

DETAILED
MAPS

EVERQUEST II

KINGDOM OF SKY



PRIMA
GUIDES

BASED ON A GAME
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SONY ONLINE
ENTERTAINMENT



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About the Authors...



Back in the early '90s, Incan Monkey God Studios began as the publications department of Origin Systems, creating documentation and game guides for all the *Ultimas*, *Wing Commanders*, and other games that Origin produced. A few years after Origin became part of EA, IMGS spun off and formed an independent design house. Even while working with EA, IMGS created guides for Prima Games, and that continues to this day.

IMGS created the original guide for *Ultima Online*, the first really massive online game, and one of its first projects for Prima post-EA was for the initial *EverQuest* expansion, *The Ruins of Kunark*. Since that time, IMGS has created guides for all sorts of PC and console games, but the majority of its work has covered MOGs of all shapes and sizes. IMGS's MOG guides stand out for one reason—it has recruited a dedicated panel of game players who play the games and help IMGS write about them. IMGS doesn't try to create a guide with one or two writers—nobody can know a massive game that well—but with input from all the panelists who are playing that game.

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We want to hear from you! E-mail comments and feedback to img5@primagames.com.

Introduction

By Brasse, Dwarven Cartographer

There are islands in the sky, the rumors went.... Many months have I sought the elusive truth behind the whispers. I studied fragments of tomes saved from times before the Shattering, spoke to the eldest of the scholars in all corners of Norrath, but never could I glean more than elusive references to the possibility.

Others began to inquire, test more theories, rediscover lost knowledge.... It was as if unseen forces were at work, encouraging these paths to be forged by all Norrath. At last, through the collective works of many brilliant minds and strong hands, the great Ulteran spires of Norrath were rebuilt, opening portals to...the Kingdom of Sky! I saddled my sturdy pony and sped to the new lands, heart beating with excitement, fresh quills and parchment (and a keg of stout!) ready to discover and record what I found.

As I sit on a quiet hillside, overlooking a splendid and immense vista of purple and gold clouds, I sense echoes of the Gods here...and yet this land is not the fabled Plane of Sky of old, as some had hoped. No more than a whisper on the wind remains here to recall that magical place, just enough to allow the great archipelago to remain aloft in defiance of mortal logic, held in place by strands of ancient power such that its lands are in perpetual daylight, twilight, or night. It is clear that these isles were once of the Plane, but drifted downward in ages past. They are now separate from it, as we have all been separated from the lost Gods of old.

The Overrealm, this place is called by those who dwell within it. As one peers down, arcane mists obscure our beloved Norrath from view, just as these isles have been hidden from us. It is a curious phenomenon which many Gnomish specialists are studying in an effort to learn more of the nuances of shifting vision magics. I have listened in on some of their discussions, but the infernal tangle of numbers and equations quickly gave me a headache. I am sure they will publish a multitome theorem in due time.

I began to travel through the island via spires and the odd little cloud transports; the latter provided quite an exhilarating ride, once I got past the fear of trusting my fate to such an ephemeral conveyance. I learned more from all that I encountered in my travels, such as that Vultaks have no sense of humor. The learned



Hooluks, on the other hand, were very helpful in my education. I hope that you have the opportunity to spend time with them yourself. I have yet to acquire a taste for the squash-based spirits they brew, but I am diligently applying myself to that task as we discuss our histories late into the night.

The portion of the vast archipelago of the Overrealm of which we are now aware is also known as the Dragon Isles, and with good reason. A great many of the powerful creatures live and thrive here, and rule the islands. They are The Awakened. As might be predicted by anyone who has studied dragonkind, these powerful beings are in conflict with one another for supremacy in the Kingdom of Sky, which leads to some interesting (and dangerous) politics. I am curious to learn more, but I will share what I have learned thus far.

The great Dragon Priestess Harla Dar rules the Realm of Twilight, which Norrathians call the Tenebrous Tangle. Her subjects refer to her as the High Priestess of The Awakened. The Realm of Dawn, known to us as the Barren Sky, belongs to Talendor, a young and reportedly hotheaded dragon, who shares his domain with the pale Gorenaire. It is said that this is not a happy arrangement.

The darkest and most dangerous of the island groups we have dubbed the Bonemire, the Realm of Night, under the control of the mysterious Lord Vyemm. It is said that he is the first among The Awakened. Whether first called or foremost is open to discussion, though he is certainly formidable either way. It is known that all of these draconic rulers are themselves in service to The Sleeper, he who tore ancient Norrath asunder and shattered Luclin. They await his return. I am not as anxious, myself.

If the rumblings of strife between these mighty beings were not enough, that ancient soul of our own lands, Lord Nagafen, has also cast his eye upon this newly revealed realm. One wonders how the current rulers would feel if they learned of his...interest.

And now, scores of Norrathians are here, some to plunder and some to learn. Let us see what adventures await! May this tome help guide you on your path.

table of contents

Gazetteer

Greetings, friends!

Within this gazetteer, I will share my personal exploratory notes of these strange new regions and curious structures. I have had the chance to become quite familiar with some, but there are still many cases—beyond doors yet unopened and within the more dangerous realms—that still hold much mystery for you to discover yourself!

I have also taken the liberty of passing on bits of history, rumors, and theories gained from scholars, mages, and brigands in dusty libraries, odd towers, and darkened corners over tankards of ale. Amazing how a fine Dwarven brew sets hesitant tongues wagging....

Wishing you success in your own explorations,

—BRA88E

Tenebrous Tangle

A good starting point for your adventures is to visit the enclave of Froglocks and their Norrathian allies on the tiny isle of Hidden Shelter. There is only one route there, both exhilarating and dangerous...you must leap from Long Drop Falls on Temple Grounds into a small pool far below on Hidden Shelter. It is best to drop, not jump; remember that you can steer while falling. It is easy to miscalculate, but with some practice, you can make the leap with confidence.

The eight islands in this archipelago are connected by a transportation system both mysterious and unique to the Kingdom of Sky...you will travel between them on little fluffy clouds. The areas around the cloud transport stations are relatively safe, and afford the opportunity to enjoy a quick tour of the region!

You will soon stumble across some odd plants on Temple Grounds, and may be surprised when they start to chase you down, intent on turning you into their next meal! While dangerous in the wild, some have tamed these creatures, called bloodblooms, and keep them as house pets.

The Droag (dragon-men) are an intelligent and powerful species, in service to the great dragons of Sky and intolerant of interlopers in their lands. They are found on Temple Grounds and on the Vicious Breeding Grounds, where they raise drakota to serve them.

The foul variety of Aviak found on the Vultak Scavenging Site are malevolent and more than happy to collect humanoid meat for their provision stores. Vulturelike in appearance and

manner, they will squabble over your possessions after they pick your bones clean.

Perhaps strangest of all are the mysterious creatures you will encounter on Ravasect Incursion Point. The insectoid ravasect of the Vornerous hive are vicious and cunning, but fascinating as well. Their cold and calculating approach to battle hints at dangerous intellect.

Naturally airborne Bixies have a settlement on their own isle, jealously guarding the bushes that feed their ranks. Here you may even encounter the magnificent Queen or the young Princess of the hive.

Most adventurers have encountered evil eyes on Norrath, so those found on Gazer Isle will seem familiar. However, their cohabitants, the gazers, are something else altogether. Focusing on mind-based attacks, these two species of optical horrors will make your stay on their isle a challenge.

Fear Tainted Isle is well named, for here you will find some of the massive Amygdalan guardians you have previously encountered in Cazic Thule. Gazers and bloodbloom wander parts of the isle as well. Small frightlings scamper about in an amusing fashion, but their bites can be nasty; individually they pose little danger to a well-armed traveler, but they tend to aggregate in large numbers to take down even mighty warriors.

You may reach the Tangle from Antonica or the Commonlands via the Ulteran Spires. Tenebrous also has spire portals to Barren Sky and the Bonemire.

If the Surgeon, Archaeologist, or Armorer is missing from the Hidden Refuge, search in and around the Temple Grounds for them. They may have been captured and needed rescuing before they could provide their quests!

In the Name of Marr (56)

Notes Heroic, Repeatable

I have decided to assist in the war effort of Lady Erillis, leader of the Lost Children of Marr.

- Hunt approximately 10 Scaleborn stonesetters.
- Hunt for a sentinel bloodhand. Check the top of the tree house near the Temple Grounds for the sentinel or his placeholder.
- Return to Lady Erillis in the Hidden Refuge.

Reward 9g 13s 1c, +2000 The Children of Marr

Restocking the Blockers (57)

Notes Heroic, Repeatable

I have decided to aid the Lost Children of Marr in their efforts to keep their army well armed. Armorer Gunbog has told me that I can restock the war chests to begin supporting the war effort. I will restock the war chest of blockers.

- Hunt Scaleborn warriors to collect 12 shields for the war chest.
- Return to the Hidden Refuge to restock the war chest.
- Speak to Armorer Gunbog to receive your reward.

Reward Fist Etched Wand

Restocking the Cutters (57)

Notes Heroic, Repeatable

I have decided to aid the Lost Children of Marr in their efforts to keep their army well armed. Armorer Gunbog has told me that I can restock the war chests to begin supporting the war effort. I will restock the war chest of cutters.

- Hunt Scaleborn sentries to collect 14 swords for the war chest.
- Return to the Hidden Refuge to restock the war chest.
- Speak to Armorer Gunbog to receive your reward.

Reward Shield Etched Wand

Restocking the Pounders (57)

Notes Heroic, Repeatable

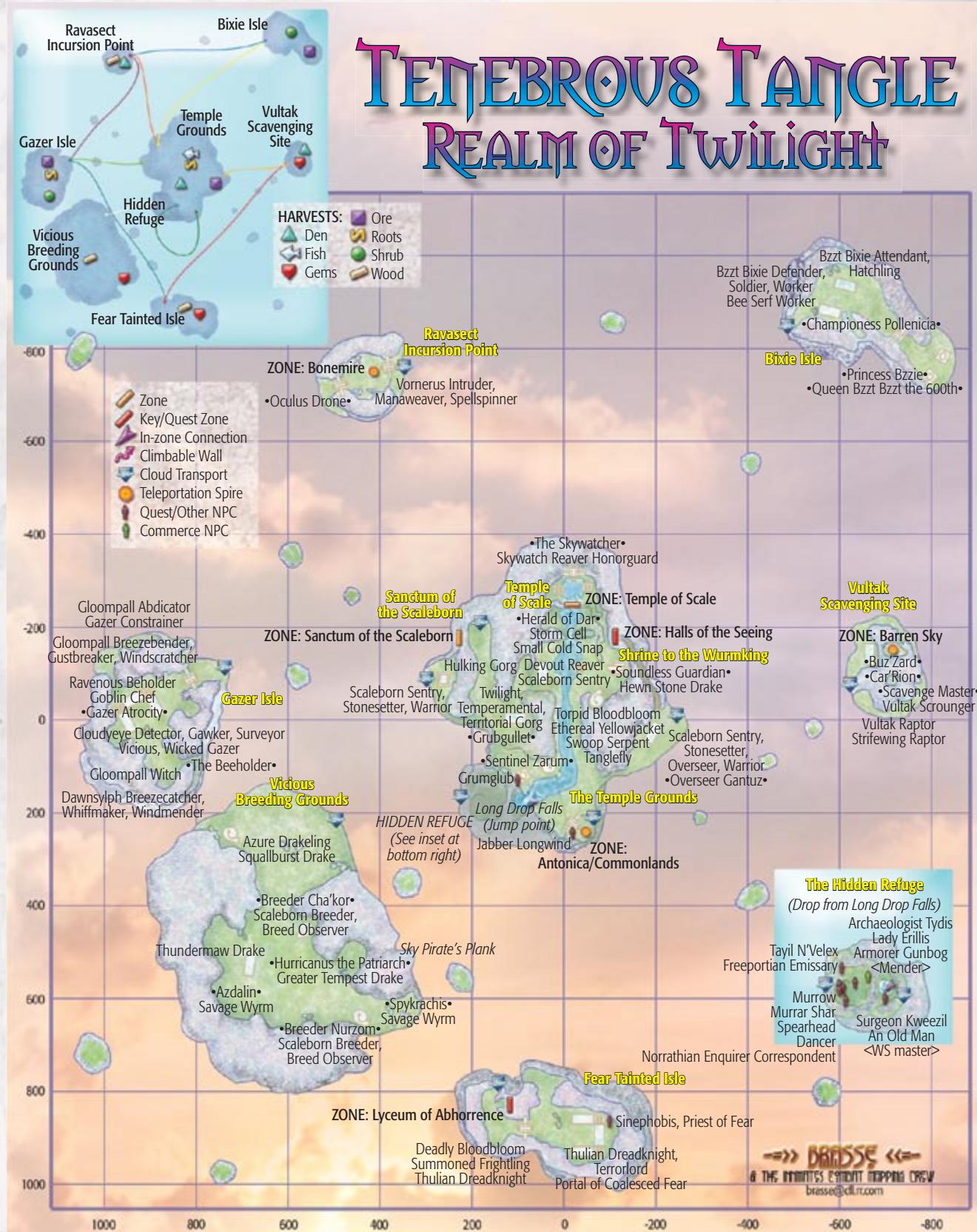
I have decided to aid the Lost Children of Marr in their efforts to keep their army well armed. Armorer Gunbog has told me that I can restock the war chests to begin supporting the war effort. I will restock the war chest of pounders.

- Hunt Scaleborn stonesetters to collect 15 hammers for the war chest.
- Return to the Hidden Refuge to restock the war chest.
- Speak to Armorer Gunbog to receive your reward.

Reward Lightning Etched Wand

TENEBOUS TANGLE

REALM OF TWILIGHT



Sunwalker and Stones (57)

A Green Hood called Spearhead has asked me to locate a mate of his called Sunwalker. This will aid in their retrieval of some artifacts they call the sacred stones. I need to help them retrieve these sacred stones in Tenebrous Tangle.

- Find Sunwalker the Green Hood around the entrance to the Temple of Scale. You will find his remains (a human skeleton) at loc 39, -147.
- Report back to Spearhead in the Hidden Refuge.
- Find and study ten pillars. locs: (83, -11), (100, -10), (122, -1), (135, 0), (129, -7), (127, 4), (115, 7), (107, 7), (101, 4), (93, -2)
- Kill storm cells floating above the pond until you find six sacred stones.
- Search the pond for the final four sacred stones (-9, -137). Beware of the Creature from the Black Pond (58^ Heroic) that appears as you pick up the stones!
- Take the sacred stones to Spearhead in the Hidden Refuge and receive your reward.

Reward Karana's Emblem of Faith **OR** Bracer of Storms **OR** Spearhead's Recurve Bow

Mysterious Stones (58)

Prerequisite Sunwalker and Stones

Notes Heroic

I have discovered a draconic tablet upon a pyramid near the entrance to the Sanctum of the Scaleborn. The tablet is damaged, but the images clearly detail the magical sacred stones I already retrieved for my empire. Perhaps a complete tablet will help me divulge the secret of the sacred stones.

- Inspect a damaged tablet located on a pyramid's eastern side. (256, -88)
- Hunt Scaleborn stonesetters for four tablet pieces.
- Locate the temple in the center of the isle of eye beasts. (Gazer Isle)
- Find the clue that speaks within the temple ruins. This is a non-aggro wandering eyestalker called "a ravenous gazer," but you can call him "Glutton."
- Speak to Grunglub the Froglok near the top of Longdrop Falls.
- Find the seven recipes on the stone benches at Gazer Isle:
 - Eye Goulash (759, -118)
 - Dragonfly Soup (857, 94)
 - Crispy Wing Stuffed Tentacles (940, -25)
 - Retinal Radish Soup (914, -34)
 - Gloompall Gaseous Stew (1015, -122)
 - Ale Cheese Soup in a Bread Bowl (982, -130)
 - Flatbread Fairy Fondue (840, -82)

- Pick up a few ingredients from the local isle populace:

- 10 dragonfly fairies
- 6 evil eyes
- 5 gazers

- Give the ingredients and recipes to Glutton the gazer.
- Return to Hidden Refuge and report to your empire's agent. (Freeport Emissary or Spearhead)

Reward ale cheese soup in a bread bowl **OR** flatbread fairy fondue

Refilling the Humidors of Rodcet Aloe (59)

Notes Heroic, Repeatable

I have decided to aid the Lost Children of Marr in their efforts to keep their army healthy and able bodied. Surgeon Kweezil has told me that I can resupply the medicinal humidors that support the war effort. I will restock the medicinal humidors of rodcet aloe.

- Search the Vultak isle in Tenebrous Tangle for 16 rodcet aloe. Rodcet aloe looks like a small brown plant, and is also called the hand of nife.
- Return to the Hidden Refuge to resupply the rodcet aloe medicinal humidor.
- Report to Surgeon Kweezil.

Reward Kweezil's Queasy Reliever

Refilling the Humidors of Root (59)

Notes Heroic, Repeatable

I have decided to aid the Lost Children of Marr in their efforts to keep their army healthy and able bodied. Surgeon Kweezil has told me that I can resupply the medicinal humidors that support the war effort. I will restock the medicinal humidors of life root.

- Search the Tenebrous Tangle for 11 life root.
- Return to the Hidden Refuge to resupply the life root medicinal humidor.
- Report to Surgeon Kweezil.

Reward Soft Bandages

Refilling the Humidors of Toxxilac (59)

Notes Heroic, Repeatable

I have decided to aid the Lost Children of Marr in their efforts to keep their army healthy and able bodied. Surgeon Kweezil has told me that I can resupply the medicinal humidors that support the war effort. I will restock the medicinal humidors of toxxilac.

- Search the Scaleborn isle in Tenebrous Tangle for 14 toxxilac. Toxxilac looks like a small purple bloom.

- Return to the Hidden Refuge to resupply the toxxilac medicinal humidor.
- Report to Surgeon Kweezil.

Reward Marrsprin Tablet

Expedition for Draconic Bones (60)

Notes Heroic, Repeatable

I have decided to aid the Lost Children of Marr in their efforts to research the dragon realm's past. Archaeologist Tydis has instructed me to retrieve artifacts for study. I will restock one of his artifact crates with draconic bones.

- Explore Tenebrous Tangle for 16 draconic bones.
- Return to load the draconic bones into the proper artifact crate.
- Report to Archaeologist Tydis for payment.

Reward Spell Etched Stone

Expedition for Draconic Eggs (60)

Notes Heroic, Repeatable

I have decided to aid the Lost Children of Marr in their efforts to research the dragon realm's past. Archaeologist Tydis has instructed me to retrieve artifacts for study. I will restock one of his artifact crates with petrified draconic eggs.

- Explore Tenebrous Tangle for 13 petrified draconic eggs.
- Return to load the petrified draconic eggs into the proper artifact crate.
- Report to Archaeologist Tydis for payment.

Reward Ice Etched Stone

Expedition for Draconic Idols (60)

Notes Heroic, Repeatable

I have decided to aid the Lost Children of Marr in their efforts to research the dragon realm's past. Archaeologist Tydis has instructed me to retrieve artifacts for study. I will restock one of his artifact crates with draconic idols.

- Explore Tenebrous Tangle for 10 draconic idols.
- Return to load the draconic idols into the proper artifact crate.
- Report to Archaeologist Tydis for payment.

Reward Fire Etched Stone

A Path Revealed (60)

Prerequisite Mysterious Stones

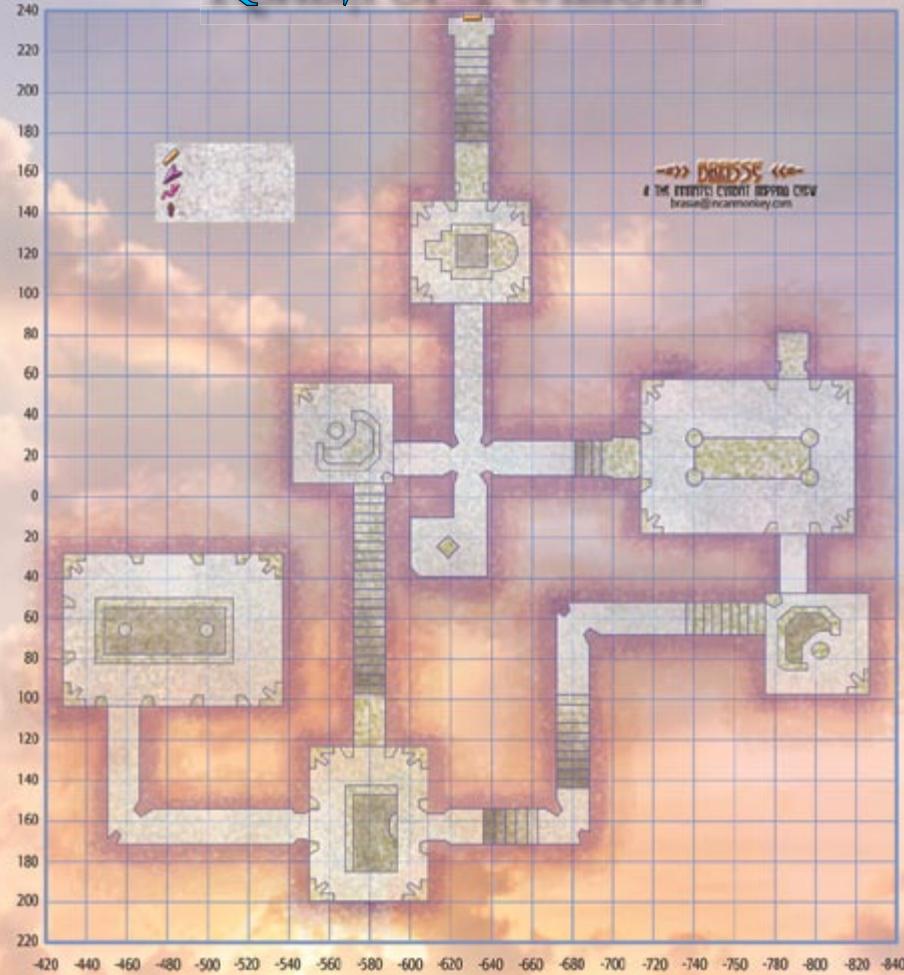
Notes Heroic

I have discovered a vault of sorts inside the temple on the Vultak Scavenging Site. The vault lid has remnants of what used to be an etching of beautiful parrotlike birdmen. Someone has gone and scrawled all over the image of the parrot birdman, with something like a birdman's talons. I must find a way to unlock this chest.

- Examine "a vault" on the floor of the temple on the Vultak Scavenging Site.



HALLS OF SEEING REALM OF TWILIGHT



- Inspect the temple for clues to unlock the vault.
- Examine an idol of Ormot the furious. (-669, -157)
- Find the nine other spiroc idols. They are randomly placed around the Vultak Scavenging Site. (Idols of Avit, Aeristok, Ampoel, Soersin, Romiak, Leutef, Nebues, Foeg, Tratos)
- Place the spiroc idols down between the spiroc temple's columns. Look for "a loose brick," then click and choose to place an idol in that location.
- After placing the idols at the temple, try to open the vault once more to retrieve your reward.

Reward a spiroc temple map, plus: Feathered Spiroc Belt **OR** Spiroc Claw Medallion **OR** Spiroc Feather Charm

Halls of Seeing

Scholars are aware that there must be a hidden network of halls and chambers lying below the isle of Temple Grounds, in the Tenebrous Tangle. Great gates have been discovered at the end of a pathway on the eastern edge, but all attempts to force or magically coerce the gates have failed to date.

A map was found that laid out the internal structure of the area, and a few bits and pieces of information have been gleaned from captured Droag and old scrolls found in Cazic Thule and among the Hooluk. It would seem that the Halls of Seeing may in fact be named for the ancient dragon known to the Tae Ew lizardmen as "The Seeing One," to distinguish him from their god Cazic Thule, who is sightless and faceless. Norrathians may remember this dragon better from our histories as Venekor, son of the terrible Trakanon.

From these tales, we know Venekor to be a vain and haughty creature who always sought

dominance in spite of his youth and inexperience. Another servant of The Sleeper, Venekor has the gift of prophetic foresight (as did his father before him). It remains to be seen if he has mastered this gift, for he has seen that he will one day rule over all dragonkind.

It is Venekor who has come to dwell in these Halls of Seeing, below the jungles of the Temple Isle, so reminiscent of his old home in Kunark.

Should the gates be opened in our lifetimes, it would be wise to try to root out this evil before he springs forth to lay waste to all that he cannot conquer. Venekor was never known for his patience, and you may well be able to use his brashness and sense of superiority to defeat him. After all, the great scholars posit that the visions he sees may well frame only one of many possible futures, and his vision of the future would not bode well at all for the humanoid races of Norrath.

Be watchful. Be ready.

Lyceum of Abhorrence

When adventurers arrive at the Fear Tainted Isle in Tenebrous Tangle, they cannot help but wonder at the massive and unyielding doors located so close to the cloud transport. Though attempts at entry have so far failed, it is hoped that in the near future, Norrathians can begin to plumb the depths of the place.

Called the "Lyceum of Abhorrence" by the inhabitants of Tenebrous Tangle, the meaning of the name itself was a mystery until recently. However, floor plans simply labeled "Lyceum" have been found by a scout among hidden architectural scrolls of the Droag, enabling us to learn the layout of the underground fortress. They reveal the place to be a retreat for the most elite fighters of the Droag in service to the great dragon Harla Dar. Of most interest to us are the words scrawled across the parchment, "The servants of Fear have fouled and corrupted our Lyceum. Seal off the entrance immediately, and evacuate the isle, lest we share in the terrible fate of those of our brood now tainted and abhorrent to us."

Thus the meaning of the name of this place is explained. The few captured Droag who would speak of it at all merely shuddered and said that their brethren, trapped inside during the invasion of the Amygdalens, were corrupted and neither living nor dead.

While the gods may have deserted Norrath, the Faceless still seems to exert undue influence through his devoted followers. Clearly the horde of Cazic is building in power even here, in the Kingdom of Sky. Further research in the ancient temple has revealed hints that the colossal Amygdalans were indeed sent to Tenebrous Tangle, though it is unknown at what date in the past, or for what purpose. The cunning Priest of Fear Sinephobis will reveal nothing, even to those who have done his bidding in other matters.

To have defeated the best of the young Droag fighters, the forces of Fear must be formidable indeed...and you must be well seasoned to be able to enter when the sealed doors are finally breached. Whatever plans the Amygdalans have for the place, it cannot be good for Norrath, and there will be no time to waste. Learn the floor plan and reinforce your training now.



Sanctum of the Scaleborn

Serving the same function as one of our cities, the sanctum houses every class of Droag. It is also the domain of Harla Dar's lieutenant, Cenadros, Lord of the Sanctum. Speak to the furtive Emissary Kviks by the entrance for tasks that will lead you all over the structure.

There are a number of traps spread throughout the sanctum; their mechanism is not well understood, but they seem quite random in triggering. Be sure that you are healthy and not

suffering from major wounds each time you cross one, and you should survive.

To the east lies the Chamber of Animation, where the sentinels are created, and to the west, the warrior's ready room and barracks.

Between them is one of the sanctum's major ritual sites, the oratorium. Here, companies of Scaleborn warriors pay homage to the rituals conducted by several important Droag dignitaries.

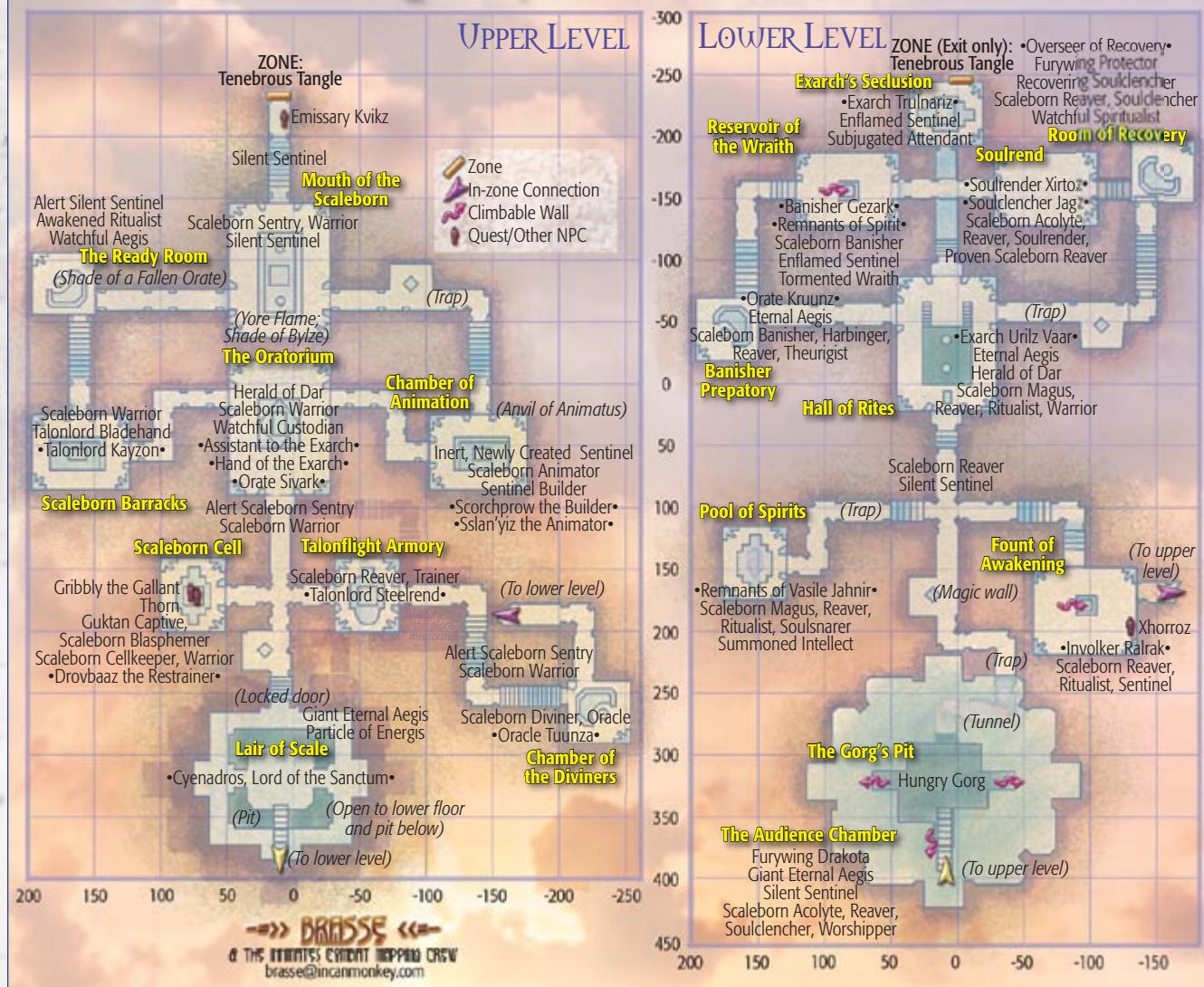
Those who are allied with the Children of Marr will want to fight their way to one of their celebrated paladins, Gribbly the Gallant, who has been captured (or has he?) and is being held by

the Droag, in the Scaleborn cell. It is likely that he has a few important tasks for loyal friends.

You will find at one point to the south that your passage is inexplicably blocked by magical means...your route around will be long and arduous, but will ultimately lead to the lair of the mighty Cenadros.

Passing through the armory and diviner's chamber will lead you to the lower levels of the sanctum, where many hallways invite exploration. To the far north, beyond the Hall of Rites, lies a mirror which will magically transport you back to the Tenebrous Tangle, but you'll want to reach the Lair of Scale first...won't you?

SANCTUM OF THE SCALEBORN REALM OF TWILIGHT



Move south and fight past a number of unusual gelatinous cube creatures, mindless but deadly if not approached with caution.

Past their alcove, you will find yourself at doors which lie beneath your destination. First you will enter the Gorg's Pit, filled with mature and ravenous versions of the insatiable beasts. Climb the walls of the pit to reach the Audience Chamber, where you must set your party's strength against the most powerful of the sanctum's guardians, before being able to move up, if you dare, to the lair itself.

Should Cenadros be in residence during your foray, you will be in for a tremendous battle. Pray to whatever gods you believe in before engaging his might, for your chances are slim.

Coin Operation: Sanctum of the Scaleborn (62)

Prerequisite Burglars Afoot

Notes Heroic

I have acquired an odd coin that is related to the dragon-like humanoids of the Overrealm known as droags. The coin may have a use in one of the temples in Tenebrous Tangle. I will hold onto it in hopes of finding a purpose for it. This may help me find a way to E'Naire and the Qeynos Claymore.

- Examine the Disk of Bylze to start the quest.
- Find a use for the coin in the Sanctum of the Scaleborn by examining the Yore Flame located in the Mouth of the Sanctum.
- Speak with the Shade of Bylze. (This requires the Druzaic language!)
- Find the 20 scrolls that contain the "Chant of Verineth." The scrolls are hidden within idols sitting on the wooden ledges up above. (The idols can be extremely difficult to see. You may want to try mousing over the corner of the ledges until your icon changes to crossed swords, then click and get the target for the idol.) Once you have the idol targeted, destroy it by using a ranged attack or spell. This knocks the pieces of the chant to the ground below, where you can pick them up.
- Speak the Chant of Verineth to the Shade of Bylze and learn more about the background of the Shade of Bylze.
- Obtain a shattered helm, breastplate, boots, bracers, gauntlets, greaves, and pauldrons from the silent sentinels.
- Take the shattered armor back to the trapped soul within the Shade of Bylze.

Reward Ghostly Axe of Bylze **OR** Ghostly Bow of Bylze **OR** Ghostly Claws of Bylze **OR** Ghostly Wand of Bylze

Vanishing Remains (62)

Prerequisite Coin Operation (Sanctum of the Scaleborn)

Notes Heroic

I have discovered a magical chest that pops in and out of sight at the front end of the Sanctum of the Scaleborn. I need to find a way to open it up.

- Hunt Awakened spiritualists until you find the four gem keys needed.
- Kill Orate Bozar.
- Return to the chest and open it up to receive your reward.

Reward Tome of Animatus

Soul Survivor (63)

Prerequisite Vanishing Remains

Notes Heroic

I need to find a way to animate the Tome of Animatus.

- Examine the Tome of Animatus in your inventory to initiate the quest.
- Place the Tome of Animatus into the Anvil of Animatus in the Chamber of Reanimation.
- Speak to the animated Tome of Animatus.
- Kill a Scaleborn animator and 4 Scaleborn sentinel builders.
- Examine the two pools in the room.
- Return to Shade Bylze to receive your reward.

Reward Diaphanous Bulwark of Bylze **OR** Essence Shield of Bylze **OR** Ethereal Shield of Bylze **OR** Intangible Aegis of Bylze

A Ghostly Gift (63)

Notes Heroic

I have discovered a hidden image along the walls of the Sanctum of the Scaleborn. The image is that of a ghost droag presenting a gift to a great droag warrior. I must uncover the mystery behind the image.

- Examine the image on the right wall near the top to receive the quest.
- Find 4 more ghostly images in the Mouth of the Sanctum and just a bit to the east of it.
- Hunt down 6 warrior hearts and place them in the barracks bowls to summon Shade of a Fallen Orate.
- Speak to Shade of the Fallen Orate. He wonders where your "horns" are.
- Get 10 more warrior horns and again put the hearts you still have in the braziers (bowls) to again summon the shade of the Fallen Orate. Speak to him to receive your "gift."

Reward item of the departed

Infiltrating the Sanctum: Emissary Kvikz (63)

Notes Heroic

Kvikz, an Emissary of Freeport, has convinced me to help her mission of gathering information in regards to the Sanctum of the Scaleborn. Apparently she is cooperating with a Qeynosian Green Hood by the name of Thorn to find out all they can about the greater threat this place and the dragons hold for Norrath.

- Speak to Emissary Kvikz to receive your assignments.
- Eliminate Portal Guard Graliz in the Mouth of the Sanctum.
- Place the four crystals in the Ready Room. locs: (152, -95), (176, -103), (198, -87), (190, -55)
- Find the written orders on one of the Scaleborn warriors in the Ready Room.
- Return the orders to Emissary Kvikz.
- Emissary Kvikz has further tasks for me to complete.
- * Eliminate a builder of silent sentinels.
- * Eliminate an animator of silent sentinels.
- * Replace the four Oratorium Crystals. locs: (21, 59), (19, 5), (19, 43), (-14, -13)
- * Replace the four Barracks Crystals. locs: (130, 45), (178, 27), (189, 81), (159, 72)
- Return to Emissary Kvikz with the listening crystals.

Reward 13g 59s 50c, deactivated listening crystal (house item)

Stone Cold Eyes (63)

Notes Heroic, Repeatable

There is a chest made of stone located in one of the large chambers on the first floor of the Sanctum of the Scaleborn. The chest has sockets and the image of an eerie eye.

- Examine a stony chest. (11, -15)
- Acquire 6 crystal eyes from the golems that inhabit the room.
- Return to the chest and place the eyes in the sockets.

Reward 20 Swift Slicers



Sanctum of the Scaleborn, Temple of Scale

A Boisterous Alliance (64)

Prerequisite Coin Operation: Sanctum of the Scaleborn

Notes Heroic

I have met with a valorous Froglok named Gribbly the Gallant. He is here to infiltrate the Sanctum and destroy the evil of this place alone! He will not allow me to rescue him from the Scaleborn stockade but he did ask me to fetch him secret knowledge of three masters of evil in the halls of the Sanctum of the Scaleborn.

- Defeat Orate Sivark in the Oratorium to receive the Tome of the Orate.

- Defeat an Awakened spiritualist in the Ready Room to receive the Tome of the Scaleborn Exarch.

- Hunt down the Tome of the Scaleborn Hand.
- Present the Tomes to Gribbly the Gallant in the Froglok stockade to receive your reward.

Reward Boots of Bashing OR Bulwark of the Brave OR Voodoll of Valor

Infiltrating the Sanctum: Kvikz's Assignment (64)

Prerequisite Infiltrating the Sanctum: Emissary Kvikz

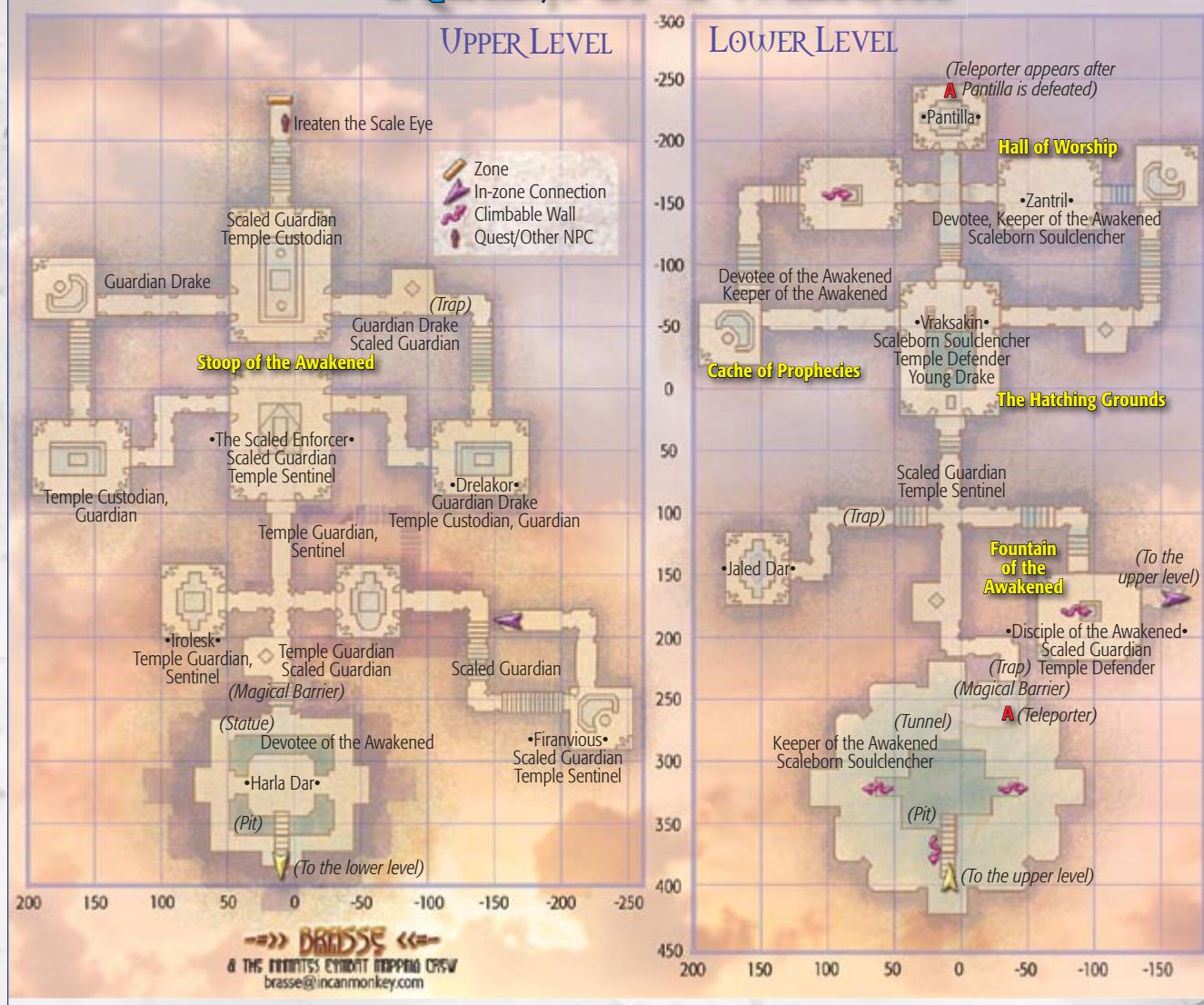
Notes Heroic

Emissary Kvikz has learned that the Scaleborn are training their warriors here in the Sanctum. She wants me to eliminate the ones that are leading the training. While I'm in that part of the structure, she also wants me to investigate a couple of locations.

- Eliminate the Scaleborn trainer in armory.
- Eliminate the bladehand trainer in armory.
- Eliminate Talonlord Steelrend.

Reward 13g 59s 50c, Smoke Vials of Escape

Temple of Scale Realm of Twilight



The Lockless Chest (65)

Notes Heroic, Repeatable

I have found a chest with no locking mechanism. There seems to be no way of opening it. There is a glassy image on the chest of a jagged outstretched bipedal figure bordered by glossy black trim.

- Examine a chest (31, 202) to receive quest.
- Find a chest similar to the lockless chest in the Fount of Awakening. (-58, 172)
- Hunt down sentinels to acquire 12 glistening medallions. Minimum level of sentinels must be over 65.
- Fill the chest in the Fount of Awakening with the medallions.
- Race back to the lockless chest within 10 minutes to open it and claim your prize!

Reward Lockless Buckler OR Bonecleave Chakram

Taking Tactical Tomes (65)

Prerequisite A Boisterous Alliance

Notes Heroic

I decided to assist Gribbly the Gallant Froglok with another task in his clandestine crusade. He desires Scaleborn tactical tomes located somewhere within the sanctum halls.

- Search for the tactical tomes in a nearby hallway.
- Examine the Tome of Scaleborn Tactics (-53, 199)
- Collect the 8 volumes.

Reward Scaled Earmuff OR Frames of Focus OR Skewer of the Scaleborn

An Uneasy Alliance (66)

Prerequisite The Keys to the Trust

Notes Heroic

The Thulian deep within the Sanctum seemed to know about the claymore, so I have opted to help him myself. He asked that I retrieve a scroll from a stone chest in the Hall of Rites, so that is what I plan to do. I entered the Hall of Rites and after a bloody pitched battle I made my way into the arena in the room's center where I found the stone chest. To open it I need large stone eyes.

- Speak with Xhorroz.
- Inspect the chest in the center of the Hall of Rites.
- Kill the marble aegis that surround the room until you have 4 gems to open the chest with.
- Open the chest and retrieve the scroll.
- Take the scroll back to Xhorroz for your reward.



Scalding Hot Encounter (67)

Prerequisite An Uneasy Alliance

Notes Heroic

After I returned the scroll to Xhorroz, he asked me to retrieve the ceremonial daggers from 3 of his captured "allies." He says to search the vented floor areas where the bodies are to be burned.

- Speak with Xhorroz.
- Search the floor near the Gorg Pit. Examine the skeleton and destroy the scalders who have taken the daggers. Repeat these steps at the Pool of Spirits and just past the Hall of Rites.
- Examine the dagger in your inventory.
- Go to the dragon statue at the entrance of the Hall of Rites and examine the square section on the back to receive the scroll.
- Return to Xhorroz for your reward.

The Keys to the Trust (68)

Prerequisite Soul Survivor

Notes Heroic

The Shade of Bylze mentioned Sir Gribbly, who I found in a cell in the stockade.

- Speak to Gribbly the Gallant in the jail cell.
- Kill Restrainer Drovbaazz to get his keys.
- Take the keys to Lady Erillis at the Hidden Refuge in Tenebrous Tangle.
- Return to the Sanctum of the Scaleborn and seek out Xhorroz.



Trading Information (68)

Prerequisite Scalding Hot Encounter

Notes Heroic

Xhorroz has dissolved our alliance and sent me to retrieve the claymore and flee before his agents find me and kill me. So I needed to find a droag to help me translate the scroll more accurately. I found a blaspheming droag in the stockade. He said he would translate it for me if I took care of some of his dirty work.

- Speak with Xhorroz.
- Examine a book called The Chant of the Exarchs in the Exarch's Seclusion. (-17, -211)
- Kill Exarch Trulnariz.
- Kill Scaleborn Harbringers until you find four keys.
- Examine the book again to try to unlock it.
- Collect 8 droag wings from any droags and 8 charcoal clumps, which can be found in the room next to the Exarch's Seclusion.
- Return to the Exarch's Seclusion and transcribe the tome.
- Take the transcribed map to the Scaleborn Blasphemer in the jail cell.
- Go to the Banishing Chamber and take a sacrificial blade from the Ceremony Weapon Rack. (-174, -181).
- Kill Scaleborn Ritualists and dip the sacrificial blade in the corpses. Once you've killed enough ritualists, put the sacrificial dagger back on the weapons rack.
- Return to the Scaleborn Blasphemer in the jail cell.
- Go to the Reservoir of Wraith and collect an empty archwraith crystal.
- Destroy tormented wraiths until you receive one of their souls.
- Examine the coded map.
- Hide the coded map in the Talonflight Armory within the Tome of the Scaleborn Tactics.
- Return to Xhorroz to complete the quest.



Temple of Scale (Map p. 11)

The Temple of Scale is the sanctuary and throne of Harla Dar, the High Priestess of the Awakened and ruler of Tenebrous Tangle. This is the sister city to the Sanctum of the Scaleborn, identical in layout, but focused on the spiritual rather than temporal life of the Droag. Throughout, you will find priests and others intent on the soul, though they are well versed in the art of war and also well guarded by fierce warriors.

It is advisable to take two full parties on any sortie to this great temple. Enter with any less than a dozen stout adventurers and your chances of survival diminish accordingly.

Speak to Ireatan The Scale Eye just inside the entrance for insights that may serve you well, and perhaps a task to give your foray some direction.

Most people are eager to face Harla Dar herself, the magnificent dragon, but the route to her is long and fraught with danger. Her seat is protected by magical forces; in order to breach them, you must travel to the farthest reaches of the lower level, for it is the smaller dragon Pantrilla who holds the secret of access via teleportation devices.

Be aware that you will need to face a number of the greatest warriors of The Awakened, particularly should you take a wrong turn in the darkened hallways. Proceed with caution.

On your way there, should you take a detour to the left, you may see the ephemeral shade of Jaled Dar, the long-deceased mate of Harla Dar. Her heart shattered after the loss of her family, particularly of her son Phara Dar, and all her actions since have been based on The Sleeper's promises and whispers that he knows of paths to return the dead to the land of the living. Some say she lost her sanity in ages past, but it is certain that she is now immensely powerful and retains a fanatical loyalty to The Sleeper.

Once you gain access to the teleporter under her throne, you will need to fight your way up through all of Harla Dar's devoted servants. They are more than willing to lay down their lives to prevent the violation of her privacy. Climb from the pit to the main hall, and finally into the presence of the great Dragon herself...and prepare to face her unbridled wrath.



The Book That Cursed Ireatan (65)

Prerequisite Ireatan's Prayer Book

Ireatan asked me to find the book he had started to read. Find out what was inside that was so important to protect.

- The book can be found in the Sanctum of the Prophecies room in the Temple of Scale.

Reward 13g 59s 50c, Prayer of Harla Dar

Ireatan's Prayer Book (65)

Prerequisite Water for Ireatan

Notes Heroic

Ireatan the blind Soulclencher, asked that I retrieve his prayer book. The last place he remembers having it was when he was being escorted out of the pedestal before he reached the stoop.

- The book is beyond the stoop room, near the hallway with the great barrier in it.

Reward 13g 59s 50c, Prayer Book Page

Proof of Resurrection (65)

Prerequisite Ireatan's Prayer Book

Ireatan spoke of a failed resurrection and asked if I would look to prove to him it happened.

- I should find evidence of the failed resurrection.
- Ireatan spoke of summoning the dead and resurrection of an ancient dragon. I should find proof of this.

Reward 13g 59s 50c, Dar Brooch

Water for Ireatan (65)

Notes Heroic

Ireatan, a blind Soulclencher who has been left to die at the front of the Temple of Scale, asked me to bring him some of the blessed water that can be found in the Foyer of Scale.

- The water can be found just inside the entrance area. Collect the water and return it to Ireatan. Beware of the big lizards.

Reward 13g 59s 50c, 5 blessed waters

Barren Sky (Map p. 14)

Barren Sky, also known as the Realm of Dawn, is dominated by Aviaks (bird-men). There are three branches to the species; Hooluk, Aviak, and Vultak. They are said to have been created by the goddess Xegony in the long ago.

The wise and generous Hooluk, who resemble owls, actively seek alliances with Norrathians brave enough to take on their tasks. Most of them are concentrated on Whisperwind Isle, in and around Windgazer's Hideout, but should you take on some of their challenges, you will find that they have an active interest and presence on most of the isles in Barren Sky. It is well worth cultivating their trust. You may wish to begin by learning the Aviak tongue from Turk Whooyip; this experience will open many paths to you.

A few Norrathians have already set up residences on Whisperwind as well, and also seek aid in accomplishing various tasks.

The second variety are the Vultak, a mean-spirited and spiteful clan also known as Strifewing. Centered on their clan island of Strifewing and the neighboring Desolation, Vultak seem intent on destroying everything and everyone. They seem to have no allies among any of the other races.

The lordly and proud Aviaks are eagle-like in appearance, haughty and intolerant of intruders to their realm. Although they are not tainted by true evil, you will find no welcome among them, and are advised to observe them from a distance unless you wish to battle them. The Aviaks of the Bloodtalon clan found in Barren Sky are at war with the Vultak (particularly on the aptly named Isle of Discord) and have no great affinity for the peaceable Hooluk either. Aviak dominate the Isles of Blackwind, Eaglewatch, Guardian, and Prisoner.

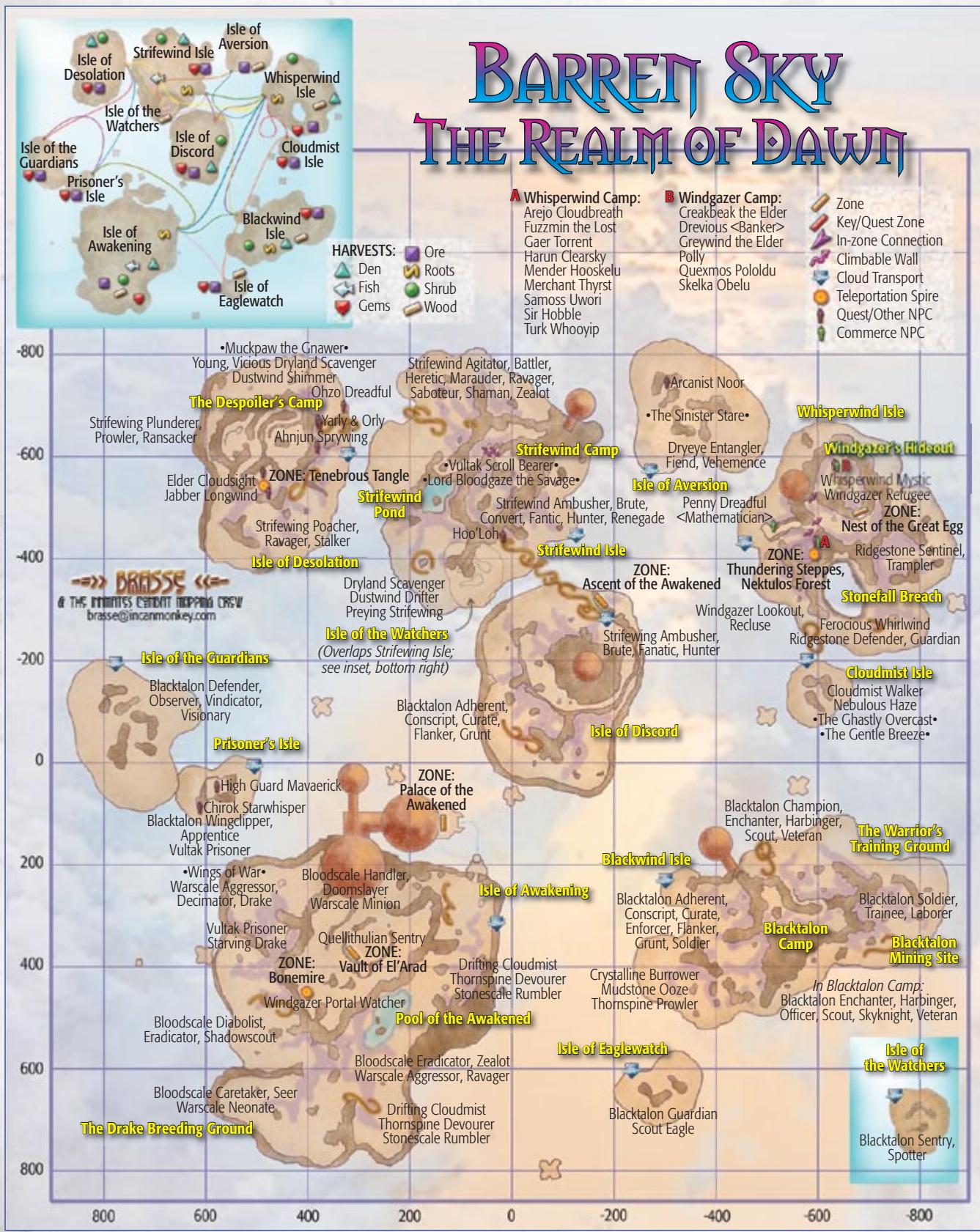
Droag maintain a strong presence in this region as well, maintaining a large breeding program for Drakota on the Isle of Awakening. If you must travel through their territory, go well armed and with strong friends.

The strange alliance between the beholders and evil eyes is exhibited on the Isle of Aversion, where both types thrive in abundance, under the watchful eye of The Sinister Gaze. A sole Erudite has set up a camp on this isle as well, but if he has any observations to report, Arcanist Nazoor is not revealing them to the casual adventurer.

Finally, the elementals of air have taken the Cloudmist Isle as their own. Cloudmist walkers patrol the island and protect the center, wherein dwell the more ephemeral nebulous haze. The ghastly overcast brood here, intermittently with the enigmatic being known as The Gentle Breeze.

The Barren Sky may be accessed from Nek-tulos Forest or Thundering Steppes via Ulteran Spires. In turn, the Barren Sky is linked to both the Bonemire and Tenebrous Tangle.

(Continued on p. 16.)

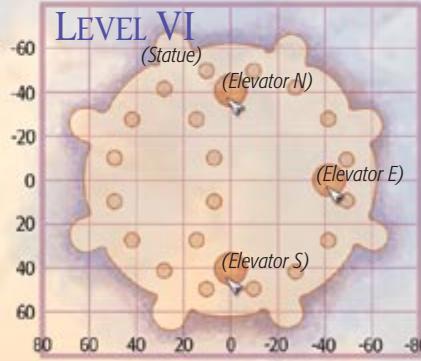
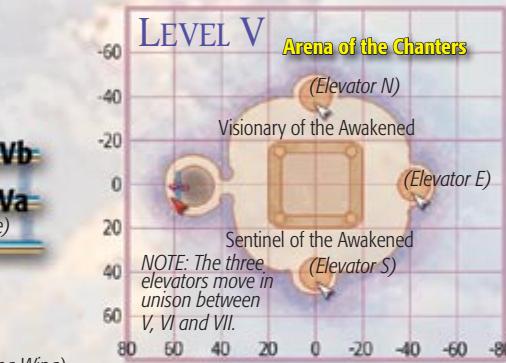
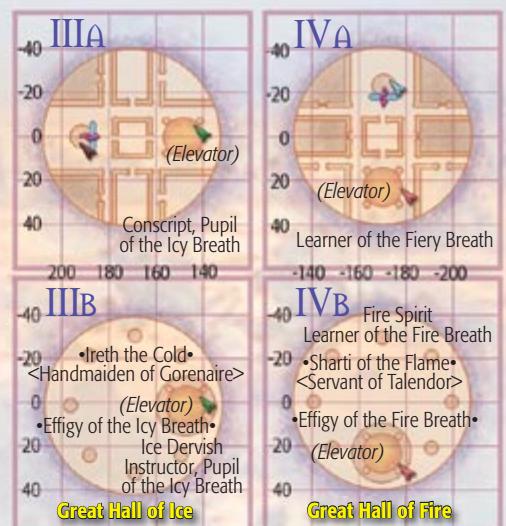
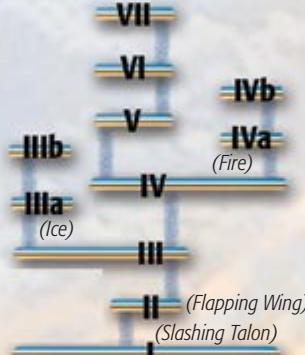
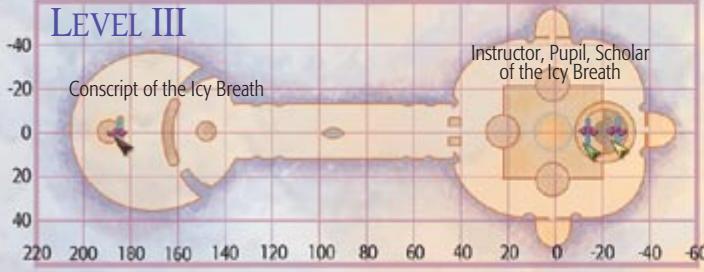


ASCENT OF THE AWAKENED

THE REALM OF DAWN

==> BRASSE <==
© THE INFINITE EXPLORATION CREW
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Zone
In-zone Connection
Climbable Wall
Quest/Other NPC



(Continued from p. 13.)

Emergency Floozlegigs (62)

Penny Dreadful, a Gnomish mathematician, asked me to help her solve some problems before she loses her job. The first problem is figuring out which of three chests actually contains an emergency supply of floozlegigs. The remaining chests contain some nasty creatures. The chests are all labeled, but one of the labels is wrong and Penny doesn't know which one that is.

- Examine the three chests near the ornate tower. (-572, -566)
- Return to Penny and tell her what you've concluded after examining the chests. The floozlegigs are in the silver-trimmed box.

Reward 4g 80s 10c

Assisting the Hooluk (63)

An owl creature named Elder Cloudsight has asked for my help. He believes I can help his people. If I wish to help I should collect some Vultak charms and take them to Ahnjun Sprywing.

- Speak to Elder Cloudsight near the portal to Norrath in the Barren Sky.
- Collect 8 Vultak Charms.
- Take the Vultak Charms to Ahnjun Sprywing on the eastern side of the Isle of Desolation.

Reward 9g 85s 50c, +100 The Windgazer

Spare Change? (63)

Prerequisite Emergency Floozlegigs

Penny Dreadful found a note from the original Gnome mathematician: "Mistake transcribing gold and plat. Spent 50 gold and found we have three times the amount we started with!" She doesn't know what they started with, but it's time for her to balance the books. It's time for a visit with Bunker Drevious, a Windgazer.

- Speak with Bunker Drevious about the Expedition's account.
- Return to Penny Dreadful and tell her what you've learned. (The original amount was 18p and 56g.)

Reward 4g 80s 10c

A Feather For Your Thoughts (64)

Prerequisite Water, Water Everywhere

I received a very soft feather. Come to find out, it's from one of these Vultaks! Its silky edge and fluffiness give me a great idea—make a pillow for my home from them!

- Examine "a loose feather" that you received from Ohzo upon completing Water, Water Everywhere.
- Collect 9 more feathers from the Vultaks.
- Examine feather again to count and sort them.
- Head to Strifewind Pond on Strifewind Isle to clean the feathers.
- Collect 5 wings from Whisperwind mystics on Whisperwind Isle.

- Stuff the cleaned feathers into the fabric casing by examining the loose feather in your inventory.

Reward a feather-stuff pillow (house item)

Serving the Land (64)

Prerequisites Assisting the Hooluk

A dryland scavenger known as Soctoro has been eating his own kind and is getting increasingly more aggressive. Ahnjun Sprywing has asked that I put Soctoro down. This should be possible by finding a dryland scavenger who has recently eaten a dustwind shimmer and using that carcass as bait to lure Soctoro out in the open.

- Kill dryland scavengers until you find one that has recently eaten a dustwind shimmer.
- Take the carcass from the dryland scavenger and place it on top of the chains at the eastern edge of the Isle of Desolation. (384, -645)
- Kill Soctoro and the dustwind shimmers.
- Return to Ahnjun Sprywing.

Reward 9g 85s 50c, +75 The Windgazer

Water, Water Everywhere (64)

Prerequisite Spare Change?

Penny's brother Ohzo was challenged to a water drinking contest by a Strifewing. Apparently, only a drink of water from the Isle of Awakening can save him.

- Locate water at the Pool of the Awakened on the Isle of Awakening.
- Ohzo Dreadful is north of the landing platform on the Isle of Desolation. Speak with Ohzo to learn more about this drinking contest. (330, -694)
- Go to Tenebrous Tangle and gather water from the foot of Longdrop Falls.
- Return to Ohzo on the Isle of Desolation in the Barren Sky and give him the water.

Reward 4g 80s 10c

Chirok Starwhisper (65)

Prerequisite Serving the Land

A friend of Ahnjun's named Chirok Starwhisper has been captured and is being held on Prisoner's Isle. Ahnjun says that his people don't currently have the resources to mount a rescue for Chirok but that I can probably do it.

- Speak with Ahnjun Sprywing.
- Head to the southern end of the Prisoner Isle and locate Chirok Starwhisper.
- Kill a Blacktalon guard and collect the silvered key to free Chirok.
- Speak with Chirok and free him.
- Return to Ahnjun Sprywing on the Isle of Desolation.

Reward 13g 59s 50c, +125 The Windgazer, Hooluk Scouting Blade **OR** Mace of the Hooluk Spirit Callers **OR** Windsplitter

Harun Clearskey of the Hooluk High Guard (65)

Prerequisite Chirok Starwhisper

Ahnjun would like me to meet his commander. However, before I can meet him, I must find a hardened pipe reed that I will use to summon him. These can be found in Strifewind Pond on the Isle of Strifewind. Once I have the hardened pipe reed I will be able to summon and meet Harun Clearskey on Whisperwind Isle.

- Speak to Ahnjun Sprywing on the Isle of Desolation.
- Harvest a hardened pipe reed from the Strifewind Pond on the Isle of Strifewind.
- After collecting the reed head to Whisperwind Isle, then to the portal to Norrath. Look for a staff in the ground and blow on the pipe reed near the staff.
- Talk with Harun.

Reward +75 The Windgazer

Stranded! (65)

While wandering through Barren Sky, a Erudite name Nazoor asked me to help recover some of his research from the Vault of El'Arad.

- Talk to Nazoor on the Isle of Aversion in Barren Sky.
- Go to the Isle of Awakening.
- Enter the Vault El'Arad, found near the portal to Bonemire.
- Find the 15 clickable small black books throughout the zone.

Disturbing Blackwind (66)

Prerequisite To Discord Isle

I have been asked to help sabotage the mining efforts on Blackwind Isle.

- Head to Blackwind Island.
- Talk to Bedziin Redstone at the cloud platform after summoning him with reed.
- Harvest 20 diamond jaw crawlers.
- Deposit crawlers into the Stores of Ore in the Mining Camp on the eastern end of Isle.
- Return and speak to Bidziin.
- Return to Harun on Whisperwind Isle and speak with him.

Reward Gold and Faction

To Discord Isle (66)

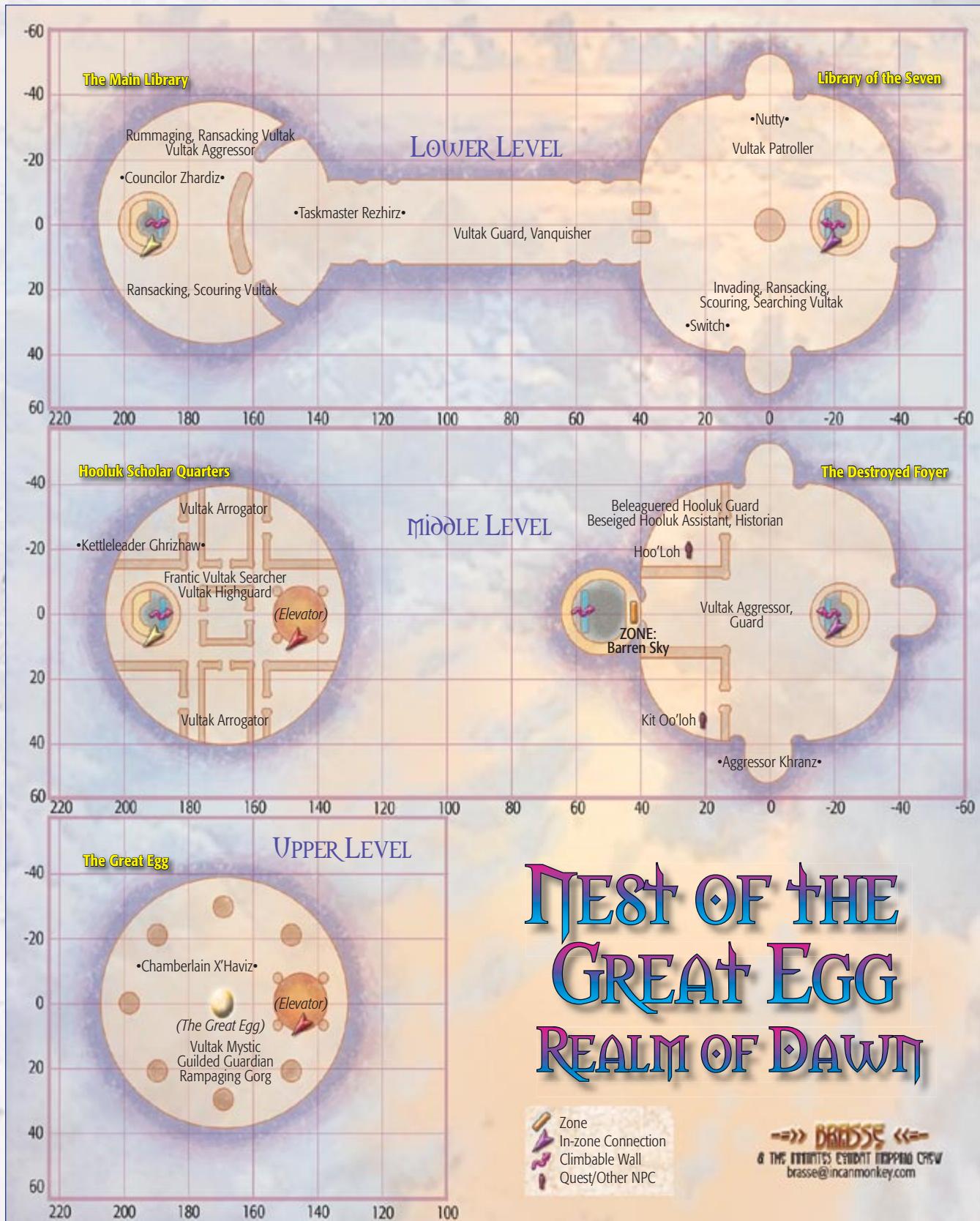
Prerequisite Harun Clearskey of the Hooluk High Guard

I need to assist Demoth in slaying Vultaks and Aviaks.

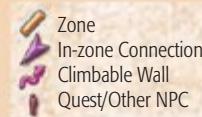
- Head to the Isle of Discord. Use the reed to summon Field Agent Demoth Sharptalon.
- Slay 10 Vultaks and 10 Aviaks.
- Return to Demoth Sharptalon
- Return to Harun on Whisperwind Isle.

Reward Gold and Faction

barren sky, nest of the great egg



NEST OF THE GREAT EGG REALM OF DAWN



=>> BRASSE <-<
& THE INNATIVES EXPAT TRAPPING CREW
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Ahnha Leeshadow (67)

Prerequisite Disturbing Blackwind

I need to talk to one of Harun's allies, Ahnha Leeshadow.

- Head to the Isle of Aversion and summon Ahnha at the cloud platform.
- Speak to Ahnha.
- Return to Harun on Whisperwind Isle.

Reward 9g, Faction

The Inhabitants of Cloudmist Isle (67)

Prerequisite Ahnha Leeshadow

After giving my report to Harun, I now need to help him gather the power of the wind to help spy on the enemies of the Hooluk.

- Head to Cloudmist Isle and use the reed to summon Chesem Sharpeye.
- Speak with Chesem.
- Kill a Cloudmist Walker and loot a wind essence from the corpse.
- Harvest 3 trapped wind essences from the center of the island.
- Go to Eaglewatch Isle and walk to the eastern, western, and southern points of the island.
- Return to Cloudmist Isle and talk to Chesem Sharpeye.
- Return to Harun on Whisperwind Isle.

Reward Gold, Faction

Taer Felwind (67)

Prerequisite The Inhabitants of Cloudmist Isle
Find Taer Felwind and assist him.

- Go to the Isle of Awakening and summon Taer with the pipe reed.
- Speak with Taer.

Necessary Sub-Components (67)

Prerequisite Taer Felwind

Taer has a Gnome friend who is building a device to aid the Hooluks. Help him collect the subcomponents so he can finish his project.

- Kill a thornspine devourer to collect the tail spike.
- Kill a drifting cloudmist to collect the gland.
- Kill a stonescale rumbler to collect the sensor.
- Return to Taer with the parts.

Reunion (68)

Prerequisite Necessary Sub-Components

Find Taer in a secret location at the Drake Breeding Grounds.

- Go to the southeastern end on the Isle and summon Taer with the reed. (356, 789)

A Devious Plan (68)

Prerequisite Reunion

Taer needs you to use the Gnomish Device on the eggs in the Drake Breeding Ground to eliminate future problems with the drakes.

- Harvest 5 mature drake eggs and use the Gnomish Device on them.
- Return to Taer at the Breeding Grounds.
- Return to Herun.

Reward 19g 85s

Egg Hunt in the Nest (68)

The elders tell you that they know of another with more information; unfortunately, he's been captured.

- In the cell on Prisoner Isle you find High-guard Maeverick. Purge the surrounding area of life and he will be freed.
- Now find him back at the Hooluk Hideout. He offers you this quest.
- Enter the nest of the great egg. Collect several eggs, which are nodes on each floor. Make sure you have the egg from the top floor.
- Kill the chamberlain on the top floor.
- Return to Maeverick. (You may have to free him again as he's prone to being captured.)

Reward Maeverick's bath (house item)

Culture of the Aviaks (70)

Prerequisite Words of a Feather

Notes Heroic

Arejo Cloudbreach has asked for my help in figuring out more about the Aviaks who reside within the Palace of the Awakened.

- Enter the Palace of the Awakened.

Might of the Aviaks (70)

Prerequisite Words of a Feather

Notes Heroic

Gaer Torrent has asked that I go into the Palace of the Awakened to bring back any information I can that will help his people fight the Aviaks.

- Enter the Palace of the Awakened.



Ascent of the Awakened

(Map p. 15)

The rulers of the Barren Sky reside in the Ascent of the Awakened, a magnificent bastion located on the northeastern edge of The Isle of Discord. You will encounter a great many powerful entities in the Ascent, and you must be prepared. In order to have a fair chance at success, you will need to band together in a raiding party of two strong groups.

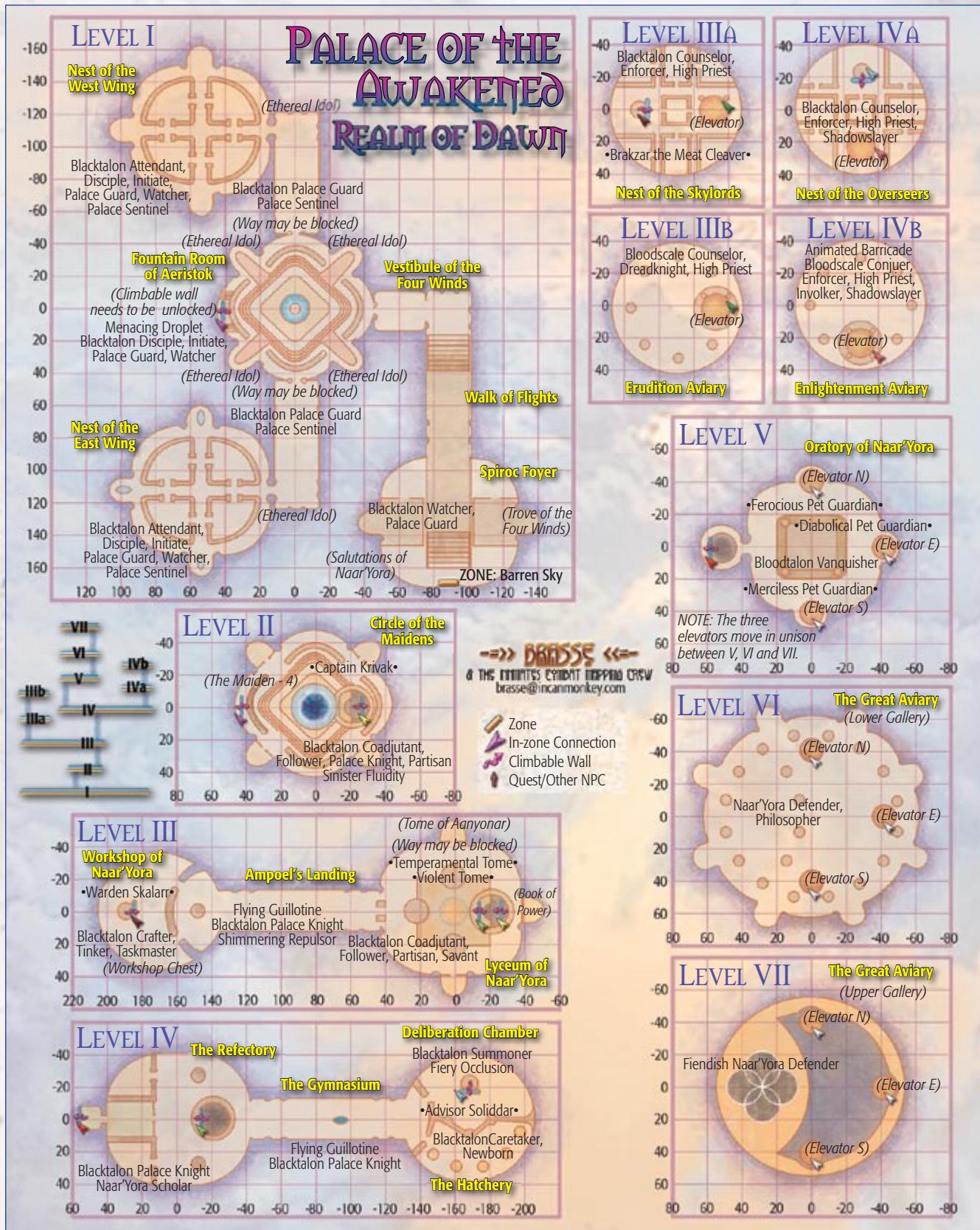
The many floors in the Palace can be confusing, so carry the map with you as you traverse it. The lower floor is the domain of the Aviaks of the Slashing Talon clan, while the second floor is given over to the Aviaks of the Flapping Wing. The third floor is guarded by the Aviaks of the Icy Breath, and it is from this floor that the Spire of Ice arises to the west. It is dedicated to the lovely female dragon, Gorenaire, one of the co-rulers of the Realm of Dawn. If you vanquish the other creatures in the spire, Gorenaire's handmaiden, Ireth the Cold, arrives to cast a baleful eye upon your actions.

The other spire, that of Fire, is so designated in honor of the other ruler of Dawn, the impetuous young Talendor. It rises from the eastern end of the fourth floor. His servant, Sharti of the Flame, may be roused there if you are able to defeat the other creatures in his tower, and he will not be in a charitable mood.

Finally, the central spire remains...the Ascent of the Awakened. It is a place of mystery and deep magics. The entryway is guarded by strong, well-trained Draog of the highest caliber. They will defend the tower with their lives.

If you survive this test, you are ready to begin the final section of the tower...little is known of the remaining floors, and it remains to you and your allies to discover its secrets.





Nest of the Great Egg

(Map p. 17)

This fabled tower is found in the Barren Sky, on Whisperwind Isle, just below the Windgazer Hideout. Dodge among the massive ridgestone guardians and duck into the portico to reach the door.

Many adventurers stumble across this place entirely by accident. Others have been enlisted by the Hooluk known as Hoo'Loh, found on a chain above Strifewind Isle in the Barren Sky. He seeks allies to help him conduct a sacred communion with the Great Egg.

Once you enter the nest, you will become aware that the tower has virtually been taken over by raucous Vultaks. There are still a few beleaguered Hooluks on the ground floor, called "The Destroyed Foyer," but they are pressed by frequent Vultak raids. The timing of the raids are regular, and if you watch them closely, you can avoid being caught in the middle of one while you pick off the pairs of guards posted about the floor.

Those of you seeking to help Hoo'Loh can find him here, and there is another Hooluk there named Kit Oo'Loh who also seeks aid. Gather your party and prepare to move up the tower.

The second floor is absolutely overrun with Vultaks, and your party must be very careful to avoid alerting too many of them at once to your presence. Should you be successful in clearing a path through the strident, flapping creatures, you will be able to progress westwards, and perhaps encounter a few of the Draog overlords that the Vultaks seem to serve.

There are another two floors to traverse, and while small, they can be very challenging. The key is always to move very slowly, to avoid drawing the attention of too many Vultak at once. They are not terribly bright, but they are unmatched for sheer viciousness...the beating of their wings can stun you and interrupt your efforts to fight.

You face your greatest challenge when you reach the Great Egg itself. Chamberlain X'Haviz, though enraged to find you there, will stand back at first to see how you fare against the Vultaks, gilded guardians, and gorgs that he keeps about him. Once you defeat them, the Chamberlain steps forward and the fun really begins. May the gods be with you.

Palace of the Awakened

(Map p. 19)

At the northern tip of the Isle of the Awakened in Barren Sky, you can see the magnificent structure of the Palace of the Awakened rising up the edge of the floating island. It seems impossible to reach, but there is a floating platform just to the east of it. Set in motion ages past, it still moves slowly back and forth, allowing access to the doors of the citadel. The bravest (or most insane) adventurers may prefer the added challenge of skirting along the very edge of the structure from the cliff top, though they risk death with any misstep.

