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Skill System

This Content Expansion brings big changes to how the skill system works.

The whole system divides skills into different builds. You are able to spend your skill points to level up a skill in order to increase the buff/debuff effects on that skill.

Skill Tree & Skill Hotkey Bar

One of the changes is that from now on, the **maximum** number of skills you can have and can use in your skill bar is **8** (PvE and PvP). This way, you have to carefully decide how your skill setup will be.



Another change is the complete re-work of the Skill/Talent Tree.

Example of a Ranger's Skill Tree



As you may notice, a lot of stuff has changed. There is a complete new set of talents on the right side of the tree where you can invest your talent points to level up. These talents will greatly change your skills (sometimes completely) or even your character attributes. Check **Skills & Talents** sub-section for details.

Talent Upgrades

One small but yet important feature that has been added is the Talent Level option. What that means is when you are upgrading your Skill/Wisdom/Group talents, you will be able to choose the amount of levels you want to upgrade the skill, simply by right-clicking on the skill icon and selecting the level points you want to invest. This has been requested a lot and it will make the process of spending talent points faster.



Skill Debuff Effects

Another big change that comes with the Skill System affects the usage of some of the most common debuffs. To be specific: **Burn, Poison, Charged, Frost and Bleed**

Some skills can inflict a specific debuff X times. You can stack up those debuffs and they will have the same duration and values for all classes.

This means that for example, when you get a Bleed debuff it will linger for 5 seconds and deal 2% physical damage per second (it doesn't matter if you got the effect from another player or a monster).

Bleed debuff:
 - 2% of the targets Health Points as *physical* damage per second

- Lasts for 5.0 (PvP: 5.0) second(s)
- Can stack up to 50 times

Additionally to that, some debuffs can trigger furthermore “follow up effects” if you are able to completely stack them up

Example:

Ice Missile skill inflicts 1x Frost on enemies upon hit.

If you manage to stack up the frost debuff into an enemy 50 times, they will be completely frozen for a few seconds

Ice Missile

Launch a missile made of ice.

- Deals 110.0% (76158 - 84401) of your base damage as *ice* damage
- Inflicts 1x *Frost* upon hit enemies

Frost debuff:

- Reduced movement speed by5%
- Reduced attack speed by2%
- Lasts for 5.0 (PvP: 5.0) second(s)
- Can stack up to 50 times

Increase per skill level:
 + 1% additional skill damage

Target: Single Enemy
 Costs: 0 Mana
 Essence Costs: 2
 Cool-down: 0s
 Cost: 1 Talent Points
 (Left-click to level up)

Debuff	Follow-up effect
Bleed	Weak (reduced damage) for 10 seconds
Poison	Poison explosion
Burn	Fire explosion
Frost	Freeze for 10 seconds
Charged	Stun for 5 seconds

Skills & Talents

New Skills and Talents are getting introduced with this update.



As mentioned before, some of these can literally affect or change your character attributes or even a whole skill's visuals/performance. Will give a complete overview of the Skill Tree for each class as well as showing off current and new changes concerning skills and talents.

Ranger



- Added **Hornet Cloud** skill
- Added **Tree of Life** as an individual skill
- Added **Rising Vigor** talent
- Added **Price Fall** talent
- Added **Impatience** talent
- Added **Marking Wave** talent
- Added **Exploding Hit** talent
- Added **Bond of Friends** talent
- Added **Master of Poison, Fire, Ice, Lightning** talents
- Added **Power of Nature** talent
- Added **Rising Concentration** talent



Name	Description	Statistics	Cost per Level + Increase per skill Level
<ul style="list-style-type: none"> • Hunting Arrow 	<p>Fire a hunting arrow.</p> <ul style="list-style-type: none"> • Deals 100% of your base damage as physical damage • Inflicts 1x Marked upon enemies 	<p>Level: 1 Target: Single Enemy Cooldown: 0s Essence cost: 1 Concentration: 0</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +1% additional skill damage
<ul style="list-style-type: none"> • Dive 	<p>Dive acrobatically to a location.</p> <ul style="list-style-type: none"> • Jumps up to 10 meters • Frees you from any debuff 	<p>Level: 4 Target: Position Cooldown: 5s Essence cost: 0 Concentration: 30</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +1% additional attack speed increase

<ul style="list-style-type: none"> • Blade Dance 	<p>Unleash a whirlwind of slashes</p> <ul style="list-style-type: none"> • Deals 100.0% of your base damage as physical damage • Increases the damage of Death Sweep by 5% for 3.0 second(s) for each enemy hit by Whirlwind 	<p>Level: 4 Target: Multiple Enemies Cooldown: 5s Essence cost: 3 Concentration: 50</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +1 % additional skill damage • + 1% additional Death Sweep skill damage
<ul style="list-style-type: none"> • Adrenaline 	<p>Gather your remaining energy</p> <ul style="list-style-type: none"> • Fully restores Concentration • Grants you the Adrenaline buff <p>Adrenaline Buff:</p> <ul style="list-style-type: none"> • +40% movement speed • Lasts for 5 seconds 	<p>Level: 4 Target: Self Cooldown: 50s Essence cost: 0 Concentration: 0</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +5% additional movement speed increase
<ul style="list-style-type: none"> • Precise Shot 	<p>Fire a precise arrow.</p> <ul style="list-style-type: none"> • Deals 125.0% of your base damage as physical damage 	<p>Level: 6 Target: Single Enemy Cooldown: 0s Essence cost: 4 Concentration: 35</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2% additional skill damage • +2% additional movement speed increase
<ul style="list-style-type: none"> • Hornet Cloud 	<p>Summon a hornet sward that surrounds you.</p> <ul style="list-style-type: none"> • Attacks every enemy in a radius of 3 meters around you • Deals 25% of your base damage as physical damage per second for 10.0 seconds • Surrounds you for 15.0 second(s) 	<p>Level: 6 Target: Self Cooldown: 20s Essence cost: 5 Concentration: 40</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2% additional damage • Runtime increased by 1 second

<ul style="list-style-type: none"> • Thicket of Thorns 	<p>Fire a nature-enchanted arrow.</p> <ul style="list-style-type: none"> • Deals 100% of your base damage as poison damage • Leaves a trail of thorns behind it that will linger for 6 seconds • Enemies hit by the trail of thorns will suffer from the Thicket of Thorns debuff 	<p>Level: 6 Target: Multiple Enemies Cooldown: 10s Essence cost: 6 Concentration: 20</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • 1% additional skill damage • 5% additional poison damage
<ul style="list-style-type: none"> • Scatter Shot 	<p>Fire a scattered shot.</p> <ul style="list-style-type: none"> • Deals 150% of your base damage as physical damage 	<p>Level: 10 Target: Multiple Enemies Cooldown: 0s Essence cost: 3 Concentration: 33</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • 2.5% additional skill damage
<ul style="list-style-type: none"> • Tree of Life 	<p>Summons a stationary tree that heals you.</p> <p>Tree Base Damage: X Tree Health Points: X</p> <ul style="list-style-type: none"> • Tree lasts for 20 seconds • Only one Tree of Life can be active at a time • Heals 1% of your Health Points per second in a radius of 10 meters around the tree • Taunts all enemies in a range of 20 meters 	<p>Level: 10 Target: Self Cooldown: 30s Essence cost: 0 Concentration: 50</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +20% increased Health Points of Tree of Life
<ul style="list-style-type: none"> • Hunter Trap 	<p>Lay a trap that goes off when touched.</p> <ul style="list-style-type: none"> • Deals 50% of your base damage as poison damage to enemies within a 3,8 meter radius • Stuns hit enemies for 5.0 (PvP: 1.5) second(s) • Hit enemies will suffer from the Hunting Trap debuff • Inflicts 1x Marked upon enemies 	<p>Level: 10 Target: Area Cooldown: 5s Essence cost: 3 Concentration: 40</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2% additional trap damage • +5% additional armor reduction

<ul style="list-style-type: none"> • Net 	<p>Cast a net to trap enemies.</p> <ul style="list-style-type: none"> • Stuns trapped enemies for 5.0 seconds • Inflicts 1x Marked upon enemies 	<p>Level: 12 Target: Area Cooldown: 10s Essence cost: 0 Concentration: 45</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • -2 Concentration costs
<ul style="list-style-type: none"> • Bird of Prey 	<p>Summon a bird of prey to pursue a chosen target.</p> <ul style="list-style-type: none"> • Deals 250.0% of your base damage as physical damage • Stuns hit enemies for 5.0 (PvP: 5.0) second(s) • Inflicts 1x Bleed upon hit enemies • Reduces the targets damage by 10% for 5.0 seconds 	<p>Level: 12 Target: Single Enemy Cooldown: 20s Essence cost: 3 Concentration: 25</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2.5% additional skill damage • +2% additional damage reduction
<ul style="list-style-type: none"> • Explosive Arrow 	<p>Fire an explosive arrow.</p> <ul style="list-style-type: none"> • Deals 300% of your base damage as physical damage • Arrow will explode shortly after hitting • Explosion deals 300% of your base damage as physical damage to enemies within a 3.5 meter radius • Reduces the armor of marked enemies by 50% for 5.0 seconds • Inflicts 3x Burn upon hit enemies 	<p>Level: 15 Target: Multiple Enemies Cooldown: 10s Essence cost: 10 Concentration: 70</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2.5% additional skill damage • +2% additional armor reduction <p>Synergy: + 10% increased skill damage for each level of Precise Shot</p> <ul style="list-style-type: none"> • +5% increased explosion damage each level of Scatter Shot

<ul style="list-style-type: none"> • Deadly Blow 	<p>Deliver a deadly blow to your enemies.</p> <ul style="list-style-type: none"> • Deals 500% of your base damage as physical damage • Each final blow with Deadly Blow lets you use Deadly blow again <p>Per hit enemy:</p> <ul style="list-style-type: none"> • Increases your attack speed by 5% for 5.0 second(s) (can stack up to 5 times) 	<p>Level: 15 Target: Single Enemy Cooldown: 1m 0s Essence cost: 5 Concentration: 0</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +3.5% additional skill damage <p>Synergy:</p> <ul style="list-style-type: none"> • +1.5% increased skill damage for each level of Hornet Cloud • +0.500% increased attack speed for each level of Blade Dance
<ul style="list-style-type: none"> • Wild Pack 	<p>Summon 3 wolves that will support you in battle.</p> <ul style="list-style-type: none"> • Wolves Base Damage: X • Wolves Health Points: X • Wolves last for 30 second(s) • Attacks enemies with the Bite skill <p>Bite skill:</p> <ul style="list-style-type: none"> • Deals 100% of the wolves base damage as physical damage 	<p>Level: 15 Target: Multiple Enemies Cooldown: 1m 0s Essence cost: 10 Concentration: 60</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2 increased damage of Wild Pack • The amount of spawned wolves is increased by 1 every 2 levels <p>Synergy:</p> <ul style="list-style-type: none"> • -2 Concentration costs for each level of Adrenaline • -1 second(s) cooldown for each level of Bird of Prey

Talents

Name	Description	<i>Cost per Level</i>	Buff/Debuff
<ul style="list-style-type: none"> • Rising Vigor (I & III) 	<ul style="list-style-type: none"> • +1% additional skill damage for Hunting Arrow and Death Sweep • +1% additional skill damage for Precise Shot and Thicket of Thorns 	1 Talent point	None
<ul style="list-style-type: none"> • Price Fall (II, III, IV & V) 	<ul style="list-style-type: none"> • -1 Concentration costs for Dive and Blade Dance • -1 Concentration costs for Precise Shot, Hornet Cloud and Thicket of Thorns • -1 Concentration costs for Scatter Shot, Tree of Life and Hunting Trap • -1 Concentration costs for Net and Bird of Prey 	1 Talent point	None
<ul style="list-style-type: none"> • Impatience (V) 	<ul style="list-style-type: none"> • -1 second cooldown for Net and Bird of Prey 	1 Talent point	None
<ul style="list-style-type: none"> • Marking Wave 	<ul style="list-style-type: none"> • Using Explosive Arrow marks all enemies in a radius of 10 meters around the explosion 	10 Talent points	None
<ul style="list-style-type: none"> • Exploding Hit 	<ul style="list-style-type: none"> • Hitting an enemy with Deadly Blow can causes an explosion that deals (X) % of your base damage as fire damage in a radius of 2.5 meters 	10 Talent points	None
<ul style="list-style-type: none"> • Bond of Friends 	<ul style="list-style-type: none"> • Pack of Wolves do no longer despawn after a while 	10 Talent points	None
	Unlock with level 1: <ul style="list-style-type: none"> • Death Sweep, Hunting Arrow and Wild Pack 	10 Talent points for level 1	Poison debuff:

<ul style="list-style-type: none"> • Master of Poison 	<p>inflict 1x poison on hit enemies</p> <ul style="list-style-type: none"> • +50 % poison resistance • -25% fire resistance • -25% ice resistance • -25% lightning resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • Each kill has a chance to cast a wave of poison arrows that deal X damage per hit and inflict 1x Poison 	<p>20 Talent points for level 2</p>	<ul style="list-style-type: none"> • -2% of the target's Health Points as poison damage per second • Lasts for 2 seconds • Can stack up to 50 times
<ul style="list-style-type: none"> • Master of Fire 	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Blade Dance burns te ground at your starting position for (?) seconds that inflicts 1x Burn to all enemies • Blade Dance inflicts 1x Burn to hit enemies • Precise Shot inflicts 1x Burn to hit enemies • Bird of Prey causes a fire explosion on hit enemies dealing 100% of your base damage as fire damage to all enemies in a radius of 3 meters <ul style="list-style-type: none"> • +50 % fire resistance • -25% ice resistance • -25% lightning resistance • -25% poison resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • When you hit an enemy, there is a chance that you cast a fire explosion that 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	<p>Burn debuff:</p> <ul style="list-style-type: none"> • -1% of the target's Health Points as fire damage per second • Lasts for 3 seconds • Can stack up to 50 times

	deals 100% of your base damage as fire damage to all enemies in a radius of 3 meters around you		
• Master of Ice	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> Using Adrenaline casts two frost explosions, one on usage and the other one after (?) seconds, dealing 100% of your base damage as ice damage and inflicts 1x Frost in a radius of 3 meters Death Sweep inflicts 1x Frost Tree of Life causes a frost explosion when it disappears that deals(?) % of its base damage as ice damage in a radius of (?) meters +50 % ice resistance -25% fire resistance -25% lightning resistance -25% poison resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> Getting hit has chance to inflict a frost explosion that deals 10% of your base damage as ice damage and inflicts 1x Frost to all enemies in a radius of 3 meters 	<p>10 Talent points for level 1</p> <p>20 Talent points for level 2</p>	<p>Frost debuff:</p> <ul style="list-style-type: none"> Reduced movement speed by 5% Reduced attack speed by 2% Lasts for 5 seconds Can stack up to 50 times
• Master of Lightning	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> Dive generates a lightning field at its destination point that deals 10% of your base damage as lightning damage per second for (?) seconds Scatter Shot inflicts 1x Electrified on hit enemies 	<p>10 Talent points for level 1</p> <p>20 Talent points for level 2</p>	<p>Electrified debuff:</p> <ul style="list-style-type: none"> Lightning attacks Lasts for 5 seconds Can stack up to 50 times

