**Tyrant’s Realm**

Skills and Spells

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## Skills

Skills will have individual proficiency and experience so that they become stronger as they increase. Max proficiency of any skill is level 20.

Target Options:

* Individual: One enemy target
* Individual (friendly): One party target
* Group: One group of enemies
* All: All groups of enemies
* Party: All friendly party members
* Self: Only works targets the castor/skill user.
* Special: Depends on the skill.

Availability:

* Combat
* Exploration
* Any
* Special

Duration:

* Instant
* Combat
* # of Combat Cycles
* # Minutes (reflects real time)
* Permanent
* Special

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| [Defender / Champion / Guardian](#_Defender_/_Champion) | | | | | | | |
|  | **Name** | **Level** | **Target** | **Spirae Cost** | **Availability** | **Duration** | **Description** |
| 1 | Lunge | 1 | Individual | 2 | Combat | Instant | This attack requires a hit check, but does normal weapon damage plus 1d4 per level of proficiency. |
| 2 | Block | 1 | Self | 3 | Combat | 2 Combat Cycles | Increases the Defender’s Physical damage resistance by5% + 1% per level of proficiency. |
| 3 | Bash | 3 | Individual | 3 | Combat | Instant / Special | This attack requires a hit check and does half the damage of a normal attack. However, success gives a 30% chance (+1% per level of proficiency) of disrupting the target’s next attack. Successful strikes that do not disrupt the attack will still cause damage at 50%. |
| 4 | Sidestep | 3 | Self | 4 | Combat | Special | Increases the Defender’s avoidance by 30% (+1% per level of proficiency) for the next targeted attack that comes in. |
| 5 | Guard | 5 | Individual (friendly) | 4 | Combat | 1 Combat Cycle | This puts the defender actively protecting another party member for one round of combat (this cannot target self). 75%, +1% per level of proficiency, of all attacks that target the defended party member will route to this defender for hit and damage checks. |
| 6 | Self-confidence | 5 | Self | 5 | Combat | Combat | The Defender gets a wave of self-confidence that improves his hit by 10% +1 per level of proficiency. |
| 7 | Iron Chi | 7 | Individual | 10 | Combat | Instant | This blow uses 150% base weapon damage + 5% per level of proficiency, but converts the damage to magic-based. |
| 8 | Feint | 7 | Individual | 12 | Combat | Instant | Guarantees a hit for 300% +10% per level of proficiency in standard weapon damage. |
| 9 | Blinding Powder | 9 | Individual | 13 | Combat | 3 Combat Cycles | The target has its hit % lowered by 10% + 1% every two levels of proficiency. Can stack 3 times. |
| 10 | Restraint | 12 | Party | 14 | Combat | 5 Combat Cycles | The Defender’s shouted words to the party inspire caution in everyone. They all gain 10% +1 per level of proficiency to their avoidance chance. |
| 11 | Focus | 15 | Self | 16 | Combat | Combat | The warrior slows his/her own breathing down, taking a moment to discount the chaos of battle and focus solely on inner calm. This allows him or her to ignore minor cuts and bruises effectively giving them a 10% +1% per level of proficiency bonus to maximum health. The increase will also increase current health by the number that the maximum is increased. |
| 12 | Battle Shout | 18 | Group | 16 | Combat | 1 Combat Cycle | A group of enemies flinches at the warrior’s outcry. This cause them to strike with a little less sureness the next round reducing their damage by 30% + 1% per level of proficiency. |
| 13 | Heroism | 21 | Party | 18 | Exploration | 15 minutes | This skill allows the party to gain a 15% increase to all primary abilities (Fitness, Coordination, Spirituality, Mental Prowess, and Eloquence). However, the cost is a -10% in money from battle rewards to be donated to various charities and PR campaigns. This negative is -1% every two levels of proficiency (meaning no negative at level 20). |
| 14 | Inspiration | 24 | Party | 20 | Combat | 5 Combat Cycles | The Defender’s shouted words to the party inspire confidence in everyone. They all gain 10% +1 per level of proficiency to their hit chance. |
| 15 | Righteous Fury | 30 | Group | 25 | Combat | Instant | This is a standard physical hit that strikes each member of a group for 125% weapon damage +5% per level of proficiency. |
| 16 | Turtle Up | 36 | Self | 26 | Combat | 1 Combat Cycle | The warrior pulls back and uses all his or her skills to defend only. This increases avoidance and physical resistance by 50% for the next round. The cost is lowered by 1 for each level of proficiency. |
| 17 | True Aim | 42 | Self | 22 | Combat | 3 Combat Cycles | The warrior will concentrate on picking his or her blow locations strategically increasing the blow’s effectiveness by 10% +1% / level of proficiency (increasing base physical weapon damage). This can stack up to 3 times. |
| 18 | Selfless Guardianship | 48 | Party | 28 | Combat | 1 Combat Cycle | This puts the Defender actively protecting all members of the party for one round of combat. 75%, +1% per level of proficiency, of all directed attacks that target the defended party members will route to this defender for hit and damage checks. |
| 19 | Spinning Decapitation | 55 | Individual | 30 | Combat | Instant | Requires a physical hit (and does not work against bosses). Success results in an instant kill. Every 2nd level of proficiency lowers spirae cost. |
| 20 | Coordinated Assault | 62 | Party | 36 | Combat | 3 Combat Cycles | The warrior will show leadership with the party helping each member to make each attack count. This will increase all physical attacks damage by 10% +1% / level of proficiency (increasing base physical weapon damage). This cannot stack (does not work with True Aim). |
| 21 | Juggernaught | 69 | Group | 50 | Combat | Instant / 1 Combat Cycle | Each member of the enemy group gets a hit check. If they are hit, then they take 200% base +10% per level of proficiency. If they are missed, then they had to jump out of the way and lose their next round of attack. |
| 22 | War Cry | 76 | All | 42 | Combat | 1 Combat Cycle | All enemies flinch at the warrior’s outcry. This cause them to strike with a little less sureness the next round reducing their damage by 30% + 1% per level of proficiency. This does not stack with Battle Shout. |
| 23 | Dust Storm | 84 | Group | 69 | Combat | 3 Combat Cycles | The target group is blinded and has their hit % lowered by 20% + 1% every two levels of proficiency. Does not stack with this or Blinding Powder. |
| 24 | Hurricane | 90 | All | 96 | Combat | Instant | The defender spins almost into a blur with his weapon striking death to all around him. This causes him to get a standard physical hit attempt against every enemy NPC for 200% damage +10% per level of proficiency. |
| 25 | Heroic Defense | 100 | Party | 120 | Combat | 3 Combat Cycles | The Defender pulls all enemy attacks to himself or herself. He / she also gains 50% + 1% / level of proficiency to avoidance. However, he/she cannot do anything else during this time. |