Assuming you arrive with a strong group of friends, the palace offers many unique challenges. Access to higher levels of the structure is blocked; perhaps the ethereal idols have some magical effect here. They are certainly well guarded for a reason, and your task is to discover how to breach this first line of defense.

Mighty Aviaks control the palace, making this their greatest stronghold in the Realm of Dawn. Strangely, some of the higher floors are inhabited by the Bloodscale Draog. One wonders how the Aviak and Draog arrived at this unlikely alliance, for they tend to avoid mingling directly.

Adding to the mystery is the presence of the specter-like Naar'Yora. It is said they are great scholars and wielders of almost forgotten magic, and the only ones able to enact certain ancient rituals. Beyond that, there is no record of their origin or design. It is clear that they maintained great libraries, and many of their literary works may now be in the palace. Some of the tomes have achieved sentience on their own, while certain others would surely be highly sought after by modern sages for the secrets they contain...will you dare to seek them out for yourself?

If you wish to truly master the secrets of the palace, you will need to reach the uppermost levels, which are well protected by Bloodtalons and enormous, specially trained griffons. Only after vanquishing them will you have the chance to perhaps witness the clandestine Naar'Yora rituals.

The Quill of the Flock (66)

Prerequisite Scaled Salutations

Notes Heroic

Examine the quill you received from the vault to initiate this quest.

- Examine the salutations.
- Collect 10 scythes by killing Blacktalon guards.
- Place the scythes at the statues in the foyer by examining a very small spot near the base of the statues.
- Kill the 4 heroes of the wind that spawn in order up the Walk of Flights.

- Place the spears in the weapon racks within the room at the top of the Walk of Flights.
- Open the chest of the Four Winds in the foyer and receive your reward.

Reward Coin; Choice: (Katar, Sword, Idol, Shield, or Symbol) of the Four Winds

Scaled Salutations (66)

Notes Heroic

Mavaerick tells you the voice came from the leader of the Palace of the Awakened, and spoke of a magical book at the entrance that may be of some use.

- Enter the Palace of the Awakened on the Isle of Awakening. Examine the book sitting on a chair to your left as you enter, which initiates the quest.
- Collect the book pieces from the foyer.
- Return to the book.
- On the left side of the foyer is a door; get close and examine the door to receive your reward.

Reward coin, quill of the flock

The Visage of Aeristok (67)

Notes Heroic

- Examine a spot near the base of the statue in the waterfall (first floor of the palace).
- Collect the eyes of Aeristok scattered around the first floor in the rooms behind the magical barriers. There are 6 of them, 3 on each section.
- Find the remaining 6 eyes by killing the palace guardians that can also be found in the same area.
- Return to the statue and defeat the triggered encounter there.

Reward a fairly large sum of gold

A Broken Predicament (68)

Notes Heroic

I found a workshop chest, but it is locked. I found the key, but it is broken. But hope remains; maybe I can find a way to make a copy of the key and claim whatever treasure rests within the chest.

- Examine the workshop chest on the third floor to initiate the quest. (159, 34)
- Find a way to craft a workshop chest key by examining the locksmith manual on the third floor in an alcove.
- Kill 4 Blacktalon crafters.
- Kill 1 Blacktalon taskmaster.
- Examine the locksmith bench in the workshop to replicate the broken key.
- Examine and open the workshop chest to receive your reward.

Reward Chiller Bombs



The Maidens' Reception (68)

Notes Heroic

- Head up to the 2nd floor of the palace and examine the 4 statues of the maidens. Each statue will give you a subquest to receive a portion of a star key.
- Complete the subquests—An Appetite for Coadjutants, Initiates, Palace Knights, and Partisans—to receive the star key pieces.
- Complete the quest An Appetite for Palace Knights to receive the second piece of the key.
- Complete the quest An Appetite for Palace Knights to receive the third piece of the key.
- Complete the quest An Appetite for Palace Knights to receive the fourth piece of the key.
- Once you have collected the 4 star key pieces, examine the blue circle on the floor in the Maidens' Room below the climbable wall to the third floor.
- Defeat the animated maidens armor to complete the quest.

Reward Dragon Scale Earrings, Dragon Scale Ring, a disassembled star key

An Appetite for Palace Knights (68)

Prerequisite begin The Maidens' Reception

Notes Heroic

- Examine the first statue.
- Kill 10 palace knights.
- Return to the first maiden's statue.

Reward first piece of the key

An Appetite for Coadjutants (68)

Prerequisite begin The Maidens' Reception

Notes Heroic

- Examine the second statue.
- Kill 6 coadjutants.
- Return to the second maiden's statue.

Reward second piece of the key

An Appetite for Partisans (68)

Prerequisite begin The Maidens' Reception

Notes Heroic

- Examine the third statue.
- Kill 8 Blacktalon partisans.
- Return to the third maiden's statue.

Reward third piece of the key

An Appetite for Initiates (68)

Prerequisite begin The Maidens' Reception

Notes Heroic

- Examine the fourth statue.
- Kill 10 Blacktalon initiates.
- Return to the fourth maiden's statue.

Reward fourth piece of the key

A Star to Unlock (71)

Prerequisite The Maidens' Reception

Notes Heroic

Examining the disassembled star key you received initiates this quest.

- Find the locksmith manual on the third floor in the alcove with the magical barrier. Look in the center hanging bookcase, in the lower right side.
- Head to the workshop and collect 6 star sprockets off the tables.
- Kill 2 Blacktalon tinkers.
- Kill a Blacktalon taskmaster.
- Kill Warden Skalarr.
- Go to the clickable workbench in the room and repair the key.
- Return the key to the statues of the Maidens of the Rose.
- You receive a key. Take the key back to the alcove with the barrier and examine the large book in the corner.
- Collect 4 ship wrecked clear crystals, which can be found on the fourth floor in the small pools in the hall leading to the Summoner's Chambers.
- Kill four Naar'yora defenders.
- Kill the Ironfang vanguard.
- Kill Advisor Soliddar.

Reward Star Key, Dragon Scale Sash

Aviak Literature (70)

Notes Heroic

I found a volume of an Aviak literary encyclopedia. A complete set of this encyclopedia would interest Arejo Cloudbreach a great deal. If I can find the set for him I am certain he will be grateful.

- Collect 7 tomes of the encyclopedia. You find them scattered throughout the palace in stacks of books.
- Take the series of books to Arejo Cloudbreach, on Whisperwind Isle in the Barren Sky.

Reward 13g 59s 50c, +50 The Windgazer

The Hatchery (70)

Notes Heroic

Examine a small note outside the nesting area on the first floor of the Palace of the Awakened to initiate the quest.

- Visit the hatchery on the fourth floor.
- Examine the egg shell on ground.
- Examine the incubator.
- Return to Arejo at the Hooluk camp on Whisperwind Island.

Reward coin

Rank Insignia (71)

Prerequisite Might of the Aviaks

Notes Heroic

I have found a book outlining the ranks of the soldiers and officers within the Palace of the Awakened. I should keep my eye out for these rank insignia to properly identify each soldier or officer. Once I have this information, I can give it to Gaer Torrent.

- Read the Rank Insignia of the Palace of the Awakened book that appears in your inventory after randomly killing creatures in the Palace of the Awakened.
- I need to find an insignia for all the ranks in the book:

Rank 1: a Blacktalon Initiate

Rank 2: a Blacktalon palace guard

Rank 3: a Blacktalon disciple

Rank 4: a Blacktalon coadjutant

Rank 5: a Blacktalon palace knight

Rank 6: a Blacktalon partisan

Rank 7: a Blacktalon vanquisher

Rank 8: a Bloodscale enforcer

Rank 9: a Bloodscale high priest

Rank 10: a Bloodscale shadowslayer

Rank 11: a Bloodscale dreadknight

- Return to Gaer Torrent in the Hooluk camp.

Reward 18g 85s 15c, +75 The Windgazer



Vaults of El'Arad (Map p. 21)

El'Arad...everyone seems to have heard of him, but few know much about this secretive fellow. It is known that he is part of the Quellithulian movement and is therefore possibly an Erudite himself. He has clearly worked out an alliance with the Draog, as his vault lies among their patrols. Rumors of his wealth abound, such that his personal mansion is known throughout the lands as the Vaults of El'Arad.

Some pundits have even postulated that it is the eccentric El'Arad himself who circulates the rumors, because he enjoys the challenge when would-be thieves pit themselves against his formidable defenses. Regardless of where the tales arise, the lure of treasure is irresistible, and it is no surprise that adventurers far and wide leap at the chance to try for a share in the riches.

Those seeking the entrance must travel to the Isle of Awakening in the Barren Sky. To the northwest of the cloud transport station is a path leading to the central mesa. Be ready to battle your way to the gates through ferocious Bloodscale Draog that populate the area. You'll know you're at the right place when you see a pair of Quellithulian guards by a doorway.

Now the fun begins...the Quellithulians are Erudites and able to put their brilliant intellects to good use. Be wary of the Shadowknights in their ranks, for they can kill a powerful warrior outright, should they be allowed to land coordinated Harm Touches. The other great danger is that many Quellithulians have mastered Fear spells. A wise group will walk slowly rather than run, so that if their minds are terrorized, they do not wander too far too fast. Priests of all ranks as well as Mages are advised to keep their various cures at hand, to fend off Poison, Disease, and Mental attacks, for the chances are strong that these, rather than brute force, will be among the greatest challenges faced in the vaults.

It is not easy to progress upwards to the Chamber of the Vault Keeper. There are three floors in all; progression from the first and second floors will require you to move upwards via magical means!



Bonemire (Map p. 24)

Easily the most perilous of the three major regions of the Kingdom of Sky, the Bonemire is a dark land of perpetual shadow. Should you travel there via Ulteran Spires in Feerrott or the Enchanted Lands, you will find yourself just to the east of the one safe haven in this bleak archipelago, the Drednever Crash Site.

Undaunted by the disastrous loss of their ship, the surviving exploration party of Gnomes have set up a small community here, conveniently located by a cloud transport station. Here you may sell your wares, rest, and catch up on local events. The members of the expedition have much need of assistance, and will reward you well for your efforts!

The main concentration of the Vornerous hive of the ravasect resides in the Bonemire, inhabiting the south end of Drednever as well as most of Ghazi's Rest. Little is known of these insectoid creatures, other than that they are strong in battle and well versed in magic lore. It may be that more can be learned by penetrating their stronghold, the Vornerous Hive. It is home to the priestly Heiroodule and the Vornerous Tyrant. It is rumored that the ruler of the species lurks in deep tunnels under the surface of the island.

Most of the Drednever isle is dominated by the Draog known as Doomwing. However, their main concentration lies to the north, at the collection of five small isles joined to the Halls of Fate, like spokes on a wheel. At the hub are the entrances to the enormous galleries that compose the Draog stronghold and the lair of the ruler of the Realm of Night, Lord Vyemm.

Venture to the Cacotoxic Stain if you seek to access the Blackscale Sepulcher. Be ready to fight your way to it through the ranks of Draog protectors, and be careful of wandering too far off your path, lest you stumble into the abominations and corpse candles that await the unwary. Chief among their ranks is the King of Balefires. If you fall into a steep-walled lake while running from danger in the southwest, do not fear; there is a short underwater tunnel that leads to the southeast, back toward the cloud transport station. There is a small encampment of beholders known as deathless monitors to the north, oft visited by the powerful Haraghur the Deathless.

It is fitting that the Carrion Briar, the gateway to Deathtoll itself, is an isle devoid of living things. Wraiths float menacingly, while gnarled, ghostly treants creep about. Shades of Draog also patrol the isle. There are two particularly malevolent spirits here, the Carnovingian and the Carrion Mandigora. Approach this isle with extreme caution.

The Shattered Weir is home to mindless earth elementals (who are thankfully unaware of your

presence) and ever-hungry gorgs and giant bats (who are, unfortunately, all too aware of you). Unusual crystal formations are found in this place, and it is likely that they are of great value to the right person. You may reach Barren Sky and Tenebrous Tangle via spires tucked into the corners of the Shattered Weir; be mindful of the treacherous crevasses on this isle; the fall is long and inevitably fatal!

Bonemire Creature Study (66)

Weneb Tacklenogg is interested in studying the creatures of the Bonemire and has asked you to gather various creature parts for him.

- Speak with Weneb Tacklenogg at the Drednever Crash Site.
- Collect 12 ashengaze spines from ashengaze basilisks.
- Collect 12 wasteland strider legstalks from wasteland striders.

Reward 18g 85s 15c, +500 Drednever Expedition

Doomwing Digging (66)

Discover what the Doomwing Legion is searching for at the excavation sites in the Bonemire.

- Speak to Nepther'tum at the Drednever Crash Site.
- Investigate the Doomwing Dig Site. (108, 627)
- Investigate the Doomwing Pit and examine the chest. (-189, 757)
- Return to Nepther'tum with your information.

Reward 10g 74s 80c

Fetid Harvest (66)

The captain wants you to gather 16 fetidthorn spores. The spores are used as a deterrent against the ravasect, huge bug-like creatures native to the realm.

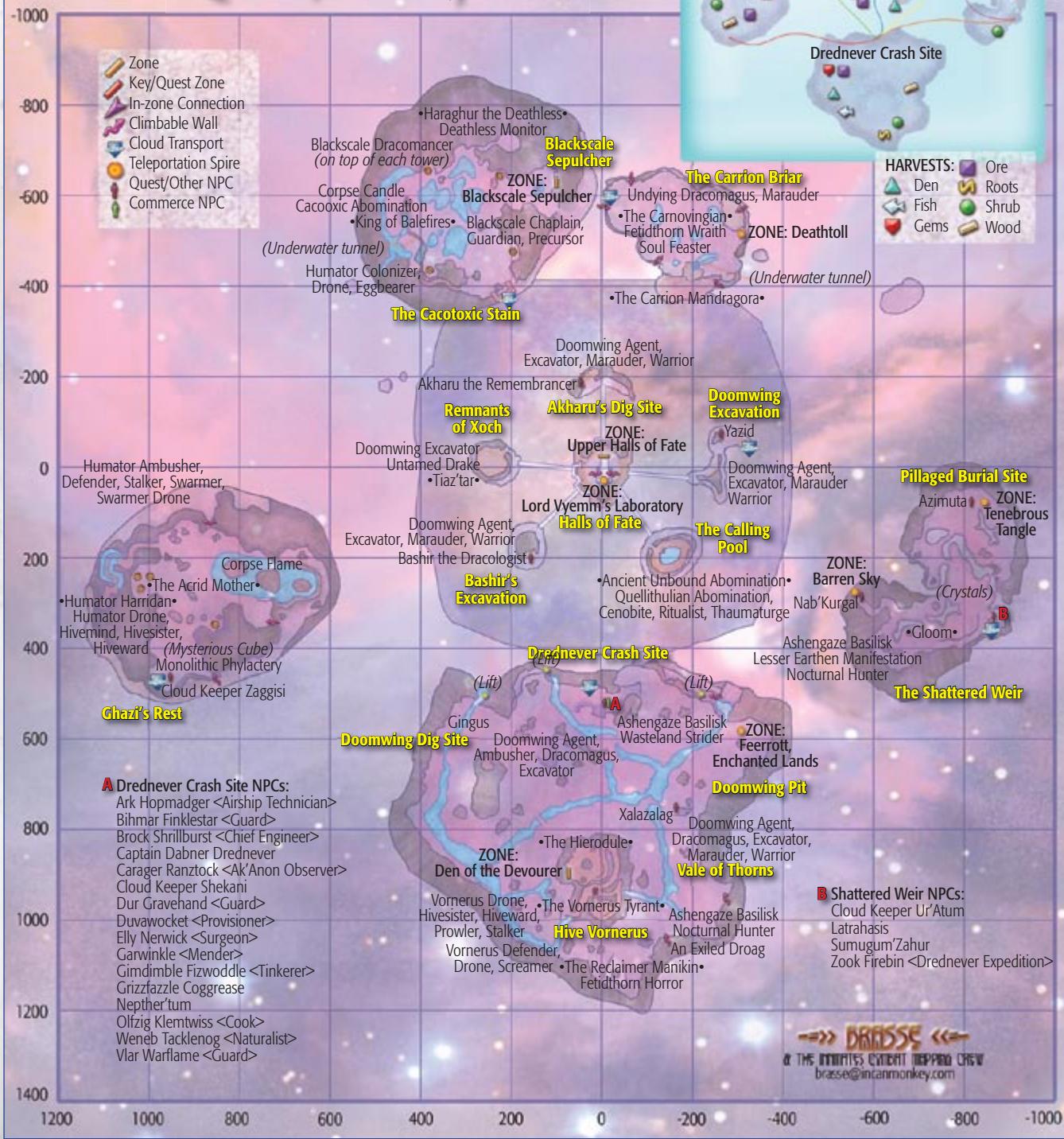
- Speak to Captain Derban Drednever at the Drednever Crash Site.
- Harvest 16 fetidthorn spores from the Bonemire.
- Return to Drednever with the spores to claim your reward.

Reward 18g 85s 15c, +600 Drednever Expedition

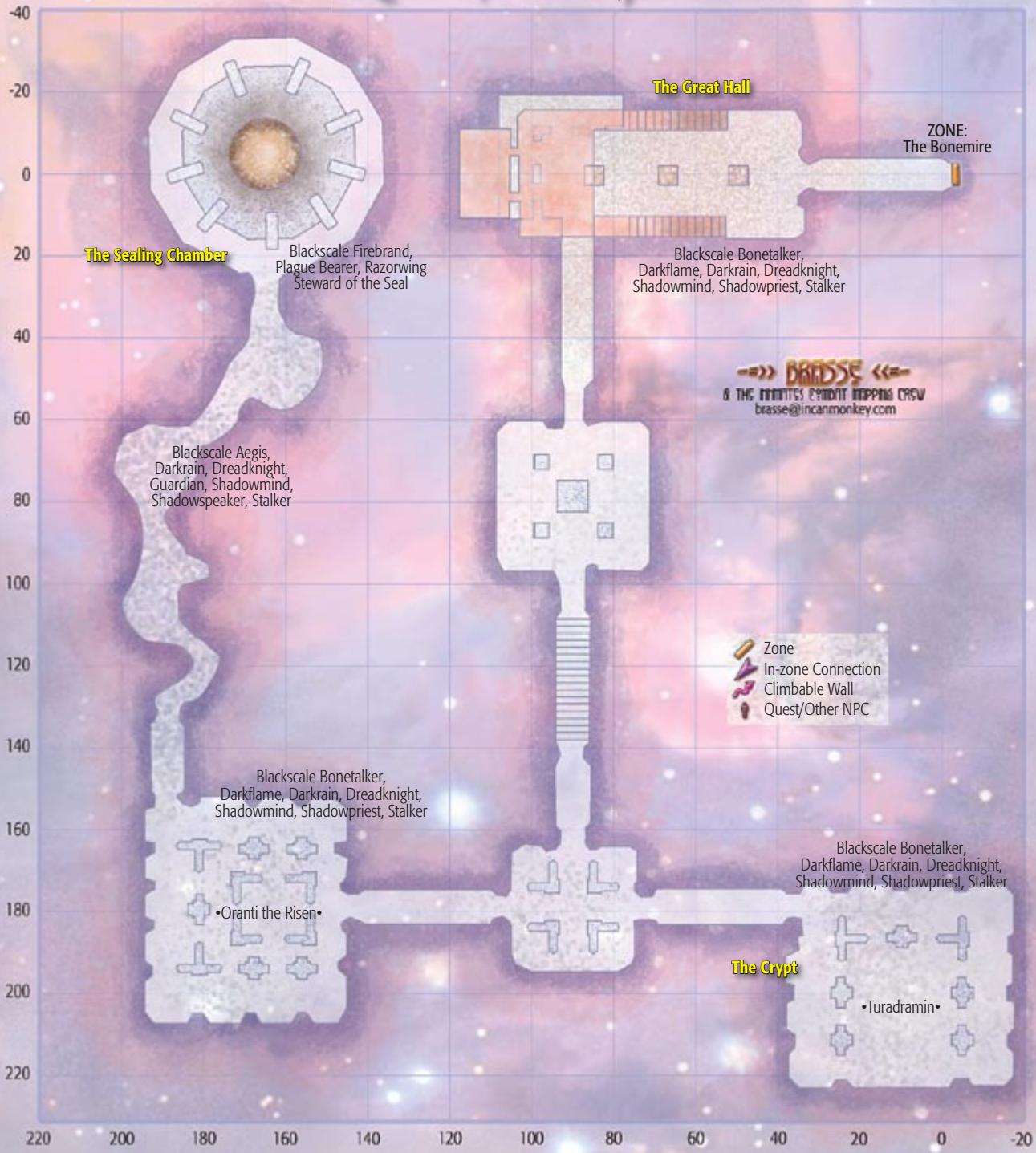
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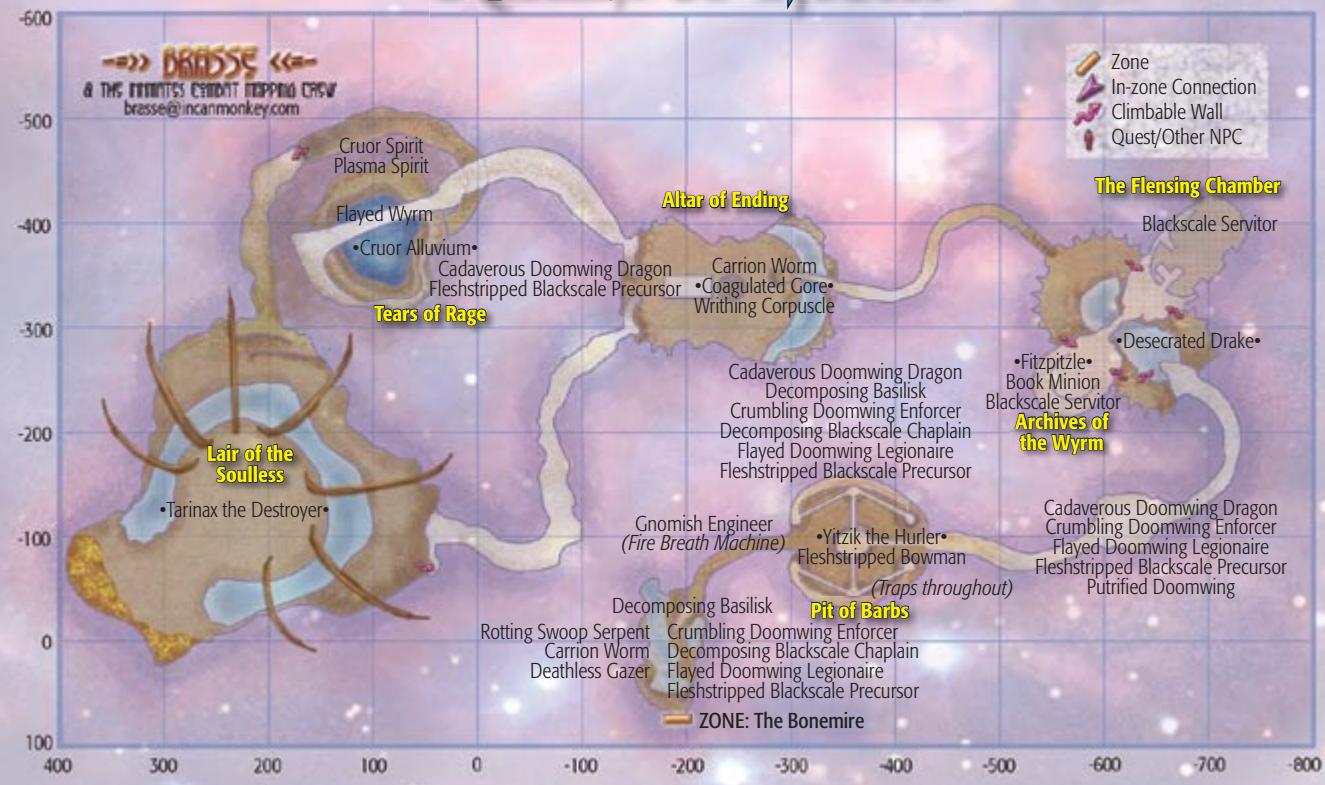
BONEMIRE REALM OF NIGHT



BLACKSCALE SEPULCHER REALM OF NIGHT



DEATHTOLL REALM OF NIGHT



(Continued from p. 23.)

Find Gingus (66)

Brock Shirlburst wants you to find Assistant Technician Gingus. He was last seen heading southwest in search of a lost airship part. If Gingus has fallen prey to one of the creatures of the Bonemire, try to recover the transfibulator launch lug.

- Speak to Brock Shirlburst.
- Gingus can be found nearby. (285, 575)
- Pick up the transfibulator launch lug that's next to Gingus.
- Return to Brock Shirlburst at the Drednever Crash Site.

Reward + 500 Drednever Expedition, Brock's Thermal Shocker

Insectsurrection (66)

Prerequisite Fetid Harvest

The captain needs your help investigating and slimming down the population of the Ravasect nest.

- Speak to Captain Derban Drednever.
- Kill 8 Vornerous Defenders, Screamers, and Stalkers.
- Return to the Captain for your reward.

Reward Choice of a Ravasect bane weapon

A Cured Gingus (67)

Prerequisite A Poisoned Gingus

Notes Heroic

Elly Nerwick has created an antivenom for Gingus and she has asked me to take it to him. After curing the noxious poison from his veins, she then asked me to escort Gingus safely back to the Drednever Camp Site.

- Speak to Elly.
- Return to Gingus (285, 575) and give him the antivenom.
- Escort Gingus back to the Drednever Camp Site.
- Talk to Elly once Gingus is safe.

Reward +1000 Drednever Expedition, Antivenom Hypo Wristband OR Fusidic Leather Gloves

Grizzfazzle's Errands (67)

Notes Heroic

Grizzfazzle Greasedcog requested that I help him with his research on the Ravasect in the area.

- Talk to Grizzfazzle Greasedcog at the Drednever Crash Site in the Bonemire.

- Retrieve 8 thoraxes from the voranus.
- Kill 8 each of the voranus stalkers, screamers, and defenders.
- Kill The Devourer which is found inside the Den of the Devourer.

Reward 27g 50s, Choice Grizzfazzle's (Shield, Bow, Dirk, Greatstaff, Greatsword, Mace, Walking Stick)

A Poisoned Gingus (67)

Prerequisite Find Gingus

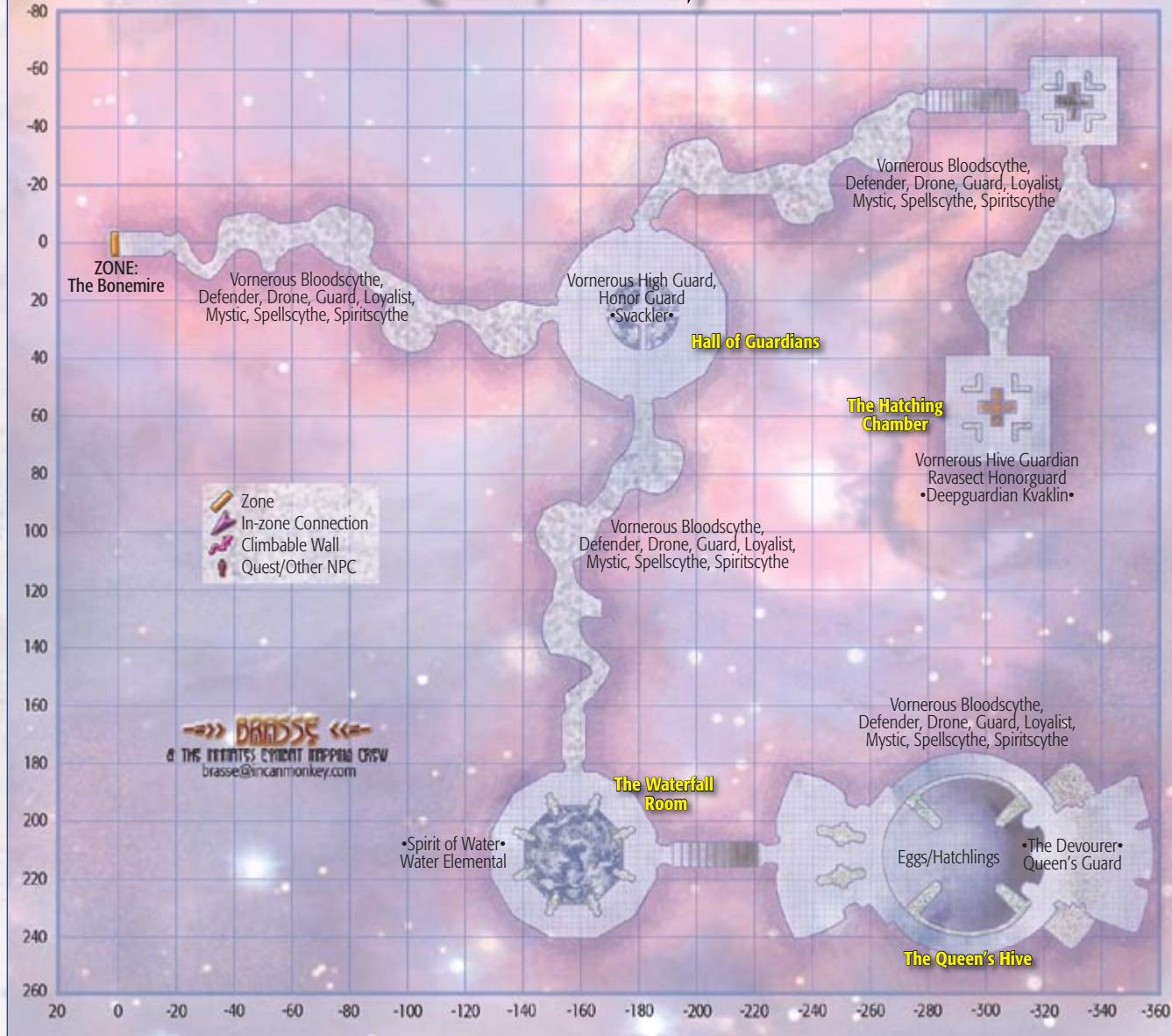
Notes Heroic

After I explained Gingus's unfortunate situation to Elly Nerwick, she asked me to find out what poisoned him and bring back a sample of the venom. Kill wasteland strider spiders and bring back their venom sacs, as they are the most likely source of the toxin.

- Speak to Elly Nerwick.
- Kill spiders until you've collected 8 venom sacs.
- Return to Elly Nerwick.

Reward +500 Drednever Expedition

DEN OF THE DEVOURER REALM OF NIGHT



Find Raluvh (68)

Prerequisite The Taloned Vigil Infiltrators

Notes Heroic

Find Yazid's comrade, Raluvh, somewhere in the Halls of Fate.

- Speak to Yazid.
- Find Raluvh in the Halls of Fate. Raluvh is imprisoned in the Viewing Room. (-25, -141)

The Taloned Vigil Infiltrators (68)

Prerequisite Doomwing Digging

Find Yazid and Raluvh, the Taloned Vigil Infiltrators, somewhere near the Halls of Fate.

- Speak with Nepther'tum.
- Seek out Yazid and Raluvh near the Halls of Fate.

Deathtoll Access: By Land? By Air? By Sea? (68)

Prerequisite Speak as a Dragon

- Speak to Arbitor Selek in the Bonemire.
- Enter the Vaults of El'Arad and pick up a book from the table. The book is near Kargo the Vaultkeeper.
- Return to Arbitor Selek.

Reward Signet of Possibilities

Deathtoll Access: High Crimes (68)

Prerequisite By Land? By Air? By Sea?

- Speak to Arbitor Selek in the Bonemire.
- Enter the Halls of Fate and head for the bottom level. Behind the dragon on a table is a book.
- Examine the book and return to Arbitor Selek.

Reward Arbitor's Token

Deathtoll Access: To Speak the Unspoken (68)

Prerequisite High Crimes

- Speak to Arbitor Selek in the Bonemire.
- Enter the Blackscale Sepulcher and head for the Sealing Room.
- Kill mobs until the four wardens appear. Kill the four wardens to allow the Spirit of Turadramin to speak with you.
- Return to Arbitor Selek.

Reward Manacle of the Guilty

Blackscale Sepulcher

(Map p. 25)

A Sepulcher is a tomb, a crypt...don't let it become yours!

Take only trusted and powerful allies with you to this place, and bid your beloved a fond farewell, for your chances of returning whole are slim. This mausoleum can be found on the eastern side of the Cacotoxic Stain isle in Bonemire. You will be tested on your way by the ranks of defenders that lie between the cloud portal and the gates of Blackscale Sepulcher.

This place is the domain of the Blackscale Draog, large and powerful representatives of their race. Although a number of brave souls have braved the challenge of the great mausoleum, few have returned to tell of it.

The Draog within, living and dead, are immersed in the dark arts, and it is not uncommon for them to commune with and even command the dead. Living with the shadows of the departed tends to affect even the purest of minds, and the Draog were only too keen to embrace knowledge from beyond the grave and put it to use.

It is said that two powerful beings dwell within. One is named Oranti the Seer, a revered oracle of the Draog race. The other is rumored to be the specter of a great dragon, bound to the place by shackles upon his soul. A fragment of a traveler's journal relates that the shade of the dragon Turadramin spoke to him and begged him to find the stewards and shatter the seal to free his voice. It's not clear if releasing an ancient power is wise or not, but perhaps some foolhardy souls will follow up on this information, for the hapless writer of the shredded journal certainly did not survive to test the effects.

Should you happen to make it to the far reaches of this place, it is almost certain that you will return with riches and glory...regardless, it is hoped that you escape the powerful taint of evil that permeates the crypt.



Deathtoll (Map p. 26)

The name should be a warning to all who have wondered about the land within. It is your death that the bell tolls. Not just a possibility, but a certainty.

Deathtoll is as cold as the ice of deepest winter, dark as the hearts of the lost. Should you feel you must enter this place of ruination to discover its nature for yourself, form a full complement of twenty-four of the strongest and wisest among your peers and settle your affairs before entering.

Immediately upon setting foot in this forbidden place, you will be beset by irate denizens. To enter the main part of the region, you must devise a way past a deviously contrived and devastating machine that spouts jets of flame from the mouth of a dragon's skull.

The tunnel through the dragon's mouth places you in the midst of an encampment of powerful Draog, as vigilant in death as they were in life. Complicating matters are the large number of traps in the fortress that trigger often and when you least expect them. You need to reach the upper walkways from the northern ramp, and follow them to the east once you have destroyed Yitzik the Hurler.

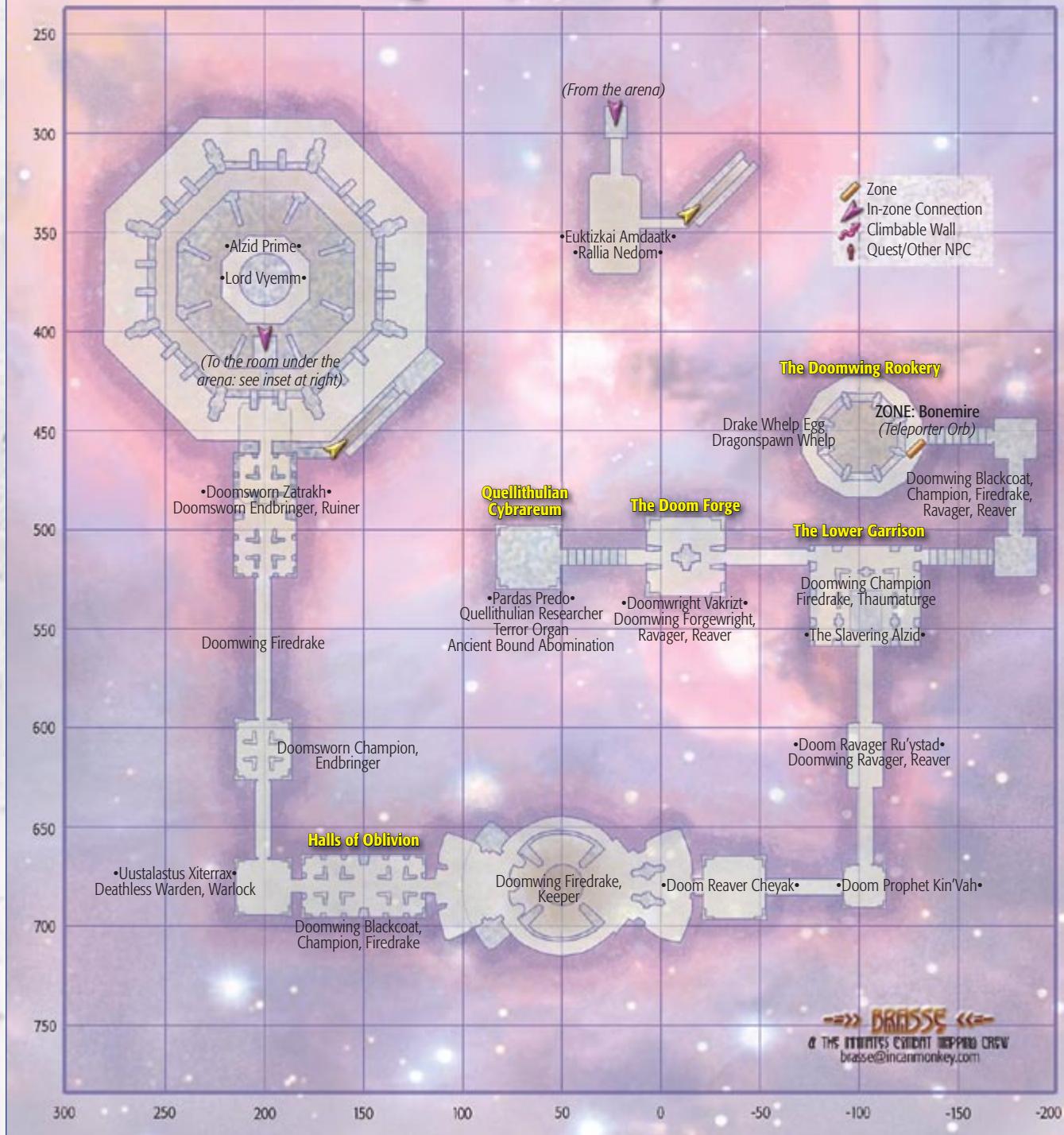
Through great peril and difficulty, you will reach a ledge overhanging a lake. Beware the flayed Drakota that patrols here...drop safely into the icy lake and find the climbable wall to the west. Another such wall will lead you to an almost serene area where undead Draog rest and an enigmatic Gnomish Sorcerer of sorts putters about in his library, accompanied by his sentient books. Climbable walls allow your party to move about here.

Your journey leads inexorably to the west, where you will find strange corpuscles surrounding the Altar of Ending. If one is killed, a portion of it rolls to the center of the Gore...and it grows larger. I hesitate to guess what might happen were it to be fed a great many of these essences.

There are two exits from the Altar area, one leading northwest, the other southwest. The latter is the more direct route to the Lair of the Soulless, but if you've made it this far, why not discover what there is to be seen along the northern route? Be very wary of the flayed worms arrayed around the great rock bridge that spans the yawning expanse below, or you will soon find out why the pool is known as "The Tears of Rage."

The end of your journey puts you at the feet of the dread dragon Tarinax, the Destroyer. Fleshless and soulless now, he mindlessly guards and kills without thought, but merely by force of command. It is said that the will of The Sleeper guides his actions now. The gods help you!

LABORATORY OF LORD VYEMM REALM OF NIGHT



--> DRASSÉ <--
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Den of the Devourer

(Map p. 27)

The Ravasect have been spreading out across the Kingdom of Sky for some time. These insectoid creatures have a great deal of intelligence, and have developed a social structure not unlike the Bixies, although the two have little else in common.

The source of new troops for the species seemed initially to be the Vornerous Hive, built into a mountain on the south side of the Drednever Crash Site island in the Bonemire. However, after some scouting, it was determined that the hive itself was not large enough and did not have the facilities to serve as a true stronghold. The answer lay deeper under the dark isle.

Within Vornerous Hive are the gates to the Den of the Devourer, lair of the great Queen of the Ravasect. Once you fight your way to the well-guarded gates of the den, be aware that you will follow a narrow passage for a time; arrange your stoutest warriors to the front. The vicious creatures give no quarter and take no prisoners. If captured, you will be killed and summarily added to the hive stores.

The first large room you encounter will be the Hall of Guardians; defeat the waves of Guards that are sent, to draw out Svacklen and his personal honor guard. In examining this room, you see that the style is reminiscent of Droag architecture. In fact, this was a partially built draconic construction, taken over by the Ravasect before it could be completed.

As your goal is to eradicate the Ravasect at their source, you should travel to the Hatching Chamber; take the tunnel that lies to the north and battle your way to the very end. Here you will face the hive mind again, and your opponents are rapidly replaced until they resolve to send their general, Deepguardian Kvaklin, in a final effort to defend their eggs.

This leaves the Queen, whose audience chamber lies to the south and east of the Hall of Guardians. On the way, you will pass the Waterfall Room, which is home to very powerful elementals.

In the Queen's Hive, you will face a great many of her most loyal troops, as well as her personal guard, before taking on the great mother Ravasect herself.

Laboratory of

Lord Vyem (Map p. 29)

Those who enter the Lower Halls of Fate are either brave or foolhardy. Band together twelve hardy souls, or you will soon be traveling to the afterworld as one of the foolhardy. To survive to the farther reaches, recruit a force of twenty-four.

Approach the teleportation orb on the heights of the Halls of Fate in the Bonemire, and plunge your raiding party into the demesne of Vyem, the First of the Awakened. You will find yourself in the Doomwing Rookery, where any misstep may prematurely hatch a clutch of Dragonspawn to endanger your party.

When your eyes have adjusted to the dim light, proceed through the eastern doors and halls leading to the Lower Garrison. You must be ready to fight hard and often to make your way through these rooms; the Doom Forge and Quellithulian Cybrareum lie to the west and hold certain unique treasures that some of your cohort may covet.

Travelling south requires you to best The Slavering Alzid, and a fine guard to block incursions single-handedly. He is said to have an unquenchable thirst for blood, and hence salivates at the prospect of battle.

On your way to the Halls of Oblivion and the great arena beyond, you will need to vanquish yet more champions of the Droag race: Doom Ravager Ru'ystad, Doom Prophet Kin'Vah, and Doom Reaver Cheyak. Their names are already half legend among their people; these Droag will not fall easily.

You will now encounter the most powerful and vicious beholder known to our scholars: the vile Uustulastus Xiterrax with his collection of warlocks and wardens. It makes me shudder to recall the ease with which he can slay entire parties, his vile, taunting laughter chasing them to their deaths. How you tackle him is a matter of strategy and perhaps fortune.

At last, through yet more galleries, you will reach the massive Arena of Vyem. The enormous basilisk Corsolander guards the entry thereof, and will need to be removed by whatever means possible. In the arena, you will see the form of Alzid Prime. He breathes, but stands unmoving, as a statue might, oblivious to your presence.

To learn the secrets of this, the final bastion of the Droag, you will need to spy on the mysterious beholder Euktrzkai Amdaatk and the enigmatic Erudite, Rallia Nedorn. You will find them in a chamber accessed from the floor of the arena; it is almost certain that they know of matters that we can only guess at.

What of Lord Vyem himself? It is said that he is ever-present, but reveals himself only at a time of his own choosing.

Upper Halls of Fate

The Halls of Fate comprise two distinct sections; the Upper Halls, which are dangerous enough, and the Lower Halls, where the great dragon, Lord Vyem dwells. While, comparatively speaking, the Upper Halls are less challenging to traverse, think twice before entering, for only the strongest and most seasoned Droag warriors compete for the right to serve and defend within these hallowed passages.

As you enter, you will soon learn if your party's skills measure up. If you survive to the stairwell that encircles the Atrium, you may begin to feel rather confident. Do not.

The first major room you will encounter is the Viewing Room, where a captured Hooluk named Raluvh will seek your aid. Beyond him lie the barracks, and a locked door. A scout mentioned overhearing that the key to this door was kept within the barracks somewhere, to allow the warriors access at will. You must seek it out to proceed further.

To the south in the Dracoratory, strange experiments are conducted, involving a mechanism that has been tentatively described as a bio-transmutator, which apparently uses some unique "mutagenic" potions. It behooves you to discover more of the workings of this device...if you dare. Note that the Droag have the cooperation of a number of Quellithulian scholars and researchers as well; this cannot bode well for Norrath.

Past this chamber, you will come to a hatching ground and the Quellithulian enclave within the Halls of Fate, where they raise and perfect their abominations to the north.

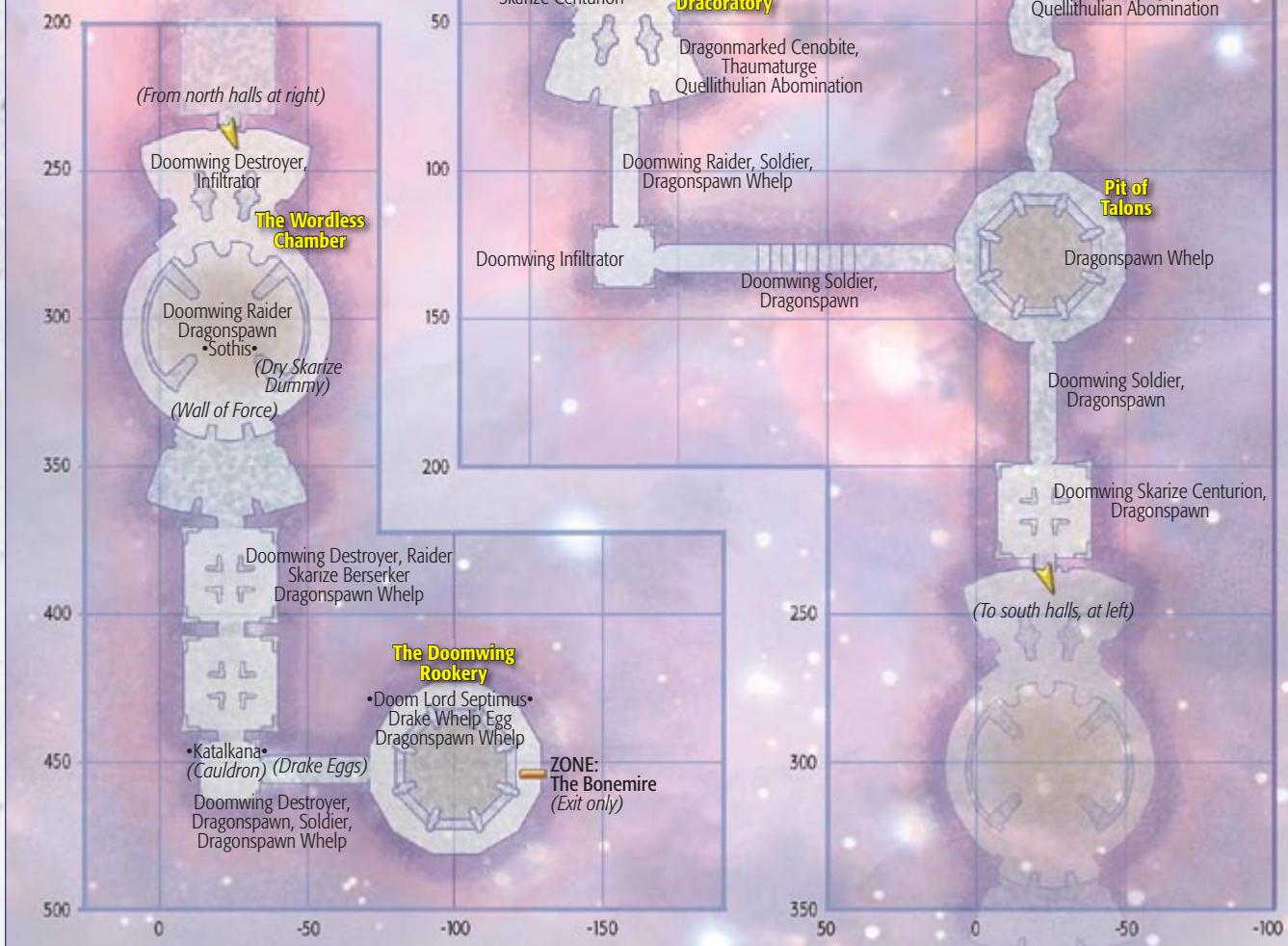
To the south, the Halls continue to the impressive Wordless Chamber, the room where the dark dragon Sothis slumbers. His magic alone will prevent you from progressing further. They say let sleeping dogs lie; sleeping dragons are far more dangerous, but rouse him you must, and deal with his animated minions as well, or turn tail and flee.

The brave and stalwart who pressed on will now encounter the Doomwing Rookery, the very edge of the Lower Halls. You will see a glowing teleportation orb which can return you to the Bonemire. This saves you from having to fight the reinforcements that Vyem has already sent to the Halls behind you. Port to the Bonemire, and then decide if you have the strength to carry on to the Lord Vyem's citadel.

UPPER HALLS OF FATE

REALM OF NIGHT

→→→ BRASSE ←←←
à l'INSTITUT CÉTIAM TRAPPIN CRSA
brasse@incanmonkey.com



Hallmark Quests

On Her Majesty's Secret Service (55)

Prerequisite A Path Revealed

Notes Heroic

I have been asked by agents of the kingdom of Qeynos to assist in the recovery of the stolen Qeynos Claymore. I am to go to the Overrealm by way of the Ulteran Spires. There I am to meet a new ally of my kingdom, a native of the Overrealm named Jabber Longwind.

- Speak to Highkeep in North Qeynos.
- Speak to Jabber Longwind near the Ulteran Spires in Tenebrous Tangle.
- Meet Murrar Shar at the Hidden Refuge in Tenebrous Tangle.

On the Overlord's Secret Service (55)

Prerequisite A Path Revealed

Notes Heroic

I have been asked by agents of Freeport to investigate reports of the stolen Qeynos Claymore. I am to go to the Overrealm by way of the Ulteran Spires.

- Speak to a Freeport Emissary in the tavern in West Freeport.
- Speak to Jabber Longwind near the Ulteran Spires in Tenebrous Tangle.
- Meet Tayil N'Velex at the Hidden Refuge in Tenebrous Tangle.

Burglars Afoot (56)

Prerequisite On Her Majesty's/Overlord's Secret Service

Notes Heroic

I have entered the floating isles of Tenebrous Tangle and met the owl-like Aviak named Jabber Longwind. He tells me that the agent I am supposed to report to has already entered the isles and is located within a Hidden Refuge. My first steps to recovering the Qeynos Claymore will begin here.



- Locate the Hidden Refuge in Tenebrous Tangle.
- Link up with the empire's commanding officer in the Hidden Refuge.
- Search the droag treehouses for members of the Circle of Unseen Hands. Receive a Droag Note once you've finished checking the treehouses.
- Defeat the Herald of Dar in the Temple Grounds of Tenebrous Tangle.
- The herald did not have the map. Loot Scaleborn Temple note from treasure chest dropped by the herald. Examine the note.
- The map is in a transport tube attached to The Soundless Guardian. Kill all of the drakes at the temple first to make The Soundless Guardian targettable, and then defeat The Soundless Guardian.
- Visit the places mentioned on the map. Locate the northern outlook on the island of eyes (Gazer Isle). Examine the corpse (1005, -124).
- Locate the northern outlook of an island filled with fright (Fear Tainted Isle). Examine the corpse (48, 776).
- Locate the crater grove on an isle of birds (Vultak Scavenging Site). Examine the corpse (-711, -81).
- Examine the unseen hand card puzzle in your inventory. Answer the questions correctly in order to unravel the card puzzle's secret: Crows Tavern | Irontoe's East | P.T. Irontoe | Kaladim | Crow | Crow's Resting Place | Fippy Darkpaw | Ping Fuzzycutter
- You now have 15 minutes to get to the Breeding Grounds and locate a note resting on a plank. (371, 510)
- After reading the note you realize you've been tricked! Defeat Drippy Darkpaw to discover a droag key with a star on it.
- Use the key to unlock the chest (563, 641).

Reward 15g 15s 54c, Disk of Bylze, Drippy Darkpaw's note

- Speak with Turk about forging a new note for Polly.
- Turk recommended a bribe to accompany the forged note. Collect 5 fruits from a rare plant known as cactusarii zephryi.
- Return to Polly and give her the forged note and the fruit. Reply with "Whoo ooh?" to the teacher's question.
- Speak with Turk Whooyip to take your final exam. Answers: "The Vultak" and "...whoo ah uh uh ooh."

Reward Volant language skill

Miscellaneous

Kicking the Bird Out of the Nest (65)

Notes Heroic, Repeatable

Kit Oo'loh has asked that I help him out by getting rid of Chamberlain X'Haviz. Apparently the Strifewings invaded to find some sort of ancient knowledge, but didn't mind killing a few poor innocent Hooluks along the way.

- Kick Chamberlain X'Haviz out of the Nest of the Great Egg.
- Return to Kit Oo'loh and tell him of your success.

Reward random crafting book

The Mysterious Egg (50)

This strange egg seems to move once in a while.

- Type in /claim to receive the Kingdom of Sky expansion character reward. A mysterious egg appears in your inventory. Examine the egg to receive the quest.
- Head to the local pet shop in your home city and look at the merchant's wares. This will be Donovan Herald in South Qeynos or Mulka the Skinner in West Freeport.
- Buy an egg warmer for 10c at the pet shop.
- Place the egg warmer in your house. Right-click on the egg warmer and choose the option to place the mysterious egg inside of it.
- Check on the egg later (the option is highlighted when you right-click on the egg warmer if the egg is ready) to hatch the egg and receive your reward...an Aviak Hatchling arena champion!

Reward Aviak Hatchling

Language Quest

Words of a Feather (70)

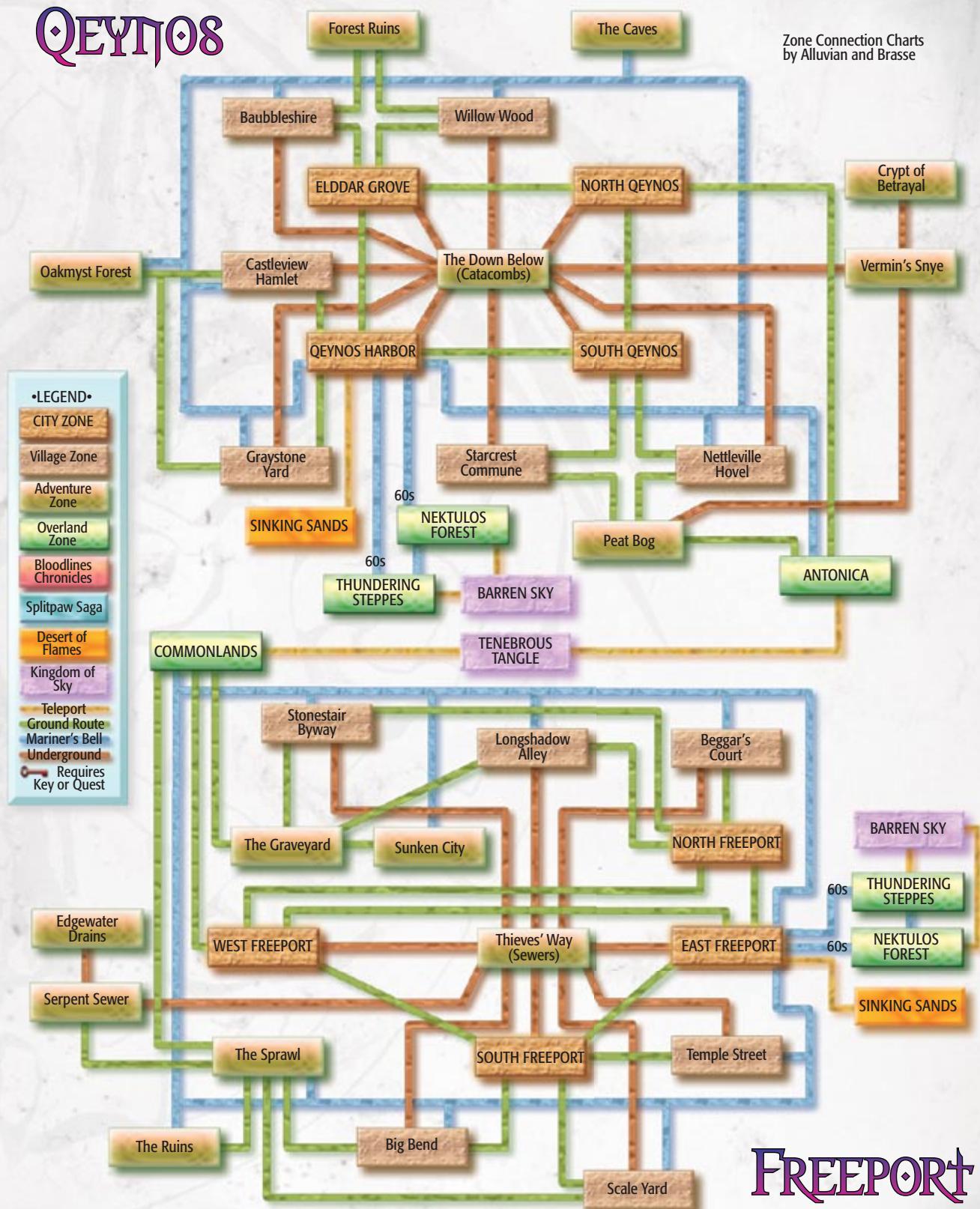
Turk Whooyip, an Aviak instructor, offered to teach me the basics of Volant, the Aviak language.

- Speak to Turk in the Barren Sky to learn the Volant dialects.
- Turk referred me to another instructor named Polly. She is with the other Windgazer refugees.
- Get rid of the bad behavior note by tossing it over the edge of the island near the transport platform. (-469, -427)

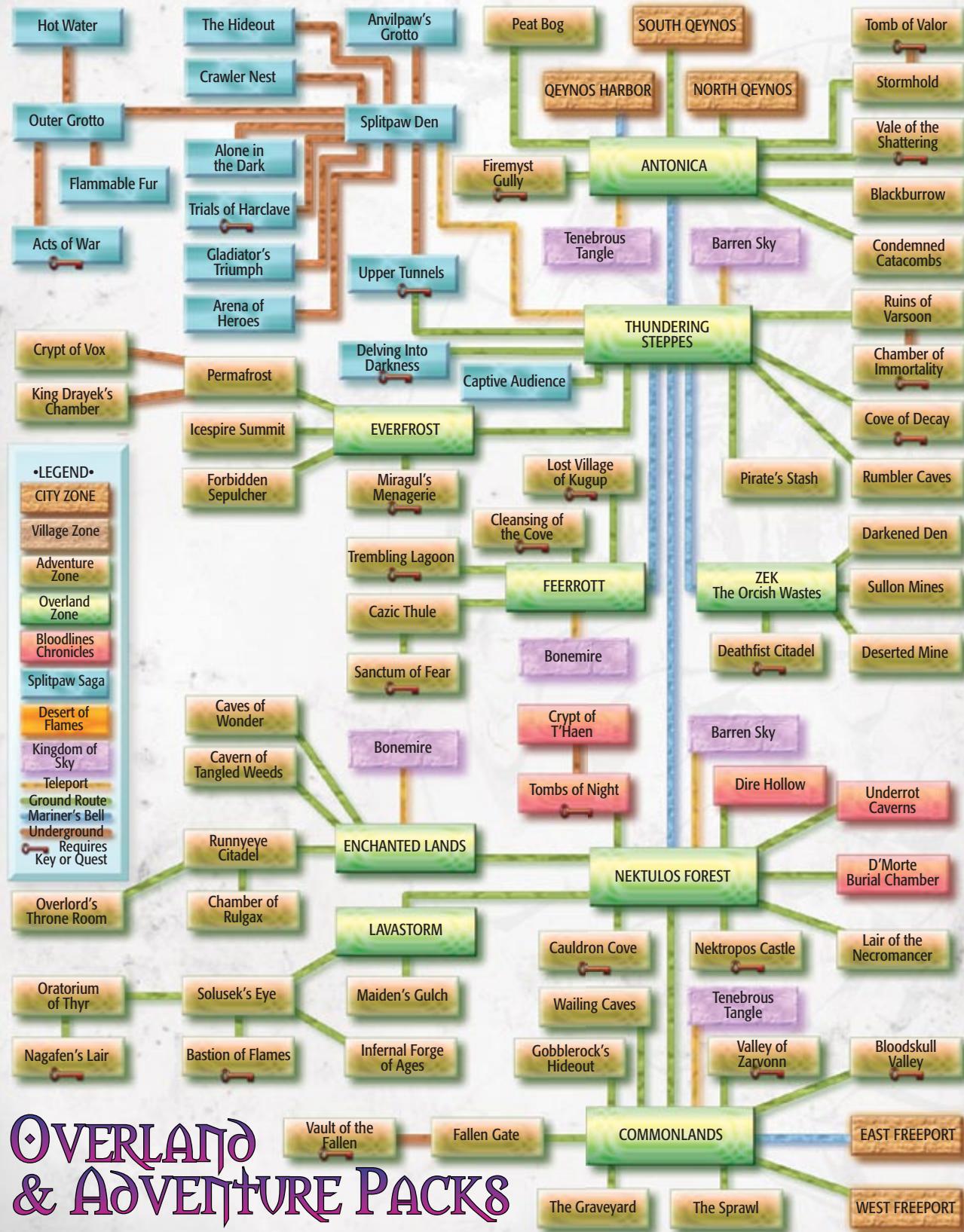
miscellaneous quests, zone connections

QEYNOS

Zone Connection Charts
by Alluvian and Brasse

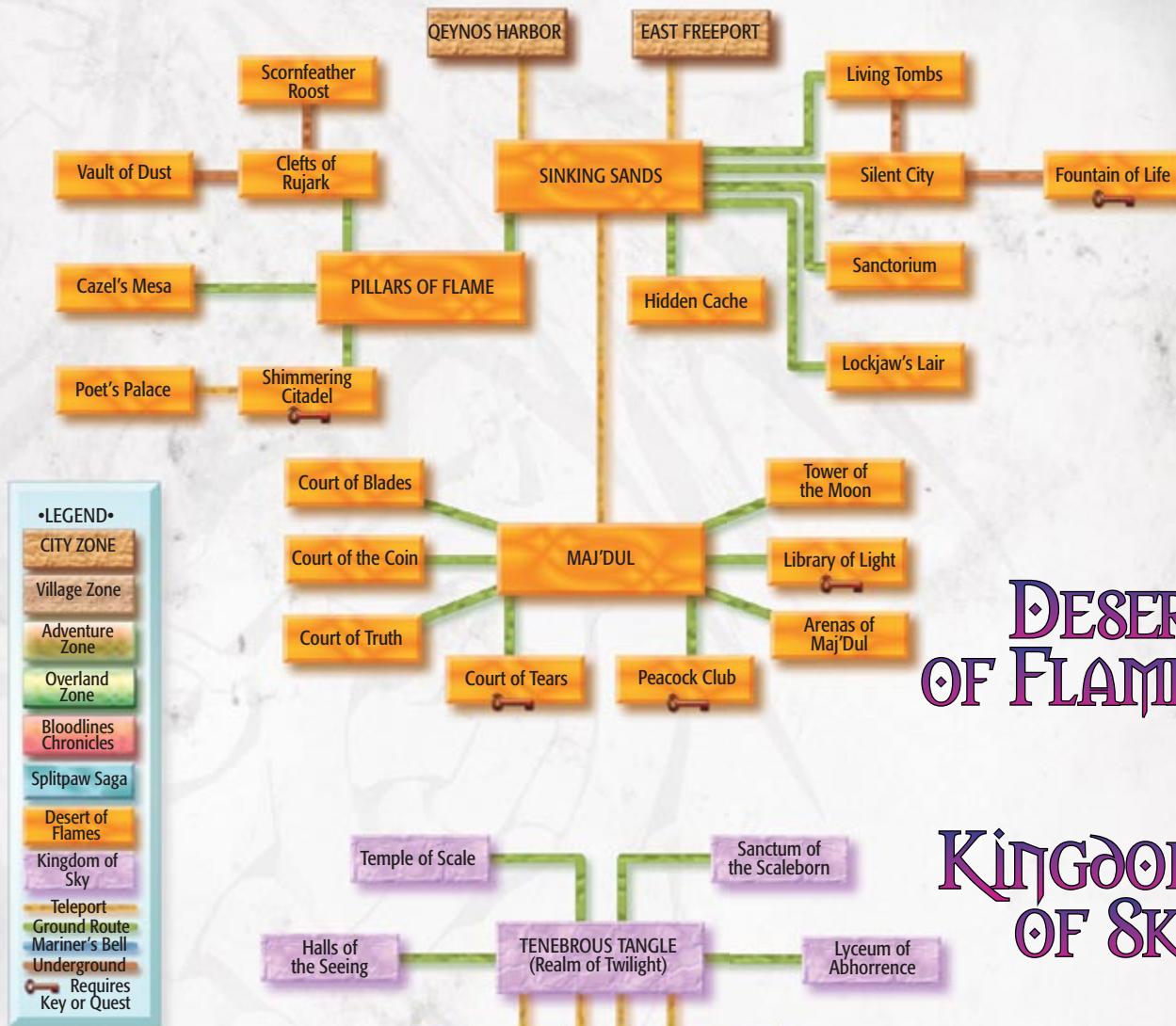


FREEPORT



OVERLAND & ADVENTURE PACKS

ZONE CONNECTIONS



DESERT OF FLAMES

35

KINGDOM OF SKY

Races

EverQuest II has a wide variety of races for you to choose from, each offering a unique playing experience. The race you choose will have a strong impact on how others view your character in the world of the Shattered Lands. Some races get along well with others while some races are historical enemies. Both NPCs and other player characters will respond to your own character's race accordingly. Here are the current basic stats for all races, including Frogloks.

	Barbarian	Dark Elf	Dwarf	Erudite	Froglok	Gnome	Half Elf	Halfling	High Elf	Human	Iksar	Kerra	Ogre	Ratonga	Troll	Wood Elf
ALIGNMENT *	G/E	E	G	G/E	G	G/E	G/E	G	G	G/E	E	G/E	E	E	E	G
ATTRIBUTES																
Strength	25	13	22	12	16	12	17	15	10	20	18	22	30	10	25	15
Agility	20	23	16	18	24	25	25	30	22	20	22	23	15	30	18	30
Stamina	25	15	25	15	20	16	18	17	15	20	18	20	25	15	30	16
Intelligence	12	26	12	30	20	27	21	16	23	20	20	15	15	25	10	17
Wisdom	18	23	25	25	20	20	19	22	30	20	22	20	15	20	17	23
Total Attributes	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	101
RESISTANCES																
Cold	2	0	1	2	0	1	2	0	1	2	0	2	1	0	2	2
Disease	2	0	2	1	2	1	2	2	1	2	2	2	1	3	2	2
Divine	2	3	2	1	2	2	0	1	3	2	0	0	0	0	0	0
Heat	2	0	1	2	0	1	2	0	1	2	3	2	1	0	0	2
Magic	0	3	4	4	2	2	0	1	3	2	1	0	0	2	1	0
Mental	0	1	3	4	0	2	1	2	3	2	1	0	0	1	1	0
Poison	2	1	2	1	2	0	2	2	2	2	2	2	0	3	2	2
Total Resistance	10	8	15	15	8	9	9	8	14	14	9	8	3	9	8	8

* Alignment: G-Good, E-Evil



Froglok

Possible Cities	Qeynos	Resistances
Racial Homeland	Gukta-Innothule Swamp	Cold 0
Mythical Creator	Mithaniel Marr	Disease 2
Racial Language	Guktan	Divine 2
Attributes		
Strength	16	Intelligence 20
Agility	24	Wisdom 20
Stamina	20	Heat 0
Racial Tradition	Effect	
Astounding Leap	AE Stun, Threat Reduction [27m]	
Lower Temperature	Cure Cold Impairments [30m]	
Spontaneous Metamorphosis	+2% Max Health, +1% physical def. [perm]	
Gills	Underwater Breathing [10m]	
Raise Temperature	Cure Heat Impairments [30m]	
Natural Acrobat	+5 AGI [perm]	
Fervor of Marr	+5 Metalshaping skill [perm]	
Zealotry of Marr	+5 Metalworking skill [perm]	
Swamp Denizen	Cure Noxious Impairments [30m]	
Cutaneous Neurotoxin	+Poison Reactive Damage & Root [30m]	

THE QUEEN'S COLONY

by Jarea Briarthorn, Wood Elf Ranger



The adventuring life is never an easy one, yet some of us are compelled to answer the call of battle and fight for the greater good. Queen Antonia has established a new colony on a small island to expand our city's explorations of these Shattered Lands and to extend our goodwill toward those who also offer a hand in friendship.

The colony was also established as a training ground to prepare new citizens for the struggle we fight each day against Freeport's influence and other evils that plague Norrath.

The Queen's Colony, Day 1

After a swift and uneventful journey to the Queen's Colony, I have arrived at the settlement eager to prove myself to the more experienced soldiers here. I am immediately directed to speak with Murrar Shar, a very ferocious looking Kerra. He is friendlier than he looks however, so if you ever meet him, do not be intimidated by his feline manners.



Getting started in Norrath is straightforward. You'll immediately notice a yellow sparkling "waypoint" line connecting your character to the next NPC you should speak with. Follow this line to Murrar Shar to complete your first quest, "Welcome to Norrath." Each time you encounter something new in the world of Norrath a purple "?" box appears. Click on these boxes to read the in-game hints relating to your current actions. You can disable these help boxes if you feel you have enough experience with the game controls and functions.

In addition to the help boxes, there are also many NPCs throughout the settlement that explain various aspects of the game to new players. Seek out these people to learn about everything from combat and heroic opportunities to harvesting and collecting. Once you are armed with knowledge of the game mechanics and important features, you'll have a much easier time adapting to life in Norrath.

After receiving a warm greeting to the Queen's Colony, I have been informed that the colony is in peril and could use my help. I am to report to Trainer Hayl McGuinness immediately for combat training. I hope I haven't gotten in over my head already!

There are three sparring partners to choose from when completing your combat training. If you're unsure of your abilities, start with the weakest partner first. The average sparring partner is fairly easy to defeat, but be careful of the last one! Only tackle the final sparring partner if you have a good understanding of the way your spells or combat arts work.

Whew! That was quite a workout! After testing my combat skills against each of the three sparring partners, Hayl McGuinness decided I was ready for combat and sent me back to Murrar Shar to find out where I would be of most use to the colony. Upon reporting to Murrar, I received a fine new pair of Qeynosian gloves and discovered that the island is no longer a safe area for the colonists. The once peaceful clan of goblins has inexplicably begun to attack our settlement's inhabitants. I am to report to Sergeant Haggus to receive my next orders.

After defeating a few of the Sapswill invaders, Sergeant Haggus informed me of some missing soldiers and sent me out to look for them. It didn't take long to discover the fate of one of the unfortunate soldiers and I returned to Sergeant Haggus with the disheartening news. After delivering the final report to Murrar Shar, I was rewarded with some Qeynosian sleeves to better protect myself against this onslaught of evil we face.

The Queen's Colony, Day 2

Murrar Shar is certain something sinister is behind these evil attacks upon the colony. He has sent out a skilled hunter to collect samples from the tainted wildlife. I am to seek out Predator Sha'dur in the forest and offer my assistance. Upon finding the hunter,



I found that he had lost his bow and quiver of arrows. As it turns out, one of the Sapswill tappers had picked up the missing bow. Predator Sha'dur then asked me to search the nearby woods for some sticks he could use to refill his quiver with arrows. By the time I returned with the sticks, he had the samples from the tainted creatures ready for me to deliver to Murrar Shar in the settlement. Murrar Shar seemed very grateful to receive the samples and gave me a Qeynosian cap to wear from the colony's armory. I have finally been given permission to join the forward ranks. Murrar Shar has directed me to find Cleric Mara'Vaen at the head of Dead Canyon. I will go there immediately!

Pressing **M** will bring up your in-game map. This is a very useful tool for discovering where your character is in relation to other notable areas and NPCs. Orange circles on the map correspond to quest NPCs for tasks you are currently working on.

Cleric Mara'Vaen has informed me that some of their scouts, trying to advance toward the Abandoned Village, have fallen victim to the taint of evil pervading this island. She has asked me to locate and bring these fallen scouts back to her for healing.

I am astonished at the incredible power held by those who follow a divine path. Mara'Vaen has managed to resurrect and return the souls to each of the scouts I brought to her. These brave fellows then returned to the settlement to mend after their ordeals. Cleric Mara'Vaen has given me new orders to slay a few of the Morak devourers. Upon doing so and reporting back to Mara'Vaen, I have received some fine Qeynosian shoulderpads.

The Queen's Colony, Day 3

The Qeynosians have managed to set up a camp beyond the Abandoned Village, in a small alcove to the east. This morning I have been sent to the forward camp to seek out Sorcerer Oofala, who is in charge of protecting the small camp. I believe we are very close to discovering the source of evil and eliminating it from the island. The sooner I speak with Sorcerer Oofala the better!



Sorcerer Oofala didn't want to leave the camp unprotected, so he sent me to destroy several totems within the Abandoned Village. After doing so and reporting back, Oofala asked me to return to the village to find the Dark Blademaster and kill him. Upon once more returning victorious, I was congratulated for my success and ordered to deliver the news to High Chieftain Grexx, who lives in a tree house to the east. I wonder what the Chieftain and his goblins know about the situation here?

My visit with High Chieftain Grexx was very informative. Apparently there is a cave near here where the source of evil has been located. I have been asked to seek out the cave and eradicate the source of evil threatening the island. I pray I am up to this latest challenge!

I found the cave the goblins spoke of after a brief search. Inside the cave I found several more of those evil totems and a necromancer! I immediately began destroying the totems, but I was interrupted in my task by undead skeletons raised against me by the necromancer, Vith. After destroying the totems and the waves of undead, I confronted Vith with the crimes against the colony. When he was not willing to surrender to captivity, I was forced to slay Vith by my own hand. I reported the events to High Chieftain Grexx and Murrar Shar. Both were pleased to hear that the source of evil had been eliminated and Murrar Shar rewarded me with a fine new weapon.

The Queen's Colony, Day 4

There is little need for me to remain here now that the source of the island's evil has been eradicated. I have spent most of the morning finishing my explorations of the island, and I am just waiting on the ebbing tide to carry The Far Journey out to sea where we shall sail for Qeynos. Captain Varlos has been kind enough to offer free passage to citizens traveling to the city after completing their training. I am sure he is reimbursed handsomely by Queen Antonia, as she is a kind and generous ruler.



It is time to depart. I must turn my gaze to new horizons, where I will undoubtedly discover more adventures to be had in Qeynos and beyond. I feel the training I have completed here will be beneficial, yet I pray that I am up to these unknown new challenges.

To leave the island, speak to Captain Varlos and tell him you are ready to leave. You are then transported to your starting city. If you've taken the time to fully explore the island and complete all of the available quests, you will likely be Level 8 or 9 by the time you leave and well on your way to more exciting challenges.

Quests

Storyline

Welcome to Norrath [1]

I should speak with Murrar Shar. He is at the entrance to Myrrin's Tower in the center of the colony.

- Speak to Murrar Shar.

Reward: None

The Art of Combat [1]

Prerequisite: Welcome to Norrath

Murrar Shar, Emissary of Queen Antonia Bayle, says the colony is in peril and needs my help. He has suggested I acquaint myself with combat immediately. I am to speak with Trainer Hayl McGuinness in the northwestern area of the outpost. He will be able to teach me about fighting.

- Speak to Trainer Hayl McGuinness at the Training Grounds northwest of Myrrin's Tower.
- Defeat a sparring partner in combat.
- Speak to Trainer Hayl McGuinness again and inform him of your victory.
- Inform Murrar Shar that your training was successful.

Reward: 24c (min), Qeynosian gloves

THE QUEEN'S COLONY



A Presence of Evil [2]

Prerequisite: The Art of Combat

The Queen's Colony is no longer a safe place for Qeynosians. A once peaceful clan of goblins has, for some reason, begun attacking the colony's inhabitants. I am to report to Sergeant Haggus outside the west archway and assist in his investigation into the cause of this uprising.

- Report to Sergeant Haggus outside the west archway.
- Kill 3 tainted Sapswill invaders.
- Return to Sergeant Haggus.
- Search past the barricades in Sunset Meadow for the missing soldiers. Look for "a dead soldier" on the ground nearby and defeat the risen soldier that attacks as you approach the body.
- Report back to Sergeant Haggus with the bad news.
- Take the information back to Murrar Shar.

Reward: 55c (min), Qeynosian sleeves

40

Into the Tainted Forest [3]

Prerequisite: A Presence of Evil

Murrar Shar is sure that something evil is behind the goblin attacks. He sent a skilled hunter, Predator Sha'dur, into the Tainted Forest to collect samples from the wildlife that had become tainted during the recent events. I am to seek out Predator Sha'dur and see if he needs help collecting the samples. The Tainted Forest is west and then north up the hill from the colony.

- Seek out Predator Sha'dur in the Tainted Forest.
- Defeat the nearby Sapswill tappers until you find Predator Sha'dur's missing bow.
- Return the bow to Predator Sha'dur.
- Search for wood near the spider den in the Tainted Forest. Gather or harvest the needed wood from "a pile of sticks" that you find on the ground.
- Take the wood back to Predator Sha'dur.
- Take the samples back to Murrar Shar.

Reward: 55c (min), Qeynosian cap

Joining the Forward Ranks [4]

Prerequisite: Into the Tainted Forest

Murrar Shar has sent me to seek out Cleric Mara'Vaen at the head of Dead Canyon. The Qeynosian scouts are trying to push their way forward into the Abandoned Village to seek out the source of evil, but they have been unsuccessful so far. Mara'Vaen should be just inside Dead Canyon, to the west, past Sunset Meadow.

- Find Cleric Mara'Vaen at the head of Dead Canyon, to the west, past Sunset Meadow.
- Pull 3 lost scouts from the Dead Canyon back to Cleric Mara'Vaen. Simply attack them one at a time and run back to Cleric Mara'Vaen without killing the scouts, so they can be resurrected.
- Speak with Cleric Mara'Vaen.
- Kill 4 Morak devourers to the north in Dead Canyon.
- Speak with Cleric Mara'Vaen.

Reward: 55c (min), Qeynosian shoulderpads

The Source of Evil [6]

Prerequisite: Joining the Forward Ranks

The scouts were able to push through and around the Abandoned Village, setting up camp in an alcove on the eastern side of the village. I need to contact Sorcerer Oofala, who's in charge of protecting the camp. He has set up some staves that should ward off the evil temporarily, so once I make it around the village it should be safe. To get to the camp I need to head past Dead Canyon and then east along the wall south of the village.

- Seek out Sorcerer Oofala.
- Seek and destroy the evil totems scattered around the Abandoned Village.
- Return to Sorcerer Oofala.
- Kill the Dark Blademaster near the fog on Sapswill Hill.
- Return with news of your victory to Sorcerer Oofala.
- Seek out High Chieftain Grexx in the tree house east of the Abandoned Village.
- Enter the cave northeast of the tree house and deal with the source of evil. Destroy the 4 evil totems and all creatures inside the cave, and then you will be able to defeat the necromancer, Vith.
- Return to High Chieftain Grexx.
- Return to Murrar Shar.