	<ul style="list-style-type: none"> • Hornet Cloud 1x Electrified on hit enemies • +50 % lightning resistance • -25% ice resistance • -25% fire resistance • -25% poison resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • A lightning field appears whenever you get stunned that electrifies your enemies and deals 5% of your base damage as lightning damage per second to all enemies in a radius of 3 meters around you • Lightning field stays for 5 seconds 		
<ul style="list-style-type: none"> • Power of Nature 	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Whenever an enemy dies while being attacked by your Hornet Cloud, the hornets will start to fly around randomly for 10 seconds • Thicket of Thorns has a chance to spawn a Hornet Swarm on hit enemies that move around for 10 seconds dealing X-X damage per second <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • Defeating an enemy has a chance to spawn a Hornet Swarm at your position that moves around for 10 seconds dealing X-X damage per second 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	<p>None</p>
<ul style="list-style-type: none"> • Rising Concentration 	<p>Unlock with level 1:</p>	<p>10 Talent points for level 1</p>	<p>None</p>

	<ul style="list-style-type: none">• +2 Concentration whenever you hit an already marked enemy Unlock with level 2: <ul style="list-style-type: none">• +10 Concentration for each defeated enemy	20 Talent points for level 2	
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Mage



- Added **Frost Charge** skill
- Added **Ball Lightning** skill
- Added **Guardian of Flames** as an individual skill
- Added **Fire Blast** as an individual skill

- Added **Rising Vigor** talent
- Added **Price Fall** talent
- Added **Elemental Surprise** talent
- Added **Piercing Nova** talent
- Added **Magma** talent
- Added **Master of Poison, Fire, Ice, Lightning** talents
- Added **Bloodmage** talent
- Added **Arcane Concentration** talent



Name	Description	Statistics	Cost per Level + Increase per skill Level
<ul style="list-style-type: none"> • Magic Missile 	<p>Launch a magic missile.</p> <ul style="list-style-type: none"> • Deals 120% of your base damage as physical damage 	<p>Level: 1 Target: Single Enemy Cooldown: 0s Essence cost: 1 Mana: 0</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +1% additional skill damage • +1% additional Health Points regeneration
		Level: 1	

<ul style="list-style-type: none"> • Chain Lightning 	<p>Fire a chain of lightning.</p> <ul style="list-style-type: none"> • Deals 100% of your base damage as lightning damage • Hits 2 additional enemies within a 5.0 meter radius • Inflicts 1x Electrified upon enemies 	<p>Target: Multiple Enemies Cooldown: 0s Essence cost: 2 Mana: 0</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +1% additional skill damage
<ul style="list-style-type: none"> • Ice Missile 	<p>Launch a missile made of ice.</p> <ul style="list-style-type: none"> • Deals 115% (X) of your base damage as ice damage • Inflicts 1x Frost upon hit enemies 	<p>Level: 1 Target: Single Enemy Cooldown: 0s Essence cost: 2 Mana: 0</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2% additional skill damage
<ul style="list-style-type: none"> • Fireball 	<p>Launch a ball of fire.</p> <ul style="list-style-type: none"> • Deals 110% (X) of your base damage as fire damage • Inflicts 1x Burn upon hit enemies 	<p>Level: 1 Target: Single Enemy Cooldown: 0s Essence cost: 3 Mana: 0</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2% additional skill damage
<ul style="list-style-type: none"> • Teleport 	<p>Escape an enemy or dash into battle with a teleport.</p> <ul style="list-style-type: none"> • Teleports you to a location within 10 meter radius • Frees you from any debuffs 	<p>Level: 4 Target: Position Cooldown: 5s Essence cost: 0 Mana: 30</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • -1 Mana costs

• Frost Charge



Dash towards your target.

- Charge up to 10 meters forward
- Deals 100% of your base damage as physical damage
- Inflicts 1x Frost upon hit enemies

*Level: 4
Target: Multiple Enemies
Cooldown: 5s
Essence cost: 2
Mana: 50*

*1 Skill point
• +5% additional skill damage*

• Lightning Strike



Unleash a powerful lightning strike.

- Deals 135% of your base damage as lightning damage to enemies at the center of Lightning Strike
- Enemies within a 2.2 meter range of the strike will also receive a fraction of the damage
- Inflicts 1x Electrified upon hit enemies

*Level: 6
Target: Area
Cooldown: 10s
Essence cost: 5
Mana: 50*

*1 Skill point
• +2% additional skill damage
• +10% additional explosion damage*

• Frozen Sphere



Summon an icy sphere that will float in one direction.

- Deals 150% of your base damage as ice damage
- Sphere will explode, causing 200% (X) of your base damage as ice damage to all enemies within a 2.8 meter radius
- Inflicts 1x Frost upon hit enemies

*Level: 6
Target: Multiple Enemies
Cooldown: 5s
Essence cost: 6
Mana: 25*

*1 Skill point
• +2% additional skill damage*

<ul style="list-style-type: none"> • Meteor 	<p><i>Summon a forceful meteor.</i></p> <ul style="list-style-type: none"> • Deals 200% of your base damage as fire damage to all enemies within a 3.5 meter radius of the impact • Inflicts 1x Burn upon hit enemies 	<p>Level: 6 Target: Area Cooldown: 10s Essence cost: 6 Mana: 60</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2.5% additional skill damage
<ul style="list-style-type: none"> • Singularity 	<p><i>Create a space-time singularity.</i></p> <ul style="list-style-type: none"> • Enemies in the affected area will suffer from the Slow debuff 	<p>Level: 10 Target: Area Cooldown: 15s Essence cost: 0 Mana: 50</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +5% additional movement speed reduction • +2% additional elemental resistance reduction • +2% additional armor reduction
<ul style="list-style-type: none"> • Ball Lightning 	<p><i>Fire a ball lightning that leaves lightning fields on the ground.</i></p> <ul style="list-style-type: none"> • Deals 115% of your base damage as lightning damage • Inflicts 1x Electrified upon enemies 	<p>Level: 10 Target: Multiple Enemies Cooldown: 5s Essence cost: 4 Mana: 30</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +1.5% additional skill damage

<ul style="list-style-type: none"> • Frost Wind 	<p>Create a conical icy gust.</p> <ul style="list-style-type: none"> • Inflicts 10x Frost upon hit enemies <p>Per hit enemy:</p> <ul style="list-style-type: none"> • Increases the damage of Ice Missile by X% for 5.0 seconds • Increases the damage of Frost Nova by X% for 5.0 seconds 	<p>Level: 10 Target: Multiple Enemies Cooldown: 5s Essence cost: 0 Mana: 20</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +1% additional Ice Missile skill damage increase • +2% additional Frost Nova skill damage increase
<ul style="list-style-type: none"> • Mind Control 	<p>Makes an enemy fight for you.</p> <ul style="list-style-type: none"> • While under your control, the enemy will deal 100% more damage • Controlled enemies will taunt all other enemies within a 10.0 meter radius • Lasts for 10.0 second(s) 	<p>Level: 12 Target: Single Enemy Cooldown: 10s Essence cost: 10 Mana: 80</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • Duration of Mind Control increased by 2.0 second(s) • +5% additional damage increase
<ul style="list-style-type: none"> • Guardian 	<p>Summon a magical Guardian that will fire at your enemies.</p> <ul style="list-style-type: none"> • Guardian Base Damage: X - X • Guardian Health Points: X - X 	<p>Level: 12 Target: Single Enemy Cooldown: 10s Essence cost: 10 Mana: 80</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +10% increased armor of Guardian • +10% increased Health Points of Guardian

- Guardian lasts for 20.0 second(s)
- Only one Guardian can be active at a time
- Attacks enemies with the Magic Projectile skill

• **Guardian of Flames**



Summon a Guardian of Flames that will attack your enemies with fire.

- Guardian Base Damage: X - X
- Guardian Health Points: X - X
- Guardian lasts for 10.0 second(s)
- Only one Guardian can be active at a time
- Attacks enemies with the Fire Projectile skill

Level: 12
 Target: Single Enemy
 Cooldown: 10s
 Essence cost: 10
 Mana: 80

- 1 Skill point
- +20% increased damage of Guardian of Fire

• **Destruction**



Unleash a concentrated stream of elemental destruction.

- Deals 500% of your base damage as physical damage

Level: 15
 Target: Multiple Enemies
 Cooldown: 1m 0s
 Essence cost: 10
 Mana: 90

- 1 Skill point
- +10% additional skill damage
- Synergy:**
- +10% increased skill damage for each level of **Mind Control**
 - -1.0 second(s) skill cooldown for each level of **Singularity**

• **Frost Nova**



Unleash a frost nova.

- Deals 300% of your base damage as ice damage to all enemies within a 4 meter radius
- Enemies will be frozen for 10.0 (PvP: 10.0) second(s)
- Every enemy that is already affected by the Frost debuff while being hit by Frost Nova will cast a frost explosion, causing 50% of your base damage, as ice damage to all enemies in a radius of 2.5 meters

Level: 15
Target: Multiple Enemies
Cooldown: 1m 0s
Essence cost: 6
Mana: 80

- 1 Skill point
- +10% additional skill damage
 - +5% additional ice resistance reduction
 - +10% additional explosion damage

Synergy:

- +5% increased skill damage for each level of **Frost Charge**
- +10% additional explosion damage for each level of **Frozen Sphere**

• **Fire Blast**



Unleash a concentrated stream of fire.

- Deals 400% of your base damage as physical damage
- Inflicts 5x Burn upon hit enemies

Level: 15
Target: Multiple Enemies
Cooldown: 1m 0s
Essence cost: 10
Mana: 90

- 1 Skill point
- +15% additional skill damage

Synergy:

- +10% increased skill damage for each level of **Meteor**
- -2 reduced **Mana** costs for each level of **Guardian of Flames**

Talents

Name	Description	Cost per Level	Buff/Debuff
<ul style="list-style-type: none"> • Rising Vigor (I & III) 	<ul style="list-style-type: none"> • +1% additional skill damage for Magic Missile, Ice Missile, Fireball and Chain Lightning • +1% additional skill damage for Meteor, Lightning Strike and Frozen Sphere 	1 Talent point	None
<ul style="list-style-type: none"> • Price Fall (II, III, IV & V) 	<ul style="list-style-type: none"> • -1 Mana costs for Teleport and Frost Charge • -1 Mana costs for Meteor, Lightning Strike and Frozen Sphere • -1 Mana costs for Ball Lightning, Frost Wind and Singularity • -1 Mana costs for Guardian of Flames, Guardian and Mind Control 	1 Talent point	None
<ul style="list-style-type: none"> • Elemental Surprise 	<ul style="list-style-type: none"> • Using Destruction inflicts a random mix of up to 10 debuffs like Burn, Frost, Poison and Electrified 	10 Talent points	None
<ul style="list-style-type: none"> • Piercing Nova 	<ul style="list-style-type: none"> • Using Frost Nova summons a circle of ice missiles around you where each missile deals (X) damage and inflicts 1x Frost on hit enemies. 	10 Talent points	None
<ul style="list-style-type: none"> • Magma 	<ul style="list-style-type: none"> • Using Fire Blast burns the ground below hit enemies for 20 second(s) 	10 Talent points	None

	that inflicts 1x Burn per second.		
<ul style="list-style-type: none"> • Master of Poison 	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Magic Missile, Meteor and Frozen Sphere inflict 1x Poison on hit enemies • +50 % poison resistance • -25% fire resistance • -25% ice resistance • -25% lightning resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • When you defeat an enemy, there is a chance that you cast 3 poison bullets that move around for 10 seconds and deal (X-X) damage as poison damage 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	<p>Poison debuff:</p> <ul style="list-style-type: none"> • -2% of the target's Health Points as poison damage per second • Lasts for 2 seconds • Can stack up to 50 times
<ul style="list-style-type: none"> • Master of Fire 	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Meteor summons 3 flame whirls on impact that move around for 5 second(s) dealing X fire damage per second • Fireball pierces your enemies • Guardian of Flames explodes when it disappears dealing 100% of its base damage as fire damage to all enemies in a radius of 3 meters. • +50 % fire resistance • -25% ice resistance • -25% lightning resistance 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	<p>Burn debuff:</p> <ul style="list-style-type: none"> • -1% of the target's Health Points as fire damage per second • Lasts for 3 seconds • Can stack up to 50 times

	<ul style="list-style-type: none"> -25% poison resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> Each kill has a chance to cast a wave of fireballs that deal X damage as fire damage per hit and inflict 1x Burn 		
<ul style="list-style-type: none"> Master of Ice 	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> Frozen Sphere inflicts 4x additional Frost on hit enemies Enemies hit by Frost Wind will inflict a frost explosion after (x) second(s) that deals 50% of your damage as ice damage to all enemies in a radius of 3 meters Frost Charge causes a frost explosion at its destination point that deals 100% of your damage as ice damage in a radius of 3 meters +50 % ice resistance -25% fire resistance -25% lightning resistance -25% poison resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> When your Health Points drop below 33%, frost spikes appear nearby that explode after a while and deal 100% of your base damage as ice damage 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	<p>Frost debuff:</p> <ul style="list-style-type: none"> Reduced movement speed by 5% Reduced attack speed by 2% Lasts for 5 seconds Can stack up to 50 times