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| [Berserker / Brute / Frenzied](#_Berserker_/_Brute) | | | | | | | |
|  | **Name** | **Level** | **Target** | **Spirae Cost** | **Availability** | **Duration** | **Description** |
| 26 | Wild Swing | 1 | Individual | 2 | Combat | Instant | Lowers hit chance by 10% but increases damage of a physical blow to 125%+2.5% / level of proficiency. |
| 27 | Blood Fever | 1 | Self | 3 | Combat | Combat | Allows the warrior to gain an extra attack +1 every two levels of proficiency (meaning 12 total attacks at level 20 proficiency). |
| 28 | Tackle | 3 | Individual | 3 | Combat | 1 Combat Cycle | Requires a successful hit, but if so, the target takes 50% of a normal hit +2.5% / level of proficiency in damage and loses his/her next attack. |
| 29 | Screaming Challenge | 3 | Special | 4 | Combat | 1 Combat Cycle | Target NPC will automatically direct its next attack at the Berserker. The target will be a group, and one NPC will be affected for each level of proficiency in the skill. |
| 30 | Eyes of a Madman | 5 | Individual | 4 | Combat | Instant | The enemy NPC gets a hit check +1 hit (for the warrior) / level of proficiency modified negatively by magic resistance. If the hit succeeds, the NPC runs away. Does not affect bosses. The party gets 50% of the potential experience and no treasure for the fleeing NPC. |
| 31 | Furious Strike | 5 | Individual | 5 | Combat | Instant | Two attacks back-to-back to the same target. Each attack is separate so multiple blows such as from Blood Fever add to both, but no redirection will occur if the first set does a lethal attack. Each level of proficiency will add an additional 2.5% of damage to each attack set. |
| 32 | Rush | 7 | Group | 10 | Combat | 1 Combat Cycle | Bowls down a group of enemy NPCs disrupting their attack for the next round. However, they can also not be directly targeted for attack either. Every 5th level of proficiency will lower the cost by 1. |
| 33 | Intercept | 7 | All | 12 | Combat | Combat | Will block any enemy from fleeing. Every other level of proficiency will lower the cost by 1 point. |
| 34 | Dash | 9 | Individual | 14 | Combat | Instant | Allows the warrior to bypass the front line groups and attack an individual in the backlines for a normal hit. Every 2nd level of proficiency will lower the cost by 1. |
| 35 | Temper Craze | 12 | Self | 14 | Combat | Combat | Allows the warrior to push himself/herself beyond normal limits. He or she can take 10% +5% / level of proficiency in more damage (negative health) before dying while in the combat. If he/she is still in the negative at the end of the combat, then they will die.. |
| 36 | Leric Focus | 15 | Party | 16 | Combat | 3 Combat Cycles | The warrior will show single-minded battle focus that inspires the party. Each member will make each attack count. This will increase all attacks damage by 5% +2% / level of proficiency (increasing base weapon/skill/spell damage). This cannot stack (does not work with True Aim). |
| 37 | Heated Mayhem | 18 | Individual | 16 | Combat | Instant | Automatically strikes the target enemy NPC for 150%+5% / level of proficiency. The attack type is heat. |
| 38 | Face Slap | 21 | Self | 18 | Combat | 3 Combat Cycles | Slapping his or her own face drives pain and other considerations far from the warrior’s mind. The result is a 5% +1% / level of proficiency resistance to heat, cold, magic and physical. It lasts 3 combat rounds. |
| 39 | Blood Fury | 24 | Group | 20 | Combat | Instant | This is a standard physical hit that strikes each member of a group for 100% weapon damage +5% per level of proficiency. |
| 40 | Crazed Shrieking | 30 | Group | 25 | Combat | Instant | Each member of the target enemy NPC group gets a hit check +1 hit (for the warrior) / level of proficiency modified negatively by magic resistance. If the hit succeeds, each NPC runs away. Does not affect bosses. The party gets 50% of the potential experience and no treasure for the fleeing NPCs. |
| 41 | Flying Tackle | 36 | Group | 26 | Combat | Instant / 1 Combat Cycle | Requires a successful hit for each NPC in the group, but if succeeds, the target takes 50% +5% / level of proficiency of a normal hit in damage and loses his/her next attack. |
| 42 | Heated Chaos | 42 | Group | 30 | Combat | Instant | Automatically strikes the target enemy NPC for 150%+5% / level of proficiency. The attack type is heat. |
| 43 | Dementia | 48 | All | 28 | Combat | 1 Combat Cycle | Each enemy gets a hit check +1 hit / level of proficiency – magic resistance. If successful, the target NPC goes temporarily crazed and targets friend or foe randomly for his or her next attack. |
| 44 | Numbing Slap | 55 | Party | 48 | Combat | 3 Combat Cycles | Slapping the face of each member of the party drives pain and other considerations far from their mind. The result is a 5% +1% / level of proficiency resistance to heat, cold, magic and physical. |
| 45 | Heated Massacre | 62 | All | 36 | Combat | Instant | Automatically strikes the all enemy NPCs for 150%+5% / level of proficiency. The attack type is heat. |
| 46 | Battle Chant | 69 | Party | 50 | Combat | Combat | Allows the party to push themselves beyond normal limits. He or she can take 10% +5% / level of proficiency in more damage (negative health) before dying while in the combat. If he/she is still in the negative at the end of the combat, then they will die. |
| 47 | Blood Lust | 76 | Party | 42 | Combat | Combat | Allows the party to gain an extra physical attack +1 every two levels of proficiency (meaning 12 total attacks at level 20 proficiency). The effect does not stack with Blood Fever. |
| 48 | Whirling Leg Sweep | 84 | All | 69 | Combat | Instant / 1 Combat Cycle | Requires a successful hit for each NPC in the group, but if succeeds, the target takes 50% +5% / level of proficiency of a normal hit in damage and loses his/her next attack. |
| 49 | Loki’s Loon | 90 | All | 96 | Combat | Instant | All enemy NPCs gets a hit check +1 hit (for the warrior) / level of proficiency modified negatively by magic resistance. If the hit succeeds, each NPC runs away. Does not affect bosses. The party gets 50% of the potential experience and no treasure for the fleeing NPCs. |
| 50 | Berserker Maelstrom | 100 | All | 120 | Combat | Instant | The Berserker spins almost into a blur with his weapon striking death to all around him. This causes him to get a standard physical hit attempt against every enemy NPC for 200% damage +20% per level of proficiency. |