Reward: 65c (min), Qeynosian weapon

Faction: +10,000 The City of Qeynos, -10,000 The City of Freeport



Additional

Seeking Tradeskill Profession [1]

I need to meet with a delegate of a Qeynosian tradeskill society.

- Speak with Trainer Gregory Collins near Myrrin's Tower to receive a parchment titled "Starting a Tradeskill Profession."
- Examine the parchment to read a list of the Qeynosian tradeskill societies.
- Click on the cellar doors that lead to Tradeskiller's Workshop.
- Speak to the wholesaler, Newman Hines, to receive a free book (*Artisan Essentials Volume 2*) and advancement to Artisan Level 2.
- In your inventory, right-click on the *Artisan Essentials Volume 2* book in your inventory and click "Scribe" to learn your first recipes.
- Meet with a delegate of one of the Qeynos tradeskill societies by traveling to Qeynos and speaking to the appropriate NPC within the tradeskill instance for your starting city area.

Reward: N/A

Ebik's Missing Parts [3]

Ebik Wobblecog is waiting for a ship to Qeynos. He just realized that he is missing some parts that his father asked him to collect. Ebik needs a size 7 clunker, a copper-coated springer, and a triangle spinner. I should look around the island for these devices. They could be anywhere!

- Find a size 7 clunker, next to the bridge overlooking the bay. (Loc: 9, 1, -117)
- Find a copper-coated springer, in the bay under the water. (Loc: -145, -15, 167)
- Find a triangle spinner, at the base of the Last Stand. (Loc: -75, 4, -154)
- Return the parts to Ebik Wobblecog.

Reward: Constructed wrist spanner



Doggone It! [4]

I ran into an unfortunate (and lost) Qeynosian scout who had been chased up a tree by a pack of Morak devourers. He was shaken up by the incident. He's terrified of canines and had no idea that the Moraks in the area were hounds. I'll take a quick look ahead and clear out the Moraks for him.

- Kill 5 Morak devourers in the Dead Canyon.
- Return to the Qeynosian scout and tell him to run while the coast is clear.
- Explore the Abandoned Village.
- Explore Sapswill Hill.
- Slay 6 more Morak devourers.
- Return to the Qeynosian scout with your information.
- Take the gift to the Sapswill soothsayer at the Last Stand.

Reward: Torn Scout pants

Tainted [4]

Deianeira, a half-elf in the Tainted Forest, told me that she believes the taint covering the Queen's Colony may be related to poison spread by a nest of toxic crawlers. She suggested that clearing out these spiders could help eliminate the taint by removing their poison from the Forest. It's worth a try.

- Clear the Tainted Forest of 4 of these toxic crawlers!
- Examine "A Parchment Scrap" in your inventory.
- Kill more toxic crawlers until you discover another piece of parchment.
- Put the parchment pieces together by examining the second "A Parchment Scrap" in your inventory.

- Search the rock pile at the eastern end of the Tainted Forest.
- Gather up "a piece of parchment" from the ground by the spider nest.
- Examine "A Parchment Scrap" in your inventory again to put together all the pieces of the parchment.
- Slay the spider named Direspike. It is near the rock pile after you've cleared the toxic crawlers that are in the way.
- Tell Deianeira that the toxic crawlers are not the source of the taint.

Reward: Spider fang ring

Ghosts and Goblins [4]

Prerequisite: Tainted

The spiders in the Tainted Forest do not seem to be the source of the Island's evil, so Deianeira asked me to find the Forest Keeper, a treant. Apparently it will not speak to her because she betrayed Freeport for Qeynos, so she's been unable to determine what it knows about the changes in the lands. I hope the Forest Keeper has some suggestions.

- Seek out the Forest Keeper in the Tainted Forest.
- Release 4 ghostly saplings by defeating them so that they can be reborn.
- Return to the Forest Keeper.
- Speak with a goblin soothsayer at the Last Stand, the old goblin base northeast of the Tainted Forest.
- Get water from the Hope Falls, Razortooth Falls, and Sapswill Falls waterfalls. Gather some roots scattered on the ground nearby.
- Return to the goblin soothsayer and give him the items he requested.

Reward: Sapswill hip sack, Sapswill swill

A Diplomatic Mission [5]

Prerequisite: Doggone It!

After delivering the Qeynosians' gift to the Sapswill soothsayer, I am on another diplomatic endeavor. The soothsayer told me to greet the various Sapswills since it's their custom. If I'm to be an emissary for Queen Antonia, I will need to keep up our neighborly relations with these goblins. Off I go to hail the Sapswills!

- Greet a musician.
- Greet an incapacitated Sapswill.
- Greet a seated Sapswill.
- Greet an active Sapswill.
- Greet a happy Sapswill.
- Greet Durg.
- Greet Gonk.
- Pay respects to High Chieftain Grexx.

Reward: Diplomat's badge

A Sandy Bone Shard [5]

This old and yellowed piece of bone seems to be more than it first appears. Intricate etchings appear on the surface as you brush away the sand.

- Kill shore crabs until you find a sandy bone shard. Loot this item and examine it from your inventory to initiate the quest.
- Kill more shore crabs to locate the missing pieces of the token.
- Examine the sandy bone shard again.
- Kill 6 fish in the nearby bay to obtain glue to reassemble the bone token.
- Examine the sandy bone shard again.
- Kill Sapswill invaders to obtain a cord of leather.
- Examine the sandy bone shard a final time to reassemble all the pieces and receive your reward.

Reward: Scrimshaw Token

Lasydia's Call [5]

I found a statue under the waters that appears to be of a lesser deity named Lasydia. After reading the inscription chiseled on it I feel a great need to make the waters around me safer. My immediate thought is to remove the threat to others that the razortooth sharks pose.

- Slay 5 razortooth sharks.

Reward: Castaway sash

Collections

Feather: Feather Collection [10]

Collect the following and return to Paula Marx:

- duck feather
- eagle feather
- falcon feather
- hawk feather
- sparrow feather

Reward: Collected feather necklace

Shell: Shell Collection [10]

Collect the following and return to Paula Marx:

- abalone shell
- clam shell
- conch shell
- mussel shell
- turtle shell

Reward: Collected shell trinket



Items

Castaway Sash (Lvl 1)

Treasured, Attuneable; +1 STR, +1 STA

Slot: Waist Weight: 0.5

Collected Feather Necklace (Lvl 1)

Treasured, Attuneable;

+5 vs. HEAT, +5 vs. POISON

Slot: Neck Weight: 0.5

Collected Shell Trinket (Lvl 1)

Treasured, Attuneable; +1 STA

Slot: Wrist Weight: 0.5

Constructed Wrist Spanner (Lvl 1)

Treasured, Attuneable; +5 HP, +5 POWER

Cloth Armor (Forearms)

Mitigation: 7 Weight: 1.0

Diplomat's Badge (Lvl 2)

Treasured, Attuneable:

+5 power, +15 vs. mental

Slot: Neck Weight: 0.5

Sapswill Hip Sack

Treasured, Lore; Slots: 5; Weight: 1.0

Sapswill Swill (Lvl 10)

Treasured Satiation: Superior

Duration: 30 minutes

+15 out-of-combat power regeneration

Scrimshaw Token (Lvl 2)

Treasured, Lore, No-Trade;

+2 WIS, +1 INT, +5 HP, +5 POWER

Slot: Neck Weight: 0.5

Spider Fang Ring (Lvl 2)

Treasured, Attuneable, Lore; +5 vs. POISON

Slot: Finger Weight: 0.5

Torn Scout Pants (Lvl 1)

Treasured, Attuneable; +2 AGI

Leather Armor (Legs)

Mitigation: 12 Weight: 2.0

All Fighters, Priests, and Scouts

outpost of the overlord

by Patches, Ratonga Brigand

The adventuring life is never an easy one, yet some of us are compelled to fight for personal fame and fortune. Never listen to that honor-and-glory line the Qeynosians will try to sell you. It's vastly overrated! The Overlord has established a new colony on a small island to act as a training ground for new citizens. To be honest, the island is really more of a proving ground, as those who do not perform well in the challenges ahead will not be well received in Freeport...if they survive to journey to the city at all!

Outpost of the Overlord, Day 1

After an uneventful voyage to the Outpost of the Overlord, where no one was killed or thrown overboard, I have arrived at the settlement eager to prove myself. I am immediately directed to speak with Tayil N'Velex, a very attractive and deadly Teir'Dal.

Getting started in Norrath is straightforward.

You'll immediately notice a yellow sparkling "waypoint" line connecting your character to the next NPC you should speak with. Follow this line to Tayil N'Velex to complete your first quest, "Welcome to Norrath." Each time you encounter something new in the world of Norrath, a purple "?" box appears. Click on these boxes to read the in-game hints relating to your current actions. You can disable these help boxes if you feel you have enough experience with the game controls and functions.

In addition to the help boxes, there are also many NPCs throughout the settlement that explain various aspects of the game to new players. Seek out these people to learn about everything from combat and heroic opportunities to harvesting and collecting. Once you are armed with knowledge of the game mechanics and important features, you'll have a much easier time adapting to life in Norrath.

After receiving an abrupt greeting to the Outpost, I have been informed that I will be immediately tested in combat to see if I am worthy of more important tasks in the name of the Overlord. I am to report to Trainer Darg Frostwind immediately for combat training. I'll show him a trick or two...just wait!

There are three sparring partners to choose from when completing your combat training. If you're unsure of your abilities, start with the weakest partner first. The average sparring partner is fairly easy to defeat, but be careful of the last one! Only tackle the final sparring partner if you have a good understanding of the way your spells or combat arts work.



Haha! Those greenhorns didn't stand a chance against my mighty blade! After testing my combat skills against each of the three sparring partners, Darg Frostwind decided I knew enough about combat and sent me back to Tayil N'Velex to receive my next assignment. Upon reporting to Tayil, I received a fine new pair of Freeportian gloves and discovered that the island is no longer a safe area for us. Tayil informed me that what was thought to be an uninhabited island is also occupied by members of the Tunarian Alliance. Apparently Tayil has some doubts yet as to my abilities, as I have been ordered to help Chef Gorga rather than go to the front lines to fight those despicable Elves! I can't believe I've been relegated to a cook's assistant!

Chef Gorga turned out to not be so bad after all...for a Troll. After helping to collect ingredients for a stew, I've decided I will not be partaking in the meal tonight. It's a good thing I keep a few nibbles in my backpack for such occasions! These new wristguards that Tayil gave me upon completing my tasks for Gorga must be to cover one's face while discreetly spitting out the chef's latest meal.

Outpost of the Overlord, Day 2

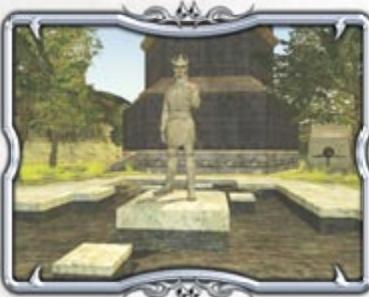
The first step in driving out these Tunarians is a subtle one. We shall weaken their resources so that when we finally assault them, they will be no match for the might of Freeport. I have been ordered to report to Assassin Vamir. Finally, a real challenge!

Pressing **M** brings up your in-game map. This is a very useful tool for discovering where your character is in relation to other notable areas and NPCs. Orange circles on the map correspond to quest NPCs for tasks you are currently working on.

Ugh! So the task wasn't as glorious as I had at first hoped. Vamir sent me to slay wilderbears and hawks that are being trained to fight for the Tunarians. I had to lure the hawks down from the cliffs by using mole rats as bait. I hope my next assignment isn't as tedious, but at least I was given a Freeportian cap as compensation. I just hope it doesn't muss up my fur when I wear it!

Coercer Zlith has my next assignment. I am to provide a distraction at a valuable mine in the Wilderwood while the rest move to flank the Tunarians from the other side for the main assault. I even managed to grab a few pieces of ore, but several miners and horse sentries got in the way and had to be eliminated in the process. I hope the distraction was enough to entice the Tunarian forces to come to the mine before our assault on their main camp begins. I was given a Freeportian mantle in recognition of my efforts so perhaps I am performing to expectations. They should never have doubted!

Outpost of the Overlord, Day 3



I have arisen early this morning, as it is time for our final assault on the Tunarian forces. I am to meet Captain Tyreth in the forward camp to receive my instructions. After being weakened and distracted, I'm sure the Tunarians will have little fight left in them.

Captain Tyreth gave me a torch to use to burn the tents of the enemy. With my small size and stealth, it was a simple task to sneak in and light the tents. In all the confusion, I easily returned to the forward camp to receive my next assignment—assassinate Overseer Adrium in his command post at the tree house. There were many guards, but I again used my stealth to make my way to the top of the tree, where I quickly slay Adrium and his two guards. After looting proof of my deeds, I snuck away again before the bodies could be discovered.

Apparently I have not been given all the information about our tasks here, as I am now directed to take out the Tunarian Circle of Elders in a cave nearby. During my battle with the Circle of Elders, Tayil N'Velex appeared and helped me finish off the true leader of the Tunarians here on the island. My assistance has been valued and Tayil rewarded me with a fine new weapon to take with me when I journey on to Freeport.

Outpost of the Overlord, Day 4

There is little need for me to remain here now that the Tunarian Alliance has been kept in check. I have spent most of the morning finishing my explorations of the island and am just waiting on the ebbing tide to carry The Far Journey out to sea where the latest batch of citizens will be delivered to Freeport. Captain Varlos has been kind enough to offer free passage to citizens traveling to the city after completing their training. I am sure his “generosity” is directly influenced by the Overlord’s intimidating nature. Wiser men than our captain have disappeared for not acceding to the Overlord’s wishes.

It is time to depart. I feel the training I have completed here will be beneficial to my survival in the harsh city of Freeport, and beyond, should I choose to explore more of the Shattered Lands. I think I’d like to someday. It’s a big world with plenty of riches and fame to be claimed by one small Ratonga. I only need to seize it!

To leave the island, simply speak to Captain Varlos and tell him you are ready to leave. You will then be transported to your starting city. If you’ve taken the time to fully explore the island and complete all of the available quests, you will likely be Level 8 or 9 by the time you leave and well on your way to more exciting challenges.

Quests

Storyline

Welcome to Norrath [1]

I should speak with Tayil N'Velex. She is at the entrance to Sythor's Spire in the center of the outpost.

- Speak to Tayil N'Velex.

Reward: None

The Art of Combat [1]

Tayil N'Velex says I need to acquaint myself with combat. I am to speak with Trainer Darg Frostwind in the northwestern area of the outpost. He will be able to teach me about combat.

- Speak with Darg Frostwind at Combat Clearing.
- Defeat a sparring partner in combat.
- Speak with Trainer Darg Frostwind again and inform him of your victory.
- Inform Tayil N'Velex that your training was successful.

Reward: Freeportian gloves

Seaside Stew [2]

Prerequisite: The Art of Combat

Tayil N'Velex has informed me that the outpost was created for training purposes. Those who seek citizenship with Freeport can come here and hone their skills before entering the city. They had originally thought the island uninhabited, but have since found out they were wrong. A sect of the Tunarian Alliance, a Qeynosian faction, inhabits the island. If the training outpost is to be successful, the elves and humans need to be removed. I have been ordered to test out my combat skills and help out Chef Gorga outside the west gate.



- Seek out Chef Gorga outside the west gate.
- Kill 3 of the nearby bees to add to Gorga's stew.
- Return to Chef Gorga.
- Kill 4 elk for their livers.
- Return the livers to Chef Gorga.
- Return to Tayil N'Velex.

Reward: 55c (min), Freeportian wristguards

OUTPOST OF THE OVERLORD



Preventative Maintenance [3]

Prerequisite: Seaside Stew

As our first step in driving the Tunarians off the island, we are going to try a subtle approach. We will weaken their resources so when the attack does come, they will be helpless against us. I need to seek out Assassin Vamir at a camp to the west in Seaside Glade. He should know what to do to start our subtle invasion.

- Talk to Assassin Vamir at the camp in western Seaside Glade.
- Kill 4 wilderbears. They can be found north in the Wilderwood or west in Cliffdiver Canyon.
- Return to Assassin Vamir.
- Lure down 3 hawks to kill in Cliffdiver Canyon to the west. When in position under a hawk, examine and then release a mole rat (from inventory) as bait.
- Return to Assassin Vamir.

Reward: 55c (min), Freeportian helm

Disruption for Distraction [4]

Prerequisite: Preventative Maintenance

We have discovered that the Tunarians' main source of income comes from a mine in the eastern Wilderwood. To set up our main assault, I am to cause havoc at this mine so that forces will be sent to the area while we flank them from the other side. I need to talk to Coercer Zlith at the camp in west Seaside Glade for more details.

- Seek out Coercer Zlith at the camp in west Seaside Glade.
- Kill 3 Tunarian miners at the mine in the eastern Wilderwood.
- Retrieve 2 glimmering ore samples near the mine.
- Return to Coercer Zlith.
- Kill 2 Tunarian horse sentries in the Wilderwood.
- Return to Coercer Zlith.

Reward: 55c (min), Freeportian mantle

The Final Assault [6]

Prerequisite: Disruption for Distraction

I have weakened the Tunarians' resources and redirected their attention to the mine. It's time for the final assault. I am to head to the Valley of Discipline in the northwest of the island. This is where the Tunarians train the animals that they use, and it is also where we set up our forward camp for the attack. I need to seek out Captain Tyreth in an alcove in the eastern Valley of Discipline. He will guide me through the invasion.

- Find Captain Tyreth in the Valley of Discipline, north of Cliffdiver Canyon. The camp is set up in an alcove on the eastern side of the valley, near an archway.
- Set fire to 2 of the Tunarian tents with the torch that Tyreth gave you. The tents are located in the Valley of Discipline and farther northeast through the archway.
- Return to Captain Tyreth and inform him of the burned tents.
- Kill Overseer Adrium in his tree house near Fisher Falls to the east of the Valley of Discipline.
- Return to Captain Tyreth and inform him of the death of the Tunarian leader.
- Head into the cave north of Adrium's tree house and take out the Tunarian Circle of Elders.
- After defeating your foes, speak with Tayil N'Velex and receive your reward.

Reward: 65c (min), Freeportian weapon

Faction: -10,000 The City of Qeynos, +10,000 The City of Freeport

Additional

In the Name of Prestige [3]

Charles Arker asked me to help him find and piece together a note he found on one of the many Tunarian spies in the area. It looks like he has already located the first two pieces of this puzzle. Working together, we may be able to piece this together and stop these infidels.

- Get the initial pieces of parchment from Charles Arker.
- Look at these parchment scraps to gain clues on where to find more.
- Search the Tunarian horse sentries for more pieces of parchment.
- Examine the parchment pieces.
- Remove 3 of the wilderbear cubs.
- Remove 3 wilderbears.
- Re-examine the parchment scraps.
- Speak with Charles Arker.

Reward: 55c (min), Arker's belt pouch

Aquatic Research Notebook [4]

I found a research notebook that was apparently left behind by a hireling that was to collect specimens for Sythor the All-Seeing. I decided I could finish the work and collect the bracelet reward. It looks like these are all animals that would live in the water. Looks like it is time for a swim!

- Kill Bladefin and loot the Aquatic Research Notebook from the treasure chest. Examine the book from your inventory.
- Hunt a shoal glider.
- Hunt a needlefang.
- Hunt a reef turtle.
- Hunt a sandstalker.
- Take the specimens to Sythor the All-Seeing.

Reward: Bracer of the Apprentice





In the Name of Honor [4]

Prerequisite: In the Name of Prestige

Charles Arker is here from Freeport to make a name for himself before his marriage. It seems part of this name-making included falling in love with one of the Tunarian spies – a most unsuitable and distasteful situation. Charles cannot bring himself to kill the Tunarian and asked me to find her and take care of things for him. Her name is Laena; she could be anywhere on this island so I will need to hunt carefully.

- Search the Wilderwood.
- Search the Rocky Dig to the east inside the Wilderwood.
- Search Cliffdiver Canyon to the west of the Seaside Glade.
- Search Wilderbear Vale, at the northern end of Cliffdiver Canyon.
- Eliminate the ghost of Laena.
- Return to Charles and let him know that Laena is out of his life forever.

Reward: 1s 5c (min), Laena's ring

The Tunarian Plot [4]

Prerequisite: In the Name of Honor

This parchment scrap found on ghostly wood elf Laena is part of the same note that Charles Arker has been trying to piece together. With luck and initiative on my side, I'm sure that I will be the one to solve the puzzle and thereby receive the Overlord's thanks.

- Search some Tunarian protectors for more of these parchment scraps.
- Examine the parchment scraps.
- Search the Tunarian bearmasters for more of these parchment scraps.
- Examine the parchment scraps.
- Charles Arker knows more about this than he's led you to believe. See what he has to say about things now.
- Meet Charles Arker at the Nook along the northern edge of the Wilderwood.
- Get rid of the parchment by burning it in the fire pit at the Outpost.

Reward: 65c (min)

Checking on Charles [5]

Prerequisite: The Tunarian Plot

After I burned Charles Arker's notes, a field investigator named Zherran Tzizzink approached and asked me to help with a little investigation into Charles' activities on behalf of his fiancée. Looks like word's gotten around about Charles' infatuation for that Tunarian wood elf. All I need to do is check around and see whether Charles' reputation is trashed or if he's good enough for his wedding to go through as planned.

- Speak with Nogg Dreadscar.
- Speak with Trainer Jayla Surfrider.
- Speak with Trainer Darg Frostwind.
- Speak with Captain Pinious, just inside the tower.
- Speak with Chef Gorga.
- Speak with Trainer Vella N'Dur.
- Speak with Trainer Corx Knickknack.
- Speak with Assassin Vamir.
- Speak with Zherran Tzizzink. She'll probably be lurking near that fire pit in the Outpost.

Reward: 1s (min), investigator's buckle

The Secret Ship [5]

Bobble Whirlwidget is charged with building a secret ship for the Overlord. Word has it that the Wobblecog family of Qeynos is on the verge of perfecting a ship that travels underwater. The Overlord mustn't let Qeynos gain the upper hand. Bobble is researching a creature called the nautilus to try and recreate the methods it uses to become buoyant in the sea. I need to search Sandstalker Bay for these nautili.

- Find 5 nautilus shells in Sandstalker Bay for Bobble.
- Return to Bobble at Ebb's Tide Alehouse.

Reward: 1s, nautilus shell earring

Xaliea's Request [6]

Priestess Xaliea, a dark elf near Ebb Tide's Alehouse, is unhappy that she is stuck mending wounds while she would rather be out adventuring. In order to live vicariously through my adventures, she has asked me to bring her three bone chips from some of the local skeletons.

- Find 3 bone chips for Xaliea. You can obtain some from the undead pirates on the northeastern shore of the bay.
- Take the bone chips to Xaliea.

Reward: 2s 13c (min), bone bracelet

Collections

Feather: Feather Collection [10]

Collect the following and return to Geth Huggs:

- duck feather
- eagle feather
- falcon feather
- hawk feather
- sparrow feather

Reward: Collected feather necklace

Shell: Shell Collection [10]

Collect the following and return to Geth Huggs:

- abalone shell
- clam shell
- conch shell
- mussel shell
- turtle shell

Reward: Collected shell trinket

Items

Arker's Belt Pouch

Treasured, Lore

Slots: 5 Weight: 1.0

Bone Bracelet (Lvl 2)

Treasured, Attuneable; +1 STR, +1 WIS

Slot: Wrist Weight: 0.5

Investigator's Buckle (Lvl 2)

Treasured, Attuneable;

+1 STR, +1 STA, +1 WIS

Slot: Waist Weight: 0.5

Laena's Ring (Lvl 2)

Treasured, Attuneable, Lore; +5 vs. DIVINE

Slot: Finger Weight: 0.5

Nautilus Shell Earring (Lvl 1)

Treasured, Attuneable; +1 INT, +5 POWER

Slot: Ears

Weight: 0.5



Travel

Norrath is a vast expanse with new regions being discovered as citizens spread outward from their home cities to explore the riches this unique world has to offer. The journey can be half the fun however, as you utilize Norrath's various means of transportation to get from where you are to where you want to go.

Mariner Bells

At the end of nearly every dock is at least one mariner bell hanging from a post. Ringing the bell allows you to travel to nearby destinations. After you arrive in Freeport or Qeynos, you can utilize the mariner bells to quickly travel between the various villages connected to the city. Mariner bells are most frequently used in cities and become few and far between the farther away from Freeport or Qeynos you travel.

FREEPORT BELLS

Travel Within Freeport

Beggar's Court

Big Bend

East Freeport

Longshadow Alley

Scale Yard

Stonestair Byway

Temple Street

Travel Outside Freeport

Sunken City

The Commonlands

The Ruins

NEKTULOS FOREST BELLS

Enchanted Lands

Lavastorm

Thundering Steppes

QEYNOS BELLS

Travel Within Qeynos

Castlevie Hamlet

Graystone Yard

Nettleville Hovel

Qeynos Harbor

Starcrest Commune

The Baubbleshire

Willow Wood

Travel Outside Qeynos

Antonica

Oakmyst Forest

The Caves

THUNDERING STEPPES BELLS

Everfrost

The Ferrott

Nektulos Forest

Zek, the Orcish Wastes

Horses & Carpets

Over the grasslands of Antonica, up the slopes of the Thundering Steppes, through the shadowed trees of Nektulos Forest and across the arid desert of the Commonlands...It's a long run! While you can run there using your own two feet, you'd probably prefer a faster means of travel. Fortunately, mounts are available for purchase that will speed your overland travel (for the more affluent citizens of Norrath). Adventurers belonging to a high-level guild receive discounts on the purchase price of their mounts in exchange for status points. Characters in high-level guilds (over Level 30) also have the option of purchasing a Maj'Dul flying carpet or a special equine mount corresponding to their home city (an undead horse in Freeport or a spirit steed in Qeynos).

You can purchase quine mounts from Stable Hand Pachomius in West Freeport or Stable Hand Marcellum Iver in South Qeynos.

Horses & Carpets

Mount Type	Price	City Note
blue-saddled Mistrunner horse	400,000 SP + 19p 20g 1c	Qeynos
black-saddled Nightmare horse	400,000 SP + 19p 20g 1c	Freeport
Dervish destrier horse	337,500 SP + 10p 80g	
elddarian charger	112,500 SP + 5p 52g 96s 9p 83g 4s	
halasian draft horse	52,500 SP + 1p 38g 24s 2p 45g 76s	
karana planestrider	80,000 SP + 2p 7g 36s 3p 68g 64s	
misty mustang	80,000 SP + 2p 7g 36s 3p 68g 64s	
parade elddarian charger	112,500 SP + 5p 52g 96s 9p 83g 4s	
parade halasian draft horse	52,500 SP + 1p 38g 24s 2p 45g 76s	
parade karana planestrider	80,000 SP + 2p 7g 36s 3p 68g 64s	
parade misty mustang	80,000 SP + 2p 7g 36s 3p 68g 64s	
parade rujarkian clydesdale	112,500 SP + 5p 52g 96s 9p 83g 4s	
parade steppes pony	52,500 SP + 1p 38g 24s 2p 45g 76s	
plain-saddled Mistrunner horse	400,000 SP + 19p 20g 1c	Qeynos
plain-saddled Nightmare horse	400,000 SP + 19p 20g 1c	Freeport
purple-saddled Mistrunner horse	400,000 SP + 19p 20g 1c	Qeynos
red-saddled Nightmare horse	400,000 SP + 19p 20g 1c	Freeport
rujarkian clydesdale	112,500 SP + 5p 52g 96s 9p 83g 4s	
Rujarkian destrier horse	337,500 SP + 10p 80g	
spirit steed summoner	337,500 SP + 10p 80g	Qeynos
steppes pony	52,500 SP + 1p 38g 24s 2p 45g 76s	
undead mount summoner	337,500 SP + 10p 80g	Freeport
maj'dul enchanted scroll	337,500 SP + 10p 80g	

Griffon Towers

Over the years, griffons have finally been tamed enough to carry passengers on short, one-way flights. Adventurers can utilize this novel means of transport by looking for the griffon towers located in Antonica, Commonlands, Nektulos Forest, and the Thundering Steppes. Flying via griffon is free, so if you're looking to travel swiftly across a zone, this is a great way to go!

To use a griffon tower, hail the griffon tamer standing either near the base or at the top of the tower and inform him of your destination. He or she will then assist you in mounting a griffon and send

you off on your flight. After you land on your destination platform, you'll want to quickly move out of the way of more incoming griffons. Enjoy the flight!

Bear in mind that there are still plenty of untamed griffons out there who are *not* so friendly towards adventurers, so be careful about approaching one when exploring the wilds of Norrath! They are more likely to make *you* their next in-flight meal!

ANTONICA	THUNDERING STEPPES
Oracle Tower station	Antonica station
Qeynos Gate station	Coldwind station
Steppes station	South East station
NEKTULOS FOREST	THUNDERING STEPPES
Bone Lake station	Thundermist Village station
Commonlands station	Freeport station
The Docks station	Hidden Canyon station
N'Marr Ascent station	Nektulos station

Voyage By Sea

Harbormasters on the docks of Freeport and Qeynos sell tickets for travel to distant lands using the "Voyage by Sea" mariner bell. You can purchase a ticket to travel directly to Thundering Steppes or to Nektulos Forest. Each ticket costs 60s. After you purchase a ticket from the harbormaster, you can use it by going to the end of the docks and clicking on the mariner bell that reads "Voyage by Sea." In Qeynos Harbor, speak with Harbormaster Crestbreak to purchase a ticket. In East Freeport, speak with Harbormaster Dusmark to purchase a ticket.

Desert of Flames

Getting to the introductory zone of the *Desert of Flames* expansion, also known as the Sinking Sands, is fairly easy to accomplish with little risk or cost to the traveler. From either Qeynos Harbor or East Freeport, look for a Maj'Dul flying carpet near the docks. Click on the Maj'Dul carpet to travel to the Sinking Sands.

Kingdom of Sky

The *Kingdom of Sky* zones, also known as the Overrealm, are reached through the restored Ulteran spires scattered through Norrath. Speak to the Gate Caller Scion standing nearby, and he or she will give you a shard. Move so that you are standing in the center of the spires. When the spires activate, they'll teleport you to the Ulteran spire's corresponding destination. A warning appears one minute before the spires activate, as well as 10 seconds before the spires activate. The table here lists which *Kingdom of Sky* zones are associated with the more familiar Norrath zones.

Norrath Zone	Overrealm Zone
Antonica/Commonlands	Tenebrous Tangle
Nektulos Forest/Thundering Steppes	Barren Sky
Enchanted Lands/The Feerrott	Bonemire

There and Back Again

After journeying far from one's home city, most adventurers weary of the constant travel and wish for a swift return home in order to rest and resupply. One of the first abilities a new citizen receives is either Call of Qeynos or Call of the Overlord. These abilities return you to your starting village. You can change this recall point by completing the quest "The Tie That Binds," detailed here, which gives your character a new ability to set his or her recall point to a different location.

The Tie That Binds (Freeport)

This lets Freeportians change their bind point. Talk to Heilanna in the Commonlands, just north of the Freeport Griffon Station, to start.

- Speak with Heilanna to learn what must be done and receive an engraved vessel in your inventory.
- The first riddle is for the element of water. Run to the mouth of the river at Pride Lake around loc 421, -368 to receive an update. Examine the engraved vessel.
- The second riddle is for the element of air. Go to the Nektulos station and ride a griffon over to the Freeport station to receive the next quest update. Examine the engraved vessel once again.
- The third riddle is for the element of fire. Click on ladder at sentry gate outside the West Freeport gates to get to the top of the tower. Retrieve the stick to stir the embers and capture fire. Examine the engraved vessel.
- The fourth riddle is for the element of earth. Run to the Crossroads to receive your final quest update. Examine the engraved vessel a final time.

Reward: Set Recall Point

The Tie That Binds (Qeynos)

This is the quest that lets Qeynosians change their bind point. Talk to Ethurien at the Lighthouse in Antonica to initiate the quest.

- Speak with Ethurien to learn what must be done and receive an engraved vessel in your inventory.
- The first riddle is for the element of water. Head for the aqueduct near the Windstalker Village and climb a tree near loc -1466, -360. To find the right spot to climb hover your mouse pointer over the tree branches while looking up until you find the tree that highlights. Right-click on the tree branch and select the option to climb up to the aqueduct.
- On top of the aqueduct you've just climbed is an orb. Touch the orb and then return to the ground. Examine the engraved vessel.
- The second riddle is for the element of air. Go to the Oracle Tower station and ride a griffon over to the Steppes station. You'll get another quest update near loc -908, -606. Examine the engraved vessel once again.
- The third riddle is for the element of fire. Head to Sir Jeager's Camp at loc -800, 891. Right-click on the camp fire and choose the option to place the engraved vessel into the camp fire. Examine the engraved vessel.
- The fourth riddle is for the element of earth. Head toward the Qeynos Highway near loc -739, 192 for the final quest update. Examine the engraved vessel a final time.

Reward: Set Recall Point

traits, tactics, training & traditions

Beginning at Level 8, you gain an additional advantage every other level—a Personal Trait, an Enemy Tactic, a Racial Tradition, or a Specialized Training ability. Each time you reach an even-numbered level, you can select another advantage from the appropriate list. You don't have to select in order—you may take any of the available choices.

Lvl	Advantage
8	Personal Trait
10	Racial Tradition
12	Enemy Tactic
14	Specialized Training
16	Enemy Tactic
18	Personal Trait
20	Racial Tradition
22	Personal Trait
24	Specialized Training
26	Enemy Tactic
28	Personal Trait
30	Racial Tradition
32	Enemy Tactic

Lvl	Advantage
34	Specialized Training
36	Personal Trait
38	Enemy Tactic
40	Racial Tradition
42	Personal Trait
44	Specialized Training
46	Personal Trait
48	Personal Trait
50	Racial Tradition
52	Enemy Tactic
54	Specialized Training
62	Enemy Tactic
64	Specialized Training

Personal Traits

Are you brawny or clever? Pick a Personal Trait at Level 8, and improve the attribute of your choice. Whatever you choose, you've begun to distinguish yourself from the other characters around you. At Level 14 you can improve one of your resistances, and at Level 22 you can improve your health or power. This pattern continues as your character advances in levels and you can choose to improve the same attributes and resistances or spread the points around to balance out a weaker stat.

Level 8	
Brawny	+4 Strength
Nimble	+4 Agility
Durable	+4 Stamina
Insightful	+4 Wisdom
Clever	+4 Intelligence

Level 14	
Hardy	+3% Poison Resist
Cold Blooded	+3% Heat Resist
Warm Blooded	+3% Cold Resist
Hygenic	+3% Disease Resist
Intent	+3% Mental Resist

Level 22	
Sturdy	+2.5% HP
Focused	+2.5% Power
Healthy	+5% HP regen
Calm	+5% Power regen

Level 46	
Tough	+3% Slash Resist
Flexible	+3% Crush Resist
Resilient	+3% Pierce Resist
Recondite	+3% Magic Resist
Devout	+3% Divine Resist

Level 48	
Powerful	+4 Strength
Deft	+4 Agility
Resolute	+4 Stamina
Visionary	+4 Wisdom
Brilliant	+4 Intelligence

Enemy Tactics

Once you've been around the block a couple of times (and down through Antonica and the Commonlands) you'll start to pick up a few tricks for killing specific beasties. At Level 12 you gain your first Tactic against either gnolls or orcs—it's your choice. At Level 16, you choose another Enemy Tactic against ghosts, skeletons, or zombies. What is the advantage? Increased damage against the particular foes you have chosen to focus your attention on.

Level Enemies to Choose From

12	Gnoll	Orc
16	Ghost	Skeleton
24	Centaur	Giant
32	Fairy	Golem
38	Nightblood	Elemental
		Lizardman
		Shadowman

Specialized Training

Specialized Training allows further specialization in your class spells every ten levels. Each time you gain a new Training technique, you can choose one out of four abilities to improve to Master II. The four ability choices are staple abilities of your class so it's not possible to pick a bad one to upgrade, but choose wisely based on the abilities you use most frequently.

Racial Traditions

It's in your blood, so you might as well take advantage of it. You may select any of the Traditions remaining in the list each time you are presented with a Racial Tradition choice. They give you bonuses ranging from free food to higher health and power. Some of the abilities are passive and permanent, while others need to be activated and only last for a limited duration each time you trigger it.

Level 28	
Muscular	+4 Strength
Spry	+4 Agility
Enduring	+4 Stamina
Enlightened	+4 Wisdom
Savvy	+4 Intelligence

Level 36	
Resistant	+3% Poison Resist
Fireborn	+3% Heat Resist
Frostborn	+3% Cold Resist
Pristine	+3% Disease Resist
Willed	+3% Mental Resist

Level 42	
Stout	+2.5% HP
Centered	+2.5% Power
Stalwart	+5% HP regen
Lucid	+5% Power regen

experience, mentoring & death

by Marc Quesnel

Experience

Experience in *EverQuest II* can easily be obtained in a variety of ways. Characters can complete quests, discover points of interest by exploring, or defeat monsters in battle. Characters can also gain experience by crafting items, but this experience is applied towards the character's crafting level rather than adventuring level.

To maximize experience while adventuring, there are a few things you can do to earn bonus experience or otherwise make experience gains more efficient.

Group with other players. Groups gain an experience bonus and there is safety in numbers. You'll also be able to defeat more challenging encounters, which also give bonus experience based on their difficulty. So team up with your friends and go after those challenging heroic fights!

Double dip. Try to line up as many similar goals as you can so you can kill multiple "birds" with one "stone." Get a quest (or several) that require you to kill the same creature or creatures within a specified area. You'll gain experience for the creatures killed as well as quest experience when the quest is complete.

Vitality. If you haven't played your character in a while, you'll notice experience vitality has been stored in your experience bar. You'll earn bonus experience until you've depleted the stored vitality, doubling the amount of experience you normally earn when defeating encounters.

Mentoring

Mentoring is a unique experience available in *EverQuest II*. It allows you to voluntarily (and temporarily!) reduce your level to match that of a group member. The primary use of mentoring is to group with friends who are lower level than you, with everyone having a chance to gain experience and rewards for every encounter defeated.

Benefits

- You can adventure with lower-level friends.
- You can finish lower-level quests that have turned gray but are now properly "conned" by lowering your level to that of the quest.
- Your equipment scales down to the level you mentor to. Spells and special abilities scale down as well. Mentoring has never been easier to do!
- The person whom you've mentored will get an experience bonus for being mentored. Want to level someone quickly so they can catch up with you and your friends? Get a full group and mentor someone—they'll shoot up levels fast.
- By mentoring you are able to get experience for creatures that normally would be gray to you, and you can once again enjoy those favorite zones you played in at lower levels. The experience you receive while mentoring is completely

dependent on the level of the character you are mentoring. If that person is over Level 25 you receive the full mentoring experience of 50% for everything that you kill.

- You can use mentoring to have an easier time killing epics and named mobs for their loot. Want to defeat an Epic encounter that has turned gray? Find someone exactly eight levels over the Epic and mentor him—the Epic will become a green con to you and will drop loot.
- You can gain Achievement points while mentoring! This is a great way for higher levels to gain Achievement experience for things they may have outleveled.
- You'll be a little stronger than your average mentored character due to your higher level (but scaled) equipment.

Negatives

- You have to give up some of your experience gains for the friend you're mentoring. While the experience you gain per kill isn't as high as it normally would be, you can still earn a decent fraction of it, while helping out a friend. So this is really only a drawback if you don't like to share!
- It is quite possible that anything you loot while mentoring isn't going to be very useful to you at your non-mentoring level. However, for the character being mentored, the loot is appropriate for his current level. If it happens to be an item that neither one of you can use, it can always be sold! Use all those extra silver pieces you collect to buy a few lottery tickets from the nearest Gigglegibber Goblin!

Death & Dying

Death is an unavoidable part of every online game. However, the penalty for dying may not be as steep as you'd expect, other than the stab to one's pride. When you die in *EverQuest II*, you can wait for a priest to resurrect you or you can choose to revive at the nearest safe location for the zone you're in. When you revive, no corpse or spirit shard is left behind, so you won't need to make a run back to the location of your death to recover items or experience.

When you die, all armor you currently have equipped takes a 10% hit to its condition. If the condition of your armor reaches 0%, you can't wear it until it has been mended. You can get your armor repaired by any mender NPC. Menders are located in most city and village areas, and occasionally on the docks near other merchants. You'll also incur a small amount of experience debt which must be repaid before you can gain full experience as usual. Experience debt can be repaid either by defeating more encounters (until you've earned enough experience to repay the debt) or by remaining offline and waiting for the debt to slowly fade away from your character until it's gone.

Overall, simply avoiding death as much as possible is the best solution!

soloing, grouping & raiding

note

The stereotypical "main tank" is a plate-armored Berserker or Guardian, standing firm to absorb damage and hatred. However, any of the Fighter classes can serve just as well as tank. The Monk and Bruiser are great at avoiding altogether the damage that a plate-clad Fighter just stands and absorbs. The Paladin and Shadowknight use their unique holy or unholy abilities to draw attention away from their less protected allies. And in a pinch, a defense-minded Scout or Priest can serve as a tank or secondary tank.

by Alluvian

Soloing

You're playing a massively multiplayer roleplaying game; some might ask why anyone would want to solo, but the reasons are numerous. As much as grouping can speed things up, it can also slow things down. A group of six has up to six times as many bathroom breaks and assorted awkward AFK (away from keyboard) moments. There will also be occasions when time is limited and finding a new group is just too cumbersome, or maybe you just want to test your mettle against a monster one-on-one. Perhaps you have a quest to kill monsters solo, or maybe you just can't find a group that will keep you alive more than five or ten minutes at a stretch.

52

Preparation

Try to outfit yourself with the best armor, weapons, and spell upgrades that you can find. The difference between an Apprentice I and an Apprentice IV spell is significant, and Adept versions are better yet. Ultimately, try to seek Master versions of your abilities, but of course these are extremely rare (except for those granted at certain levels).

Don't discount the value of buffs received from food, drink, and potions. You can obtain potions to buff your resistances, heal, or regenerate health or mana. If you're planning to fight a lot of poison spiders, then Poison resistance buffs and cures may be very wise items to pack in your picnic basket when soloing. You can obtain low-end potions from NPC vendors, but PC Alchemists make far better ones, which you can often find on the brokers in towns.

Choosing Targets

Knowing your limitations is critical to effectively soloing in any game. Compare levels with any enemies you are considering fighting. You can see the exact level by targeting the enemy, and then hovering the mouse cursor above the target box. Early in the game you can defeat enemies of your level or a few levels above you, though as you increase levels you might want to stick to greens, blues, and whites. Start out cautiously and work your way up. Watch out for creatures with triangle symbols (^ or ^^) above their names. These creatures are generally designed as opponents for a group. It doesn't mean you can't defeat them, but add several levels to their displayed difficulty when figuring whether you want to tackle them. Add at least a level for a single ^ and three or more levels for ^^.

In *EverQuest II*, the monsters can group as well. It's easy to see which are grouped; target one enemy and check to see how many more are highlighted. Use extra caution when fighting a group of enemies; remember that two enemies are more than twice as hard as one enemy. By the time you kill the first one, you will have already suffered twice the damage that fighting one would have taken, and you still have one left alive. A group of two is about three times harder than a single mob (2+1=3). The difficulty goes up as a factorial. A group of three is six times harder than just fighting one of the same enemy (3+2+1=6). This simple math does not take into effect abilities that hurt an entire group of enemies at once. Certain classes like the Wizard can take on groups better than others, due to their multiple Area of Effect (AoE) damage spells. Mesmerizes, stuns, charms, and root spells can all help turn the odds in your favor, should your class be lucky enough to have these.

Always kill enemy Priests first—to minimize their effectiveness throughout the entire battle—and spellcasters second, as they have little armor or hit points, but can do massive damage if left alive.

Heroic Opportunities

When soloing it is extra important to use every tool at your disposal. Heroic Opportunities greatly enhance your soloing potential. These can give significant damage boosts to existing abilities, give you special buffs, or place harmful effects on your foes. Planning your attacks so that you complete Heroic Opportunity chains at every opportunity will increase your effectiveness.

Run Away!

Running away is the fine art of the tactical retreat (while screaming and flailing your arms). Successfully fleeing a combat starts before the combat even begins, with two basic rules. First, know your exit strategy before engaging a difficult opponent, and second, all battles are potentially difficult. Knowing where to go in advance can save you precious moments of panic when you make the choice to flee. Usually, by the time you are down to half health, you will be able to gauge whether or not you can win. Don't wait till you have just a sliver of life left; the creatures can still hit you as you run.

Enemies do not follow across zone lines, making these a popular place to flee to—and a bad place to go AFK. Mobs that are chasing characters sometimes attack other characters when the ones they're chasing zone away.

If you're in a large outdoor zone, then your escape route could be any direction where you will not run through more enemies. Knowing the zone well helps you decide on your path. Mobs only chase for a finite distance, so make the decision to run when you still have some power left over that you can use to sprint. Also, if the combat is locked, make sure to /yell to break out of combat mode. This allows all your out-of-combat abilities to help save you. When you leave combat, speed buffs become active again, along with regeneration buffs from food and drink.

Grouping

Grouping has many advantages over soloing in *EverQuest II*. A good group is stronger than the sum of its parts. Through cooperation you can fight bigger creatures, go to more dangerous places, and complete quests that would be too much for you to handle by yourself. Encounters designed for groups will often drop better loot (and drop loot more frequently) than encounters designed for individuals. You can take advantage of cooperative strategies that don't exist when playing solo. Last but not least, is the obvious social interaction in a group. It can be great fun to play with old friends down the hall or halfway across the country. If you don't know anyone in the game, there is one surefire way to get to know people: group up!

Group Aggro

Enemy creatures choose their targets based on what is commonly called "aggro." It's the reverse of Santa's naughty and nice list: everyone on the list gets a lump of coal, but the one on the very top of the list also gets a spear through the head. Damaging an enemy, casting detrimental spells (debuffs) on the enemy, taunting the enemy, and casting beneficial spells on allies in battle (heals and buffs)—all of these increase your rank on the monsters' aggro list. Some abilities such as Evade can actually decrease your standing on the list. Taunting and aggressively attacking are good ways to gain aggro.

Main Tank

In a standard mixed group, you want the enemy to attack the most heavily armored character, the one with the largest amount of hit points, or the one with the most mitigation and avoidance. This is generally a Fighter class character. The task of the healer in a group can be made much easier if the damage is dealt to just one party member, removing the need to continually switch targets. A Fighter is also the natural choice for main tank because fighters have the taunt abilities that help them keep their aggro higher than anyone else in the group. Everyone else has to help maintain this desirable aggro ranking by not doing too much damage to the enemy too early. A Mage who starts chain casting lightning bolts from the start of a combat is going to find himself the target of his opponent's attacks very shortly. Priests agree that they would rather be healing the big mountain in plate armor or the one who can dodge nearly every incoming blow than the little one in the light and airy cloth; a Mage can easily die before a healing spell can finish casting! This goes for Scouts as well, although they can take damage a little better than Mages.

When a casting groupmate gains a mob's attention, you want to get the attention of that enemy focused back on a melee character as soon as possible. The main tank can switch targets momentarily to draw this enemy back onto himself or another appropriate character can step up to take on this role as a secondary tank. A Priest may prefer this damage all going to one target, but healing two strong tanks is better than having a Mage die before a slow-casting heal can land.

Targeting Tactics

When fighting, the faster an enemy falls, the faster it stops hitting your tank. Because of this, your group should focus the damage on one target at a time. A creature with 1% of its health still does 100% damage. Concentrating on one target at a time reduces the incoming damage substantially during a combat against several enemies. If everyone dealing damage targets the main tank at all times, they will always be hitting the tank's target automatically. It is then the tank's job to pick which targets should die first.

Some targets are a greater danger than others, and at the top of this list are enemy healers. Nothing is more frustrating than to nearly kill a target, only to have it fully healed by a nearby enemy Priest. If everyone targets and attacks the Priests, they can be killed before they have a chance to heal the group. Other casters are also a high priority, as they have low armor and hit points paired with high damage output. They can be killed fast—preferably before they unleash their entire arsenal of damaging spells. Ignore pets! They fall when their controller does, so don't waste time and energy on them.

Crowd Control

In *EverQuest II*, your party is not the only one to group up for mutual benefit; your enemies group as well. Crowd control is the art of reducing the effective number of combatants fighting against you. The most common crowd control is the mesmerize line of spells ("mezzes") associated with Coercers and Illusionists, but also available in limited forms to other classes. Think of mesmerize abilities as a sort of sleep spell. Your opponent will stop attacking, but once damaged it will snap out of it immediately (yet another reason to attack only one enemy at a time). When choosing which target to attack next, mesmerized targets should be at the bottom of the list.

Crowd control can also be accomplished with root or bind spells, which cause an enemy to stop moving. This logically only works on melee-type mobs, and then only when they are held out of range of the party. Either bind the target in place and move the whole group away, or move the target away and bind it there. Which works best depends on how good your group communication is. Both methods require a group that communicates well.

Finally, Enchanters and Troubadors can charm creatures, which can be invaluable in many situations. The party needs to be prepared to take on this additional creature as soon as the charm wears off, though, for the target will be really annoyed!

When It Hits the Fan

No matter how well you plan, things will go wrong from time to time. The key is not to panic. Don't flee if you don't know your way to safety. Chances are you will go the wrong way or upset even more mobs that will attack your group after killing you. If you come under fire, do not run around in circles—the mob isn't fooled, and the tank can't target it with ease. Your best bet is to stand still or move toward the tank with your unwanted entourage so the tank can taunt the creatures off you. And be sure to let your group know you are getting hit! We prefer a nice short "OW" ourselves.

Often the group won't be able to save you, but you can still communicate while lying in the dirt. Let the group know what killed you so they might be able to avoid the same fate. Maybe someone can mez that creature, maybe the tank can get on it and gain aggro before everyone dies. Also, check with your group before you respawn. Maybe a Priest or Paladin still alive can resurrect you in place, saving a long and often scary run. A Monk or Shadowknight who feigned death and who has a phoenix feather or spirit guide to revive a Priest might save the day.

Looting Options

The group leader sets the looting options for the group. Looting rights can be assigned to just the group leader or to the whole party, coin loot can be automatically split or given to the looter, item drops can be given to the looter or randomly apportioned in the lotto.

The lotto allows everyone in the group to accept or decline loot drops. Once everyone has accepted or declined, the server randomly picks a winner from all those who accepted. It is good online etiquette to follow the rule of need before greed—for example, a Priest should not lotto on a Mage-only item or Scout Adept tome if there are people in the party who need it and can use it themselves. Before accepting some loot, see if anyone in the group needs it, or if you lotto on everything, be willing to pass it over to someone who can really use it. Pausing before hitting lotto is especially important when the item is NODROP. This flag means you cannot trade it. If an item is nodrop it will say so in the loot window in large yellow letters.

With all these options, it's best to discuss how looting will work right at the beginning with any group you don't know. Let new members who join know as well. This can eliminate future confusion and disappointment.

Leaving the Computer

Everyone has a real life outside of gaming; at least we like to think so. When the pizza arrives, the dog needs to go out, or a family emergency arises, you simply have to leave the keyboard (go AFK). Everyone in the group will understand this, but they might get testy if you don't bother telling them. The difference between knowing the Cleric is gone for a few moments and thinking he is still there is the difference between coming back to a group chatting amongst themselves and a macabre pile of corpses wondering why nobody was healing.

Sometimes it is advisable to target a reliable party member and /follow him, so that the party does not have to sit around waiting. This is not smart in any area with cliffs, narrow bridges or passages, drops into water, or lava nearby! In any case, be sure you tell the person you are /following, so that he can move with caution and avoid obstacles that you might get stuck on.

Nonstandard Groups

The most common tactic when forming a group is to try for a good variety amongst the various archetypes. This makes an efficient and productive group, but don't think you can't function if you find yourself lacking in any particular area. Sometimes the most fun can be had in a nonstandard group environment. No Cleric, but many Fighters or Scouts? Spread the damage around by rotating the main tank. You have several Mages and a Scout, but no Fighter? Not a big problem—the Scout can't tank like a Fighter, but with a surplus of Mages, he won't have to tank very long before the opponents are charred ash on the ground.

Your tactics should change as the make-up of your group changes. Everything here is just an introductory primer on very deep and involved group dynamics. Don't be afraid to experiment with new tactics and new group make-ups. Breaking the mold and trying something entirely new can be a lot of fun.

Raiding

Even the most solo-minded player will have to group to get into some regions or to fight what are known as Epic creatures (designed to face multiple groups at once). When groups form a larger group, it is called a raid. The keys to effective raiding are leadership, communication, and cooperation. Everyone in the raid might have his

own idea of what will work the best, but in order to work together, everyone has to work within a single plan.

A good leader should take the best ideas from everyone and form a viable tactic, and then effectively communicate to each group and individual what they should be doing.

Other members of the raid also need to communicate important information to the raid channel, but idle chatter should probably be kept within the group (or in the guild channel, if this is a guild raid). Keeping the raid channel clear will help everyone understand what is going on.

To assist in communication, guilds that are raiding often employ voice chat programs such as Teamspeak® or Ventrilo®. When using these programs it may be a good idea to set up speech privileges to enable voice for just the group and raid leaders, with the rest listening in. A four-group raid consists of 24 people. If everyone tries to talk at once, nobody will be heard. Just as you don't clutter the raid chat channel with idle chatter, don't "clutter" the voice channel either, and pay close attention to instructions.

Raid tactics are often similar to group tactics, but on a larger scale. Instead of a single group window, you see a window with the groups color-coded and a list of all characters in the raid. You usually still have one main tank, whom everyone should target to automatically assist unless otherwise instructed. The group with the main tank should have the best healers. Mixed healer types can really help the main tank's chances of survival; for example, a Mystic can keep wards up while a Warden and Templar keep cycling regeneration buffs and reactive heals.

The other groups will often be primarily damage dealers. Having healers and tanks in these groups can also help keep members of the subgroups alive. The healers in the main group are probably too busy to help out any casters taking damage in another group. These "secondary" healers and fighters can be very important in areas where lots of aggressive enemies wander. If the damage dealers all get killed off one by one, the raid will go nowhere fast.

With so many PCs around, players with slower systems should turn down their video settings temporarily to improve their game performance (lowering texture resolutions makes a big difference, as does turning off shadows). Also, turning off player names (Options>User Interface>Name and Chat Bubble) can help a *lot* to clean up onscreen clutter and allow you to concentrate on what's going on.

Pay attention to where your individual group leader is, and stay close to him or her if possible and unless otherwise instructed. Heals and other effects (especially Bard songs and group invis) have very limited range, and you want to keep within that radius!

Try to limit your AFK breaks to when other players are also leaving for a moment. Leaders should keep this in mind and calculate these breaks in their schedule. You might want to pause in a quiet section every hour or so to let people grab a drink, head to the restroom, or just get up and move around. If you have to go AFK when the group is on the move, let the raid know, and consider auto-following someone in your group so that the raid can continue in your absence without leaving you behind. Remember, though: you don't want to auto-follow in areas with lava or high cliffs.

heroic opportunities

Heroic Opportunities were described in the original *EverQuest II* guide (pp. 52-54). However, more have been added, and some have been changed. Here's a complete current list of all Heroic Opportunities (HOs), plus a guide that names each HO icon.

Fighter	Mage	Priest	Scout
Shield	Tome	Druidic Stones	Lock
Boot	Fire	Chalice	Bow
Fist	Lightning	Eye	Cloak
Flexed Arm	Staff	Hammer	Coin
Horn	Star	Holy Symbol	Dagger
Sword	Wand	Moon	Mask

Fighter		
Starter Chain		
Opportunity	Completion	Effect
Sky Cleave Common		Deals single target Slashing damage
Crushing Anvil Uncommon		Deals Crushing damage to all opponents in encounter
Hero's Armor Rare		Increases Crushing, Piercing, and Slashing mitigation of PC

Priest		
Starter Chain		
Opportunity	Completion	Effect
Divine Judgement Common		Deals single-target Divine damage
Inspiring Piety Uncommon		Deals single-target Divine damage; increases Focus skill of PC
Blessing of Faith Rare		Instant power heal and power over time

Scout		
Starter Chain		
Opportunity	Completion	Effect
Swindler's Luck Common		Increases Crushing, Piercing, Slashing, and Ranged skill of PC
Ringing Blow Uncommon		Deals single-target Piercing damage
Bravo's Dance Rare		Increases PC's Attack Speed and DPS

Mage		
Starter Chain		
Opportunity	Completion	Effect
Arcane Fury Common		Deals single-target Magic damage
Arcane Storm Uncommon		Deals Magic damage to all opponents in encounter
Arcane Enlightenment Rare		Instant power heal and power over time.

Fighter / Scout
Starter Chain

Opportunity	Completion	Effect
Luck's Bite Common		Deals single-target Piercing damage
Swindler's Gift Uncommon		Increases Crushing, Piercing, Slashing, and Ranged skill of PC
Raging Sword Rare		Deals single-target Slashing damage
Ardent Challenge Ultra-Rare		Increases Agility and Strength of group

Fighter / Mage
Starter Chain

Opportunity	Completion	Effect
Scholar's Insight Common		Deals single-target Mental damage; increases Disruption skill of PC
Storm of Ancients Uncommon		Deals Magic damage and reduces Attack Speed of all in encounter
Soldier's Instinct Rare		Adds a chance to increase Attack Speed whenever PC hits
Arcane Aegis Ultra-Rare		Increases Crushing and Magic mitigation of group

Fighter / Priest
Starter Chain

Opportunity	Completion	Effect
Divine Blade Common		Deals single target Divine damage
Crippling Shield Uncommon		Adds a chance to increase Attack Speed whenever the PC is hit
Chalice of Life Rare		Instantly heals and places a ward on the PC
Divine Nobility Ultra-Rare		Instantly heals and places a regen on the PC

Priest / Scout
Starter Chain

Opportunity	Completion	Effect
Piercing Faith Common		Deals single-target Piercing damage and lowers the opponent's Agility
Divine Trickery Uncommon		Single-target Divine damage; lowers opponent's Piercing and Divine mitigation
Faith's Bulwark Rare		Increases the Slashing, Piercing, and Crushing mitigation of the group
Fervent Quickness Ultra-Rare		Increases Defense and heals the power of the PC


Mage / Priest
Starter Chain

Opportunity	Completion	Effect
Suffocating Wrath Common		Deals Magic damage to all opponents in encounter
Arcane Chalice Uncommon		Instant power heal to the PC
Ancient's Crucible Rare		Places a power and health regen on the PC
Celestial Bloom Ultra-Rare		Instantly heals the PC

Mage / Scout
Starter Chain

Completion		
Arcane Trickery Common		Single-target Magic damage; increases Magic and Piercing mitigation of group
Trickster's Grasp Uncom.		Deals a single-target Magic damage over time effect
Shower of Daggers Rare		Chance to deal Piercing damage whenever that PC hits an opponent
Resonating Cascade U-R		Places a power over time regen on the group

heroic opportunities

Scout / Fighter / Mage			Starter Chain
Opportunity	Completion	Effect	
Trinity Divide Common			
Deals instant single-target Piercing damage			
Soldier's Gambit Unc.			
Deals instant single-target Crushing damage			
Ancient's Embrace Rare			
Chance to deal Cold damage whenever group is hit by an opponent			
Grand Proclamations U-R			
Increases the max power of the PCs for a short time			

Scout / Fighter / Priest / Mage			Starter Chain
Opportunity	Completion	Effect	
Strength in Unity Com.			
Increase Agility, Strength, Intelligence, and Wisdom of the group			
Ancient Demise			
Uncommon			
Deals instant Magic damage and lowers opponents' Magic mitigation			
Past's Awakening U-R			
Completely heals health and power of group; deals Magic damage to encounter			
Tears of Luclin U-Rare			
Deals instant single-target Magic damage			

Scout / Fighter / Priest			Starter Chain
Opportunity	Completion	Effect	
Verdant Trinity Common			
Instantly heals the group			
Nature's Growth Unc.			
Places a health regen on the group			
Shield of Ancients Rare			
Increase the Slashing, Crushing, and Piercing mitigation of the group			
Capricious Strike U-Rare			
Does instant single-target Piercing damage			

Fighter / Priest / Mage			Starter Chain
Opportunity	Completion	Effect	
Archaic Ruin Common			
Single-target Magic damage; lowers opponent's Magic and Slashing mitigation			
Thunder Slash Uncom.			
Deals instant Slashing, Magic, and Divine damage to the opponent			
Ancient Wrath Rare			
Heat damage and stuns the encounter; provides a chance to stun on any hit			
Arcane Salvation U-R			
Instantly heals the health and power of the group			

Scout / Priest / Mage			Starter Chain
Completion			
Breaking Faith Common			
Single-target Divine damage; lowers opponent's Magic and Divine mitigation			
Archaic Shackles Unc.			
Single-target Magic damage; lowers opponent's movement and Attack Speed			
Crucible of Life Rare			
Completely heals group's health and power; chance to stun when group is hit			
Luminous Fate U-Rare			
Places a power regen on the group			



player vs. player



The background conflict on PvP servers is the struggle between good, the residents of Qeynos, and evil, the residents of Freeport. You hunt and battle members of the opposing alignment to gain experience, status, faction, and titles.

Further rewards become available at PvP merchants as you earn standing with your city, and you may purchase rewards from these merchants.

All areas on a PvP server are open to player versus player engagement—nowhere is completely safe, so be on your toes! You will, however, find relative safety within the protective walls of your home city where you can rest and replenish supplies.

Combat between player characters will function somewhat differently in many aspects than combat between a player character and a monster (known as PvE combat, or player versus environment). Note that the changes that are described below only apply to PvP combat; PvE combat follows the standard ruleset on PvP servers.

Melee Combat

The default maximum range for melee combat has been increased. Positional spells and combat arts that require the caster to be either behind or flanking the opponent will work if either requirement is met. Note: This is only the case against PCs.

Taunts and Threat Reduction

Taunts can change an enemy PC's target in PvP and even hold the enemy's target on the taunter for short durations of time. Spells that reduce threat or lower a target's position on a creature's threat list (such as the Swashbuckler's Evade combat art or Templar's Placate spell) can force PCs to completely lose their target focus.

Control Spells

Control spells, such as Snare, Root, Stun, Fear, Charm, Stifle, Fascination, and Pacify, cannot be “refreshed” on a PC target, and likewise the affected PC will be immune to future attempts to use this spell against him or her for a short duration after the effect expires. The immunity duration after the expiration of the original effect is equal to the duration of the control.

For example, if you are rooted by an opposing player for 10 seconds, you cannot be rerooted while you are still under the effect, and when the root breaks, you cannot be rooted again for 10 seconds following the break.

note

Immunity from refreshed control spells only applies to player-cast spells. You are not immune to these spells cast by non-player characters.

Stealth and Invisibility

A character affected by invisibility or stealth will appear as a shadowy outline if he or she comes within a short distance of a PC of an opposing alignment. Outside this range, the invisible or stealthy PC remains unseen.

PCs affected by abilities or spells that allow them to detect invisible or stealthy characters, or that are significantly higher level than an invisible or stealthy PC, will see opposing PCs as shadowy outlines like normal.

Zoning

Upon entering a zone, PCs will be immune to PvP engagement until they move or initiate a hostile action. This prevents unscrupulous PCs from “camping” zone-in points to catch enemies in unfairly vulnerable positions.

PvP Spell and Combat Art Effects

A separate inspection option has been included on PvP servers that will let you view how spells and combat arts function in the PvP ruleset. You can view this through the right-click context menu.

City PvP

PvP within city walls works a little differently than it does in the outside world. A PC cannot attack another within a city unless one is flagged for city PvP. The rules for city PvP are as follows:

- Attacking any NPC in a safe zone (i.e., a city) flags the attacker for city PvP.
- Anyone flagged for city PvP can be attacked by anyone of the opposing alignment in any zone, within the standard PvP rules governing engagement.
- Anyone that attacks a city PvP flagged PC also becomes flagged for city PvP.
- The city PvP flagging lasts for 15 minutes from the last hostile action taken against a safe zone NPC or another PC flagged for city PvP.



What Are Valid PvP Targets?

While PvP servers are dangerous and intense worlds to live in, there are a few rules that Norrathians must still abide by:

- PCs under level 10 cannot PvP.
- PCs can only engage in PvP within city walls, including outlying districts, if flagged for city PvP.
- You cannot attack any PC who is more than eight adventure levels below you unless he attacks you first. Likewise you cannot be attacked by PCs more than eight adventure levels higher than you. Opposing PCs' names will have a red outline, indicating that they are a valid hostile target. Any PCs +/- up to 8 levels are valid targets, and their names will appear as a color based on the level difference.

Green. 5-8 levels below you	Blue. 1-4 levels below you
White. Equal level to you	Yellow. 1-4 levels above you
Orange. 5-8 levels above you	Gray. More than 8 levels below you, no red outline around name
Red. More than 8 levels above you, no red outline around name	

Communication

On PvP servers, a language barrier exists between PCs from Qeynos and Freeport. Qeynos PCs speak the Antonican language. Those PCs from Freeport speak Lucanic. PCs on opposing sides will not be able to understand each others' speech.

This language barrier extends to all languages. No matter which language you choose to communicate with—be it gnomish, draconic, oggish, or any other—PCs from the opposing city will not be able to understand you. PCs from opposing sides also...

- Cannot join guilds or groups together, therefore they cannot communicate via guild chat or group chat.
- Cannot send tells to each other.
- Cannot view the other side's /auction, /ooc, or /shout chat.
- Cannot join chat channels created by PCs from opposing side.
- Cannot view the opposing alignment's presence in a zone using the /who command.
- Cannot send mail to each other through the Norrathian Express in-game mail system.
- Cannot trade items or coins.
- Cannot use the /duelbet command between each other (/duel still functions, however).

Death In PvP Combat

Death during a PvP encounter will result in moderate experience debt. You will not receive armor damage. Note, however, that if you are on any creature's Threat list at the time of your PvP death, you will take normal PvE death penalties, which includes armor damage. You must also cope with the shame and humiliation of being pwned.

PvP Rewards

Rewards for emerging triumphant from a PvP conflict vary depending on how the kill took place.

Honorable Kills

Any kill of the opposing alignment that was first engaged while the target was at full or nearly full health is considered an honorable kill. The first group or solo PC that engaged the target will receive experience, status, and faction rewards.

Neutral Kills

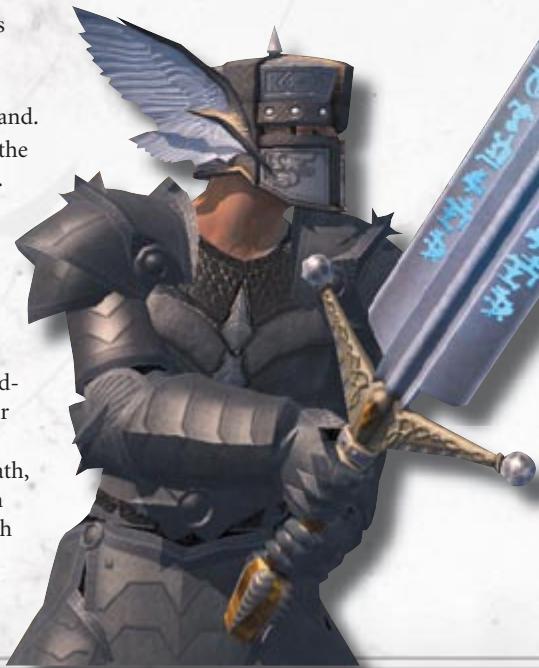
Any kill of the opposing alignment that was first engaged while the target had at least half health is considered a neutral kill. The first group or solo PC that engaged the target will receive moderate faction gain, but no experience or status rewards.

Dishonorable Kills

Any kill of the opposing alignment that was first engaged while the target was significantly hurt is considered a dishonorable kill. The results of a dishonorable kill are detrimental, and include a loss of faction with both your alignment and the opposing alignment. Losing faction with your own side in this way can cause you to fall out of favor with your alignment and will restrict or remove any access to the rewards system.

The Kill List

Honorably killing foes will place them on your character's kill list. Any subsequent honorable kills of the same PC will be counted as neutral kills until you have killed 10 other players. Neutral and dishonorable kills have no effect on the list.



Arena Champions

Fighting in the arena brings an exciting new element to the realm of Norrath, as players pit their characters or their champions against each other in a battle for fame and renown.

Battling as a Player Character

Players use their regular Norrath characters to participate in a player character arena game. However, depending on the arena settings, your character's level may be different than what it is outside of the arena. You can set player character arena games from Level 20 to 70 at 10-level increments. When you enter a player character arena game, your character is automatically mentored down to the appropriate game level setting. You cannot enter arenas that are set at a higher level than your character's current level.

When mentoring, the same rules apply here as when you mentor a group member outside of the arena. Armor is scaled down appropriately, along with any spells and abilities that are based on your level.

Battling as an Arena Champion

In an Arena Champion match, you control your own "champion." There are a wide range of champions to choose from, each with its own strengths and weaknesses. You must own at least one arena champion to enter an Arena Champions game. The Arena Master at the door to the arena in Maj'Dul gives you one champion to start with, at no charge. You can obtain more arena champions by completing certain quests, purchasing a few from select vendors, or by being a successful contender with a high number of wins and/or kills in the arena.

Champion	STR	TOUGH	FOCUS	RESIL	SPEED	Spells
Avenger	4	3	3	2	3	Avenging Fist, Cold Touch, Freezing Winds, Righteous Words
Aviak Hatchling*	3	3	2	3	4	Grasping Talon, Flurry of Feathers, Sharpen Beak, Aviak Call
Bedazzler	2	3	5	2	4	Cerebral Shock, Dazzle, Imagination Implosion, Reductio ad Absurdum
Eyestalker *	3	4	4	3	1	Lightning Eye, Icy Glare, Stone Gaze, Intimidating Stare
Fearknight	5	4	1	3	2	Harm Fist, Power of Fear, Scream of Terror, Taunt of Death
Flame Master	2	1	4	3	4	Eruption, Flame Lick, Immolation, Meteor Blast
Forlorn Ritualist	4	3	4	2	2	Knife of the Ritualist, Rite of Contagion, Rite of Renewal, Rite of Sacrifice
Fountain Spirit	1	3	4	3	5	Aqueous Armor, Dampen, Rejuvenate, Restore
Frozen Magi	2	2	4	3	3	Glacial Barrier, Frost Bite, Frozen Embrace, Rending Sleet
Gnoll Trapper	5	3	3	2	2	Paw Biter, Spirit Net, Strong Spirits, Tangled Paw
Harbringer	2	4	3	4	2	Affliction, Panacea, Sap, Scourge
Luresong	2	3	2	5	4	Ding of the Deep, Drowning Dirge, Soothing Tides, Swift Currents
Moppet Master	3	3	3	3	3	Moppet Maim, Moppet Maul, Moppet Multiply, Moppet Mute
Ravasect Slicer*	4	3	2	2	5	Slicing Pincers, Barbed Exoskeleton, Ravasect Click, Hop
Reaper	2	2	4	3	3	Cull, Enrich, Growth, Mow
Rock Pile	2	5	1	4	2	Boulder Crush, Stomp, Stone Guard, Throw
Rujarkian Blademaster	5	2	2	2	4	Kaesu, Kakaru, Orosu, Tateru
Sand Storm	4	3	2	2	3	Bewildering Blow, Gather Sand, Perforate, Simumon Strike
Scaleborn Recruit*	4	3	2	4	2	Tail Whip, Crushing Maw, Wings of Flight, Poison Claws
Shifter	5	2	2	3	5	Shift Slam, Shift Stammer, Shift Storm, Shift Strike
Shimmering Sprite	1	1	5	3	5	Glimmering Vines, Healing Light, Shimmer Storm, Shining Sun
Skeletal Marauder	5	5	1	1	4	Barbed Bones, Bone Rush, Skeletal Assault, Skull Bash
Spectral Assassin	5	3	2	2	2	Call of the Unseen, Hex of Nekritat, Hex of Nel'Reieez, Hex of Rez'ruzul
Stonegaze	2	2	4	3	4	Gaze, Glare, Glimpse, Squint
Tae Ew Hunter	3	2	3	2	4	Hunter's Shot, Poison Arrows, Poison Trap, Throw Bola
Tempest	1	1	4	5	4	Tempest Fury, Tempest Power, Tempest Reprieve, Tempest Winds
Tidal Lord	2	3	5	3	2	Sea Splash, Tidal Wave, Torrent, Whirlpool
Tomb Guardian	4	3	2	4	2	Guardian's Rage, Guardian's Resolve, Guardian's Roar, Guardian's Strike

* New champions included with the *Kingdom of Sky* expansion.

Arena Champions

Arena Awards

Titles

Earn these titles and a special Arena Champions House Banner trophy with each successive title, and become a feared combatant in the Arenas at Ma'Dul, Freeport, Qeynos, and the Overrealm!

Reward	# of Kills	# of Wins
The Contender	—	100
The Triumphant	—	500
The Victorious	—	1,000
The Champion	—	2,500
The Combatant	500	—
The Assailant	1,000	—
The Vanquisher	5,000	—
The Gladiator	10,000	—

Arena Champions

Reward	# of Kills	# of Wins
Gnoll Trapper	—	25
Tempest	—	25
Reaper	100	—
Shimmering Sprite	100	—
Shifter	1,000	100



Ravasect Slicer*

The Ravasect Slicer, although not a fighter by nature, proves to be an excellent champion.

Slicing Pincers: A medium-damage instant melee attack.

Barbed Exoskeleton: Causes damage to any enemies who attack the Ravasect Slicer.

Ravasect Click: Causes a small amount of damage, stuns, and stifles all enemies around the Ravasect Slicer.

Hop: The Ravasect Slicer can jump high into the air to escape from enemies or to surprise foes.



Avi-ak Hatchling*

The Aviak Hatchling was a young hatchling that was separated from its flock. Over the years it has become a fierce fighter in the arena.

Grasping Talon: Stuns and causes medium damage to enemies.

Flurry of Feathers: Causes light damage, knocks enemies back, and blurs their vision.

Sharpen Beak: Increases the damage of the Aviak Hatchling for a short time.

Aviak Call: Stuns and stifles the opponent for a brief time.



Scaleborn Recruit*

The Scaleborn Recruit gave up training in the temple to become a great arena champion.

Tail Whip: High-damage melee attack.

Crushing Maw: Does light damage and stuns the target.

Wings of Flight: Allows the Scaleborn Recruit to jump and glide short distances.

Poison Claws: Adds a chance to cause poison damage on a successful attack.



Eyestalker*

The Eyestalker is one of the numerous powerful and unusual many-eyed monsters that inhabit the Overrealm.

Lightning Eye: A high-damage magical beam.

Icy Glare: A medium-damage cold attack that also slows the movement of enemies.

Stone Gaze: Roots enemies in place.

Intimidating Stare: An area-of-effect attack that stifles everyone.

GUILDS

by Andrea Silva

Being part of a player guild in *EverQuest II* can be a rich and rewarding experience. But what is a guild? Guilds are associations of player characters who come together to achieve common goals. Whether your guild is a small group of friends, a trade skill organization of crafty Artisans, or a martial guild banded together to tackle the biggest challenges Norrath has to offer, guilds are an important part of your gaming experience.

Forming a Guild

To create a new guild, visit the guild registrar in your home city. City Registrar Glamis is located at the Freeport Observer in East Freeport, while Royal Accountant Fowler is at The Coldwind Crier in Qeynos Harbor. These buildings are the scribe and newspaper shops of their respective cities. You need to meet the following requirements when speaking with the registrar about forming your guild:

6 unguilded PCs present and grouped together

60 silver pieces for the registration fee

An appropriate guild name

The group leader becomes the leader of the newly formed guild and can then invite other PCs to join the guild and promote guild members to high ranks.

Ranks Within a Guild

There are eight customizable ranks available to guilds in *EverQuest II*. These ranks can be renamed to suit the atmosphere of the guild and a wide range of permissions can be set for each rank depending on the needs of the guild. There is one guild leader rank, two officer ranks, three member ranks, and two recruit ranks. You don't need to use all of the ranks available, but they are there for guilds that (for example) might want to designate junior and senior members or commissioned and non-commissioned officers.

Recruit levels are great for introducing new members to the guild. They also allow guilds to limit the permissions of a new member until they are deemed trustworthy and reliable enough to be promoted to full membership in the guild.

Most PCs in a guild are enlisted among the member ranks. These ranks are great for everyday use by the average character in a guild. Most guilds allow members more permissions than recruits, but may still restrict complete access to all guild features to officers or the guild leader.

Officer levels usually either serve a specific purpose within a guild (such as administrative tasks—inviting new members, managing the guild bank, and so forth) or act as a special title for a guild member who organizes a lot of events or performs some other special task.

The guild leader rank is unique and allows full control and access over all features and commands within the guild. A guild leader is usually someone who is respected and trusted by the other members of the guild to administer the guild and its belongings fairly.

A Tale of Two Cities

While guilds are created in either Freeport or Qeynos, it is possible to have both Freeport and Qeynos citizens belonging to the same guild. There are no real drawbacks to belonging to the opposite city as the one in which your guild was created. Guild members in either city can still access the guild bank from their respective cities and in-game mail can be freely exchanged between Freeport and Qeynos citizens. City tasks completed by either faction contribute to the guild's experience when leveling the guild.

note

None of this is possible on PvP servers (see p. 58). You can't be in a guild based in the opposing city.

Guild Tool

The guild tool is immensely useful for keeping up with everything that happens in an active guild. You can access the guild tool by pressing **U** on your keyboard. You'll then notice seven tabs in the guild tool window by which you can access the tool's different features. The guild tool tabs are "Main," "Members," "Events," "Ranks," "Event Filters," "Bank Settings," and "Bank Log."

Main

The Main tab of the guild tool includes the Guild Message of the Day, Guild Summary, My Status, and a brief summary of Recent Events. Guild Summary includes the guild's formation date, the total number of members, and the number of members currently online. My Status includes the date your character joined the guild, your current rank within the guild, and the total Status Points your character has earned while part of the guild. Recent Events lists the last eight events that you also find under the Events tab. At the bottom of the Main tab, you also see the guild's level and experience bar (viewable on all seven tabs of the guild tool).

Members

The Members tab is useful for seeing which members are online and sorting guild members by name, level, or class. You can also toggle the display settings to show guild member adventure levels only, crafting levels only, or whichever level is highest. You can view the Status and Location of all members. At the bottom of the Members tab is a pull-down menu where you set additional filters for the guild member listing. You can choose from the following:

- Show All Members
- Show Members Online Now
- Show Members Online Today
- Show Members Online in Last 7 Days
- Show Members Online in Last 14 Days
- Show Members Online in Last 30 Days
- Show Members Offline More Than 30 Days

There are also buttons for guild members who have the appropriate permissions (like the guild leader or officers) to Promote, Demote, and Remove guild members by targeting the guild member in the list and then clicking on the button to perform the action.

Events

The Events tab is essentially a recording of all important guild events in a log file. The Events record holds up to 500 items and you can “Lock” up to 200 events to keep so that they don’t scroll off the record after you reach the maximum number of events. Members with the appropriate permissions have buttons to Lock and Delete events. The Events tab records a variety of things, such as when the guild gained a new level, members within the guild gained a level, the addition and removal of guild members, and so forth. If you have the appropriate permissions, you can change what gets stored in the Events record by changing the options in the Events Filter tab.