• **Master of Lightning**

Unlock with level 1:

- Velocity of **Chain Lightning** is increased by 33%
- **Lightning Strike** leaves a lightning field on the ground that deals 10% of your base damage as lightning damage per second for (x) second(s)
- **Guardian** explodes when it disappears dealing 50% of its base damage as lightning damage to all enemies in a radius of 3 meters
- +50 % lightning resistance
- -25% ice resistance
- -25% fire resistance
- -25% poison resistance

Unlock with level 2:

- A lightning field appears whenever you get stunned that electrifies your enemies and deals 5% of your base damage as lightning damage per second to all enemies in a radius of 3 meters around you
- Lightning field stays for 5 seconds

10 Talent points for level 1
20 Talent points for level 2

Electrified debuff:

- Lightning attacks
- Lasts for 5 seconds
- Can stack up to 50 times


<ul style="list-style-type: none"> • Bloodmage 	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Your skills cost no Mana anymore • 30% increased damage • Using any skills causes you to suffer from the Bleed debuff • Defeating enemies reduces Bleed • If Bleed reaches 50 stacks, you will suffer from the Weak debuff <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • Defeating an enemy has a 20% chance to cause the Bloodrage buff 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	<p>Weak Debuff:</p> <ul style="list-style-type: none"> • -90% damage • Lasts for 10 second(s) <p>Bloodrage Buff:</p> <ul style="list-style-type: none"> • 10% increased damage • 20% increased attack speed • Lasts for 10 second(s)
<ul style="list-style-type: none"> • Arcance Concentration 	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Magic Missile, Chain Lightning, Ice Missile and Fireball regenerate 2 Mana with each hit • If your Health Points drop below 33%, you will suffer from the Exhausted debuff <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • +2 Mana for each defeated enemy 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	<p>Exhausted debuff:</p> <ul style="list-style-type: none"> • -10% reduced damage • 20% reduced attack speed • Lasts for 10 second(s)

Steam Mechanicus







- Added **Flamethrower** skill
- Added **Mine** skill
- Added **Rising Vigor** talent
- Added **Price Fall** talent
- Added **Impatience** talent
- Added **Burning Shrapnel** talent
- Added **Iron Drone** talent
- Added **Explosive Ammunition** talent
- Added **Master of Poison, Fire, Ice, Lightning** talents
- Added **Explosive Support** talent
- Added **Engineer** talent



Name	Description	Statistics	Cost per Level + Increase per skill Level
<ul style="list-style-type: none"> • Quick Shot 	<p>Fires a quick shot.</p> <ul style="list-style-type: none"> • Deals 100% (X) of your base damage as physical damage 	<p>Level: 1 Target: Single Enemy Cooldown: 0s Essence cost: 1 Steam: 0</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +1% additional skill damage
	<p>Fire a wave of flames towards your enemies.</p>	<p>Level: 1 Target: Multiple Enemies Cooldown: 0s Essence cost: 3 Steam: 0</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2% additional skill damage

<ul style="list-style-type: none"> • Flamethrower 	<ul style="list-style-type: none"> • Deals 200% (X) of your base damage as fire damage • Inflicts 1x Burn upon enemies 		
<ul style="list-style-type: none"> • Steam Conductor 	<p>Blow off some of the steam in your compressor.</p> <ul style="list-style-type: none"> • Increases your movement speed by 15% for 3.0 seconds • Regenerates 1.0% of your Health Points per second for the next 5.0 second(s) 	<p>Level: 7 Target: Self Cooldown: 5s Essence cost: 0 Steam: 30</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +1% additional movement speed • +0.5% additional Health Points regeneration
<ul style="list-style-type: none"> • Rocket Pack 	<p>Use your rocket pack to fly.</p> <ul style="list-style-type: none"> • Fly up to 10 meters away • Frees you from any debuff • Increases the damage of Flamethrower by 5% for 3.0 second(s) for every enemy in a 5 meter radius around your impact 	<p>Level: 7 Target: Position Cooldown: 5s Essence cost: 0 Steam: 40</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +1% additional Flamethrower skill damage increase
<ul style="list-style-type: none"> • Heavy Shot 	<p>Fire a heavy shot at your enemies.</p> <ul style="list-style-type: none"> • Deals 250% of your base damage as physical damage • Causes an explosion that deals 100% of your base damage as fire damage to all enemies in a radius of 2.5 meters 	<p>Level: 9 Target: Multiple Enemies Cooldown: 5s Essence cost: 3 Steam: 20</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2.5% additional skill damage • +5% additional explosion damage

<p>• Bomb</p> 	<p>Throw a bomb that will explode shortly after being tossed.</p> <ul style="list-style-type: none"> • Deals up to 150% of your base damage as fire damage to all enemies within a 3 meter radius 	<p>Level: 13 Target: Multiple Enemies Cooldown: 5s Essence cost: 4 Steam: 30</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +10% additional skill damage
<p>• Mechanical Turret</p> 	<p>Build a Mechanical Turret which will attack your enemies.</p> <ul style="list-style-type: none"> • Turret Base Damage: X – X • Turret Base Health Points: X • Turret lasts for 10 seconds • Only one Mechanical Turret can be active at a time • Attacks enemy with the Direct Fire skill 	<p>Level: 15 Target: Single Enemy Cooldown: 10s Essence cost: 5 Steam: 50</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +10% increased base damage of Mechanical Turret
<p>• C14 Micro-Rocket</p> 	<p>Fire a C14 Micro-Rocket in your chosen direction.</p> <ul style="list-style-type: none"> • Deals 200% of your base damage as physical damage to all enemies within a 3.4 meter radius upon explosion • Stuns enemies for 5.0 (PvP: 5.0) second(s) • Hit enemies will suffer from the C14 Shred Armor debuff 	<p>Level: 17 Target: Multiple Enemies Cooldown: 20s Essence cost: 6 Steam: 20</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2% additional skill damage
<p>• Mine</p> 	<p>Station a mine that goes off when touched.</p> <ul style="list-style-type: none"> • Deals 100% of your base damage as physical damage to enemies within a 3.8 meter radius • Reduces the armor of hit enemies by 20% for 5.0 seconds 	<p>Level: 19 Target: Area Cooldown: 5s Essence cost: 3 Steam: 0</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2% additional skill damage • +2% additional armor reduction • +5% additional movement speed reduction

- Reduces the movement speed of hit enemies by 25% for 5.0 seconds
- Stuns hit enemies for 5.0 (PvP: 5.0) seconds
- Inflicts 1x Bleed upon enemies

• **Tactical Turret**



Build a Tactical Turret which will fire support missiles that follow you.

- Turret Base Damage: X – X
- Turret Base Health Points: X
- Turret lasts for 10 seconds
- Only one **Mechanical Turret** can be active at a time
- Fires Support Missile at you

Level: 21
 Target: Multiple Enemies
 Cooldown: 10s
 Essence cost: 5
 Steam: 50

- 1 Skill point
- +1% additional attack speed
 - +1% additional armor
 - +1% additional elemental resistance

• **Dwarf-in-the-Box**



Place a Dwarf-in-a-Box decoy that explodes after taunting enemies.

- Taunts all enemies in a range of 10 meters for 10.0 second(s)
- Deals 100% of your base damage as fire damage to all enemies in its vicinity upon explosion
- There is a 50% chance that enemies hit by explosion, get stunned for 5.0 (PvP: 5.0) second(s)

Level: 23
 Target: Multiple Enemies
 Cooldown: 30s
 Essence cost: 2
 Steam: 20

- 1 Skill point
- +25% additional explosion damage

<ul style="list-style-type: none"> • <i>Oil Slick</i> 	<p><i>Places an oil slick at a target location.</i></p> <ul style="list-style-type: none"> • <i>Oil slick can be placed within a 15 meter range</i> • <i>Each enemy stepping into the oil slick will suffer from the Oil Slick debuff</i> • <i>Oil slick lasts for 10 seconds</i> 	<p><i>Level: 25</i> <i>Target: Area</i> <i>Cooldown: 30s</i> <i>Essence cost: 0</i> <i>Steam: 20</i></p>	<p><i>1 Skill point</i></p> <ul style="list-style-type: none"> • <i>+5% additional movement speed reduction</i> • <i>+2% additional Fire resistance reduction</i>
<ul style="list-style-type: none"> • <i>Tesla Turret</i> 	<p><i>Creates a Tesla Turret at a targeted position.</i></p> <ul style="list-style-type: none"> • <i>Turret Base Damage: X – X</i> • <i>Turret Base Health Points: X</i> • <i>Turret lasts for 10 seconds</i> • <i>Only one Tesla Turret can be active at a time</i> • <i>Turret is immune to damage</i> • <i>Deals 150% of the turret's base damage as lightning damage to all enemies within range</i> • <i>Inflicts 1x Electrified upon enemies</i> 	<p><i>Level: 27</i> <i>Target: Area</i> <i>Cooldown: 30s</i> <i>Essence cost: 8</i> <i>Steam: 50</i></p>	<p><i>1 Skill point</i></p> <ul style="list-style-type: none"> • <i>+10% increased base damage of Tesla Turret</i>
<ul style="list-style-type: none"> • <i>Shrapnel Shot</i> 	<p><i>Summon a magical Guardian that will fire at your enemies.</i></p> <ul style="list-style-type: none"> • <i>Deals 400% of your base damage as physical damage to all enemies inside the targeted position</i> • <i>Deals 100% of your base damage as fire damage for 6.0 seconds to all enemies within a 6 meter radius</i> • <i>Inflicts 1x Burn upon enemies</i> 	<p><i>Level: 31</i> <i>Target: Area</i> <i>Cooldown: 1m 0s</i> <i>Essence cost: 10</i> <i>Steam: 100</i></p>	<p><i>1 Skill point first time upgrade</i></p> <ul style="list-style-type: none"> • <i>+10% additional skill damage</i> • <i>+10% additional explosion damage</i> <p>Synergy:</p> <ul style="list-style-type: none"> • <i>+5% increased skill damage for each level of Heavy Shot</i> • <i>+10% increased explosion damage for each level of C14 Micro-Rocket</i>

<ul style="list-style-type: none"> • Iron Dwarf 	<p>Transform into a mighty Iron Dwarf.</p> <ul style="list-style-type: none"> • +200% armor value • +200% elemental resistance values • +25% movement speed • Transformation lasts until your Steam runs out • While active, your Steam will be depleted and all skills will be deactivated • Enables two powerful Iron Dwarf attacks 	<p>Level: 29 Target: Self Cooldown: 30s Essence cost: 0 Steam: 0</p>	<p>1 Skill point first time upgrade</p> <ul style="list-style-type: none"> • +10% additional skill damage for Iron Fist • +20% additional skill damage for Iron Pounce <p>Synergy:</p> <ul style="list-style-type: none"> • +5% increased Iron Fist skill damage for each level of Bomb • +10% increased Iron Pounce skill damage for each level of Rocket Pack
<ul style="list-style-type: none"> • Machine Gun Turret 	<p>Builds a Machine Gun Turret that will continually fire in a specific direction.</p> <ul style="list-style-type: none"> • Turret Base Damage: X – X • Turret Base Health Points: X • Turret lasts for 10 seconds • Only one Machine Gun Turret can be active at a time • Attacks enemy with the Suppressing Fire skill 	<p>Level: 33 Target: Multiple Enemies Cooldown: 10s Essence cost: 10 Steam: 80</p>	<p>1 Skill point first time upgrade</p> <ul style="list-style-type: none"> • +10% increased base damage of Machine Gun Turret <p>Synergy:</p> <ul style="list-style-type: none"> • -2 Steam Costs for each level of Mechanical Turret • -1.0 second(s) cooldown for each level of Tactical Turret

Talents

Name	Description	<i>Cost per Level</i>	Buff/Debuff
<ul style="list-style-type: none"> • Rising Vigor (I & III) 	<ul style="list-style-type: none"> • +1% additional skill damage for Quick Shot, and Flamethrower • +1% additional skill damage for Heavy Shot and Bomb 	1 Talent point	None
<ul style="list-style-type: none"> • Price Fall (II, III & V) 	<ul style="list-style-type: none"> • -1 Steam costs for Steam Conductor and Rocket Pack • -1 Steam costs for Heavy Shot, Bomb and Mechanical Turret • -1 Mana costs for Ball Lightning, Frost Wind and Singularity • -1 Steam costs for Dwarf-in-the-Box, Oil Slick and Tesla Turret 	1 Talent point	None
<ul style="list-style-type: none"> • Impatience (IV) 	<ul style="list-style-type: none"> • -1 second(s) cooldown for C14 Micro Rocket, Mine and Tactical Turret 	10 Talent points	None
<ul style="list-style-type: none"> • Impatience (V) 	<ul style="list-style-type: none"> • - 1 Steam costs for Dwarf-in-the-Box, Oil Slick and Tesla Turret 	10 Talent points	None
<ul style="list-style-type: none"> • Burning Shrapnel 	<ul style="list-style-type: none"> • Each enemy hit by Shrapnel Shot sets the ground below the enemy on fire for 20 second(s), inflicting 1x Burn per second 	10 Talent points	None

<p>• Master of Poison</p>	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Quick Shot, Oil Slick and Shrapnel inflict 1x Poison on hit enemies • +50 % poison resistance • -25% fire resistance • -25% ice resistance • -25% lightning resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • When you defeat an enemy, there is a chance that you cast 3 poison bullets that move around for 10 seconds and deal (X-X) damage as poison damage 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	<p>Poison debuff:</p> <ul style="list-style-type: none"> • -2% of the target's Health Points as poison damage per second • Lasts for 2 seconds • Can stack up to 50 times
<p>• Master of Fire</p>	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Rocket Pack burns the ground at your starting position for 10 second(s) that inflicts 1x Burn to all enemies on • Heavy Shot inflicts 1x additional Burn to hit enemies • Oil Slick inflicts 1x Burn per second to all enemies inside the puddle • +50 % fire resistance • -25% ice resistance • -25% lightning resistance • -25% poison resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • When you hit an enemy, there is a chance that you 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	<p>Burn debuff:</p> <ul style="list-style-type: none"> • -1% of the target's Health Points as fire damage per second • Lasts for 3 seconds • Can stack up to 50 times