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| [Tempus Diem Fur / Tempus Crepusculum Fur / Tempus Nox Fur](#_Tempus_Diem_Fur) | | | | | | | |
|  | **Name** | **Level** | **Target** | **Spirae Cost** | **Availability** | **Duration** | **Description** |
| 51 | Hestca Penoa | 1 | Special | 2 | Special | Instant | Unlocks chests with a 50% success rate plus 2% per level of proficiency. A failure will trigger any trap that happens to be on it but the skill can be retried afterwards. |
| 52 | Jab | 1 | Individual | 3 | Combat | Instant | A quick attack. It does 110% +5% / level of proficiency. Requires a melee attack. |
| 53 | Sneak | 3 | Self | 3 | Combat | 3 Combat Cycles | Target is effectively invisible to enemies and cannot be directly targeted. If he/she is the only one left alive, then sneak cannot be activated. |
| 54 | Appraise | 3 | Special | 10 | Exploration | Instant | Provides a chance to identify an item. The chance is 60% +5% / level of proficiency -10%\*the tier level of the item. Ie: Tier 3 item with 2nd level proficiency is 45% chance. |
| 55 | Toss | 5 | Individual | 4 | Combat | Instant | A targeted attack. It does 125% +5% / level of proficiency. Requires a ranged attack. |
| 56 | Snake Strike | 5 | Individual | 5 | Combat | Instant / Poison lasts 3 Combat Cycles | With a flash, the thief darts in and draws blood leaving a poison behind on a successful hit. The damage is 135% +5% / level of proficiency. Poison does an additional 25% of the thief’s attack / combat cycle. |
| 57 | Backstab | 7 | Individual | 10 | Combat | Instant | The thief must have been sneaking first, but then can get a 300% + 5% / level of proficiency in damage on a successful strike. |
| 58 | Directed Chemical Warfare | 7 | Individual | 12 | Combat | Instant / Combat | The thief’s blow passes on a disease. The blow is 100%+5% / level of proficiency. However, the disease will do 10% of the enemy’s health every combat cycle until cured or the target is dead. Disease does not work on Bosses. |
| 59 | Tread Softly | 9 | Party | 14 | Exploration | 10 minutes +5 minutes / level of proficiency. | This allows the party to lower the chance of NPC to find them by 20%. |
| 60 | Sadistic Ripost | 12 | Individual | 14 | Combat | Instant | The thief attacks and twists his/her wrist while pulling the weapon back causing more damage. Requires a hit first but then the damage is 150% + 5% / level of proficiency. |
| 61 | Dart –n-Dash | 15 | Individual | 16 | Combat | Instant / 1 Combat Cycle | The thief is dashing around and snagging quick opportunities to strike and pull out of range. The thief only does 75% +2.5% / level of proficiency in damage but cannot directly be targeted for the next combat round. Cannot be done if he/she is the only one left alive. |
| 62 | Dust Toss | 18 | Individual | 9 | Combat | Instant | The target gets its avoidance lowered by 10%+2% / level of proficiency. Damage is 175% |
| 63 | Spinning Jab | 21 | Group | 17 | Combat | Instant | A quick attack. It does 110% +5% / level of proficiency. Requires a melee attack. |
| 64 | Dust Spray | 24 | Group | 20 | Combat | Instant | The target group gets its avoidance lowered by 10%+2% / level of proficiency. Damage is 175% |
| 65 | Diversion | 30 | Group | 25 | Combat | 1 Combat Cycle | The thief distracts the group of enemies so that all attacks and spells that require a hit for the next combat cycle automatically succeed. Every 4 levels of proficiency will lower the cost. |
| 66 | Sector Warfare | 36 | Group | 26 | Combat | Instant / Combat | The thief’s blow passes on a disease. The blow is 100%+5% / level of proficiency. However, the disease will do 10% of the enemy’s health every combat cycle until cured or the target is dead. Disease does not work on Bosses. |
| 67 | The Golden Rule | 42 | Special | 27 | Combat | Combat | Increases the # of coins found from the enemy by 50% +2% / level of proficiency. Every 10 levels of proficiency gives an extra item. Does not stack. |
| 68 | Slash –n- Sprint | 48 | Group | 28 | Combat | Instant / 1 Combat Cycle | The thief is dashing around and snagging quick opportunities to strike and pull out of range. The thief only does 75% +2.5% / level of proficiency in damage but cannot directly be targeted for the next combat round. Cannot be done if he/she is the only one left alive. |
| 69 | Assassinate | 55 | Individual | 30 | Combat | Instant | Target gets a hit check. If hits, 250% base damage and 20% +1% / level of proficiency of an instant kill. Instant death does not work on bosses. |
| 70 | Greedy Scavenger | 62 | Special | 36 | Combat | Combat | 30% +3% / level of proficiency chance of getting a material drop from the combat if at least one NPC is killed. Only usable on NPC battles. (No Arena or Boss battles). Does not stack. |
| 71 | Dust Strom | 69 | All | 50 | Combat | Instant | All opponents gets their avoidance lowered by 10%+2% / level of proficiency. Damage is 175% |
| 72 | Slaughter House | 76 | Group | 65 | Combat | Instant | Target gets a hit check. If hits, 250% base damage and 20% +1% / level of proficiency of an instant kill. Instant death does not work on bosses. |
| 73 | Mass Diversion | 84 | All | 69 | Combat | 1 Combat Cycle | The thief distracts all enemies so that all attacks and spells that require a hit for the next combat cycle automatically succeed. Every 4 levels of proficiency will lower the cost. |
| 74 | Chaotic Warfare | 90 | All | 96 | Combat | Instant / Combat | The thief’s blow passes on a disease. The blow is 100%+5% / level of proficiency. However, the disease will do 10% of the enemy’s health every combat cycle until cured or the target is dead. Disease does not work on Bosses. |
| 75 | Exploding Shrapnel | 100 | All | 120 | Combat | Instant / 3 Combat Cycles | This causes a standard physical hit attempt against every enemy NPC for 200% damage +10% per level of proficiency. In addition, the resulting bleeding will cause 25% damage for the next 3 combat cycles. |