Ranks

The Ranks tab is where guild leaders can choose which ranks to use within the guild and what permissions each rank is given. It is also possible to give permission to other ranks (such as officers) in order to change the permissions of other members. These settings are very customizable and can accommodate any type of guild. There are eight total ranks and it is possible to change the rank names to something befitting your guild.

The following permissions can be granted or taken away:

Change Guild MOTD
Change Permissions
Change Rank Names
Demote Guild Member
Display Guild Name
Edit Guild Event Filters
Edit Guild Events
Edit Officer Notes
Edit Personal Notes
Edit Personal Notes for Others
Guild Bank 1: Deposit
Guild Bank 1: See Contents
Guild Bank 1: Withdraw
Guild Bank 2: Deposit
Guild Bank 2: See Contents
Guild Bank 2: Withdraw
Guild Bank 3: Deposit

Guild Bank 3: See Contents
Guild Bank 3: Withdraw
Guild Bank 4: Deposit
Guild Bank 4: See Contents
Guild Bank 4: Withdraw
Guild Bank: Set Withdrawal Limits
Invite to Guild
Promote Guild Member
Purchase Status Items
Remove Guild Member
See Guild Chat
See Officer Chat
See Officer Notes
Send E-mail to Guild
Speak in Guild Chat
Speak in Officer Chat

Bank Settings

The Bank Settings tab is fairly straightforward. In most guilds, only the guild leader and officers have permission to modify these settings. To change the settings, select a rank on the left, then choose the item and coin withdrawal limits for each of the four bank vaults. You can allow unlimited withdrawals, limited withdrawals, or no withdrawals for each rank and bank vault.

Bank Log

The Bank Log allows guild members to view recent deposits and withdrawals with the guild bank. A pull-down menu at the bottom of the window allows you to view logs for each of the four guild bank vaults.

Event Filters

The Event Filters tab allows you to determine which events are stored in the Events record and which events are broadcast to members in the guild. Each guild member can decide if he or she wants personal events generated.

Guild Level Down
Guild Level Up
Member Completes Guild Writ
Member Completes Heritage Quest
Member Demoted
Member Discovers Item
Member Gains Achievement Lvl [1-10]
Member Gains Achievement Lvl [10]
Member Gains Achievement Lvl [11-20]
Member Gains Achievement Lvl [20]
Member Gains Achievement Lvl [21-30]
Member Gains Achievement Lvl [30]
Member Gains Achievement Lvl [31-40]
Member Gains Achievement Lvl [40]
Member Gains Achievement Lvl [41-50]
Member Gains Tradeskill Lvl [1-10]
Member Gains Tradeskill Lvl [10]
Member Gains Tradeskill Lvl [11-20]
Member Gains Tradeskill Lvl [20]
Member Gains Tradeskill Lvl [21-30]
Member Gains Tradeskill Lvl [30]
Member Gains Tradeskill Lvl [31-40]
Member Gains Tradeskill Lvl [40]
Member Gains Tradeskill Lvl [41-50]
Member Gains Tradeskill Lvl [50]
Member Joins
Member Kills Epic Monster
Member Leaves
Member Loots Artifact
Member Loots Fabled Item
Member Loots Legendary Item
Member Loots Mythical Item
Member Promoted

Guild Bank

The guild bank is a new feature added to facilitate the exchange of items between guild members. To access your guild’s bank, go to a banker in your city and right-click on the NPC. Select the guild bank from the menu.

All guilds, regardless of level, start out with four bank tabs, each containing 20 slots. Different permissions can be set for each of the bank tabs, so you can have one bank tab that is open to everyone in the guild and another one that’s only available to the guild leader and officers. Permission settings for the guild bank are available in the guild tool. You can also use the different tabs to organize the contents of the bank. For example, you might use Bank 1 for collection items and Bank 2 to store spells and combat arts. Bank 3 could be used for all those harvests the crafters enjoy so much, while Bank 4 stores excess armor and weapons.

As your guild gains levels, more storage space becomes available in the guild bank. At guild levels 20, 30, and 40, the guild bank receives another row of storage spaces across all bank tabs. By the time a guild is level 40, it will have 6 rows with 10 storage spaces each on every bank tab. That adds up to 60 spaces per bank tab, or 240 bank spaces total!

Basic Guild Commands

/guildsay or /gu	Speak in the guild chat channel
/guild invite	Invite a PC to join the guild (usually for guild leader and officers only)
<player>	
/guild remove	Remove a character from the guild (usually only the guild leader or officers can remove other members, but a guild member can use this command to remove himself from the guild with this command)
<player>	
/guild promote	Promote a guild member one rank (usually for guild leader and officers only)
<player>	
/guild demote	Demote a guild member one rank (usually for guild leader and officers only)
<player>	

Guild Levels, Writs & Status Points

Guilds earn levels as their members earn status points. Members can earn status points by completing City Tasks (or Writs) for various city factions, selling status point items to the appropriate city factions, completing Heritage quests, and defeating Epic encounters.

Sellable Status Point Items

Tier	Item	Qeynos NPC Faction (Zone)	Freeport NPC Faction (Zone)	Status Value
2	Blackened Iron Relic	Qeynos Guard (North Q)	Freeport Militia (West F)	100
2	Coral Amulet	Celestial Watch (North Q)	Dismal Rage (North F)	100
2	Coral Scrying Stone	Concordium (South Q)	Arcane Scientists (North F)	100
2	Paraffin Sealed Document	Tunarian Alliance (Elddar G)	Seafury Buccaneers (South F)	100
3	Steel Relic	Qeynos Guard (North Q)	Freeport Militia (West F)	200
3	Jasper Amulet	Celestial Watch (North Q)	Dismal Rage (North F)	200
3	Jasper Scrying Stone	Concordium (South Q)	Arcane Scientists (North F)	200
3	Tallow Sealed Document	Tunarian Alliance (Elddar G)	Seafury Buccaneers (South F)	200

Obtaining Writs

Freeport Faction NPCs with Writs

Tier	Seafury Buccaneers (S. Freeport)	Dismal Rage (N. Freeport)	Freeport Militia (W. Freeport)	Arcane Scientists (N. Freeport)	Coalition of Tradesfolke (W. Freeport)
1	Squab Kalina	Convert Y'ral	Trooper Bonesaw	Neophyte Jhanov	Commissioner Venilos
2	Boatswain Fomas	Occultist Levonicus	Liege Helvanica	Archivist Jindlefog	Commissioner Venilos
3	Marauder Kindolus	Blight Sage Destroz	Baron Zafimus	Paragon Jalex	Commissioner Venilos
4	Corsair G'kex	Forbidden Lore	Viscount Gelvonus	Thaumaturge Ranollius	Commissioner Venilos
5	Lieutenant D'Raka	Fethar Lothki	Captain D'Vall	Elon Gallwin	Commissioner Venilos
6	Captain Stovka	Occultist L'Takk	Commandant Vatinius	Savant Ka'im	Commissioner Venilos

Qeynos Faction NPCs with Writs

Tier	Celestial Watch (N. Qeynos)	Concordium (S. Qeynos)	Qeynos Guard (N. Qeynos)	Tunarian Alliance (The Elddar Grove)	Ironforge Exchange (N. Qeynos)
1	Caretaker Nogfizzle	Pupil Adept Wazzlefop	Guard Williamson	Wanderer Greencoast	Executor Adept Sal'ynelle
2	Disciple Telas'velle	Chronicle Steelwill	Guard Rellin'thir	Naturalist Tummyfill	Executor Adept Sal'ynelle
3	Missionary Jenson	Aesthetic Winchester	Sergeant Ironcast	Shepherd Sell'ar	Executor Adept Sal'ynelle
4	Partisan Keladerou	Exalted Milanthroo	Knight-Captain Steelgaze	Preservationist Reynolds	Executor Adept Sal'ynelle
5	Ethri Vasou	Vhret Retharo	Captain Woug	Outrider Bernd	Executor Adept Sal'ynelle
6	Prelate Lorhym Ithpsym	Auguer Prichard Fizzburn	Factor Kai Ferdinand	Wanderer Raegen Truthshadow	Executor Adept Sal'ynelle

4	Faysteel Relic	Qeynos Guard (North Q)	Freeport Militia (West F)	300
4	Opal Amulet	Celestial Watch (North Q)	Dismal Rage (North F)	300
4	Opal Scrying Stone	Concordium (South Q)	Arcane Scientists (North F)	300
4	Gel Sealed Document	Tunarian Alliance (Elddar G)	Seafury Buccaneers (South F)	300
5	Ebon Relic	Qeynos Guard (North Q)	Freeport Militia (West F)	400
5	Ruby Amulet	Celestial Watch (North Q)	Dismal Rage (North F)	400
5	Ruby Scrying Stone	Concordium (South Q)	Arcane Scientists (North F)	400
5	Beeswax Sealed Document	Tunarian Alliance (Elddar G)	Seafury Buccaneers (South F)	400
6	Indicolite Relic	Qeynos Guard (North Q)	Freeport Militia (West F)	500
6	Star Sapphire Amulet	Celestial Watch (North Q)	Dismal Rage (North F)	500
6	Star Sapphire Scrying Stone	Concordium (South Q)	Arcane Scientists (North F)	500
6	Bayberry Sealed Document	Tunarian Alliance (Elddar G)	Seafury Buccaneers (South F)	500
7	Xegolite Relic	Qeynos Guard (North Q)	Freeport Militia (West F)	650
7	Moonstone Amulet	Celestial Watch (North Q)	Dismal Rage (North F)	650
7	Moonstone Scrying Stone	Concordium (South Q)	Arcane Scientists (North F)	650
7	Flamewrought Document	Tunarian Alliance (Elddar G)	Seafury Buccaneers (South F)	650

note

In other words, all "relic" items go to the Fighter faction in your guild's home city, all "amulet" items go to the Priest faction, all "scrying stone" items go to the Mage faction, and all "sealed document" items go to the Scout faction. (You can also sell them in Maj'Dul if your court faction is high enough to enter buildings.)

GuILDS

Guild Rewards

As a guild reaches certain levels of prestige, guild members can purchase unique items that are only available from City Merchant NPCs. These items all require membership in a guild of the appropriate level, as well as coin and status point payments.

Guild Level 1	
<u>Item</u>	<u>City</u>
Desktop Mirror	Qeynos
Ornate Basin	Qeynos
Head Shaped Floor Marker	Freeport
Incense Burner	Freeport
Cecil Whale Painting	both
Female, Male Tradesman Boots	both
Female, Male Tradesman Gloves	both
Female, Male Tradesman Pants	both
Female, Male Tradesman Tunic	both
Scuffle Painting	both
Simple Chemistry Table	both
Simple Engraving Desk	both
Simple Forge	both
Simple Sewing Table and Loom	both
Simple Stove and Keg	both
Simple Woodworking Table	both
Simple Workbench	both
Triptych Painting	both
Guild Level 5	
Puzzle Box	Qeynos
Skull Post	Freeport
Diagram Painting	both
Exquisite Woven Boots	both
Exquisite Woven Pants	both
Exquisite Woven Shoulder Pads	both
Exquisite Woven Tunic	both
Guild Raid	both
Skull Battering Ram Painting	both
Striking Boots	both
Striking Woven Pants	both
Striking Woven Shoulder Pads	both
Striking Woven Tunic	both
Guild Level 10	
Divining Pool	Qeynos
Reflective Vase	Qeynos
Lionpalm Pedestal	Freeport
2-Room Apartments	both
Bixie Queen Painting	both
Centaur Painting	both
Exquisitely Stitched Robe	both
Formed Chemistry Table	both
Formed Engraving Desk	both
Formed Forge	both
Formed Sewing Table and Loom	both
Formed Stove and Keg	both
Formed Woodworking Table	both

Mounts Discounts (karana, misty)	both
Polished Parade Barbute	both
Polished Parade Cuirass	both
Polished Parade Gauntlets	both
Polished Parade Greaves	both
Polished Parade Gussets	both
Polished Parade Sabatons	both
Polished Parade Spaulders	both
Succubus Painting	both
Tree Fort Painting	both
Guild Level 15	
Distillery Crucible	Qeynos
Ornate Pedestal	Qeynos
Fiendish Statue	Freeport
Ornate Mirror	Freeport
Avatar of Storms Painting	both
Dragon Fastened Robe	both
Guild Raid	both
Mailbox	both
Mount Discounts (halasian, steppes)	both
Tree Painting	both
Worked Chemistry Table	both
Worked Engraving Desk	both
Worked Forge	both
Worked Sewing Table and Loom	both
Elaborate Stove and Keg	both
Elaborate Woodworking Table	both
Elaborate Workbench	both
Female Gold Blouse	both
Female Gold Skirt	both
Guild Raid	both
Male Gold Pantaloons	both
Male Gold Shirt	both
Mount Discounts (rujarkian, elddarian)	both
Warrior Painting	both
Guild Level 20	
Kitchen Distillery	Qeynos
Troll Tiki Statue	Freeport
3-Room Houses	both
Fiery Dragon Painting	both
Guild Bank: Row 4	both
Guild Raid	both
Luminous Vanguard Barbute	both
Luminous Vanguard Cuirass	both
Luminous Vanguard Gauntlets	both
Luminous Vanguard Greaves	both
Luminous Vanguard Gussets	both
Luminous Vanguard Sabatons	both
Luminous Vanguard Spaulders	both
Guild Level 30	
Kitchen Stove	Qeynos
Title: Madam	Qeynos
Title: Sir	Qeynos
Orc Knight Statue	Freeport
Skeletal Chair	Freeport
Title: Dame	Freeport
Title: Ritsar	Freeport
5-Room Houses	both
Female Formal Wear Ensemble	both
Fiesty Halfling Painting	both
Freeport Map Painting	both
Guild Bank: Row 5	both
Guild Raid	both
Male Formal Wear Ensemble	both
Mount Discounts (maj'dul, undead)	both
Qeynos Map Painting	both
Guild Level 40	
Guild Bank: Row 6	both
Title: Lady	both
Title: Lord	both
Guild Level 50	
Amygdalan Purification Signet	both
Aquatic Purification Signet	both
Aviak Purification Signet	both
Charm of Droag Allure	both
Charm of Elemental Allure	both
Charm of Gnollish Allure	both
Charm of Goblin Allure	both
Charm of Insect Allure	both
Charm of Orcish Allure	both
Charm of Ravasect Allure	both
Djinn Purification Signet	both
Draconic Purification Signet	both
Gnoll Purification Signet	both
Goblin Purification Signet	both
Lizardman Purification Signet	both
Orc Purification Signet	both
Purification of Coldblood	both
Purification of Unlife	both
Purification of Warmblood	both
Redemption of Failure	both
Signet of Ethereal Form	both
Signet of Indirect Sight	both
Signet of Life	both
Signet of Replenishment	both
Status Drink	both
Status Food	both
Symbol of Clear Voice	both
Symbol of Slippery Feet	both
Symbol of Stability	both
Symbol of Stout Spirit	both
Title: Baron	both
Title: Baroness	both

Faction	City	Amiable	Kindly	Warmly	Ally
The Coalition of Tradesfolke	Freeport	Courier	Interagent	Commissioner	Racketeer
The Freeport Militia	Freeport	Mercenary	Sentinel	Man-at-Arms	Commandant
The Seafury Buccaneers	Freeport	Mariner	Marauder	Corsair	Captain
The Academy of Arcane Science	Freeport	Neophyte	Archivist	Thaumaturge	Savant
The Dismal Rage	Freeport	Devotee	Acolyte	Blight Sage	Occulstist
The Ironforge Exchange	Qeynos	Crier	Envoy	Commission Deputy	Factor
The Qeynos Guard	Qeynos	Squire	Private	Sergeant-at-Arms	Knight-Captain
The Celestial Watch	Qeynos	Disciple	Adherent	Missionary	Prelate
The Tunarian Alliance	Qeynos	Naturalist	Pathfinder	Outrider	Wanderer
The Concordium	Qeynos	Novitiate	Chronicler	Exalted	Augurer

housing

As new citizens flood the gates of Freeport and Qeynos, they are quickly absorbed into the villages surrounding the city proper. The Overlord and Queen both provide low-cost housing in their respective cities for new citizens. Once you've established residency, there are a few things every new homeowner should know.

Access

An important feature of player housing is the ability to set access levels. There are three levels: visitor, friend, and trustee.

Visitor. A visitor can enter and leave the house at any time, but cannot move any furnishings or interact with anything in the home.

Friend. A friend can move furnishings (but not destroy or remove them) and interact with pets and other items in the home.

Trustee. A trustee has all of the control options the owner has, including the ability to set access levels. Trustees cannot affect the access level of the original homeowner, however.

Default access can be granted to anyone not on your customized access list. If you don't want anyone other than the people on your access list to enter your home, leave this setting at None. If you're an extremely trusting person you can set this feature to Trustee, but this is not recommended, as it allows visitors almost full control of your home. For most players, a setting of None or Visitor is the best choice, depending on whether you want to allow friends and strangers alike to view your home or if you'd rather restrict your visitor list to a select few.

Visiting

You can visit other homes by going to an address and right-clicking on the door to select the Visit option. You can pick a name from the list or type in a friend's name that lives at that address to enter a home. You will only be able to enter homes that have the default access set to Visitor or higher, or a friend's home where the friend has given you permission to visit by adding you to the access list.

Many of the homes within the city walls of Freeport and Qeynos have street addresses that can help visitors find your home. If you do move inside the city walls from your starting home in the surrounding villages, be sure to note your house number and street name. If you go to the wrong door, you won't be able to enter your home until you find the right building!

Customizing

One of the most enjoyable aspects of being a homeowner is decorating and customizing your home's interior. Beyond placing and rearranging various furniture items, you can also customize many features of the rooms within the house, such as the floors, walls, and trimming. If you move your mouse cursor over the room, you'll notice it changes to a carpentry symbol. Double-click to customize the current feature over which your mouse hovers (such as the wall or the floor). You are presented with a few choices for replacing the rough features of your home with more opulent ones.

House Vaults

Each home is equipped with house vaults where you can store extra items that don't fit in your bank or in the bags you carry on your character. However, the best aspect of house vaults is the ability to sell items from your home even when you're not online! Larger homes have bigger house vaults, so if you find yourself frequently running low on space, you may want to consider moving to a larger home.

Selling From Your Home

Housing serves another purpose beyond a place to call home and practice interior decorating skills. By purchasing a market bulletin board and placing it on the wall of your home, you can sell items from your home whether you are online or offline.

To sell items from your home, right-click on the market board and select "Access my store." The window that comes up has tabs for your online store and vault merchandise. The online store includes any items carried on your person, which can only be sold while your character is online and within your house. The advantage to the online store is that buyers can come to your home directly and purchase items without paying the additional brokerage fees. The downside is that you need to remain online and are confined to your home in order to make your online store available to buyers.

Vault merchandise allows you to set prices for items stored within your house vault, and these can be sold regardless of whether your character is online or offline, within your home, or out adventuring. The benefit of vault merchandise is that you don't need to hang around to sell items, and these items are always viewable on the brokers. The downside is that buyers can only purchase your items through the brokers (rather than directly from you) and will have to pay the additional brokerage fees.

note

Maj'Dul homes require a 1-3 room residency license before you can purchase a home in the city. 1 room licenses can be bought at kindly faction, 2 room licenses can be bought at warmly faction, and the 3 room licenses can only be purchased with ally faction. It does not matter which of the 3 Courts of Maj'Dul you have earned faction with or if you later change factions. Housing licenses are a one-time required purchase before you can purchase a home of that size in Maj'Dul.

Housing Costs & Features

Freeport

HOUSE VERSION	LOCATION	PRICE	UPKEEP	ROOMS	ITEMS	VULT
Seafarer's Roost	East Freeport	28g 98s + 64,000 SP	1g 15s 92c + 6500 SP	2	200	2
1 Integrity Road	North Freeport	3p 87g 24s + 250,000 SP	15g 48s 96c + 50,000 SP	5	500	5
2 Integrity Road	North Freeport	1p 16g 17s 20c + 120,000 SP	4g 64s 68c + 24,000 SP	3	300	4
3 & 5 Integrity Road	North Freeport	96g 60s	3g 86s 40c	3	300	3
4, 6, 8, 10 Integrity Road	North Freeport	57g 96s + 86,000 SP	2g 31s 84c + 9000 SP	3	300	3
7 Integrity Road	North Freeport	1p 93g 62s	7g 74s 48c	3	300	4
1 Compassion Road	North Freeport	4p 83g 84s + 300,000 SP	19g 35s 36c + 60,000 SP	5	500	6
3, 5, 7 Compassion Road	North Freeport	4p 87g 24s + 250,000 SP	15g 48s 96c + 50,000 SP	5	500	5
Jade Tiger Inn	North Freeport	14g 61s 60c + 22,000 SP	58s 46c + 3000 SP	2	200	3
Jade Tiger Inn	North Freeport	24g 36s	97s 44c	2	200	3
1 & 2 Freedom Road	South Freeport	3p 87g 24s + 250,000 SP	15g 48s 96c + 50,000 SP	5	500	5
3, 5, & 7 Freedom Road	South Freeport	96g 60s	3g 86s 40c	3	300	3
4 Freedom Road	South Freeport	1p 16g 17s 20c + 120,000 SP	4g 64s 68c + 24,000 SP	3	300	4
6, 8, & 10 Freedom Road	South Freeport	57g 96s + 86,000 SP	2g 31s 84c + 9000 SP	3	300	3
1 Justice Road	South Freeport	4p 83g 84s + 300,000 SP	19g 35s 36c + 60,000 SP	5	500	6
2 Justice Road	South Freeport	1p 16g 17s 20c + 120,000 SP	4g 64s 68c + 24,000 SP	3	300	4
Blood Haze Inn	West Freeport	14g 61s 60c + 22,000 SP	58s 46c + 3000 SP	2	200	3
Blood Haze Inn	West Freeport	24g 36s	97s 44c	2	200	3

Qeynos

HOUSE VERSION	LOCATION	PRICE	UPKEEP	ROOMS	ITEMS	VULT
Fish's Alehouse	Qeynos Harbor	48g 30s	1g 93s 20c	2	200	2
Fish's Alehouse	Qeynos Harbor	28g 98s + 64,000 SP	1g 15s 92c + 6500 SP	2	200	2
Irontoe's East	North Qeynos	24g 36s	97s 44c	2	200	3
Irontoe's East	North Qeynos	14g 61s 60c + 22,000 SP	58s 46c + 3000 SP	2	200	3
2 & 4 Bayle Court	South Qeynos	4p 83g 84s + 300,000 SP	19g 35s 36c + 60,000 SP	5	500	6
5 & 8 Erollisi Lane	South Qeynos	3p 87g 24s + 250,000 SP	15g 48s 96c + 50,000 SP	5	500	5
5 Karana Court	South Qeynos	3p 87g 24s + 250,000 SP	15g 48s 96c + 50,000 SP	5	500	5
6, 12, & 14 Karana Court	South Qeynos	57g 96s + 86,000 SP	2g 31s 84c + 9000 SP	3	300	3
18 & 20 Karana Court	South Qeynos	1p 16g 17s 20c + 120,000 SP	4g 64s 68c + 24,000 SP	3	300	4
Lions Mane Inn	South Qeynos	24g 36s	97s 44c	2	200	3
Lions Mane Inn	South Qeynos	14g 61s 60c + 22,000 SP	58s 46c + 3000 SP	2	200	3
2, 8, 12, & 18 Lucie Street	South Qeynos	96g 60s	3g 86s 40c	3	300	3
5, 9, & 15 Lucie Street	South Qeynos	57g 96s + 86,000 SP	2g 31s 84c + 9000 SP	3	300	3
17 & 20 Lucie Street	South Qeynos	1p 16g 17s 20c + 120,000 SP	4g 64s 68c + 24,000 SP	3	300	4
3, 7, 13, & 15 Tranquil Way	South Qeynos	96g 60s	3g 86s 40c	3	300	3
17 Tranquil Way	South Qeynos	1p 93g 62s	7g 74s 48c	3	300	4

Maj'Dul

HOUSE VERSION	LOCATION	PRICE	UPKEEP	ROOMS	ITEMS	VULT
Simple Apartment	Maj'Dul	14g 61s 60c + 22,000 SP	58s 46c + 3000 SP	1	100	2
Small Apartment	Maj'Dul	24g 36s	97s 44c	1	100	2
Merchant Apartment	Maj'Dul	57g 96s + 86,000 SP	2g 31s 84c + 9000 SP	2	200	3
Mercenary Residence	Maj'Dul	96g 60s	3g 86s 40c	2	200	3
Affluent Residence	Maj'Dul	1p 16g 17s 20c + 120,000 SP	4g 64s 86c + 24,000 SP	3	300	4
Large Residence	Maj'Dul	1p 93g 62s	7g 74s 48c	3	300	4

Moving to a New Home

Feel like your house is getting cluttered? Don't have enough space to place new furniture or you've run out of slots in your house vault to sell merchandise? It looks like it's finally time to move to a new home! There are many available homes of various sizes (and prices!) so take the time to explore the city and tour the homes available to find one that fits your needs. Right-click on any housing door and instead of choosing "Access" or "Visit," select the "Tour" option to view an empty housing model and get a feel for the layout of the house.

Once you've decided where your future home will be, it's time to think about the logistics of moving all the items from your previous house into your new one. You won't be able to purchase a new home until you've relinquished ownership of the previous residence, so you want to collect up all your valuables before Moving Day. While a move to a new home won't be completely hassle-free, there are ways to make the process a little less stressful. You can either hire some friends to help carry your items to your new home or you can use the shared bank capabilities and some alternate characters to store your items temporarily until you've acquired ownership of your new house. You might also be one of the fortunate ones who simply don't have a lot of housing items and won't need assistance moving, but many homeowners are terrible packrats with literally hundreds of housing items. Consider the advice above if you're not sure how to get moved into a new home.

After your valuables have been collected up, click on the "Relinquish Ownership" button from the housing access window. Then go to the door of the house that you wish to move into and purchase the home. Your first week's rent is due upfront. Once you've obtained ownership, the onerous task of moving all your items back into your home begins!

Pets

Does your home feel a little lonely? Consider purchasing or otherwise acquiring a house pet! There is a wide variety to choose from and most owners find that the antics of their pets provide plenty of amusement while they are spending time at home.

Freeport and Qeynos both have pet shops where you can purchase a variety of pets. Merchant Donovan Herald in South Qeynos or Mulka the Skinner in West Freeport sell everything from cats and dogs to spiders and turtles for your enjoyment. Another advantage to pet ownership is that many of these animals include rent reduction for homes that have status point upkeep in addition to the coin cost of rent.

House pets are also more than just a decorative item for your home. You can interact with many of the pets and can perform actions such as feeding, petting, or playing with the pet. Spiteful owners might find some enjoyment in poking or teasing their pets as well.

With the addition of arena champions, there are even more exotic "pets" that you can have roaming about your home. You can also occasionally earn a house pet by completing select quests, so if you're interested in turning your home into a verifiable zoo, keep your eyes open for the wide variety of wildlife Norrath has to offer you and your home.



classes

The Shattered Lands are a dangerous place to explore and adventure in. The elders tell us that training in a profession will ensure our survival when we venture out into the world. Without these skills granted to us by our mentors, we would be quickly overcome by the many adversaries that await us. Knowledge, hard work, and preparation are the key to prosperity in these troubled times.

For many, their profession is as clear a choice as the fine crystal glass the craftsmen fire for their vases. For others, the choice is as clouded as a muddied river, trampled by the passage of gnolls. Each profession has its merits, so you can't make a poor choice. However, the best choice is a profession that reflects your individual style.

Mages

Mages are best suited to standing behind the front line in order to cast their powerful spells without interruption. Seeking knowledge of all things arcane, they use powerful forms of magic to strike down their enemies, as well as to improve the abilities of their allies.

Warlocks manipulate the destructive forces of poison and disease to obliterate their foes. They are masters of death and decay, who deal devastating damage and pain to their opponents.

Wizards are masters of the arcane arts, tapping into the elemental powers of fire and ice. Wielding these powerful forces, Wizards can inflict startling destruction on enemies.

Conjurors summon forth powerful elemental beings that obey the Conjuror's every command. Ripped from domains of fire, air, earth, and water, these enslaved minions make powerful servants and bodyguards.

Necromancers summon the dead and imbue them with unnatural life. These pitiful but powerful creatures are slaves to their masters until the grave claims them once more. Lords of death and decay, Necromantic Mages strike fear into the hearts of enemies.

Illusionists use arcane power to confound and befuddle their enemies. They also are able to boost the offensive and defensive capabilities of their allies.

Coercers dominate the minds of the weak and hurl their foes into paralyzing states of confusion and catatonia. They can also enhance the mental abilities and combat prowess of their allies.

Scouts

Scouts use their natural agility, stealth, and cunning to explore the unknown and reconnoiter with their party. Trained in detecting and disarming traps, Scouts are used by many adventuring groups to deal with the troublesome problem of opening treasure chests and infiltrating enemy lairs. Scouts are masters of surprise combat and inflict additional opportunistic damage whenever possible to gain an advantage over their opponents.

Rangers are natural outdoorsmen and trackers, masters of stealthy movement in the undergrowth. They use perception and cunning to gain the advantage over adversaries.

Assassins are cruel mercenaries who hunt down their prey, showing neither mercy nor compassion. They survey dark corridors for potential prey as well as hidden dangers that may be lurking ahead.

Swashbucklers are rogues who charm their way into your confidence while secretly loosening your purse strings. Though known to brag, they are cunning and should not be underestimated.

Brigands are bloodthirsty highwaymen who will backstab anyone who isn't mindful of their presence. They are unpredictable wildcards who arouse fear and confusion in the hearts of their adversaries.

Dirges are singers of angry songs and laments, using the power of cacophony to subdue their enemies. Their songs of rage inspire the fury of battle within their allies.

Troubadors play music that inspires strength and courage in the hearts of their companions. They lead their allies into the deepest dungeons, raising their spirits with songs of victory.

Fighters

Fighters stand toe-to-toe with adversaries while protecting allies from harm. They focus on dealing physical damage to their enemies and are the last to back down from a fight.

Berserkers are chaotic warriors who inflict heavy damage with all manner of weapons. Their furious attacks overwhelm opponents, to whom they show no mercy.

Guardians don heavy armor to protect themselves in combat and aid in the defense of their allies. They stand firm against any threat and lead their party to victory.

Paladins are crusaders for all things good and right. Wearing heavy armor, these valiant defenders of truth fight for nobility, honor, and virtue.

Shadowknights are insidious dark crusaders who use the power of evil to advance their cause. They live to inflict fear, hate, and despair upon all who cross their path.

Monks are disciplined combatants who specialize in martial arts. Their natural agility allows them to avoid enemy blows and strike back with clean, efficient counterattacks.

Bruisers are powerful thugs who use raw physical force to pummel their opponents into submission. They have transformed their bodies into brutal weapons designed to inflict suffering upon enemies.

Priests

Priests are revered throughout Norrath for their divine ability to augment and replenish the health of their allies. While Priests are rarely recognized for their battle prowess, they are still highly respected and frequently sought out by adventuring groups to sustain the physical and spiritual needs of the party.

Templars are servants of the divine who use benevolent powers to aid their fellow adventurers. They mend the wounded and purge illness and suffering from the afflicted.

Inquisitors are fanatics who relentlessly advance the doctrines of their religions and accept no compromise in their beliefs. Skilled priests, they minister to the body while seizing control of the soul.

Wardens are protectors of the woodlands and defenders of wildlife. They tap into the power of nature to mend wounds and purge ailments that afflict their allies.

Furies harness the power of storms and control the ferocity of nature. They command the feral spirits of the wilderness to strengthen and heal their companions.

Mystics seek a symbiotic connection with the spirits of their ancestors, petitioning them to bestow the power to heal the injured, invigorate the weak, and enhance the capabilities of allies when on the field of battle.

Defilers enslave the spirits of their ancestors, harvesting and corrupting their power to use against enemies. This stolen energy can also be used to heal and boost the capabilities of the defiler's allies.

Spells & Combat Arts

You learn *skills* automatically, as you level and as you refine your profession. In general for each skill you learn, you become able to acquire new *spells* and *combat arts*.

For the most part, Mages and Priests get spells, while Fighters and Scouts get combat arts. There is a little cross-over — for example, Paladins and Shadow-knights get several spells, along with their combat arts — and some professions get other abilities entirely, like a Dirge's and Troubador's songs.

Skills are the basis for your **spells**. Skills are knowledge and technique in a particular area; spells are what you can do with that knowledge.

Combat arts are exactly like spells, except they're for non-casters, and their animations require less finger-wagging. For the remainder of this article, "spells" also includes combat arts.

Costs

Spells depend on **Power (PP)** or **Health (HP)** to use them. Some also require

Concentration. You have 5 Concentration slots (or points). Each spell that requires Concentration fills one or more of these slots. You can't maintain a spell if you don't have enough Concentration slots for it. So (for example) you can maintain one spell that requires 3 slots, plus two more spells that require 1 slot each.

Spell Versions & Upgrades

There are four possible "paths" for spell improvement:

1. The spell upgrades with your level for about 10 levels.
2. The spell doesn't upgrade at all (this mainly includes spells for which there isn't really a good "upgrade").
3. The spell upgrades indefinitely, as you continue to level (in which case there won't be a better version of the spell later on).
4. The spell has a basic level, plus up to 11 upgrades. This is not talking about better versions of the spell (like Healing is better than Minor Healing), but upgrades within Minor Healing. These spells are also called *tier spells*.

If it follows path #4 (a tier spell) here are the possible ways to get upgrades:

Apprentice I. This is where you start. You get this level of the spell automatically, when you reach the appropriate skill level.

Apprentice II. This can be bought in a store. All spells are available this way.

Apprentice III. This is a common crafted item. It can't be acquired from an NPC or as a drop. All spells are available this way.

Apprentice IV. This can only be gained as a pristine crafted item. Not many spells are available this way.

Adept I. This is Uncommon loot. All spells are available this way.

Adept II. This can only be found as the reward for a difficult quest. Not many spells are available this way.

Adept III. This is an Uncommon crafted item, which requires a rare harvest (drop). All spells are available this way.

Adept IV. This can only be found as the reward for an epic quest. Few spells are available this way.

NOTE: Some spells do not continue on to Master level. The rest of this section only talks about those that do.

Master I. This is Rare loot. All spells are available this way.

Master II. This is a special event reward. They're available when they're available.

Master III. This is a Rare crafted item, which requires an extremely rare drop or a multi-group encounter. Some spells are available this way.

Master IV. This basically combines Adept IV and Master III — an epic quest with an extremely rare drop or a multi-group encounter drop. Few spells are available this way.

Other Spell Notes

- Spells increase in power as you level. Going up 10 levels roughly doubles the cost and power of a spell.
- Tier spells also increase in power as you upgrade them, but more efficiently. Going from Apprentice I to Master IV roughly adds 2/3 to power, 1/4 to cost. (Those are the extremes of the scale. All spells that can upgrade

follow the same scale, even if they don't have a Master IV upgrade.)

- Both increasing your level and upgrading the spell slightly increase your base chance of success.

Ranges (In General)

Type of Ability	Range (meters)
Single-Target DD (Mage spells)	35
Single-Target DD (other spells, arts)	30
Single Healing	20
Single Buffs	10
All other spells	25
Melee attack (arts)	5
Ranged combat (arts)	the range of your bow (but not outside 2-25)
Group buffs & heals (arts)	centered on caster, radius 15
Group buffs & heals (spells)	centered on caster, radius 7.5

(Spell buffs and heals tend to be cast before combat, so the group can cluster to get the buff. Art buffs and heals tend to be cast during combat.)

DD AoE radius	10
Melee AoE radius (arts)	5
Other AoE radius	7.5

Spell & Art Stats

For each spell and art, we include: the Level at which you acquire it; the Heroic Opportunity icon associated with it; the time it takes to cast it (in seconds); how long until you can reuse it (in seconds or minutes); its radius of effect (in any); brief description of it.

Entertainment Spells (E). The chart on p. 195 of the original guide lists several spells included in the game just for fun. Those spells are also included in each profession's list of spells, indicated with "(E)" following the spell's name.

classes

Adventuring Professions				
Archetypes	Professions	Qeynos Classes	Either City	Freeport Classes
Fighter	Brawler	Monk		Bruiser
	Crusader	Paladin		Shadowknight
	Warrior		Berserker Guardian	
Mage	Enchanter	Illusionist		Coercer
	Summoner	Conjuror		Necromancer
	Sorcerer		Warlock Wizard	
Priest	Cleric	Templar		Inquisitor
	Shaman	Mystic		Defiler
	Druid		Warden Fury	
Scout	Rogue	Swashbuckler		Brigand
	Predator	Ranger		Assassin
	Bard		Dirge Troubador	

General Skills

Skill	Function
Defense	avoid physical attacks
Magic Affinity	wear magical jewelry, other access.
Spell Avoidance	avoid magical attacks
Alcohol Tolerance	tolerate the effects of alcohol
Fishing	catch fish
Focus	maintain concentration under attack
Foresting	find and harvest lumbers
Gathering	gather herbs, flowers, small plants
Mining	mine for ores and minerals
Swimming	swim in water
Trapping	catch small game animals
Parry	intercept incoming attacks

Abbreviations

a "solo" spell; there are none other in this line
<i>AoE</i> area of effect
<i>cancel</i> it lasts until you cancel it
<i>Conc</i> Concentration (points)
<i>C/P/S</i> Crushing, Piercing, and Slashing (offensive melee skills)
<i>C/P/S/R</i> above, plus Ranged (offensive skills)
<i>CRR</i> casting, recovery, recast times
<i>dam</i> damage
<i>DoT</i> damage over time
<i>DPS</i> damage per second
<i>Dur</i> duration
<i>HO</i> Heroic Opportunity icon
<i>HoT</i> healing over time
<i>hr</i> hour
<i>m</i> minute or meter
<i>mitig</i> mitigation (resistance)
<i>PoT</i> power over time
<i>resist</i> resistability
<i>s</i> second
<i>ToT</i> Threat over time

Equipment Skills & Proficiencies

	MAGE	FIGHTER			PRIEST			SCOUT
	(all)	Brawler Bruiser Monk	Crusader Paladin Shadowkn.	Warrior Berserker Guardian	Cleric Templar Inquisitor	Druid Warden Fury	Shaman Mystic Defiler	(all)
ARMOR								
Very Light (robes & other)	Y	Y	Y	Y	Y	Y	Y	Y
Light (leather & woven)	-	Y	Y	Y	Y	Y	Y	Y
Medium (chain & brigandine)	-	-	Y	Y	Y	-	Y	Y
Heavy (plate & vanguard)	-	-	Y	Y	Y	-	-	-
SHIELDS								
Buckler (small)	-	Y	Y	Y	Y	Y	Y	Y
Round Shield (medium)	-	-	Y	Y	-	-	-	Y
Kite Shield (large)	-	-	Y	Y	-	-	-	-
Tower Shield (very large)	-	-	-	Y	-	-	-	-
Symbol (talisman & symbol)	Y	-	-	-	Y	Y	Y	-
WEAPON SKILLS								
Axe (1-H axes)	-	-	-	Y	-	-	-	Y
Great Axe (2-H axes)	-	-	-	Y	-	-	-	-
Bow (short & long bows)	-	-	-	Y	-	-	-	Y
Dagger	Y	-	-	Y	-	-	-	Y
Fists	-	Y	-	-	-	-	-	-
Hammer (1-H hammers)	-	Y	Y	Y	Y	Y	Y	-
Great Hammer (2-H hammers)	-	Y	Y	Y	Y	Y	Y	-
Mace	-	Y	Y	Y	Y	Y	Y	Y
Rapier	-	-	-	Y	-	-	-	Y
Spear	-	-	-	Y	-	-	Y	Y
Great Spear (large polearms)	-	-	-	Y	-	-	-	-
Staff (2-H staves)	Y	Y	-	Y	Y	Y	Y	-
Sword (1-H swords)	-	-	Y	Y	-	Y	-	Y
Great Sword (2-H swords)	-	-	Y	Y	-	-	-	-
Thrown Weapon (knives & shuriken)	-	Y	-	Y	-	-	-	Y
STYLE PROFICIENCIES								
Crushing (hammer, mace, staff, fists)	Y	Y	Y	Y	Y	Y	Y	-
Piercing (daggers & bows)	Y	Y	-	Y	-	-	Y	Y
Slashing (swords & axes)	-	Y	Y	Y	-	Y	-	Y
Ranged (bows, crossbows & thrown)	-	Y	-	Y	-	-	-	Y

Mage: Warlock

By Joe 'Mallic' Liddell

Warlocks are a cloth-wearing AoE (Area of Effect) casting class; the masters of Area of Effect damage, you might say. They are all about Poison and Disease damage, and lots of it. Other classes can't compare to the Warlock when it comes to pure Area of Effect damage numbers. Wizards generate higher damage vs. single targets, but Warlocks dominate when it comes to encounters with multiple mobs. High damage and decent utility sees this class through to the end game. Warlocks can call either Freeport or Qeynos home.

Solo

Warlocks are straightforward. Deal damage, deal lots of it. Your main tactic when playing solo is to find decent-sized groups of double- or triple-down mobs and use AoE spells to quickly defeat them. If you need to take on a mixed pack that has an up arrow in it, or a larger group, you should use your root spells to space out the mobs and deal with all of them individually or in smaller groups.

One thing to pay attention to is your early AoE line, Poison Cloud. It is a PBAoE (point-blank Area of Effect), and an out-of-encounter AoE. Using this spell line can very quickly pull additional creatures to fight if another mob wanders too close to where you're already engaged in combat; pay attention to your surroundings when using Poison Cloud and its successors. Most of your other damage spells are encounter-based, so you won't need to be as cautious in their use. Your second AoE spell line, Gas Cloud, has a brief stun effect, so it makes for a good leading spell when not using a root. As a Warlock, you can start with Gas Cloud (or its upgrade) and then use your single-target DoT spells and direct damage spells on as many encounter mobs as you can before they reach you. Once they reach you, use Gas Cloud again, closing with a PBAoE spell, by which time almost everything should be dead.

Nil crystals are another important part of the Warlock class. Some of your spells require nil crystals to cast. This is similar to the way Necromancers create and use their essences of anguish. Essentially, you need to cast one of your Curse spells on a foe, and if the enemy dies during the duration of the Curse, a nil crystal is added to your inventory. If the enemy dies after the Curse has worn off, you don't receive a nil crystal and you have to try again on another enemy.

Blackheart Armor



Group

Warlocks flourish in an AoE group, where the group's focus is to do as much damage as possible to as many creatures as possible in a small surrounding area. Get a few other classes with respectable AoE spells, and your group can be unstoppable. Even in a more traditional group, a Warlock's damage numbers are still top tier. However, a Warlock brings more to the table than pure damage. The Nihilism line is a nice damage shield; just be careful with it if you have a mezzer in the group, as it can break the hold on a mesmerized target. Poison and Disease mitigation buffs are uncommon among other classes, so these spells can be extremely useful in the right circumstances; they give the Warlock something to offer that few other classes can. You have a wide range of stuns and roots, in single-target and AoE flavors, which can drastically affect the timing of fights. The Seal line of spells improves your group's casting stats and helps dramatically with resist rates.

When you're playing in a group, your tactics depend on the composition of your group. High-DPS groups allow you to cut loose more and use a lot of your power quickly. Aggro generally won't be as much of a concern when others are also dealing a lot of damage. High-DPS groups are generally light on tanks and healers, and consist mainly of casters and Scouts.

Groups that rely on you for the DPS will require you to be much more cautious in monitoring your aggro. Do not try to outdamage the rest of your group from the start unless you like maintaining a hefty pool of experience debt. As with a Wizard, you have to carefully watch your power consumption and your aggro, and balance each with the rest of your group. Become familiar with your tank and how good he is at keeping the mobs' attention. Can he consistently keep the attention of a single creature? Can he manage an entire encounter's aggro, allowing you to cut loose with your AoE? These are things a good Warlock pays attention to when deciding which spells to cast and when.

Raiding

The main role of the Warlock on raids is damage output. Usually you don't have to worry about aggro management, as a raiding tank or tanks have aggro well under control. Your utility spells aren't important in raiding situations, so focus on DPS.

Spell Highlights

Flay is one of your most used direct-damage spell lines. The Flay line is your mid-range single-target damage spell with a fast cast time.

The Distortion spell line is the Warlock's high-range single-target direct-damage weapon. It has slightly longer cast and recast timers than the Flay line, but does more damage and returns power to you.

The Absolution spell line is a high-range direct-damage AoE spell. This is one of your main spells for most tiers. Master training choices are available for this line in the 20s and 30s.

The Nebula spell line is a mid-ranged AoE direct-damage spell with a relatively low power cost and a secondary encounter stun effect. This spell is great for buying a few extra seconds to finish off mobs, or getting your healer a desperately needed half second to finish a heal on the main tank. It's reported that the stun effect works on epic mobs.

Netheros is one of your fun spells—a high-damage fire pet. It looks cool. Your groupmates will probably try to attack it. This spell is one that requires a nil crystal.

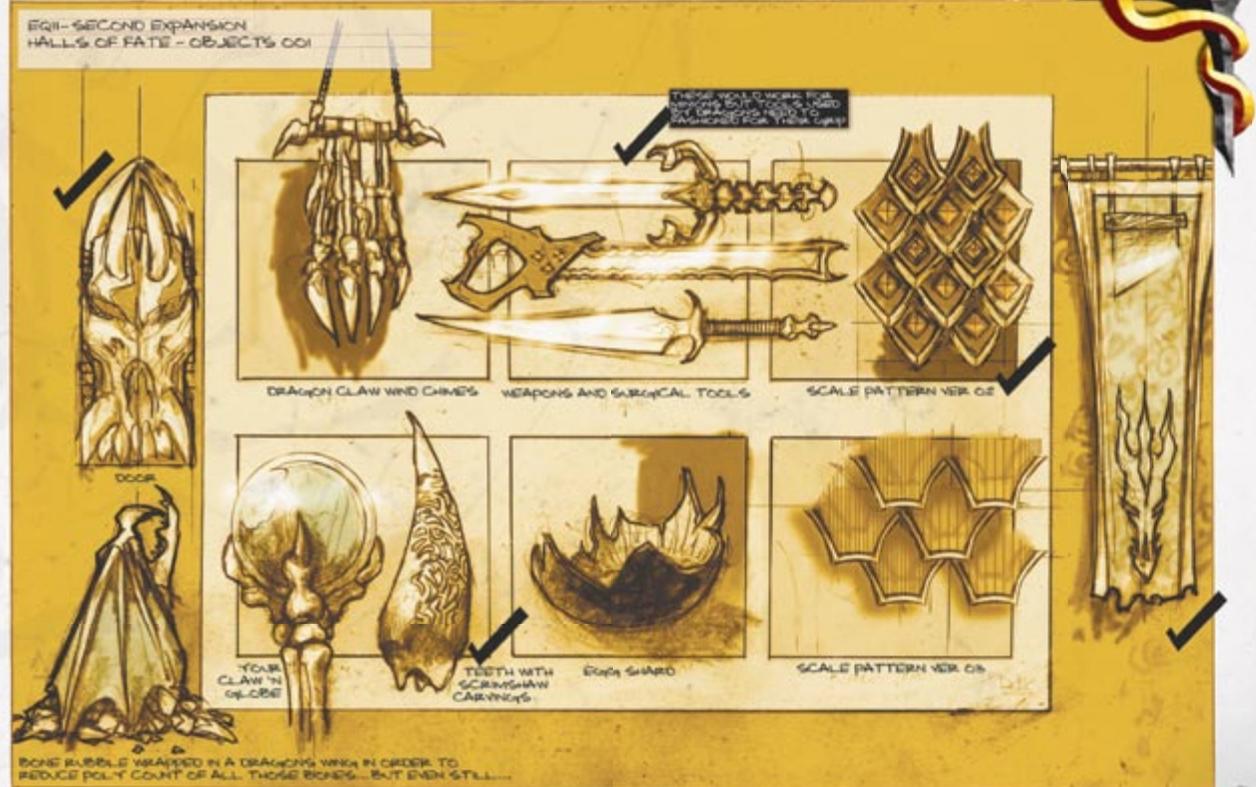
Curse of the Nulls is a Strength and Intelligence debuff that creates a nil crystal for you when the mob dies. This is a good spell to cast on higher con ^^^ mobs.

Curse of Emptiness is a Power and Health debuff, and another good spell for creating nil crystals.

Accords is a good spell to cast on your tanks. When the target of this spell is attacked, Accord has a chance to drain the attacker's power and replenish your target's power.

Training

Level 14	Level 44
10-Suffocation	40-Seal of Dark Ruminations
12-Corrosive Bolt	41-Grisly Contract
13-Shorten Breath	42-Abysmal Fury
14-Suffocate	43-Soul Flay
Level 24	Level 54
20-Negative Absolution	48-Netheros
21-Boon of the Void	50-Dark Nebula
23-Dark Distortion	51-Null Distortion
24-Suffocating Breath	54-Seal of Ebon Thought
Level 34	Level 64
31-Dark Emanations	62-Netherlord
32-Abhorrent Gift	62-Void Absolution
33-Strength of Void	63-Aura of Nihilicity
34-Null Absolution	64-Nihilistics



Warlock Abilities

1-CORROSIVE STRIKE

Deals Poison damage.
Enemy | CRR 2s 0.5s 4s | Range 35m | Resist -24% | HO Lighting

1-Corrosive Strike

11-20 Poison damage; Power 3

6-CORROSIVE BLAST

32-60 Poison damage; Power 14

12-CORROSIVE BOLT

64-120 Poison damage; Power 27

20-NOCIOUS BLAST

107-200 Poison damage; Power 41

29-NOCIOUS BOLT

165-307 Poison damage; Power 56

43-Soul Flay

261-484 Poison damage; Power 81

57-Soul Blister

373-694 Poison damage; Power 105

1-STOP BREATH

Reduces target encounter's Disease and Poison (D/P) resist.
Enemy | CRR 1s 0.5s 20s | Dur 30s | AoE 10m | Range 35m | Resist -10% | HO Star

1-Stop Breath

D/P mitig -22; Power 3

13-Shorten Breath

D/P mitig -142; Power 28

27-Steal Breath

D/P mitig -259; Power 53

41-Chaotic Maelstrom

D/P mitig -394; Power 77

55-Anarchic Maelstrom

D/P mitig -528; Power 102

69-Tumultuous Maelstrom

D/P mitig -662; Power 126

2-POISON CLOUD

Interrupts and deal great amounts of Poison damage over time (instantly and every 1s) to all enemies surrounding you. Interrupts targets in Area of Effect.
Self | CRR 2s 0.5s 8s | Dur 3s | AoE 75m (max targets 8) | Resist -10% | HO Fire

2-Poison Cloud

3-6 Poison DoT; Power 11

14-Suffocate

21-40 Poison DoT; Power 68

28-Suffocating Cloud

45-84 Poison DoT; Power 123

42-Abysmal Fury

72-134 Poison DoT; Power 178

56-Boundless Fury

104-194 Poison DoT; Power 234

70-Chaostorm

137-254 Poison DoT; Power 289

3-ERUPT

Deals Poison damage over time (every 3 seconds).
Enemy | CRR 1s 0.5s 8s | Dur 18s | Range 35m | Resist -24% | HO Fire

3-Erupt

2-4 Poison DoT; Power 5

10-Emanate

8-14 Poison DoT; Power 17

17-Shadowy Emanations

13-24 Poison DoT; Power 26

31-Dark Emanations

25-47 Poison DoT; Power 45

45-Torment of Shadows

39-72 Poison DoT; Power 63

59-Scourge of Shadows

55-102 Poison DoT; Power 81

4-MAGI'S SHIELDING

• Increases max health +365, Focus +23, and Defense +23.
Self | CRR 3s 0.5s 6s | Dur cancel

5-ARCANE AUGER

• Lets you begin a Heroic Opportunity. Must be in combat.
Self | CRR Instant Instant 10s | HO Tome

5-BIND

Roots target, then fears and slows (5 more seconds). 10% chance to dispel when target receives hostile action or takes damage (15% when feared). Epics not affected.
Enemy | CRR 2s 0.5s 6s | Range 25m | Resist -10% | HO Wand

5-Bind

duration 20s; slow -37%; Power 12

19-Fearful Bind

duration 30s; slow -41%; Power 39

33-Paralyzing Fear

duration 45s; slow -44%; Power 63

47-Cower

duration 50s; slow -47%; Power 88

61-Cowering Bind

duration 1m5s; slow -51%; Power 112

5-BIND SIGHT

• See through eyes of ally, but not in combat. Your body is stationary (stunned). Power 6

Group Friend | CRR 2s 0.5s 30s

| Dur 3m | Range 50m | HO Staff

6-CURE ARCANE

• Dispels 77 levels of hostile Divine, Magic, and Mental effects from ally. Power 95

Raid or Group Friend | CRR 1s 0.5s 10s

| Range 20m

7-BOON OF THE SHADOWS Increases your group's power and noxious resistance.
Group | Conc 1 | CRR 3s 0.5s 30s | Dur cancel | AoE 50m

7-Boon of the Shadows max power +21; Disease mitig +105; Poison mitig +131

21-Boon of the Void max power +73; Disease mitig +202; Poison mitig +252

35-Bolster Energy max power +168; Disease mitig +336; Poison mitig +420

49-Aspect of Darkness max power +262; Disease mitig +470; Poison mitig +588

63-Aspect of Night max power +432; Disease mitig +605; Poison mitig +756

8-GAS CLOUD Deals Poison damage to target and nearby allies, and stuns them. Epics more resistant to stun.
Enemy | CRR 3s 0.5s 15s | AoE 10m | Range 25m | Resist -10% | HO Star

8-Gas Cloud duration 3.2s; 41-75 Poison damage; Power 37

22-Putrid Cloud duration 3.4s; 113-211 Poison damage; Power 89

36-Grievous Blast duration 3.7s; 199-369 Poison damage; Power 138

50-Dark Nebula duration 4s; 299-555 Poison damage; Power 187

64-Nebula duration 4s; 405-753 Poison damage; Power 236

9-DISPEL MAGIC • Dispels 77 levels of beneficial Magic effects from target. Power 96

Enemy | CRR 1s 0.5s 20s | Range 25s

9-SEE INVISIBILITY • Ally can see invisible enemies. Power 128

Raid or Group Friend | CRR 2s 0.5s 2s | Dur cancel | Range 10m

10-INTERFERENCE Magic damage attack that interrupts and pacifies target. Epics not pacified.
Enemy | CRR 0.5s 0.5s 25s | Range 25m | Resist -10% | HO Lighting

10-Interference 5-8 Magic damage; duration 3.9s; Power 5

24-Nullification 11-19 Magic damage; duration 4.2s; Power 12

38-Vulian Interference 19-32 Magic damage; duration 4.5s; Power 18

52-Vulian Intrusion 28-47 Magic damage; duration 5.2s; Power 24

66-Vulian Nullification 38-63 Magic damage; duration 5.5s; Power 30

10-SUFFOCATION Deals Disease damage and Disease damage over time (every 2 seconds).
Enemy | CRR 2s 0.5s 8s | Dur 10s | Range 35m | Resist -24% | HO Fire

10-Suffocation 19-36 Disease damage; 12-21 Disease DoT; Power 35

24-Suffocating Breath 48-88 Disease damage; 29-53 Disease DoT; Power 72

38-Dark Pyre 80-148 Disease damage; 48-89 Disease DoT; Power 108

52-Shadowed Pyre 119-221 Disease damage; 71-133 Disease DoT; Power 145

66-War Pyre 159-296 Disease damage; 96-177 Disease DoT; Power 182

11-VENOMOUS GRASP On a successful melee attack, spell has 10% chance to add Poison damage over time (every 4 seconds for 16 seconds).
Group Friend | Conc 1 | CRR 2s 0.5s 10s | Dur cancel | Range 10m | HO Staff

11-Venomous Grasp 13-15 Poison DoT; Power 25

25-Venomous Runes 30-37 Poison DoT; Power 49

39-Toxic Grasp 49-60 Poison DoT; Power 74

53-Virulent Grasp 73-89 Poison DoT; Power 98

67-Malignant Grasp 97-119 Poison DoT; Power 123

12-SPELLBINDING PACT Increases effectiveness of your group's casting techniques (Ministration, Ordination, and Subjugation: M/O/S).
Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

12-Spellbinding Pact M/O/S +4.3

26-Dark Pact M/O/S +9.4

40-Seal of Dark Rumination M/O/S +14.4

54-Seal of Ebon Thought M/O/S +19.4

68-Seal of Dismal Logic M/O/S +24

13-TAP VOID Converts some of your health into power.
Self | CRR 2s 0.5s 20s | HO Wand

13-Tap Void 87 health becomes 39 power

27-Invite Void 191 health becomes 85 power

41-Grisly Contract 307 health becomes 137 power

55-Ghastly Contract 448 health becomes 200 power

69-Terrible Deeds 590 health becomes 263 power

15-CONCUSSIVE • Reduces your hate (Threat -1470-2450) with target of your next hostile spell. Power 59
Self | CRR 2s 0.5s 30s | Dur 10s | HO Staff

15-SUMMON SHADOWS • Gives ally invisibility. Suspends movement enhancements; dispelled if ally takes damage and suspends during combat. You can only maintain this spell on one ally. It can't be interrupted or fizzled. Power 128
Group Friend | CRR 2s 0.5s 5s | Dur 10m | Range 10m

16-FREEZE Cold damage attack that stuns target. Epics not stunned.
Enemy | CRR 2s 0.5s 30s | Dur 4s | Range 25m | Resist -10% | HO Star

16-Freeze 146-244 Cold damage; Power 68

30-Flashfreeze 292-487 Cold damage; Power 117

44-Deter 457-761 Cold damage; Power 166

58-Thwart 649-1081 Cold damage; Power 215

18-BOON OF THE DARK Each time ally is hit with melee weapon, gives 10% chance to drain power over time (every 4 seconds for 16 seconds) from ally's attacker to ally. This can only be maintained on a single ally.
Group Friend | CRR 2s 0.5s 10s | Dur cancel | Range 25m | HO Wand

18-Boon of the Dark transfer 4 PoT; Power 27

33-Boon of the Shadowed transfer 9 PoT; Power 46

47-Vulian Gift transfer 13 PoT; Power 65

61-Boon of the Damned transfer 18 PoT; Power 83

20-NEGATIVE ABSOLUTION Deals Disease damage to target and nearby allies.
Enemy | CRR 4s 0.5s 12s | AoE 10m | Range 25m | Resist -10% | HO Lightning

20-Negative Absolution 230-428 Disease damage; Power 153

34-Null Absolution 424-787 Disease damage; Power 245

48-Nil Absolution 645-1197 Disease damage; Power 337

62-Void Absolution 887-1646 Disease damage; Power 429

20-POISONOUS VEIL When ally is hit, this has a 25% chance to hit ally's attacker and the others in its encounter.
Raid or Group Friend | Conc 1 | CRR 1s 0.5s 10s | Dur cancel | Range 20m | HO Star

20-Poisonous Veil 18-21 Poison damage; Power 41

35-Poisonous Shroud 33-41 Poison damage; Power 67

50-Nihilism 52-63 Poison damage; Power 93

59-Bane Nihilism 64-78 Poison damage; Power 109

64-Nihilistics 70-86 Poison damage; Power 118

23-DARK DISTORTION Poison attack that restores power to you.
Enemy | CRR 3s 0.5s 12s | Range 35m | Resist -24% | HO Lightning

23-Dark Distortion 287-533 Poison damage; +28 power; Power 115

37-Nil Distortion 491-912 Poison damage; +48 power; Power 176

51-Null Distortion 735-1336 Poison damage; +73 power; Power 238

65-Void Distortion 990-1839 Poison damage; +98 power; Power 299

mage: warlock

23-SHADOWSIGHT • Gives your group sonicvision and ability see invisible enemies. Power 128

Group | CRR 2s 0.5s Instant | Dur cancel | AoE 50m

24-DARK SIPHONING Drains power over time (every 3 seconds) from target and nearby allies, and restores some to your group. This requires a nil crystal component.

Enemy | CRR 4s 0.5s 1m | Dur 36s | AoE 7.5m | Range 25m | Resist -10% | HO Wand

24-Dark Siphoning -14-17 encounter PoT; +6 group PoT; Power 96

38-Dark Pillaging -23-28 encounter PoT; +10 group PoT; Power 145

52-Shaded Pillaging -34-42 encounter PoT; +15 group PoT; Power 194

66-Phantom Pillaging -46-56 encounter PoT; +20 group PoT; Power 243

25-CURSE OF DARKNESS Reduces the target's max health and power. If target dies while under this curse, you get a nil crystal is granted to the Warlock. Only affects targets Level 17 and above.

Enemy | CRR 2s 0.5s 16s | Dur 72s | Range 25m | Resist -10% | HO Fire

25-Curse of Darkness max health -194; max power -125; Power 24

39-Curse of Emptiness max health -377; max power -244; Power 37

53-Curse of Desolation max health -549; max power -357; Power 49

67-Cure of Isolation max health -699; max power -456; Power 61

28-CURSE OF NULL Reduces target's Strength and Intelligence. If target dies while under this curse, you get a nil crystal. Only affects Levels 20+.

Enemy | CRR 2s 0.5s 10s | Dur 72s | Range 35m | Resist -10% | HO Wand

28-Curse of Null STR, INT -26; Power 33

42-Curse of Nil STR, INT -39; Power 47

56-Curse of Nothingness STR, INT -53; Power 62

70-Curse of Void STR, INT -66; Power 77

32-ABHORRENT GIFT Each time you inflict Poison damage, this adds AoE poison. Each occurrence costs you a small amount of power. This requires a nil crystal.

Self | CRR 0.5s 0.5s 1m30s | Dur 30s | HO Staff

32-Abhorrent Gift 16-29 Poison damage

46-Wicked Gift 24-45 Poison damage

60-Corrupt Gift 34-63 Poison damage

33-STRENGTH OF VOID Restores ally's power over time, while draining your health over time (both every 4 seconds).

Raid or Group Friend | CRR 4s 0.5s 20s | Dur 16s | Range 20m | HO Staff

33-Strength of Void ally's PoT +19; your HoT -38

47-Endow Energy ally's PoT +29; your HoT -58

61-Bestow Energy ally's PoT +40; your HoT -81

35-AURA OF DARKNESS Adds Disease damage to your spell attacks (up to 3 times).

Enemy | CRR 1s 0.5s 20s | Dur 20s | Range 25m | HO Staff | Resist -10% | HO Staff

35-Aura of Darkness 167-204 Disease damage; Power 100

49-Aura of Emptiness 252-308 Disease damage; Power 137

63-Aura of Nihilism 344-421 Disease damage; Power 174

35-ICE FLAME • Deals Cold and Heat damage that slows movement speed (-44%). 255 Heat damage; 255 Cold damage; Power 134

Enemy | CRR 2s 0.5s 30s | Dur 4s | Range 12m | Resist -24% | HO Lightning

40-BONY GRASP Roots target and nearby allies. 8% chance to dispel when target takes damage or receives hostile action. Epics not affected.

Enemy | CRR 2s 0.5s 20s | AoE 10m | Range 25m | Resist -10% | HO Star

40-Bony Grasp duration 37.5s; Power 152

54-Skeletal Grasp duration 45s; Power 201

68-Spectral Grasp duration 48.8s; Power 250

40-NULLMAIL • When you fall below 30% health, triggers +2800 mitigation of all damage and a 50% chance to completely evade each combat attack, for 12 seconds.

Self | CRR Instant 0.5s 5m | Dur cancel | HO Staff

48-NETHEROS Summons a pet. Requires a nil crystal to cast it. Power 224

Enemy | CRR 2s 0.5s 25s | Dur 45s | Range 35m | HO Lightning

48-Netheros

62-Netherlord

50-DEVASTATION Poison AoE attack over time (every 1.5 seconds) that stuns target and nearby enemies for 3 seconds after the Poison terminates. Epics not affected.

Enemy | CRR 4s 0.5s 45s | Dur 6s | AoE 10m (max targets 5) | Range 35m | Resist -10% | HO Fire

50-Devastation 257-477 Poison DoT; Power 327

70-Apocalypse 387-719 Poison DoT; Power 449

52-DARK INFESTATION • Poison attack over time (every 3 seconds) with 25% chance to summon 3 dark broodlings for 24 seconds. Dark broodlings start by attacking your target, but they are extremely unstable entities and will attack everything nearby. 244-298 Poison DoT; Power 321

Enemy | CRR 2s 0.5s 30s | Dur 18s | Range 35m | Resist -24%

55-NULL CARESS • Teleports nearby enemies to a random location within 20 meters, stuns them briefly, then slows them (-78%) for 10 seconds. 10% chance to dispel when target takes damage or receives hostile action. Epics not affected. Power 204

Self | CRR 1s 0.5s 45s | Dur 2s | AoE 5m (max targets 8) | Resist -10%

58-NETHEROS REALM • Adds 234-285 Poison damage to all nearby enemies each time they are hit with Poison or Disease attack. Power 53 every 5 seconds

Self | CRR 3s 0.5s 1m | Dur 30s

65-RIFT • 1489-2482 Magic AoE attack that knocks back and stuns nearby enemies. Requires a nil crystal. Stuns you also. Epics not stunned. Power 598

Self | CRR 5s 0.5s 3m | Dur 1.5s | AoE 15m (max targets 12) | Resist -10%

1-Corrosive Strike

1-Stop Breath

2-Poison Cloud

3-Erupt

4-Magi's Shielding •

5-Arcane Auger •

5-Bind

5-Bind Sight •

6-Corrosive Blast (< 1-Corrosive Strike)

6-Cure Arcane •

7-Boon of the Shadows

8-Gas Cloud

9-Dispel Magic •

9-See Invisibility •

10-Emanate (< 3-Erupt)

10-Interference

10-Suffocation

11-Venomous Grasp

12-Corrosive Bolt (< 1-Corrosive Strike)

12-Spellbinding Pact

13-Shorten Breath (< 1-Stop Breath)

13-Tap Void

14-Suffocate (< 2-Poison Cloud)

15-Concussive •

15-Summon Shadows •

16-Freeze

17-Shadowy Emanations (< 3-Erupt)

18-Boon of the Dark

19-Fearful Bind (< 5-Bind)

20-Negative Absolution

20-Noxious Blast (< 1-Corrosive Strike)

20-Poisonous Veil

21-Boon of the Void

(< 7-Boon of the Shadows)

22-Putrid Cloud (< 8-Gas Cloud)

23-Dark Distortion

23-Shadowsight •

24-Dark Siphoning

24-Nullification (< 10-Interference)

24-Suffocating Breath

(< 10-Suffocation)

25-Curse of Darkness

25-Venomous Runes

(< 11-Venomous Grasp)

26-Dark Pact (< 12-Spellbinding Pact)

27-Invite Void (< 13-Tap Void)

27-Steal Breath (< 1-Stop Breath)

28-Curse of Null

28-Suffocating Cloud

(< 2-Poison Cloud)

29-Noxious Bolt (< 1-Corrosive Strike)

30-Flashfreeze (< 16-Freeze)

31-Dark Emanations (< 3-Erupt)

32-Abhorrent Gift

33-Boon of the Shadowed

(< 18-Boon of the Dark)

33-Paralyzing Fear (< 5-Bind)

33-Strength of Void

34-Null Absolution

(< 20-Negative Absolution)

35-Aura of Darkness

35-Bolster Energy

(< 7-Boon of the Shadows)

35-Ice Flame •

35-Poisonous Shroud

(< 20-Poisonous Veil)

36-Grievous Blast (< 8-Gas Cloud)

37-Nil Distortion (< 23-Dark Distortion)

38-Dark Pillaging (< 24-Dark Siphoning)

38-Dark Pyre (< 10-Suffocation)

38-Vulian Interference

(< 10-Interference)

39-Curse of Emptiness

(< 25-Curse of Darkness)

39-Toxic Grasp (< 11-Venomous Grasp)

40-Bony Grasp

duration 37.5s; Power 152

40-Bony Grasp

duration 45s; Power 201

40-Nullmail •

When you fall below 30% health, triggers

+2800 mitigation of all damage and a 50% chance to completely evade each combat attack, for 12 seconds.

Self | CRR Instant 0.5s 5m | Dur cancel | HO Staff

51-Null Distortion

(< 23-Dark Distortion)

52-Dark Infestation •

52-Shaded Pillaging

(< 24-Dark Siphoning)

52-Shaded Pyre (< 10-Suffocation)

52-Vulian Intrusion (< 10-Interference)

53-Curse of Desolation

(< 25-Curse of Darkness)

53-Virulent Grasp

(< 11-Venomous Grasp)

54-Seal of Ebon Thought

(< 12-Spellbinding Pact)

54-Skeletal Grasp (< 40-Bony Grasp)

55-Anarchic Maelstrom

(< 1-Stop Breath)

55-Ghastly Contract (< 13-Tap Void)

55-Null Caress •

56-Boundless Fury (< 2-Poison Cloud)

56-Curse of Nothingness

(< 28-Curse of Null)

57-Soul Blister (< 1-Corrosive Strike)

58-Netheros Realm •

58-Thwart (< 16-Freeze)

59-Baneful Nihilism

(< 20-Poisonous Veil)

59-Scourge of Shadows (< 3-Erupt)

60-Corrupt Gift (< 32-Abhorrent Gift)

61-Bestow Energy

(< 33-Strength of Void)

61-Boon of the Damned

(< 18-Boon of the Dark)

61-Cowering Bind (< 5-Bind)

62-Netherlord (< 48-Netheros)

62-Void Absolution

(< 20-Negative Absolution)

63-Aspect of Night

(< 7-Boon of the Shadows)

63-Aura of Nihilism

(< 35-Aura of Darkness)

64-Nebula (< 8-Gas Cloud)

64-Nihilistics (< 20-Poisonous Veil)

65-Rift •

65-Void Distortion

(< 23-Dark Distortion)

66-Phantom Pillaging

(< 24-Dark Siphoning)

66-Vulian Nullification

(< 10-Interference)

66-War Pyre (< 10-Suffocation)

67-Cure of Isolation

(< 25-Curse of Darkness)

67-Malignant Grasp

(< 11-Venomous Grasp)

68-Seal of Dismal Logic

(< 12-Spellbinding Pact)

68-Spectral Grasp (< 40-Bony Grasp)

69-Terrible Deeds (< 13-Tap Void)

69-Tumultuous Maelstrom

(< 1-Stop Breath)

70-Apocalypse (< 50-Devastation)

70-Chaostorm (< 2-Poison Cloud)

70-Curse of Void (< 28-Curse of Null)

Mage: Wizard

by Almeric

Spells

Cold Whirl (Level 1) does almost no damage on its own, but debuffing the Heat and Cold resistances of anything you're fighting means all your other damage spells do more damage per cast.

When you're soloing a mob and root breaks, the stun component of Fire Chamber (Level 3) ensures that you have enough time to recast your root spell before too much goes wrong. This line still does a lot of damage along with that stun, but the stun can save you in any group or solo situation.

Arcane Bindings (Level 5) is your main line of root spells. It stops a mob in its tracks, but that root effect can break every time the mob takes damage. Keep your stifle and stun spells ready to go at a moment's notice so you can give yourself some padding to recast root before the mob reaches you.

Much as the Fire Chamber line stuns an opponent for three seconds, Tongue Twist (Level 10) stifles your opponent for three seconds. Stifle means your opponent can still attack you if within melee range, but can't use any spells or combat abilities. It's not quite the savior that Fire Chamber is, but it's close, and in a tough fight with lots of root breaks, every bit helps.

Summon Shadows (Level 15) is an invisibility spell that can be cast on yourself or a group member. The important thing about Summon Shadows that makes Wizards unique is that you can actually cast this spell while moving. This comes in handy more often than you might guess!

Ahhh...at Level 23 you finally come into your own, and it was well worth the wait! Pick Ball of Fire as your "Master II" choice at Level 24, and you'll be able to inflict around 900 damage per cast, or even up to 1000 if your Intelligence is high enough. No mere Scout can keep up with that kind of damage!

Ring of Cold (Level 40) can root an entire encounter. If you're only facing one mob, then one mob is rooted, but if you're facing a group of four ^^ mobs, all four get rooted. Why would you use an encounter-based root on a single mob? You can cast both this line and your Arcane Bindings line on the same opponent. Most of the time, you won't be so unlucky as

to have both root spells break at the same time. When you see one break, you can recast it while the other spell continues to hold your target still.

Ice Comet (Level 50) inflicts truly ridiculous damage with a relatively low reset time. You make all the other Mages and Scouts jealous with your capacity for blowing things up. Enjoy!...unless you're fighting ice-based creatures!

Solo

You have two main options for soloing: blasting a single creature, or taking on a pack. If engaging in the standard solo style of one mob at a time, your life is fairly easy. Root the mob, retreat to the edge of your nuking range (which is notably longer than your rooting range), and start blasting. Your root spell has a chance to break every time the mob takes damage, so you'll have an easier time if you stick to your direct damage spells rather than tossing DoTs on the mob. Each tick of a DoT only does a little damage compared to a direct-damage spell like Ball of Fire, while it also forces you to recast root and move around a lot more.

Sometimes you find large groups of weak targets that are classified as non-heroic. Warlocks may have the overall numeric advantage on Area of Effect (AoE) damage, but your own power shouldn't be underestimated. If the mobs are close to each other, pull them with your Chilling Wind line, then hit them with your point-blank Area of Effect (PBAoE) Conflagration line as they charge you. By the time you're done casting those two spells, most weak packs are already all but dead, and the DoT from Chilling Wind still has a couple ticks to go. Since you've let the mobs come to you, this is a good time to cast Coldshield on yourself to help kill a couple of the mobs even faster.

Wizards can solo heroic encounters under the right circumstances (generally only low-green con). One fun type of encounter to solo is an encounter with the very large, heroic packs of individually weak deer that can often be found in the Commonslands, Thundering Steppes, and Enchanted Lands. Fight these just like a smaller, non-heroic pack of weak mobs, and you'll find you can get a lot of experience with great ease. It's also possible to solo green, heroic, single mobs using the same tactics that you would against a single normal mob, but this can be a very dangerous proposition. When your root breaks (odds are very good it will), if you don't recast it before the mob reaches you, you could be dead in just a couple of big swings. Typically, soloing heroics is only possible in large, outdoor areas so you have lots of room to move around and recast root. Most of the time, this is not an efficient way to gain experience.



Lunarspun Armor

Group

In a group, you tend to fight encounters that would eat you alive if you were alone. This gives you one prime tactic: *don't get aggro!* As the puller is bringing in the target, cast Concussive. Get its two-second cast time out of the way before the fight starts. Once you've cast Concussive and you see the tank throw off an initial taunt, you should be able to get off your top spell for the situation (this could be a single nuke or an AoE) without drawing the mob's attention. After that, you can use a smaller nuke, DoT, and Coldshield to pass the time until your big spell resets. The aggro from Coldshield damage goes to your target, so when your top nuke is ready to go again, any decent tank should have the mob's attention quite firmly. Not long after your second big nuke, a typical heroic encounter is just about finished.

Don't forget: Use your Concurrence line on the tank, and give a Burning Radiance spell to as many melee characters in your group as your Concentration will allow!

Raiding

The role of a pure DPS class won't change much between grouping and raiding. Once again, your biggest job is to avoid getting aggro. A fight against a major boss can take a very long time, so bring your Manastone, get a power battery item from a Necromancer, and of course, Clarity from an Enchanter. In a stable raid, you should be able to safely use your Painful Meditation line as long as you aren't getting hit by AoE damage, but odds are that your Essence Harvest line will be far too slow for raiding purposes. If you run out of power on raids too easily, an imbued crafted wand or similar clickable nuke item can help you maintain some damage output while waiting for power to regenerate.

Achievements

The Achievement paths offer new ways for a Wizard to specialize, starting at Level 20. Your choices of which paths to pursue depend on your play style and longterm goals.

The Invoker (Strength) line grants defensive bonuses with a chance to Parry that Wizards usually don't have, and helps you score more critical hits with your spells. A critical hit adds about 30% to your normal damage, so this can be devastating with your Ball line and (of course) Ice Comet.

Spellshifter (Agility) Achievements train up your "in combat" movement speed—which also applies when you're not in combat, for a handy boost whenever you're alone and mountless. The highlight of this line, however, is the final ability, Spellshifting, which permanently reduces all your recast timers by 12%. That may not sound like a whole lot, but once you get caught in a few situations where your root spells broke just a couple seconds before your stuns and stilles were ready to go again, you quickly see how nice this ability can be.

The Battlemage (Stamina) line turns you into just what it says—a Battlemage. Increased mitigation and a 100% melee defensive damage proc (with a symbol in your hand) are joined by Manashield. Are you hampered by 4000 Power but only 2000 Health? Manashield can—for a short time—effectively turn that into 6000 Health. That can save you in a lot of different situations!

Sage (Wisdom) Achievements augment your abilities at the cost of keeping your secondary slot empty. If you decide to pursue this

line, the damage bonuses should more than make up for the Intelligence you lose from keeping one hand free. A permanent 8% damage boost on your Ice Comet, for instance, means hundreds of extra points of damage just on that one spell, and you can use Freehand Sorcery to skyrocket that into tremendous numbers.

The Arcanist (Intelligence) line focuses on threat reduction, which means you can unleash more spells in a group without stealing aggro from the tank. If you spend most of your time soloing, this probably isn't a useful line for you, but you still can't go wrong putting as many points as you can spare into boosting your Intelligence score.

Pros

- Phenomenal Cosmic Powers! You're right on the leading edge of the top damage dealers in the game. Your biggest competition is your darker cousin, the Warlock, but Warlocks have slightly different specialties than you. For single-target damage spells, you're the king!
- Focused Stat Choices. Many classes need to keep up with multiple attributes to be at their top effectiveness. While all attributes have their uses for a Wizard, your top priority is always to get as much Intelligence in every item slot as possible. You do very little that isn't a damage spell, and all your damage spells rely on Intelligence for their damage values. This means you have an easier time than most other classes when deciding what items to equip.

Cons

- Itty Bitty Living Space! Your tradeoff for all those high-damage spells is your glass jaw. You only wear cloth, you have low health scores, and mediocre avoidance. If you don't do a good job moderating your aggro in groups or raids, you die often and/or greatly anger your healers.
- Lack of Versatility. You blast things with Heat and Cold. A lot. You have few powers that don't involve blasting things, and if you find yourself fighting monsters with high Heat or Cold resistances (Everfrost, Lavastorm, and many raid bosses), your options get reduced to a very small arsenal of attacks.

Training

Level 14	Level 44
10-Blaze	40-Hand of the Tyrant
12-Plasma Burst	41-Vital Flow
13-Freezing Whorl	42-Inferno
14-Conflagration	43-Flamestrike
Level 24	Level 54
20-Chilling Wind	48-Protoflame
21-Amplification	50-Frostshield
23-Ball of Fire	51-Ball of Incineration
24-Breath of the Tyrant	54-Fist of the Tyrant
Level 34	Level 64
31-Heat Stroke	62-Glacial Wind
32-Surge of Flames	62-Protoferno
33-Intromission	63-Frigid Gift
34-Freezing Wind	64-Iceshield

Wizard Abilities

1-COLD WHORL Deals Cold damage over time (every 4 seconds) and decreases target's elemental (Heat and Cold: H/C) resistance.

