allows basic spells to be used on enemy’s SOUL. | * SOUL Absorb * SOUL Damage |
| SOUL Absorb | 90+ | Dead enemy’s SOULs can be absorbed for different effects | None |
| SOUL Damage | 100 | Any spells can be used on enemy’s SOULS | * ½ SOUL Armour |
| SOUL Armour | 100 | Allows you and your party members to craft SOUL protection armour. | None |
| Shadow Manipulation | 55+ | * Confusion * Madness * Summon Item | * Shadow meld * ½ of Soul Armour |
| Shadow Meld | 70+ | Become a shadow for up to a day. | None |