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| [Scout / Forerunner / Shadow of Fear](#_Scout_/_Forerunners) | | | | | | | |
|  | **Name** | **Level** | **Target** | **Spirae Cost** | **Availability** | **Duration** | **Description** |
| 76 | Snap Attack | 1 | Individual | 2 | Combat | Instant | A quick reactionary attack. It does 110% +5% / level of proficiency. |
| 77 | Inspect | 1 | Special | 2 | Special | Instant | This will provide a chance to determine if a chest has a trap and what kind it is. The success chance is 50% + 2.5% / level of proficiency. |
| 78 | Scout | 3 | Special | 3 | Exploration | 5 minutes + 1 minute / level of proficiency. | The scout will range a bit ahead of the party and watch for NPCs. 90% of the time, this will allow the party the option of bypassing the battle or getting a surprise round of attack. Does not work for fixed or boss battles. |
| 79 | Grim Lunge | 3 | Individual | 4 | Combat | Instant | It requires a melee attack but automatically hits for 125% +5% / level of proficiency. |
| 80 | Disarm | 5 | Special | 4 | Special | Instant | If a chest or special item has a trap on it, this thief will try to disarm it. The base chance is 25% +2.5% / level of proficiency + 25% (if the trap type is known). Failure automatically triggers the trap. |
| 81 | True Aim | 5 | Individual | 5 | Combat | Instant | It will only work if the thief is doing a ranged attack against a rear group, but if so, the skill requires a normal hit before doing 175% +5% / level of proficiency. |
| 82 | Hobble | 7 | Individual | 10 | Combat | 2 Combat Cycles | This requires a ranged attack but if successfully hits, targets the leg so the enemy cannot flee for a short time. Will still do normal damage. Hit success will be +1% / level of proficiency. |
| 83 | Pathfinding | 7 | Party | 12 | Exploration | 5 minutes + 1 minute / level of proficiency. | This skill will allow the scout to lead the party towards the nearest fixed NPC battle or special. |
| 84 | Chemical Burns | 9 | Individual | 13 | Combat | Instant | Applies a small amount of a chemical agent to the weapon lasting only one attack. The attack does 150% + 5% / level of proficiency as a heat-based attack. |
| 85 | Evaluate | 12 | Individual | 14 | Combat | Instant | Provides a chance at information about the target NPC. The chance is 25% + 5%\*level of proficiency – 25% (if a boss) – NPC Level / 10. (10% minimum).  The information gathered includes health, resistances, hit, avoidance and attack options with damage range. |
| 86 | Infiltrate | 15 | Special | 16 | Special | Special | This allows the thief to steal research from other players. See Section [5.24.2](#_Town_Espionage). |
| 87 | Critical Zone | 18 | Individual | 16 | Combat | Instant | Target gets a hit check. If hits, 165% base damage and 20% +1% / level of proficiency of an instant kill. Instant death does not work on bosses. |
| 88 | Treated Weapon | 21 | Individual | 18 | Combat | Instant | Applies a small amount of a chemical agent to the weapon lasting only one attack. The attack does 175% + 5% / level of proficiency as a cold-based attack. |
| 89 | Find Stairs | 24 | Party | 18 | Exploration | Instant | Shows the up and down stairways on the automap. Every two levels of proficiency will reduce the cost by 1. |
| 90 | Swift Hobble | 30 | Group | 25 | Combat | 2 Combat Cycles | This requires a ranged attack but if successfully hits, targets the leg so the enemy cannot flee for a short time. Will still do normal damage. Hit success will be +1% / level of proficiency. |
| 91 | Fused Spirae | 36 | Individual | 26 | Combat | Instant | Applies a small amount of a chemical agent to the weapon lasting only one attack. The attack does 175% + 5% / level of proficiency as a magic-based attack. |
| 92 | Fluid Vorpals | 42 | Group | 30 | Combat | Instant | Target gets a hit check. If hits, 150% base damage and 20% +1% / level of proficiency of an instant kill. Instant death does not work on bosses. |
| 93 | Earthen Instability | 48 | Group | 28 | Combat | Instant | The group is thrown to the ground by the force of the thief’s blow. Each member gets a hit check and receives 125% damage +5% damage per level of proficiency. |
| 94 | Obscuring Vision | 55 | Group | 30 | Combat | 3 Combat Cycles | Target group of enemies will be unable to use individual targeting attacks, physical or spells for a short while. |
| 95 | Consulting | 62 | Special | 0 | Special | 60 minutes plus 30 minutes / level of proficiency. | Reduces the risk by 25% that a scout will successfully penetrate the city vault if this thief is on guard duty. |
| 96 | Ranged Coordination | 69 | Party | 50 | Combat | Combat | All party members using ranged attacks will get a 25% +1% / level of proficiency to hit and damage. |
| 97 | Lightning Hobble | 76 | All | 42 | Combat | 5 Combat Cycles | This requires a ranged attack but if successfully hits, targets the leg so the enemy cannot flee for a short time. Will still do normal damage. Hit success will be +1% / level of proficiency. |
| 98 | Torrential Death | 84 | All | 69 | Combat | Instant | Target gets a hit check. If hits, 200% base damage and 20% +1% / level of proficiency of an instant kill. Instant death does not work on bosses. |
| 99 | Dance of Mourning | 90 | All | 96 | Combat | Instant | The thief dances almost invisibly with his or her weapon striking death to all around. This causes a standard physical hit attempt against every enemy NPC for 160% damage +15% per level of proficiency of type magic. |
| 100 | Rocking the Foundation | 100 | All | 120 | Combat | Instant | Must be a ranged attack. The thief becomes one with the weapon hitting everything with the force of an earthquake. This causes a standard physical hit attempt against every enemy NPC for 200% damage +20% per level of proficiency. |