Enemy | CRR 1s 0.5s 10s | Dur 24s | Range 35m | Resist -10% | HO Star

1-Cold Whorl 1-2 Cold DoT; H/C mitig -27; Power 1

13-Freezing Whorl 8-15 Cold DoT; H/C mitig -178; Power 18

27-Icy Coil 18-33 Cold DoT; H/C mitig -324; Power 34

41-Piercing Icicles 28-53 Cold DoT; H/C mitig -492; Power 50

55-Arctic Icicles 42-77 Cold DoT; H/C mitig -660; Power 66

69-Rending Icicles 55-101 Cold DoT; H/C mitig -828; Power 82

1-LIGHTNING BURST Deals Heat damage.

Enemy | CRR 2s 0.5s 3s | Range 35m | Resist -24% | HO Lightning

1-Lightning Burst 12-22 Heat damage; Power 3

6-Lightning Shock 36-67 Heat damage; Power 14

12-Plasma Burst 73-135 Heat damage; Power 27

20-Plasma Strike 121-225 Heat damage; Power 41

29-Plasmatic Pulse 186-346 Heat damage; Power 56

43-Flamestrike 294-545 Heat damage; Power 81

57-Sunstrike 421-781 Heat damage; Power 105

2-FIRE CHAMBER Heat damage attack that stuns target. Epics not stunned.

Enemy | CRR 2s 0.5s 30s | Dur 3s | Range 25m | Resist -10% | HO Fire

2-Fire Chamber 25-41 Heat damage; Power 10

16-Flame Chamber 198-329 Heat damage; Power 68

30-Blazing Intimidation 395-659 Heat damage; Power 117

44-Paralyze 618-1029 Heat damage; Power 166

58-Incapacitate 877-1462 Heat damage; Power 215

3-ENGULF Deals Heat damage over time (every 2 seconds).

Enemy | CRR 1s 0.5s 8s | Dur 12s | Range 35m | Resist -24% | HO Fire

3-Engulf 2-4 Heat DoT; Power 5

10-Scorch 7-14 Heat DoT; Power 17

17-Incinerate 13-23 Heat DoT; Power 26

31-Heat Stroke 25-46 Heat DoT; Power 45

45-Heat Convulsions 38-71 Heat DoT; Power 63

59-Fiery Convulsions 54-100 Heat DoT; Power 81

4-MAGI'S SHIELDING • Increases max health +365, Focus +23, and Defense +23.

Self | CRR 3s 0.5s 6s | Dur cancel

5-ARCANE AUGER • Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Tome

5-ARCANE BINDINGS Roots target (65 seconds), then slows (10 seconds). 10% chance to dispel when target receives hostile action or takes damage (5% when slowed). Epics not affected.

Enemy | CRR 2s 0.5s 6s | Range 25m | Resist -10% | HO Wand

5-Arcane Bindings slow -37%; duration 20s; Power 12

19-Manacles slow -41%; duration 30s; Power 39

33-Tether slow -44%; duration 45s; Power 63

47-Truss slow -47%; duration 50s; Power 88

61-Shackle slow -51%; duration 65s; Power 112

5-BIND SIGHT • See through eyes of ally, but not in combat. Your body is stationary (stunned). Power 6

Group Friend | CRR 2s 0.5s 30s | Dur 3m | Range 50m | HO Staff

6-CURE ARCANE • Dispels 77 levels of hostile Divine, Magic, and Mental effects from ally. Power 95

Raid or Group Friend | CRR 1s 0.5s 10s | Range 20m

7-AMPLIFY Increases your group's power and elemental resistance.

Group | Conc 1 | CRR 3s 0.5s 30s | Dur cancel | AoE 50m

7-Amplify max power +21; Cold mitig +105; Heat mitig +131

21-Amplification max power +73; Cold mitig +202;

Heat mitig +252

35-Intensify max power +168; Cold mitig +336; Heat mitig +420

49-Augmentation max power +262; Cold mitig +470;

Heat mitig +588

63-Fortify max power +432; Cold mitig +605; Heat mitig +756

8-STORM OF LIGHTNING Deals Magic damage over time (every 2 seconds) to target and nearby allies.

Enemy | CRR 3s 0.5s 9s | Dur 6s | AoE 10m | Range 35m | Resist -10% | HO Star

8-Storm of Lightning 11-21 Magic DoT; Power 37

22-Lightning Flash 32-59 Magic DoT; Power 89

36-Pulsing Flash 56-104 Magic DoT; Power 138

50-Shocking Flash 84-156 Magic DoT; Power 187

64-Electrifying Flash 114-212 Magic DoT; Power 236

9-DISPEL MAGIC • Dispels 77 levels of beneficial Magic effects from target. Power 96

Enemy | CRR 1s 0.5s 20s | Range 25s

9-SEE INVISIBILITY • Ally can see invisible enemies. Power 128

Raid or Group Friend | CRR 2s 0.5s 2s | Dur cancel | Range 10m

10-BLAZE Deals Heat damage and Heat damage over time (every 2 seconds).

Enemy | CRR 2s 0.5s 6s | Dur 8s | Range 35m | Resist -24% | HO Fire

10-Blaze 35-64 Heat damage; 13-24 Heat DoT; Power 35

24-Breath of the Tyrant 86-159 Heat damage; 32-60 Heat DoT; Power 72

38-Immolation 144-267 Heat damage; 54-100 Heat DoT; Power 108

52-Cremate 214-398 Heat damage; 80-149 Heat DoT; Power 145

66-Irradiate 287-533 Heat damage; 108-200 Heat DoT; Power 182

10-TONGUE TWIST Magic damage attack that interrupts and stifles target. Epics not stifled.

Enemy | CRR 0.5s 0.5s 25s | Range 25m | Resist -10% | HO Lightning

10-Tongue Twist 5-9 Magic damage; duration 3s; Power 5

24-Benumb 13-21 Magic damage; duration 3.3s; Power 12

38-Enfeeblement 21-36 Magic damage; duration 3.5s; Power 18

52-Lapse 32-53 Magic damage; duration 4s; Power 24

66-Cease 43-71 Magic damage; duration 4.3s; Power 30

11-BURNING RADIANCE On a successful melee attack, spell has 25% chance to add Heat damage over time (every second for 3 seconds).

Group Friend | Conc 1 | CRR 2s 0.5s 10s | Dur cancel | Range 10m | HO Staff

11-Burning Radiance 5-6 Heat DoT; Power 25

25-Flametongue 11-14 Heat DoT; Power 49

39-Fiery Grandeur 18-22 Heat DoT; Power 72

53-Blazing Grandeur 27-34 Heat DoT; Power 98

67-Phoenixblade 37-45 Heat DoT; Power 123

12-VIVID SEAL Increases your group's Strength and Intelligence.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

12-Vivid Seal STR, INT +12.5

26-Dazzling Seal STR, INT +24

40-Hand of the Tyrant STR, INT +37

54-Fist of the Tyrant STR, INT +51

68-Voice of the Tyrant STR, INT +64

13-PAINFUL MEDITATION Converts some of your health into power.

Self | CRR 2s 0.5s 20s | HO Wand

13-Painful Meditation 87 health becomes 39 power

27-Discretionary Flow 191 health becomes 85 power

41-Vital Flow 307 health becomes 137 power

55-Vital Flood 448 health becomes 200 power

69-Vital Conversion 590 health becomes 263 power

14-CONFLAGRATION Heat damage attack on all nearby enemies.

Self | CRR 2s 0.5s 10s | AoE 7.5m (max targets 8) | Resist -10% | HO Fire

14-Conflagration 97-180 Heat damage; Power 68

28-Pyre 205-380 Heat damage; Power 123

42-Inferno 325-604 Heat damage; Power 178

56-Fiery Inferno 470-874 Heat damage; Power 234

70-Firestorm 616-1143 Heat damage; Power 289

15-SUMMON SHADOWS • Gives ally invisibility. Suspends movement enhancements; dispelled if ally takes damage and suspends during combat. You can only maintain this spell on one ally. It can't be interrupted or fizzled. Power 128

Group Friend | CRR 2s 0.5s 5s | Dur 10m | Range 10m

15-CONCUSSIVE • Reduces your hate (Threat -1470-2450) with target of your next hostile spell. Power 59

Self | CRR 2s 0.5s 30s | Dur 10s | HO Staff

18-ACCORD Each time ally is hit with melee weapon, gives 10% chance to raise ally's power. This can only be maintained on a single ally.

Group Friend | CRR 2s 0.5s 10s | Dur cancel | Range 25m | HO Staff

18-Accord power +22; Power 37

33-Concurrence power +43; Power 63

47-Singularity power +65; Power 88

61-Anomalism power +91; Power 112

20-CHILLING WIND Deals Cold damage over time (every 3 seconds) to target and nearby allies.

Enemy | CRR 4s 0.5s 16s | Dur 9s | AoE 10m | Range 25m | Resist -10% | HO Star

20-Chilling Wind 69-128 Cold DoT; Power 153

34-Freezing Wind 127-236 Cold DoT; Power 245

48-Icy Wind 194-360 Cold DoT; Power 337

62-Glacial Wind 266-495 Cold DoT; Power 429

20-COLDSHIELD When ally is hit by melee weapon, this hits ally's attacker, up to 3 times.

Raid or Group Friend | CRR 1s 0.5s 16s | Dur 20s | Range 20m | HO Staff

20-Coldshield 124-151 Cold damage; Power 61

35-Chillshield 235-287 Cold damage; Power 100

50-Frostshield 364-445 Cold damage; Power 140

64-Iceshield 494-604 Cold damage; Power 177

23-BALL OF FIRE Heat attack.

Enemy | CRR 3s 0.5s 9s | Range 35m | Resist -24% | HO Lightning

23-Ball of Fire 323-600 Heat damage; Power 115

37-Ball of Flames 553-1027 Heat damage; Power 176

51-Ball of Incineration 828-1538 Heat damage; Power 238

65-Ball of Lava 1116-2072 Heat damage; Power 299

23-SNOW-FILLED STEPS • Gives your group underwater vision and ability to see invisible enemies. Power 128

Group | CRR 2s 0.5s Instant | Dur cancel | AoE 50m

24-PORTAL • Teleports you to nearest designated safe spot in zone. Power 45

Self | CRR 3s 0.5s 15m

25-BOREAL Mesmerizes (stuns) target and protects from indirect AoE damage. Dispelled if target takes damage. You are also stunned, but you can cancel spell when you choose. Epics not affected.

Enemy | CRR 1.5s 0.5s 9s | Range 25m | Resist -10% | HO wand

25-Boreal duration 30s; Power 74

39-Aurora duration 35s; Power 111

53-Nimbus Aurora duration 45s; Power 148

67-Corona duration 50s; Power 184

28-ESSENCE HARVEST Converts your health into power over time (every second). Stuns you while converting, but you can terminate early. Costs 30 health every second.

Self | CRR 1s 0.5s 1m | Dur 15s | HO Staff

28-Essence Harvest +9 PoT

42-Vitalic Harvest +14 PoT

56-Vitalic Reaping +20 PoT

70-Vitalic Cropping +27 PoT

32-SURGE OF FLAMES Each time you inflict Heat damage, this adds Heat damage over time (every second for 3 seconds). Each occurrence costs you a small amount of power.

Self | CRR 0.5s 0.5s 90s | Dur 30s | HO staff

32-Surge of Flames 15-18 Heat DoT

46-Fiery Surge 23-28 Heat DoT

60-Inferno Surge 32-39 Heat DoT

33-INTROMISSION Restores power to ally, at cost of your health.

Friend | CRR 4s 0.5s 20s | Range 20m | HO Staff

33-Intromission ally's power +85; your health -192

47-Essential Intromission ally's power +131; your health -294

61-Cardinal Intromission ally's power +181; your health -407

35-FROSTBOUND GIFT Gives your group's non-physical, non-Heat attacks added Cold damage and slows their targets for 6 seconds. 5% chance to dispel slow when target takes damage or receives hostile action.

Group | CRR 1s 0.5s 1m30s | Dur 12s | AoE 50m | HO Fire

35-Frostbound Gift 82-100 Cold damage; slow -44%; Power 100

49-Icebound Gift 124-152 Cold damage; slow -48%; Power 137

63-Frigid Gift 170-207 Cold damage; slow -51%; Power 174

35-ICE FLAME • Deals Cold and Heat damage and greatly slows movement speed. 287 Heat damage; 287 Cold damage; Power 134

Enemy | CRR 2s 0.5s 30s | Dur 4s | Range 12m | Resist -24% | HO Lightning

38-DEPART • Teleports your group to nearest designated safe spot in zone. Power 137

Group | CRR 5s 0.5s 15m | AoE 20m

40-MAIL OF FROST • When you fall below 30% health, triggers a ward vs. 1335 damage of all types for 12 seconds.

Self | CRR Instant 0.5s 5m | Dur cancel | HO Staff

40-RING OF COLD Roots target and nearby allies, then slows for another 12 seconds. 10% chance to dispel when target takes damage or receives hostile action (5% chance with slow). Epics not affected.

Enemy | CRR 2s 0.5s 20s | AoE 10m | Range 25m | Resist -10% | HO Star

40-Ring of Cold slow -46%; duration 30s; Power 152

54-Ring of Ice slow -49%; duration 36s; Power 201

68-Ring of Frost slow -52%; duration 39s; Power 250

48-PROTOFLAME Summons a fire pet to attack your target. If pet dies before the spell expires, pet explodes, dealing Heat damage to nearby enemies. Power 257

Enemy | CRR 2s 0.5s 25s | Dur 45s | Range 35m | HO Fire

48-Protoflame

62-Protoferno

50-ICE COMET Cold attack that stuns and knocks down target for 2 seconds. Epics not affected.

Enemy | CRR 4s 0.5s 45s | Dur 0.5s | Range 35m | Resist -24% | HO Star

50-Ice Comet 1842-3422 Cold damage; Power 327

70-Ice Nova 2779-5162 Cold damage; Power 449

52-NUMBING COLD • Slows nearby enemies (-90%). 30% chance to root any who attack you in melee, for 17 seconds. Power 291

Self | CRR 1s 0.5s 45s | Dur 36s | AoE 5m (max targets 6) | Resist -10%

55-FORGE OF RO • Summons flame "pet" that doesn't move, but deals repeated Heat damage to any nearby enemies. Power 449

Self | CRR 2s 0.5s 10s | Dur 36s

58-SURGING TEMPEST • Deals 482-590 Magic damage over time to target that knocks it down for 2 seconds. Epics not stunned. Power 107, plus 53 every 8 seconds

Enemy | CRR 3s 0.5s 30s | Dur 48s | Range 35m | Resist -24% | HO Star

65-FUSION • Deals 3776-6293 Cold damage in 60° cone in front of you. Stuns targets (but not Epics). Power 538

Self | CRR 5s 0.5s 3m | Dur 2s | AoE 5m (max targets 3) | Resist -24%

Wizard Abilities by Level

1-Cold Whorl	20-Coldshield	35-Frostbound Gift	48-Protoflame	61-Cardinal Intromission
1-Lightning Burst	20-Plasma Strike (< 1-Lightning Burst)	35-Ice Flame •	49-Augmentation (<7-Amplify)	< 33-Intromission)
2-Fire Chamber	21-Amplification (<7-Amplify)	35-Intensify (<7-Amplify)	49-Icebound Gift (<35-Frostbound Gift)	61-Shackle (< 5-Arcane Bindings)
3-Engulf	22-Lightning Flash (< 8-Storm of Lightning)	36-Pulsing Flash (< 8-Storm of Lightning)	50-Frosthield (<20-Coldshield)	62-Glacial Wind (<20-Chilling Wind)
4-Magi's Shielding •	23-Ball of Fire	37-Ball of Flames (< 23-Ball of Fire)	50-Ice Comet	62-Protoferno (< 48-Protoflame)
5-Arcane Auger •	23-Snow-Filled Steps •	38-Depart •	50-Shocking Flash (< 8-Storm of Lightning)	63-Fortify (< 7-Amplify)
5-Arcane Bindings	24-Benumb (< 10-Tongue Twist)	38-Enfeeblement (< 10-Tongue Twist)	51-Ball of Incineration (< 23-Ball of Fire)	63-Frigid Gift (< 35-Frostbound Gift)
5-Bind Sight •	24-Breath of the Tyrant (< 10-Blaze)	38-Immolation (< 10-Blaze)	52-Cremate (< 10-Blaze)	64-Electrifying Flash (< 8-Storm of Lightning)
6-Cure Arcane •	24-Portal •	39-Aurora (< 25-Boreal)	52-Lapse (< 10-Tongue Twist)	64-Iceshield (< 20-Coldshield)
6-Lightning Shock (< 1-Lightning Burst)	25-Boreal	39-Fiery Grandeur (< 11-Burning Radiance)	52-Numbing Cold •	65-Ball of Lava (< 23-Ball of Fire)
7-Amplify	25-Flametongue (< 11-Burning Radiance)	40-Hand of the Tyrant (< 12-Vivid Seal)	53-Blazing Grandeur (< 11-Burning Radiance)	65-Fusion •
8-Storm of Lightning	26-Dazzling Seal (< 12-Vivid Seal)	40-Mail of Frost •	53-Nimbus Aurora (< 25-Boreal)	66-Cease (< 10-Tongue Twist)
9-Dispel Magic •	27-Discretionary Flow (< 13-Painful Meditation)	40-Ring of Cold	54-Fist of the Tyrant (< 12-Vivid Seal)	66-Irradiate (< 10-Blaze)
9-See Invisibility •	27-Icy Coil (< 1-Cold Whorl)	41-Piercing Icicles (< 1-Cold Whorl)	54-Ring of Ice (< 20-Cold of Cold)	67-Corona (< 25-Boreal)
10-Blaze	28-Essence Harvest	41-Vital Flow (< 13-Painful Meditation)	55-Arctic Icicles (< 1-Cold Whorl)	67-Phoenixblade (< 11-Burning Radiance)
10-Scorch (< 3-Engulf)	28-Pyre (< 14-Conflagration)	42-Inferno (< 14-Conflagration)	55-Forge of Ro •	68-Ring of Frost (< 40-Ring of Cold)
10-Tongue Twist	29-Plasmatic Pulse	42-Vitalic Harvest	55-Vital Flood (< 13-Painful Meditation)	68-Voice of the Tyrant (< 12-Vivid Seal)
11-Burning Radiance	30-Blazing Intimidation (< 2-Fire Chamber)	43-Flametrike (< 1-Lightning Burst)	56-Fiery Inferno (< 14-Conflagration)	69-Rending Icicles (< 1-Cold Whorl)
12-Plasma Burst (< 1-Lightning Burst)	31-Heat Stroke (< 3-Engulf)	44-Paralyze (< 2-Fire Chamber)	56-Vitalic Reaping (< 28-Essence Harvest)	69-Vital Conversion (< 13-Painful Meditation)
12-Vivid Seal	32-Surge of Flames	45-Heat Convulsions (< 3-Engulf)	57-Sunstrike (< 1-Lightning Burst)	70-Firestorm (< 14-Conflagration)
13-Freezing Whorl (< 1-Cold Whorl)	33-Concurrence (< 18-Accord)	46-Fiery Surge (< 32-Surge of Flames)	58-Incapacitate (< 2-Fire Chamber)	70-Ice Nova (< 50-Ice Comet)
13-Painful Meditation	33-Intromission	47-Essential Intromission (< 33-Intromission)	58-Surging Tempest •	70-Vitalic Cropping
14-Conflagration	33-Tether (< 5-Arcane Bindings)	47-Singularity (< 18-Accord)	59-Fiery Convulsions (< 3-Engulf)	
15-Concussive •	34-Freezing Wind (< 20-Chilling Wind)	47-Truss (< 5-Arcane Bindings)	60-Inferno Surge (< 32-Surge of Flames)	
15-Summon Shadows •	35-Chillshield (< 20-Coldshield)	48-Icy Wind (< 20-Chilling Wind)	61-Anomalism (< 18-Accord)	
16-Flame Chamber (< 2-Fire Chamber)				
17-Incinerate (< 3-Engulf)				
18-Accord				
19-Manacles (< 5-Arcane Bindings)				
20-Chilling Wind				

Mage: Conjuror

by Dalzara

Capable of very high damage, the Conjuror is primarily known as a pet class. If you master the art of commanding and controlling your pet, you are well on your way to mastering the class. It is important to understand the difference between the various pet types that are available to you, and to call the right elemental for the job. Also, be sure to cast protective and augmentation spells on your pet (and group members), and prepare to fire an arsenal of damaging spells at the enemy.

Permanent Pets

The elementals (earth, air, fire, and water) are conjured as fully commandable and responsive pets. Practice using your various commands to attack, back off, follow, and so forth in non-threatening situations. Be sure you have your defensive and offensive stance buffs ready to cast as soon as the pet arrives on your plane of existence; they make a huge difference to its effectiveness and fighting style.

You may only have one elemental to command at a time. It is a permanent pet that will zone with you and follow you throughout Norrath until killed or dismissed.

Earth Elemental

Earth elementals are tank pets. They have high hit points and are designed to be your rocky shield, to take a beating, and to taunt foes into attacking them instead of you.

They come in different forms, depending on your level, but they are all creatures summoned from the deep earth and have similar characteristics.

If you're using your defensive stance on these pets, you can usually cast your spells very frequently without much risk of pulling the foe's attention to yourself.

They are not the most damaging of the elemental pets, but when you are solo or in a small group, earth elementals are invaluable and can even serve in place of a Fighter class if your group members allow it time to gain aggro and assist it in battle.

Air Elemental

The air elemental is a rogue, as quick and destructive as a hurricane. Air offers moderate hit points and high single-target damage. Air elementals don't taunt as the earthen beings do, but their high DPS makes them more than capable of drawing aggro from single targets. This is an excellent pet to use

in full groups, and it's still useful when soloing. When in offensive stance, this pet offers devastating single-target damage, although sometimes it will draw more attention from opponents than a fragile caster might like.

Fire Elemental

The fire elemental is a mage. True children of Ro, these creatures will cast fire and destruction on your opponents with wild abandon.

A Conjuror must be careful in the use of this minion, as it is very fragile, but with proper use it's amazing in a group.

Fire elementals are capable of unleashing massive Area of Effect attacks to help burn off whole groups of enemies at a time. It's possible to solo with a fire elemental, but it's tricky and generally involves you making full use of tricky root and stun tactics to keep targets from killing both you and your fiery pet.

Temporary Pets

These pets can be summoned in addition to your main pet, and have a somewhat long re-cast time. They are temporary—one lasts only a set period of time or until its target dies or it's killed. They are generally very high DPS and should be used frequently. Both types (water and flame) can be used at the same time, but often it's best to alternate them so one is always available to summon.

Water Denizen

Water elementals often appear as creatures of the deep, such as fish, sharks, or rays. They come in schools of 1 to 3 depending on the level of the spell which casts them. These are melee damage pets that work somewhat similar to a Damage over Time spell, but in general they do *much* more damage and last longer than any of your DoTs.

Flame Denizen

A second line is a type of fire pet. These spells summon a single elemental that charges directly at its opponents and unleashes wave after wave of Area of Effect conflagration spells until its flame is extinguished by force or the targets are obliterated.



Runesilk Armor

Solo

Conjurors are excellent soloists. Their minions can hold aggro away from them while they unleash their nukes from afar. Your choice of pet for soloing is generally earth or air. Earthen pets are the easiest to use solo. Their taunts can hold the aggro of entire groups of foes, and they have the hit points to survive the beating while you do your magic.

An air pet is very good if you're going after single targets. It may not have the taunting ability of earth pets, but its very high damage can make taking down a single target *very* quick. You have the ability to heal your pets in battle, so keep that spell at the ready!

When starting a solo fight with an earth pet, just send it in to attack. You can target each of the foes and tell the pet to attack each in turn, letting it hit/taunt, then go after the next. This allows the pet to gain the hostility of all the opponents in an encounter. When combined with the innate AoE taunts of the earth elemental, you should have no worries of being attacked while your durable pet challenges your foes.

Soloing with the air pet is also straightforward. If there's just one target, send the air elemental to attack and then allow it to fight for a few seconds. This should give it time to gain the full attention of its target, then you can nuke and stun as usual. If you want to attack multiple mobs with an air pet, it's best to start the fight by rooting one of them, then send your pet at the remaining targets. Keep reapplying root as needed to limit the number of opponents your pet has to deal with at one time; it does not have the mitigation and hit points of its earthen counterpart.

If you're feeling frisky and want to challenge yourself, try to solo with a fire elemental. Soloing with the fire pet is a bit unusual, as the tactics are similar to how a wizard fights by rooting and nuking. In this case you are rooting and your *pet* is nuking. If executed correctly, this can be amazingly efficient, but if your roots are resisted or you have targeting issues, it can go very bad very fast. There is little room for error when soloing with a fire elemental, so it's not recommend for apprentice Conjurors.

Group

Conjurors shine in groups. You can do some truly amazing things with a solid group to assist you. With your blue icon point-blank Area of Effect (PBAoE) spells, swarm pets, and other nukes, you can provide huge amounts of destruction. In a group, we strongly recommend using an air or fire pet if there's a warrior type in the group to hold aggro. The extra damage caused by these pets in offensive mode is staggering. When they're on the front lines and joined by your temporary swarm pets, it gives you an awesome sense of power.

Make sure to buff your group's Fighter classes up with your Fire Shields and Fire Seed lines of spells. These spells can greatly add to the damage you contribute to the group.

It's standard to assist the main tank, the one who'll be keeping aggro away from you and your pets. The easiest way to do this is to simply target the Fighter, so that their targets become yours (and your pets). If you insist on fighting other mobs that the Fighter isn't taunting, you risk gaining disastrous aggro and an annoyed group.

One tactic vital to Conjurors in groups is to learn pacing. It takes practice to decide how soon and how often to use your damaging spell powers, and when to send in the swarm pets before you gain aggro from your targets. If you unleash everything you have as

fast as possible, you often wind up taking a sudden and unwanted nap on the ground, hoping you didn't annoy the Priest too much. With no real armor, you can die before the Priest can cast a single heal spell, or before the Fighter can regain aggro. Learn your lessons well, as you are no good to your party when dead!

When in a good group and attacking large encounters, you can really show your stuff. Understanding the difference between the green icon encounter-only Area of Effect spells and the blue icon PBAoE spells is key:

If you have a spell with a green icon, it means that it will hit only targets in the same group of monsters. It will not hit any other targets, which makes it very safe to use.

The blue icon point-blank Area of Effect spells are more dangerous. They hit *every* mob in the area around you. These can inflict a great deal of damage, but you have to keep an eye on what else may be wandering near you. You don't want to risk pulling extra foes upon yourself and your party, including creatures that are usually neutral to your presence. An area where this danger of collateral damage appears early on is the Catacombs below Qeynos, where large numbers of quiet, unobtrusive insects wander underfoot; they are normally non-hostile, but when irritated by a PBAoE become formidable adversaries indeed.

Pros

- Conjurors can summon a range of varied and interesting pets.
- The Conjuror can solo and group with equal facility and ease.
- You can vary your play style significantly, depending on your pet choice and buffs.

Cons

- As with all magic users, Conjurors are fragile and have almost no armor.
- Grouping can require finesse; it is easy to miscalculate your damage potential and draw unwanted aggro.
- Occasionally, pets will wander off after mobs or get stuck in geometry, forcing you to dismiss them and try to summon another quickly.

Training

Level 14	Level 44
11-Agitation	39-Minion's Stance: Vexation
12-Rock Blast	42-Minion's Stance: Volatile Haven
14-Soothe Servant	42-Renew Servant
14-Volatile Brace	43-Klicnik's Bite
Level 24	Level 54
20-Fireshield	50-Flameshield
22-Shards of Ice	52-Aqueous Swarm
23-Fire Seed	53-Minion's Stance: Aggravate
24-Aqueous Stalkers	54-Geotic Rune
Level 34	Level 64
28-Minion's Stance: Volatile Refuge	61-Expiation
29-Spiked Rain	63-Pyromancy
30-Tremor	64-Deluge
31-Flaming Agony	64-Pyreshield

Conjuror Abilities

1-DUST BLAST

Deals Magic damage.
Enemy | CRR 2s 0.5s 3s | Range 35m | Resist -24% | HO Lighting

1-Dust Blast 8-11 Magic damage; Power 2

6-Sand Blast 25-34 Magic damage; Power 10

12-Rock Blast 50-67 Magic damage; Power 20

20-Spiked Earth 83-112 Magic damage; Power 30

29-Spiked Rain 128-173 Magic damage; Power 42

43-Klicnik's Bite 201-272 Magic damage; Power 60

57-Snapping Mandibles 288-390 Magic damage; Power 79

1-TELLURIAN RECRUIT Summons a tellurian from the Plane of Earth to do your bidding.

Self | Conc 1 | CRR 10s 0.5s Instant | Dur cancel | HO Star

1-Tellurian Recruit

12-Tellurian Follower

24-Tellurian Soldier

38-Tellurian Avenger

52-Tellurian Myrmidon

66-Tellurian Champion

2-HEAL SERVANT Heals your pet.

Caster's pet | CRR 2s 0.5s 6s | HO Staff

2-Heal Servant 16 heal; Power 6

14-Soothe Servant 113 heal; Power 39

28-Repair Servant 240 heal; Power 69

42-Renew Servant 381 heal; Power 99

56-Rebuild Servant 551 heal; Power 129

70-Restore Servant 721 heal; Power 160

3-BURN Deals Heat damage and Heat damage over time (every 4 seconds).

Enemy | CRR 1s 0.5s 8s | Dur 24s | Range 35m | Resist -24% | HO Fire

3-Burn 11 Heat damage; 2 Heat DoT; Power 5

10-Greater Burn 37 Heat damage; 8 Heat DoT; Power 17

17-Burning Agony 62 Heat damage; 14 Heat DoT; Power 26

31-Flaming Agony 121 Heat damage; 27 Heat DoT; Power 45

45-Fiery Doom 188 Heat damage; 42 Heat DoT; Power 63

59-Fiery Annihilation 265 Heat damage; 59 Heat DoT; Power 81

4-MAGI'S SHIELDING • Increases max health +365, Focus +23, and Defense +23.

Self | CRR 3s 0.5s 6s | Dur cancel

5-ABATE Roots target (20 seconds), then slows (10 seconds). 10% chance to dispel when target receives hostile action or takes damage (5% when slowed). Epics not affected.

Enemy | CRR 2s 0.5s 6s | Dur 20s | Range 25m | Resist -10% | HO Wand

5-Abate slow -37%; Power 12

19-Immobilize slow -41%; Power 39

33-Quicksand slow -44%; Power 63

47-Quagmire slow -47%; Power 88

61-Sandpool slow -51%; Power 112

5-ARCANE AUGER • Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Tome

5-BIND SIGHT • See through eyes of ally, but not in combat. Your body is stationary (stunned). Power 6

Group Friend | CRR 2s 0.5s 30s | Dur 3m | Range 50m | HO Staff

6-CURE ARCANE • Dispels 77 levels of hostile Divine, Magic, and Mental effects from ally. Power 95

Raid or Group Friend | CRR 1s 0.5s 10s | Range 20m

7-ELEMENTAL COVER Increases your group's power and elemental resistance.

Group | Conc 1 | CRR 3s 0.5s 30s | Dur cancel | AoE 50m

7-Elemental Cover max power +21; Heat mitig +105; Cold mitig +131

21-Pullulation max power +73; Heat mitig +202; Cold mitig +252

35-Embers max power +168; Heat mitig +336; Cold mitig +420

49-Phlogiston max power +262; Heat mitig +470; Cold mitig +588

63-Escutcheon max power +432; Heat mitig +605; Cold mitig +756

8-SLEET Deals Cold damage and slows target and nearby allies. 5% chance to dispel slow when enemy takes damage or receives hostile action.

Enemy | CRR 3s 0.5s 9s | Dur 6s | AoE 10m | Range 25m | Resist -10% | HO Star

8-Sleet 33-40 Cold damage; slow -32%; Power 28

22-Shards of Ice 92-113 Cold damage; slow -34%; Power 66

36-Rockslide 161-197 Cold damage; slow -37%; Power 103

50-Flash Flood 243-297 Cold damage; slow -40%; Power 140

64-Deluge 329-402 Cold damage; slow -43%; Power 177

9-DISPEL MAGIC • Dispels 77 levels of beneficial Magic effects from target. Power 96

Enemy | CRR 1s 0.5s 20s | Range 25s

9-SEE INVISIBILITY • Ally can see invisible enemies. Power 128

Raid or Group Friend | CRR 2s 0.5s 2s | Dur cancel | Range 10m

11-AGITATION Boosts your pet's offense (Intelligence, Crushing, Piercing, Slashing, and Attack Speed) and reduces its Defense and Parry (D/P). Can't stack with a defensive stance.

Pet | CRR 3s 0.5s Instant | Dur cancel | HO Staff

11-Agitation INT +29; Attack Speed +22%; C/P/S +4; D/P -4.9; Power 25

25-Minion's Stance: Provocation INT +59; Attack Speed +27%; C/P/S +9; D/P -11.3; Power 49

39-Minion's Stance: Vexation INT +91; Attack Speed +32%; C/P/S +14; D/P -17.5; Power 74

53-Minion's Stance: Aggravate INT +124; Attack Speed +37%; C/P/S +19.1; D/P -24; Power 98

67-Exasperate INT +158; Attack Speed +42%; C/P/S +24; D/P -30; Power 123

12-EARTHLY BRAND Increases resistance to all types of damage for your group and their pets. Group pets get an additional Defense bonus.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

12-Earthly Brand damage mitig +50; pet Defense +2.7

26-Alluvial Brand damage mitig +94; pet Defense +5.9

40-Geotic Brand damage mitig +144; pet Defense +9

54-Geotic Rune damage mitig +194; pet Defense +12.2

68-Geotic Seal damage mitig +245; pet Defense +15.3

13-AQUEOUS STONE • Summons an aqueous stone (which gives water-breathing) for ally. Power 27

Raid or Group Friend | CRR 2s 0.5s 5s | Range 10m

13-ESSENCE SHIFT Converts health from a summoned minion into power for you.

Pet | CRR 2s 0.5s 20s | HO Wand

13-Essence Shift 111 Magic damage becomes 39 power

27-Instant Vim 241 Magic damage becomes 85 power

41-Instant Vigor 387 Magic damage becomes 137 power

55-Burning Vigor 565 Magic damage becomes 200 power

69-Blazing Vigor 744 Magic damage becomes 263 power

14-CONJUROR'S SYMBOL When pet hits or is hit, 25% chance to reduce Heat, Cold, and Magic (H/C/M) mitigation of pet's opponent for 20 seconds.

Pet | CRR 2s 0.5s 25s | Dur cancel | HO Staff

14-Conjuror's Symbol H/C/M mitig -188; Power 30

28-Conjuror's Mark H/C/M mitig -336; Power 55

42-Conjuror's Signet H/C/M mitig -504; Power 79

56-Conjuror's Insignia H/C/M mitig -672; Power 104

70-Conjuror's Brand H/C/M mitig -840; Power 128

14-VOLATILE BRACE Puts your pet into a defensive stance, increasing its max health (+12%), magical mitigation, hate generation, while decreasing Attack Speed (-25%) and Intelligence. Also wards against damage. Can't be stacked with an offensive stance.

Pet | CRR 3s 0.5s Instant | Dur cancel

14-Volatile Brace magical mitig +168; ward vs. 16 damage; Hate Gain +12.2%; INT -28; Power 30

28-Minion's Stance: Volatile Refuge magical mitig +336; ward vs. 35 damage; Hate Gain +19.4%; INT -54; Power 55

42-Minion's Stance: Volatile Haven magical mitig +504; ward vs. 56 damage; Hate Gain +27%; INT -82; Power 79

56-Minion's Stance: Transient Haven magical mitig +672; ward vs. 81 damage; Hate Gain +33%; INT -110; Power 104

70-Temporal Haven magical mitig +840; ward vs. 106 damage; Hate Gain +36%; INT -138; Power 128

15-CALL SERVANT • Summons your pet to you.

Pet | CRR 5s 0.5s 30s

15-INVISIBILITY • Gives ally invisibility (and ally's pet, if any). Suspends movement enhancements; dispelled if ally takes damage and suspends during combat. This can only be cast on one ally. Power 128

Group Friend | CRR 4s 0.5s 5s | Dur 10m | Range 10m

16-PETRIFY Cold damage attack that stuns target. Epics not stunned.

Enemy | CRR 3s 0.5s 30s | Dur 5s | Range 25m | Resist +35% | HO Star

16-Petrify 88-107 Magic damage; Power 68

30-Frozen by Time 175-214 Magic damage; Power 117

44-Harden 274-335 Magic damage; Power 166

58-Calcify 389-476 Magic damage; Power 215

16-SEISM Magic damage attack that stuns and knocks down nearby enemies for 2 seconds.

Self | CRR 2s 0.5s 20s | AoE 10m (max targets 8) | Resist -10% | HO Star

16-Seism 68-205 Magic damage; Power 76

30-Tremor 136-409 Magic damage; Power 131

44-Quake 213-640 Magic damage; Power 186

58-Seismic Tremor 303-908 Magic damage; Power 241

18-SPLINTER OF ESSENCE Summons sliver of essence for ally, to convert health into power; the summoning costs you health.

Friend | CRR 2s 0.5s 30s | Range 10m | HO Staff

18-Splinter of Essence Health cost 28

33-Sliver of Essence Health cost 52

47-Shard of Essence Health Cost 75

61-Scintilla of Essence Health Cost 97

20-FIRESHIELD When ally is hit by melee weapon, this hits ally's attacker. This can only be maintained on a single ally.

Raid or Group Friend | CRR 1s 0.5s Instant | Dur cancel | Range 10m | HO Fire

20-Fireshield 7 Heat damage; Power 41

35-Scorchshield 14 Heat damage; Power 67

50-Flameshield 22 Heat Damage; Power 93

64-Pyreshield 29 Heat Damage; Power 118

20-IGNEOUS APPRENTICE Summons a fire pet.

34-Igneous Apprentice HO Star

34-Igneous Adept

48-Igneous Magi

62-Igneous Savant

mage: conjuror

23-CAT'S EYE • Gives your group sonicvision and ability to see invisible enemies. Power 128

Group | CRR 2s 0.5s Instant | Dur cancel | AoE 50m

23-FIRE SEED Gives ally 20% chance to add Heat damage over time (every 4 seconds) to each target ally hits. If target dies before DoT ends, a new AoE Heat attack is triggered on the rest of its encounter.

Group Friend | Conc 1 | CRR 2s 0.5s 10s | Dur cancel | AoE 50m | Range 15m | HO Wand

23-Fire Seed 12-14 Heat DoT; 52-63 Heat damage; Power 46

37-Infernus Seed 20-24 Heat DoT; 89-108 Heat damage; Power 70

51-Blazing Seed 30-36 Heat DoT; 133-162 Heat damage; Power 95

65-Ember Seed 40-49 Heat DoT; 179-218 Heat damage; Power 119

24-AQUEOUS STALKERS Summons 3 water pets to attack enemy. They vanish if enemy dies.

Enemy | CRR 2s 0.5s 45s | Dur 45s | Range 35s | HO Fire

24-Aqueous Stalkers Power 257

38-Aqueous Hunters Power 257

52-Aqueous Swarm Power 257

66-Aqueous Horde Power 257

25-SHATTERED GROUND Magic damage over time (every second) that stifles and pacifies target and nearby allies. Epics not affected.

Enemy | CRR 2s 0.5s 40s | Dur 5s | AoE 10m | Range 25m | Resist -10% | HO Star

25-Shattered Ground 71-87 Magic DoT; Power 149

39-Shattered Earth 117-143 Magic DoT; Power 222

53-Shattered Land 174-213 Magic DoT; Power 296

67-Shattered Terrain 232-283 Magic DoT; Power 369

32-AERY OUTRIDER Summons an air pet. Self | Conc 1 | CRR 10s 0.5s Instant | Dur cancel

32-Aery Outrider

46-Aery Stalker

60-Aery Hunter

33-OFFERING Sacrifices your pet to restore health and power to your group. You can't cast this spell while your pet has a death prevention spell on it!

Pet | CRR 0.5s 0.5s 2m | AoE 50m

33-Offering +641 heal; +214 power

47-Sacrifice +981 heal; +327 power

61-Expiation +1359 heal; +453 power

35-ROARING FLAMES Summons a fire pet that attacks your current target until target dies or spell expires. Power 257

Enemy | CRR 3s 0.5s 45s | Dur 30s | Range 35m | HO Fire

35-Roaring Flames

49-Pyrotechnic

63-Pyromancy

35-SWARM OF BATS • Deals Piercing damage over time (every 4 seconds). 41-61 Piercing DoT; Power 100

Enemy | CRR 2s 0.5s 12s | Dur 24s | Range 35m | Resist -24% | HO Fire

40-STONESKIN • Completely absorbs all damage for up to 3 attacks, and reduces Threat of all nearby enemies by 980.

Self | CRR Instant 0.5s 5m | Dur 30s | HO Staff

40-VEHEMENT STONE Completely protects your pet against up to 3 physical attacks, and boosts its Defense.

Pet | CRR 0.5 0.5s 2m | Dur 30s | HO Wand

40-Vehement Stone Defense +14.4; Power 107

54-Vehement Rock Defense +19.4; Power 107

68-Vehement Gem Defense +24; Power 107

48-MINION'S INTERVENTION If pet takes fatal hit, this heals pet, instead.

Pet | CRR 0.5s 0.5s 3m | Dur 30s | HO Staff

48-Minion's Intervention 672 heal; Power 45

62-Intervention 924 heal; Power 57

50-BLAZING PRESENCE Deals Heat damage when pet attacks or is attacked in melee (up to 5 times).

Pet | CRR 3s 0.5s 45s | Dur 30s | HO Staff

50-Blazing Presence 194-323 Heat damage; Power 233

70-Blazing Avatar 293-488 Heat damage; Power 321

52-CALL OF THE HERO • Summons a group or raid ally to your location. Ally must be in your zone. Requires a softly glowing pearl. Can't be cast during combat. Power 291

Friend | CRR 10s 0.5s 8m

55-FRIGID WINDS • Deals 84-102 Cold damage over time (every 4 seconds) and slows the target. Power 102, plus power 51 every 4 seconds.

Enemy | CRR 1s 0.5s 12s | Dur 48s | Range 35m | Resist -10%

58-ELEMENTAL VESTMENT • Summons "pet" that adds 151 Cold damage and 151 Heat damage each time you strike a nearby target. Power 26 every 3 seconds

Self | CRR 3s 0.5s 1m 30s | Dur 30s

65-PLANE SHIFT • Shapeshifts your elemental pet into a powerful planar creature. Power 598

Earth: immune to root, pacify, fear, stun, stifle; attributes +48%; in-combat health regen +32%; max health +8669

Fire: immune to stifle; enlarged +25%; Attack Speed, damage spell crit chance +48%; casting timers -48%; max health +4334

Air: enlarged +25%; Attack Speed, damage spell crit chance +48%; in-combat movement speed +72%; casting timers -48%; max health +2167

Pet | CRR 3s 0.5s 12m | Dur 60s

Conjuror Abilities by Level

1-Dust Blast	20-Igneous Apprentice	35-Swarm of Bats	49-Pyrotechnic	61-Scintilla of Essence
1-Tellurian Recruit	20-Spiked Earth (< 1-Dust Blast)	36-Rockslide (< 8-Sleet)	50-Blazing Presence	< 18-Splinter of Essence)
2-Heal Servant	21-Pullulation (< 7-Elemental Cover)	37-Infernus Seed (< 23-Fire Seed)	50-Flameshield (< 20-Fireshield)	62-Igneous Savant
3-Burn	22-Shards of Ice (< 8-Sleet)	38-Aqueous Hunters	50-Flash Flood (< 8-Sleet)	< 34-Igneous Apprentice)
4-Magi's Shielding	23-Cat's Eye	38-Tellurian Avenger	51-Blazing Seed (< 23-Fire Seed)	62-Intervention
5-Abate	23-Fire Seed	39-Minion's Stance: Vexation	52-Aqueous Swarm	< 48-Minion's Intervention)
5-Arcane Auger	24-Aqueous Stalkers	39-Minion's Stance: Vexation	52-Call of the Hero	63-Escutcheon (< 7-Elemental Cover)
5-Bind Sight	24-Tellurian Soldier	39-Shattered Earth	52-Tellurian Myrmidon	63-Pyromancy (< 35-Roaring Flames)
6-Cure Arcane	(< 1-Tellurian Recruit)	39-Shattered Earth	(< 1-Tellurian Recruit)	64-Deluge (< 8-Sleet)
6-Sand Blast	25-Shattered Ground	40-Geotic Brand (< 12-Earthly Brand)	53-Minion's Stance: Aggravate	64-Pyreshield (< 20-Fireshield)
7-Elemental Cover	26-Alluvial Brand (< 12-Earthly Brand)	40-Stoneskin	53-Shattered Land	65-Ember Seed (< 23-Fire Seed)
8-Sleet	27-Instant Vim (< 13-Essence Shift)	40-Vehement Stone	54-Geotic Rune (< 12-Earthly Brand)	65-Plane Shift
9-Dispel Magic	27-Instant Vim (< 13-Essence Shift)	41-Instant Vigor (< 13-Essence Shift)	54-Vehement Rock	66-Aqueous Horde
9-See Invisibility	28-Conjuror's Mark	42-Minion's Stance: Volatile Haven	55-Burning Vigor (< 13-Essence Shift)	< 24-Aqueous Stalkers)
10-Greater Burn (< 3-Burn)	(< 14-Conjuror's Symbol)	42-Minion's Stance: Volatile Haven	55-Frigid Winds	66-Tellurian Champion
11-Agitation	28-Minion's Stance: Volatile	42-Minion's Stance: Volatile Haven	56-Conjuror's Insignia	(< 1-Tellurian Recruit)
12-Earthly Brand	Refuge (< 14-Volatile Brace)	42-Minion's Stance: Volatile Haven	56-Minion's Stance: Transient	67-Exasperate (< 11-Agitation)
12-Rock Blast (< 1-Dust Blast)	28-Repair Servant (< 2-Heal Servant)	43-Renew Servant (< 2-Heal Servant)	Haven (< 14-Volatile Brace)	67-Shattered Terrain
12-Tellurian Follower	29-Spiked Rain (< 1-Dust Blast)	43-Klicnik's Bite (< 1-Dust Blast)	56-Rebuild Servant (< 2-Heal Servant)	(< 25-Shattered Ground)
(< 1-Tellurian Recruit)	30-Frozen by Time (< 16-Petrify)	44-Harden (< 16-Petrify)	57-Snapping Mandibles	68-Geotic Seal (< 12-Earthly Brand)
13-Aqueous Stone	30-Tremor (< 16-Seism)	44-Quake (< 16-Seism)	(< 1-Dust Blast)	68-Vehement Gem
13-Essence Shift	31-Flaming Agony (< 3-Burn)	45-Fiery Doom (< 3-Burn)	58-Calcify (< 16-Petrify)	(< 40-Volatile Stone)
14-Conjuror's Symbol	32-Aery Outrider	46-Aery Stalker (< 32-Aery Outrider)	58-Elemental Vestment	69-Blazing Vigor (< 13-Essence Shift)
14-Sootho Servant	(< 2-Heal Servant)	47-Quagmire (< 5-Abate)	59-Elemental Tremor	70-Blazing Avatar
14-Volatile Brace	33-Offering	47-Sacrifice (< 33-Offering)	59-Fiery Annihilation	(< 18-Splinter of Essence)
15-Call Servant	33-Quicksand (< 5-Abate)	47-Shard of Essence	60-Aery Hunter (< 32-Aery Outrider)	70-Conjuror's Brand
15-Invisibility	33-Sliver of Essence	(< 18-Splinter of Essence)	61-Expiation (< 33-Offering)	(< 14-Conjuror's Symbol)
16-Petrify	(< 18-Splinter of Essence)	48-Igneous Magi	61-Sandpool (< 5-Abate)	70-Restore Servant (< 2-Heal Servant)
16-Seism	34-Igneous Adept	(< 18-Splinter of Essence)		70-Temporal Haven
17-Burning Agony (< 3-Burn)	(< 34-Igneous Apprentice)	48-Minion's Intervention		(< 14-Volatile Brace)
18-Splinter of Essence	35-Embers (< 7-Elemental Cover)	49-Phlogiston		
19-Immobilize (< 5-Abate)	35-Roaring Flames	(< 7-Elemental Cover)		
20-Fireshield	35-Scorchshield	(< 20-Fireshield)		

Mage: Necromancer

By Kathy "Kushiro" Schuster

Necromancers are perhaps the most versatile class in the world of Norrath. They believe in all things evil, unlike their Qeynosian counterparts, Conjurors. They command the legions of undead and can summon many different types of minions to serve them. Necromancers can do it all—they can nuke, heal, resurrect, and even serve as main tanks (with their pets). One of the best things about playing a Necromancer is all the weapons you have to choose from when in a fight. The masters of death and decay are truly a powerful force to reckon with.

Ability Highlights

A Necromancer's most important ability is the potential to have endless amounts of power. Intelligence is a Necromancer's most important attribute. It affects the amount of power you have, as well as how much damage you do in your nukes/DoTs. Stamina and Agility are also important for the Necromancer class.

Stamina determines how many hit points you have, and since hit points = power, it's important. Agility is always helpful so you can dodge the enemy's hits more easily. Focus is a very important skill—it determines how well you can maintain your concentration in a fight (or how easily you get interrupted during a spell cast). Disruption and Subjugation are also important skills. They determine how well your nukes and DoTs work, and also how well you can conjure pets and maintain charms.

Lifetap (Level 20) takes life from your target and transfers some of it to you.

Coil Line (Level 3) is a disease spell that does Damage over Time.

Summon Minion (Level 1) summons minions of different types, depending on your level. The three types of pets that Necromancers get are undead fighter, warlock, and assassin.

Rot Line (Level 1) inflicts your target with disease Damage over Time.

Locusts (Level 8) is an Area of Effect spell that hits all mobs in the encounter group.

Clinging Darkness (Level 21) is a single-target spell that does Damage over Time while slowing the target's movements.

Swarm of Rats (Level 23) summons a swarm of rats to fight for you. This can be cast even if you already have a pet. The rats fight for you alongside your pet, so this is a great spell to have.

Bloody Ritual (Level 27) drains life from your servant and transfers it into Power over Time for you.

There are plenty of other spells that are also important to Necromancers and their style of combat. They include roots, stuns, fears, pet heals, buffs, resurrection, debuffs, and even more undead servants to summon.

Solo

Soloing for the Necromancer is really effortless. The best pet class to use when soloing is your fighter pet in a defensive stance. Find a target, send your pet, then DoT your target with all your spell lines: Coil, Rot, and Darkness. Lifetap and heal your pet when necessary. If the mob starts to get the best of your pet, you can summon more pets to help, or you can root the mob or try fearing it. When you get

higher level, you can Feign Death when you need to.

The best zones for Necromancers are usually outdoor zones, where there is more room for kiting and fearing. Some dungeons can be run solo as well, but you need to be a bit more cautious since there are lots of mobs roaming about in close quarters. In a dungeon, adds (unwanted wandering mobs) can easily be drawn into your fight, so you need to be prepared. Adds can be rooted, stunned, or slowed, or you can summon an additional pet and sic that on the add.

Group

If you have a main tank, use your Warlock or Assassin pet to do more damage per second. (Don't use an Assassin or a Warlock pet when soloing.) If your group doesn't have a main tank, your Fighter pet can fill that slot pretty well. Send your pet at the target encounter, keep it healed and DoT away. Necromancers have a few group buffs and they can resurrect allies at higher levels, both of which make them a nice addition to a group (plus they provide extra fighting power from all their summoned pets).

Raid

The Necromancer's role does not change much between groups and raids. They are useful at feigning death and resurrecting allies when there is a wipeout. They can summon objects for their allies which trade hit points for power. They can help stun/root extra mobs for a bit of crowd control. Their typical role is doing lots of damage with their pets and their DoT spells and lifetaps.



Deathwish Armor

Achievements

Point 1 automatically goes to the starter Achievement, which essentially allows you to become your pet for 30 seconds. The next points must be spent to boost an attribute: Stamina, Strength, Agility, Wisdom, or Intelligence. The important thing to remember is that in order to get to that prime Achievement at the end of a chain, you must choose the Achievements above it. Decide which path you like best and follow it first.

The Theurgist (Strength) line of the Achievement tree includes useful abilities to increase your direct damage output. An extra attack-pet (like your rat swarm) and a huge boost to critical spell damage are certainly nice, but the end of the Theurgist line allows you to turn your pet into a bomb. It's fun when adventuring, or when you just need to spice up a party!

The Cabalist (Agility) line focuses on making your Scout (Shadow) pets more effective. They'll generate less hate and score more critical hits in melee. Shadowstep teleports your pet directly to your target. This creates some unique strategic fighting options in crowded areas, provided the surrounding mobs aren't social.

The Perceptor (Stamina) Achievements are an excellent line for both the soloing Necromancer (because it focuses on your Fighter pets) and the raiding Necromancer (because it makes your Fighter pet immune to AoE damage from those nasty boss mobs). You can also make your Fighter pets absorb some of your hate, and absorb hits directed at you.

The Animist (Wisdom) line is less spectacular than the other lines, but its abilities can be used on any type of pet. Increase your pet's defense or its offense, turn your pet's power into extra hit points, or drain your pet's health to heal someone else. It's not a showy line, but it's well rounded.

The Magician (Intelligence) line focuses on your Mage pets. Threat reduction and reduced casting timers for your pet are nice, but the final ability—Empower Servant—is impressive for any Necromancer who uses a Mage pet often. A pet with Empower Servant uses 30% less power *and* heals itself a little with every spellcast, making a powerful pet who doesn't need much down time.

Pros

- One of the best soloing classes in the game because of their versatility. They can root/DoT, use their pet to attack, or fear kite.
- A class for pet-lovers. Pets are essential to the Necromancer; without them, a Necromancer would go down fast. A good pet can hold aggro away from its master while it casts spells on the target and inflicts damage itself.
- You can feign death, resurrect allies, and lifetap. Necromancers have so many special abilities that other classes do not get.
- It's one of the truly most evil classes in the game, and deals Poison and Disease damage.
- Last but not least, how many other classes can harvest and fight at the same time?

Cons

- Once they get aggro, Necromancers go down *really* fast. They only get very light armor, which cannot withstand many hits. Once their pet goes down, they follow soon after.
- Necromancers can't tank! Their pets can, but if you want to get in on some melee action yourself, create a Fighter class.

Training

Level 14	Level 44
11-Aggression	39-Minion's Stance: Words of the Wicked
12-Seething Rot	40-Rending Frenzy
14-Minion's Stance: Grisly Defense	42-Minion's Stance: Grisly Stele
14-Repair Bones	42-Necrotic Mending
Level 24	Level 54
20-Lifetap	50-Siphon Life
21-Favor of the Fallen	51-Blighted Pack (Rat Infestation)
22-Blight	53-Minion's Stance: Voice of the Departed
23-Swarm of Rats	54-Teachings of the Shadows
Level 34	Level 64
28-Minion's Stance: Grisly Brace	61-Displace Life
30-Breath of the Unearthed	63-Awaken Grave
31-Withering Affliction	64-Abate Life
33-Transfer Life	64-Torrential Pestilence

Dark Elf

Possible Cities	Freeport	Resistances
Racial Homeland	Neriak-The Underfoot	Cold 0
Mythical Creator	Innoruuk	Disease 0
Racial Language	Thexian (before sealing of Neriak)	Divine 3
Attributes		Heat 0
Strength	13	Magic 3
Intelligence	26	Mental 1
Agility	23	Poison 1
Wisdom	23	
Stamina	15	
Racial Tradition	Effect	Re-Use Delay
Wrath of the Teir'Dal	+ Divine Reactive Damage	[30m]
Shadow Shroud	Hide (no movement)	[30m]
Elven Reflexes	+5 AGI	[perm]
Poison Crafter	+5 Chemistry skill	[perm]
Sinister Cunning	+5 INT	[perm]
Strength of Will	+3% Mental Resist	[perm]
Innoruuk's Cauldron	+3% Max Power	[perm]
Pursuit of the Arcane	+5 Scribing skill	[perm]
Fueled by Hate	+ Power regen, +2 MR	[30m]
Embrace of Hate	+ Rune vs. all damage	[30m]

Necromancer Abilities

1-ROT Deals Disease damage over time (every second).
Enemy | CRR 2s 0.5s 3s | Dur 4s | Range 35m | Resist +24% | HO Lightning

1-Rot 2 Disease DoT; Power 2

6-Greater Rot 5-7 Disease DoT; Power 10

12-Seething Rot 10-14 Disease DoT; Power 20

20-Rotten Blast 17-24 Disease DoT; Power 30

29-Pestilential Blast 27-36 Disease DoT; Power 42

43-Skinrot 42-57 Disease DoT; Power 60

57-Death Rot 60-82 Disease DoT; Power 79

1-SUMMON MINION Summons a pet to obey you.

Self | Conc 1 | CRR 10s 0.5s Instant | Dur cancel | HO Star

1-Summon Minion

12-Summon Servant

24-Undying Adherent

38-Rotting Thrall

52-Diseased Servant

66-Undying Dreadnought

2-HEAL MINION Transfers instant healing and health over time (every 4 seconds) from you to your pet.

Pet | CRR 2s 0.5s 6s | Dur 12s | HO Staff

2-Heal Minion 8 heal, 4 HoT; 6 dam, 3 DoT

14-Repair Bones 54 heal, 29 HoT; 44 dam, 23 DoT

28-Mend Bones 114 heal, 60 HoT; 94 dam, 50 DoT

42-Necrotic Mending 180 heal, 96 HoT; 150 dam, 79 DoT

56-Necrotic Restoration 261 heal, 139 HoT; 217 dam, 115 DoT

70-Necrotic Reformation 342 heal, 182 HoT; 284 dam, 151 DoT

3-COIL Deals Disease damage over time (every 4 seconds).

Enemy | CRR 1s 0.5s 8s | Dur 36s | Range 35m | Resist +24% | HO Fire

3-Coil 4-5 Disease DoT; Power 5

10-Dark Coil 13-16 Disease DoT; Power 17

17-Withering Coil 22-27 Disease DoT; Power 26

31-Withering Affliction 44-53 Disease DoT; Power 45

45-Death's Coil 68-83 Disease DoT; Power 63

59-Deathly Coil 95-117 Disease DoT; Power 81

4-MAGI'S SHIELDING • Increases max health +365, Focus +23, and Defense +23.

Self | CRR 3s 0.5s 6s | Dur cancel

5-ARCANE AUGER • Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Tome

5-BIND SIGHT • See through eyes of ally, but not in combat.

Your body is stationary (stunned). Power 6

Group Friend | CRR 2s 0.5s 30s | Dur 3m | Range 50m | HO Staff

5-CHAIN Roots target (20 seconds), then fears and slows (5 seconds). 10% chance to dispel when target receives hostile action or takes damage (15% when feared). Epics not affected.

Enemy | CRR 2s 0.5s 6s | Range 25m | Resist +10% | HO Wand

5-Chain slow -18.6%; duration 20s; Power 12

19-Enchain slow -20%; duration 30s; Power 39

33-Chains of Torment slow -22%; duration 45s; Power 63

47-Eternal Bindings slow -24%; duration 50s; Power 88

61-Eternal Chains slow -25%; duration 65s; Power 112

7-FAVOR OF THE DEAD Increases your group's power and noxious resistance.

Group(AE) | Conc 1 | CRR 3s 0.5s 30s | Dur cancel | AoE 50m

7-Favor of the Dead max power +21; Poison mitig +105; Disease mitig +131

21-Favor of the Fallen max power +73; Poison mitig +202; Disease mitig +252

35-Unholy Covenant max power +168; Poison mitig +336; Disease mitig +420

49-Aspect of Undead max power +262; Poison mitig +470; Disease mitig +588

63-Favor of the Infernal max power +432; Poison mitig +605; Disease mitig +756

6-CURE ARCANE • Dispels 77 levels of hostile Divine, Magic, and Mental effects from ally. Power 95

Raid or Group Friend | CRR 1s 0.5s 10s | Range 20m

8-LOCUSTS Deals Disease damage over time (every 3 seconds) to target and nearby allies.

Enemy | CRR 3s 0.5s 9s | Dur 12s | AoE 10m | Range 25m | Resist +10% | HO Star

8-Locusts 9-11 Disease DoT; Power 28

22-Blight 25-30 Disease DoT; Power 66

36-Locust Swarm 43-53 Disease DoT; Power 103

50-Torrential Plague 65-79 Disease DoT; Power 140

64-Torrential Pestilence 88-107 Disease DoT; Power 177

9-DISPEL MAGIC • Dispels 77 levels of beneficial Magic effects from target. Power 96

Enemy | CRR 1s 0.5s 20s | Range 25s

9-SEE INVISIBILITY • Ally can see invisible enemies. Power 128

Raid or Group Friend | CRR 2s 0.5s 2s | Dur cancel | Range 10m

11-AGGRESSION Boosts your pet's offense (Disruption, Subjugation, Focus – D/S/F – and Attack Speed) and reduces its Defense and Parry (D/P). On each successful hit by pet, 10% chance for added Disease damage, part of which transfers to pet. Can't stack with a defensive stance.

Pet | CRR 3s 0.5s Instant | Dur cancel | HO Staff

11-Aggression Attack Speed +22%; 36 Disease damage;

12 pet heal; D/P -4%; D/S/F +4%; Power 25

25-Minion's Stance: Boon of the Lifelless Attack Speed +27%;

86 Disease damage; 28 pet heal; D/P -11.3%; D/S/F +9%; Power 49

39-Minion's Stance: Words of the Wicked

Attack Speed +32%; 141 Disease damage; 46 pet heal; D/P -17.5%; D/S/F +14%; Power 74

53-Minion's Stance: Voice of the Departed

Attack Speed +37%; 209 Disease damage; 69 pet heal; D/P -24%; D/S/F +19.1%; Power 98

67-Howl of the Damned Attack Speed +42%;

278 Disease damage; 91 pet heal; D/P -30%; D/S/F +24%; Power 123

12-MARK OF THE DEAD Increases Stamina and Intelligence for your group and their pets.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

12-Mark of the Dead STA, INT +12.5

26-Mark of the Miasmic STA, INT +24

40-Teachings of the Dead STA, INT +37

54-Teachings of the Shadows STA, INT +51

68-Teachings of the Underworld STA, INT +64

13-BLEEDING RITUAL Drains your pet's life and converts it to power over time for you (every 4 seconds).

Pet | CRR 2s 0.5s 20s | Dur 20s | HO Wand

13-Bleeding Ritual 19 Magic damage becomes 8 power

27-Bloody Ritual 41 Magic damage becomes 17 power

41-Devour Health 66 Magic damage becomes 27 power

55-Devour Vitae 96 Magic damage becomes 40 power

69-Devour Essence 127 Magic damage becomes 55 power

14-MINION'S STANCE: GRISLY DEFENSE Puts your pet into a defensive stance, increasing max health (+12%), magical mitigation, and hate generation, while decreasing Attack Speed (-25%) and Intelligence. If pet attacked, inflicts Disease damage on attacker and heals pet. Can't be stacked with an offensive stance.

Pet | CRR 3s 0.5s Instant | Dur cancel | HO Staff

14-Minion's Stance: Grisly Defense 5 Disease damage; 3 heal; INT -28; Hate Gain +12.2%; magical mitig +168; Power 30

28-Minion's Stance: Grisly Brace 11 Disease damage; 5 heal; INT -54; Hate Gain +19.4%; magical mitig +336; Power 55

42-Minion's Stance: Grisly Stele 17 Disease damage; 8 heal; INT -82; Hate Gain +27%; magical mitig +504; Power 79

56-Minion's Stance: Grisly Ward 25 Disease damage; 12 heal; INT -110; Hate Gain +33%; magical mitig +672; Power 104

70-Minion's Stance: Grisly Bulwark 33 Disease damage;

16 heal; INT -138; Hate Gain +36%; magical mitig +840; Power 128

14-NECROMANTIC MARK When pet hits or is hit, 25% chance to reduce Disease and Poison (D/P) mitigation of pet's opponent for 20 seconds.

Pet | CRR 2s 0.5s 25s | Dur cancel | HO Staff

14-Necromantic Mark D/P mitig -188; Power 30

28-Necromantic Rune D/P mitig -336; Power 55

42-Necromantic Symbol D/P mitig -504; Power 79

56-Necromantic Insignia D/P mitig -672; Power 104

70-Necromantic Brand D/P mitig -840; Power 128

16-GRASP Stuns your target. Epics not affected.

Enemy | CRR 3s 0.5s 30s | Range 25m | Resist -35% | HO Star

16-Grasp duration 4.5s; Power 51

30-Grasping Bones duration 6s; Power 87

44-Convulse duration 6.8s; Power 124

58-Constrict duration 7.5s; Power 161

16-SIPHON CLOUD Disease attack that drains health from nearby enemies, transferring some to you.

Self | CRR 2s 0.5s 25s | AoE 10m (max targets 8) | Range | Resist +10% | HO Fire

16-Siphon Cloud 136 Disease damage; 90 heal; Power 76

30-Breath of the Unearthed 273 Disease damage; 180 heal; Power 131

44-Accursed Cloud 426 Disease damage; 281 heal; Power 186

58-Infernal Cloud 606 Disease damage; 400 heal; Power 241

18-SPLINTERED HEART Summons heart item for ally, to convert health into power over time; the summoning costs you health.

Friend | CRR 2s 0.5s 30s | Range 10m | HO Staff

18-Splintered Heart summons splintered heart; Health 28

33-Dark Heart summons dark heart; Health 52

47-Sacrificial Heart summons sacrificial heart; Health 75

61-Ruinous Heart summons ruinous heart; Health 97

20-GRIM SPELLBINDER Summons an evil warlock spirit to obey you.

Self | Conc 1 | CRR 10s 0.5s Instant | Dur cancel

20-Grim Spellbinder

34-Grim Thulian

48-Grim Terror

62-Grim Heretic

20-LIFETAP Disease attack that transfers part of this damage to your health.

Enemy | CRR 2s 0.5s 9s | Range 35m | Resist +24% | HO Wand

20-Lifetap 164-201 Disease damage; 120 heal; Power 102

35-Draw Life 313-382 Disease damage; 228 heal; Power 168

50-Siphon Life 485-593 Disease damage; 354 heal; Power 233

64-Abate Life 658-804 Disease damage; 480 heal; Power 295

mage: necromancer

21-CLINGING DARKNESS Disease attack over time (every 4 seconds) that slows target for 24 more seconds after the Disease period. 5% chance to dispel slow when target receives hostile action or takes damage.

Enemy | CRR 1s 0.5s 15s | Dur 24s | Range 30m | Resist +10%

21-Clinging Darkness 12-14 Disease DoT; slow -41%; Power 42

36-Decaying Darkness 21-26 Disease DoT; slow -45%; Power 69

51-Dooming Darkness 33-41 Disease DoT; slow -48%; Power 95

23-SWARM OF RATS Summons rats to attack your target.

Power 257

Enemy | CRR 2s 0.5s 45s | Range 35m | HO Star

23-Swarm of Rats Duration 45s

37-Plague of Rats Duration 1m

23-UNLIVING EYES • Gives your group ultravision and ability see invisible enemies. Power 128

Group | CRR 2s 0.5s Instant | Dur cancel | AoE 50m

24-FEAR Target flees in fear. 15% chance to dispel when target receives hostile action or takes damage. Epics not affected.

Enemy | CRR 1s 0.5s 30s | Range 25m | Resist +10% | HO Wand

24-Fear fear lasts 10 seconds; Power 72

38-Terror fear lasts 12 seconds; Power 108

52-Fright fear lasts 16 seconds; Power 145

66-Dread fear lasts 18 seconds; Power 182

25-GRISLY MARK Drains Stamina and Wisdom from target to you. If target dies while this is happening, you get an essence of anguish. Only affects targets Level 17+.

Enemy | CRR 1s 0.5s Instant | Dur 1m,12s | Range 25m | Resist +10% | HO Fire

25-Grisly Mark WIS, STA 23 from target to you; Power 49

39-Horrid Mark WIS, STA 36 from target to you; Power 74

53-Abominable Mark WIS, STA 50 from target to you; Power 98

67-Loathsome Mark WIS, STA 63 from target to you; Power 123

32-SHADY STALKER Summons a shadow pet.

Self | Conc 1 | CRR 10s 0.5s Instant | Dur cancel

32-Shady Stalker

46-Shady Assassin

60-Nightshade

33-TRANSFER LIFE Transfers health from you to ally.

Friend | CRR 2s 0.5s 8s | Range 20m | HO Staff

33-Transfer Life +427 heal; your health -356

47-Exchange Life +654 heal; your health -545

61-Displace Life +906 heal; your health -755

35-GHASTLY STENCH Summons a ghastly zombie to attack your target. Any nearby enemies suffer Disease damage over time until the ghastly zombie is slain. Power 257

Enemy | CRR 2s 0.5s 45s | Dur 30s | Range 35m | HO Fire

35-Ghastly Stench

49-Stench of the Grave

63-Awaken Grave

40-DEATHLY PALLOR • Gives you the illusion of death, 100% successful.

Self | CRR Instant 0.5s 5m | Dur 5m | HO Staff

40-RENDING FRENZY Gives your pet a chance to berserk for 10 seconds, boosting its DPS and Attack Speed: 20% chance when pet hits, 50% when pet is hit, 100% when pet strikes a death blow.

Pet | Conc 1 | CRR 1s 0.5s 10s | Dur cancel | HO Wand

40-Rending Frenzy DPS, Attack Speed +16.2%

54-Rending Fury DPS, Attack Speed +18.7%

68-Rending Fervor DPS, Attack Speed +21%

48-REVIVICATION • Resurrects ally with 15% health. Requires an essence of anguish. It can be cast in combat, but not in an arena. For 2 minutes, ally is -20% for Attack Speed and attributes (-5% if less than Level 7). Power 250

Raid or Group Friend's Corpse | CRR 4s 0.5s 1m | Range 25m

50-LICH Shapeshifts you to a lich. Generates 1% power over time, at the cost of 99 health over time (both every 6 seconds). Adds a second attack to any Disease attack you make, and transfers health to you.

Self | CRR 3s 0.5s Instant | Dur cancel | HO Staff

50-Lich 97 Disease damage for target; 64 heal for you

70-Archlich 146 Disease damage for target; 96 heal for you

51-BLIGHTE D PACK Summons 3 rotting creatures to attack your target. Power 257

Enemy | CRR 2s 0.5s 45s | Dur 1m | Range 35m | HO Star

51-Blighted Pack

65-Blighted Horde

52-DRAWING OF SOULS • Reduces target's Strength and Intelligence. If target dies while under this spell, you get a temporary ability that doesn't stack. Requires an essence of anguish. STR, INT -49; Power 71

Enemy | CRR 2s 0.5s 4s | Dur 1m, 12s | Range 20m | Resist +10%

52-FEASTING SOUL • Deals Disease damage over time to target and returns a portion of this damage as health and power over time to you (all are every 4 seconds). 113 Disease DoT; 74 Heal HoT (you); +37 PoT (you); Health cost 48

Enemy | CRR 1s 0.5s 10s | Dur 24s | Range 35m | Resist -24%

52-FLAYER'S SOUL • Increases all offensive skills (C/P/S/R: +18.7), casting skills (Disruption, Ordination, and Subjugation: +18.7), and max power (+12%) of ally. Costs health 48.

Raid or Group Friend | CRR 4s 0.5s 10s | Dur 30s | Range 25m

52-PESTILENT SOUL • Does 567 Disease damage in a area around you. Costs health 48.

Self | CRR 1s 0.5s 10s | AoE 7.5m (max targets 10) | Resist -24%

52-SERVILE SOUL • Summons a shadow to attack target. The shadow dissipates when target dies or spell expires. Power 64

Enemy | CRR 2s 0.5s 10s | Dur 30s | Range 35m | Resist -10%

52-SOOTHING SOUL • Heals ally over time (89 health every 4 seconds). Costs health 48.

Raid or Group Friend | CRR 2s 0.5s 10s | Dur 16s | Range 25m

52-UNSTOPPABLE SOUL • Increases ally's physical resistance (physical mitigation +312) and max health (+12%). Costs health 48.

Raid or Group Friend | CRR 2s 0.5s 10s | Dur 30s | Range 25m

55-CONTROL UNDEATH • Controls (charms) undead target (but it has recurring changes to escape). Epics not affected; can't be in an arena. Power 204, plus 51 every 31 seconds.

Enemy | CRR 6s 0.5s Instant | Dur 25m | Range 25m | Resist +10%

58-CONSUMPTION • Each time pet damages its opponent, this adds 173 Disease damage that you and pet split (you each get 85 health). Power 215

Pet | CRR 1s 0.5s 2m | Dur 15s

65-UNDEAD TIDE • Summons an army of undead. The more nearby corpses, the more in army. Costs 257 health, plus 64 every 6 seconds

Enemy | CRR 2s 0.5s 15m | Dur 1m | Range 30m

Necromancer Abilities by Level

1-Rot	22-Blight (< 8-Locusts)	50-Siphon Life (< 20-Lifetap)	59-Deathly Coil (< 3-Coil)
1-Summon Minion	23-Swarm of Rats	50-Torrential Plague (< 8-Locusts)	60-Nightshade (< 32-Shady Stalker)
2-Heal Minion	23-Unliving Eyes •	51-Blighted Pack	61-Displace Life (< 33-Transfer Life)
3-Coil	24-Fear	51-Dooming Darkness (< 21-Clinging Darkness)	61-Eternal Chains (< 5-Chain)
4-Magi's Shielding •	24-Undying Adherent (< 1-Summon Minion)	52-Diseased Servant (< 1-Summon Minion)	61-Ruinous Heart (< 18-Splintered Heart)
5-Arcane Auger •	25-Grisly Mark	52-Drawing of Souls •	62-Grim Heretic (< 20-Grim Spellbinder)
5-Bind Sight •	25-Minion's Stance: Boon of the Lifeless (< 11-Aggression)	52-Feasting Soul •	63-Awaken Grave (< 35-Ghastly Stench)
5-Chain	26-Mark of the Miasmic (< 12-Mark of the Dead)	52-Flayer's Soul •	63-Favor of the Infernal (< 7-Favor of the Dead)
6-Cure Arcane •	27-Bloody Ritual (< 13-Bleeding Ritual)	52-Fright (< 24-Fear)	64-Abate Life (< 20-Lifetap)
6-Greater Rot (< 1-Rot)	28-Mend Bones (< 2-Heal Minion)	52-Pestilent Soul •	64-Torrential Pestilence (< 8-Locusts)
7-Favor of the Dead	28-Minion's Stance: Grisly Brace (< 14-Minion's Stance: Grisly Defense)	52-Servile Soul •	65-Blighted Horde (< 51-Blighted Pack)
8-Locusts	28-Necromantic Rune (< 14-Necromantic Mark)	52-Soothing Soul •	65-Undead Tide •
9-Dispel Magic •	29-Pestilential Blast (< 1-Rot)	52-Unstoppable Soul •	66-Dread (< 24-Fear)
9-See Invisibility •	30-Breath of the Unearthed (< 16-Siphon Cloud)	53-Abominable Mark (< 25-Grisly Mark)	66-Undying Dreadnought (< 1-Summon Minion)
10-Dark Coil (< 3-Coil)	30-Grasping Bones (< 16-Grasp)	53-Minion's Stance: Voice of the Departed (< 11-Aggression)	67-Howl of the Damned (< 11-Aggression)
11-Aggression	31-Withering Affliction (< 3-Coil)	54-Rending Fury (< 40-Rending Frenzy)	67-Loathsome Mark (< 25-Grisly Mark)
12-Mark of the Dead	32-Shady Stalker	54-Teachings of the Shadows (< 12-Mark of the Dead)	68-Rending Fervor (< 40-Rending Frenzy)
12-Seething Rot (< 1-Rot)	33-Chains of Torment (< 5-Chain)	55-Control Undeath •	68-Teachings of the Underworld (< 12-Mark of the Dead)
12-Summon Servant (< 1-Summon Minion)	33-Dark Heart (< 18-Splintered Heart)	55-Devour Vital (< 13-Bleeding Ritual)	69-Devour Essence (< 13-Bleeding Ritual)
13-Bleeding Ritual	33-Transfer Life	56-Minion's Stance: Grisly Ward (< 14-Minion's Stance: Grisly Defense)	70-Archlich (< 50-Lich)
14-Minion's Stance: Grisly Defense	34-Grim Thulian (< 20-Grim Spellbinder)	56-Necromantic Insignia (< 14-Necromantic Mark)	70-Minion's Stance: Grisly Bulwark (< 14-Minion's Stance: Grisly Defense)
14-Necromantic Mark	35-Draw Life (< 20-Lifetap)	56-Necrotic Restoration (< 2-Heal Minion)	70-Necromantic Brand (< 14-Necromantic Mark)
14-Repair Bones (< 2-Heal Minion)	35-Ghastly Stench	57-Death Rot (< 1-Rot)	70-Necrotic Reformation (< 2-Heal Minion)
16-Grap	35-Holy Covenant (< 7-Favor of the Dead)	58-Constrict (< 16-Grasp)	
16-Siphon Cloud	36-Decaying Darkness (< 21-Clinging Darkness)	58-Consumption •	
17-Withering Coil (< 3-Coil)	36-Locust Swarm (< 8-Locusts)	58-Infernal Cloud (< 16-Siphon Cloud)	
18-Splintered Heart			
19-Enchain (< 5-Chain)			
20-Grim Spellbinder			
20-Lifetap			
20-Rotten Blast (< 1-Rot)			
21-Clinging Darkness			
21-Favor of the Fallen			
(< 7-Favor of the Dead)			

Mage: Illusionist

By Mike 'Praxi' Lindsay

Illusionists are the Qeynosian-flavored Enchanter. The primary duties of the Illusionist are crowd control, power regeneration, and middle-tier damage. Illusionists have a lot of depth to how they can be played. For example, they can concentrate on crowd control, sparing groups from a wipe, or they might be more damage focused, helping eliminate mob encounters faster. Illusionists fill several niches very well.

Spells

The following spells are the essential highlights of the Illusionist class. Note that Illusionists get new spell lines up to Level 50—the Convincing Regalia line starts at Level 40 and the Color Spray line starts at 50.

Alacrity is a single-target melee haste buff. Anyone who swings a weapon for a living becomes your best friend after you get this spell.

Breeze is a group power-regeneration spell. Your ticket to group invites, Breeze is a mainstay spell for the Illusionist.

Fleeting Thoughts is a short-duration high intelligence buff. It is *very* beneficial for high caster damage output. Got a big fight coming up and a few INT casters in the group? Cast this as soon as the fight starts to give them all bonus damage from high Intelligence.

Stupefy is a single-target long-duration stun. The line's stun times are exceptionally sweet.

Bewildering Cascade is a short-duration AoE stun. It has as a quick cast time, making this a great spell for interruption or stopping mobs while your AoE mezz is going off.

Fascinate is a single-target mesmerization. This is your normal mezz; keep it upgraded as best as possible. This spell has some cool features to it, such as removing the mesmerized target from spell area effects. It also can't be interrupted or fizzled—very nice features for a mezz spell.

Convincing Regalia is a single-target mesmerization that you get in your mid levels. It's nice because it's on a separate timer than the Fascinate line, and it has a very quick casting time.

Phantasmal Splendor is an AoE mezz—sort of. It caps at 4 targets, but is nice to use while getting the crowd under control.