	<p>cast an fire explosion that deals 100% of your base damage as fire damage to all enemies in a radius of 3 meters around you</p>		
<p>• Master of Ice</p>	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Using Steam Conductor casts two frost explosions, one on usage and the other one after 3 seconds, dealing 100% of your base damage as ice damage and inflicts 1x Frost in a radius of 3 meters • Bomb causes a frost explosion that deals 100% of your base damage as ice damage and inflicts 1x Frost • Tactical Turret causes a frost explosion when it disappears that deals 100% of its base damage as ice damage in a radius of 3 meters • +50 % ice resistance • -25% fire resistance • -25% lightning resistance • -25% poison resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • Getting hit has a chance to inflict a frost explosion that deals 10% of your base damage as ice damage and inflicts 1x Frost to all enemies in a radius of 3 meters 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	<p>Frost debuff:</p> <ul style="list-style-type: none"> • Reduced movement speed by 5% • Reduced attack speed by 2% • Lasts for 5 seconds • Can stack up to 50 times

<ul style="list-style-type: none"> • Master of Lightning 	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Quick Shot inflicts 1x Electrified on hit enemies • C14 Micro Rocket generates a lightning field at its destination point that deals 10% of your base damage as lightning damage per second for 5 second(s) • Dwarf-in-the-Box generates a lightning field when he disappears that deals 5% of your base damage as lightning damage per second for 10 second(s) <ul style="list-style-type: none"> • -25% fire resistance • -25% ice resistance • +50% lightning resistance • -25% poison resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • A lightning field appears whenever you get stunned that electrifies your enemies and deals 5% of your base damage as lightning damage per second to all enemies in a radius of 3 meters around you • Lightning field stays for 5 seconds 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	<p>Electrified debuff:</p> <ul style="list-style-type: none"> • Lightning attacks • Lasts for 5 seconds • Can stack up to 50 times

<p>• Explosive Support</p>	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Defeating an enemy has a chance to spawn bomb at a random position around you that explodes and deals X-X damage as physical and fire damage <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • Each hit has a chance to spawn bomb at a random position around you that explodes and deals X-X damage as physical and fire damage 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	<p>None</p>
<p>• Engineer</p>	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Your damage is increased by 50% as long as one of your turrets is active <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • You will be healed by 2% for each hit done by your turrets 	<p>10 Talent points for level 1 20 Talent points for level 2</p>	

Dragonknight



- Added **Spike Shield** skill
- Added **Rising Vigor** talent
- Added **Price Fall** talent
- Added **Impatience** talent
- Added **Unleashed Dragon** talent
- Added **Agathon's Guard** talent
- Added **Healing Shield** talent
- Added **Master of Poison, Fire, Ice, Lightning** talents
- Added **Immovable Wall** talent
- Added **Quick Striker** talent

Available Experience Talent Points: 100

Earn experience by defeating monsters and completing quests.

Name	Description	Statistics	Cost per Level + Increase per skill Level
<ul style="list-style-type: none"> • Rage Attack 	<p><i>Deliver a quick blow.</i></p> <ul style="list-style-type: none"> • Deals 125% of your base damage as physical damage • Per successful hit: <ul style="list-style-type: none"> • + 8 Rage 	<p><i>Level: 1</i></p> <p><i>Target: Single Enemy</i></p> <p><i>Cooldown: 0s</i></p> <p><i>Essence cost: 1</i></p> <p><i>Rage: 0</i></p>	<p><i>Unlock with level 1:</i></p> <ul style="list-style-type: none"> • Each successful hit grants the Fanaticism buff <p><i>1 Skill point:</i></p> <ul style="list-style-type: none"> • +1% additional skill damage • +0.5% additional attack speed from Fanaticism buff • +0.5% additional movement speed from Fanaticism buff

<ul style="list-style-type: none"> • Rageful Swing 	<p><i>Deliver a sideways blow and attack more than one enemy in your way.</i></p> <ul style="list-style-type: none"> • Deals 100% of your base damage as physical damage • + 15 Rage • + 1 Additional Rage with a chance of 50% for every hit enemy 	<p><i>Level: 1 Target: Multiple Enemies Cooldown: 0s Essence cost: 3 Rage: 0</i></p>	<p><i>1 Skill point</i></p> <ul style="list-style-type: none"> • +1% additional skill damage • +2% Increased chance for additional Rage for every hit enemy
<ul style="list-style-type: none"> • Rage Jump 	<p><i>Jump towards your enemies and surprise them.</i></p> <ul style="list-style-type: none"> • Jump distances of 10 meters • Landing causes 150% of your base damage as physical damage to all enemies within a 3 meter radius 	<p><i>Level: 4 Target: Multiple Enemies Cooldown: 5s Essence cost: 2 Rage: 30</i></p>	<p><i>1 Skill point</i></p> <ul style="list-style-type: none"> • +1% additional skill damage • +1% additional attack speed for every enemy hit by Rage Jump
<ul style="list-style-type: none"> • Charge 	<p><i>Charge forward to thwart an escape of your target.</i></p> <ul style="list-style-type: none"> • Charge up to 10 meters forward • Deals 125% of your base damage as physical damage • All enemies on the way to the targeted spot will be stunned for 5.0 (PvP: 5.0) second(s) 	<p><i>Level: 4 Target: Multiple Enemies Cooldown: 5s Essence cost: 2 Rage: 50</i></p>	<p><i>1 Skill point</i></p> <ul style="list-style-type: none"> • +2% additional skill damage

<ul style="list-style-type: none"> • Smash 	<p>Smash the enemies directly in your path with a powerful blow.</p> <ul style="list-style-type: none"> • Deals 200% of your base damage as physical damage 	<p>Level: 6 Target: Multiple Enemies Cooldown: 0s Essence cost: 3 Rage: 15</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +3% additional skill damage
<ul style="list-style-type: none"> • Bloody Wild Swing 	<p>Unleash a wild swing, attacking surrounding enemies.</p> <ul style="list-style-type: none"> • Deals up to 125% of your base damage as physical damage • Inflicts 1x Bleed upon hit enemies 	<p>Level: 6 Target: Multiple Enemies Cooldown: 2s Essence cost: 6 Rage: 60</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +5% additional skill damage • -1 Rage costs
<ul style="list-style-type: none"> • Mighty Wild Swing 	<p>Crush all enemies around you with a mighty swing.</p> <ul style="list-style-type: none"> • Deals up to 100% of your base damage as physical damage • Taunts every enemy that is hit by Mighty Wild Swing for 3.0 second(s) 	<p>Level: 6 Target: Multiple Enemies Cooldown: 2s Essence cost: 6 Rage: 50</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2% additional skill damage
<ul style="list-style-type: none"> • Furious Battle Cry 	<p>Unleash a dragon's battle cry.</p> <ul style="list-style-type: none"> • +60 Rage • Grants the Furious Battle Cry buff 	<p>Level: 10 Target: Self Cooldown: 30s Essence cost: 0 Rage: 0</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +1% increased movement speed • +1% increased damage for Rage Attack • +1 reduced Rage costs for Smash

• **Outburst**



Unleash a blood-curdling battle cry.

- *Inflicts Fear upon all enemies in a radius of 18 meters around you*
- *Stuns hit enemies for 5.0 (PvP: 5.0) seconds*
- *Inflicts 1x Bleed upon enemies*

*Level: 10
Target: Self
Cooldown: 30s
Essence cost: 0
Rage: 0*

1 Skill point

- *+1% additional movement speed reduction*
- *+1% additional armor reduction*

• **Dragon Hide**



Activate the dragon's resistance inside you.

- *Frees you from any debuffs*
- *Grants you the Dragon Hide buff*

*Level: 10
Target: Self
Cooldown: 30s
Essence cost: 0
Rage: 0*

1 Skill point

- *+5% additional armor value increase for **Dragon Hide***
- *+5% additional elemental resistance value increase for **Dragon Hide***
- *+2% additional Health Points regeneration*

<p>• Iron Brow</p> 	<p>Attack your enemy with a powerful headbutt.</p> <ul style="list-style-type: none"> • Deals 50% of your base damage as physical damage • Hit enemies will suffer from Shred Armor debuff 	<p>Level: 12 Target: Single Enemy Cooldown: 5s Essence cost: 2 Rage: 30</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +0.5% additional skill damage • +3% additional armor reduction
<p>• Ground Breaker</p> 	<p>Create a seismic shock wave which will travel in one direction and make everyone in its way tremble.</p> <ul style="list-style-type: none"> • Deals 100% of your base damage as physical damage • Stuns enemies for 5.0 (PvP: 5.0) second(s) 	<p>Level: 12 Target: Multiple Enemies Cooldown: 10s Essence cost: 2 Rage: 30</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • +2% additional skill damage • +2% increased armor reduction
<p>• Fury of the Dragon</p> 	<p>Unleash the fury of a dragon to shake the earth.</p> <ul style="list-style-type: none"> • Creates a crack in the earth for 8.0 seconds • Deals 200% of your base damage as fire damage every second to all enemies in the affected area • -40% movement speed for enemies in the affected area • A shockwave at the end of the eruption causes 100% additional damage and stuns enemies for 5.0 (PvP: 5.0) second(s) 	<p>Level: 15 Target: Multiple Enemies Cooldown: 1m 0s Essence cost: 10 Rage: 0</p>	<p>1 Skill point</p> <ul style="list-style-type: none"> • -2 second(s) cooldown • +5% movement speed reduction while standing inside the affected area • +25% increased shockwave damage <p>Synergy:</p> <ul style="list-style-type: none"> • +10% increased damage for each level of Smash • +2 second(s) increased earth quake duration for each level of Furious Battle Cry
<p>• Banner of War</p> 	<p>Drive a Banner of War into the earth.</p>	<p>Level: 15 Target: Area Cooldown: 40s Essence cost: 0</p>	<p>1 Skill point first time upgrade</p> <ul style="list-style-type: none"> • -1 second(s) cooldown

	<ul style="list-style-type: none"> • Places a battle arena with a radius of 6 meters • Battle arena is active for 10.0 second(s) • Reduces all skill costs by 100% as long as you are inside the battle arena • You will fall into a battle frenzy for every enemy that is inside battle arena the moment you're placing the banner 	<p>Rage: 0</p>	<ul style="list-style-type: none"> • +2% increased damage for Rageful Swing for each enemy inside battle arena • +5% increased damage for Bloody Wild Swing for each enemy inside battle arena <p>Synergy:</p> <ul style="list-style-type: none"> • -1 second(s) cooldown for each level of Bloody Wild Swing • +5% movement speed reduction for each level of Outburst
<ul style="list-style-type: none"> • Spike Shield 	<p>Cast a spike shield.</p> <ul style="list-style-type: none"> • 80% of all damage taken is caused as physical damage to the attacker • Spike Shield lasts for 15.0 second(s) • +5% armor for 5.0 seconds whenever you get hit while Spike Shield is active • Armor increase can stack up to 10 times 	<p>Level: 15 Target: Self Cooldown: 1m 0s Essence cost: 10 Rage: 0</p>	<p>1 Skill point first time upgrade</p> <ul style="list-style-type: none"> • -1 second(s) cooldown • +2 second(s) duration of Spike Shield • +5% increased Spike Shield damage <p>Synergy:</p> <ul style="list-style-type: none"> • +1% increased armor for each level of Dragon Hide • +2% increased Spike Shield damage for each level of Mighty Wild Swing

Talents

Name	Description	<i>Cost per Level</i>	Buff/Debuff
<ul style="list-style-type: none"> • Rising Vigor (I, II, III & V) 	<ul style="list-style-type: none"> • +1% additional skill damage for Rage Attack, and Rageful Swing • +1% additional skill damage for Rage Jump and Charge • +1% additional skill damage for Smash, Bloody Wild Swing and Mighty Wild Swing • +1% additional skill damage for Iron Brow and Ground Breaker 	1 Talent point	None
<ul style="list-style-type: none"> • Price Fall (II, III & V) 	<ul style="list-style-type: none"> • -1 Rage costs for Rage Jump and Charge • -1 Rage costs for Smash, Bloody Wild Swing and Mighty Wild Swing • -1 Rage costs for Iron Brow and Ground Breaker 	1 Talent point	None
<ul style="list-style-type: none"> • Impatience (IV) 	<ul style="list-style-type: none"> • -1 second(s) cooldown for Furious Battle Cry, Outburst and Dragon Hide 	10 Talent points	None
<ul style="list-style-type: none"> • Unleased Dragon 	<ul style="list-style-type: none"> • Shortly after using Fury of the Dragons up to 5 times more, earthquakes will appear that deal 150% of your base damage as fire damage per second. 	10 Talent points	None
<ul style="list-style-type: none"> • Agathon's Guard 	<ul style="list-style-type: none"> • Using Banner of War summons three Dragonknights of Agathon's Guard. Each guard has X hitpoints, a 	10 Talent points	None

	base damage of X-X and stays for 20 second(s)		
• Healing Shield	<ul style="list-style-type: none"> • Regenerates 5% of your Health Points for each taken hit while Spike Shield is active 	10 Talent points	None
• Master of Poison	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Bloody Wild Swing, Smash and Rageful Swing inflict 1x <i>Poison</i> on hit enemies. • +50 % poison resistance • -25% fire resistance • -25% ice resistance • -25% lightning resistance • Lasts for 2.0 (PvP: 2.0) second(s) • Can stack up to 50 times <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • When you defeat an enemy, there is a chance that you cast 3 poison bullets that move you around for 10.0 seconds and deal XX-XX damage as <i>poison</i> damage. 	<p>10 Talent points for level 1</p> <p>20 Talent point for level 2</p>	<p>Poison debuff:</p> <ul style="list-style-type: none"> • -2% of the target's Health Points as poison damage per second • Lasts for 2 seconds • Can stack up to 50 times
• Master of Fire	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • Charge, Furious Battle Cry and Ground Breaker inflict 1x Burn on hit enemies • Hitting enemies with Mighty Wild Swing spawns up to 5 flame whirls that move around for 0 seconds and deal X damage as fire damage per second • +50 % fire resistance 	<p>10 Talent points for level 1</p> <p>20 Talent point for level 2</p>	<p>Burn debuff:</p> <ul style="list-style-type: none"> • -1% of the target's Health Points as fire damage per second • Lasts for 3 seconds • Can stack up to 50 times