## Spells

Spells will have individual proficiency and experience so that they become stronger as they increase. Max proficiency of any spell is level 20.

Target Options:

* Individual: One enemy target
* Individual (friendly): One party target
* Group: One group of enemies
* All: All groups of enemies
* Party: All friendly party members
* Self: Only works targets the castor/skill user.
* Special: Depends on the spell.

Availability:

* Combat
* Exploration
* Any
* Special

Duration:

* Instant
* Combat
* # of Combat Cycles
* # Minutes (reflects real time)
* Permanent
* Special

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| [Elementalist / Shaman / Magi](#_Elementalist_/_Shaman) | | | | | | | |
|  | **Name** | **Level** | **Target** | **Spirae Cost** | **Availability** | **Duration** | **Description** |
| 101 | Flame Bolt | 1 | Individual | 2 | Combat | Instant | This is a small heat-based attack. 1d4+1; +1d4/level of proficiency. |
| 102 | Illumination | 1 | Party | 3 | Combat | 5 minutes / level of proficiency | Provides a light source for the party. |
| 103 | Iceball | 3 | Individual | 3 | Combat | Instant | This is a small cold-based attack. 1d6; +1d4/level of proficiency. |
| 104 | Earthen Encasement | 3 | Individual | 4 | Combat | Instant | One member of the group saves verse magic or is turned to stone, effectively killing him, her or it. Each level of proficiency reduces the save by 1%. The base chance is 50% and is modified by their resistance to magic and the caster’s proficiency level. |
| 105 | Spark | 5 | Individual | 4 | Combat | Instant | This is a small lightning-based attack. 1d8; +1d4/level of proficiency. |
| 106 | Magnetic Lines | 5 | Party | 5 | Combat | 5 minutes / level of proficiency | Provides a compass to help orient the party. |
| 107 | Northern Wind | 7 | Group | 10 | Combat | Instant | This is a cold-based attack. 1d4; +1d4/level of proficiency. |
| 108 | Freedom’s Gasp | 7 | Party | 12 | Exploration | Instant | Allows for a one-way port for the party to the surface of the dungeon. Chance of success is 60% base + 2% / level of proficiency. |
| 109 | Detonate | 9 | Individual | 7 | Combat | Instant | The air around the target explodes causing terrific damage. Requires a hit roll. This is a heat-based attack. 1d10; +1d6/level of proficiency. |
| 110 | Void Pocket | 12 | Group | 14 | Combat | Instant | This is a magic-based attack. 1d10; +1d6/level of proficiency. |
| 111 | Butterfly Wings | 15 | Party | 16 | Exploration | 2 minutes / level of proficiency | Levitates a party allowing them to dodge many traps. |
| 112 | Conflagaration | 18 | Group | 16 | Combat | Instant | This is a heat-based attack. 1d12; +1d6/level of proficiency. |
| 113 | Spirae Disarm | 21 | Special | 5 | Special | Instant | Has a chance to remove the trap from any chest. 50% base + 2% / level of proficiency. |
| 114 | Planar Shift | 24 | Party | 20 | Exploration | Instant | This spell will allow a party to teleport to a given location on the minimap. Therefore, only places previously explored can be teleported to. |
| 115 | Basilisk’s Gaze | 30 | Group | 25 | Combat | Instant | Each member of the group saves verse magic or is turned to stone, effectively kill him, her or it. Each level of proficiency reduces the save by 1%. The base chance is 50% and is modified by their resistance to magic and the caster’s proficiency level. |
| 116 | Wall of Ice | 36 | Party | 26 | Combat | Special | This spell will absorb the next 5 attacks to the party +1 attack per level of proficiency. A heat-based attack will automatically destroy it. |
| 117 | Elemental Blessing | 42 | Party | 30 | Combat | Special | Provides the party with a permanent (until leaving the dungeon) (but dispelable), versions of Illumination, Magnetic Lines and Butterfly Wings. Each level of proficiency reduces the spirae casting cost by 1. |
| 118 | Wrym’s Breath | 48 | Group | 28 | Combat | Instant | This is a heat-based attack. 1d20; +1d20/level of proficiency. |
| 119 | Implode | 55 | Individual | 30 | Combat | Instant | This is a magic-based attack. 4d20; +1d20/level of proficiency. |
| 120 | Chain Lightning | 62 | Group | 36 | Combat | Instant | This is a magic-based attack. 3d10; +1d20/level of proficiency. |
| 121 | Blizzard | 69 | All | 50 | Combat | Instant | This is a cold-based attack. 2d10; +1d10/level of proficiency. |
| 122 | Spiraetechnics | 76 | Group | 42 | Combat | Instant | This is a magic-based attack. 4d20; +1d20/level of proficiency. |
| 123 | Wall of Fire | 84 | Party | 69 | Combat | Combat | This spell will do 3d10 damage to all enemies who do a melee attack against a member of the party with +1d10 attack per level of proficiency. It will stay in effect until either dispelled or the end of combat. A cold-based attack will automatically destroy it. |
| 124 | Lightning Storm | 90 | All | 96 | Combat | Instant | This is a magic-based attack. 5d10; +1d10/level of proficiency. |
| 125 | Firestorm | 100 | All | 120 | Combat | Instant | This is a heat-based attack. 10d10; +1d20/level of proficiency. |