Personae Split is a personal pet. It is the same level as you, but has lower-level spell abilities similar to yours. This works out nicely, as it will root and use additional stuns. This Illusionist's pet is also decent at aggro generation, which is nice.

Construct of Order is a less-intelligent fire pet, essentially acting as a melee DoT. Construct of Order is not as versatile as Personae Split. Cast it and forget about it. It deals its damage for the duration, and then expires.

Prismatic Discord is a melee buff that causes the next three melee attacks to deal significant extra damage. A lot of Illusionists don't realize the power of this spell—cast it on someone who makes a lot of melee attacks to significantly increase the group's damage output.

Color Spray is an AoE high-damage DoT. You don't get it until Level 50, but it's definitely one of your more interesting spells. On top of the high-damage component, this spell stifles the affected mobs for its duration.

Solo

Illusionists are among the better soloists for difficult targets. They are able to take down similar-level ^^^ heroes and named mobs. They can beat groups of mobs handily if needed, but generally, AoE damage classes are more efficient at this (both in time and power). Here are a few strategies for dealing with different types of encounters solo.

For non-heroic single-target encounters, lead off with your pets, then start using your DoTs and direct-damage spells. If you're taking so much damage that you have to stop for some down time, use your stuns and stifles to prevent further damage to your pet.

For named or heroic encounters, use your Construct, Personae, Damage, and lockdowns. Lead off with Construct, followed closely by Personae. Your personae roots for a while—cast a few more spells, then move in to melee. Keep your personae at ranged distance. Use your stuns and stifles to keep the enemy from doing anything other than melee. Include your damage spells as you can, being careful with DoTs, as they break roots easily. The trick is to keep your personae alive and maintaining aggro, with you making sure the mob is stunned or stifled for the entire fight. Watch for your pet



Opulent Splendor Armor

mage: illusionist

stuns, and you can get additional stun time. If your personae dies, you have a few options available to you. For example, you can root or mezz the mob, then summon a new pet. If pursuing this option, lead off with stuns after your new personae starts attacking to give your new pet time to get aggro.

For group encounters, you also have several options available to you. Lead off with Personae or Construct to aggro the entire group. If you plan on AoE damaging a pack, then lead off with Construct. If you're going to mezz the group, then use Personae. Why? Your Personae will often lead off with a root, while the rest of the group mobs come running in. A lot of your AoE spells require proximity between the mobs you want to affect.

Group

In a group, most players expect only power regen and mezzing from you. However, you can also contribute melee haste, additional spell proc damage (through the Intensity line), and one of the highest INT buffs in the game (with the Fleeting Thoughts line). Your damage output in a group goes up, due to damage delivery from the Prismatic Discord line.

Tactics for groups vary dramatically depending on group composition and level. If there's a lot of AoE damage in the group, odds are you're just there to catch adds. If your group is weak on damage, you might be responsible for locking down the encounter beyond those your main tank is engaging. Or your entire responsibility in the group might be keeping named mobs stunned/stifled for the duration of the fight.

Illusionists are one of the few classes that can keep a non-Epic mob locked down for the duration of a fight. This can be a big deal for named mobs that can AoE the entire party.

Raiding

Your role in a raid changes greatly depending on exactly what type of raid it is. In some raids your mezzing abilities will be essential to success, while in other raids you're there to add middle-tier damage and power regen. For wreaking damage during a raid, your best bets are the Color Shower, Prismatic Line, Nightmare, and Static Pulse lines. Those are your most power-efficient spells for damage.

A note about mezzes not working on Epic creatures: you won't always know who you can mezz. Often, the secondary mobs in an Epic encounter are not Epic themselves, and submit to a mezz quite nicely. You'll have to try your mezzes on Epic encounters to know who you can and can't mezz.

Conclusion

Illusionists are a highly specialized class. If you like a variety of responsibilities, group importance, or the ability to solo, the Illusionist class is for you. If you just want to deal damage, look elsewhere—the Illusionist's strengths won't provide what you're looking for.

Training	
Level 14	Level 44
11-Headache	40-Seal of Comprehension
12-Phantasmal Jolt	42-Prismatic Strife
12-Trance	43-Scorching Beam
14-Sadness	44-Stunning Array
Level 24	Level 54
20-Alacrity	49-Dynamism
21-Blessing of the Prism	51-Phantasmal Brilliance
22-Chromatic Storm	52-Abduct Mind
24-Entrance	54-Seal of Ingenuity
Level 34	Level 64
31-Tormenting Visions	60-Construct of Reason
32-Construct of Order	61-Epiphanies
33-Scintillating Aura	63-Synergism
34-Celerity	64-Ultraviolet Storm



High Elf		
Possible Cities	Qeynos	Resistances
Racial Homeland	Felwithe; Greater Faydark/Faydwer	Cold 1
Mythical Creator	Tunare	Disease 1
Racial Language	Koada'Dal	Divine 3
Attributes		Heat 1
Strength	10	Magic 3
Intelligence	23	Mental 3
Agility	22	Poison 2
Wisdom	30	
Stamina	15	
Racial Tradition	Effect	Re-Use Delay
Firiona's Zeal	+ Divine Reactive Damage	[30m]
Elven Reflexes	+5 AGI	[perm]
Graceful Movements	+2 Defense & Parry	[perm]
Apperception	+5 INT	[perm]
Gilding of Felwithe	+5 Artificing skill	[perm]
Tenet of Takish'Hiz	+3% Magic Resist	[perm]
Strength of the Koada'Dal	+3% Max Power	[perm]
Estoric Study	+5 Scribing skill	[perm]
Gift of Tunare	+5 WIS	[perm]
Harmonious Mind	+ Power regen, +2 WIS	[30m]

Illusionist Abilities

1-PHANTASMAL SHOCK

Deals Mental damage.
Enemy | CRR 1s 0.5s 3s | Range 35m | Resist +24% | HO Lightning

1-Phantasmal Shock 7-10 Mental damage; Power 1

6-Phantasmal Blast 22-29 Mental damage; Power 9

12-Phantasmal Jolt 43-59 Mental damage; Power 17

20-Phantasmal Ray 72-98 Mental damage; Power 27

29-Phantasmal Charge 112-151 Mental damage; Power 37

43-Scorching Beam 176-238 Mental damage; Power 53

57-Shimmering Beam 252-341 Mental damage; Power 69

1-SLEEP Mesmerizes and stuns target and protects it from indirect AoE damage. Spell can't be interrupted or fizzled. Broken if target takes damage. Epics not affected.

Enemy | CRR 1.5s 0.5s 6s | Range 25m | Resist +10% | HO Staff

1-Sleep Duration 25s; Power 4

12-Trance Duration 25s; Power 40

24-Entrance Duration 30s; Power 72

38-Capture Mind Duration 35s; Power 108

52-Abduct Mind Duration 45s; Power 145

66-Empty Mind Duration 50s; Power 182

2-CONFUSION Stuns target and drains power, if target is not Epic.

Enemy | CRR 2s 0.5s 30s | Range 25m | Resist -8% | HO Star

2-Confusion -16-20 power; duration 6s; Power 7

13-Paranoia -107-131 power; duration 6s; Power 43

27-Uncertainty -234-285 power; duration 7s; Power 79

41-Drain Will -374-457 power; duration 9s; Power 116

55-Sap Will -547-668 power; duration 10s; Power 153

69-Forsake Will -720-880 power; duration 11s; Power 190

2-PERSONAE Summons a replica illusion that inherits some of your spells. Although not as powerful as your spell damage, illusionary replica retains the power of its control spells.

Self | Conc 3 | CRR 10s 0.5s Instant | Dur cancel | HO Wand

2-Personae Power 385

10-Personae Twin Power 385

20-Personae Split Power 385

33-Personae Shift Power 385

47-Personae Duplicate Power 257

61-Personae Mirror Power 257

3-MIGRAINE Deals Mental damage over time (every 6 seconds). Adds more Mental damage at end if it isn't cured first.

Enemy | CRR 1s 0.5s 8s | Dur 24s | Range 35m | Resist +24% | HO Fire

3-Migraine 3-4 Mental DoT; 9-13 Mental damage at end; Power 5

10-Greater Migraine 11-13 Mental DoT;

31-42 Mental damage at end; Power 17

17-Lobotomy 19-23 Mental DoT; 53-71 Mental damage at end;

Power 26

31-Tormenting Visions 36-44 Mental DoT;

103-140 Mental damage at end; Power 45

45-Lobotomize 56-69 Mental DoT; 160-216 Mental damage at end;

Power 63

59-Brainburst 79-97 Mental DoT; 225-305 Mental damage at end;

Power 81

4-MAGI'S SHIELDING • Increases max health +365, Focus +23, and Defense +23.

Self | CRR 3s 0.5s 6s | Dur cancel

5-ARCANE AUGER • Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Tome

5-BIND SIGHT • See through eyes of ally, but not in combat. Your body is stationary (stunned). Power 6

Group Friend | CRR 2s 0.5s 30s | Dur 3m | Range 50m | HO Staff

5-BINDING LIGHT Roots target (15 seconds), then stifies (8.5 more seconds). 5% chance to dispel when target takes damage (automatically dispelled if hit while stified). Epics not affected.

Enemy | CRR 1s 0.5s 10s | Dur 15s | Range 25m | Resist -10% | HO Wand

5-Binding Light Duration 15s; Power 12

19-Locking Light Duration 22.5s; Power 39

33-Lock Mind Duration 34.9s; Power 63

47-Terrifying Vision Duration 37.5s; Power 88

61-Lockdown Duration 51s; Power 112

6-CURE ARCANE • Dispels 77 levels of hostile Divine, Magic, and Mental effects from ally. Power 95

Raid or Group Friend | CRR 1s 0.5s 10s | Range 20m

7-ASPECT OF THOUGHT Increases your group's power and arcane resistance – Magic and Divine (M/D) and Mental.

Group | Conc 1 | CRR 3s 0.5s Instant | Dur cancel | AoE 50m | HO Staff

7-Aspect of Thought max power +21; Mental mitig +105; M/D mitig +131

21-Blessing of the Prism max power +73; Mental mitig +202; M/D mitig +252

35-Mental Bulwark max power +168; Mental mitig +336; M/D mitig +420

49-Aspect of Mind max power +262; Mental mitig +470; M/D mitig +588

63-Aspect of Lucidity max power +432; Mental mitig +605; M/D mitig +756

8-STORM OF COLORS Deals Mental damage over time (every 3 seconds) to target and nearby allies. Interrupts all affected enemies at beginning and end of spell.

Enemy | CRR 2s 0.5s 9s | Dur 9s | AoE 10m | Range 25m | Resist +10% | HO Star

8-Storm of Colors 9-11 Mental DoT; Power 23

22-Chromatic Storm 25-30 Mental DoT; Power 55

36-Cerebral Tempest 43-53 Mental DoT; Power 86

50-Psychotic Spectrum 65-79 Mental DoT; Power 116

64-Ultraviolet Storm 88-107 Mental DoT; Power 147

9-DISPEL MAGIC • Dispels 77 levels of beneficial Magic effects from target. Power 96

Enemy | CRR 1s 0.5s 20s | Range 25s

9-SEE INVISIBILITY • Ally can see invisible enemies. Power 128

Raid or Group Friend | CRR 2s 0.5s 2s | Dur cancel | Range 10m

11-HEADACHE Mental damage attack that has 66% chance to mesmerize (stun) for 25 seconds. Dispelled if target takes damage. Epics not stunned.

Enemy | CRR 2s 0.5s 15s | Range 25m | Resist +10% | HO Lightning

11-Headache 45-55 Mental damage; Power 37

25-Psychic Assailant 107-131 Mental damage; Power 74

39-Aneurysm 176-215 Mental damage; Power 111

53-Embolism 261-319 Mental damage; Power 148

67-Tumor 347-425 Mental damage; Power 184

12-RUNE OF THOUGHT Increases the Intelligence and Wisdom of your group.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m | HO Wand

12-Rune of Thought INT, WIS +12.5; Power 40

26-Rune of Understanding INT, WIS +24; Power 77

40-Seal of Comprehension INT, WIS +37; Power 114

54-Seal of Ingenuity INT, WIS +51; Power 150

68-Seal of Ascension INT, WIS +64; Power 187

13-TAP MIND Converts your health into power over time (every 4 seconds).

Self | CRR 2s 0.5s 20s | Dur 20s | HO Wand

13-Tap Mind 14 health becomes 8 power

27-Excruciating Reverie 31 health becomes 17 power

41-Siphon Self 51 health becomes 27 power

55-Essence Siphon 74 health becomes 40 power

69-Extract Essence 98 health becomes 53 power

14-SADNESS Mental damage over time (every 6 seconds) that decreases arcane (Magic, Mental, and Divine: M/M/D) resistance.

Enemy | CRR 1s 0.5s 10s | Dur 24s | Range 35m | Resist +10% | HO Star

14-Sadness 15-19 Mental DoT; M/M/D mitig -188; Power 19

28-Nightmare 32-40 Mental DoT; M/M/D mitig -336; Power 35

42-Wither Hope 52-63 Mental DoT; M/M/D mitig -504; Power 51

56-Devour Hope 75-91 Mental DoT; M/M/D mitig -672; Power 67

70-Abolish Hope 98-119 Mental DoT; M/M/D mitig -840; Power 83

15-BLINK • Reduces your hate (Threat -165) with nearby enemies, then randomly teleports you within 10 meters. (Realize that the teleport could make trigger new hostility.) Power 16

Self | CRR 0.5s 0.5s 1m | AoE 5m (max targets 8) | HO Staff

15-VEIL OF THE UNSEEN • Gives ally invisibility and protects from indirect AoE damage. Suspends movement enhancements; dispelled if ally takes damage and suspends during combat. You can only maintain this spell on one ally. It can't be interrupted or fizzled. Power 128

Group Friend | CRR 4s 0.5s 5s | Dur 10m | Range 10m

16-BEWILDERMENT Stuns target and nearby allies, without adding hate toward you. Epics not affected.

Enemy | CRR 1s 0.5s 15s | AoE 7.5m (max targets 5) | Range 25m | Resist +10% | HO Star

16-Bewilderment duration 3.3s; Power 76

30-Bewildering Cascade duration 3.6s; Power 131

44-Stunning Array duration 3.9s; Power 186

58-Dazzling Array duration 4s; Power 241

16-OVERWHELMING SILENCE Stifles and drains power from your target. Epics not stifled.

Enemy | CRR 2s 0.5s 25s | Range 25m | Resist +10% | HO Fire

16-Overwhelming Silence -117 power; duration 10s; Power 51

30-Speechless -234 power; duration 12s; Power 87

44-Mind Drain -366 power; duration 13s; Power 124

58-Drain Thought -519 power; duration 14s; Power 161

18-SCINTILLATION Boosts your group's in-combat power regeneration. This stacks with Bard's Concentration-based restoration song.

Group | CRR 3s 0.5s 10s | Dur cancel | AoE 30m | HO Staff

18-Scintillation in-combat power regen +7.4; Power 56

33-Scintillating Aura in-combat power regen +15; Power 95

47-Insight in-combat power regen +23; Power 132

61-Epiphany in-combat power regen +31; Power 169

20-DEVITALIZING GLANCE Decreases power of target and its nearby allies over time; increases your group's power over time (both every 4 seconds).

Enemy | CRR 3s 0.5s 45s | Dur 24s | AoE 7.5m | Range 25m | Resist +24% | HO Star

20-Devitalizing Glance Enemy -10 PoT; Group +6 PoT; Power 41

34-Devitalizing Gaze Enemy -18 PoT; Group +11 PoT; Power 65

48-Devitalizing Stare Enemy -27 PoT; Group +17 PoT; Power 90

62-Devitalizing Gazes Enemy -38 PoT; Group +23 PoT;

Power 114

mage: illusionist

20-ALACRITY

Increases ally's Attack Speed.
Group Friend | Conc 1 | CRR 2s 0.5s 10s | Dur cancel | Range 20m | HO Wand

20-Alacrity

Attack Speed +30%; Power 41

34-Celerity

Attack Speed +36%; Power 65

48-Legerity

Attack Speed +42%; Power 90

62-Rapidity

Attack Speed +48%; Power 114

20-DISAPPOINTMENT

Decreases target's offensive abilities (C/P/S/R).

Enemy | CRR 1s 0.5s 10s | Dur 1m, 12s | Range 25m | Resist +24% | HO Star

20-Disappointment

C/P/S/R -10.8; Power 41

35-Misfortune

C/P/S/R -18.9; Power 67

50-Dismay

C/P/S/R -27; Power 93

64-Tribulation

C/P/S/R -35; Power 118

23-PHANTASMAL SPLENDOR

Mesmerizes (stuns) target and nearby allies. Dispelled if target takes damage. Epics not affected.

Enemy | CRR 1.5s 0.5s 10s | AoE 10m (max targets 4) | Range 25m | Resist +10% | HO Wand

23-Phantasmal Splendor

duration 15s; Power 92

37-Phantasmal Grandeur

duration 17.5s; Power 141

51-Phantasmal Brilliance

duration 122.5s; Power 190

65-Phantasmal Resplendence

duration 25s; Power 239

23-SHIFT VISION

• Gives your group infravision and ability see invisible enemies. Power 128

Group | CRR 2s 0.5s Instant | Dur cancel | AoE 50m

24-ILLUSORY MASK

• Gives invisibility to group, suspending movement speed enhancements. Dispelled if target takes damage; suspended during combat. Power 192

Group | CRR 3s 0.5s 15s | Dur 10m | AoE 30m

25-FLEETING THOUGHTS Increases your group's Intelligence, Focus and casting techniques (Disruption, Ministration, Ordination, and Subjugation: D/M/O/S).

Group | CRR 1s 0.5s 1m, 30s | Dur 30s | AoE 50m | HO Staff

25-Fleeting Thoughts

INT +47; Focus, D/M/O/S +18; Power 74

39-Fleeting Sentiment

INT +72; Focus, D/M/O/S +28; Power 111

53-Transient Sentiment

INT +99; Focus, D/M/O/S +38; Power 148

67-Momentary Sentiment

INT +126; Focus, D/M/O/S +48; Power 184

28-PRISMATIC DISCORD Deals Mental damage to ally's attacker, for up to 3 attacks.

Raid or Group Friend | CRR 2s 0.5s 15s | Dur 15s | Range 35m | HO Lightning

28-Prismatic Discord

138-169 Mental damage; Power 82

42-Prismatic Strike

219-268 Mental damage; Power 119

56-Prismatic Havoc

317-387 Mental damage; Power 156

70-Prismatic Chaos

415-507 Mental damage; Power 192

32-CONSTRUCT OF ORDER Summons an illusory pet that attacks your current target until spell expires. If pet is killed before it expires, it deals Mental damage and stifles its killer. Power 257

Enemy | CRR 2s 0.5s 1m | Dur 45s | Range 25m | Resist +10% | HO Fire

32-Construct of Order

46-Construct of Logic

60-Construct of Reason

35-INTENSITY This gives a 33% chance to add Mental damage to each of ally's hostile spells.

Raid or Group Friend | Conc 1 | CRR 2s 0.5s 10s | Dur cancel | Range 10m | HO Staff

35-Intensity

94-115 Mental damage; Power 67

49-Dynamism

142-173 Mental damage; Power 91

63-Synergism

194-237 Mental damage; Power 116

35-MANA CLOAK • Gives your group a 33% chance to regain power when any of you take combat damage. Costs 100 power; regains 103-171 power per hit

Group | CRR 2s 0.5s 15m | Dur 3m | AoE 50m

40-BARRIER OF INTELLECT • Mesmerizes (stuns) nearby enemies and reduces their hate by 980. An enemy's stun is dispelled if it takes damage. Epics not affected.

Self | CRR Instant 0.5s 5m | Dur 6s | AoE 5m (max targets 8) | Resist +33% | HO Staff

40-CONVINCING REGALIA Mesmerizes (stuns) target and prevents indirect AoE damage to it. This can't be interrupted or fizzled, and is dispelled if target takes damage. Epics not affected.

Enemy | CRR 0.5s 0.5s 20s | Range 25m | Resist +10% | HO Wand

40-Convincing Regalia

duration 20s; Power 76

54-Brilliant Regalia

duration 22.5s; Power 100

68-Lustrous Regalia

duration 25s; Power 125

50-COLOR SHOWER Deals Mental damage over time (every 2 seconds) and stifles target and nearby allies. Epics not stifled.

Enemy | CRR 2s 0.5s 40s | Dur 12s | AoE 10m | Range 25m | Resist +10% | HO Star

50-Color Shower

139-170 Mental DoT; Power 327

70-Solar Shower

210-256 Mental DoT; Power 449

52-SAVANTE • Reduces your group's power costs (-42%). Costs you 48 power every 6 seconds.

Group | CRR 2s 0.5s 2m, 30s | Dur 30s | AoE 25m

55-ILLUSORY ALLIES • Creates illusionary copies of your group. They confuse target encounter into attacking them. Power 257

Enemy | CRR 1s 0.5s 3m | Dur 15s | AoE 50m | Range 30m | Resist +24% | HO Wand

58-SPELLSHIELD • Gives ally 66% chance to reflect a hostile profession spell back at attacker (up to 3 total); reflections lose some potency. Power 215, plus 26 every 10 seconds

Group Friend | CRR 4s 0.5s 1m | Dur cancel | Range | 25m

65-PHASE • Teleports target to a random location within 45-55 meters. Epics not affected. Power 23

Enemy | CRR 0.2s 0.5s 10s | Range 15m | Resist +10%

Illusionist Abilities by Level

1-Phantasmal Shock	20-Alacrity	34-Devalitizing Gaze	47-Terrifying Vision (< 3-Migraine)	59-Brainburst (< 3-Migraine)
1-Sleep	20-Disappointment	35-Intensity	48-Devalitizing Stare (< 20-Alacrity)	60-Construct of Reason (< 32-Construct of Order)
2-Confusion	20-Personae Split (< 2-Personae)	35-Phantasmal Ray (< 1-Phantasmal Shock)	48-Legerity (< 20-Alacrity)	61-Epiphany (< 18-Scintillation)
2-Personae	20-Personae Split (< 2-Personae)	21-Blessing of the Prism (< 7-Aspect of Thought)	49-Aspect of Mind (< 7-Aspect of Thought)	61-Lockdown (< 5-Devalitizing Glance)
3-Migraine	20-Personae Split (< 2-Personae)	22-Chromatic Storm (< 8-Storm of Colors)	49-Dynamism (< 35-Intensity)	61-Personae Mirror (< 2-Personae)
4-Magi's Shielding	20-Personae Split (< 2-Personae)	23-Phantasmal Splendor	50-Color Shower	62-Devalitizing Gazes (< 20-Devalitizing Glance)
5-Arcane Auger	23-Shift Vision	24-Entrance (< 1-Sleep)	50-Dismay (< 20-Disappointment)	62-Rapidity (< 20-Alacrity)
5-Bind Sight	24-Entrance (< 1-Sleep)	24-Illusory Mask	50-Drain Mind (< 1-Sleep)	63-Synergism (< 35-Intensity)
5-Binding Light	24-Illusory Mask	25-Fleeting Thoughts	50-Essence Siphon (< 13-Tap Mind)	64-Tribulation (< 20-Disappointment)
6-Cure Arcane	25-Fleeting Thoughts	25-Psychic Assailant (< 1-Headache)	50-Frightening Vision (< 20-Alacrity)	64-Ultraviolet Storm (< 8-Storm of Colors)
6-Phantasmal Blast	25-Psychic Assailant (< 1-Headache)	26-Rune of Understanding (< 12-Rune of Thought)	50-Drain Will (< 2-Confusion)	65-Phantasmal Resplendence (< 23-Phantasmal Splendor)
(< 1-Phantasmal Shock)	26-Rune of Understanding (< 12-Rune of Thought)	27-Excruciating Reverie (< 13-Tap Mind)	50-Drain Will (< 2-Confusion)	65-Phase
7-Aspect of Thought	27-Excruciating Reverie (< 13-Tap Mind)	27-Uncertainty (< 2-Confusion)	50-Drain Will (< 2-Confusion)	66-Empty Mind (< 1-Sleep)
8-Storm of Colors	27-Uncertainty (< 2-Confusion)	28-Nightmare (< 14-Sadness)	50-Drain Will (< 2-Confusion)	67-Momentary Sentiment (< 25-Fleeting Thoughts)
9-Dispel Magic	28-Nightmare (< 14-Sadness)	28-Prismatic Discord	50-Drain Will (< 2-Confusion)	67-Tumor (< 1-Headache)
9-See Invisibility	28-Prismatic Discord	29-Phantasmal Charge (< 1-Phantasmal Shock)	50-Drain Will (< 2-Confusion)	68-Lustrous Regalia (< 40-Convincing Regalia)
10-Greater Migraine	29-Phantasmal Charge (< 1-Phantasmal Shock)	30-Bewilderment Cascade (< 16-Bewilderment)	50-Drain Will (< 2-Confusion)	68-Seal of Ascension (< 12-Rune of Thought)
(< 3-Migraine)	30-Bewilderment Cascade (< 16-Bewilderment)	30-Speechless (< 16-Overwhelming Silence)	50-Drain Will (< 2-Confusion)	69-Extract Essence (< 13-Tap Mind)
10-Personae Twin	30-Speechless (< 16-Overwhelming Silence)	31-Tormenting Visions (< 3-Migraine)	50-Drain Will (< 2-Confusion)	69-Forsake Will (< 2-Confusion)
(< 2-Personae)	31-Tormenting Visions (< 3-Migraine)	32-Construct of Order	50-Drain Will (< 2-Confusion)	70-Abolish Hope (< 14-Sadness)
11-Headache	32-Construct of Order	33-Lock Mind (< 5-Binding Light)	50-Drain Will (< 2-Confusion)	70-Prismatic Chaos (< 28-Prismatic Discard)
12-Phantasmal Jolt	33-Lock Mind (< 5-Binding Light)	33-Personae Shift (< 2-Personae)	50-Drain Will (< 2-Confusion)	70-Solar Shower (< 50-Color Shower)
(< 1-Phantasmal Shock)	33-Personae Shift (< 2-Personae)	33-Scintillating Aura (< 18-Scintillation)	50-Drain Will (< 2-Confusion)	
12-Rune of Thought	33-Scintillating Aura (< 18-Scintillation)	34-Celerity (< 20-Alacrity)	50-Drain Will (< 2-Confusion)	
12-Trance	34-Celerity (< 20-Alacrity)		50-Drain Will (< 2-Confusion)	
(< 1-Sleep)			50-Drain Will (< 2-Confusion)	
13-Paranoia			50-Drain Will (< 2-Confusion)	
(< 2-Confusion)			50-Drain Will (< 2-Confusion)	
13-Tap Mind			50-Drain Will (< 2-Confusion)	
14-Sadness			50-Drain Will (< 2-Confusion)	
15-Blink			50-Drain Will (< 2-Confusion)	
15-Veil of the Unseen			50-Drain Will (< 2-Confusion)	
•			50-Drain Will (< 2-Confusion)	
16-Bewilderment			50-Drain Will (< 2-Confusion)	
16-Overwhelming Silence			50-Drain Will (< 2-Confusion)	
17-Lobotomy			50-Drain Will (< 2-Confusion)	
(< 3-Migraine)			50-Drain Will (< 2-Confusion)	
18-Scintillation			50-Drain Will (< 2-Confusion)	
19-Locking Light			50-Drain Will (< 2-Confusion)	
(< 5-Binding Light)			50-Drain Will (< 2-Confusion)	
20, Devitalizing Glance			50-Drain Will (< 2-Confusion)	

Mage: Coercer

by Sinestra Blackheart

Coercers are the Freeport-aligned Enchanter class. Their main functions are to provide power regeneration and to mesmerize (put an enemy to sleep), but there's actually much more to them. Because of the nature of their spells, they're not an easy class to play, and in groups they have a lot of responsibility. Often times, an Enchanter's mistake can mean a group wipe.

Solo

If played right, the Coercer can be one of the most powerful soloists in the game. It is often quite easy to take on heroic enemies that are two or three levels above you.

There are three ways to solo. You can root the enemy and hit it with as many direct damage spells as you can. (If you use this strategy, frequently re-root because direct damage spells can often break a root or wear it away.) Also avoid using Damage over Time spells because they make it extremely difficult to mesmerize the enemy. If the root breaks, the quickest way to incapacitate an enemy is to mesmerize it. You can then cast root on it again without waking it up, and continue with direct damage spells.

The second way is to use a charmed pet. If you want to charm an enemy, make sure that the enemy is close to your level or lower. When an enemy is charmed, it has several resist checks over the duration of the spell, giving it a chance to break free without warning. If the enemy is close to your level (not 3 to 4 levels higher) there is slightly less chance that it'll break free of your charm. After you've charmed an enemy into a pet, you should then ensure that any new enemy you attack with it is rooted. If you keep the new enemy in place, there's a greater chance that it'll keep attacking your pet and not come after you. Also, make sure that you target your pet soon after attacking an enemy with it. You can attack the enemy through your pet because your attack spells will land on your pet's target instead of on your pet—it's considered an ally as long as it's charmed. If the charm on your pet breaks during combat, you can immediately mesmerize it (without taking time to change targets) and recast charm. Also, cast several direct damage and reactive spells that trigger if the enemy does something specific while your pet is fighting, to make sure the enemy dies quickly.

The third way to solo is the one to use against more difficult enemies. It takes a bit longer to kill an enemy, but it is much safer. You choose a target that isn't too close to other enemies. Then you mesmerize it. After that, use Psychic Wail, then mesmerize it again before the stun component wears off. Keep doing this until it's dead.

Group

In a group a Coercer can mean the difference between a wipe (all party members dying) and success.

Buffs and Set-Up

When you join a group, make sure you put your hate buff on the main tank (Annoying Demeanor, Enraging Demeanor). Make sure you have Clarity and Mind's Eye cast, as well as haste on the main tank and melee types. Be sure to refresh Mind's Eye every 10 minutes, since it's a short duration spell. Be sure to ask the difficulty of enemies you will be going against. Sometimes the party will expect you to mesmerize all but one enemy in an encounter, and other times they will only expect you to mesmerize if an unexpected enemy joins the fight.

Playing in a Group

Most often in groups you are only expected to mesmerize if an unexpected enemy joins the fray, in which case you have to watch the area around you. Keep an eye out for any enemies that are wandering and may come near your group. If an enemy pauses and looks at your group, that means it's going to run in. Immediately target and mesmerize that enemy. Also watch for any enemies that start attacking a party member other than the main tank. In that case, quickly stun that enemy until the main tank can get its attention again. If a whole group starts attacking while your group is fighting, target one of the group and cast a group mesmerization. After that, target each individual member of the group and use a single-target mesmerization on it. A single-target mesmerization means that an enemy cannot be hit and woken up by Area of Effect spells, so it's better to have them single-target mezzed if possible. If something goes wrong and your group starts to die, get your enemy mezzed as soon as possible. If they have

DoTs on them, it may take a little time before they wear off, but sometimes you can catch an enemy in a mezz and allow the group a chance to recover.



Meridian Armor

Another thing you're responsible for in groups is making sure everyone has enough power. If the main tank gets down to about a third of his power bar, cast Mana Cloak. You get it at Level 35, but it's still useful at higher levels. Mana Cloak gives group members a 33% chance to gain more power every time they get hit. The 33% recharges can build up really quickly, especially if you're fighting a whole group of enemies. When you hit Level 58, you get Channel. Channel takes power from all group members and divides it evenly. Frequently, you and others in your group who aren't the main tank or healers will use less power. When the healers are about to run out of power, Channel often gives them back a third of their power bar—sometimes more.

The Raiding Coercer

Main Tank Group

If you are put in the main tank's group, it is because of your additional power regeneration and hate buffs. Make sure you have your hate buff cast on the main tank as well as Clarity and Mind's Eye. You will also have to keep a close eye on the power of the main tank and healers in the main tank group. Taking care of their power is very similar to normal group play.

Dealing with Other Mezzers in a Raid

The ideal raid has 3 mezzers. Illusionists and Troubadors can also mesmerize enemies. The mesmerization spells all say that they don't work on Epic mobs, but remember that this doesn't mean every mob in an Epic *encounter*. They won't work on Epic enemies that have proper names, but they work on any enemies grouped with them. Before the raid engages an encounter, talk to the other mezzers and agree on who will concentrate on which enemy. Keep that enemy targeted. It isn't important to make sure your designated enemy is within your casting range before it's engaged, because your target will move to attack the main tank when he pulls it. As soon as possible after the enemy is pulled, cast your mesmerize spell on your assigned mesmerization target and keep casting it, even if it isn't close to wearing off. Sometimes the enemy will resist your spell, and this gives you enough repetitions to make sure it stays asleep.

Sometimes there are more mezzers than named mobs. At those times, usually one is asked to work as back-up. If you're working as a back-up, mesmerize each non-named in the encounter, then use your tab key and keep mezzing all non-named enemies. It is absolutely vital that these enemies stay asleep.



They often have the ability to cast high damage spells on the main tank, or even worse, high damage Area of Effect spells that could wipe the whole raid.

Conclusion

Playing a Coercer can be a lot of fun because of the sheer challenge of it. Coercers are among the lightest armor wearers in the game, and don't have a lot of high damaging spells, so you have to outthink your enemies. You are also one of the most useful classes, because you can mesmerize mobs while giving extra hate to the main tank and power regeneration to the rest of the group. A Coercer in your group can allow you to take on more challenging enemies than you normally could have. Coercers also have a high entertainment value, because they can charm almost any type of enemy and send it to attack one of its allies.

Training

Level 14	Level 44
11-Ego Shock	40-Signet of Realization
12-Fascinate	40-Spell Lash
12-Mind Jolt	42-Tyrannical Mind
14-Gloom	44-Perplexity
Level 24	Level 54
20-Damaged Psyche	50-Ravaged Psyche
20-Recklessness	51-Magus
23-Sibyllant	52-Spellbind
24-Mesmerize	54-Signet of Reason
Level 34	Level 64
30-Bewilder	61-Ease
31-Anguish	63-Harmonious Link
33-Refresh	64-Marred Psyche
34-Bravado	64-Perilous Gaze

Iksar

Possible Cities	Freeport	Resistances
Racial Homeland	Cabilis-Kunark	Cold 0
Mythical Creator	Cazic-Thule	Disease 2
Racial Language	Sebilisian	Divine 0
Attributes		Heat 3
Strength	18	Magic 1
Intelligence	20	Mental 1
Agility	22	Poison 2
Wisdom	22	
Stamina	18	
Racial Tradition	Effect	Re-Use Delay
Sebilisian Strike	+ Crushing Reactive Damage	[30m]
Proficient Swimmer	Enduring Breath	[10m]
Defensive Coloration	Hide (no movement)	[30m]
Natural Regeneration	+ HP regen, +3 STR, +3 AGI	[30m]
Honed Body	+5 AGI	[perm]
Dark Medicine	+5 Chemistry skill	[perm]
Tough Scales	+5 Defense	[perm]
Greenmist Salvation	+3% Disease Resist	[perm]
Legacy of the Shissar	+3% Max Power	[perm]
Whipstitch	+5 Tailoring skill	[perm]

Coercer Abilities

1-MIND SHOCK Deals Mental damage and interrupts target.

Enemy | *CRR 1s 0.5s 3s | Range 35m | Resist -24% | HO Lightning*

1-Mind Shock 7-9 Mental damage; Power 2

6-Mind Blast 20-27 Mental damage; Power 10

12-Mind Jolt 40-54 Mental damage; Power 18

20-Mind Splice 66-90 Mental damage; Power 28

29-Muddled Thinking 102-138 Mental damage; Power 39

43-Seizure 161-217 Mental damage; Power 56

57-Stroke 230-312 Mental damage; Power 74

1-SLUMBER Mesmerizes and stuns target and protects it from indirect AoE damage. Spell can't be interrupted or fizzled. Broken if target takes damage. Epics not affected.

Enemy | *CRR 1.5s 0.5s 6s | Range 25m | Resist +10% | HO Staff*

1-Slumber duration 25s; Power 4

12-Fascinate duration 25s; Power 40

24-Mesmerize duration 30s; Power 72

38-Enthrall duration 35s; Power 108

52-Spellbind duration 45s; Power 145

66-Enrapture duration 50s; Power 182

2-BEFRIEND Gives you control over target (but it has periodic chances to break charm). Gives you sonicvision. Target stunned for 3 seconds at termination; stun dispelled if target takes damage or receives hostile action. Epics not affected; can't be cast in an arena. Boosts out-of-combat health and power regen.

Enemy | *Conc 3 | CRR 6s 0.5s Instant | Range 25m | HO Wand*

2-Befriend duration 5m; Resist -28%; max target Level 16; power regen +2.6; health regen +5.3; Power 15

10-Charm duration 8m; Resist -28%; max target Level 24; power regen +3.6; health regen +7.2; Power 70

20-Coerce duration 10m; Resist -10%; power regen +8.4; health regen +16.8; Power 123

33-Beguile duration 15m; Resist -10%; power regen +15; health regen +30; Power 191

47-Dominate duration 20m; Resist -10%; power regen +23; health regen +47; Power 264

61-Domination duration 30m; Resist -10%; power regen +31; health regen +61; Power 338

2-MEDUSA GAZE Stuns target and drains power over time. Epics not stunned.

Enemy | *CRR 2s 0.5s 30s | Range 25m | Resist -8% | HO Wand*

2-Medusa Gaze -3-4 power every 1.2s; duration 6s; Power 7

13-Daunting Gaze -20-24 power every 1.2s; duration 6s; Power 43

27-Unnerving Stare -44-53 power every 1.4s; duration 7s; Power 79

41-Eerie Focus -70-85 power every 1.8s; duration 9s; Power 116

55-Intense Focus -102-125 power every 2s; duration 10s; Power 153

69-Deep Focus -134-164 power every 2.2s; duration 11s; Power 190

3-CEREBRAL SHOCK Deals Mental damage over time and drains power over time from target to you (both every 6 seconds).

Enemy | *CRR 1s 0.5s 8s | Dur 24s | Range 35m | Resist -24% | HO Fire*

3-Cerebral Shock 5-6 Mental DoT; -1 PoT from target to you; Power 5

10-Cerebral Spasm 15-19 Mental damage; -4 PoT from target to you; Power 17

17-Cerebral Lash 26-32 Mental DoT; -7 PoT from target to you; Power 26

31-Anguish 51-62 Mental DoT; -14 PoT from target to you; Power 45

45-Torment 79-97 Mental DoT; -22 PoT from target to you; Power 63

59-Vicious Torment 111-136 Mental damage; -31 PoT from target to you; Power 81

4-MAGI'S SHIELDING • Increases max health +365, Focus +23, and Defense +23.

Self | *CRR 3s 0.5s 6s | Dur cancel*

5-ARCANE AUGER • Lets you begin a Heroic Opportunity. Must be in combat.

Self | *CRR Instant Instant 10s | HO Tome*

5-BIND SIGHT • See through eyes of ally, but not in combat. Your body is stationary (stunned). Power 6

Group Friend | *CRR 2s 0.5s 30s | Dur 3m | Range 50m | HO Staff*

5-HESITATE Roots target, then blinds and pacifies (12.8 more seconds). 5% chance to dispel when target receives hostile action or takes damage (automatically dispelled if hit while pacified). Epics not affected.

Enemy | *CRR 1s 0.5s 10s | Range 25m | Resist -10% | HO Wand*

5-Hesitate duration 15s; Power 12

19-Hesitation duration 22.5s; Power 39

33-Forced Hesitation duration 34.9s; Power 63

47-Fatal Hesitation duration 37.5s; Power 88

61-Ruinous Hesitation duration 51s; Power 112

6-CURE ARCANE • Dispels 77 levels of hostile Divine, Magic, and Mental effects from ally. Power 95

Raid or Group Friend | *CRR 1s 0.5s 10s | Range 20m*

7-POWER OF MIND Increases your group's power and arcane resistance – Magic and Divine (M/D) and Mental.

Group | *Conc 1 | CRR 3s 0.5s 30s | Dur cancel | AoE 50m | HO Staff*

7-Power of Mind max power +21; M/D mitig +105; Mental mitig +131

21-Power of Suggestion max power +73; M/D mitig +202; Mental mitig +252

35-Exhortation max power +168; M/D mitig +336; Mental mitig +420

49-Instigation max power +262; M/D mitig +470; Mental mitig +588

63-Incitement max power +432; M/D mitig +605; Mental mitig +756

8-LASHING GAZE Deals Mental damage over time and drains power over time from target and nearby allies (both every 4 seconds).

Enemy | *CRR 2s 0.5s 9s | Dur 12s | AoE 10m | Range 25m | Resist -10% | HO Star*

8-Lashing Gaze 9-11 Mental DoT; -3 PoT; Power 23

22-Simple Minds 25-50 Mental DoT; -8 PoT; Power 55

36-Discomfiting Gaze 43-53 Mental DoT; -14 PoT; Power 86

50-Demoralizing Gaze 65-79 Mental DoT; -22 PoT; Power 116

64-Perilous Gaze 88-107 Mental DoT; -29 PoT; Power 147

9-DISPEL MAGIC • Dispels 77 levels of beneficial Magic effects from target. Power 96

Enemy | *CRR 1s 0.5s 20s | Range 25s*

9-SEE INVISIBILITY • Ally can see invisible enemies. Power 128

Raid or Group Friend | *CRR 2s 0.5s 2s | Dur cancel | Range 10m*

11-EGO SHOCK Mental damage attack that roots target; 5% chance to dispel when target takes damage. Epics not rooted.

Enemy | *CRR 2s 0.5s 15s | Range 25m | Resist -10% | HO Lightning*

11-Ego Shock 55-66 Mental damage; duration 7.5s; Power 41

25-Ego Strike 128-157 Mental damage; duration 10.6s; Power 80

39-Ego Blast 211-258 Mental damage; duration 12.4s; Power 120

53-Ego Burst 313-383 Mental damage; duration 15s; Power 160

67-Ego Torrent 417-510 Mental damage; duration 17s; Power 200

12-SIGNET OF INTUITION Increases the Intelligence and Agility of your group.

Group | *Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m | HO Wand*

12-Signet of Intuition INT, AGI +12.5; Power 40

26-Signet of Insight INT, AGI +24; Power 77

40-Signet of Realization INT, AGI +37; Power 114

54-Signet of Reason INT, AGI +51; Power 150

68-Signet of Enlightenment INT, AGI +64; Power 187

13-CONSUME EGO Converts your health into power over time (every 4 seconds).

Self | *CRR 2s 0.5s 20s | Dur 20s | HO Wand*

13-Consum Ego 14 health becomes 8 power

27-Essence Fluctuation 31 health becomes 17 power

41-Transference 51 health becomes 27 power

55-Transfer Essence 74 health becomes 40 power

69-Transfer Potential 98 health becomes 53 power

14-GLOOM Mental damage over time (every 6 seconds) that decreases arcane (Magic, Mental, and Divine: M/M/D) resistance.

Enemy | *CRR 1s 0.5s 10s | Dur 24s | Range 35m | Resist +10% | HO Star*

14-Gloom 15-19 Mental DoT; M/M/D mitig -188; Power 19

28-Melancholy 32-40 Mental DoT; M/M/D mitig -336; Power 35

42-Despair 52-63 Mental DoT; M/M/D mitig -504; Power 51

56-Depression 75-91 Mental DoT; M/M/D mitig -672; Power 67

70-Breakdown 98-119 Mental DoT; M/M/D mitig -840; Power 83

15-BLINK • Reduces your hate (Threat -163) with nearby enemies, then randomly teleports you within 10 meters. (Realize that the teleport could trigger new hostility.) Power 16

Self | *CRR 0.5 0.5s 1m | AoE 5m (max targets 8) | HO Staff*

15-VEIL OF THE UNSEEN • Gives ally invisibility and protects from indirect AoE damage. Suspends movement enhancements; dispelled if ally takes damage and suspends during combat. You can only maintain this spell on one ally. It can't be interrupted or fizzled. Power 128

Group Friend | *CRR 4s 0.5s 5s | Dur 10m | Range 10m*

16-SILENCE Stifles target and drains power over time. Epics not stifled.

Enemy | *CRR 2s 0.5s 25s | Range 25m | Resist -10% | HO Fire*

16-Silence duration 10s; -18-21 PoT every 1.6s; Power 51

30-Withering Silence duration 12s; -35-43 PoT every 2.1s; Power 87

44-Agonizing Silence duration 13s; -55-67 PoT every 2.1s; Power 124

58-Harrowing Silence duration 14s; -78-95 PoT every 2.3s; Power 161

16-STUPIFY Decreases target's hate toward you and stuns target. Epics more resistant to stun.

Enemy | *CRR 3s 0.5s 30s | Range 25m | Resist -10% | HO Star*

16-Stupefy Threat -192; duration 6.3s; Power 51

30-Bewilder Threat -391; duration 6.6; Power 87

44-Perplexity Threat -629; duration 6.9; Power 124

58-Confoundment Threat -918; duration 7s; Power 161

18-BREEZE Boosts your group's in-combat power regeneration. This stacks with Bard's Concentration-based restoration song.

Group | *CRR 3s 0.5s 10s | Dur cancel | AoE 30m | HO Staff*

18-Breeze in-combat power regen +74; Power 56

33-Refresh in-combat power regen +15; Power 95

47-Clarity in-combat power regen +23; Power 132

61-Ease in-combat power regen +31; Power 169

20-DAMAGED PSYCHE Decreases target's arcane, elemental, and noxious mitigations.

Enemy | *CRR 1s 0.5s 10s | Dur 72s | Range 25m | Resist -24% | HO Star*

20-Damaged Psyche magical mitig -240; Power 41

35-Scarred Psyche magical mitig -420; Power 67

50-Ravaged Psyche magical mitig -600; Power 93

64-Marred Psyche magical mitig -768; Power 118

mage: coercer

20-RECKLESSNESS Increases ally's combat attack damage.

Group Friend | Conc 1 | CRR 2s 0.5s 10s | Dur cancel | Range 10m | HO Wand

20-Recklessness DPS +35%; Power 41

34-Bravado DPS +42%; Power 65

48-Velocity DPS +49%; Power 90

62-Impetus DPS +56%; Power 114

23-SIBYLLANT This adds Mental damage to next 3 melee attacks. If target is at least Level 17 and dies, you get thoughtstone.

Enemy | CRR 1.5s 0.5s 10s | Dur 30s | Range 35m | Resist -10% | HO Staff

23-Sibyllant 140-171 Mental damage; Power 69

37-Haruspex 239-292 Mental damage; Power 106

51-Magus 358-438 Mental damage; Power 142

65-Auspex 483-590 Mental damage; Power 179

23-UNVEIL • Gives your group ultravision and ability see invisible enemies. Power 128

Group | CRR 2s 0.5s Instant | Dur cancel | AoE 50m

24-SMIRKING Demeanor Gives ally additional hate with attacked enemies.

Group Friend | Conc 1 | CRR 2s 0.5s 9s | Dur cancel | Range 10m | HO Staff

24-Smirking Demeanor Hate Gain +20%

38-Annoying Demeanor Hate Gain +29%

52-Enraging Demeanor Hate Gain +37%

25-TERRIBLE AWE Mesmerizes (stuns) target and nearby allies. This requires a thoughtstone. Dispelled when target takes damage. Epics not affected.

Enemy | CRR 1.5s 0.5s 10s | AoE 10m (max targets 4) | Range 25m | Resist -10%

25-Terrible Awe duration 15s; Power 99

39-Dreadful Awe duration 17.5s; Power 148

53-Breathtaking Awe duration 22.5s; Power 197

67-Astonishing Awe duration 25s; Power 246

28-DESPOTIC MIND Inflicts Mental damage on target each time it uses power. Costs you power, plus power over time (every 5 seconds). If target dies during this time, you get a thoughtstone. Only affects Levels 20+.

Enemy | CRR 2s 0.5s 10s | Dur 30s | Range 35m | Resist -10% | HO Lightning

28-Despotic Mind Mental damage = 240% of power used; Power 55, plus 13 PoT

42-Tyrannical Mind Mental damage = 254% of power used; Power 79, plus 19 PoT

56-Destructive Mind Mental damage = 282% of power used; Power 104, plus 26 PoT

70-Cataclysmic Mind Mental damage = 282% of power used; Power 128, plus 32 PoT

32-CONSUMING THOUGHTS Decreases target's Intelligence and gives your group power over time (every 6 seconds).

Enemy | CRR 2s 0.5s 45s | Dur 24s | AoE 10m | Range 25m | Resist -10% | HO Fire

32-Consuming Thoughts INT -59; +14 PoT; Power 62

46-Devouring Thoughts INT -86; +22 PoT; Power 86

60-Gorging Thoughts INT -113; +31 PoT; Power 111

35-EMPATHIC LINK When ally is damaged by a spell, this returns Mental damage to ally's attacker. This can only be maintained on a single ally.

Raid or Group Friend | CRR 1s 0.5s Instant | Dur cancel | Range 100m | HO Staff

35-Empathic Link 83-102 Mental damage; Power 67

49-Synergetic Link 126-154 Mental damage; Power 91

63-Harmonious Link 172-210 Mental damage; Power 116

35-MANA CLOAK • Gives your group a 33% chance to regain power when any of you take combat damage. Costs 100 power; regains 103-171 power per hit

Group | CRR 2s 0.5s 15m | Dur 3m | AoE 50m

40-REEK OF TERROR • Fears nearby enemies and reduces their hate by 980. An enemy's fear is dispelled if it takes damage.

Self | CRR Instant 0.5s 5m | Dur 8s | AoE 5m (max targets 8) | Resist -33% | HO Staff

40-SPELL LASH Deals Mental damage each time target casts a hostile spell, for up to 3 spells. If target dies during this time, you get a thoughtstone.

Enemy | CRR 2s 0.5s 15s | Dur 20s | AoE 5m | Range 35m | Resist -10% | HO Star

40-Spell Lash 261-318 Mental damage; Power 114

54-Spell Whip 384-470 Mental damage; Power 150

68-Spell Scourge 509-622 Mental damage; Power 187

48-MIND'S EYE Gives your group increased power over time. Requires a thoughtstone.

Group | CRR 3s 0.5s 1m | Dur 10m | AoE 30m | HO Staff

48-Mind's Eye power regen +8.4; Power 90

62-Beholder's Eye power regen +10.9; Power 114

50-PSYCHIC WAIL Mental AoE attack that also stuns nearby enemies. Epics are stilled, not stunned.

Self | CRR 3s 0.5s 30s | Dur 7s | AoE 10m (max targets 8) | Resist -10% | HO Fire

50-Psychic Wail 539-899 Mental damage; Power 327

70-Sonic Boom 813-1355 Mental damage; Power 449

52-MINDBEND • Stuns target for 4 seconds each time it attacks or casts any spell, up to 3 times. Epics not affected. Power 145

Enemy | CRR 3s 0.5s 10s | Dur 72s | Range 25m | Resist -10%

55-AMNESIA • Stuns target and eliminates all hate from its mind. It attacks you on release, unless groupmate already attacked it. Epics not affected. Power 204

Enemy | CRR 0.5s 0.5s 2m | Dur 1.5s | Range 35m | Resist -10%

58-CHANNEL • Balances your group's remaining power equally to all (at a slight loss). Requires 3 thoughtstones.

Group | CRR 1s 0.5s 15m | AoE 50m | HO Staff

65-POSSESSION • You control target's actions (movement, attack, spell use). Target can't have been engaged in combat. 1% chance to dispel when target takes damage. Epics not affected. Power 293

Enemy | CRR 4s 0.5s 1m | Dur 24s | Range 15m | Resist -10%

Coercer Abilities by Level

1-Mind Shock

1-Slumber

2-Befriend

2-Medusa Gaze

3-Cerebral Shock

4-Magi's Shielding •

5-Arcane Auger •

5-Bind Sight •

5-Hesitate

6-Cure Arcane •

6-Mind Blast (< 1-Mind Shock)

7-Power of Mind

8-Lashing Gaze

9-Dispel Magic •

9-See Invisibility •

10-Cerebral Spasm

< 3-Cerebral Shock)

10-Charm (< 2-Befriend)

11-Ego Shock

12-Fascinate (< 1-Slumber)

12-Mind Jolt (< 1-Mind Shock)

12-Signet of Intuition

13-ConsumEgo

13-Daunting Gaze (< 2-Medusa Gaze)

14-Gloom

15-Blink •

15-Veil of the Unseen •

16-Silence

16-Stupefy

17-Cerebral Lash (< 3-Cerebral Shock)

18-Breeze

19-Hesitation (< 5-Hesitate)

20-Coerce (< 2-Befriend)

20-Damaged Psyche

20-Mind Splice (< 1-Mind Shock)

20-Recklessness

21-Power of Suggestion

< 7-Power of Mind)

22-Simple Minds (< 8-Lashing Gaze)

23-Sibyllant

23-Unveil •

24-Mesmerize (< 1-Slumber)

24-Smirking Demeanor

25-Ego Strike (< 11-Ego Shock)

25-Terrible Awe

26-Signet of Insight

< 12-Signet of Intuition)

27-Essence Fluctuation

< 13-ConsumEgo)

27-Unnerving Stare (< 2-Medusa Gaze)

28-Despotic Mind

< 20-Recklessness)

29-Muddled Thinking

< 1-Mind Shock)

30-Bewilder (< 16-Stupefy)

30-Withering Silence (< 16-Silence)

31-Anguish (< 3-Cerebral Shock)

32-Consuming Thoughts

33-Beguile (< 2-Befriend)

33-Forced Hesitation (< 5-Hesitate)

33-Refresh (< 18-Breeze)

34-Bravado (< 20-Recklessness)

35-Empathic Link

< 7-Power of Mind)

35-Mana Cloak •

35-Scarred Psyche

< 20-Damaged Psyche)

36-Discomfiting Gaze

< 8-Lashing Gaze)

37-Haruspex (< 23-Sibyllant)

38-Annoying Demeanor

< 24-Smirking Demeanor)

38-Entrall (< 1-Slumber)

39-Dreadful Awe (< 25-Terrible Awe)

39-Ego Blast (< 11-Ego Shock)

40-Reek of Terror •

40-Signet of Realization

< 12-Signet of Intuition)

40-Spell Lash

< 12-Eerie Focus)

41-Eerie Focus (< 2-Medusa Gaze)

41-Transference (< 13-ConsumEgo)

42-Despair (< 14-Gloom)

42-Tyrannical Mind

< 28-Despotic Mind)

43-Seizure (< 1-Mind Shock)

44-Agonizing Silence (< 16-Silence)

44-Perplexity (< 16-Stupefy)

45-Torment (< 3-Cerebral Shock)

46-Devouring Thoughts

< 32-Consuming Thoughts)

47-Clarity (< 18-Breeze)

47-Dominate (< 2-Befriend)

47-Fatal Hesitation (< 5-Hesitate)

48-Mind's Eye

< 20-Recklessness)

49-Instigation (< 7-Power of Mind)

49-Synergetic Link

< 35-Empathic Link)

50-Demoralizing Gaze

< 8-Lashing Gaze)

50-Psychic Wail

50-Ravaged Psyche

< 20-Damaged Psyche)

51-Magus (< 23-Sibyllant)

52-Enraging Demeanor

< 24-Smirking Demeanor)

52-Mindbend •

52-Spellbind (< 1-Slumber)

53-Breathaking Awe

< 25-Terrible Awe)

53-Egg Burst (< 11-Ego Shock)

54-Signet of Reason

< 12-Signet of Intuition)

54-Spell Whip (< 40-Spell Lash)

55-Amnesia •

55-Intense Focus (< 2-Medusa Gaze)

55-Transfer Essence

< 13-ConsumEgo)

56-Depression (< 14-Gloom)

56-Destructive Mind

< 28-Despotic Mind)

57-Stroke (< 1-Mind Shock)

58-Channel •

58-Confounding (< 16-Stupefy)

58-Harrowing Silence (< 16-Silence)

59-Vicious Torment

< 3-Cerebral Shock)

60-Gorging Thoughts

< 32-Consuming Thoughts)

61-Domination (< 2-Befriend)

61-Ease (< 18-Breeze)

61-Ruinous Hesitation (< 5-Hesitate)

62-Beholder's Eye (< 20-Recklessness)

63-Harmonious Link

< 35-Empathic Link)

63-Incitements (< 7-Power of Mind)

64-Marred Psyche

< 20-Damaged Psyche)

64-Perilous Gaze (< 8-Lashing Gaze)

65-Auspex (< 23-Sibyllant)

65-Possession •

66-Enrapture (< 1-Slumber)

67-Astonishing Awe

< 25-Terrible Awe)

67-Ego Torrent (< 11-Ego Shock)

68-Signet of Enlightenment

< 12-Signet of Intuition)

68-Spell Scourge (< 40-Spell Lash)

Scout: Ranger

by Alluvian

Ranger is an excellent and very diverse damage-dealing class. Rangers can solo extremely well, and their top tier damage output is a boon to any group wise enough to have one along. They can speed buff the group and can rapidly teleport the group to safety when disaster is imminent. Their stealth abilities allow them to scout out ahead or complete exploration quests alone with ease.

Rangers are the masters of archery in *EverQuest II*. What other classes see as a tool to pull a mob, the Ranger uses as the primary method of damage. When stuck in a corner, your dual-wielding abilities with both daggers and swords allows you to hold your own in melee, while your chain armor keeps you safe enough to finish a wounded creature or to hold it at bay until a proper tank takes the aggro off you. To facilitate that, Rangers also have several ways to remove hate from themselves and even to transfer it to allies, allowing the Ranger to slip out of harm's way. As one of the four poison-using classes, you will find that Rangers can greatly increase their damage output with poisoned bows and melee weapons. Poisons can also debuff opponents, reducing damage resistances and slowing enemy attacks. These are features that any group will enjoy. The debuff poisons stack with the damage poisons so you don't have to sacrifice damage for utility. Rangers should make friends with a good Alchemist, or consider taking up the craft themselves, to ensure a steady supply!

Tracking can be very useful when looking for a particular type of mob needed for a quest. It can be sorted by range, and by alphabetical order (forward and reverse). Reverse alphabetical order has the benefit of putting any named mobs on the top of the list as soon as they appear. This is because mobs that are not "named" always have "a" or "an" in front of their name. A recent upgrade to the tracking interface also gives Scouts a free text filter. For example, if you're looking for scorpions, you can type "scorpion" into this field and only those mobs will appear on the list.

The new Achievement abilities introduced in *Kingdom of Sky* opens up several paths to follow. Your initial ability is that of Bounty: if you get the killing blow on a creature, the Powers That Be reward you with a small stipend for your trouble...perhaps now you can afford those arrows! After that, most Rangers will take the Archer line for damage or perhaps the Prowler for hate reduction and stealth—especially Rangers who group a lot—and choose one or two other abilities to invest points in. All of them offer excellent advantages to the class. Choose what works best for you!

Solo

The first thing to keep in mind when soloing as a Ranger is to play to your strengths. You are not as durable as a Paladin, or as evasive as a Monk. But unlike either of those, you can unleash huge amounts of damage from long range.

A good tactic is to approach your opponent from the rear at maximum distance. Start out with your rear long-range attack (Back Fire, Back Shot, and so forth) because this attack includes a minor snare. This slows your target down while it approaches you, which can let you land an additional ranged attack before it gets in close. Use your Triple Shot, Double Shot, Wounding Arrow, or whatever your highest damage attacks are while it approaches. Queue them up while the first attack is in preparation so that the moment it finishes you unload with the next attack.

A mid-level Ranger with an even-con enemy will find the battle almost over by the time the enemy finally gets close enough to even land a blow. From this point, you have several options. If the mob is almost dead, you can just melee with your frontal close-range attacks. You can also use Cheap Shot to stun the opponent for a few seconds, to either run behind the target for a devastating rear attack or back up to unleash more ranged attacks. Do not use a Damage over Time (DoT) attack just before Cheap Shot, because Cheap Shot often fails to maintain a stun when the enemy is being continually damaged. Alternatively, you can snare the enemy and back off to allow your ranged auto-attack to finish it off. Even simple auto-attack with a bow can do serious damage with the better poisons. The tactic of snaring while backpedaling and using ranged attacks is often referred to as kiting.

At high levels the Ranger can even solo groups with relative ease. You get a secondary Area of Effect damage skill at Level 50, as well as an Area of Effect root trap that you can deploy at Level 52. These two combined allow you to unleash heavy damage on the whole group at range, and then when they approach, they get held in place by your trap, allowing you to attack them one at a time. The trap recharges slowly, so it's usually best to fight alternating encounters of solo and group mobs at higher levels.



Vigilant Armor

Group

When a group with a Fighter keeps the creature's attention, your damage potential as a Ranger opens up to new levels. You should almost always be assisting the "main tank." The easiest way to do this is to simply target that character, and all of his targets will then become your targets by default! Stay alert though, because you'll occasionally need to break away from assisting the main tank to unleash a distracting barrage of arrows or melee attacks on another mob, usually to save a Mage or Priest who has gained aggro.

When your ranged attacks are available, use them. When they're recharging, move into melee and use all your close-range special attacks. When attacking at range, don't forget about your special attacks that require you to be stealthed. Use the Stalk-Shadow-Surveillance line to get into stealth while in combat. This reduces your threat level (aggro) with the enemy and casts faster while in combat.

Once you get enough attacks and good poisons, you'll find that you can rather easily gain aggro and pull a mob off the tank—never a good thing. To help mitigate this, use your Evade abilities, use Stalk to go into stealth, and make sure that your threat-reducing buff is active (Reconnoiter, Natural Instinct, and so forth). If this isn't enough, play it safe and wait a little longer before attacking. As fun as it is to show how much damage you can do, the Priest will eventually tire of having to constantly heal you. On the plus side, you are not a Mage, and occasional lapses are usually not devastating to the group.

Since a Ranger does the best damage from behind a target, that's where you want to be. Many of your attacks only work from behind or the side (flanking). Enemies cannot parry your attacks from behind, so more attacks will get through their defenses to deal damage. You do have to be *very* aware of your surroundings. If the Fighter doesn't turn enemies around for you, getting behind, especially at range, often means going further into the unexplored dungeon. Your group will not thank you if you upset five more creatures just because you wanted to do some extra damage. Don't get too overeager and do the damage you can from positions in the battlefield that are safe.

Pros

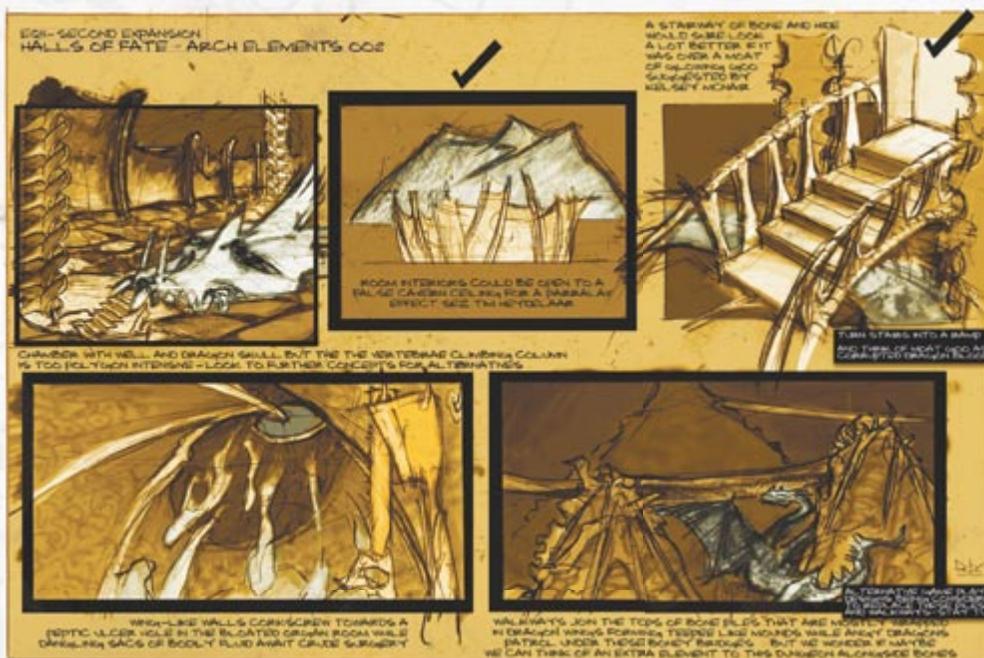
- The Ranger is one of the best damage dealing-classes in the game, using both range and melee.
- You have lots of utility, with Pathfinding, Stealth, Escape, and Tracking.
- It is a very active and variable class; a good Ranger is always moving around the battle to set the proper range or angle.

Cons

- Rangers go through a lot of arrows in their battles, even more if they group a lot; you can forage some of your arrows, but will have to buy or craft them in quantity as well.
- Poisons are indispensable, but they either cost time to craft or money to buy.
- Both arrows and poisons will take up a lot of inventory space, which may mean you have to forego some of the loot from a dungeon adventure—get the biggest bags you can afford!

Training

Level 14	Level 44
10-Shadow Leap	40-Hidden Fire
12-Bleeding Cut	42-Triple Fire
13-Hunter's Instinct	43-Blazing Thrust
13-Lunge	44-Leg Shot
Level 24	Level 54
20-Makeshift Arrows	48-Backup Quiver
20-Wounding Arrow	52-Dire Blade
21-Shadowflame	54-Fatal Reminder
24-Shadow Lunge	54-Stealthy Fire
Level 34	Level 64
32-Miracle Shot	61-Longblade
33-Pouncing Attack	61-Selection
34-Crippling Arrow	62-Devitalizing Arrow
34-Salvaged Arrows	64-Focus Aim



Ranger Abilities

1-SEARING STRIKE A quick attack that strikes with lightning, inflicting Heat dam.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist -10% | HO Dagger

1-Searing Strike 5-9 Heat dam; Power 2

8-Blazing Strike 21-36 Heat dam; Power 8

15-Shocking Strike 40-67 Heat dam; Power 15

29-Lightning Strike 83-139 Heat dam; Power 27

43-Blazing Thrust 131-219 Heat dam; Power 40

57-Shocking Thrust 188-314 Heat dam; Power 52

1-STEALTH • You move undetected and detect invisible creatures. Gives you Stealth. Suspends your movement speed enhancements. Gives you See Invisibility.

Self | CRR 2s Instant 10s | Dur 12h | HO Mask

2-BACK FIRE A bow attack that deals very high damage from behind. If it lands, your target is Slowed for 24 seconds. 5% chance that Slow is dispelled each time target receives hostile action or takes damage.

Enemy | CRR 1.5s 0.5s 1m | Range 2-25m | HO Bow

2-Back Fire 16-28 ranged dam; Slows -36%; Power 8

15-Back Shot 126-211 ranged dam; Slows -40%; Power 34

29-Sniping Shot 260-433 ranged dam; Slows -43%; Power 62

43-Culling the Herd 409-683 ranged dam; Slows -46%;

Power 89

57-Culling the Weak 587-978 ranged dam; Slows -50%;

Power 117

2-STALKER STRIKE A stealthed attack that engulfs the target with flames, dealing great Heat damage.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist -10% | HO Cloak

2-Stalker Strike 9-16 Heat dam; Power 3

9-Shadowfire 43-72 Heat dam; Power 9

21-Shadowflame 102-170 Heat dam; Power 20

35-Raven Embers 183-305 Heat dam; Power 33

49-Tangleflame 277-462 Heat dam; Power 45

63-Emberstrike 348-631 Heat dam; Power 57

3-DOUBLE SHOT Two precise arrow attacks that deal Heat damage. If the first one misses, the second automatically misses.

Enemy | CRR 1s 0.5s 20s | Range 2-25m | Resist -10% | HO Bow

3-Double Shot 5-9 Heat dam (x2); Power 6

16-Heated Shot 31-53 Heat dam (x2); Power 24

30-Flaming Shot 63-106 Heat dam (x2); Power 43

44-Sharp Shot 99-166 Heat dam (x2); Power 61

58-Precise Shot 141-235 Heat dam (x2); Power 79

4-CHEAP SHOT • Stuns the target on a successful hit (with a shorter duration on more difficult opponents). Lasts for 6 or 25. Epics not affected. Power 95.

Enemy | CRR 0.2s 0.5s 20s | Dur 6s | Range 5m | HO Coin

5. LUCKY BREAK • Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Lock

5-SNEAK ATTACK An attack made from the flank or behind that deals moderate damage and gives you Stealth for 36 seconds. Suspends your movement speed enhancements.

Enemy | CRR 0.5s 0.5s 10s | Range 10m | Resist -10% | HO Cloak

5-Sneak Attack 18-30 dam; Power 6

19-Hidden Attack 68-114 dam; Power 19

33-Pouncing Attack 128-214 dam; Power 31

47-Longshank 197-329 dam; Power 43

61-Longblade 273-455 dam; Power 55

6-EVADE Reduces target's hate toward you.

Enemy | CRR 0.2s 0.5s 20s | Range 10m | HO Coin

6-Evade Threat -54-90; Power 3

18-Divert Threat -162-270; Power 8

32-Slip Threat -317-528; Power 14

46-Evasion Threat -502-834; Power 19

60-Elude Threat -720-1200; Power 25

7-ENSNARE Severely decreases target's resistance to Heat and Slows target's movement speed. 5% chance to dispel Slow each time target receives hostile action or takes damage.

Enemy | CRR 0.5s 0.5s 20s | Dur 24s | Range 15m | HO Coin

7-Ensnares Heat mitig -262; Slows -38%; Power 6

23-Impede Heat mitig -552; Slows -42%; Power 16

37-Entrap Heat mitig -888; Slows -45%; Power 26

51-Forrester's Noose Heat mitig -1224; Slows -48%; Power 35

65-Vines Heat mitig -1560; Slows -52%; Power 44

8-TRAP Decreases target's Defense.

Enemy | CRR 0.5s 0.5s 20s | Dur 36s | Range 25m | HO Coin

8-Trap Defense -4.7; Power 13

22-Corner Defense -11.9; Power 32

36-Pick Off Defense -19.4; Power 50

50-Snipe Defense -27; Power 69

64-Cover Fire Defense -35; Power 87

10-SHADOW LEAP A deadly attack that deals very high damage. It can only be used in stealth, from the side or behind the target.

Enemy | CRR 0.5s 0.5s 1m | Range 10m | Resist -10% | HO Dagger

10-Shadow Leap 106-177 dam; Power 24

24-Shadow Lunge 263-439 dam; Power 52

38-Crippling Blade 442-737 dam; Power 80

52-Dire Blade 639-1099 dam; Power 107

66-Ranger's Blade 883-1471 dam; Power 134

11-RECONNOITER Reduces the amount of hate that you accumulate in combat.

Self | Conc 1 | CRR 1s 0.5s 30s | Dur cancel | HO Coin

11-Reconnoiter Threat -12.6%; Power 17

25-Natural Instinct Threat -21%; Power 36

39-Primal Reflexes Threat -29%; Power 54

53-Primal Agility Threat -34%; Power 72

12-BLEEDING CUT A penetrating attack that inflicts immediate damage, plus Piercing dam immediately and every 4 seconds.

Enemy | CRR 0.5s 0.5s 30s | Dur 36s | Range 10m | Resist -10% | HO Dagger

12-Bleeding Cut 5-9 dam; 17 Piercing DoT; Power 18

26-Leaping Cut 12-20 dam; 38 Piercing DoT; Power 37

40-Deadly Reminder 19-33 dam; 61 Piercing DoT; Power 56

54-Fatal Reminder 29-49 dam; 90 Piercing DoT; Power 74

68-Mortal Reminder 38-64 dam; 119 Piercing DoT; Power 92

13-HUNTER'S INSTINCT Increases your Agility and Attack Speed; increases in-combat movement speed +6%.

Self | Conc 1 | CRR 1s 0.5s 30s | Dur cancel | HO Mask

13-Hunter's Instinct AGI +13.3; Attack Sp +17%; Power 20

27-Forrester's Insight AGI +25; Attack Sp +21%; Power 39

41-Veil of the Forest AGI +38; Attack Sp +25%; Power 57

55-Shroud of the Forest AGI +52; Attack Sp +28%; Power 75

69-Cloak of the Forest AGI +65; Attack Sp +32%; Power 93

13-LUNGE Melee attack that roots target.

Enemy | CRR 0.5s 0.5s 20s | Dur 4s | Range 10m | Resist -10% | HO Dagger

13-Lunge 38-64 dam; Power 20

27-Lunging Thrust 84-141 dam; Power 39

41-Survival of the Fittest 135-226 dam; Power 57

55-Lunging Blade 198-331 dam; Power 75

69-Lunging Joust 261-435 dam; Power 93

14-STALK Lowers target's hate toward you and places you into stealth (suspending your movement speed enhancements).

Enemy | CRR 1s 0.5s 30s | Dur 3m | Range 50m | HO Mask

14-Stalk Threat -126-210; Power 21

28-Shadow Threat -270-451; Power 40

42-Surveil Threat -442-737; Power 58

56-Improved Surveil Threat -657-1095; Power 76

70-Surveillance Threat -882-1470; Power 95

17-STANCE: ARCHER'S STANCE Grants you a chance to strike for additional damage with each successful ranged attack and increases your offensive skills (Slashing, Piercing, Ranged), at the cost of Defense. This is your primary offensive stance. Each successful ranged attack has a 30% chance to trigger a Quick Shot (QS) at the same target.

Self | CRR 0.5s 0.5s 0s | Dur cancel | HO Mask

17-Stance: Archer's Stance QS 61 ranged dam; Defense -5.1; offensive skills +9.2

31-Stance: Arrow Flurry QS 120 ranged dam; Defense -9.3; offensive skills +16.7

45-Stance: Arrow Frenzy QS 186 ranged dam; Defense -13.5; offensive skills +24

59-Stance: Archer's Frenzy QS 262 ranged dam; Defense -17.7; offensive skills +32

18-STANCE: SURVIVAL INSTINCTS Increases your Defense, Parry, and Agility, while reducing your offensive melee skills (Slashing, Piercing, and Crushing). This is your primary defensive stance.

Self | CRR 0.5s 0.5s 0s | Dur cancel | HO Cloak

18-Stance: Survival Instincts AGI +17.5; offensive skills -13.8; Parry +9.7; Defense +13.0

32-Stance: Adroit AGI +30; offensive skills -16.3; Parry +17.3; Def. +23

46-Stance: Dance of Leaves AGI +43; offensive skills -19.3; Parry +25; Defense +33

60-Stance: Dance of Trees AGI +56; offensive skills -23; Parry +32; Defense +43

19-POUNCE A powerful bow stealth attack that strikes enemies in the area near the target.

Enemy | CRR 3s 0.5s 1m | AoE 5m (max targets 8) | Range 2-25m | Resist -10% | HO Cloak

19-Pounce 137-229 ranged dam; Power 64

33-Spring 257-429 ranged dam; Power 105

47-Natural Selection 394-658 ranged dam; Power 146

61-Selection 546-911 ranged dam; Power 187

20-MAKESHIFT ARROWS Creates arrows in your inventory (but it doesn't work during combat).

Self | CRR 3s 0.5s 10m | HO Bow

20-Makeshift Arrows Summons 35 makeshift carbonite arrows

34-Salvaged Arrows Summons 35 makeshift feyiron arrows

48-Backup Quiver Summons 35 makeshift fulginites arrows

62-Reclaimed Arrows Summons 35 makeshift adamantine arrows

20-WOUNDING ARROW A precise bow attack that cripples your target's Deflection and Parry (D/P) skills.

Enemy | CRR 1.5s 0.5s 1m | Dur 72s | Range 2-25m | Resist -10% | HO Bow

20-Wounding Arrow 131-219 ranged dam; D/P -14.4; Power 45

34-Crippling Arrow 242-403 ranged dam; D/P -24; Power 72

48-Debilitating Arrow 368-614 ranged dam; D/P -35; Power 99

62-Devitalizing Arrow 506-844 ranged dam; D/P -45; Power 126

22-STEDY AIM Greatly improves your Ranged skill, Attack Speed, combat attack damage, and ranged crit chance, at the cost of Slashing and Piercing skills (S/P). This ability does not cost power and can be used while stilled.

Self | CRR 1s 0.5s 1m | Dur 10s | HO Bow

22-Steady Aim Atk Sp +39%; DPS +45%; S/P -66; Ranged +32; ranged crit +19.4%

36-Take Aim Atk Sp +46%; DPS +53%; S/P -108; Ranged +52; Ranged +32; ranged crit +23%

50-Focus Fire Atk Sp +54%; DPS +62%; S/P -150; Ranged +72; Ranged +32; ranged crit +27%

64-Focus Aim Atk Sp +62%; DPS +71%; S/P -192; Ranged +92; Ranged +32; ranged crit +31%

24-TRICK SHOT Bow attack that enrages the target, causing the next person who successfully attacks it in melee to generate 30% more hate (Hate Gain +30%) for 10 seconds.

Enemy | CRR 1.5s 0.5s 30s | Dur 10s | Range 50m | HO Bow

24-Trick Shot 119 ranged dam; Power 35

38-Trick Arrow 200 ranged dam; Power 53

52-Confusion Arrow 299 ranged dam; Power 71

66-Confounding Arrow 400 ranged dam; Power 89

25-ESCAPE • Teleports you and your group within the zone; Power 54.

Self | CRR 3s 0.5s 15m | AoE 20m | HO (none)

26-HIDDEN SHOT A deadly bow stealth attack that deals extreme damage and has a longer preparation time.

Enemy | CRR 3s 0.5s 90s | Range 2-25m | Resist -10% | HO Bow

26-Hidden Shot 394-656 ranged dam; Power 75

40-Hidden Fire 637-1062 ranged dam; Power 112

54-Stealthy Fire 941-1569 ranged dam; Power 148

68-Veiled Fire 1245-2076 ranged dam; Power 184

28-TRIPLE SHOT Three precise bow attacks, with each successive arrow dealing additional damage. If one of these attacks misses, the successive ones miss automatically.

Enemy | CRR 1.5s 0.5s 1m | Range 2-25m | Resist -10% | HO Bow

28-Triple Shot 42-71 / 85-142 / 128-214 ranged dam; Power 60

42-Triple Fire 68-113 / 136-226 / 204-340 ranged dam; Power 87

56-Triple Arrow 98-164 / 197-328 / 295-492 ranged dam; Power 115

70-Triple Volley 128-214 / 257-429 / 386-644 ranged dam; Power 142

30-RIP An attack that deals damage as you attempt to rip an arrow from the target.

Enemy | CRR 0.5s 0.5s 20s | Range 5m | Resist -10% | HO Bow

30-Rip 115-193 dam; summon 1 feyiron arrow; Power 43

44-Tear 181-301 dam; summon 1 fulginate arrow; Power 61

58-Arrow Rip 257-428 dam; summon 1 indium arrow; Power 79

32-MIRACLE SHOT A ranged bow attack that does not require line of sight.

Enemy | CRR 1.5s 0.5s 1 min | Range 2-25m | Resist -10% | HO Bow

32-Miracle Shot 225-376 ranged dam; Power 45

46-Miracle Arrow 347-549 ranged dam; Power 63

60-Amazing Shot 485-809 ranged dam; Power 82

35-HONED REFLEXES • Increases Atk Speed +31%. Power 49

Self | CRR 1s 0.5s 5m | Dur 1m | HO Mask

40-FERAL INSTINCT Increases your combat attack damage and ranged offensive skill.