	<ul style="list-style-type: none"> -25% ice resistance -25% lightning resistance -25% poison resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> When you defeat an enemy, there is a chance that you burn the ground below your feet for 20 second(s) that inflicts 1x Burn to all enemies on this ground 		
<ul style="list-style-type: none"> Master of Frost 	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> Rage Attack, Outburst and Bloody Wild Swing inflict 1x <i>Frost</i> on hit enemies Rage Jump inflicts a frost explosion on landing dealing 50% of your base damage as <i>ice</i> damage to all enemies in a radius of 3.0 meters and inflicts 1x <i>Frost</i> to all hit enemies +50 % ice resistance -25% fire resistance -25% lightning resistance -25% poison resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> Getting hit has a 20% chance to inflict a frost explosion that deals 10% of your base damage as <i>ice</i> damage and inflicts 1x <i>Frost</i> to all enemies in a radius of 3.0 meters 	<p>10 Talent points for level 1 20 Talent point for level 2</p>	<p>Frost debuff:</p> <ul style="list-style-type: none"> Reduced movement speed by 5% Reduced attack speed by 2% Lasts for 5 seconds Can stack up to 50 times
	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> Iron Brow, Mighty Wild Swing and Smash inflicts 1x electrified on hit enemies Outburst inflicts a lightning explosion to all 		

<p>• Master of Lightning</p>	<p>already electrified enemies around you that deals 50% of your base damage as lightning damage</p> <ul style="list-style-type: none"> • -25% fire resistance • -25% ice resistance • +50% lightning resistance • -25% poison resistance <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • A lightning field appears whenever you get stunned that electrifies your enemies and deals 5% of your base damage as lightning damage per second to all enemies in a radius of 3 meters around you • Lightning field stays for 5 seconds 	<p>10 Talent points for level 1 20 Talent point for level 2</p>	<p>Electrified debuff:</p> <ul style="list-style-type: none"> • Lightning attacks • Lasts for 5 seconds • Can stack up to 50 times
<p>• Immovable Wall</p>	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • +25% armor • 50% increased Rage buildup for taken damage <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • +25% armor • If your Health Points fall below 33%, your armor will be increased by 100% for 10 second(s) 	<p>5 Talent points for level 1 10 Talent point for level 2</p>	<p>None</p>
<p>• Quick Striker</p>	<p>Unlock with level 1:</p> <ul style="list-style-type: none"> • +25% attack speed • +2 Rage regeneration for all skills that build up Rage <p>Unlock with level 2:</p> <ul style="list-style-type: none"> • +25% attack speed • Each critical hit reduces all your active skill cooldowns by 1 second(s) 	<p>5 Talent points for level 1 10 Talent point for level 2</p>	<p>None</p>

Wisdom Talents

The new level cap for Wisdom Talents is **300!**

All value related wisdom talents have been rebalanced. These bonuses now grant absolute instead of relative bonuses.



Health/Resource

- Rising Vigor can now be upgraded up to level 60 (+**195000 Hp**)
- Vivacious Vitality can now be upgraded up to level 60 (**9900 Hp regen/sec**)
- Conjured Distillation can now be upgraded up to level 60 (+**60 Maximum Resource Points**)

Attack

- Rising Power can now be upgraded up to level 80 (+**6000 Damage**)
- Decisive Strike can now be upgraded up to level 80 (+**67500 Critical Value**)
- Hangman's Pride can now be upgraded up to level 80 (**9900 Hp regen/final blow**)

Defense

- Sturdy Shield can now be upgraded up to level 80 (+67500 Block Value)
- Hard as a Rock can now be upgraded up to level 80 (+43500 Armor Value)
- Elemental Protection can now be upgraded up to level 80 (+43500 Elemental Resistance Value)

One-Handed Weapon

- Dextrous Smiting can now be upgraded up to level 60 (+6000 Damage)
- Dextrous Agility can now be upgraded up to level 60 (+0.6 Attacks/sec with 1 handed weapons)
- A Handful of Resources can now be upgraded up to level 60 (Each kill with 1 handed weapons grants -7% Resource points for all skills)

Two-Handed Weapon

- Ambidextrous Smiting can now be upgraded up to level 60 (+12000 Damage)
- Ambidextrous Agility can now be upgraded up to level 60 (+0.3 Attacks/sec with 2 handed weapons)
- Lifetime Thief can now be upgraded up to level 60 (Each kill with 2 handed weapons grants -7% Cooldown time for all skills)

Group Talents

The new level cap for Group Talents is 200!

Talent tree has been reworked and completely new talents have been added for each category

Dragonknight



Group Aura

- Fire Protection: Increases the fire resistance of all group members in a range of 20 meters by 5.5%
- Health Boon: Increases the max Health Points of all group members in a range of 20 meters by 1.0%
- Mutual Aid: Grants the Mutual Aid buff every 30 seconds to all group members in a range of 20 meters. Mutual Aid buff: +5.3% armor value, lasts for 5 seconds

Knowledge Seeker

- Scholar: Increases the Ancient Wisdom drop stack size by 2%
- Experience Hunter: Increases the gained Experience by 2%
- Anxiety Keeper: Increases the Anxiety Shard drop stack size by 2

Avid Collector

- Andermant Fever: Increases the Andermant drop stack size by 2%
- Gold Fever: Increases the Gold drop stack size by 2%
- Realm Changer: Increases the Realm Fragment drop stack size by 2

Spellweaver



Group Aura

- Ice Protection: Increases the Ice resistance of all group members in a range of 20 meters by 5.5%
- Impact Force: Increases the critical value of all group members in a range of 20 meters by 2.75%
- Increasing Limit: Increases the max Resource of all group members in a range of 20 meters by 1

Knowledge Seeker

- Scholar: Increases the Ancient Wisdom drop stack size by 2%
- Experience Hunter: Increases the gained Experience by 2%
- Anxiety Keeper: Increases the Anxiety Shard drop stack size by 2

Avid Collector

- Andermant Fever: Increases the Andermant drop stack size by 2%
- Gold Fever: Increases the Gold drop stack size by 2%
- Realm Changer: Increases the Realm Fragment drop stack size by 2

Ranger



Group Aura

- Poison Protection: Increases the Poison resistance of all group members in a range of 20 meters by 5.5%

- Stampede: Increases the attack speed of all group members in a range of 20 meters by 1%
- Unerring Instinct: Grants the Unerring Instinct buff every 30 seconds to all group members in a range of 20 meters. Unerring Instinct buff: +2.75% critical hit rate, lasts for 3 seconds

Knowledge Seeker

- Scholar: Increases the Ancient Wisdom drop stack size by 2%
- Experience Hunter: Increases the gained Experience by 2%
- Anxiety Keeper: Increases the Anxiety Shard drop stack size by 2

Avid Collector

- Andermant Fever: Increases the Andermant drop stack size by 2%
- Gold Fever: Increases the Gold drop stack size by 2%
- Realm Changer: Increases the Realm Fragment drop stack size by 2

Dwarf



Group Aura

- Lightning Protection: Increases the Lightning resistance of all group members in a range of 20 meters by 5.5%
- Upgraded Spheres: Grants the Upgraded Spheres buff to all group members in a range of 20 meters. Upgraded Spheres buff: When you pick up a Healing Sphere you will also restore 1% of your Resource
- Racing the Clock: Grants the Racing the Clock buff for 5 seconds to all group members in a range of 20 meters. Racking the Clock buff: Reduces all active skill cool-down times by 1%

Knowledge Seeker

- Scholar: Increases the Ancient Wisdom drop stack size by 2%
- Experience Hunter: Increases the gained Experience by 2%
- Anxiety Keeper: Increases the Anxiety Shard drop stack size by 2

Avid Collector

- Andermant Fever: Increases the Andermant drop stack size by 2%
- Gold Fever: Increases the Gold drop stack size by 2%
- Realm Changer: Increases the Realm Fragment drop stack size by 2

World Map

The content expansion will feature a complete **new** world map



You now must choose which region you want to go to first to get a more detailed map of that region and its destination travel stones

Duria



Teganswall



Norselands



Myrdosch



Atlantis



Lor'Tac



Qaizah



Parallel World



Level Cap

This content expansion increases the level cap to **100** (!). This very large increase comes with a revamp of the xp that is granted by defeating enemies. Another new feature is that event enemies give you the same amount of xp as all other enemies normally would.



The new level cap of 100 counts only for players. Monsters can get an even higher level, because of the level bonus they get from the higher difficulties, but this also means that you can get items that are even higher than level 100.

Bottom Bar

The new bottom bar takes up less space and offers slots for less skills. Also, the hp and resource

bars have been changed so they provide you with a better overview now compared to the

bubbles before that were overlaid with the consumable slots.



Monster Health/Shield Bar



The new monster health bar also comes with a bunch of changes. First, we have a reduced number of different bar styles, currently counting to 3 ranks. Rank titles to the bar are also getting introduced, this way you can see better what rank your opponent has.

Another important change is the location of the element indicators. These will show you if a monster has an increased resistance (**green**) or a weakness to a specific element (**red**).

The random enchantment icons are also removed.

And last but not least:

You can now see the exact health points of a monster/boss. This is a feature that has been requested a lot through the years and it's finally here.

Show health points

On



Shield Bar



With the Content Expansion, shields are getting introduced for the bosses, which have to be destroyed before you can start killing them. They display in the hitpoint bar and when activated, bosses are immune to debuffs and stuns. Once the shield is broken, it won't regenerate.

Equipment

Rarities

With this expansion, a new rarity will be added to the game, **Set Items**. Set items are as powerful as the current unique items, but do not have any unique modifiers, only set bonuses. As the counterpart to set items, unique items will work in the completely opposite way. **Unique items** don't have set bonuses, only unique modifiers. With the release of the content expansion

this will be true for all unique and set items in the game, which means some of the items and sets are already re-worked.



Item Levels & Tiers

The level of any dropped equipment will be equal to the level of the monster it was dropped from. The higher the difficulty, the higher the monster level and the higher the dropped equipment level. Item tiers have been removed completely for the content expansion. Your existing items from tier I up to tier X have been converted to items with higher levels. The higher the tier the higher the item level after conversion.

Item changes and transfer/deletion scripts with Dark Legacy:

Equipment

Old level (original state) + (tier x 2) = New level

Before the exchange, all item level upgrades will be reset and the invested Glyphs of Power will be refunded!

Level 55 Tier 0	Upgraded to Level 55
Level 55 Tier 1	Upgraded to Level 57
Level 55 Tier 2	Upgraded to Level 59
Level 55 Tier 3	Upgraded to Level 61
Level 55 Tier 4	Upgraded to Level 63
Level 55 Tier 5	Upgraded to Level 65
Level 55 Tier 6	Upgraded to Level 67
Level 55 Tier 7	Upgraded to Level 69
Level 55 Tier 8	Upgraded to Level 71
Level 55 Tier 9	Upgraded to Level 73
Level 55 Tier 10	Upgraded to Level 75

*The factor is always x2

More examples:

The player upgraded a Level 55 Tier 8 item to Level 60 Tier 10. Glyphs of Power will be refunded and the new level will be 75.

The player upgraded a Level 45 Tier 3 item to Level 50 Tier 3. Glyphs of Power will be refunded and the new level will be 51.

The player upgraded a Level 40 Tier 2 item to Level 55 Tier 4. Glyphs of Power will be refunded and the new level will be 48.

Base Values

Equipment can now drop with different base values than before. These will be applied randomly to the item, available values will depend on the item's slot and rarity. In general, these values will be available as base values:

- Health Points
- Armor value
- All resistance values
- Fire resistance (Unique and Set Items only)
- Ice resistance (Unique and Set Items only)
- Poison resistance (Unique and Set Items only)
- Lightning resistance (Unique and Set Items only)
- Andermagic resistance (Unique and Set Items only)
- Critical value
- Damage
- Block value
- Attacks per second
- Movement speed

*Example of a Ring & Adornment having Movement Speed as Base Value as well

*



Legendary Item
(Ring finger,Ring)
Item level: 55

+ 167.218 Damage (47%)
+ 0.01 Movement Speed (70%)
+ 769.747 Critical Value (90%)

Legendary Item
(Weapon Adornment,Ammo)
Item level: 55

0.003 Attacks per second (16%)
+ 0.005 Movement Speed (19%)
+ 848.013 Critical Value (83%)

Enchantments

With the content expansion all enchantments on an item will be based on the item's base values. This means that for example: If you find an item with critical value, armor value and all resistance values, all enchantments on this item will boost one of those three values. There will be no more enchantments that will increase a character stat in general like before, for example enchantments like 'x% increased damage'. From now on all enchantments will always modify the base values of the item they appear on using enchantments like 'x% increased damage on this item'.

Example: a Ring of Blossoming that has 4x 'increased critical value on this item' enchantments, will eventually boost the Critical Value that the ring has. If there wasn't any Critical Value as base value, then the enchantments would be useless as they wouldn't increase the overall character damage.