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| [Summoner / Spirit Guide / Warlock](#_Summoner_/_Spirit) | | | | | | | |
|  | **Name** | **Level** | **Target** | **Spirae Cost** | **Availability** | **Duration** | **Description** |
| 126 | Falcon | 1 | Party | 2 | Any | Permanent | Illusionary party member. Every turn that it attacks, the target gets a single save, 50% base +2% / level of proficiency – target’s magic resistance (roll on 1d100 where a roll below dispels the npc). |
| 127 | Mental Jab | 1 | Individual | 3 | Combat | Instant | This is a small magic-based attack. 1d4+1; +1d4/level of proficiency. |
| 128 | Morale Conflict | 3 | Individual | 3 | Combat | Instant | Provides a chance to convert the target into a party member. The chance is 25% +/- 1% per difference in level of the NPC and the caster +1% / level of proficiency. If there are no available spots in the party, the spell will automatically fail. |
| 129 | Phase Zombie | 3 | Special | 4 | Combat | Instant | This will temporarily create an NPC that will allow a party to shuttle items from the dungeon back to the caster’s vault. A party slot must be available and the number of items transferred is a max of 1 per level of proficiency. |
| 130 | Butterbar Scout | 5 | Party | 5 | Any | Permanent | This is a real party member (can’t be dispelled), but has a very weak attack and health. However, it can pick locks on chests. |
| 131 | Penetrating Stare | 5 | Party | 8 | Exploration | Instant | Reveals secret doors. Every forth level of proficiency lowers the Spirae cost by 1; levels 4, 8, 12, etc. |
| 132 | Soul Vapor | 7 | Party | 10 | Any | Permanent | This is a real NPC but not much more powerful than a falcon. Its attacks are magic-based though. 1d4 health increase and damage / level of proficiency. |
| 133 | Dispel Illusion | 7 | All | 12 | Combat | Instant | Gives a chance to dispel any illusionary enemies. The chance is 50% + 2% per level of the spell proficiency. |
| 134 | Mind Melt | 9 | Individual | 7 | Combat | Instant | This is a medium magic-based attack. 1d10; +1d6/level of proficiency |
| 135 | Invisibility | 12 | Individual (Friendly) | 14 | Combat | Combat | The target adventurer will not receive a directed attack unless he or she is the only living/active party member left. They are still susceptible to party attacks. |
| 136 | Ogre Magi | 15 | Party | 16 | Any | Permanent | Illusionary party member. Every turn that it attacks, the target gets a single save, 50% base +2% / level of proficiency – target’s magic resistance (roll on 1d100 where a roll below dispels the NPC). |
| 137 | Dream Web | 18 | Group | 16 | Combat | Special (until hit) | This spell has a chance to put each member of an enemy group to sleep. 50% base +2% / level of proficiency and –magic resistance. |
| 138 | Twilight of Concealment | 21 | Party | 24 | Combat | 1 Combat Cycle / level of proficiency. | This is an illusion that will mask the type of attack a player uses, thereby confusing the opponents as to what class types are in the party. The duration is 1 round of combat per level of proficiency of the Summoner. The assumption is this is useful for Arena PvP. |
| 139 | Dread Bear | 24 | Party | 20 | Any | Permanent | This is a real NPC. Its attacks are medium strength and physically-based. 1d4 health increase and damage / level of proficiency. |
| 140 | Mental Corruption | 30 | Group | 25 | Combat | Instant | This is a mind-based attack. 1d14; +1d8/level of proficiency. |
| 141 | Frost Elemental | 36 | Party | 26 | Any | Permanent | This is a warrior of medium strength. His attacks are cold-based. 1d5 health increase and damage / level of proficiency. |
| 142 | Fire Elemental | 42 | Party | 30 | Any | Permanent | This is a warrior of medium strength. Her attacks are heat-based. 1d5 health increase and damage / level of proficiency. |
| 143 | Lightning Storm | 48 | All | 28 | Combat | Instant | An illusionary lightning storm will tear into all enemy NPCs. Each target gets a single save, 50% base +2% / level of proficiency – target’s magic resistance (roll on 1d100 where a roll below dispels the npc). Save receives 0 damage. Otherwise, 5d10; +1d10/level of proficiency. |
| 144 | Eye of Corrunder | 55 | Party | 30 | Exploration | 10 minutes +1 minute / level of proficiency. | This spell extends the radius of the auto-mapping feature by 50%. |
| 145 | Uber Wiziliche | 62 | Party | 36 | Any | Permanent | This is a strong Houses of the Risen Magi able to cast powerful combat spells of different disciplines. 1d6 health increase and damage / level of proficiency. |
| 146 | Ghosting | 69 | Party | 50 | Exploration | 10 minutes +1 minute / level of proficiency. | Odds of being attacked by wandering NPCs goes down to 25% of what it normally is (-1% per level of proficiency). However, the party gains no money, items or chests from the resulting battles they do fight (though experience remains unchanged). |
| 147 | Broadcast | 76 | Party | 42 | Exploration | 10 minutes +1 minute / level of proficiency. | This mental discipline will increase the chances of finding wandering NPCs by 20% + 2% / level of proficiency. The duration of the spell is 10 minutes +2.5 minutes per level of proficiency. |
| 148 | Warlord of Ultoric | 84 | Party | 69 | Any | Permanent | This is a strong NPC to join the party. 1d10 health increase and damage / level of proficiency. |
| 149 | Psionic Cyclone | 90 | All | 96 | Combat | Instant | This is a mind-based attack. 7d10; +1d20/level of proficiency. |
| 150 | Divinae Draconis | 100 | Party | 120 | Any | Permanent | Summons a Dragon God to assist the party. 1d20 health increase and damage / level of proficiency. |