Self | CRR 1s 0.5s 5m | Dur 36s | HO Mask

40-Feral Instinct DPS +56%; Ranged +22; Power 84

54-Brutal Instinct DPS +65%; Ranged +29; Power 111

67-Killing Instinct DPS +73%; Ranged +36; Power 136

44-LEG SHOT A bow attack that Slows target's movement on a successful hit. 10% chance that Slow is dispelled each time target receives hostile action or takes damage.

Enemy | CRR 1s 0.5s 10s Dur 12s | Range 2-25m | Resist -10% | HO Bow

44-Leg Shot 120-200 ranged dam; Slows -47%; Power 61

58-Snaring Shot 171-285 ranged dam; Slows -50%; Power 61

50-STORM OF ARROWS A bow attack that inflicts great damage on targets in the area.

Enemy | CRR 2s 0.5s 3m | Range 2-25m | Radius 10m | Resist -10% | HO Bow

50-Storm of Arrows 801-1335 ranged dam in AoE; Power 103

70-Rain of Arrows 1208-2014 ranged dam in AoE; Power 142

52-THORNY TRAP • Places a trap in front of you. When triggered, it deals Piercing damage to nearby encounter members of the creature that triggered it and roots them in place. When the Root effect expires, they become Snared for a short duration. Power 71

Self | CRR 5s 0.5s 2m | Dur 3m | HO Coin

55-STREAM OF ARROWS • If bow equipped, fires a steady stream of arrows at a target. To maintain this effect, you forgo normal ranged attacks and combat arts and must be rooted in place, and your target must be outside of melee range. Hate Gain +14%; 270-451 ranged dam; Power 13, plus 13 per 1.5s

Enemy | CRR Instant 0.5s 30s | Range 5-40m | Dur 30s | HO Bow

58-SNIPER SHOT • The most lethal stealthed bow attack in your arsenal. Stuns, blurs vision, knocks target back for 4 seconds (but doesn't affect Epics). 2571-4286 ranged dam; Power 238

Enemy | CRR 5s 0.5s 15m | Range 2-25m | HO Bow

65-HAWK DIVE • Calls hawk to attack your target. Every time the hawk successfully strikes, all non-fighters in your group have some of their hate siphoned toward the hawk for a few seconds. The amount of hate siphoned increases through upgrades. Power 190

Enemy | CRR 1s 0.5s 90s | Dur 30s | Range 40m | HO Bow

Ranger Abilities by Level

1-Searing Strike	20-Wounding Arrow	34-Salvaged Arrows (< 20-Makeshift Arrows)	47-Natural Selection (< 19-Pounce)	59-Stance: Archer's Frenzy (< 17-Stance: Archer's Stance)
1-Stealth •	21-Shadowflame (< 2-Stalker Strike)	35-Honed Reflexes •	48-Backup Quiver (< 20-Makeshift Arrows)	60-Amazing Shot (< 32-Miracle Shot)
2-Back Fire	22-Corner (< 8-Trap)	35-Raven Embers (< 2-Stalker Strike)	48-Debilitating Arrow (< 20-Wounding Arrow)	60-Stance: Dance of Trees (< 18-Stance: Survival Instincts)
2-Stalker Strike	22-Steady Aim	36-Pick Off (< 8-Trap)	49-Tangleflame (< 2-Stalker Strike)	60-Elude (< 6-Evade)
3-Double Shot	23-Impede (< 7-Ensnare)	36-Take Aim (< 22-Steady Aim)	50-Focus Fire (< 22-Steady Aim)	61-Longblade (< 5-Sneak Attack)
4-Cheat Shot •	24-Shadow Lunge (< 10-Shadow Leap)	37-Entrap (< 7-Ensnare)	50-Snipe (< 8-Trap)	61-Selection (< 19-Pounce)
5-Lucky Break •	24-Trick Shot	38-Crippling Blade (< 10-Shadow Leap)	50-Storm of Arrows	62-Debilitating Arrow (< 20-Wounding Arrow)
5-Sneak Attack	25-Escape •	38-Trick Arrow (< 24-Trick Shot)	51-Forester's Noose (< 7-Ensnare)	62-Reclaimed Arrows (< 20-Makeshift Arrows)
6-Evade	25-Natural Instinct (< 11-Reconnoiter)	39-Primal Reflexes (< 11-Reconnoiter)	52-Confusion Arrow (< 24-Trick Shot)	63-Emberstrike (< 2-Stalker Strike)
7-Ensnare	26-Hidden Shot	40-Deadly Reminder (< 12-Bleeding Cut)	52-Dire Blade (< 10-Shadow Leap)	64-Cover Fire (< 8-Trap)
8-Blazing Strike (< 1-Searing Strike)	26-Leaping Cut (< 12-Bleeding Cut)	40-Feral Instinct	52-Thorny Trap •	64-Focus Aim (< 22-Steady Aim)
8-Trap	27-Forester's Insight (< 13-Hunter's Instinct)	40-Hidden Fire (< 26-Hidden Shot)	53-Primal Agility (< 11-Reconnoiter)	65-Hawk Dive •
9-Shadowfire (< 2-Stalker Strike)	27-Lunging Thrust (< 13-Lunge)	41-Survival of the Fittest (< 13-Lunge)	44-Brutal Instinct (< 40-Feral Instinct)	65-Vines (< 7-Ensnare)
10-Shadow Leap	28-Shadow (< 14-Stalk)	41-Veil of the Forest (< 13-Hunter's Instinct)	54-Fatal Reminder (< 12-Bleeding Cut)	66-Ranger's Blade (< 10-Shadow Leap)
11-Reconnoiter	28-Triple Shot	42-Surveil (< 14-Stalk)	54-Stealthy Fire (< 26-Hidden Shot)	67-Killing Instinct (< 40-Feral Instinct)
12-Bleeding Cut	29-Lightning Strike (< 1-Searing Strike)	42-Triple Fire (< 28-Triple Shot)	55-Lunging Blade (< 13-Lunge)	68-Mortal Reminder (< 12-Bleeding Cut)
13-Hunter's Instinct	29-Sniping Shot (< 2-Back Fire)	43-Blazing Thrust (< 1-Searing Strike)	55-Shroud of the Forest (< 13-Hunter's Instinct)	68-Veiled Fire (< 26-Hidden Shot)
13-Lunge	30-Flaming Shot (< 3-Double Shot)	43-Culling the Herd (< 2-Back Fire)	55-Stream of Arrows •	69-Cloak of the Forest (< 13-Hunter's Instinct)
14-Stalk	30-Rip	44-Leg Shot	56-Improved Surveil (< 14-Stalk)	69-Lunging Joust (< 13-Lunge)
15-Back Shot (< 2-Back Fire)	31-Stance: Arrow Flurry (< 17-Stance: Archer's Stance)	44-Sharp Shot (< 3-Double Shot)	56-Triple Arrow (< 28-Triple Shot)	70-Rain of Arrows (< 5-Storm of Arrows)
15-Shocking Strike (< 1-Searing Strike)	32-Miracle Shot	44-Tear (< 30-Rip)	57-Culling the Weak (< 2-Back Fire)	70-Surveillance (< 14-Stalk)
16-Heated Shot (< 3-Double Shot)	32-Slip (< 6-Evade)	45-Stance: Arrow Frenzy (< 17-Stance: Archer's Stance)	57-Shocking Thrust (< 1-Searing Strike)	70-Triple Volley (< 28-Triple Shot)
17-Stance: Archer's Stance	33-Pouncing Attack (< 5-Sneak Attack)	46-Evasion (< 6-Evade)	58-Arrow Rip (< 30-Rip)	
18-Divert (< 6-Evade)	33-Spring (< 19-Pounce)	46-Miracle Arrow (< 32-Miracle Shot)	58-Precise Shot (< 3-Double Shot)	
18-Stance: Survival Instincts	34-Crippling Arrow (< 20-Wounding Arrow)	47-Longshank (< 5-Sneak Attack)	58-Snaring Shot (< 44-Leg Shot)	
19-Hidden Attack (< 5-Sneak Attack)			58-Sniper Shot •	
19-Pounce				
20-Makeshift Arrows				

Scout: Assassin

by Almeric

Skills

Ambush is your very first stealth attack and begins the line of low-damage, fast-reset attacks that require you to be stealthed, but you can use it whether your target is facing you or not.

Cheap Shot is one of a very few combat abilities that never gets upgraded. It is also your absolute most important skill for soloing. This skill stuns any normal mob for six full seconds. Practice getting behind a stunned mob as quickly as possible and you'll find that you can cause a *lot* of unanswered damage.

The Evade line of abilities decreases your threat with a mob. The goal is to keep you from drawing a mob's attention in a group or raid situation, but you still have to be careful. Evade helps, but it won't let you unload with everything you have; the tank needs to have his taunting in order, too.

Use Torture early and often! This line decreases both Defense—which in turn decreases Avoidance—and the mitigation of your target. This is an invaluable debuff in both group and solo situations.

Shadow Blade, your second line of stealth attacks, requires both stealth and position. You must be either behind or flanking (to the side of) your target for the attack to go off. To compensate for the extra attention it requires, it packs a much bigger punch than the Ambush line...though, to be fair, it also has a much higher reset time.

Shadow, one of your only group-friendly buffs, transfers a portion of all hate you generate to a groupmate. Naturally, you'll want this hate to go to the tank. Not only do you generate less hate for yourself, but the tank has an easier time keeping aggro off everyone else, too.

Stalk is your third line of hate reduction and functions similarly to the Evade line, but also places you into stealth, allowing you to follow up your threat loss with a strong stealth attack.

Often underrated, Assassin's Mark can add a tremendous amount of DPS in a group. Once placed on a mob, if the effect gets triggered, *every* attack from *everyone* attacking the mob inflicts a large amount of extra damage.

A good thing about Cut Throat, another non-positional sneak attack, is its six-second stifle. Even when soloing, a well-timed combination of Stalk and Cut Throat is yet another way to keep a mob from being even remotely effective against you.

At Level 24, you finally get Assassin's Blade, your biggest stealth attack until Level 50. The three-minute recast timer can feel awfully long, but this line packs enough of a wallop to be worth the wait!

Note that while Makeshift Weapon is officially labeled as a ranged attack, this mid-damage ability has no minimum range, so you can use it while melee fighting. Since you have so few direct-damage, non-stealth attacks that can be used from any direction, this is a wonderful ability to fall back on.

Cripple is a positional, non-stealth attack. You must be behind your target, but then you can whack him with a gigantic Defense penalty.

Solo

Without Cheap Shot, nothing else really matters. Yes, you can beat most non-heroic mobs in head-to-head combat, but it'll be slow and boring. Nearly all of your top-damage skills require that you're either flanking or behind your target, and the best way to set that up is to stun your target. Cheap Shot lasts six seconds against any mob that doesn't have up-arrow (^) difficulty. Use Cheap Shot, duck to the side of the mob right away, and you should have enough time to backstab, stealth shot, re-stealth, stealth shot—or a similar combination—before the stun wears off. Rare is the mob that can withstand two such onslaughts. Start practicing this tactic as early as possible, even if you don't have enough abilities for a full barrage of attacks.

Note that the following types of mobs are bad choices as solo targets for an Assassin:

Anything with a single up arrow. These are still considered non-heroic and meant for soloing, but Cheap Shot only holds for two seconds on them. This makes them much harder to solo.

Any mobs flagged as Brawlers (Monks or Bruisers). How do you know if a mob is a Brawler? You'll know because *only* a Brawler can block your flanking or backstab abilities when you Cheap Shot and circle around. Having your long-recovery abilities blocked is extremely frustrating and inefficient!

Group

The first and most important step is to use the Reconnoiter line on the group tank. The tank has an easier time keeping aggro in general and you have a harder time stealing it. When it comes to grouping, there aren't any other buffs an Assassin can place on his groupmates except for Pathfinding. The rest of your buffs are self-only, so you have to prove your worth through raw damage!

Not to worry, you do *plenty* of damage. Unlike a Mage, your auto-attack damage is a big part of your overall picture. Always keep a vial of Hand-crafted poison on you, or else you're not living up to your potential. Your offensive stance gives you



Nightfall Armor

a continuing chance at a follow-up melee attack, and you dish out heavy DPS even before adding in your backstab combat abilities. Use your hate-reduction skills at every opportunity. They help, although it might not always feel like it.

Naturally, you use your combat abilities. Some of them inflict huge amounts of damage. Even with Reconnoiter, odds are good that you're going to steal aggro from the tank. When this happens, note that switching stances is a nearly instant process. Clicking once on your defensive stance drops you out of your offensive stance, and clicking your defensive stance again places you in that stance. As long as you've kept your Parry and Defense skills trained with some between-group soloing, your defensive stance gives you a pretty healthy avoidance percentage. Unlike a Wizard or Warlock, your inevitable aggro-thieving won't drive your group's Priest quite so crazy.

Raiding

With your mostly selfish set of buffs, your role in a raid isn't especially different from your role in a grouping situation, with one notable exception: *don't get aggro*. It may not be the end of the world in a group, but you could wipe out a whole raid with an aggro-steal gone awry. Other melees are counting on the Epic mob to be facing a certain direction so they don't get riposted, and if you steal aggro, you screw that up.

If you're fighting an Epic mob, you're going to need to sustain your damage over time, so hold back on some of your abilities. If you burn them all right away, you just steal aggro and wind up dead, so you might as well wait a little bit.

Achievements

The Achievement paths offer new ways for an Assassin to specialize, starting at Level 20. Your choice of which paths to spend points in depends on your play style and long-term goals.

The Blademaster (Strength) line is going to be hard for any Assassin to pass up. With parry bonuses, an increased chance to score critical hits, and improved damage and recast timers for your strongest damage abilities, how can you go wrong?

The Archer (Agility) line is much easier to pass up than the Blademaster line. Can Assassins use bows for combat? Can Assassins snare a mob and kite it around with improved running speed while firing arrows? Yes. But compared to what you can do with your blades and daggers, it really isn't worth the trouble. You'll be a lot happier if you leave this style of combat to the Rangers, and spend your Achievement Points elsewhere.

If you spend a full 8 points in the Surrounding Attacks Achievement, the Hunter (Stamina) line can provide a huge boost to your overall damage output. Mind you, this is only useful when fighting multiple opponents, so it won't always pay off how you want.

Prowler (Wisdom) Achievements are perfect for the Assassin who can't seem to stop stealing aggro from group tanks. This line is devoted to helping you decrease your threat levels, so if you're known as an aggro thief, you might want to invest heavily here.

Finally, The Nightshade (Intelligence) line focuses on poisons. Of course, you should be using poisons with or without this line, but abilities in this line allow you to inflict better poison-based effects, both enhancing the damage you do with your normal poisons, and giving you new poisoning abilities to debuff opponents with.

Pros

- Deadly Yet Sturdy. Sure, those Wizards and Warlocks out-damage you, but when one of them steals aggro, they tend to turn into a fine, red paste. You don't have that problem. You get to use chain-mail armor, and if you keep Defense and Parry trained up, you can drop into your defensive stance and have a surprisingly high avoidance.
- Easy Soloing. Fighting normal solo encounters couldn't be easier. Every 10 seconds you can stun your opponent for 6 seconds. Not only does this allow you to circle behind a mob and use one or two back-attack abilities, but just think about how much less damage you'll take when an opponent is only able to attack you 40 percent of the time (and a lot of those attacks will still miss).
- Stealth. A Mage invisibility spell only lasts for 10 minutes in most situations. You can enter stealth and hide for as long as 12 hours if you need to. Navigating most outdoor areas of Norrath alone is very easy. Use tracking and stealth to find a target, position yourself for a deadly blow, and with your high damage output, you really feel like an Assassin.

Cons

- Non-Specialized. You inflict high melee damage, but you're not the top DPS in the game. You're durable, but you're not really a tank. Some Assassins feel that this balanced nature leads to fewer group invites. But hey, you don't need the help. You're a soloing machine, and if you do want a group, your abilities make you a natural group leader.
- Staying Equipped. You need to stay armed with arrows and poisons to be most effective. Since you're primarily a DPS class, keeping your many flank and rear special attacks upgraded is extremely important. You also need to compete for equipment drops with all other Scouts and Shaman. Yes, the life of an Assassin can be expensive. On the up side, you can use your stealth and soloing skills to make bundles of cash when you need to.

Training

Level 14	Level 44
10-Shadow Blade	40-Assassin's Shot
12-Bleed	41-Infected Wound
13-Impale	43-Lingering Blow
13-Villainy	44-Improvised Weapon
Level 24	Level 54
20-Cut Throat	49-Punch Blade
21-Poisoner's Blade	52-Deathly Blade
24-Assassin's Blade	52-Gorestrike
24-Ebon Blade	54-Oozing Wound
Level 34	Level 64
30-Deadly Shot	61-Masked Attack
32-Numbing Strike	61-Slaughtersault
33-Exposed Attack	62-Jugular
34-Slice Throat	62-Malignant Mark

Assassin Abilities

1-QUICK STRIKE A quick attack that deals medium damage and does Slashing damage every 4 seconds.

Enemy | CRR 0.5s 0.5s 10s | Dur 12s | Range 5m | HO Dagger

1-Quick Strike 4-8 dam; 1 Slashing DoT; Power 2

8-Fast Strike 19-32 dam; 4 Slashing DoT; Power 8

15-Pierce 36-60 dam; 7 Slashing DoT; Power 15

29-Cut 74-124 dam; 15 Slashing DoT; Power 27

43-Lingering Blow 117-196 dam; 23 Slashing DoT; Power 40

57-Scraping Blow 168-280 dam; 34 Slashing DoT; Power 52

2-AMBUSH An attack that deals great damage. It can only be used while in Stealth.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist -10% | HO Cloak

2-Ambush 10-17 dam; Power 3

9-Assail 47-79 dam; Power 9

21-Poisoner's Blade 112-188 dam; Power 20

35-Murderous Blade 202-337 dam; Power 33

49-Punch Blade 306-510 dam; Power 45

63-Puncture Blade 417-696 dam; Power 57

2-GASH A penetrating attack that deals significant damage every 4 seconds. If untreated, it deals additional damage when the effect expires.

Enemy | CRR 0.5s 0.5s 30s | Dur 24s | Range 5m | Resist -10% | HO Dagger

2-Gash 0-1 dam; 1-2 Piercing DoT (plus 6-11 Piercing dam); Power 5

12-Bleed 5-9 dam; 8-14 Piercing DoT (plus 38-64 Piercing dam); Power 18

26-Agonizing Wound 12-20 dam; 19-31 Piercing DoT (plus 86-144 Piercing dam); Power 37

40-Seeping Wound 19-33 dam; 30-50 Piercing DoT (plus 140-233 Piercing dam); Power 56

54-Oozing Wound 29-49 dam; 44-74 Piercing DoT (plus 207-344 Piercing dam); Power 74

68-Flowing Wound 39-65 dam; 59-98 Piercing DoT (plus 273-456 Piercing dam); Power 92

3-DOUBLE BLAST Two precise ranged attacks. If the first one misses, the second automatically misses.

Enemy | CRR 1s 0.5s 20s | Range 2-25m | Resist -10% | HO Bow

3-Double Blast 5-9 ranged dam (x2); Power 6

16-Open Shot 31-53 ranged dam (x2); Power 24

30-Deadly Shot 63-106 ranged dam (x2); Power 43

44-Faltering Blast 99-166 ranged dam (x2); Power 61

58-Assailing Blast 141-236 ranged dam (x2); Power 79

4-CHEAP SHOT • Stuns the target on a successful hit (with a shorter duration on more difficult opponents). Lasts for 6 or 25. Epics not affected. Power 95.

Enemy | CRR 0.5s 0.3s 20s | Dur 6s | Range 5m | HO Coin

5-LUCKY BREAK • Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Lock

5-SHROUDED ATTACK An attack made from the flank or behind that deals moderate damage and gives you Stealth for 36 seconds. Suspends your movement speed enhancements.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist -10% | HO Cloak

5-Shrouded Attack 18-30 dam; Power 6

19-Shrouded Strike 69-115 dam; Power 19

33-Exposed Attack 129-215 dam; Power 31

47-Mask of Night 198-330 dam; Power 43

61-Masked Attack 274-457 dam; Power 55

6-EVADE Reduces target's hate toward you.

Enemy | CRR 0.2s 0.5s 20s | Range 10m | HO Coin

6-Evade Threat -54-90; Power 3

18-Divert Threat -162-270; Power 8

32-Slip Threat -317-528; Power 14

46-Evasion Threat -502-834; Power 19

60-Elude Threat -720-1200; Power 25

7-SPIKES Severely decreases target's resistance to Poison and slows its movement speed. 5% chance to dispel Slow when target takes damage or receives hostile action.

Enemy | CRR 0.5s 0.5s 20s | Dur 24s | Range 15m | HO Coin

7-Spikes Poison mitig -262; Slow -38%; Power 6

23-Caltrops Poison mitig -552; Slow -42%; Power 16

37-Moor Poison mitig -888; Slow -45%; Power 26

51-Deadfall Poison mitig -1224; Slow -48%; Power 35

65-Emesh Poison mitig -1560; Slow -52%; Power 44

8-TORTURE Decreases target's defenses and trauma resistance.

Enemy | CRR 0.5s 0.5s 20s | Dur 36s | Range 5m | HO Coin

8-Torture Defense -3.1; physical mitig -69; Power 13

22-Vex Defense -7; physical mitig -132; Power 32

36-Torment Defense -13.0; physical mitig -216; Power 50

50-Anathema Defense -18; physical mitig -300; Power 69

64-Constrict Defense -23; physical mitig -384; Power 87

10-SHADOW BLADE A deadly attack that deals very high damage. It can only be used in stealth, from the side or behind the target.

Enemy | CRR 0.5s 0.5s 1m | Range 5m | Resist -10% | HO Dagger

10-Shadow Blade 106-177 dam; Power 24

24-Ebon Blade 264-441 dam; Power 52

38-Bloodthirster 443-739 dam; Power 80

52-Gorestrike 661-1102 dam; Power 107

66-Eviscerate 885-1476 dam; Power 134

11-SHADOWS Transfers some of the hate that you accumulate to an ally.

Group Friend | Conc 1 | CRR 1s 0.5s 30s | Dur cancel | Range 50m | HO Coin

11-Shadows Threat transfer 7%; Power 17

25-Friendly Shadows Threat transfer 12%; Power 36

39-Murderous Intent Threat transfer 17%; Power 54

53-Murderous Design Threat transfer 22%; Power 72

13-IMPALE Deals medium damage and causes the target to bleed, dealing additional Piercing DoT (immediately and every 4 seconds).

Enemy | CRR 0.5s 0.5s 20s | Dur 24s | Range 5m | Resist -10% | HO Dagger

13-Impale 25-43 Piercing dam; 7-12 Piercing DoT; Power 20

27-Insidious Cut 56-94 Piercing dam; 15-26 Piercing DoT; Power 39

41-Infected Wound 90-151 Piercing dam; 25-41 Piercing DoT; Power 57

55-Insidious Wound 132-221 Piercing dam; 36-60 Piercing DoT; Power 75

69-Deadly Wound 174-291 Piercing dam; 48-79 Piercing DoT; Power 93

13-VILLAINY Increases Agility and combat damage.

Self | Conc 1 | CRR 1s 0.5s 30s | Dur cancel | HO Mask

13-Villainy AGI +13.3; DPS +26%; Power 20

27-Bleeder's Talent AGI +25; DPS +32%; Power 39

41-Merciless Villainy AGI +38; DPS +38%; Power 57

55-Wicked Villainy AGI +52; DPS +43%; Power 75

69-Fiendish Villainy AGI +65; DPS +49%; Power 93

14-STALK Lowers target's hate toward you and places you into stealth (suspending your movement speed enhancements).

Enemy | CRR 1s 0.5s 30s | Dur 3m | Range 50m | HO Mask

14-Stalk Threat -126-210; Power 21

28-Shadow Threat -270-451; Power 40

42-Surveil Threat -442-737; Power 58

56-Improved Surveil Threat -657-1095; Power 76

70-Surveillance Threat -882-1470; Power 95

15-SHADOW SHOT A ranged attack that deals very high damage from behind.

Enemy | CRR 1.5s 0.5s 1m | Range 2-25m | Resist -10% | HO Bow

15-Shadow Shot 139-233 ranged dam; Power 34

29-Cloaked Barb 287-478 ranged dam; Power 62

43-Spitting Viper 452-754 ranged dam; Power 89

57-Spitting Asp 648-1080 ranged dam; Power 117

17-STANCE: BLADE FLURRY Grants you a chance to strike for additional damage with each successful melee attack, and increases your offensive skills (Slashing, Piercing, Ranged), at the cost of Defense. This is your primary offensive stance. Each of your successful melee attacks has a 10% chance to trigger a Swipe at the same target.

Self | CRR 0.5s 0.5s 0s | Dur cancel | HO Mask

17-Stance: Blade Flurry Swipe 46-77 dam; Def. -5.1; offensive skills +9.2

31-Stance: Blade Frenzy Swipe 90-150 dam; Defense -9.3; offensive skills +16.7

45-Stance: Blade Storm Swipe 140-233 dam; Defense -13.5; offensive skills +24

59-Stance: Whirling Blades Swipe 197-329 dam; Defense -17.7; offensive skills +32

18-STANCE: DEFT DEFENSE Increases your Defense, Parry, and Agility, while reducing your offensive melee skills (Slashing, Piercing S/P). This is your primary defensive stance.

Self | CRR 0.5s 0.5s 0s | Dur cancel | HO Cloak

18-Stance: Deft Defense AGI +17.5; S/P -13.8; Parry +9.7; Defense +13.0

32-Stance: Lethal Resolve AGI +30; S/P -16.3; Parry +17.3; Defense +23

46-Stance: Creeping Impetus AGI +43; S/P -19.3; Parry +25; Def. +33

60-Stance: Adroit Defense AGI +56; S/P -23; Parry +32; Defense +43

19-SURPRISE A powerful stealthed attack that strikes nearby enemies in front of you.

Self | CRR 1.5s 0.5s 1m | AoE 7.5m (max targets 8) | Resist -10% | HO Cloak

19-Surprise 151-253 dam; Power 64

33-Slaughter 284-474 dam; Power 105

47-Massacre 435-726 dam; Power 146

61-Slaughtersault 603-1005 dam; Power 187

20-ASSASSIN'S MARK When target is damaged with a melee weapon, this ability has a 5% chance to cast Marked on the target, lasting for 36 seconds. If Marked target is damaged with a melee weapon during that time, it takes additional Piercing damage (for up to 5 attacks).

Enemy | CRR 0.2s 0.5s 30s | Dur 72s | Range 5m | Resist -10% | HO Cloak

20-Assassin's Mark 64-106 Piercing dam; Power 20

34-Vulnerable Mark 117-195 Piercing dam; Power 32

48-Exposing Mark 178-297 Piercing dam; Power 44

62-Malignant Mark 245-408 Piercing dam; Power 56

20-CUT THROAT A stealthed attack that Stifles the target on a successful hit. Epic targets have extra resistance to the Stifle effect.

Enemy | CRR 0.5s 0.5s 1m | Dur 8s | Range 5m | Resist -10% | HO Dagger

20-Cut Throat 163-272 Slashing dam; Power 67

34-Slice Throat 300-501 Slashing dam; Power 108

48-Garrote 457-762 Slashing dam; Power 149

62-Jugular 629-1049 Slashing dam; Power 190

22-SLIP AWAY • An out-of-combat stealth that doesn't require a casting time, and allows you to detect invisible creatures (suspends movement speed enhancements).

Self | CRR Instant 0.5s 15s | Dur 12h | HO Mask

24-ASSASSIN'S BLADE Launches a stealth attack that does extreme damage.

Enemy | CRR 0.5s 0.5s 3m | Range 5m | Resist -10% | HO Dagger

24-Assassin's Blade 529-882 dam; Power 70

38-Condemning Blade 887-1479 dam; Power 106

52-Deathly Blade 1323-2205 dam; Power 143

66-Killing Blade 1771-2952 dam; Power 179

25-ESCAPE • Teleports you and your group within the zone; Power 54.

Self | CRR 3.0 0.5 15 minutes | AoE 20m | HO (none)

26-HEAD SHOT A ranged headshot from the side or behind your target that deals great damage.

Enemy | CRR 2s 0.5s 1m | Range 2-25m | Resist -10% | HO Bow

26-Head Shot 253-422 ranged dam; Power 37

40-Assassin's Shot 410-683 ranged dam; Power 56

54-Fel Shot 605-1009 ranged dam; Power 74

68-Neck Shot 801-1335 ranged dam; Power 92

28-HIDDEN ASSAULT A stealthed attack that strikes all nearby enemies. It inflicts additional Piercing damage over time on anyone that it hits (instantly and every 2s).

Self | CRR 1s 0.5s 30s | Dur 12s | AoE 5m (max targets 8) | Resist -10% | HO Cloak

28-Hidden Assault 118-197 dam; 36 Piercing DoT; Power 60

42-Shadow Assault 187-313 dam; 57 Piercing DoT; Power 87

56-Murderer's Assault 271-452 dam; 82 Piercing DoT; Power 115

70-Cloaked Assault 355-592 dam; 108 Piercing DoT; Power 142

30-MAKESHIFT WEAPON A ranged Piercing attack that does not require that you have a ranged weapon equipped.

Enemy | CRR 1s 0.5s 20s | Range 25m | Resist -10% | HO Mask

30-Makeshift Weapon 130-217 Piercing dam; Power 28

44-Improvised Weapon 204-340 Piercing dam; Power 41

58-Contrived Weapon 290-482 Piercing dam; Power 53

32-NUMBING STRIKE An attack that roots the target on a successful hit (Epics not rooted). 5% chance to dispel when target takes damage.

Enemy | CRR 0.5s 0.5s 1m | Dur 12s | Range 5m | Resist -10% | HO Dagger

32-Numbing Strike 249-416 dam; Power 68

46-Paralyzing Strike 385-641 dam; Power 95

60-Freezing Strike 537-896 dam; Power 123

35-HONED REFLEXES • Increases Attack Speed +31%. Power 49

Self | CRR 1s 0.5s 5m | Dur 1m | HO Mask

40-MURDEROUS FOCUS Increases your combat attack damage and melee offensive skills (Piercing, Slashing: P/S).

Self | CRR 1s 0.5s 5m | Dur 36s | HO Mask

40-Murderous Focus DPS +37%; P/S +14.4; Power 84

54-Brutal Focus DPS +43%; P/S +19.4; Power 111

67-Deadly Focus DPS +48%; P/S +24; Power 136

44-CRIPPLE An attack from behind that severely lowers target's defenses on a successful hit.

Enemy | CRR 0.5s 0.5s 1m | Dur 1m 12s | Range 5m | Resist -10% | HO Cloak

44-Cripple 363-605 dam; Defense -24; Power 91

58-Crippling Strike 515-859 dam; Defense -31; Power 119

50-ASSASSINATE The most lethal stealthed attack in your arsenal.

Enemy | CRR 0.5s 0.5s 15m | Range 5m | HO Dagger

50-Assassinate 2679-4465 dam; Power 207

70-Decapitate 4041-6736 dam; Power 285

52-APPLY POISON • Applies poison to an ally's weapon. This ability can only be maintained on a single ally at a time, and that ally must not already be capable of using poisons. On a successful melee attack this spell has a 15% chance to cast Poison over time (every 6 seconds) on target of attack, for 24 seconds each time. 173 Poison dam; 103 Poison DoT

Group Friend | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | Range 50m | HO Mask

55-CONCEALMENT • Allows you to enter stealth if you hit with a combat art within the next 7 seconds, for 36 seconds. While concealed, you generates 30% less Hate Gain with enemies in combat.

Self | CRR Instant 0.5s 1m | Dur 7s | HO Mask

58-FINISHING BLOW • A powerful melee attack from the flank or behind that deals triple damage if the target is below 20% health. 483-806 dam (>20%), 1450-2418 dam (< 20%); Power 95

Enemy | CRR 0.5s 0.5s 45s | Range 5m | HO Dagger

65-EXACTING • All of your attack-based combat arts that have a natural recast time under 1 minute have their base damage increased by 30% and recast timers lowered. Upgrades will increase the duration of this effect. Power 177

Self | CRR 0.5s 3m | Dur 30s | HO (none)

Assassin Abilities by Level

1-Quick Strike	21-Poisoner's Blade (< 2-Ambush)	34-Vulnerable Mark (< 20-Assassin's Mark)	46-Paralyzing Strike (< 32-Numbing Strike)	58-Crippling Strike (< 44-Cripple)
2-Ambush	22-Slip Away •	35-Honed Reflexes •	47-Mask of Night (< 5-Shrouded Attack)	58-Finishing Blow •
2-Gash	22-Vex (< 8-Torture)	35-Murderous Blade (< 2-Ambush)	47-Massacre (< 19-Surprise)	59-Stance: Whirling Blades (< 17-Stance: Blade Flurry)
3-Double Blast	23-Caltrops (< 7-Spikes)	36-Torment (< 8-Torture)	48-Exposing Mark (< 20-Assassin's Mark)	60-Stance: Adroit Defense (< 18-Stance: Deft Defense)
4-Cheap Shot •	24-Assassin's Blade	37-Moor (< 7-Spikes)	48-Garrote (< 20-Cut Throat)	60-Elude (< 6-Evade)
5-Lucky Break •	24-Ebon Blade (< 10-Shadow Blade)	38-Bloodthirster (< 10-Shadow Blade)	49-Punch Blade (< 2-Ambush)	60-Freezing Strike (< 32-Numbing Strike)
5-Shrouded Attack	25-Escape •	38-Condemning Blade (< 24-Assassin's Blade)	50-Anathema (< 8-Torture)	61-Masked Attack (< 5-Shrouded Attack)
6-Evade	25-Friendly Shadows (< 11-Shadows)	39-Murderous Intent (< 11-Shadows)	50-Assassinate	61-Slaughtersault (< 19-Surprise)
7-Spikes	26-Agonizing Wound (< 2-Gash)	40-Assassin's Shot (< 26-Head Shot)	51-Deadfall (< 7-Spikes)	62-Jugular (< 20-Cut Throat)
8-Fast Strike (< 1-Quick Strike)	26-Head Shot	40-Murderous Focus	52-Apply Poison •	62-Malignant Mark (< 20-Assassin's Mark)
8-Torture	27-Bleeder's Talent (< 13-Villainy)	40-Soaking Wound (< 2-Gash)	52-Deathly Blade (< 24-Assassin's Blade)	63-Puncture Blade (< 2-Ambush)
9-Assail (< 2-Ambush)	27-Insidious Cut (< 13-Impale)	41-Infected Wound (< 13-Impale)	52-Gorestrike (< 10-Shadow Blade)	64-Constrict (< 8-Torture)
10-Shadow Blade	28-Hidden Assault	41-Merciless Villainy (< 13-Villainy)	53-Murderous Design (< 11-Shadows)	65-Embrace (< 7-Spikes)
11-Shadows	28-Shadow (< 14-Stalk)	42-Shadow Assault (< 28-Hidden Assault)	54-Brutal Focus (< 40-Murderous Focus)	65-Exacting •
12-Bleed (< 2-Gash)	29-Cloaked Barb (< 15-Shadow Shot)	42-Surveil (< 14-Stalk)	54-Fel Shot (< 26-Head Shot)	66-Eviscerate (< 10-Shadow Blade)
13-Impale	29-Cut (< 1-Quick Strike)	43-Lingering Blow (< 1-Quick Strike)	54-Oozing Wound (< 2-Gash)	66-Killing Blade (< 24-Assassin's Blade)
13-Villainy	30-Deadly Shot (< 3-Double Blast)	43-Splitting Viper (< 15-Shadow Shot)	55-Concealment •	67-Deadly Focus (< 40-Murderous Focus)
14-Stalk	30-Makeshift Weapon	44-Crippe	55-Insidious Wound (< 13-Impale)	68-Flowing Wound (< 2-Gash)
15-Pierce (< 1-Quick Strike)	31-Stance: Blade Frenzy (< 17-Stance: Blade Flurry)	44-Faltering Blast (< 3-Double Blast)	55-Wicked Villainy (< 13-Villainy)	68-Neck Shot (< 26-Head Shot)
15-Shadow Shot	32-Stance: Lethal Resolve (< 18-Stance: Deft Defense)	44-Improvised Weapon (< 30-Makeshift Weapon)	56-Improved Surveil (< 14-Stalk)	69-Deadly Wound (< 13-Impale)
16-Open Shot (< 3-Double Blast)	32-Slip (< 6-Evade)	45-Stance: Blade Storm (< 17-Stance: Blade Flurry)	56-Murderer's Assault (< 28-Hidden Assault)	69-Fiendish Villainy (< 13-Villainy)
17-Stance: Blade Flurry	33-Exposed Attack (< 5-Shrouded Attack)	46-Stance: Creeping Impetus (< 18-Stance: Deft Defense)	57-Scraping Blow (< 1-Quick Strike)	70-Cloaked Assault (< 28-Hidden Assault)
18-Stance: Deft Defense	33-Slaughter (< 19-Surprise)	46-Evasion (< 6-Evade)	57-Spitting Asp (< 15-Shadow Shot)	70-Decapitate (< 50-Assassinate)
18-Divert (< 6-Evade)	34-Slice Throat (< 20-Cut Throat)		58-Assailing Blast (< 3-Double Blast)	70-Surveillance (< 14-Stalk)
19-Shrouded Strike (< 5-Shrouded Attack)			58-Contrived Weapon (< 30-Makeshift Weapon)	
19-Surprise				
20-Assassin's Mark				
20-Cut Throat				

Scout: Swashbuckler

by Marc Quesnel

The Swashbuckler is a Scout profession that is based out of Qeynos. It's a fun class to play, with abilities oriented at both the sweeping style of the high seas alongside the usual Scout abilities of hide, sneak, and of course, backstab. The Swashbuckler excels at fighting foes—particularly multiple foes—with several unique abilities designed to handle multiple foes at one time.

Swashbucklers are also versatile enough to act as limited crowd control if an Enchanter or Bard class isn't available. Swashbucklers' stuns and mezzes can temporarily distract nearby foes, and they have some of the best debuffs available to any melee class.

Any race can be a Swashbuckler, but those with a high Agility and (to a lesser degree) Strength and Stamina will have an easier time of things. Agility is a Swashbuckler's primary attribute, which helps you evade damage. The secondary attribute is Strength, because it increases damage with weapons and your carrying capacity. The tertiary attribute for the Swashbuckler class is Stamina, which increases your hit points.

Swashbucklers are able to wear medium armor, which includes chain armors from the very start. With medium armor and an average chance to evade attacks, the Swashbuckler is well suited to either solo or group play. Again, with several Area-of-Effect attack abilities, the Swashbuckler is uniquely suited to quickly taking out small or large groups of enemies.

Solo

Sometimes no matter what you do, you just can't get a group. Fear not, the Swashbuckler is easily capable of fighting alone for prolonged periods of time. Just remember to pack food and drink to lessen down times. In any encounter, start out with stealth and sneak up behind your opponent to use the Backstab ability, which stuns the enemy for a couple of seconds. Follow up with all of your back/flanking attacks, and then move into Heroic Opportunities and finish the critter off. For HOs—anything that reduces parry or mitigation on an opponent is a good bet to start with. If the fight goes longer than a minute, use your stun, then



jump over or run behind the opponent and use your back/flanking attacks again. Against green, blue, white, and yellow cons you can usually drop your opponent in just under a minute at lower levels, slightly longer at higher levels. For heroic mobs, it's a risky proposition. If you have your enemy attack skills up, attack heroic mobs. It will be a bit of a battle, but you should win against green and blue cons. I wouldn't suggest trying anything higher unless you're prepared to flee from losing battles.

Group

Stealth, stealth, stealth: It's all about inflicting as much damage in the shortest amount of time possible. You're not the highest damage dealer out there, but you won't fold up like a cheap box if you happen to grab aggro. There are several abilities in your repertoire designed for group play.

When you're fighting in a group as a damage dealer, you'll want to fight the critter like a solo mob, but you need to watch how much aggro you're getting. Aggro is how much the critter hates you compared to others in your group. The more you hit a mob, the more it will hate you. If it hates you enough, it will switch to you and proceed to let its anger out on you. Ouch!

There are several things you can do to prevent this. Swarthy Distraction—if there's ever a skill to master, this is it. Swarthy Distraction lets you transfer some of your hate gain onto someone else. This means a percentage of the hate you accumulate can be transferred to the main tank. This ability should be up any time you're in a group. Lie Low is another good way of getting a critter to forget you; it lets you slip down the hate list. (Monsters keep track of who hits them, in list format. It could go tank, you, Mage, Priest, tank2....) Lie Low drops you on the list so someone else is the mob's next target. It also puts you into stealth mode. The last ability you have is a general aggro reducer, aimed at letting you try and avoid the critter's attention.

Alternatively, in a pinch you can act as a tank. However, with medium armor and medium

SCOUT: SWASHBUCKLER

evasion you won't last long if there's no healer around. As a tank, you're limited in what you can do; as part of the Scout tree your ability to protect your fellows is limited. However you do get one small taunt-like ability that allows you to gain the monster's attention and perhaps pull it off Madam Healer who's trying to keep you alive.

At higher levels you solo less. When you do solo, you won't be fighting Heroics any more, but regular solo encounters. Heroic encounters at this level are stronger than the earlier levels, and mistakes in this context often lead to death.

Fear not. The Swashbuckler continues to increase in both power and damage. Consider your special Level 65 ability—Enguard—to see how well the Swashbuckler can deal out damage. This ability lets you attack like mad for 30 seconds, granting you a free attack anytime you riposte, parry, block, or dodge an attack, either yours or the enemy's.

Achievements

You mainly want to improve Strength, Agility, and Stamina. Strength lets you carry more and inflict more damage, Stamina gives you more health, and Agility helps you evade that much more as well as hit better (but it will probably be capped by the time you reach these levels).

However, you shouldn't just consider ability improvements. As you move further down into the achievement tree, you'll get to play with numerous powerful abilities. Swashbucklers have abilities such as a personal haste, always-on pathfinding, damage bonuses—not to mention a personal health buff for 10 percent!

In conclusion, the Swashbuckler is a fun class to play. It's a class that takes skill to master, but after you do you'll be an asset to any group you join.

Training	
Level 14	Level 44
10-Viscerate	40-Disarming Smirk
12-Quick Flurry	41-Bladeweaver
13-Flight of Foot	43-Flash of Steel
14-Circle Blade	43-Razor Edge
Level 24	Level 54
20-Flamboyant Swathe	48-Brilliant Swathe
21-Shanghai	50-Disable
22-Undercut	52-Pillage
24-Unfriendly Reminder	54-Uncanny Reflexes
Level 34	Level 64
29-Nimble Cut	61-Guile
32-Feigned Bravado	62-Dashing Swathe
33-Kidney Blow	62-Swarthy Disorder
34-Rakish Swathe	64-Impair



105

Ratonga			
Possible Cities		Freeport	
Racial Homeland	The Underfoot		
Mythical Creator	Brell Serilis		
Racial Language	Ratongan		
Attributes			
Strength	10	Intelligence	25
Agility	30	Wisdom	20
Stamina	15		
Racial Tradition			
Pitiful Plea	Decrease Hate (Aggro)		
Concealed Presence	Hide (no movement)		
Filth Forage	+ HP regen, +2 AGI		
Rodent Reflexes	+5 AGI		
Poison Play	+5 Chemistry skill		
Swift Scurry	+2 Defense & Parry		
Increased Immunities	+3% Disease Resist		
Toxic Tolerance	+3% Poison Resist		
Instruments of the Underfoot	+5 Metalworking skill		
Dark Agenda	+ Poison Reactive Damage		
Resistances			
Cold	0		
Disease	3		
Divine	0		
Heat	0		
Magic	2		
Mental	1		
Poison	3		
Effect			
Re-Use Delay			
Pitiful Plea	[30m]		
Concealed Presence	[30m]		
Filth Forage	[30m]		
Rodent Reflexes	[perm]		
Poison Play	[perm]		
Swift Scurry	[perm]		
Increased Immunities	[perm]		
Toxic Tolerance	[perm]		
Instruments of the Underfoot	[perm]		
Dark Agenda	[30m]		



Swashbuckler Abilities

1-SNEAK • You move undetected and detect stealthed creatures. Gives you Stealth. Suspends your movement speed enhancements. Grants you See Stealth.

Self | CRR 2s Instant 10s | Dur 12hr | HO Mask

1-SWIPE A quick attack that lowers the target's combat attack damage (DPS).

Enemy | CRR 0.5s 0.5s 10s | Dur 10s | Range 5m | HO Dagger

1-Swipe 5-7 dam; DPS -13.9%; Power 2

8-Steel Swipe 23-28 dam; DPS -14.9%; Power 8

15-Edged Swipe 43-53 dam; DPS -16.1%; Power 15

29-Playful Swipe 88-109 dam; DPS -18.8%; Power 27

43-Flash of Steel 140-172 dam; DPS -22%; Power 40

57-Dazzling Steel 202-246 dam; DPS -27%; Power 52

2-PINCER Stealth attack that deals great damage and knocks down the target. Applies Knockdown for 4 sec. (Epics not affected).

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist -10% | HO Cloak

2-Pincer 9-16 dam; Power 3

9-Route 43-72 dam; Power 9

21-Shanghai 102-170 dam; Power 20

35-Ambuscade 183-306 dam; Power 33

49-Brazen Thrust 278-463 dam; Power 45

63-Brazening 379-632 dam; Power 57

2-SPINE ATTACK An attack from behind that deals great damage and decreases the target's Agility.

Enemy | CRR 0.5s 0.5s 30s | Dur 72s | Range 5m | HO Dagger

2-Spine Attack 12-20 dam; AGI -6.7; Power 5

10-Viscerate 60-100 dam; AGI -9.6; Power 16

24-Unfriendly Reminder 150-250 dam; AGI -23; Power 35

38-Cat's Paw 251-419 dam; AGI -35; Power 53

52-Pillage 375-625 dam; AGI -49; Power 71

66-Plunder 502-837 dam; AGI -62; Power 89

3-CIRCLE ATTACK Attack that strikes all enemies around you.

Self | CRR 1s 0.5s 30s | AoE 5m (max targets 8) | HO Dagger

3-Circle Attack 11-19 dam; Power 10

14-Circle Blade 55-93 dam; Power 32

28-Deft Rush 118-196 dam; Power 60

42-Lucky Gambit 187-312 dam; Power 87

56-Lucky Ruse 271-452 dam; Power 115

70-Lucky Ploy 355-592 dam; Power 142

4-CHEAP SHOT • Stuns the target on a successful hit (with a shorter duration on more difficult opponents). Lasts for 6 or 25. Epics not affected. Power 95.

Enemy | CRR 0.2s 0.5s 20s | Dur 6s | Range 5m | HO Coin

5-LUCKY BREAK • Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Lock

5-SLICE An attack made from the flank or behind that deals moderate damage and decreases your target's trauma (Crushing, Slashing, Piercing) mitigation.

Enemy | CRR 0.5s 0.5s 10s | Dur 20s | Range 5m | Resist -10% | HO Cloak

5-Slice 21-26 dam; mitig -54; Power 6

19-Gut Slice 82-101 dam; mitig -116; Power 19

33-Kidney Blow 155-189 dam; mitig -198; Power 31

47-Disheartening Guile 237-290 dam; mitig -282; Power 43

61-Guile 328-401 dam; mitig -366; Power 55

6-EVADE Reduces target's hate toward you.

Enemy | CRR 0.2s 0.5s 20s | Range 10m | HO Coin

6-Evade Threat -54-90; Power 3

18-Diver Threat -162-270; Power 8

32-Slip Threat -317-528; Power 14

46-Evasion Threat -502-834; Power 19

60-Elude Threat -720-1200; Power 25

7-HOLD Severely decreases target's resistance to Magic and Divine (M/D) damage, and Slows target's movement speed. 5% chance to dispel Slow each time target receives hostile action or takes damage.

Enemy | CRR 0.5s 0.5s 20s | Dur 24s | Range 15m | HO Coin

7-Hold M/D mitig -262; Slows -38%; Power 6

23-Neutralize M/D mitig -552; Slows -42%; Power 16

37-Checkmate M/D mitig -888; Slows -45%; Power 26

51-Hangman's Noose M/D mitig -1224; Slows -48%; Power 35

65-Constrain M/D mitig -1560; Slows -52%; Power 44

8-DIRTY TRICKS Decreases target's Defense and Wisdom.

Enemy | CRR 0.5s 0.5s 10s | Dur 36s | Range 5m | HO Coin

8-Dirty Tricks WIS -8.9; Defense -3.1; Power 13

22-Flashy Trick WIS -21; Defense -7.9; Power 32

36-Tricky Display WIS -33; Defense -13; Power 50

50-Deriding Chicanery WIS -47 Defense -18; Power 69

64-Double-Cross WIS -60; Defense -23; Power 87

11-SMUGGLE • Allows your entire group to move slowly undetected (in Stealth). Suspends movement speed enhancements. Cannot be cast during combat.

Group | CRR 2s 0.5s 15s | Dur 10m | AoE 30m | HO Mask

12-QUICK FLURRY Two precise quick attacks. If the first attack misses, the next will miss automatically.

Enemy | CRR 0.5s 0.5s 30s | Range 5m | HO Dagger

12-Quick Flurry 31-53 dam (x2); Power 18

26-Snap of the Wrist 72-120 dam (x2); Power 37

40-Uncanny Speed 116-194 dam (x2); Power 56

54-Uncanny Reflexes 172-288 dam (x2); Power 74

68-Uncanny Response 228-381 dam (x2); Power 92

13-FLIGHT OF FOOT Increases your Agility and Strength.

Self | Conc 1 | CRR 1s 0.5s 30s | Dur cancel | HO Mask

13-Flight of Foot AGI +13.3; STR +20; Power 20

27-Flight of Fancy AGI +25; STR +38; Power 39

41-Bladeweaver AGI +38; STR +57; Power 57

55-Battleweaver AGI +52; STR +77; Power 75

69-Steelweaver AGI +65; STR +98; Power 93

13-STANCE: RASH ADVANCE Increases offensive skills (Piercing, Slashing, Ranged: P/S/R) at the cost of Defense. Also grants you a 30% chance to interrupt with additional damage with each successful attack. This is your primary offensive stance.

Self | CRR 0.5s 0.5s 0s | Dur cancel | HO Mask

13-Stance: Rash Advance +14 melee dam; P/S/R +7; Def. -3.9

27-Stance: Risky Advance +30 melee dam; P/S/R +14.6; Def. -8.1

41-Stance: Daring Advance +49 melee dam; P/S/R +22; Def. -12.3

55-Stance: Audacious Advance +72 melee dam; P/S/R +30; Defense -16.5

69-Stance: Dauntless Advance +95 melee dam; P/S/R +37; Defense -21

15-POKE An attack from the side or front that deals medium damage. If it hits, it cripples target's ability to parry.

Enemy | CRR 0.5s 0.5s 20s | Dur 36s | Range 5m | Resist -10% | HO Dagger

15-Poke 72-120 dam; Parry -16.2; Power 23

29-Nimble Cut 178-248 dam; Parry -31; Power 41

43-Razor Edge 234-390 dam; Parry -46; Power 59

57-Razor Point 336-560 dam; Parry -62; Power 78

16-COLD THROW Two precise thrown attacks that deal Cold damage. If the first attack misses, the second automatically misses. If both attack hit, the target is Slowed for 24 seconds, but has a 5% chance to be dispelled if the target is attacked or takes damage.

Enemy | CRR 1s 0.5s 30s | Range 30m | Resist -10% | HO Bow

16-Cold Throw 46-77 Cold dam (x2); Slows -40%; Power 24

30-Chilling Throw 92-154 Cold dam (x2); Slows -43%; Power 43

44-Frigid Throw 145-241 Cold dam (x2); Slows -47%; Power 61

58-Arctic Blast 206-343 Cold dam (x2); Slows -50%; Power 79

17-AVOID NOTICE On a successful attack, gives you a 20% chance to lower an enemy's hate toward you.

Self | Conc 1 | CRR 3s 0.5s 0s | Dur cancel | HO Mask

17-Avoid Notice Threat -204

31-Avoid Attention Threat -407

45-Avoid Blame Threat -649

59-Avoid Censure Threat -939

18-STANCE: FANCY FOOTWORK Increases Defense and Parry skills (D/P) and physical damage mitigation, while reducing your offensive melee skills (Slashing, Piercing, Crushing). This is your primary defensive stance.

Self | CRR 0.5s 0.5s 0s | Dur cancel | HO Cloak

18-Stance: Fancy Footwork physical mitig +112; D/P +6.5; offensive skills -13.8

32-Stance: Smirking Defense physical mitig +192; D/P +11.5; offensive skills -16.3

46-Stance: Dexterous Slashing physical mitig +276; D/P +16.6; offensive skills -19.3

60-Stance: Agile Slashing physical mitig +360; D/P +22; offensive skills -23

19-STAY LOW Lowers hate toward you and places you into stealth for up to 12 hours, suspending your movement speed enhancements. Decreases your Threat priority by 1 position.

Enemy | CRR 1.0s 0.5s 1m | Dur 0.5s | Range 10m | HO Mask

19-Stay Low Threat -342; Power 42

33-Lie Low Threat -658; Power 70

47-Shadow Slip Threat -1034; Power 97

61-Hideaway Threat -1472; Power 124

20-FLAMBOYANT SWATHE A powerful attack that strikes all enemies surrounding you. Anyone struck by this attack will be knocked down for 2 seconds (Epics not affected).

Self | CRR 2s 0.5s 1m | AoE 5m (max targets 8) | Resist -10% | HO Dagger

20-Flamboyant Swathe 119-199 dam; Power 67

34-Rakish Swathe 220-367 dam; Power 108

48-Brilliant Swathe 335-558 dam; Power 149

62-Dashing Swathe 461-768 dam; Power 190

20-SWARTHY DISTRACTION Transfers Threat to an ally in combat.

Group Friend | CRR 1s 0.5s 0s | Dur cancel | Range 10m | HO Mask

20-Swarty Distraction Threat transfer 9%; Power 30

34-Swarty Deception Threat transfer 13%; Power 48

48-Swarty Diversion Threat transfer 17%; Power 66

62-Swarty Disorder Threat transfer 20%; Power 84

22-UNDERCUT Damages and Snare target on a successful hit. 5% chance to dispel Snare when target is attacked or takes damage.

Enemy | CRR 0.5s 0.5s 10s | Dur 10s | Range 5m | Resist -10% | HO Cloak

22-Undercut Threat -47-78 dam; Slows -41%; Power 32

36-Hamstring 82-138 dam; Slows -45%; Power 50

50-Disable 124-207 dam; Slows -48%; Power 69

64-Impair 169-281 dam; Slows -51%; Power 87

24-GIBE Infuriates the target toward you, interrupts it, and dispels Magic- and Mental-based levels of benefits on the target.

Enemy | CRR 0.2s 0.5s 15s | Range 10m | Resist -33% | HO Mask

24-Gibe Threat +300; dispels 68 levels; Power 22

38-Reproach Threat +517; dispels 103 levels; Power 33

52-Admonish Threat +792; dispels 139 levels; Power 44

66-Berate Threat +1089; dispels 175 levels; Power 55

25-ESCAPE • Teleports you and your group within the zone; Power 54.

Self | CRR 3s 0.5s 15m | AoE 20m | HO (none)

SCOUT: SWASHBUCKLER

26-DISARMING GRIN Mesmerizes a single target and removes them from being affected by Area of Effect spells. Upgrades to this ability decrease the chance to resist the duration of this effect. Stuns target, prevents AoE (except when direct), dispelled when target takes damage, does not effect Epic targets.

Enemy | CRR 1.5s 0.5s 30s | Dur 10s | Range 5m | Resist -10% | HO Coin

26-Disarming Grin duration 15s; Power 56

40-Disarming Smirk duration 20s; Power 84

54-Disarming Leer duration 22.5s; Power 111

68-Disarming Sneer duration 30s; Power 138

28-FLURRY OF ARMS Three quick attacks. If one misses, all successive ones also miss. If all attacks hit, target's physical damage resistance is decreased.

Enemy | CRR 0.5s 0.5s 30s | Dur 30s | Range 5m | Resist -10% | HO Dagger

28-Flurry of Arms 53-89 dam (3x); physical mitig -252; Power 40

42-Flurry of Blades 85-142 dam (3x); physical mitig -378; Power 58

56-Fury of Blades 123-205 dam (3x); physical mitig -504; Power 76

70-Whirl of Blades 161-269 dam (3x); physical mitig -630; Power 95

30-FALSE BLADE An attack that enrages the target, causing the next person it attacks to generate 30% more hate.

Enemy | CRR 0.5s 1m | Dur 10s | Range 5m | HO Dagger

30-False Blade 168-206 dam; Power 43

44-Treacherous Blade 264-322 dam; Power 61

58-Devious Blade 374-458 dam; Power 79

32-FEIGNED BRAVADO Grants you a chance to become overconfident with bravado when engaging in melee combat. On a successful melee attack this spell has a 25% chance to cast Bravado on you (for up to 20 seconds each time). While under the Bravado effect, your Attack Sp and Hate Gain are increased. However, if you take any dam, then all Bravado effects end (but not the original Feigned Bravado). Increases Hate Gain by 5%.

Self | Conc 1 | CRR 2s 0.5s 30s | Dur cancel | HO Coin

32-Feigned Bravado Attack Sp +37%

46-False Bravado Attack Sp +43%

60-Spurious Bravado Attack Sp +50%

35-RUTHLESS CUNNING • Increases combat attack damage. DPS +35%; Power 49

Self | CRR 1s 0.5s 5m | Dur 1m | HO Mask

39-ARTFUL FINESSE Increases your combat attack damage and speed.

Self | CRR 1s 0.5s 5m | Dur 36s | HO Coin

39-Artful Finesse Attack Sp +24%; DPS +28%; Power 82

53-Ingenious Finesse Attack Sp +28%; DPS +32%; Power 109

67-Perfect Finesse Attack Sp +32%; DPS +36%; Power 136

44-FLAMBOYANT STRIKE An attack that cripples the target's intelligence.

Enemy | CRR 0.5s 0.5s 30s | Dur 30s | Range 5m | Resist -10% | HO Dagger

44-Flamboyant Strike 136-226 dam; INT -82; Power 61

58-Gaudy Strike 193-322 dam; INT -109; Power 79

50-INSPired DARING Grants an opportunity to strike for additional Piercing damage with every melee attack, for 13 seconds.

Self | CRR 2s 0.5s 3m | Dur 13s | HO Coin

50-Inspired Darin 107-178 additional Piercing dam; Power 103

70-Inspiration 162-269 additional Piercing dam; Power 142

52-HURRICANE • Gives you a 38% chance to attack up to 4 nearby enemies (that you are facing, within melee range) with every normal primary weapon attack.

Self | Conc 1 | CRR 2s 0.5s 2s | Dur cancel | HO Mask

55-HAIL OF STEEL • If thrown weapon equipped in primary, fires a steady stream of thrown weapons at a target. To maintain this effect, you forgo normal ranged attacks and combat arts and must be rooted in place, and your target must be outside of melee range. Hate Gain +14%. 362-603 ranged dam; Power 18, plus 18 per 2s

Enemy | CRR Instant 0.5s 30s | Dur 30s | Range 5-30m | HO Bow

58-LUNG PUNCTURE • A melee attack from behind or the side that severely impairs your target's offensive and casting skills (Slashing, Piercing, Crushing, Ranged, Focus, Ordination, Disruption). 257-429 dam; casting skills -42; target's subjugation -42; Power 79

Enemy | CRR 0.5s 0.5s 30s | Dur 30s | Range 5m | Resist -10% | HO Cloak

65-EN GARDE • Every time an enemy parries, blocks, ripostes, or deflects you, you get another attack. Every time you parry, riposte, or block an enemy, you get another attack. 15% of the time you will also attack again when you successfully land combat damage. Attack is for 221-369 dam; Power 177

Self | CRR 0.5s 0.5s 3m | Dur 36s



Swashbuckler Abilities by Level

1-Sneak •	20-Swarthy Distraction	34-Swarthy Deception (<20-Swarthy Distraction)	47-Shadow Slip (<19-Stay Low)	59-Avoid Censure (<17-Avoid Notice)
1-Swipe	21-Shanghai (<2-Pincer)	35-Ambuscade (<2-Pincer)	48-Brilliant Swathe (<20-Flamboyant Swathe)	60-Stance: Agile Slashing (<18-Stance: Fancy Footwork)
2-Pincer	22-Flashy Trick (<8-Dirty Tricks)	35-Ruthless Cunning •	48-Swarthy Diversion (<20-Swarthy Distraction)	60-Elude (<6-Evade)
2-Spine Attack	22-Uncanny Speed	36-Hamstring (<22-Uncanny Speed)	49-Brazen Thrust (<2-Pincer)	60-Spurious Bravado (<32-Feigned Bravado)
3-Circle Attack	23-Neutralize (<7-Hold)	36-Tricky Display (<8-Dirty Tricks)	50-Deriding Chicanery (<8-Dirty Tricks)	61-Guile (<5-Slice)
4-Cheap Shot •	24-Gibe	37-Checkmate (<7-Hold)	50-Disable (<22-Uncanny Speed)	61-Hideaway (<19-Stay Low)
5-Lucky Break •	24-Unfriendly Reminder (<2-Spine Attack)	38-Cat's Paw (<2-Spine Attack)	50-Inspired Daring	62-Dashing Swathe (<20-Flamboyant Swathe)
5-Slice	25-Escape •	38-Reproach (<24-Gibe)	51-Hangman's Noose (<7-Hold)	62-Swarthy Disorder (<20-Swarthy Distraction)
6-Evade	26-Disarming Grin	39-Artful Finesse	52-Admonish (<24-Gibe)	63-Brazening (<2-Pincer)
7-Hold	26-Snap of the Wrist (<12-Quick Flurry)	40-Disarming Smirk (<26-Disarming Grin)	52-Hurricane •	64-Double-Cross (<8-Dirty Tricks)
8-Dirty Tricks	27-Flight of Fancy (<13-Flight of Foot)	40-Uncanny Speed (<12-Quick Flurry)	53-Pillage (<2-Spine Attack)	64-Impair (<22-Uncanny Speed)
8-Steel Swipe (<2-Swipe)	27-Stance: Risky Advance	41-Bladewearer (<13-Flight of Foot)	53-Ingenious Finesse (<39-Artful Finesse)	65-Constrain (<7-Hold)
9-Route (<2-Pincer)	(<13-Stance: Rash Advance)	41-Stance: Daring Advance	54-Disarming Leer (<26-Disarming Grin)	65-En Garde •
10-Viscerate (<2-Spine Attack)	28-Deft Rush (<3-Circle Attack)	(<13-Stance: Rash Advance)	54-Uncanny Reflexes (<12-Quick Flurry)	66-Berate (<24-Gibe)
11-Smudge •	28-Flurry of Arms	42-Stance: Daring Advance	55-Stance: Audacious Advance	66-Plunder (<2-Spine Attack)
12-Quick Flurry	29-Nimble Cut (<15-Poke)	(<13-Stance: Rash Advance)	(<13-Stance: Rash Advance)	67-Perfect Finesse (<39-Artful Finesse)
13-Flight of Foot	29-Playful Swipe (<1-Swipe)	42-Flurry of Blades (<28-Flurry of Arms)	56-Fury of Blades (<28-Flurry of Arms)	68-Disarming Sneer (<26-Disarming Grin)
13-Stance: Rash Advance	30-Chilling Throw (<16-Cold Throw)	42-Lucky Gambit (<3-Circle Attack)	56-Lucky Ruse (<3-Circle Attack)	68-Uncanny Response (<12-Quick Flurry)
14-Circle Blade (<3-Circle Attack)	30-False Blade	43-Flash of Steel (<1-Swipe)	57-Dazzling Steel (<1-Swipe)	69-Stance: Dauntless Advance
15-Edged Swipe (<1-Swipe)	31-Avoid Attention (<17-Avoid Notice)	43-Razor Edge (<15-Poke)	57-Razor Point (<15-Poke)	(<13-Stance: Rash Advance)
15-Poke	32-Feigned Bravado	44-Flamboyant Strike	58-Arctic Blast (<16-Cold Throw)	69-Steelweaver (<13-Flight of Foot)
16-Cold Throw	32-Slip (<6-Evade)	44-Frigid Throw (<16-Cold Throw)	58-Devious Blade (<30-False Blade)	70-Inspiration (<50-Inspired Daring)
17-Avoid Notice	32-Stance: Smirking Defense	44-Treacherous Blade (<30-False Blade)	58-Gaudy Strike (<44-Flamboyant Strike)	70-Lucky Ploy (<3-Circle Attack)
18-Divert (<6-Evade)	(<18-Stance: Fancy Footwork)	45-Avoid Blame (<17-Avoid Notice)	58-Lung Puncture •	70-Whirl of Blades (<28-Flurry of Arms)
18-Stance: Fancy Footwork	33-Kidney Blow (<5-Slice)	46-Stance: Dexterous Slashing		
19-Gut Slice (<5-Slice)	33-Lie Low (<19-Stay Low)	(<18-Stance: Fancy Footwork)		
19-Stay Low	34-Rakish Swathe	46-Evasion (<6-Evade)		
20-Flamboyant Swathe	(<20-Flamboyant Swathe)	46-False Bravado (<32-Feigned Bravado)		
		47-Disheartening Guile (<5-Slice)		

Scout: Brigand

by Jesse "Lucky" Linnell

Brigands are the “tank” versions of Rogues. They can take a punch and still dish out damage. Brigands are of Freeport alignment, so pick a race of the same alignment if you don’t want to endure the hassle of going through the betrayal of Qeynos. Why pick Brigands? They have flexibility in combat and a high damage rating.

Solo

When soloing, a Brigand’s best weapon choice is either dual-wield weapons or a one-handed sword with a shield. When attacking, use your stuns and backstabs for the highest damage. Also, Brigands have a wide enough selection of abilities to keep up a good stunning and stabbing routine. Brigands have few buffs, so keep them up at all times to keep your stats peaked. Amazing Reflexes is an essential buff that renders you immune to AoE spells.

Keep up a stun for a good percentage of your attacks, anyway. The higher-end Brigand attacks can only be accomplished while behind or beside your target. However, you have a good variety of frontal and backside attacks, so you don’t have to completely focus on one side or the other. After stunning your foe, jump behind it and use one of your combat arts that require you to be flanking or behind the mob. An easy way to accomplish this is by running a few steps forward after stunning a foe while in auto-attack mode—you automatically turn around to face the foe again after you get behind it. You don’t need to perform any difficult strafing maneuvers to accomplish a flanking attack while in combat.

When taking on mobs, go for the ones at the higher end of your level range, or even heroics that con green to you. With the right timing and constant use of your abilities, these will be no problem. In addition, at Level 65, Brigands can call pets to their aid, making them an even more ideal soloing class.

Group

There is only one thing that Brigands should focus on while assisting in a group. Stay behind the mob and shell out the damage. You don’t have any great buffs or good stats to add to groups, but you can aid the group in other areas. For instance, Brigands carry a group invisibility that can help you all sneak past certain areas to bigger and better mobs.



Undaunted Armor

Brigands also have good aggro management. Not only can they dish out large taunts to steal aggro, they can apply aggro debuffs to themselves and allies. This is a big help when mobs attack your weaker allies, and they need someone to either take the fall or take a beating.

The techniques to keep in mind are: Always assist off of the main tank (target the tank to target the tank’s target), stay behind the enemy, and keep an eye on the aggro totals. Brigands should never pull aggro unless necessary. Stun and stab, and you’ll be fine.

Brigands work well with almost every class, so you can group with anyone and succeed. They are flexible when it comes to forming a group. Brigands are a great class to work with and are always welcome in a group.

Raiding

Brigands are rarely part of the main tank’s group because they don’t offer anything to that particular group. They don’t have any buffs or heals that would significantly benefit the primary group. However, don’t be discouraged. Brigands are an essential class in a raid. They pound out damage to keep other mobs occupied and they’re virtually immune to Area of Effect attacks. In a raid, use the same techniques as you would in a normal group—pounding the stuns and attacks from behind for maximum damage while keeping your aggro reduction going.

Stats

Strength is the primary stat for Brigands. It’s the primary source of your attack rating and damage, so maximizing Strength gives you the potential to be a ruthless killing machine. Agility is a Brigand’s secondary stat because it increases your avoidance. Put these two stats together, and you’re both quick and strong.

Achievements

The Achievement lines for the Brigand include plenty of good passive abilities, making it tough to decide which line to pursue.

The Fencer (Wisdom) line has potential for any Brigand, particularly Brigands who don’t carry anything in their secondary slot. Most of this line’s abilities are passive, giving an ever-increasing ability to double attack, riposte, and counterattack. The last ability, Coule, increases the Brigand’s combat skills, making it an

SCOUT: brigand

ideal ability. Overall, Fencer is an effective set because it makes the Brigand more powerful overall, rather than just boosting certain situations for certain abilities.

The Thief (Intelligence) line is a favorite, more for the end result than anything. When you make it to the last ability, Feign, you can Feign Death (something everyone wants). This line focuses on decreasing hate toward the Brigand, making it a good aggro reduction line.

The Blackguard (Strength) line increases melee crit damage while also increasing your Defense. This line decreases opponents' casting and crit chances, making it ideal for soloing Brigands and grouping Brigands alike.

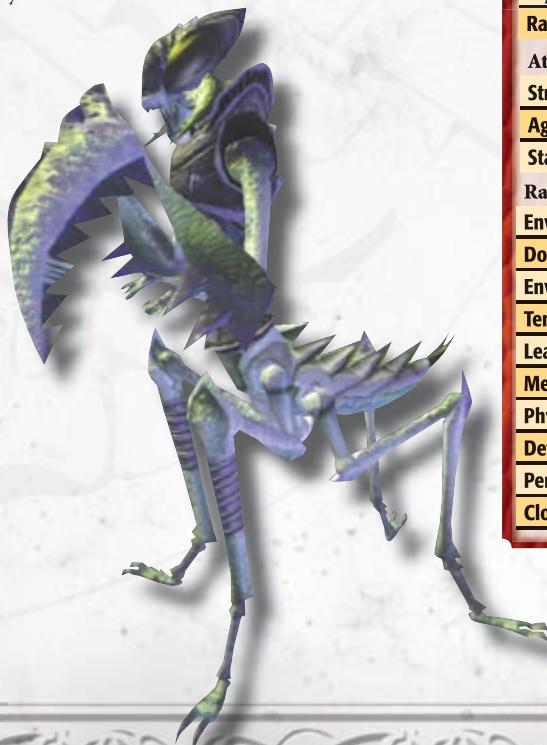
The Pirate (Agility) line is geared toward damage. Although the majority of these abilities are passive, they reduce not only casting and recovery timers, but also add speed and give you the ability to spin your opponent (rather than having to run behind it).

The Mercenary (Stamina) line gives the Brigand more capabilities as an offensive tank. Not only does it include abilities that increase your Threat, but it increases your Defense enough so that you can take even more of a beating when necessary.

Overall, the Brigand has a lot of potential with all of the lines. Picking the best line for your Brigand depends a lot on how you play and what abilities you use the most. Each of the Brigand Achievement lines is geared toward a specific style of play, so choose the ones that best fits your style of play.

Pros

- Brigands have high DPS capabilities, which means they can kill things fast.
- Brigands are more durable than other Scouts and can fill the role of a tank in a pinch.
- Brigands have immunity to AoE damage, which is useful on raids. This is one of the abilities that causes class envy!



- Brigands are versatile, and their wide variety of abilities is enjoyable to play.
- Brigands have a good assortment of aggro management tools at their disposal.

Cons

- Brigands are unable to contribute to beneficial group buffs, but they make up for this lack in other areas.

Training

Level 14	Level 44
10-Backstab	41-Aegis
12-Flurry	43-Concealed Blade
13-Street Smarts	43-Waylay
14-Circular Strike	44-Dirty Blow
Level 24	Level 54
20-Rake	48-Murderous Rake
20-Ruse	50-Subdue
22-Black Jack	52-Spine Ripper
24-Hidden Shiv	54-Vicious Assault
Level 34	Level 64
32-Shank	61-Sideswipe
33-Bum Rush	62-Ruinous Rake
34-Trickery	62-Subterfuge
34-Vicious Rake	64-Restrain

Human

Possible Cities	Qeynos, Freeport		Resistances
Racial Homeland	Old Antonica		Cold 2
Mythical Creator	No direct creator		Disease 2
Racial Language	Antonican, Lucanon		Divine 2
Attributes			Heat 2
Strength	20	Intelligence	20
Agility	20	Wisdom	20
Stamina	20		
Racial Tradition			Magic 2
Environmental Adaptability: Cold	+3% Cold Resist [perm]		
Domination	+ Divine Reactive Damage [30m]		
Environmental Adaptability: Heat	+3% Heat Resist [perm]		
Tend Wounds	+ HP regen, +2 STR [30m]		
Leadership	+5 Defense of ally [30m]		
Metallurgy	+5 Metal Shaping skill [perm]		
Physical Adaptability	+5 Defense [perm]		
Determination	+3% Max Power [perm]		
Perseverance	+5 STA [perm]		
Clothier	+5 Tailoring skill [perm]		

Brigand Abilities

1-QUICK THRUST A quick attack that lowers the target's Attack Speed.

Enemy | CRR 0.5s 0.5s 10s | Dur 10s | Range 5m | HO Dagger

1-Quick Thrust 4-8 dam; Attack Sp -12.1%; Power 2

8-Thrust 19-32 dam; Attack Sp -13%; Power 8

15-Puncture 36-60 dam; Attack Sp -13.8%; Power 15

29-Disarming Thrust 74-124 dam; Attack Sp -15.5%; Power 27

43-Concealed Blade 117-196 dam; Attack Sp -17.2%; Power 40

57-Shrouded Blade 168-281 dam; Attack Sp -18.8%; Power 52

1-SNEAK • You move undetected and detect stealthed creatures. Gives you Stealth. Suspends your movement speed enhancements. Grants you See Stealth.

Self | CRR 2s Instant 10s | Dur 12h | HO Mask

2-BACK ATTACK An attack from behind that deals additional Piercing DoT, instantly and every 4 seconds.

Enemy | CRR 0.5s 0.5s 30s | Dur 24s | Range 5m | HO Dagger

2-Back Attack 7-12 dam; 2 Piercing DoT; Power 5

10-Backstab 36-60 dam; 12 Piercing DoT; Power 16

24-Hidden Shiv 90-150 dam; 30 Piercing DoT; Power 35

38-Craven Delight 151-252 dam; 50 Piercing DoT; Power 53

52-Spine Ripper 225-376 dam; 75 Piercing DoT; Power 71

66-Dismember 302-503 dam; 101 Piercing DoT; Power 89

2-WHACK A stealth attack that deals great damage and decreases the target's strength.

Enemy | CRR 0.5s 0.5s 10s | Dur 20s | Range 5m | Resist -10% | HO Cloak

2-Whack 9-16 dam; STR -6.7; Power 3

9-Skew 43-72 dam; STR -9.2; Power 9

21-Tangling Strike 102-171 dam; STR -20; Power 20

35-Bushwhack 184-307 dam; STR -32; Power 33

49-Run Through 278-464 dam; STR -46; Power 45

63-Skewer 380-634 dam; STR -57; Power 57

3-DOUBLE DAGGER Two quick attacks. If the first attack misses, the next will miss automatically.

Enemy | CRR 0.5s 0.5s 30s | Range 5m | HO Dagger

3-Double Dagger 8-14 dam (x2); Power 6

12-Flurry 35-58 dam (x2); Power 18

26-Vicious Flurry 79-133 dam (x2); Power 37

40-Aggravated Assault 129-215 dam (x2); Power 56

54-Vicious Assault 191-318 dam (x2); Power 74

68-Malicious Assault 252-421 dam (x2); Power 92

4-CHEAP SHOT • Stuns the target on a successful hit (with a shorter duration on more difficult opponents). Lasts for 6 or 25. Epics not affected. Power 95.

Enemy | CRR 0.2s 0.5s 20s | Dur 6s | Range 5m | HO Coin

5-DIVERSION BLADE An attack made from the flank or side that deals moderate damage and interrupts the target.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | HO Cloak

5-Diversion Blade 18-30 dam; Power 6

19-Distracting Blade 69-115 dam; Power 19

33-Bum Rush 129-215 dam; Power 31

47-Gambit 198-330 dam; Power 43

61-Sideswipe 274-458 dam; Power 55

5-LUCKY BREAK • Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Lock

6-EVADE Reduces target's hate toward you.

Enemy | CRR 0.2s 0.5s 20s | Range 10m | HO Coin

6-Evade Threat -54-90; Power 3

18-Divert Threat -162-270; Power 8

32-Slip Threat -317-528; Power 14

46-Evasion Threat -502-834; Power 19

60-Elude Threat -720-1200; Power 25

7-TIE Severely decreases target's resistance to Cold, and Slows its movement speed. 5% chance to dispel Slow each time target receives hostile action or takes damage.

Enemy | CRR 0.5s 0.5s 20s | Dur 24s | Range 15m | HO Coin

7-Tie Cold mitig -262; Slow -38%; Power 6

23-Tie up Cold mitig -552; Slow -42%; Power 16

37-Snag Cold mitig -888; Slow -45%; Power 26

51-Corral Cold mitig -1224; Slow -48%; Power 35

65-Secure Cold mitig -1560; Slow -52%; Power 44

8-BRUISE Decreases target's Defense and Agility.

Enemy | CRR 0.5s 0.5s 10s | Dur 36s | Range 5m | HO Coin

8-Bruise AGI -8.9; Defense -3.1; Power 13

22-Knockaround AGI -21; Defense -7.9; Power 32

36-Mug AGI -33; Defense -13; Power 50

50-Wrangle AGI -47; Defense -18; Power 69

64-Ruckus AGI -60; Defense -23; Power 87

11-SMUGGLE • Allows your entire group to move slowly undetected (in Stealth). Suspends movement speed enhancements. Cannot be cast during combat.

Group | CRR 2s 0.5s 15s | Dur 10m | AoE 30m | HO Mask

13-STANCE: RASH ADVANCE Increases offensive skills (Piercing, Slashing, Ranged; P/S/R) at the cost of Defense. Also grants you a 30% chance to interrupt with additional damage with each successful attack. This is your primary offensive stance.

Self | CRR 0.5s 0.5s 0s | Dur cancel | HO Mask

13-Stance: Rash Advance +14 melee dam; P/S/R +7; Defense -3.9

27-Stance: Risky Advance +51 melee dam; P/S/R +14.6; Defense -8.1

41-Stance: Daring Advance +49 melee dam; P/S/R +22; Defense -12.3

55-Stance: Audacious Advance +72 melee dam; P/S/R +30; Defense -16.5

69-Stance: Dauntless Advance +95 melee dam; P/S/R +37; Defense -21

13-STREET SMARTS Increases your Strength and physical resistance.

Self | Conc 1 | CRR 1s 0.5s 30s | Dur cancel | HO Mask

13-Street Smarts STR +20; physical mitig +89; Power 20

27-Rough Skin STR +38; physical mitig +162; Power 39

41-Aegis STR +57; physical mitig +246; Power 57

55-Ruggedness STR +77; physical mitig +330; Power 75

69-Hardened STR +98; physical mitig +414; Power 93

14-CIRCULAR STRIKE An attack that strikes all enemies around you. Anyone hit by this attack gets interrupted.