Ring of Blossoming

Set Item

(Ring finger,Ring)

Item level: 100

Luke

Base Values

+ 0.565 Movement Speed (96%)

+ 1011.259 Critical Value (96%)

+ 17792.428 Health Points (46%)

Gems



Enchantments

21.843% increased critical value on this item (96%) (+220.892)

21.843% increased critical value on this item (96%) (+220.892)

21.843% increased critical value on this item (96%) (+220.892)

21.843% increased critical value on this item (96%) (+220.892)

Unique Values

Joy of Spring (1/3)

Spring Bells

Ring of Sprouting

Ring of Blossoming

Bonus for pieces of equipment belonging to the same set:

(2): + 0.462 movement speed (level dependent)

(3): + 2145 Damage (level dependent)

(3): + 1916 critical value (level dependent)

Melting value: 67614

Selling price: 1189 69 64

Content Expansion Chests



Adventurer's Chest (Level 60) content:

5 000x Glyphs of Power

Adventurer's Chest (Level 65)

Random legendary item on your level

Adventurer's Haste Chest (Level 70)

2x Radiant Gem Bags

3x Encyclopedia of Experience

Adventurer's Chest (Level 65) content:

2x Radiant Gem Bags

3 500x Essence of Vigor (Red)

Adventurer's Chest (Level 70)

Lesser rune bag

Adventurer's Chest (Level 70) content:

17 000x Glyphs of Power

20x Anxiety Shards (Common)

Adventurer's Chest (Level 75)

5x Secret Lairs' Offerings

3x Radiant Gem Bags

Adventurer's Haste Chest (Level 70) content:

Adventurer's Haste Chest (Level 80)

50x Anxiety Shards (Uncommon)

5x Radiant Gem Bags

30 000x Glyphs of Power

3 000x Essence of Vigor (Red)

30x Lockpicks

Random legendary item on your level

Adventurer's Chest (Level 75) content:

18 000x Glyphs of Power

50x Lockpicks

Adventurer's Chest (Level 80)

3x Encyclopedia of Experience

3x Amphora Keys

3 000x Essence of Vigor (Red)

Radiant Ruby

Adventurer's Chest (Level 80) content:

20x Anxiety Shards (Uncommon)

5x Altered Crescerite

Adventurer's Chest (Level 85)

10x Mighty Spirit Guards

Flawless Gem Bag

Adventurer's Haste Chest (Level 80) content:

Adventurer's Haste Chest (Level 90)

75x Anxiety Shards (Magic)

Flawless Gem Bag
35 000x Glyphs of Power
3 500x Essence of Vigor (Red)
40x Lockpicks
Random legendary weapon on your level

Adventurer's Chest (Level 85) content:

Adventurer's Chest (Level 90)
25 Anxiety Shards (Magic)
Lesser Rune Bag
150x Lockpicks
Random legendary item on your level

Adventurer's Chest (Level 90) content:

Adventurer's Chest (Level 95)
5x Encyclopedia of Experience
10x Amphora Keys
30 000x Glyphs of Power
Flawless Gem Bag
15x Mighty Spirit Guards

Adventurer's Haste Chest (Level 90) content:

Adventurer's Haste Chest (Level 100)
100x Anxiety Shards (Rare)
Flawless Gem Bag
4 000x Essence of Vigor (Red)
4x Amphora Keys

Random legendary item on your level

Adventurer's Chest (Level 95) content:

Adventurer's Chest (Level 100)

32x Anxiety Shards (Rare)

35 000x Glyphs of Power

6x Altered Crescerite

175x Lockpicks

Random legendary item on your level

Adventurer's Chest (Level 100) content:

Adventurer's Chest (Level 105)

Lesser Rune Bag

Flawless Gem Bag

1500 Essence of Vigor (Red)

50 000x Glyphs of Power

35x Anxiety Shards (Epic)

150x Lockpicks

15x Mighty Spirit Guards

Adventurer's Haste Chest (Level 100) content:

125x Anxiety Shards (Epic)

Sacred Gem Bag

Random legendary item on your level

8x Amphora Keys

60 000x Glyphs of Power

Lesser Rune Bag



Globetrotter Chest (Level 60) content:

Globetrotter Chest (Level 65)

20 000x Glyphs of Power

2x Radiant Gem Bags

4x Encyclopedia of Experience

Random legendary item on your level

Globetrotter Chest (Level 65) content:

Globetrotter Chest (Level 70)

3x Radiant Gem Bag

5x Encyclopedia of Experience

24 000x Glyphs of Power

Globetrotter Chest (Level 70) content:

Globetrotter Chest (Level 75)

3 Radiant Gem Bag

Random legendary item on your level

28 000x Glyphs of Power

Globetrotter Chest (Level 75) content:

Globetrotter Chest (Level 80)

32 000x Glyphs of Power

150x Lockpicks

Flawless Gem Bag

Radiant Gem Bag

Globetrotter Chest (Level 80) content:

Globetrotter Chest (Level 85)

2x Flawless Gem Bags

2 500x Essence of Vigor (Red)

36 000x Glyphs of Power

Globetrotter Chest (Level 85) content:

Globetrotter Chest (Level 90)

40 000x Glyphs of Power

250x Lockpicks

10x Amphora Keys

10x Secret Lairs' Offerings

2x Radiant Rubies

Globetrotter Chest (Level 90) content:

Globetrotter Chest (Level 95)

44 000x Glyphs of Power

25x Anxiety Shards (Magic)

Flawless Diamond

2x Radiant Rubies

Globetrotter Chest (Level 95) content:

Globetrotter Chest (Level 100)

48 000x Glyphs of Power

Random legendary item on your level

Flawless Cyanite
Radiant Diamond
35x Anxiety Shards (Rare)

Globetrotter Chest (Level 100) content:

65 000x Glyphs of Power
35x Anxiety Shards (Epic)
200x Lockpicks
12x Amphora Keys
12x Secret Lairs' Offerings
2x Radiant Gem Bags







Content Expansion Starter Box:

Duration: 14 days

999 999x Glyphs of Power
333 333x Materi Fragment
27817x Ancient Wisdom
1000x Gold
5x Radiant Gem Bags
10x Tome of Experience
50x Vigorous Health Potion
20x Mighty Spirit Guard
10x Spirit Stone

Mystic Cubes

Mystic cubes no longer have tiers, since they got removed for every type of item/equipment. From now on, cubes come in rarities and that means: Common, Uncommon, Magic, Rare and Legendary

Mystic Cubes					
Random Equipment	Equipment (Common) (Improved) (Magic) (Extraordinary) (Legendary)	Equipment (Improved) (Magic) (Extraordinary) (Legendary)	Equipment (Improved) (Magic) (Extraordinary) (Legendary)	Equipment (Improved) (Magic) (Extraordinary) (Legendary)	Equipment (Magic) (Extraordinary) (Legendar)
Currency	Andermant (1000) Coins (based on level) Glyphs of Power (50)	Andermant (1000) Coins (based on level) Glyphs of Power (100)	Andermant (1000) Coins (based on level) Glyphs of Power (200)	Andermant (1000) Coins (based on level) Glyphs of Power (500)	Andermant (1000) Coins (based on level) Glyphs of Power (1000)
Gems	Random Gem (Flawed – Flawless)	Random Gem (Flawed – Flawless)	Random Gem (Flawed – Flawless)	Random Gem (Flawed – Flawless)	Random Gem (Flawed – Flawless)
Extra	The Legendary Kings War Horse Horned Fire Gnome (Improved) Little Raptor (Improved) Fire Rooster (Improved) Fennec Glowing Bone Man Costume Armored Skeleton Costume Dracania Style Rash Rhino	The Legendary Kings War Horse Horned Fire Gnome (Improved) Little Raptor (Improved) Fire Rooster (Improved) Fennec Glowing Bone Man Costume Armored Skeleton Costume Dracanian Style Rash Rhino	The Legendary Kings War Horse Horned Fire Gnome (Improved) Little Raptor (Improved) Fire Rooster (Improved) Fennec Glowing Bone Man Costume Armored Skeleton Costume Dracanian Style Rash Rhino	The Legendary Kings War Horse Horned Fire Gnome (Improved) Little Raptor (Improved) Fire Rooster (Improved) Fennec Glowing Bone Man Costume Armored Skeleton Costume Dracanian Style Rash Rhino	The Legendary Kings War Horse Horned Fire Gnome (Improved) Little Raptor (Improved) Fire Rooster (Improved) Fennec Glowing Bone Man Costume Armored Skeleton Costume Dracanian Style Rash Rhino

	Black War Scorpion Cloak of the Lost Prince	Black War Scorpion Cloak of the Lost Prince	Black War Scorpion Cloak of the Lost Prince	Black War Scorpion Cloak of the Lost Prince	Black War Scorpion Cloak of the Lost Prince
Unique Items	Dragonknight Royal Pauldrons of the Onslaught Royal Shield of the Iron Brow Royal Seismic Smash Hammer Steam Mechanicus Royal Pauldrons of the Iron Dwarf Royal Iron Fist Pliers Royal Special Round Shotgun Spellweaver Royal Pauldrons of Singularity Royal Tome of the Guardians Royal Stroke of Lightning Staff Ranger Royal Pauldrons of the Hunting Trap Royal Bird of Prey Quiver Royal Safety Net Bow	Dragonknight Royal Pauldrons of the Onslaught Royal Shield of the Iron Brow Royal Seismic Smash Hammer Steam Mechanicus Royal Pauldrons of the Iron Dwarf Royal Iron Fist Pliers Royal Special Round Shotgun Spellweaver Royal Pauldrons of Singularity Royal Tome of the Guardians Royal Stroke of Lightning Staff Ranger Royal Pauldrons of the Hunting Trap Royal Bird of Prey Quiver Royal Safety Net Bow	Dragonknight Royal Pauldrons of the Onslaught Royal Shield of the Iron Brow Royal Seismic Smash Hammer Steam Mechanicus Royal Pauldrons of the Iron Dwarf Royal Iron Fist Pliers Royal Special Round Shotgun Spellweaver Royal Pauldrons of Singularity Royal Tome of the Guardians Royal Stroke of Lightning Staff Ranger Royal Pauldrons of the Hunting Trap Royal Bird of Prey Quiver Royal Safety Net Bow	Dragonknight Royal Pauldrons of the Onslaught Royal Shield of the Iron Brow Royal Seismic Smash Hammer Steam Mechanicus Royal Pauldrons of the Iron Dwarf Royal Iron Fist Pliers Royal Special Round Shotgun Spellweaver Royal Pauldrons of Singularity Royal Tome of the Guardians Royal Stroke of Lightning Staff Ranger Royal Pauldrons of the Hunting Trap Royal Bird of Prey Quiver Royal Safety Net Bow	Dragonknight Royal Pauldrons of the Onslaught Royal Shield of the Iron Brow Royal Seismic Smash Hammer Steam Mechanicus Royal Pauldrons of the Iron Dwarf Royal Iron Fist Pliers Royal Special Round Shotgun Spellweaver Royal Pauldrons of Singularity Royal Tome of the Guardians Royal Stroke of Lightning Staff Ranger Royal Pauldrons of the Hunting Trap Royal Bird of Prey Quiver Royal Safety Net Bow
Set Items	Dragonknight Agathon's Lost Blade Shield Agathon's Lost Amulet Agathon's Lost Crystal Agathon's Lost Battle Mace	Dragonknight Agathon's Lost Blade Shield Agathon's Lost Amulet Agathon's Lost Crystal Agathon's Lost Battle Mace	Dragonknight Agathon's Lost Blade Shield Agathon's Lost Amulet Agathon's Lost Crystal Agathon's Lost Battle Mace	Dragonknight Agathon's Lost Blade Shield Agathon's Lost Amulet Agathon's Lost Crystal Agathon's Lost Battle Mace	Dragonknight Agathon's Lost Blade Shield Agathon's Lost Amulet Agathon's Lost Crystal Agathon's Lost Battle Mace

Agathon's Lost Ring	Agathon's Lost Ring	Agathon's Lost Ring	Agathon's Lost Ring	Agathon's Lost Ring
Steam Mechanicus	Steam Mechanicus	Steam Mechanicus	Steam Mechanicus	Steam Mechanicus
Orsha's Lost Carapace Shield	Orsha's Lost Carapace Shield	Orsha's Lost Carapace Shield	Orsha's Lost Carapace Shield	Orsha's Lost Carapace Shield
Orsha's Lost Amulet	Orsha's Lost Amulet	Orsha's Lost Amulet	Orsha's Lost Amulet	Orsha's Lost Amulet
Orsha's Lost Crystal	Orsha's Lost Crystal	Orsha's Lost Crystal	Orsha's Lost Crystal	Orsha's Lost Crystal
Orsha's Lost Firestorm	Orsha's Lost Firestorm	Orsha's Lost Firestorm	Orsha's Lost Firestorm	Orsha's Lost Firestorm
Orsha's Lost Ring	Orsha's Lost Ring	Orsha's Lost Ring	Orsha's Lost Ring	Orsha's Lost Ring
Spellweaver	Spellweaver	Spellweaver	Spellweaver	Spellweaver
Grimmag's Lost Crystal Ball	Grimmag's Lost Crystal Ball	Grimmag's Lost Crystal Ball	Grimmag's Lost Crystal Ball	Grimmag's Lost Crystal Ball
Grimmag's Lost Amulet	Grimmag's Lost Amulet	Grimmag's Lost Amulet	Grimmag's Lost Amulet	Grimmag's Lost Amulet
Grimmag's Lost Crystal	Grimmag's Lost Crystal	Grimmag's Lost Crystal	Grimmag's Lost Crystal	Grimmag's Lost Crystal
Grimmag's Lost Enchanted Staff	Grimmag's Lost Enchanted Staff	Grimmag's Lost Enchanted Staff	Grimmag's Lost Enchanted Staff	Grimmag's Lost Enchanted Staff
Grimmag's Lost Enchanted Staff	Grimmag's Lost Ring	Grimmag's Lost Ring	Grimmag's Lost Ring	Grimmag's Lost Ring
Grimmag's Lost Ring	Ranger	Ranger	Ranger	Ranger
Lehaine's Lost War Quiver	Lehaine's Lost War Quiver	Lehaine's Lost War Quiver	Lehaine's Lost War Quiver	Lehaine's Lost War Quiver
Lehaine's Lost Amulet	Lehaine's Lost Amulet	Lehaine's Lost Amulet	Lehaine's Lost Amulet	Lehaine's Lost Amulet
Lehaine's Lost Spearhead	Lehaine's Lost Spearhead	Lehaine's Lost Spearhead	Lehaine's Lost Spearhead	Lehaine's Lost Spearhead
Lehaine's Lost Hunting Bow	Lehaine's Lost Hunting Bow	Lehaine's Lost Hunting Bow	Lehaine's Lost Hunting Bow	Lehaine's Lost Hunting Bow
Lehaine's Lost Ring	Lehaine's Lost Ring	Lehaine's Lost Ring	Lehaine's Lost Ring	Lehaine's Lost Ring

Equipment Tooltip

In the default tooltip view all base values, enchantments and gems which modify the same base value, are combined automatically. Base values which have been modified by an enchantment or gem, are highlighted in green. If you socket a gem with a value, which is not one of the items base values, it will be displayed below the base values in light blue.



In the advanced view, all value modifications are displayed without alteration. You will also notice that at the end of every enchantment line there is a value highlighted in green. This value represents the absolute bonus this enchantment will add to its linked base value.