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| [Hand of Grace / Crimson Order / Shadow of Death](#_Hand_of_Grace) | | | | | | | |
|  | **Name** | **Level** | **Target** | **Spirae Cost** | **Availability** | **Duration** | **Description** |
| 151 | Divine Warmth | 1 | Individual (Friendly) | 2 | Any | Instant | 10% health recovery to individual. +1% per level of proficiency. |
| 152 | Off the Cuff | 1 | Individual | 3 | Combat | Instant | This is a small physical-based attack. 1d6; +1d3/level of proficiency. |
| 153 | Precognitive Flash | 3 | Caster | 3 | Combat | 3 Combat Cycles | This spell allows the caster a 50% chance to deflect a single directed attack at the caster for the next three rounds of combat. The chance will increase by 1% / level of proficiency. |
| 154 | Light of Inner Peace | 3 | Individual (Friendly) | 4 | Any | 10 minutes + 2.5 minutes / level of proficiency. | Continuous health regeneration to target, 2% / minute. |
| 155 | Fickle Divine | 5 | Individual | 4 | Any | Instant | It may heal the target 7% health recovery (60%), 5% spirae recovery (30%), 5% chance to remove poison, 5% chance to remove disease. The health and spirae recovery go up 1% per level of proficiency. Note that if the caster is the target, the chance of spirae recovery goes to 0% and health is 90%. |
| 156 | Life Channel | 5 | Individual | 6 | Combat | Instant | This is a small magic-based attack. 1d8; +1d4/level of proficiency. 50% of the health taken is channeled into the caster (up to maximum). |
| 157 | Westbound Soul | 7 | Individual | 5 | Combat | Instant | This is a small magic-based attack. 1d10; +1d6/level of proficiency. It only works on Houses of the Risen. |
| 158 | Purifying Treatment | 7 | Individual (Friendly) | 12 | Any | Instant | Cures Poison from the target. Every 4th level (starting at level 5) of proficiency will reduce Spirae cost by 1. |
| 159 | External Radiance | 9 | Individual (Friendly) | 13 | Any | 10 minutes + 2.5 minutes / level of proficiency. | Continuous Spirae regeneration to target, 2% / minute. |
| 160 | Light of Serenity | 12 | Party | 14 | Any | 10 minutes + 2.5 minutes / level of proficiency. | Continuous health regeneration to party, 2% / minute. |
| 161 | Cycle of Undeath | 15 | Group | 16 | Combat | Instant | This is a magical-based attack; 1d10; +1d6/level of proficiency, but only works against Houses of the Risen. |
| 162 | Sanctification | 18 | Individual (Friendly) | 16 | Any | Instant | Cures Disease from the target. Every 4th level (starting at level 5) of proficiency will reduce Spirae cost by 1. |
| 163 | Negation of Wellbeing | 21 | Group | 18 | Combat | Instant | This is a physical-based attack. 1d10; +1d6/level of proficiency. |
| 164 | Precognitive Vision | 24 | Party | 20 | Combat | 1 Combat Cycle | This spell allows the party a 50% chance to deflect a single directed attack at the party member for the next round of combat. The chance will increase by 1% / level of proficiency. |
| 165 | Warming Emanations | 30 | Party | 25 | Any | Instant | Heals everyone in t he party by 20% + 1% / level of proficiency and removes disease or poison (not both). |
| 166 | Living Flesh | 36 | Individual (Friendly) | 30 | Any | Instant | Removes the stone condition from the target. Every 2nd level of proficiency lowers the spirae cost by 1. |
| 167 | Restore Soul | 42 | Individual (Friendly) | 32 | Any | Instant | Removes the dead condition from the target. Health is set to 50%. Every 2nd level of proficiency lowers the spirae cost by 1. |
| 168 | Wholly Mended | 48 | Individual (Friendly) | 35 | Any | Instant | Fully heal one target member. Every 2nd level of proficiency lowers the cost by 1. |
| 169 | Life Dispersal | 55 | Group | 30 | Combat | Instant | This is a magic-based attack. 1d20; +1d8/level of proficiency. |
| 170 | Blinding Health | 62 | Party | 26 | Any | 10 minutes + 2.5 minutes per level of proficiency. | Continuous health and spirae regeneration to party, 2% / minute. |
| 171 | Yin Yang of Balance | 69 | Party | 61 | Any | Instant | Full heath of all members in the party (Does not remove negative conditions though). 1 point of spirae cost less per level of proficiency. |
| 172 | Living Absorption | 76 | Group | 50 | Combat | Instant | This is a small magic-based attack. 2d15; +1d8/level of proficiency.25% of the health taken is channeled to the party, divvied up evenly (up to maximum and rounded down). |
| 173 | Chain of Resurrection | 84 | Party | 79 | All | Instant | Restores all dead members of the party back to life at 35% health +1% per level of proficiency. |
| 174 | Concussion of Corruption | 90 | All | 96 | Combat | Instant | This is a magic-based attack. 5d15; +1d12/level of proficiency. |
| 175 | Living Harmony | 100 | Party | 120 | Any | Instant | Fully removes all negative effects, including death, and sets the party’s health to full. |