Sigrismarr's Eternal Ward

Unique Item

(Torso,Armor)

Item level: 100

Base Values

- + 646.140 Damage (41%)
- + 6099.615 Health Points (15%)
- + 502.633 Armor Value (25%)

Gems

- + 2520 critical value



Enchantments

- 38.506% increased damage on this item (100%) (+248.802)
- 35.740% increased damage on this item (92%) (+230.929)
- 24.248% increased armor value on this item (100%) (+121.878)
- 36.20% more Health Points on this item (93%) (+2208.061)

Unique Values

- + 1964 Ice resistance
- Increases the Deadly Blow talent by 2.

Customization

Applied appearance: Steam-Powered Cloaking Armor

Applied dye: Dusky Sky

Melting value: 88487

Selling price: 3907 41 92

Difficulties

The difficulties have been completely restructured. Parallel World dungeons for example have their own difficulties (Parallel World Infernal Merciless and Bloodshed) that are not available in other dungeons of the game. Previous difficulties have been removed from Parallel World Maps.



Dungeons have all the previously known difficulties with the addition of 2 more difficulties, Merciless And Bloodshed. The last two should be considered the hardest and we recommend you think twice before entering solo there!



Another change is that the monsters get a higher level based on the chosen difficulty.

That means you will also get items of a higher level if you play on higher difficulties.

The level increase is shown in the dungeon access window.



New is also that the drop chances for specific item types are shown in the dungeon access window.





All dungeons have their own difficulty modes – so even Hagastove Grotto and the Catacombs will get a difficulty mode and furthermore will allow players to complete all quests on **any** difficulty.

Item Level Upgrading

Item Upgrading with Glyphs of Power has been removed since equipment item levels are now defined by monster levels. The Glyphs of Power will be returned back to players' currency bag and further used for crafting equipment items on the workbench.

Monster Values

Together with the equipment, skill and difficulty, the monster balancing has been changed in general. The goal here is to improve the pacing of normal mobs to elite mobs and of course, the boss fights.

The different power curves for event mobs and parallel world mobs have been removed, so that all of their additional power comes from the difficulty itself – this should make it easier for you to understand where the additional power comes from and what you can expect from the enemies on a specific difficulty.

The pictures are taken in a Parallel World dungeon on Infernal difficulty:



Value Rebalancing

The whole game has been overhauled in terms of value balancing.

Please keep in mind that this applies to the whole game, not only items. So even if your character's stats might have changed it does not mean it is weaker than before, since the monster strength and difficulties have been adjusted accordingly.

New Values

Critical Value

Critical Value:	280002	(70.56 %)
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Critical value is a new value, which combines the former values of critical rate and critical damage. Through increasing your critical value, you increase both your chance to get a critical hit and the amount of damage a critical hit deals to an opponent. The chance to score a critical hit is capped at 80%, you can however increase your critical value further to increase the damage bonus for scoring a critical hit.

Block Value

Block Value:	34974	(8.81 %)
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Block value is a new value, which combines the former values of block rate and block strength. Through increasing your block value, you increase both your chance to block an opponent's attack and increase the amount of damage reduced when blocking an attack. The chance to block an attack is capped at 80%, you can however increase your block value further to increase the damage reduction bonus when blocking an attack.

Character Window

The character window has also been completely reworked. It will now show all collectable values in the game. Tooltips are also reworked for all of the displayed values, to explain in detail about how the final value will be calculated and how they work in general. In addition, all chance-based values will have an advanced view tooltip which displays the values for different levels and difficulties. You can change the default tooltip in the settings menu (Settings -> Game Settings -> Character window tooltip)

Character



Luke, Grand Master

Level 100

IheartDSO

Average Item Level 94

Offensive Values:

Base Damage:		154481
Attacks per Second:		3.280
Critical Value:	280002	(70.56 %)
Concentration Points:		212
Concentration Regeneration:		76.90
Movement Speed:		13.000

Defensive Values:

Health Points:		1431037
Health Points Regeneration:		8810.22
Block Value:	33800	(8.52 %)

Armor & Elemental Resistances

Armor:	59550	53.67 %
Fire	60323	53.99 %
Ice	84512	62.18 %
Lightning	60323	53.99 %
Andermagic	77080	59.99 %
Poison	110593	68.27 %

Other Values:

XP Gain:		124 %
Honor Gain:		128 %
Andermant Drop Bonus:		+10 %
Coin Drop Bonus:		+110 %
Wisdom Drop Bonus:		+100 %
Materi Fragment Drop Bonus:		+0 %

Gems

As part of the value rebalancing most gem values have been adjusted. In addition, only gems will be able to be socketed into equipment in the future. Runes and Jewels cannot be socketed in normal equipment anymore. Please see the “Runes” and “Jewels” sections for more information.

With the content extension new gem types are getting introduced. There is now one gem to modify each possible equipment base value. The following gems will be available:

- Health Points (Amethyst)
- Armor value (Cyanite)
- All resistance values (Diamond)
- Fire resistance (Diamond (Fire))
- Ice resistance (Diamond (Ice))
- Poison resistance (Diamond (Poison))
- Lightning resistance (Diamond (Lightning))
- Andermagic resistance (Diamond (Andermagic))
- Critical value (Onyx)
- Damage (Ruby)
- Block value (Emerald)
- Attacks per second (Zircon)
- Movement speed (Rhodolite)

In addition to the new gem types we have also introduced additional gem tiers above royal gems. As a part of this change, uncommon and magic Royal gems have been exchanged to higher tier gems. You can find a detailed list below.

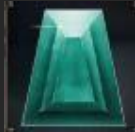
The equipment category limitation is now removed for all gems. You can now socket any gem in any equipment item. However, since there has to be a limitation for the sake of balancing, there is a maximum socketable amount for every gem type. Another change to the sockets is their amount. The number of sockets on items will increase at higher levels. Items with a level of 100 onwards can hold up to ten gems

Gem examples:

Trapezoid Gems



Trapezoid Amethyst
+ 1 280 Health Points



Trapezoid Cyanite
+ 330 Armor Value



Trapezoid Diamond
+ 330 All resistance values



Trapezoid Onyx
+ 750 Critical Value



Trapezoid Ruby
+ 113 Damage

Runes

Furthermore, the runes are also getting adjusted.

You cannot socket runes into your equipment anymore, but from now on you will be able to add them in a special bag located in your Inventory tab called Trinkets.



The maximum Rune trinkets you can have equipped is **5**. You can find those rune trinkets as a normal item drop when killing monsters throughout Dracania, from Lockpick chests, Amphorae, Mystic Cubes etc.

Each trinket has slots where you can place your runes. The slot amount that your trinkets will have depends on the item level of your trinket.

The higher the level the more slots you can unlock. Don't forget, there is a maximum socketable amount for every rune type.

Runes examples:



Rune of Vigor (Common)
+ 1.30% increased damage



Rune of Vitality (Common)
+ 1.30% more Health Points



Rune of Devastation (Common)
+ 1.30% Increased critical value



Rune of Regeneration (Common)
Regenerates 1.30% of your Health Points per second



Concentrated Solstice Rune (Common)
+ 1.30% Ice resistance
+ 1.30% more Health Points
+ 1.30% Increased critical value



Rune of the Wisdom Seeker (Common)
+ 10% to Ancient Wisdom drop stack size

Jewels

In addition with Gems and Runes, the Jewels are also getting changes. Like runes, you now require jewel trinkets in order to socket your jewels. The way to get the jewel trinkets is exactly the same with rune

ones (normal drop rate from monsters, lockpick chests, mystic cubes, amphoreas etc..)

The maximum jewel trinkets that you can have equipped is **3**.

Maximum slot amount depends on the item level of your jewel trinket.



Opals

Jewels of Coalescence are changed into Opals from now on. The only difference is that their rarities are exactly the same with Gems. There is also a maximum amount of socketable gems you can have in your items.

Opal example:



Trapezoid Opal

+ 960 Health Points

+ 563 critical value

+ 85 Damage


(can have any enchantments depending on the gems used
for its creation)

Achievements

The Anderworld is upon us and with that, new achievements and challenges are added. In total, 78 new challenges were introduced.

*The Anderworld section is found under the **Dracania** section.
There are 8 hidden achievements.*

The crafting Achievements have been reworked and expanded aswell.

<i>Name</i>	<i>Description</i>	<i>Reward</i>
<i>Swirl Around</i> 	•Dissipate 200 Materi Swirls.	<i>10 Achievement Points</i>

Shadow Play I-III



- Defeat 500 Shadow creatures on any difficulty.
- Defeat 1000 Shadow creatures on difficulty Fatal or higher.
- Defeat 1500 Shadow creatures on difficulty Bloodshed.

10 Achievement Points for each Difficulty

Demon Slayer I-II-III



- Defeat 250 Demon creatures on any difficulty.
- Defeat 500 Demon creatures on difficulty Fatal or higher.
- Defeat 900 Demon creatures on difficulty Bloodshed.

10 Achievement Points for each Difficulty

The Beast Within I-VII



Defeat Sargon in his unleashed form on every difficulty up to Bloodshed.

10 Achievement Points for each Difficulty

A Bloody Beast



Defeat Sargon in his unleashed form on difficulty Bloodshed 999 times.

Unleashed Sargon Doll + 10 Achievement Points

Deadly Greetings I-VII



Defeat Mortis on every difficulty up to Bloodshed.

10 Achievement Points for each Difficulty

Bloody Death



Defeat Mortis 999 times on difficulty Bloodshed.

Mortis Doll + 10 Achievement Points

Demon Lord Chron'Arc



Defeat Demon Lord Chron'Arc.

10 Achievement Points

Demon Lord Vry'Arc



Defeat Demon Lord Vry'Arc.

10 Achievement Points

Demon Lord Jor'Arc



Defeat Demon Lord Jor'Arc.

10 Achievement Points

Demon Lord Daw'Arc



*Defeat Demon Lord
Daw'Arc.*

10 Achievement Points

Demon Lord Nar'Arc



*Defeat Demon Lord
Nar'Arc.*

10 Achievement Points

Demon Lord Yorr'Arc



*Defeat Demon Lord
Yorr'Arc.*

10 Achievement Points

Demon Lord Xyl'Arc



Defeat Demon Lord Xyl'Arc.

10 Achievement Points

Demon Lord Fyr'Arc



Defeat Demon Lord Fyr'Arc.

10 Achievement Points

Demon Lord Lrug'Arc



Defeat Demon Lord Lrug'Arc.

10 Achievement Points

Demon Lord Qin'Arc



*Defeat Demon Lord
Qin'Arc.*

10 Achievement Points

Demon Lord Sor'Arc



*Defeat Demon Lord
Sor'Arc.*

10 Achievement Points

Demon Lord Ghir'Arc



*Defeat Demon Lord
Ghir'Arc.*

10 Achievement Points

Demon Lord Zur'Arc



Defeat Demon Lord Zur'Arc.

10 Achievement Points

Demon Lord Wez'Arc



Defeat Demon Lord Wez'Arc.

10 Achievement Points

Demon Lord Son'Arc



Defeat Demon Lord Son'Arc.

10 Achievement Points

Demon Lord Dron'Arc



*Defeat Demon Lord
Dron'Arc.*

10 Achievement Points

Demon Lord Truc'Arc



*Defeat Demon Lord
Truc'Arc.*

10 Achievement Points

Demon Lord Burc'Arc



*Defeat Demon Lord
Burc'Arc.*

10 Achievement Points

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Overlord



Complete all Demon Lord Achievements.

Title "Overlord" + 10 Achievement Points

Itsy-Bitsy Spider



Defeat the Dark Fang Spider in the Twisted Woods.

10 Achievement Points

Spooky Woods



Defeat the Twisted Illusion in the Twisted Woods.

10 Achievement Points

A Guarded Secret



Open the Guarded Chest in the Twisted Woods.

10 Achievement Points

Into The Woods



Complete all Twisted Woods Achievements.

Title "Master of the Woods" + 10 Achievement Points

Machine Baby D4808-Prototype



Defeat the Machine Baby D4808-Prototype.

10 Achievement Points

Manifested Fear



Defeat 100 Manifested Fears.

10 Achievement Points

Manifested Foe I



Defeat the Manifested Fear of Arachna.

10 Achievement Points

Manifested Foe II



Defeat the Manifested Fear of Asar.

10 Achievement Points

Manifested Foe III



*Defeat the Manifested
Fear of Bereach.*

10 Achievement Points

Manifested Foe IV



*Defeat the Manifested
Fear of Herald.*

10 Achievement Points

Manifested Foe V



*Defeat the Manifested
Fear of King Heredur.*

10 Achievement Points

Manifested Foe VI



Defeat the Manifested Fear of Khalys.

10 Achievement Points

Manifested Foe VII



Defeat the Manifested Fear of M'Edusa.

10 Achievement Points

Manifested Foe VIII



Defeat the Manifested Fear of Nefetari.

10 Achievement Points

Manifested Foe IX



Defeat the Manifested Fear of Sigrismarr.

10 Achievement Points

In Control of the Fear



Complete all Manifested Fear Achievements.

Title "Fearless" + 10 Achievement Points

An Unexpected Ambush



Defeat a Vindictive Ripper 100 times.

Title "Died Quite Often" + 10 Achievement Points

Bloody Library



Defeat all enemies in the Library of Cardhun in less than 180 seconds on difficulty Bloodshed.

10 Achievement Points

Bloody Brigavik



Defeat all enemies in Brigavik in less than 180 seconds on difficulty Bloodshed.

10 Achievement Points

Bloody Sildsteinn



Defeat all enemies in Sildsteinn in less than 180 seconds on difficulty Bloodshed.

10 Achievement Points

Bloody Telepolos



Defeat all enemies in Telepolos in less than 180 seconds on difficulty Bloodshed.

10 Achievement Points

Bloody Tetaconetl



Defeat all enemies in Tetaconetl in less than 180 seconds on difficulty Bloodshed.

10 Achievement Points

Bloody Fyeborough



Defeat all enemies in Fyeborough in less than 180 seconds on difficulty Bloodshed. (After completing the "An Uninvited Guest" Quest)

10 Achievement Points

Bloody Chamber



Defeat all enemies in Sunlair's Chamber in less than 180 seconds on difficulty Bloodshed.

10 Achievement Points

Bloody Kinza



Defeat all enemies in Kinza in less than 180 seconds on difficulty Bloodshed.

10 Achievement Points

Bloody Shadowfort



Defeat all enemies in Sargon's Shadowfort in less than 180 seconds on difficulty Bloodshed.

10 Achievement Points

Bloody Halls of the Dead



Defeat all enemies in Halls of the Dead in less than 180 seconds on difficulty Bloodshed.

10 Achievement Points

Bloody Chests



Open 200 Blood Chests.

10 Achievement Points

Fabric of Legends



- Craft any of the following items 10 times: *Magic* Item.
- Craft any of the following items 20 times: *Extraordinary* Item.
- Craft any of the following items 30 times: *Legendary* Item.

40 Achievement points

Potion Brewer I-V



Craft any of the following items 10-20-30-40-50 times: Reformative Health potion, Reformative Resource Potion, Lasting Health Potion, Vigorous Health Potion, Lasting Resource Potion, Vigorous Resource Potion.

10 Achievement points for each

Mixtures of Duria I-V



Craft any of the following items 10-20-30-40-50 times: Tonic of Vitality, Tonic of Efficacy, Advanced Physic of Vitality, Advance Physic of Efficacy, Simple Physic of Vitality, Simple Physic of Efficacy

10 Achievement points for each

Mixtures of Teganswall I-V



Craft any of the following items 10-20-30-40-50 times: Elixir of Determination, Elixir of Resilience (Fire), Tonic of Determination, Tonic of Resilience (Fire), Advanced Physic of Determination, Advanced Physic of Resilience (Fire), Simple Physic of Determination, Simple Physic of Resilience (Fire)

10 Achievement points for each

Mixtures of Norselands I-V



Craft any of the following items 10-20-30-40-50 times: Elixir of Precision, Elixir of Resilience (Ice), Tonic of Precision, Tonic of Resilience (Ice), Advanced Physic of Precision, Advanced Physic of Resilience (Ice), Simple Physic of Precision, Simple Physic of Resilience (Ice)

10 Achievement points for each

Mixtures of Helios I-V



Craft any of the following items 10-20-30-40-50 times: Elixir of Fortitude, Tonic of Fortitude, Advanced Physic of Fortitude, Simple Physic of Fortitude

10 Achievement points for each

Mixtures of Myrdosch I-V



Elixir of Resilience (Lightning), Tonic of Resilience (Lightning), Advanced Physic of Resilience (Lightning), Advanced Physic of Alacrity, Simple Physic of Resilience (Lightning), Simple Physic of Alacrity.



10 Achievement points for each

Mixtures of Lor'Tac I-V






Craft any of the following items 10-20-30-40-50 times: Elixir of Celerity, Elixir of resilience (Andermagic), tonic of Celerity, Tonic of Resilience (Andermagic), Advanced Physic of Celerity, Advanced

10 Achievement points for each

	<p><i>Physic of Resilience (Andermagic), Simple Physic of Celerity, Simple Physic of Resilience (Andermagic).</i></p>	
<p><i>Mixtures of Qaizah I-V</i></p> 	<p><i>Craft any of the following items 10-20-30-40-50 times: Elixir of Vigor, Elixir of Resilience (Poison), Tonic of Vigor, Tonic of Resilience (Poison), Advanced Physic of Vigor, Advanced Physic of Resilience (Poison), Simple Physic of Vigor, Simple Physic of Resilience (Poison).</i></p>	<p><i>10 Achievement points for each</i></p>
<p><i>Splintered, Not Polished</i></p> 	<p><i>Craft 15 splintered gems.</i></p>	<p><i>10 Achievement points</i></p>

<p><i>Simple Style</i></p> 	<p><i>Craft 25 simple gems.</i></p>	<p><i>10 Achievement points</i></p>
<p><i>All These Gems I</i></p> 	<p><i>Complete the achievements "Splintered, Not Polished" and "Simple Style"</i></p>	<p><i>Schematic: Gems I + 75 Achievement points</i></p>
<p><i>Gem Stone</i></p> 	<p><i>Craft 15 gems.</i></p>	<p><i>10 Achievement points</i></p>

<p><i>Polished, Not Splintered</i></p> 	<p><i>Craft 25 polished gems.</i></p>	<p><i>20 Achievement points</i></p>
<p><i>Radiant</i></p> 	<p><i>Craft 35 radiant gems.</i></p>	<p><i>20 Achievement points</i></p>
<p><i>All these Gems II</i></p> 	<p><i>Complete the achievements "Gem Stone", "Polished, Not Splintered" and "Radiant".</i></p>	<p><i>Schematic: Gems II + 75 Achievement points</i></p>
		<p><i>20 Achievement points</i></p>

Perfect



Craft 15 perfect gems.

Sacred Stone



Craft 25 sacred gems.

50 Achievement points

Truly Royal



Craft 35 royal gems.

*Title: "Jeweler" + 50
Achievement points*

All These Gems III



Complete the achievements “Perfect”, “Sacred Stone” and “Truly Royal”.

Schematic: Gems III + 75 Achievement points

Rune Rarity Carver



- Craft 5 improved runes.
- Craft 10 magic runes.
- Craft 15 extraordinary runes.
- Craft 20 legendary runes.

Title: “Rune Expert” + 130 Achievement points

Trapezoid Gems



Craft 15 trapezoid gems.

20 Achievement points

Refined Trapezoid Gems



Craft 25 refined trapezoid gems.

50 Achievement points

Brilliant Trapezoid Gems



Craft 35 brilliant trapezoid gems.

50 Achievement points

Exquisite Trapezoid Gems



Craft 45 exquisite trapezoid gems.

50 Achievement points

All These Gems IV



Complete the achievements from “Trapezoid Gems” to “Exquisite trapezoid Gems”.

Schematic: Gems IV + 75 Achievement points

Imperial Gems



Craft 15 imperial gems.

20 Achievement points

Refined Imperial Gems



Craft 25 refined imperial gems.

50 Achievement points

Brilliant Imperial Gems



Craft 35 brilliant imperial gems.

50 Achievement points

Exquisite Imperial Gems



Craft 45 exquisite imperial gems.

50 Achievement points

Magic Jewels



- Craft 5 *Improved Jewels.*
- Craft 10 *Magic Jewels.*
- Craft 15 *Extraordinary Jewels.*
- Craft 20 *Legendary Jewels.*

130 Achievement points

Experienced Lapidary



Complete all achievements between "Skilled Lapidary" and "Experienced Lapidary".

*Title: "Rough Diamond"
+75 Achievement points*

Crafting

With the Content Expansion, a new crafting system is introduced.

The crafting system has been simplified and now it is easier to get plat/gold lines. Gem/Rune and Jewel upgrades have been changed as well, from now on Gems and Jewels will be upgraded by "Shiny Dust", which can be obtained by dismantling them. Runes can be upgraded by "Rune Dust", which comes from dismantling runes.

Picture of Shiny Dust



Picture of Rune Dust



Enchantment transfer

From now on you can decide, whether you want to transfer a single enchantment or All at once. Restrictions between items have been removed, meaning that you can make enchantment transfers between **ALL** items e.g Boots with Adornment, or Torso with Gloves and so on..



Enchantments swap places from 1 item to another, which means none of the items are destroyed during the process.

During "Single Enchantment" transfer, simply place 2 equipment items and select one enchantment per item. The enchantments that you have selected will be switched between the items after you press the combine button



During "All Enchantments" transfer things are simple. Your selected items will switch all their enchantments between them. Let's see some examples

Single Enchantment

In this example, we have a 2h Weapon on the left side and an Amulet on the right side. The selected lines are the **1st line** for the weapon and the **3rd line** for the amulet. What will happen is that these two items will switch enchantments between them, giving us a result where the weapon will now have a line with resistance value and the amulet will get a line with increased damage

Item currently in use

Bouncing Blade

Unique Item
(Main Hand, Longbow)
Item level: 120

Base Values

- + 2239.238 Damage (51%)
- 0.138 Attacks per second (51%)

Gems

Enchantments

- 32.498% increased damage on this item (78%) (+727.707)
- 29.495% increased damage on this item (71%) (+660.456)
- 26.598% increased damage on this item (64%) (+595.597)
- 31.035% faster weapon attack speed (69%) (+0.043)

Unique Values

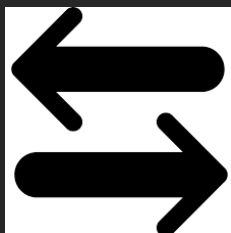
- Increases the Rising Vigor (III) talent by 4.

Customization

Not yet dyed

Not for sale

1 3



Item currently in use

Amulet of the Black Knight

Unique Item
(Neck, Amulet)
Item level: 100

Base Values

- + 741.004 Damage (69%)
- + 16357.554 Health Points (41%)
- + 349.205 All Resistance Values (22%)

Gems

Enchantments

- 25.852% increased damage on this item (67%) (+191.566)
- 25.777% increased damage on this item (66%) (+191.006)
- + 19.151% all resistance values on this item (77%) (+66.878)
- 33.663% more Health Points on this item (86%) (+5506.380)

Unique Values

- 57.94% increased damage on this item (+429.342)

Not for sale

1 3

Remove all

All Enchantment

Using the same items with the previous example, what will happen here is that all the enchantments from both items will switch places.

Item currently in use

Bouncing Blade

Unique Item
(Main Hand, Longbow)
Item level: 120

Base Values

+ 2239.238 Damage (51%)
0.138 Attacks per second (51%)

Gems

Enchantments

32.498% increased damage on this item (78%) (+727.707)
29.495% increased damage on this item (71%) (+660.456)
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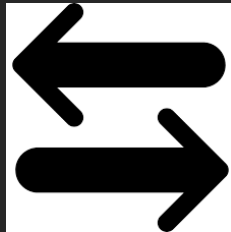
Unique Values

Increases the Rising Vigor (III) talent by 4.

Customization

Not yet dyed

Not for sale



Item currently in use

Amulet of the Black Knight

Unique Item
(Neck, Amulet)
Item level: 100

Base Values

+ 741.004 Damage (69%)
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33.663% more Health Points on this item (86%) (+5506.380)

Unique Values

57.94% increased damage on this item (+429.342)

Not for sale



Remove all

You may wonder how to get that recipe. It's pretty simple, you only need to complete the "Fabric of Legends" crafting achievement and then you get the recipe for "Enchantment Transfer"



Gems/Runes and Jewels

From now on you don't need to combine 3 gems of the same type, you will use shiny/rune dust for this process.

While Defensive Gems and Runes require 1.0x amount of dust, Offensive Gems require 1.25x. (These multipliers affect prices in shop, upgrade prices and dismantling) Crafting higher tiers of runes and gems requires you to complete the achievements and reach a certain level.



1 150 795k

Combine

-35% 18 33

Combine

1 -35% 122

Remove all

1 2500 30k

Combine

-35% 487

Combine

1 -35% 3250

Remove all

1 3126 30k

Combine

-35% 609

Combine

1 -35% 4064

Remove all

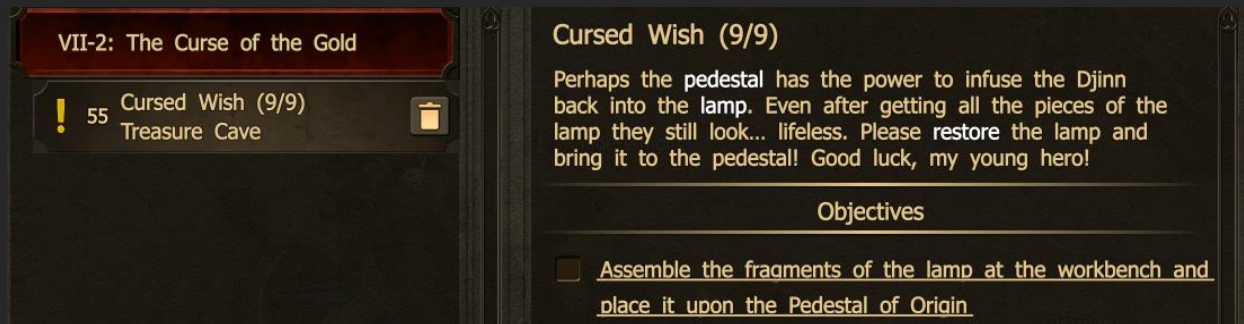
Quests

With the Content Expansion, a complete new set of maps and storylines for you to explore and complete are introduced. The main theme is **The Anderworld!**

Without spoiling anything, there are approximately more than 18+ completely new maps available for you to travel and tons of new quests.

First things first. In order for you to be able to continue with the Expansion, you would need to have certain quests completed

Qaizah quest **“Cursed Wish 9/9”** needs to be completed



After that, you will get the **“Shadows of the Past”** questline which is the base requirement in order to continue with the story.

You would need to progress at least until **“Shadows of the Past 11/12”**.



Once you complete it, change map and you will receive the “**Shadow Portal 2.0**” quest in Kingshill. This is the beginning of your epic journey to the Anderworld (Small hint, Fyeborough for this quest is located in Tegan’s Sanctuary)

VIII-1: A Dark Heritage	Shadow Portal 2.0 (1/2)
! 55 Shadow Portal 2.0 (1/2) Kingshill	Good day, my friend. I need your help once again to complete my studies. I will await you in Kingshill.
	Sincerely, Jon Sunlair
	Objectives
	<input checked="" type="checkbox"/> Find Jon Sunlair in Kingshill and talk to him <input type="checkbox"/> <u>Collect 1 piles of cursed soil in Fyeborough</u>

Ammon sends his regards



Important changes to Quests behavior

- Quests can be completed in **any** difficulty from now on. Restriction where quests had to be completed in normal mode is removed
- The experience gained from the quests is now marked as “level dependent”. That means that the amount of exp gained from a quest will depend on your character level



- Some quests are repeatable and can be completed again after a certain amount of time (Daily/Weekly/Monthly)



New Maps/Monsters

Few sneak peeks from some new maps and monsters

Brigavik Map



Shade Crawler



Suburb of Cardhun



Kinza



Lanky and Horned Fire Demons



Fyeborough



Demon Whipper