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| [Enhancer / Artificer / Scions of Ge](#_Enhancer_/_Artificer) | | | | | | | |
|  | **Name** | **Level** | **Target** | **Spirae Cost** | **Availability** | **Duration** | **Description** |
| 176 | Moonbeam | 1 | Individual | 2 | Combat | Instant | This is a small magic-based attack. 1d6; +1d3/level of proficiency. |
| 177 | Book of Dance | 1 | Individual (Friendly) | 3 | Any | 10 minutes +1 minute / level of proficiency. | This will boost the target’s coordination by 5% +1% every 2 levels of proficiency. Does not stack. |
| 178 | Trip | 3 | Individual | 3 | Combat | Instant | This will cause the target to trip when attempting his or her next attack making them accidentally hit someone else in the enemy group. Base chance of resisting is 30% - 1% per level of proficiency +target’s magic resistance. |
| 179 | Book of Theory | 3 | Individual (Friendly) | 4 | Any | 10 minutes +1 minute / level of proficiency. | This will boost the target’s mental prowess by 5% +1% every 2 levels of proficiency. |
| 180 | Minor Deflection | 5 | Individual (Friendly) | 4 | Combat | Combat | Provides a 15% base chance of a targeted spell missing the target, +1% per level of proficiency. The spell lasts for the combat. |
| 181 | Book of Communications | 5 | Individual (Friendly) | 6 | Any | 10 minutes +1 minute / level of proficiency. | This will boost the target’s eloquence by 5% +1% every 2 levels of proficiency. |
| 182 | Vicious Twist | 7 | Individual (Friendly) | 10 | Combat | 4 Combat Cycles | Increases the target’s physical damage by 5% + 1% / level of proficiency. Can stack 4 times. |
| 183 | Book of Meditation | 7 | Individual (Friendly) | 12 | Any | 10 minutes +1 minute / level of proficiency. | This will boost the target’s spirituality by 5% +1% every 2 levels of proficiency. |
| 184 | Timorous | 9 | Individual | 10 | Combat | 3 Combat Cycles | Lowers the physical damage of the target by 5% +1% every two levels of proficiency. Can stack 3 times. |
| 185 | Book of Body Sculpting | 12 | Individual (Friendly) | 14 | Any | 10 minutes +1 minute / level of proficiency. | This will boost the target’s fitness by 5% +1% every 2 levels of proficiency. |
| 186 | Skin of Stone | 15 | Individual (Friendly) | 15 | Any | 10 minutes +1 minute / level of proficiency. | Increases physical resistance of the target by 5% + 1% / level of proficiency. |
| 187 | Mists of Avalon | 18 | Individual (Friendly) | 16 | Combat | 4 Combat Cycles | Increases the targets spell damage by 5% + 1% / level of proficiency. Can stack 4 times. |
| 188 | Distraction | 21 | Individual | 18 | Combat | 3 Combat Cycles | Lowers the spell damage of the target by 5% +1% every two levels of proficiency. Can stack 3 times. |
| 189 | Avarice | 24 | Special | 10 | Combat | Combat | Increases the treasure output, including item(s) percentages by 10% +1% per level of proficiency. It is cast in combat and can stack up to 3 times to apply to the end of that combat session only. |
| 190 | Major Deflection | 30 | Party | 25 | Combat | Combat | Provide a 15% base chance of a targeted spell missing the target, +1% per level of proficiency. |
| 191 | Whirlwind of Blades | 36 | Special | 26 | Combat | Instant | The target enemy NPC will get a hit roll. If the spell succeeds, then the enemy will lose control of his/her physical attack and strike everyone in his or her group (including him/herself). Each level of proficiency will lower the NPC’s avoidance by 2.5% |
| 192 | Dispel | 42 | All | 30 | Combat | Instant | Dispels any special bonuses on the enemy NPCs (both positive and negative). -1 cost / level of proficiency. |
| 193 | Confusion | 48 | Party | 28 | Combat | 3 Combat Cycles | Lowers the spell damage of the target by 5% +1% every two levels of proficiency. Can stack 3 times. |
| 194 | Leeching Vapors | 55 | Individual | 30 | Combat | 1 Combat Cycle / 5 levels of proficiency. | The target will temporarily lose 5% of his or her health. The effect will last 1 combat round for every 5 levels of proficiency, but can stack up to 4 times. |
| 195 | Luck of the Trevaris | 62 | Party | 36 | Combat | Combat | The party members are 10% less likely to be affected by a negative special affect like poison, disease or stoning +1% per level of proficiency. Casting cost is also lowered by 1 point per level of proficiency. |
| 196 | Flitting Chaos | 69 | All | 50 | Combat | 3 Combat Cycles | Lowers the spell damage of the target by 5% +1% every two levels of proficiency. Can stack 3 times. |
| 197 | Hopeless Dread | 76 | All | 42 | Combat | 3 Combat Cycles | Lowers the physical damage of all enemies by 5% +1% every two levels of proficiency. Can stack 3 times. |
| 198 | Vorpal Endowment | 84 | Party | 69 | Combat | 5 Combat Cycles | All party physical and magical attacks will increase by 10% + 1% per level of proficiency. The effect can stack up to 5 times. (does not stack with Vicious Twist or Spirae Boost). |
| 199 | Living Weapons | 90 | All | 96 | Combat | 3 Combat Cycles | Enemy weapons (even if that is their claws) will get a mind of its own and try to strike their owner. Each enemy NPC will need to perform a hit check against them or take damage as if they were the target of their own attack. The target’s avoidance will go down by 2% per level of proficiency. |
| 200 | Tome of Universal Understanding | 100 | Party | 120 | All | 10 minutes +2.5 minutes / level of proficiency. | This will buff the entire party’s abilities by 10% + 1% per level of proficiency. This includes fitness, spirituality, mental prowess, coordination and eloquence. |