Self | CRR 1s 0.5s 30s | AoE 5m (max targets 8) | HO Dagger

14-Circular Strike 50-84 dam; Power 32

28-Restitution 107-179 dam; Power 60

42-Forceful Negotiation 171-285 dam; Power 87

56-Thuggish Negotiation 247-412 dam; Power 115

70-Underground Negotiation 323-539 dam; Power 142

15-GOUGE An attack from the side or front that deals medium damage. If it hits, it cripples target's ability to parry.

Enemy | CRR 0.5s 0.5s 20s | Dur 36s | Range 5m | HO Dagger

15-Gouge 72-120 dam; Parry -16.2; Power 23

29-Vicious Stab 149-249 dam; Parry -31; Power 41

43-Waylay 235-392 dam; Parry -46; Power 59

57-Revoke 337-561 dam; Parry -62; Power 78

16-STRANGLING THROW Two precise thrown attacks. If the first attack misses, the second automatically misses. If both attacks hit, the target is knocked down for 4 seconds (Epics not affected).

Enemy | CRR 1s 0.5s 30s | Range 30m | Resist -10% | HO Bow

16-Strangling Throw 46-77 ranged dam (x2); Power 24

30-Maddening Throw 93-155 ranged dam (x2); Power 43

44-Rapid Throw 145-242 ranged dam (x2); Power 61

58-Flashy Throw 206-344 ranged dam (x2); Power 79

17-CONFFOUND ADVERSARIES Draws attention to other allies when you're in combat. Each time you damage an enemy, there's a 15% chance that its hate toward you is reduced, and Threat priority decreased by 1.

Self | Conc 1 | CRR 3s 0.5s 0s | Dur cancel | HO Mask

17-Confounding Adversaries Threat -102

31-Baffle Adversaries Threat -203

45-Distract Adversaries Threat -324

59-Befuddle Adversaries Threat -469

18-STANCE: DEXTERITY Increases Defense and Parry skills (D/P) and physical damage mitigation, while reducing your offensive melee skills (Slashing, Piercing, Crushing). This is your primary defensive stance.

Self | CRR 0.5s 0.5s 0s | Dur cancel | HO Cloak

18-Stance: Dexterity physical mitig +112; D/P +6.5; offensive skills -13.8

32-Stance: Knave physical mitig +192; D/P +11.5; offensive skills -16.3

46-Stance: Blackguard physical mitig +276; D/P +16.6; offensive skills -19.3

60-Stance: Ruffian physical mitig +360; D/P +22; offensive skills -23

19-STAY LOW Lowers hate toward you and places you into stealth for up to 12 hours, suspending your movement speed enhancements. Decreases your Threat priority by 1 position.

Enemy | CRR 1.0s 0.5s 1m | Dur 0.5s | Range 10m | HO Mask

19-Stay Low Threat -342; Power 42

33-Lie Low Threat -658; Power 70

47-Shadow Slip Threat -1034; Power 97

61-Hideaway Threat -1472; Power 124

20-RAKE An attack from behind the target that cripples its arcane (Magic, Divine, and Mental), noxious (Poison and Disease), and elemental (Heat and Cold) mitigations.

Enemy | CRR 0.5s 0.5s 1m | Dur 72s | Range 5m | HO Dagger

20-Rake 109-182 dam; mitigation -480; Power 45

34-Vicious Rake 200-334 dam; mitigation -816; Power 72

48-Murderous Rake 305-509 dam; mitigation -1152; Power 99

62-Ruinous Rake 420-700 dam; mitigation -1488; Power 126

20-RUSE Tricks your target into thinking you're badly injured. If target hits you, you respond with powerful attack that raises your Threat priority 2 positions and also stuns you, reducing your Defense and Parry (D/P) skills.

Enemy | CRR Instant 0.5s 1m | Dur 10s | Range 15m | HO (none)

22-Black Jack 318-530 Piercing dam; D/P -90

34-Trickery 585-975 Piercing dam; D/P -153

48-Deception 890-1483 Piercing dam; D/P -216

62-Subterfuge 1224-2039 Piercing dam; D/P -279

22-BLACK JACK A powerful crushing attack that Stuns the target on a successful hit. Epics not affected by Stun.

Enemy | CRR 0.5s 0.5s 1m | Dur 5s | Range 5m | Resist -10% | HO Dagger

22-Black Jack 163-271 crushing dam; Power 48

36-Sap 285-475 crushing dam; Power 76

50-Subdue 429-715 crushing dam; Power 103

64-Restrain 582-970 crushing dam; Power 130

24-CUSS Infuriates the target toward you, interrupts it, and dispels Divine-based levels of benefits on the target.

Enemy | CRR 0.2 0.5s 15s | Range 10m | Resist -33% | HO Mask

24-Cuss Threat +300; dispels 102 levels; Power 22

38-Upbraid Threat +517; dispels 154 levels; Power 33

52-Chasten Threat +792; dispels 209 levels; Power 44

66-Vaunt Threat +1089; dispels 263 levels; Power 55

25-ESCAPE • Teleports you and your group within the zone; Power 54.

Self | CRR 3.0 0.5 15 minutes | AoE 20m | HO (none)

SCOUT: BRIGAND

26-BEG FOR MERCY For up to 3 hits, when target ally is hit, reduces some of ally's Threat and decreases Threat priority by 1. You intercept part of the damage, taking 62% while ally takes 46%. Group Friend | CRR Instant 0.5s 1m | Dur 15s | Range 15m | HO Mask

26-Beg for Mercy Threat -330; Power 56

40-Plead for Mercy Threat -549; Power 84

54-Beseech for Mercy Threat -834; Power 111

68-Appeal for Mercy Threat -1132; Power 138

28-SNARL You first Snare each target for 30 seconds, then Stun it for another 24 seconds. There is a 5% chance to dispel it each time the target takes damage or receives hostile action.

Enemy | CRR 1s 0.5s 45s | AoE 15m | Range 25m | Resist -10% | HO Bow

28-Snarl Slow -51%, then -43%; duration 30s; Power 60

42-Tangle Slow -55%, then -46%; duration 37.5s; Power 87

56-Ensnarl Slow -59%, then -49%; duration 45s; Power 115

70-Entangle Slow -63%, then -53%; duration 48.8s; Power 142

30-LOW BLOW An attack that stuns the target for a short time. Epics not stunned.

Enemy | CRR 0.5s 0.5s 30s | Dur 4s | Range 5m | Resist -10% | HO Mask

30-Low Blow 155-258 dam; Power 43

44-Dirty Blow 242-404 dam; Power 61

58-Deceitful Blow 344-574 dam; Power 79

32-SHANK An attack from the side or behind that damages the target over time (instantly and every 4s) on a successful hit.

Enemy | CRR 0.5s 0.5s 30s | Dur 16s | Range 5m | Resist -10% | HO Mask

32-Shank 93-156 dam; 68 Piercing Dot; Power 45

46-Shiv 144-241 dam; 105 Piercing Dot; Power 63

60-Stab 202-336 dam; 146 Piercing Dot; Power 82

35-RUTHLESS CUNNING • Increases combat attack damage (DPS) +35%. Power 49

Self | CRR 1s 0.5s 5m | Dur 1m | HO Mask

39-DECEIT Increases your Attack Speed and gives a 20% chance to knock down an enemy (4 seconds) with every successful melee attack. Epics not knocked down.

Self | CRR 1s 0.5s 5m | Dur 1m | HO Coin

39-Deceit DPS +28%; Power 54

53-Crafty Deceit DPS +32%; Power 72

67-Deceitfulness DPS +36%; Power 91

44-DESPERATE THRUST A desperate attack that causes both you and your target to lower your Defenses for a short time.

Enemy | CRR 0.5s 0.5s 30s | Dur 30s | Range 5m | Resist -10% | HO Cloak

44-Desperate Thrust 242-404 dam; target Defense -15.8; your Defense -13.2; Power 61

58-Despairing Thrust 344-574 dam; target Defense -21; your Defense -17.4; Power 79

50-DEBILITATE A debilitating attack from behind that cripples target's defenses, greatly decreases their Crushing, Piercing, and Slashing (C/P/S) mitig.

Enemy | CRR 0.5s 0.5s 1m | Dur 1m 12s | Range 5m | HO Mask

50-Debilitate 322-536 dam; C/P/S mitig -1200; Power 103

70-Devitalize 485-809 dam; C/P/S mitig -1680; Power 142

52-AMAZING REFLEXES • Allows you to avoid any AoE attacks and spells that do not directly target you. When you take damage, Amazing Reflexes is suspended for 30 seconds. Hate Gain +14%.

Self | Conc 1 | CRR 0.5s 0.5s 30s | Dur cancel | HO Coin

55-DISPATCH • A high-damage melee attack from behind that severely cripples all of target's resistances for a short duration. 363-605 dam; mitig -2640; Power 113

Enemy | CRR 0.5 0.5s 1m | Dur 13s | Range 5m | HO Mask

58-DOUBLE UP • An attack that repeats your last 2 seconds of certain combat arts. The following arts can be repeated: Chasten | Cheap Shot | Debilitate | Deceitful Blow | Despairing Thrust | Dispatch | Evasion | Gambit | Murderous Rake | Revoke | Run Through | Shiv | Shrouded Blade | Spine Ripper | Stay Low | Subdue | Thuggish Negotiation | Vicious Assault. Power 79

Enemy | CRR Instant 0.5s 0.5s 1m | Range 5m | HO Dagger

65-BAND OF THUGS • Summons 3 thugs to bully your enemies in an encounter. Power 285

Enemy | CRR 0.5 0.5s 4m | Dur 30s | Range 10m | HO (none)

Brigand Abilities by Level

1-Quick Thrust	20-Ruse
1-Sneak •	21-Tangling Strike (<2-Whack)
2-Back Attack	22-Black Jack
2-Whack	22-Knockaround (<8-Bruise)
3-Double Dagger	23-Tie Up (<7-Tie)
4-Cheap Shot •	24-Cuss
5-Diversion Blade	24-Hidden Shiv (<2-Back Attack)
5-Lucky Break •	25-Escape •
6-Evade	26-Beg for Mercy
7-Tie	26-Vicious Flurry (<3-Double Dagger)
8-Bruise	27-Stance: Risky Advance
8-Thrust (<1-Quick Thrust)	(<13-Stance: Rash Advance)
9-Skew (<2-Whack)	27-Rough Skin (<13-Street Smarts)
10-Backstab (<2-Back Attack)	28-Restitution (<14-Circular Strike)
11-Smuggle •	28-Snarl
12-Flurry (<3-Double Dagger)	29-Disarming Thrust (<1-Quick Thrust)
13-Stance: Rash Advance	29-Vicious Stab (<15-Gouge)
13-Street Smarts	30-Low Blow
14-Circular Strike	30-Maddening Throw (<16-Strangling Throw)
15-Gouge	31-Baffle Adversaries (<17-Confound Adversaries)
15-Puncture (<1-Quick Thrust)	32-Stance: Knave (<18-Stance: Dexterity)
16-Strangling Throw	32-Shank
17-Confound Adversaries	32-Slip (<6-Evade)
18-Stance: Dexterity	33-Bum Rush (<5-Diversion Blade)
18-Divert (<6-Evade)	33-Li Low (<19-Stay Low)
19-Distracting Blade (<5-Diversion Blade)	34-Trickery (<20-Ruse)
19-Stay Low	
20-Rake	

34-Vicious Rake (<20-Rake)
35-Bushwhack (<2-Whack)
35-Ruthless Cunning •
36-Mug (<8-Bruise)
36-Sap (<22-Black Jack)
37-Snag (<7-Tie)
38-Craven Delight (<2-Back Attack)
38-Upbraid (<24-Cuss)
39-Deceit
40-Aggravated Assault (<3-Double Dagger)
40-Plead for Mercy (<26-Beg for Mercy)
41-Aegis (<13-Street Smarts)
41-Stance: Daring Advance (<13-Stance: Rash Advance)
42-Forceful Negotiation (<14-Circular Strike)
42-Tangle (<28-Snarl)
43-Concealed Blade (<1-Quick Thrust)
43-Waylay (<15-Gouge)
44-Desperate Thrust
44-Dirty Blow (<30-Low Blow)
44-Rapid Throw (<16-Strangling Throw)
45-Distract Adversaries (<17-Confound Adversaries)
46-Stance: Blackguard (<18-Stance: Dexterity)
46-Evasion (<6-Evade)

46-Shiv (<32-Shank)
47-Gambit (<5-Diversion Blade)
47-Shadow Slip (<19-Stay Low)
48-Deception (<20-Ruse)
48-Murderous Rake (<20-Rake)
49-Run Through (<2-Whack)
50-Debilitate
50-Subdue (<22-Black Jack)
50-Wrangle (<8-Bruise)
51-Corral (<7-Tie)
52-Amazing Reflexes •
52-Chasten (<24-Cuss)
52-Spine Ripper (<2-Back Attack)
53-Crafty Deceit (<39-Deceit)
54-Beseech for Mercy (<26-Beg for Mercy)
54-Vicious Assault (<3-Double Dagger)
55-Stance: Audacious Advance (<13-Stance: Rash Advance)
55-Dispatch •
55-Ruggedness (<13-Street Smarts)
56-Ensnarl (<28-Snarl)
56-Thuggish Negotiation (<14-Circular Strike)
57-Revoke (<15-Gouge)
57-Shrouded Blade (<1-Quick Thrust)
58-Deceitful Blow (<30-Low Blow)
58-Despairing Thrust (<44-Desperate Thrust)

58-Double Up •
58-Flasky Throw (<16-Strangling Throw)
59-Befuddle Adversaries (<17-Confound Adversaries)
60-Elude (<6-Evade)
60-Stance: Ruffian (<18-Stance: Dexterity)
60-Stab (<32-Shank)
61-Hideaway (<19-Stay Low)
61-Sideswipe (<5-Diversion Blade)
62-Ruinous Rake (<20-Rake)
62-Subterfuge (<20-Ruse)
63-Slayer (<2-Whack)
64-Restrain (<22-Black Jack)
64-Ruckus (<8-Bruise)
65-Band of Thugs •
65-Secure (<7-Tie)
66-Disembowel (<2-Back Attack)
66-Vaunt (<24-Cuss)
67-Deceitfulness (<39-Deceit)
68-Appeal for Mercy (<26-Beg for Mercy)
68-Malicious Assault (<3-Double Dagger)
69-Stance: Dauntless Advance (<13-Stance: Rash Advance)
69-Hardened (<13-Street Smarts)
70-Devitalize (<20-Rake)
70-Entangle (<28-Snarl)
70-Underground Negotiation (<14-Circular Strike)



Scout: Dirge

byStrum

Do not underestimate the power of sorrow! The Troubador may sing of laughter and love, bringing smiles to all around her, but the Dirge sings the path of melancholy and dark power.

Dirges are one of the best utility classes *EverQuest II* has to offer, with their widely diverse abilities. They serenade the enemy with mournful songs that bring tears to even the mightiest of foes. Their enemies' combat abilities are greatly reduced while they are disheartened, allowing the Dirge's group to put them out of their misery with ease. While most would prefer to be motivated by happiness and joy, the Dirge harnesses grief and heartache, and turns them into a force that lends his group drive and passion, allowing them to accomplish great feats.

The Dirge also sings songs of power and grim resolve; the key to becoming a successful Dirge lies in understanding your group buffs. You can increase Strength and Agility, boost Parry skill, improve melee attack skills, bolster mitigation against Disease and Poison effects, and direct hate gain to a specific group member (usually a well-armored Fighter). The repertoire of the Dirge increases his or her group's power regeneration while in combat, escalates the party's damage per second by a respectable percentage, and can offer the group a chance to use his or her tragic laments to deal additional Disease damage to enemies.

Singing each of these augmentation songs requires the use of a Concentration slot, so you're limited to having five of these songs active at once. There's not really a "best" combination to use because your song choice depends on the situation you're in: what creatures you're fighting and the makeup of your group. If the main Fighter is not having any trouble holding aggro, then belt out all of the songs in your repertoire that increase the damage output of your group. If the group is under attack by powerful monsters that are hitting a little too hard, try increasing the group's Parry skill with a well-timed lyrical refrain, and then afflict the creatures with a lament to reduce their combat strengths. Your Fighters will never turn down an added hate gain buff to enable them to better protect the weaker members of your group.

Like all who are trained in the Scout path, the Dirge is no slouch with weapons. Typically, you bear a deadly weapon in each hand, and standing to the side or rear of creatures, shred them with speed and finesse while you chant your requiems. Select a sturdy bow as well; you may use it more than you think!

A bit of the rogue inhabits a Dirge's soul, and therefore, picking locks is second nature. Disarm potentially deadly traps for your group before they open chests of treasure!

Dirges can also track beings, both living and undead, alerting your party to dangers and opportunities. Using innate stealth ability, you can traverse the path ahead to reconnoiter for your party, leaving no nasty surprises for your compatriots to stumble into. Remember to move carefully and check from a distance to see if creatures can detect your stealth!

Finally, should things go very, very wrong, the Dirge has the ability to whisk his friends to safety with the Escape skill. You can cast it on the run and it requires a mere two seconds to activate. Just be sure that your group members are within range.

An accomplished musician in any world takes the time to learn all of his notes and lyrics by heart, so as not to falter when performing. Likewise, do not just skim the song effects when you learn a new melody or combat ability; take the time to fully examine, learn, and understand the skill, so that you are ready to put each one to devastating effect at just the right time. This enables you to confidently vary your repertoire in unique situations, instead of using the same old songs in all cases.

Keep your best skills on your hot bars. You may need to keep two or three hot bars on your screen to give you a full range of abilities at your fingertips. Remember to replace older, worn out tunes with exciting new ones of the same line as you learn them!

Solo

Dirges can adventure alone very well. As mentioned earlier, Dirges need to fully understand their buffs to maximize their chance of success in each encounter. Choose your songs before venturing out, and quietly sing those that boost your combat skills and defense. No need to worry about what anyone else needs when you're solo!

Choose targets with care—solo creatures are a better bet than groups—and learn to accept that you cannot take on the same strength of opponents as a group can. If you're realistic in your assessment of encounters, you will go far.



Sonorant Armor

SCOUT: DIRGE

When possible, go into stealth mode and engage the encounter with your stealth attack from the rear. Heroic Opportunities are a great way to boost your damage output; perform them whenever possible. The additional benefits can make the difference in any battle.

Try to sing a ditty to keep your enemy snared whenever possible. In addition to allowing you to back up and use your bow attacks, the Dirge snare also decreases your target's mitigation against Disease damage, one of your main lines of attack, enabling you to maximize your spell damage potential.

Another useful tactic is to use Cheap Shot to briefly stun your opponent, then quickly run behind your enemy and use your flanking attacks. This also keeps your target from attacking for the duration of the stun. It takes some practice to put Cheap Shot to effective use, as it requires movement during battle, but the end result is well worth it! Practice the move on easy creatures until you've mastered the footwork. Remember that you only have to run in a straight line to get behind the creature, then hit your flanking attack; you automatically turn to face the creature.

Two more attacks that are indispensable while soloing are the Singing Strike and Daro's Doleful Dirge line. These two attacks have the interesting effect of healing you for a small amount of health. It may not seem like much, but that health really adds up in long solo fights. Use these two lines every chance you get.

Group

Dirges never have trouble finding groups to join. A big part of the Dirge's group tactics is in fully understanding your beneficial songs, as discussed earlier. One of the most popular requests is for your power-regenerating ditty, beloved by all of your adoring fans, particularly Mages and Priests.

Another big benefit to having a Dirge in the group is the arsenal of debuffs that you have to offer. You can choose from decreasing the encounter's Strength and Agility, decreasing their mitigation against all physical and/or magical damage, or decreasing the encounter's movement speed and Attack Speed. While it is possible to have all of these debuffs up at once, you should be careful; each one of these has a constant power cost to maintain.

Once you have the proper buffs and debuffs running, it's time to fall back on your Scout combat abilities. Assist the main tank (usually by keeping him targeted, so that his target becomes your target), staying at a flanking position to enable you to use your best combat attacks and to avoid a frontal barrage. Do all you can to help keep the

Heroic Opportunities going, as some of the group combinations are very powerful. In a pinch, Dirges have a fear-inducing screech that is very handy for dealing with exceptionally tough creatures or wandering beings that join the battle unexpectedly, and again, should all else fail, you can help your whole party Escape to safety.

Pros

- The Selo's spell line is the fastest long-term run speed buff in *EverQuest II*. This is most useful in dungeons where mounts cannot be used.
- Dirges are always sought after for grouping.
- You have powerful group buffs and enemy debuffs.
- Dirges are very versatile in play style through the use of songs, combat abilities, and plenty of utility.

Cons

- Dirges cannot use poisons like other Scouts.
- Dirges have low damage output when compared to other Scouts.
- Dirges rely on more attributes than other Scouts (Agility, Strength, and Intelligence). This can make balancing stats and finding the right equipment challenging.

Training

Level 14	Level 44
10-Harl's Rousing Tune	41-Bria's Exalting Ballad
12-Piercing Shriek	42-Cry of the Dead
13-Bria's Stirring Ballad	42-Riana's Spiteful Sustain
14-Relentless Tune	44-Daro's Sorrowful Dirge
Level 24	Level 54
20-Lanet's Excruciating Scream	48-Lanet's Violent Scream
22-Crypt's Quiet	50-Tomb's Stillness
24-Clara's Chaotic Cacophony	52-Harl's Rousing Strain
24-Harl's Quickening Euphony	54-Luda's Heinous Cry
Level 34	Level 64
31-Lucky Boon	60-Hyran's Seething Sonata
32-Jael's Mysterious Mettle	62-Lanet's Tumultuous Scream
33-Daro's Dull Blade	62-Noxious Dissertation
34-Lanet's Agonizing Scream	64-Tomb's Calm



Dirge Abilities

1-SINGING STRIKE A quick attack that drains the target's health, granting a portion of it to you.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | HO Dagger

1-Singing Strike 4-8 dam; heal 3; Power 2

8-Singing Blade (< 1-Swipe) 19-32 dam; heal 13; Power 8

15-Singing Thrust (< 1-Swipe) 36-60 dam; heal 24; Power 15

29-Thuri's Doleful Thrust (< 1-Swipe) 74-124 dam; heal 49; Pow. 27

43-Bereavement (< 1-Swipe) 117-195 dam; heal 77; Power 40

57-Griefeance (< 1-Swipe) 168-280 dam; heal 111; Power 52

1-SHROUD • You move undetected at an increased movement rate. Gives you Stealth. Suspends your movement speed enhancements. Self | CRR 2s Instant 10s | Dur 12h | HO Mask

2-HARL'S ATHLETIC TUNE Increases your group's Strength and Agility.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 50m | HO Mask

2-Harl's Athleti Tune STR, AGI +7; Power 8

10-Harl's Rousing Tune STR, AGI +10.8; Power 24

24-Harl's Quickening Euphony STR, AGI +23; Power 52

38-Harl's Kindling Strain STR, AGI +35; Power 80

52-Harl's Rousing Strain STR, AGI +49; Power 107

66-Harl's Awakening Strain STR, AGI +62; Power 134

2-HAUNTING STRIKE A stealth attack that deals great damage and reduces the target's Wisdom.

Enemy | CRR 0.5s 0.5s 10s | Dur 20s | Range 5m | Resist -10% | HO Cloak

2-Haunting Strike 9-16 dam; WIS -6.7; Power 3

9-Wailing Strike 43-72 dam; WIS -9.2; Power 9

21-Misfortune's Kiss 102-170 dam; WIS -20; Power 20

35-Delusory Trill 183-305 dam; WIS -32; Power 33

49-Garsin's Haunting Wail 277-462 dam; WIS -46; Power 45

63-Garsin's Grim Acclamation 378-631 dam; WIS -59; Power 57

3-OFFENSIVE BOON Increases the combat skills (Slashing, Crushing, Piercing, Ranged) of your group.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 50m | HO Mask

3-Offensive Boon combat skills +1.9; Power 10

17-Songster's Luck combat skills +6.1; Power 38

31-Lucky Boon combat skills +11.2; Power 66

45-Discordant Boon combat skills +16.2; Power 93

59-Dissonant Boon combat skills +21; Power 121

3-SHRIEK Does a moderate amount of Disease damage.

Enemy | CRR 1s 0.5s 20s | Range 35m | Resist -24% | HO Dagger

3-Shriek 19-32 Disease dam; Power 7

12-Piercing Shriek 77-128 Disease dam; Power 27

26-Luda's Wicked Warble 175-291 Disease dam; Power 51

40-Luda's Fiendish Howl 282-471 Disease dam; Power 76

54-Luda's Heinous Cry 417-695 Disease dam; Power 100

68-Luda's Nefarious Wail 552-920 Disease dam; Power 125

4-CHEAP SHOT • Stuns the target on a successful hit (with a shorter duration on more difficult opponents). Lasts for 6 or 2s. Epics not affected. Power 95

Enemy | CRR 0.2s 0.5s 20s | Dur 6s | Range 5m | HO Coin

5. LUCKY BREAK • Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Lock

5-SIDE BLADE An attack made from the flank or behind that impairs target's combat attack damage (DPS).

Enemy | CRR 0.5s 0.5s 10s | Dur 10s | Range 5m | Resist -10% | HO Cloak

5-Side Blade 18-30 dam; DPS -14.5%; Power 6

19-Dull Blade 68-114 dam; DPS -16.7%; Power 19

33-Daro's Dull Blade 128-214 dam; DPS -19.8%; Power 31

47-Guttural Shriek 197-329 dam; DPS -23%; Power 43

61-Shrieking Stab 273-455 dam; DPS -27%; Power 55

6-EVADE Reduces target's hate toward you.

Enemy | CRR 0.2s 0.5s 20s | Range 10m | HO Coin

6-Evade Threat -54-90; Power 3

18-Divert Threat -162-270; Power 8

32-Slip Threat -317-528; Power 14

46-Evasion Threat -502-834; Power 19

60-Elude Threat -720-1200; Power 25

7-VERLIEN'S KEEN OF SLOWNESS Severely decreases target's resistance to Disease and slows target's movement speed.

5% chance to dispel Slow each time target receives hostile action or takes damage.

Enemy | CRR 0.5s 0.5s 20s | Dur 24s | Range 15m | HO Coin

7-Verlien's Keen of Slowness Disease mitig -262; Slow -38%;

Power 6

23-Verlien's Enigmatic Falsetto Disease mitig -552; Slow -42%;

Power 16

37-Verlien's Keen of Woe Disease mitig -888; Slow -45%; Pow. 26

51-Verlien's Keen of Despair Disease mitig -1224; Slow -48%;

Power 35

65-Verlien's Keen of Calamity Disease mitig -1560; Slow -52%;

Power 44

8-TARVEN'S CONFOUNDING CHORUS Decreases target's Defense, interrupts it, and deals minor Disease damage.

Enemy | CRR 0.5s 0.5s 10s | Dur 36s | Range 5m | HO Coin

8-Tarven's Confounding Chorus Defense -3.1;

7-12 Disease dam; Power 13

22-Tarven's Crippling Crescendo Defense -7.9;

20-34 Disease dam; Power 32

36-Tarven's Bedeviled Undersong Defense -13;

35-59 Disease dam; Power 50

50-Tarven's Cantankerous Verse Defense -18;

53-89 Disease dam; Power 69

64-Tarven's Quarrelsome Rhyme Defense -23;

72-120 Disease dam; Power 87

11-DISEASED BLADE Two quick attacks that deal Disease damage. If the first attack misses, the second will miss automatically. If both attacks hit, the target will suffer additional Disease damage every 6 seconds.

Enemy | CRR 0.5s 0.5s 20s | Dur 24s | Range 5m | Resist -10% | HO Dagger

11-Diseased Blade 18-30 Disease dam (x2); 8 Disease DoT;

Power 17

25-Darksong Blade 43-72 Disease dam (x2); 19 Disease DoT;

Power 36

39-Afflicted Blade 71-119 Disease dam (x2); 31 Disease DoT;

Power 54

53-Void Blade 106-177 Disease dam (x2); 46 Disease DoT;

Power 72

67-Infected Blade 141-235 Disease dam (x2); 61 Disease DoT;

Power 91

13-BRIA'S STIRRING BALLAD Increases in-combat power replenishment of your group. This can stack with the Illusionist/ Coercer concentration group power replacement spell.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 30m | HO Coin

13-Bria's Stirring Ballad Power regen +5; Power 30

27-Bria's Thrilling Ballad Power regen +11.8; Power 58

41-Bria's Exalting Ballad Power regen +19.8; Power 85

55-Bria's Glorifying Ballad Power regen +28; Power 113

69-Bria's Inspiring Ballad Power regen +35; Power 140

13-DEATH'S DOOR Increases your Agility and Intelligence.

Self | Conc 1 | CRR 1s 0.5s 30s | Dur cancel | HO Mask

13-Death's Door AGI +20; INT +23; Power 20

27-Death's Scent AGI +38; INT +44; Power 39

41-Lithe Disbelief AGI +57; INT +67; Power 57

55-Supple Disdain AGI +77; INT +90; Power 75

69-Death Bearer AGI +98; INT +114; Power 93

13-SELO'S ACCELERANDO A song that increases your group's movement speed. It suspends during combat.

Group | CRR 5s 0.5s 6s | Dur cancel | AoE 50m | HO (none)

13-Selo's Accelerando speed +22%; Power 30

27-Selo's Rhythm of Speed speed +28%; Power 58

41-Selo's Accelerating Chorus speed +34%; Power 85

14-RELENTLESS TUNE Increases the combat attack damage of your group.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 50m | HO Coin

14-Relentless Tune DPS +11.9%; Power 32

28-Riana's Relentless Tune DPS +14.5%; Power 60

42-Riana's Spiteful Sustain DPS +17.1%; Power 87

56-Riana's Scornful Sustain DPS +19.7%; Power 115

70-Riana's Maligning Sustain DPS +22%; Power 142

15-DISSONANCE Does a medium amount of Disease damage to target encounter.

Enemy | CRR 2s 0.5s 20s | AoE 10m | Range 35m | Resist -10% | HO Dagger

15-Dissonance 60-99 Disease dam; Power 48

29-Dissonant Rhythm 112-204 Disease dam; Power 85

43-Jarol's Melancholy Requiem 193-321 Disease dam; Power 121

57-Jarol's Sorrowful Requiem 276-461 Disease dam; Power 158

16-SAPPING SHOT Two ranged attacks that deal Disease damage. If the first attack misses, the second misses automatically. If both attacks hit, the target is drained of Power every 4 seconds (PoT).

Enemy | CRR 1s 0.5s 20s | Dur 16s | Range 30m | Resist -10% | HO Bow

16-Sapping Shot 25-42 Disease dam (x2); Power -17-21, plus -9-11 PoT; Power 24

30-Thuri's Sapping Shot 50-84 Disease dam (x2); Power -35-42, plus -17-21 PoT; Power 43

44-Jael's Dreadful Depletion 79-132 Disease dam (x2); Power -54-66, plus -27-33 PoT; Power 61

58-Jael's Dreadful Deprivation 112-187 Disease dam (x2); Power -77-94, plus -38-47 PoT; Power 79

18-JAEL'S ELUSION Increases your group's Parry skill.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 50m | HO Cloak

18-Jael's Elusion Parry +9.7; Power 27

32-Jael's Mysterious Mettle Parry +17.3; Power 45

46-Wailing Elusion Parry +25; Power 63

60-Screeching Elusion Parry +32; Power 82

19-REPROACHING DISCANTE Reduces nearby enemies' Strength and Agility.

Enemy | CRR 1s 0.5s 2s | Dur 1m | AoE 15m | Range 25m | Resist -10% | HO Dagger

19-Reproaching Discante STR, AGI -36; Power 11 to cast, plus 11 every 6s

33-Disheartening Discante STR, AGI -61; Power 18 to cast, plus 18 every 6s

47-Oppressive Discante STR, AGI -88; Power 26 to cast, plus 26 every 6s

61-Disheartening Discante STR, AGI -115; Power 33 to cast, plus 33 every 6s

20-LANET'S EXCRUCIATING SCREAM Decrease target's Agility. When the song expires, it deals Mental damage to the target.

Enemy | CRR 1s 0.5s 20s | Dur 20s | Range 30m | Resist -10% | HO Mask

20-Lanet's Excruciating Scream AGI -19.2; 127-211 Mental dam; Power 30

34-Lanet's Agonizing Scream AGI -31; 233-388 Mental dam; Power 48

48-Lanet's Violent Scream AGI -45; 354-590 Mental dam; Power 66

62-Lanet's Tumultuous Scream AGI -58; 487-812 Mental dam; Power 84

20-Noxious Chorus Increases your group's Disease and Poison (D/P) mitigation.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 50m | HO Mask

20-Noxious Chorus D/P mitigation +276; Power 45

34-Noxious Symphony D/P mitigation +469; Power 72

48-Noxious Concerto D/P mitigation +662; Power 99

62-Noxious Dissertation D/P mitigation +856; Power 126

22-Crypt's Quiet Grants your group a 12% chance to add Disease damage to a successful attack.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 50m | HO Mask

22-Crypt's Quiet 30-51 Disease dam; Power 48

36-Grave's Peace 53-89 Disease dam; Power 76

50-Tomb's Stillness 80-133 Disease dam; Power 103

64-Tomb's Calm 108-181 Disease dam; Power 130

24-Clara's Chaotic Cacophony Decreases target encounter's Crushing, Piercing, and Slashing resistance (C/P/S). This song requires a recurrent power cost to maintain.

Enemy | CRR 1s 0.5s 2s | Dur 1m | AoE 15m | Range 25m | Resist -10% | HO Mask

24-Clara's Chaotic Cacophony C/P/S mitig -288; Power 14 to cast, 14 every 6s

38-Clara's Crazed Cacophony C/P/S mitig -456; Power 21 to cast, 21 every 6s

52-Clara's Cataclysmic Cacophony C/P/S mitig -624; Power 28 to cast, 28 every 6s

66-Clara's Catastrophic Cacophony C/P/S mitig -792; Power 35 to cast, 35 every 6s

25-Escape • Teleports you and your group within zone; Power 54.

Self | CRR 3.0 0.5 15 minutes | AoE 20m | HO (none)

26-Garsin's Funeral March Causes the target to flee.

Upgrades to this ability decrease the chance to resist the duration of this effect. Makes target afraid. 20% chance to dispel when target takes damage or receives hostile action. Does not affect Epic targets.

Enemy | CRR 2s 0.5s 30s | Range 20m | Resist -10% | HO Cloak

26-Garsin's Funeral March duration 10s; Power 56

40-Garsin's Burial March duration 14s; Power 84

54-Garsin's Burial Chant duration 16s; Power 111

68-Garsin's Haunting March duration 18s; Power 138

28-Cry of the Departed Deals Disease damage, and returns a portion of this damage as health to you.

Enemy | CRR 1s 0.5s 10s | Range 10m | Resist -24% | HO Cloak

28-Cry of the Departed 80-143 Disease dam; 53-89 heal; Pow. 46

42-Cry of the Dead 127-212 Disease dam; 85-141 heal; Power 67

56-Howl of the Dead 184-307 Disease dam; 122-204 heal; Pow. 88

70-Wail of the Dead 241-402 Disease dam; 160-267 heal; Pow. 109

30-Daro's Doeful Dirge Decreases target encounter's movement speed and Attack Speed. This song requires a recurrent power cost to maintain.

Enemy | CRR 1s 0.5s 2s | Dur 1m | AoE 15m | Range 25m | Resist -10% | HO Coin

30-Daro's Doeful Dirge Slow -22%; Attack Sp -15.6%; Power 17 to cast, 17 every 6s

44-Daro's Sorrowful Dirge Slow -23%; Attack Sp -17.3%; Power 24 to cast, 24 every 6s

58-Daro's Disconsolate Dirge Slow -25%; Attack Sp -19%; Power 31 to cast, 31 every 6s

32-Hyran's Angry Sonata Increases an ally's Strength and the amount of hate generated in combat.

Group Friend | Conc 1 | CRR 2s 0.5s 30s | Dur cancel | Range 10m | HO Mask

32-Hyran's Angry Sonata STR +30; Hate Gain +18.9%; Power 68

46-Hyran's Raging Sonata STR +43; Hate Gain +25%; Power 95

60-Hyran's Seething Sonata STR +56; Hate Gain 31%; Power 123

35-Zander's Choral Rebuff • Decreases spell resistance of target encounter. This song has a recurrent power cost. Magic mitig -420; Power 19 to cast, 19 every 6s

Enemy | CRR 1s 0.5s 2s | Dur 1m | AoE 15m | Range 25m | Resist -10% | HO Dagger

40-Wail of Woe Interrupts nearby enemies and blurs their vision, with a 5% chance to knock down each one for 2 seconds. Epics not affected.

Self | CRR Instant 0.5s 20s | Dur 2s | AoE 15m (max targets 8) | Resist -10% | HO Mask

40-Wail of Woe

54-Hymn of Horror less chance to resist

68-Wail of Horror less chance to resist

44-Elegy at Death's Door • Resurrects a fallen ally (but not in an arena), with 10% health. For 2 minutes, ally is -20% for Attack Speed and attributes (-5% if less than Level 7). After 2 minutes, heals 25%. This spell can be cast during combat. Power 231

Raid or group corpse | CRR 4s 0.5s 30s | Range 10m | HO Coin

50-Wail of the Banshee Target and nearby encounter members suffer from Disease damage over time (every 4 seconds), then additional Disease damage if spell is not dispelled before it expires.

Enemy | CRR 2s 0.5s 20s | Dur 16s | AoE 15m | Range 25m | Resist -24% | HO Dagger

50-Wail of the Banshee 85 Disease DoT

(plus 256-427 Disease dam); Power 187

70-Banshee 129 Disease DoT (plus 386-643 Disease dam); Power 257

52-Percussion of Stone • A song that gives your group a chance to absorb physical damage for a short duration after having taken any physical damage. When anyone in the group is damaged, this spell has a 10% chance to cast Stoneskin on that character, lasting for 20 seconds.

Group | Conc 1 | CRR 2s 0.5s 6s | Dur cancel | AoE 50m | HO Coin

55-Scream of Death • A stealthed attack from behind that deals increasingly intense Disease damage over time (DDoT; every 3 seconds), 301-501 dam; 60 DDoT (1-15s); 120 DDoT (16-30s); 180 DDoT (31-45s); Power 113

Enemy | CRR 0.5s 0.5s 1m | Dur 45s | Range 5m | Resist -10% | HO Dagger

58-Cacophony of Blades • Gives your group Attack Speed +39%, with an interrupt and 48-80 additional Disease damage on every melee hit. Power 79

Group | CRR 2s 0.5s 1m | Dur 12s | AoE 50m | HO Coin

65-Oration of Sacrifice • Channels health-over-time from you to an ally. While in effect, you are stifled. 81 health from you to target instantly, and every 0.3s

Raid or Group Friend | CRR 0.5s 0.5s 45s | Dur 8s | Range 20m | HO (none)

Dirge Abilities by Level

1-Shroud	24-Clara's Chaotic Cacophony	37-Verlien's Keen of Woe	48-Noxious Concerto	60-Hyran's Seething Sonata
1-Singing Strike	24-Harl's Quickening Euphony	(< 2-Harl's Keen of Slowness)	(< 20-Noxious Chorus)	(< 32-Hyran's Angry Sonata)
2-Harl's Athletic Tune	(< 2-Harl's Athletic Tune)	38-Clara's Crazed Cacophony	49-Garsin's Haunting Wail	60-Screeching Elusion
2-Haunting Strike	25-Darksong Blade	(< 11-Diseased Blade)	(< 2-Harl's Doeful Dirge)	(< 18-Jael's Elusion)
3-Offensive Boon	25-Escape		50-Tarven's Cantankerous Verse	61-Disheartening Discante
3-Shriek	26-Garsin's Funeral March		(< 8-Tarven's Confounding Chorus)	(< 19-Reproaching Discante)
4-Cheap Shot	26-Luda's Wicked Warble	(< 3-Shriek)	50-Tomb's Stillness	61-Shrieking Stab
5-Lucky Break	27-Bria's Thrilling Ballad	(< 13-Bria's Stirring Ballad)	(< 22-Crypt's Quiet)	(< 5-Side Blade)
5-Side Blade	27-Death's Scent	(< 13-Death's Door)	50-Wail of the Banshee	62-Lanet's Tumultuous Scream
6-Evade	27-Selo's Rhythm of Speed	(< 13-Selo's Accelerando)	51-Verlien's Keen of Despair	(< 20-Lanet's Excruciating Scream)
7-Verlien's Keen of Slowness	28-Cry of the Departed		(< 7-Verlien's Keen of Slowness)	62-Noxious Dissertation
8-Singing Blade	28-Riana's Relentless Tune		52-Clara's Cataclysmic Cacophony	(< 20-Noxious Chorus)
8-Tarven's Confounding Chorus	29-Dissontant Rhythm	(< 14-Relentless Tune)	(< 24-Clara's Chaotic Cacophony)	63-Garsin's Grim Acclamation
9-Wailing Strike	29-Verlien's Keen of Woe	(< 15-Dissonance)	52-Harl's Rousing Strain	(< 2-Harl's Confounding Chorus)
10-Harl's Rousing Tune	30-Daro's Doleful Dirge	(< 16-Sapping Shot)	(< 2-Harl's Athletic Tune)	64-Tarven's Quarrelsome Rhyme
11-Diseased Blade	30-Thuri's Sapping Shot	(< 16-Sapping Shot)	52-Percussion of Stone	(< 20-Tarven's Confounding Chorus)
12-Piercing Shriek	31-Lucky Boon	(< 3-Offensive Boon)	53-Void Blade	64-Tomb's Calm
13-Bria's Stirring Ballad	32-Hyran's Angry Sonata		(< 11-Diseased Blade)	(< 22-Crypt's Quiet)
13-Death's Door	32-Jael's Melancholy Requiem		54-Garsin's Burial Chant	65-Oration of Sacrifice
13-Selo's Accelerando	33-Lanet's Mysterious Mettle	(< 15-Dissonance)	(< 26-Garsin's Funeral March)	65-Verlien's Keen of Calamity
14-Relentless Tune	33-Slip	(< 18-Jael's Elusion)	54-Hyman of Horror	(< 7-Verlien's Keen of Slowness)
15-Dissonance	33-Daro's Dull Blade	(< 6-Evade)	(< 40-Wail of Woe)	66-Clara's Catastrophic Cacophony
15-Singing Thurst	33-Darvo's Discolante	(< 5-Side Blade)	54-Luda's Heinous Cry	(< 24-Clara's Chaotic Cacophony)
16-Sapping Shot	34-Verlien's Keen of Woe	(< 19-Reproaching Discante)	55-Bria's Glorifying Ballad	66-Harl's Awakening Strain
17-Songster's Luck	34-Noxious Symphony	(< 20-Noxious Chorus)	(< 13-Bria's Stirring Ballad)	(< 2-Harl's Athletic Tune)
18-Divert	35-Delusory Trill	(< 2-Haunting Strike)	55-Scream of Death	67-Infected Blade
18-Jael's Elusion	35-Zander's Choral Rebuff		(< 13-Death's Door)	(< 11-Diseased Blade)
19-Dull Blade	36-Grave's Peace	(< 22-Crypt's Quiet)	55-Supple Disdain	68-Garsin's Haunting March
19-Reproaching Discante	36-Tarven's Bedeviled Undersong	(< 22-Crypt's Quiet)	(< 13-Death's Door)	(< 26-Garsin's Funeral March)
20-Noxious Chorus		(< 7-Tarven's Confounding Chorus)	56-Howl of the Dead	68-Luda's Nefarious Wail
21-Misfortune's Kiss			(< 28-Cry of the Departed)	(< 3-Shriek)
22-Crypt's Quiet			56-Riana's Scornful Sustain	68-Wail of Horror
22-Tarven's Crippling Crescendo			(< 14-Relentless Tune)	(< 40-Wail of Woe)
23-Verlien's Enigmatic Falsetto			57-Griefwave	69-Bria's Inspiring Ballad
(< 7-Verlien's Keen of Slowness)			(< 1-Singing Strike)	(< 13-Bria's Stirring Ballad)
			57-Jarol's Sorrowful Requiem	69-Death Bearer
			(< 15-Dissonance)	(< 13-Death's Door)
			58-Cacophony of Blades	70-Banshee
			(< 20-Daro's Doeful Dirge)	(< 50-Wail of the Banshee)
			58-Daro's Disconsolate Dirge	70-Riana's Maligning Sustain
			(< 13-Daro's Doleful Dirge)	(< 14-Relentless Tune)
			58-Jael's Dreadful Deprivation	70-Wail of the Dead
			(< 16-Sapping Shot)	(< 28-Cry of the Departed)
			59-Dissontant Boon	
			(< 3-Offensive Boon)	
			60-Elude	(< 6-Evade)

Scout: Troubador

by Andrea Silva

Troubadors, in stark contrast to their gloomy Dirge brethren, inspire their allies with songs of bravery and courage.

Solo

Troubadors perform admirably as soloists. The most difficult challenge is deciding which beneficial songs to use while out adventuring. With only five Concentration points, you want to put some thought into which songs you take with you. For the soloist, a selection from the following songs requiring Concentration is probably your best bet.

Raxxyl's Fortitude line increases Strength and Stamina, increasing your hit points and melee damage.

Performer's Talent is a self-only song that increases Agility and Intelligence. Agility boosts your Avoidance while Intelligence will boost your power pool and singing capabilities.

Bria's Stirring Ballad line increases in-combat power replenishment. In a narrow fight, the additional power regenerated can mean the difference between your life and death.

Quiron's Joyous Celebration increases in-combat health regeneration. It's similar to Bria's Stirring Ballad except it replenishes health instead of power. This is another song that can make the difference in a close fight.

Merciless Melody increases your group's Attack Speed, making it useful both for a soloist and when you're performing for a group.

The other beneficial songs that require Concentration are also useful, but they provide more benefits on a group or raid. As a soloist, focus on dealing damage efficiently and keeping yourself alive.

Troubadors are not just about singing songs however, and this is apparent when you examine the combat arts available from their Scout class background. Shroud, the ability to stealth and become invisible to your enemies, is an invaluable tool both for sneaking and striking. You can slip past enemies while remaining undetected or start a fight with a high-damage sneak attack (such as the Night Blade line). Once you've initiated combat, follow up with your other combat arts and damage songs. For attacks such as the Brilliant Blade line that

require you to be flanking or behind the target, there's a simple way to accomplish this during combat. Use Cheap Shot to stun your foe, and then run forward a few paces past the creature you're fighting. You automatically turn around to face the back of your enemy and can execute a Brilliant Blade strike before your foe has a chance to recover and turn back to face you.

Lore's Shuddering Song and its counterparts are useful for decreasing the enemy's Defense as well as siphoning away the enemy's power each time it tries to use a spell or combat art of its own. Enemies without power quickly become sitting ducks!

Alin's Keening Lamentation line is another useful ability that does moderate damage while interrupting an encounter. Use this when fighting a lot of spellcasters.

Bria's Entrancing Sonnet is an interesting song—it allows you to charm a foe to become your ally. However, use extreme caution; the charm effects aren't permanent and are more likely to be dispelled if your new "friend" takes damage. Charmed enemies can only be commanded to stop or follow you, but they defend you if you're attacked. The best way to use this song is as an extra source of DPS. This song requires a Concentration point, so make sure you have one available if you plan to sing the Sonnet.

The Swindle Essence line drains health from an enemy, converting some of that health into power for you. This ability has a longer reuse time than most others, but the double benefit of damage to your enemy and power that you can't be beat.

Group

With a limited number of Concentration points and so many beneficial songs to choose from, it's impossible for a Troubador to use all of the best ones. This is why you can never have too many Troubadors in your group! If you're fortunate enough to find yourself in a group with another Troubador, coordinate with each other so that each of you is maintaining different beneficial songs to maximize the benefit to your party.

If you're the only Troubador in the group, you face the same difficult choices as when soloing. Where do you spend your Concentration points so



Resounding
Presence Armor

that you (and now your group) receive the most benefit? The Performer's Talent line is self-only, so it's an easy one to drop from your repertoire while in a group. You want to use Merciless Melody, Bria's Stirring Ballad, and Quiron's Joyous Celebration (for the group haste as well as the in-combat power and health regenerations). If you're in a melee-heavy group, consider using the Raxxyl's Fortitude line again. Here are two other lines to consider when in a group:

Magical Boon grants increased Focus and spellcasting techniques, making spells cast on enemies harder to resist and reducing fizzles. This is an excellent song to use in a caster-heavy group.

Insatiable Ardor increases your group's Defense and makes an excellent choice for that final Concentration point.

If you find yourself in over your head and drawing aggro away from the main tank in the group, use the resourceful Evade skill to immediately reduce the amount of aggro the enemy has for you.

Finally, Troubadors control crowds with the Lullaby line. Lullaby mesmerizes the enemy target while also protecting it from indirect AoE damage. If your group happens to get draw foes, this is a great way to distract one of them until your group is ready to handle it.

Raid

With the variety of benefits they bring to a group, Troubadors are valuable on raids. In addition to all of their stat-increasing songs, haste, and regenerations, they boost resistances with the following songs:

Arcane Chorus increases your group's Magic, Mental, and Divine resistances. This song requires one Concentration point.

Elemental Chorus increases your group's elemental resistance and also requires one Concentration point.

High resistance scores are invaluable on raids; they prevent a lot of AoE damage from affecting a character. Troubadors provide great assistance with that and can buff almost any type of resistance you could need.

Troubadors are also usually part of the crowd control team with Coercers and Illusionists, utilizing their Lullaby line to control uninvited foes from wreaking havoc on the raid.

Achievements

The Bladesinger (Strength) path provides protection against AoE damage to the Troubadour. As part of the final ability, that protection spreads to all party members. This path also provides boosts to many of the Troubadour's songs, increasing the benefits they provide.

The Wayfarer (Agility) path has an interesting final ability called Vanishing Act, providing stealth to the Troubadour's group even while in combat.

The Skald (Stamina) path has interesting shields abilities. An early ability allows you to knock down foes, while the final ability grants you immunity to knockdowns.

The Harbringer (Wisdom) path has several great abilities, including movement speed boosts (in and out of combat) and group casting-time reductions. The final ability improves critical heal and damage categories across the group.

The Minstrel (Intelligence) path includes several song boosts. One ability benefits songs that increase combat skills or casting techniques. Another increases the effects on songs that boost Attack Speed or DPS.

Pros

- The ability to move undetected past your enemies is an invaluable skill. What's even better is that Shroud can be used while moving!
- The Selo's Accelerando line increases your group's movement speed and is the best movement speed enhancement in the game other than mounts.
- Escape teleports you and your group to safety elsewhere in the zone.
- Troubadors have excellent crowd control abilities with the Lullaby line, which allows a Troubadour to mesmerize the target while also protecting it from indirect AoE damage.

Cons

- With so many interesting spells and abilities, Troubadors are faced with difficult decisions when deciding which ones to hotkey and which ones to forget about for awhile. If you're the indecisive sort, avoid this class!

Training

Level 14	Level 44
10-Raxxyl's Rousing Tune	41-Bria's Exalting Ballad
12-Piercing Shrrill	42-Invigorating Opus
13-Bria's Stirring Ballad	43-Sandra's Befuddling Incursion
14-Merciless Melody	44-Quiron's Ecstatic Celebration
Level 24	Level 54
21-Luckblade	48-Arcane Concerto
22-Aria of Excitement	50-Aria of Exaltation
22-Lore's Snapping Sonnet	52-Raxxyl's Brash Descant
24-Raxxyl's Energizing Harmony	54-Flawless Shrrill
Level 34	Level 64
31-Minstrel's Fortune	60-Kian's Catastrophic Anthem
32-Daelor's Luminary Ballad	61-Dancing Blade
32-Kian's Destructive Anthem	62-Arcane Dissertation
33-Walt's Thirsting Thrust	64-Aria of Acclamation

Troubador Abilities

1-DEAFENING STRIKE

Deals Mental and power damage.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | HO Dagger

1-Deafening Strike

4-8 Mental dam; Power -2-3; Power 2

8-Deafening Blade

19-32 Mental dam; Power -7-12; Power 8

15-Deafening Thrust

36-60 Mental dam; Power -14-23; Power 15

29-Sandra's Deafening Strike

74-124 Mental dam;

Power -28-46; Power 27

43-Sandra's Befuddling Incursion

117-195 Mental dam;

Power -44-73; Power 40

57-Sandra's Bewildering Incursion

168-280 Mental dam;

Power -63-105; Power 52

1-SHROUD

You move undetected at increased movement rate.

Gives you Stealth. Suspends your movement speed enhancements.

Self | CRR 2s Instant 10s | Dur 12h | HO Mask

2-NIGHT BLADE

A stealth attack that deals great damage and decreases the target's Intelligence.

Enemy | CRR 0.5 0.5s 10s | Dur 20s | Range 5m | Resist -10% | HO Cloak

2-Night Blade

9-16 dam; INT -10.1; Power 3

9-Midnight Blade

43-72 dam; INT -13.9; Power 9

21-Luckblade

102-170 dam; INT -30; Power 20

35-Clara's Midnight Cadence

183-305 dam; INT -49; Power 33

49-Startling Shriek

277-462 dam; INT -69; Power 45

63-Clara's Midnight Tempo

378-631 dam; INT -89; Power 57

2-RAXXYL'S FORTITUDE SONG

Increases your group's Strength and Stamina.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 50m | HO Mask

2-Raxxyl's Fortitude Song

STR, STA +7; Power 8

10-Raxxyl's Rousing Tune

STA, STR +10.8; Power 24

24-Raxxyl's Energizing Harmony

STA, STR +23; Power 52

38-Raxxyl's Vivacious Descant

STA, STR +35; Power 80

52-Raxxyl's Brash Descant

STA, STR +49; Power 107

66-Raxxyl's Brazen Descant

STA, STR +62; Power 134

3-MAGICAL BOON

Grants increased Focus and improved effectiveness of all casting techniques of your group (Disruption,

Subjugation, Ordination, and Ministration). Increases to casting

technique make it more difficult for enemies to outright resist your

group's spells and reduce the chance of spell fizzle.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 50m | HO Mask

3-Magical Boon

Focus +3.8; casting techniques +1.9; Power 10

17-Minstrel's Luck

Focus +12.2; casting techniques +6.1; Power 38

31-Minstrel's Fortune

Focus +22; casting techniques +11.2; Power 66

45-Swan Song

Focus +32; casting techniques +16.2; Power 93

59-Dove Song

Focus +42; casting techniques +21; Power 121

3-SHRIIL

Does a moderate amount of Mental damage.

Enemy | CRR 1s 0.5s 15s | Range 35m | Resist -24% | HO Dagger

3-Shrill

16-26 Mental dam; Power 7

12-Piercing Shrill

64-106 Mental dam; Power 27

26-Dissenting Cantata

144-240 Mental dam; Power 51

40-Exquisite Shrill

233-389 Mental dam; Power 76

54-Flawless Shrill

344-574 Mental dam; Power 100

68-Perfect Shrill

456-759 Mental dam; Power 125

4-CHEAP SHOT

• Stuns the target on a successful hit (with a

shorter duration on more difficult opponents). Lasts for 6 or 25.

Epics not affected. Power 95.

Enemy | CRR 0.2s 0.3s 20s | Dur 6s | Range 5m | HO Coin

5-BRILLIANT BLADE An attack made from the flank or behind that deals moderate physical and power damage.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist -10% | HO Cloak

5-Brilliant Blade

18-30 dam; Power -7-11; Power 6

19-Taffo's Brilliant Blade

68-114 dam; Power -26-43; Power 19

33-Walt's Thirsting Thrust

128-214 dam; Power -48-81; Power 31

47-Taffo's Dazzling Ditty

197-329 dam; Power -74-123; Power 43

61-Dancing Blade

273-455 dam; Power -103-171; Power 55

5-LUCKY BREAK

• Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Lock

6-EVADE

Reduces target's hate toward you.

Enemy | CRR 0.2s 0.5s 20s | Range 10m | HO Coin

6-Evade

Threat -54-90; Power 3

18-Divert

Threat -162-270; Power 8

32-Slip

Threat -317-528; Power 14

46-Evasion

Threat -502-834; Power 19

60-Elude

Threat -720-1200; Power 25

7-SYBIL'S SLOWING CHANT

Decreases target's Mental (M) resistance and slows movement speed. 5% chance to dispel slow

each time target receives hostile action or takes damage.

Enemy | CRR 0.5s 0.5s 20s | Dur 24s | Range 15m | HO coin

7-Sybil's Slowing Chant

M mitig -262; slow -38%; Power 6

23-Sybil's Shuddering Sonnet

M mitig -552; slow -42%; Power 16

37-Guviena's Disparate Chant

M mitig -888; slow -45%; Power 26

51-Guviena's Slothful Chant

M mitig -1224; slow -48%; Power 35

65-Guviena's Apathetic Chant

M mitig -1560; slow -52%; Power 44

8-LORE'S SHUDDERING SONG

Decreases target's Defense and burns its power every time it uses an ability.

Enemy | CRR 0.5s 0.5s 10s | Dur 36s | Range 5m | HO Coin

8-Lore's Shuddering Song

Defense -3.1; power use +22%; Power 13

22-Lore's Snapping Sonnet

Defense -7.9; power use +32%; Power 32

36-Lore's Lurching Limerick

Defense -13; power use +39%; Power 50

50-Lore's Magniloquent Roust

Defense -18; power use +48%; Power 69

64-Lore's Euphuistic Romp

Defense -23; power use +56%; Power 87

11-SPARKLING BLADE

Two quick attacks that deal Mental damage. If the first attack misses, the second misses automatically.

enemy | CRR 0.5s 0.5s 20s | Range 5m | Resist -10% | HO Dagger

11-Sparkling Blade

24-40 Mental dam (x2); Power 17

25-Fulgent Blade

56-94 Mental dam (x2); Power 36

39-Elegant Blade

93-156 Mental dam (x2); Power 54

53-Courteous Blade

139-231 Mental dam (x2); Power 72

67-Noble Blade

185-308 Mental dam (x2); Power 91

13-BRIA'S STIRRING BALLAD

Increases in-combat power replenishment to your group. This ability can stack with the Illusionist/Coercer concentration group power replacement spell.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 30m | HO Coin

13-Bria's Stirring Ballad

Power regen +5; Power 30

27-Bria's Thrilling Ballad

Power regen +11.8; Power 58

41-Bria's Exalting Ballad

Power regen +19.8; Power 85

55-Bria's Glorifying Ballad

Power regen +28; Power 113

69-Bria's Inspiring Ballad

Power regen +35; Power 140

13-PERFORMER'S TALENT

Boosts your Agility and Intelligence.

Self | Conc 1 | CRR 1s 0.5s 30s | Dur cancel | HO Mask

13-Performer's Talent

AGI +13.3; INT +33; Power 20

27-Elise's Ditty

AGI +25; INT +63; Power 39

41-Daelis' Dance of Blades

AGI +38; INT +95; Power 57

55-Daelis' Jig of Blades

AGI +52; INT +129; Power 75

69-Daelis' Frolicking of Blades

AGI +65; INT +163; Power 93

13-SELO'S ACCELERANDO A song that increases your group's movement speed. It suspends during combat.

Group | CRR 5s 0.5s 6s | Dur cancel | AoE 50m

13-Selo's Accelerando

speed +22%; Power 30

27-Selo's Rhythm of Speed

speed +28%; Power 58

41-Selo's Accelerating Chorus

speed +34%; Power 85

14-MERCILESS MELODY

Increases your group's Attack Speed.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 50m | HO Coin

14-Merciless Melody

Attack Sp +10.4%; Power 32

28-Gerard's Resonant Sonata

Attack Sp +12.6%; Power 60

42-Invigorating Opus

Attack Sp +14.9%; Power 87

56-Exhilarating Opus

Attack Sp +17.2%; Power 115

70-Rousing Opus

Attack Sp +19.4%; Power 142

15-ALIN'S KEENING LAMENTATION

Does medium amount of Mental damage to the target encounter and interrupts them.

Enemy | CRR 3s 0.5s 15s | AoE 10m | Range 35m | Resist -10% | HO Dagger

15-Alin's Keening Lamentation

54-90 Mental dam; Power 48

29-Alin's Melodic Refrain

111-186 Mental dam; Power 85

43-Alin's Coruscating Concord

175-292 Mental dam; Power 121

57-Alin's Incandescent Concord

251-419 Mental dam; Power 158

16-SINGING SHOT

Two bow attacks that deal Mental damage.

If the first attack misses, the second misses automatically. If both attacks hit, the target is stifled. Epics not affected by stifle.

Enemy | CRR 1s 0.5s 25s | Dur 6s | Range 50m | Resist -10% | HO Bow

16-Singing Shot

25-42 Mental dam (x2); Power 24

30-Deafening Missile

50-84 Mental dam (x2); Power 43

44-Guviena's Osmotic Ovation

79-132 Mental dam (x2); Power 61

58-Guviena's Overpowering Ovation

112-187 Mental dam (x2); Power 79

18-INSATIABLE ARDOR

Increases your group's Defense skill.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 50m | HO Cloak

18-Insatiable Ardor

SCOUT: TROUBADOR

22-ARIA OF EXCITEMENT Grants your group a 30% chance to strike for additional Mental damage before every hostile spell they can cast on a target.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 50m | HO Cloak
22-Aria of Excitement 40-67 Mental dam; Power 48

36-Aria of Inspiration 71-118 Mental dam; Power 76

50-Aria of Exaltation 107-178 Mental dam; Power 103

64-Aria of Acclamation 145-241 Mental dam; Power 130

24-ALIN'S SOOTHING SERENADE Decreases Hate Gain and Threat for all non-fighters in your group.

Group | Conc 1 | CRR 3s 0.5s 0s | Dur cancel | AoE 50m | HO Cloak

24-Alin's Soothing Serenade Hate Gain -20%; Threat -30

38-Alin's Calming Serenade Hate Gain -29%; Threat -51

52-Alin's Tranquil Serenade Hate Gain -33; Threat -79

66-Alin's Serene Serenade Hate Gain -40%; Threat -108

25-ESCAPE • Teleports your group within the zone; Power 54.

Self | CRR 3.0 0.5 15 minutes | AoE 20m | HO (none)

26-ELI'S THUNDEROUS HYMN A short-range spell that inflicts Mental damage on a single target with a fast recast.

Enemy | CRR 2s 0.5s 10s | Range 10m | Resist -24% | HO Cloak

26-Eli's Thunderous Hymn 98-164 Mental dam; Power 32

40-Eli's Thunderous Anthem 159-265 Mental dam; Power 47

54-Eli's Thunderous Chorus 235-392 Mental dam; Power 63

68-Eli's Thunderous Drumming 311-518 Mental dam; Power 78

28-SWINDLE ESSENCE Drains health from the target, converting part of it to power for you.

Enemy | CRR 1s 0.5s 10s | Range 30m | Resist -24% | HO Cloak

28-Swindle Essence 67-111 Mental dam; Power +33-56; Power 46

42-Purloin Essence 106-177 Mental dam; Power +53-88; Power 67

56-Pilfer Essence 154-256 Mental dam; Power +77-128; Power 88

70-Steal Essence 201-335 Mental dam; Power +100-167; Power 109

30-QUIRON'S JOYOUS CELEBRATION Increases your group's in-combat health regeneration.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 30m | HO Mask

30-Quiron's Joyous Celebration health regen +26; Power 43

44-Quiron's Ecstatic Celebration health regen +43; Power 61

58-Quiron's Blissful Celebration health regen +58; Power 79

32-KIAN'S DESTRUCTIVE ANTHEM Impairs the Wisdom of target encounter, and inflicts Mental damage over time (every 6 seconds). This song requires a recurrent power cost to maintain.

Enemy | CRR 1s 0.5s 4s | Dur 1m | AoE 15m | Range 25m | Resist -10% | HO Cloak

32-Kian's Destructive Anthem -30 WIS; 41 Mental DoT; Power 18 to cast, 18 every 6s

46-Kian's Devastating Anthem -43 WIS; 64 Mental DoT; Power 25 to cast, 25 every 6s

60-Kian's Catastrophic Anthem -56 WIS; 89 Mental DoT; Power 32 to cast, 32 every 6s

35-ZANDER'S CHORAL REBUFF • Decreases spell resistance of target encounter. This song has a recurrent power cost. Magic mitig -420; Power 19 to cast, 19 every 6s

Enemy | CRR 1s 0.5s 2s | Dur 1m | AoE 15m | Range 25m | Resist -10% | HO Dagger

40-BREATHAKING BELLOW Interrupts target and nearby allies, with a chance to knock down each one (for 2 seconds). Epics not affected.

Enemy | CRR Instant 0.5s 20s | Dur 2s | AoE 5m (max targets 6) | Range 30m | Resist -10% | HO Mask

40-Breathtaking Bellow 5% chance of knockdown

54-Awesome Bellow 10% chance of knockdown

68-Mighty Bellow 15% chance of knockdown

44-ELEMENTAL CHORUS Increases groups' elemental resistance.

Group | Conc 1 | CRR 3s 0.5s 6s | Dur cancel | AoE 50m | HO Mask

44-Elemental Chorus Heat and Cold mitig +607; Power 61

58-Elemental Concerto Heat and Cold mitig +800; Power 79

50-LULLABY Mesmerizes the target and protects it from AoE spells unless directly targeted. This effect breaks if the target takes any damage. Epics not affected.

Enemy | CRR 1.5s 0.5s 9s | Dur 40s | Range 25m | Resist -10% | HO Mask

50-Lullaby Power 140

70-Reverie less chance to resist; Power 192

52-REQUIEM OF REFLECTION • Gives your group a chance to reflect non-physical spells after taking non-physical damage. When anyone in group is damaged, this has an 11% chance to cast a "reflection" on that character, lasting for 30 seconds (which has a 49% chance to reflect a Level 70 effect at 100% of its cast level).

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m | HO Cloak

55-DEMORALIZING PROCESSIONAL • Impairs the offensive combat, casting skills (Disruption, Ordination, Subjugation, Piercing, Ranged, Slashing, Crushing), and Focus of target encounter. Focus, casting skills -19.8; Power 37 every 6 seconds.

Enemy | CRR 1s 0.5s 2s | Dur 1m | AoE 15m | Range 25m | Resist -10% | HO Cloak

58-PRECISION OF THE MAESTRO • Increases your group's Intelligence and responds with Mental damage to every hostile spell that hits. While maintaining this song, you're rooted and can't make normal combat attacks. +54 group INT; 173-212 Mental dam; Power 79

Group | CRR 2s 0.5s 1m30s | Dur 20s | AoE 50m | HO Coin

65-JESTER'S CAP • Your ally's recast timers on all abilities are reduced -30%. Jester's Cap cannot be cast a second time on the same ally for 90s after it expires. Power 88 to cast, 22 every 5s

Raid or Group Friend | CRR 1s 0.5s 30s | Dur 30s | Range 25m

Troubador Abilities by Level

1-Deafening Strike	24-Raxxyl's Energizing Harmony (< 2-Raxxyl's Fortitude Song)	37-Guviena's Disparate Chant (< 7-Sybil's Slowing Chant)	48-Bria's Rapturing Sonnet (< 20-Bria's Entrancing Sonnet)	59-Dove Song (< 3-Magical Boon)
1-Shroud •	25-Escape •	38-Alin's Calming Serenade (< 24-Alin's Soothing Serenade)	49-Startling Shriek (< 2-Night Blade)	60-Balletic Avoidance (< 18-Insatiable Ardor)
2-Night Blade	25-Fulgent Blade (< 11-Sparkling Blade)	38-Raxxyl's Vivacious Descant (< 2-Raxxyl's Fortitude Song)	50-Aria of Exaltation (< 22-Aria of Excitement)	60-Elude (< 6-Evade)
2-Raxxyl's Fortitude Song	26-Dissenting Cantata (< 3-Shrill)	39-Elegant Blade (< 11-Sparkling Blade)	50-Lore's Magniloquent Roust (< 8-Lore's Shuddering Song)	60-Kian's Catastrophic Anthem (< 32-Kian's Destructive Anthem)
3-Magical Boon	26-Eli's Thunderous Hymn	40-Breathtaking Bellow	50-Lullaby	61-Dancing Blade (< 5-Brilliant Blade)
3-Shrill	27-Bria's Thrilling Ballad (< 13-Bria's Stirring Ballad)	40-Eli's Thunderous Anthem (< 26-Eli's Thunderous Hymn)	51-Guviena's Slothful Chant (< 7-Sybil's Slowing Chant)	61-Disheartening Discante (< 19-Reproaching Discante)
4-Cheap Shot •	27-Elise's Ditty (< 13-Performer's Talent)	41-Bria's Exalting Ballad (< 13-Bria's Stirring Ballad)	52-Alin's Tranquil Serenade (< 24-Alin's Soothing Serenade)	62-Arcane Dissertation (< 20-Arcane Chorus)
5-Brilliant Blade	27-Selo's Rhythm of Speed (< 13-Selo's Accelerando)	41-Daelor's Accelerating Chorusus (< 13-Selo's Accelerando)	52-Raxxyl's Brash Descant (< 20-Raxxyl's Fortitude Song)	62-Bria's Infatuating Sonnet (< 20-Bria's Entrancing Sonnet)
5-Lucky Break •	28-Gerard's Resonant Sonata (< 14-Merciless Melody)	42-Inspiring Opus (< 14-Merciless Melody)	52-Requiem of Reflection •	63-Clara's Midnight Tempo (< 2-Night Blade)
6-Evade	28-Swindle Essence	42-Purloin Essence (< 28-Swindle Essence)	53-Courty Blade (< 11-Sparkling Blade)	64-Aria of Acclamation (< 22-Aria of Excitement)
7-Sybil's Slowing Chant	29-Alin's Melodic Refrain (< 15-Alin's Keening Lamentation)	43-Alin's Coruscating Concord (< 15-Alin's Keening Lamentation)	54-Awesome Bellow (< 40-Breathtaking Bellow)	64-Lore's Euphuistic Romp (< 8-Lore's Shuddering Song)
8-Deafening Blade (< 1-Deafening Strike)	29-Sandra's Deafening Strike (< 1-Deafening Strike)	43-Sandra's Befuddling Incursion (< 1-Deafening Strike)	54-Eli's Thunderous Chorus (< 26-Eli's Thunderous Hymn)	65-Guviena's Apathetic Chant (< 7-Sybil's Slowing Chant)
8-Lore's Shuddering Song	30-Deafening Missile (< 16-Singing Shot)	44-Elemental Chorus	55-Flawless Shrill (< 3-Shrill)	65-Jester's Cap •
9-Midnight Blade (< 2-Night Blade)	30-Quiron's Joyous Celebration	44-Guviena's Osmotic Ovation (< 16-Singing Shot)	55-Bria's Glorifying Ballad (< 13-Bria's Stirring Ballad)	66-Alin's Serene Serenade (< 24-Alin's Soothing Serenade)
10-Raxxyl's Rousing Tune (< 2-Raxxyl's Fortitude Song)	31-Minstrel's Fortune (< 3-Magical Boon)	44-Quiron's Ecstatic Celebration (< 30-Quiron's Joyous Celebration)	55-Daelis' Jig of Blades (< 13-Performer's Talent)	66-Raxxyl's Brazen Descant (< 2-Raxxyl's Fortitude Song)
11-Sparkling Blade	32-Daelor's Luminary Ballad	45-Swan Song (< 3-Magical Boon)	55-Quiron's Incandescent Concord (< 15-Alin's Keening Lamentation)	67-Noble Blade (< 11-Sparkling Blade)
12-Piercing Shrill (< 3-Shrill)	32-Kian's Destructive Anthem	46-Evasion (< 6-Evade)	57-Alin's Bewildering Incursion (< 1-Deafening Strike)	68-Eli's Thunderous Drumming (< 26-Eli's Thunderous Hymn)
13-Bria's Stirring Ballad	32-Slip (< 6-Evade)	46-Graceful Avoidance	57-Sandra's Bewildering Incursion (< 1-Deafening Strike)	68-Mighty Bellow (< 40-Breathtaking Bellow)
13-Performer's Talent	33-Discouraging Discante (< 19-Reproaching Discante)	46-Kian's Devastating Anthem (< 32-Kian's Destructive Anthem)	58-Elemental Concerto (< 44-Elemental Chorus)	68-Perfect Shrill (< 3-Shrill)
13-Selo's Accelerando	33-Walt's Thirsting Thrust (< 5-Brilliant Blade)	47-Oppressive Discante (< 19-Reproaching Discante)	58-Guviena's Overpowering Ovation (< 16-Singing Shot)	69-Bria's Inspiring Ballad (< 13-Bria's Stirring Ballad)
14-Merciless Melody	34-Arcane Symphony (< 20-Arcane Chorus)	47-Taffo's Dazzling Ditty (< 5-Brilliant Blade)	58-Precision of the Maestro •	69-Daelis' Frolicking of Blades (< 13-Performer's Talent)
15-Alin's Keening Lamentation	34-Bria's Charming Sonnet (< 20-Bria's Entrancing Sonnet)	48-Arcane Concerto (< 20-Arcane Chorus)	58-Quiron's Blissful Celebration (< 30-Quiron's Joyous Celebration)	70-Reverie (< 50-Lullaby)
15-Deafening Thrust (< 1-Deafening Strike)	35-Zander's Choral Rebuff •			70-Rousing Opus (< 14-Merciless Melody)
16-Singing Shot	36-Aria of Inspiration (< 22-Aria of Excitement)			70-Steal Essence (< 28-Swindle Essence)
17-Minstrel's Luck (< 3-Magical Boon)	36-Lore's Lurching Limerick (< 8-Lore's Shuddering Song)			
18-Divert (< 6-Evade)				
18-Insatiable Ardor				
19-Reproaching Discante				
19-Taffo's Brilliant Blade (< 5-Brilliant Blade)				
20-Arcane Chorus				
20-Bria's Entrancing Sonnet				
21-Luckblade (< 2-Night Blade)				
22-Aria of Excitement				
22-Lore's Snapping Sonnet (< 8-Lore's Shuddering Song)				
23-Sybil's Shuddering Sonnet (< 7-Sybil's Slowing Chant)				
24-Alin's Soothing Serenade				

Fighter: Berserker

by Diamond "media" Almas and Jesse "Lucky" Linnell

Berserkers are "down and dirty" tanks. Preferring fray over a tavern's warmth, they are known for their unstoppable rage in battle. Berserkers are a "split class"—half tank and half DPS—and they can wear plate armor and use a variety of weapons, including dual-wield, sword and shield, and two-handed.

Solo

Berserkers do well as soloists because they can compete with the fiercest mobs (within rational range). To maximize your solo potential, dual-wield weapons work best for max damage versus a shield's protection. Berserkers can take quite a punch, and do better against larger groups of weaker mobs (because of the Area of Effect attacks they have). A key combination at higher levels is Rampage with Open Wounds, which makes the Berserker's attacks hit everything nearby and adds damage to each strike to the creatures in the area. This causes massive damage and briefly gives you a faster Attack Speed. An offensive stance is best as a soloist.

Berserkers should use their 30-second buffs as well as their stun and interrupt skills. They may not seem like much help, but they go a long way. The Berserker's stun and interrupt skills prevent spellcasting enemies from unleashing their spells on you.

Group

Group combat is where you can show your Berserker potential. Berserkers have two possible roles in a group: tank or damage dealer. When playing the DPS role, the tactics aren't noticeably different from what a Berserker would do while soloing. Your goal is to maximize your DPS and put everything into your offensive abilities.

When playing as the main tank for a group, you should use a shield and one-handed weapon. Your only goal is to keep aggro and the resulting damage away from your allies. To prevent a lot of damage to yourself at the same time, equipping a shield and using defensive stances increases your damage mitigation while you distract the group's foes with taunts. Having a shield equipped also gives you an additional attack and stun, which is useful when facing a creature that can deal a high amount of damage in a single hit, or when fighting a spellcaster.

Berserkers also offer hefty Strength buffs as well as a Berserk opportunity for the group. This greatly increases the other melee characters' damage output.

There are a few classes which are difficult to pair with a Berserker. Classes with a mesmerizing ability can be a pain to work with because most of the Berserker's attacks are Area of Effect and often wake up mesmerized foes. You can overcome this with good communication and cooperation between the two classes, but you need more awareness of what others in the party are doing than is typical in most groups. This is especially true on raids!

Raiding

If your Berserker is the main tank for the raid, use the same main tank techniques as you would in a group. However, Berserkers usually take the role of secondary tank as they use their Area of Effect taunts on the surrounding mobs. This allows the main tank to focus on the main boss while the Berserker keeps the surrounding mobs distracted from attacking your Mages and Priests who are hiding in the back. Another advantage to including a Berserker in a raid is your ability to grant Berserk. This increases Fighter and Scout damage, making your raid's objective fall faster.

Berserker Equipment

When choosing abilities and equipment, choose those with stats that match up with your Berserker's play style. Strength is the main stat you should max out. Strength increases your attack rating, damage per hit, and combat ability damage. Secondary stats to look for in equipment and items are additional Agility (to increase your avoidance) and Stamina (to increase your hit points).

Armor: Go for imbued plate. It's the strongest armor and the imbued bonus is worth it. Get a legendary shield, so that your bash is an even more effective attack.

Weapons: Get the imbued player-made or Heritage Quest weapons. Dropped weapons don't become useful until Level 60+. Get legendary or better.



Annihilation Armor

Fighter: berserker

Achievements

The Demolisher (Wisdom) line is a favorite because of the final ability, Demolish. Demolish is a passive spell that removes the negative effects from a Berserker's stances, making it one of the best abilities for a Berserker. In addition, this line increases damage per second with the passive Seasoned Veteran ability.

The Slayer (Intelligence) line is another to consider for the Attack Speed buffs when using a sword.

The Executioner (Strength) line has a few advantages as well, including the Strength increase and the increase in critical hits and hate gain.

The Dragon (Agility) line has a couple of nice abilities. Dragon's Avoidance increases the Berserker's defense. The final ability is sweet—it gives the Berserker 100% to parry attacks, but only lasts for 12 seconds with a 10-minute recast timer.

The Gladiator (Stamina) line is a balanced offensive and defensive line. The abilities focus on increasing blocks, plus an ability that produces high damage when blocking or being blocked.

Pros

- The ability to wear plate armor and carry a shield makes the Berserker a good tank for anything that can breathe and die. When you're tanking a Berserker, it's all about the mitigation you have.
- Other classes might benefit from having an 80 percent avoidance rating, but when they take a hit (and they will), they get hit hard. Healers have to be on the ball with heals for high avoidance/low mitigation classes. High mitigation classes like the Berserker lose health at a slower and more consistent pace.
- Berserkers have a large range of weapons available to use. This includes almost any two-handed, single-handed, and dual-wield weapon, with any damage type, as well as nice bows and shields.
- Your special attacks and buffs: You get a boatload of cool and useful attacks and buffs. Most of the attacks you get are single-mob or AoE attacks, but there are a few that attack one mob multiple times.
- Your buffs help you deal more damage. You can help or protect other group members. You also get buffs that have a chance to counterattack the mob by adding extra attacks on your attacks; some also increase your Defense for a short period of time.

Cons

- It all depends on how you look at it. Can you tank? Yes, but you're not the best tank because you don't get a lot of aggro skills. Can you deal damage? Sure, you do the most damage of any tank, but other melee classes like Scouts can outdamage you.
- Berserkers are jacks of all trades, the masters of none. You can take hits from enemies and deal a fair amount of damage, but not as well as other classes that specialize in those areas. On the other hand, Berserkers are well-rounded!

Training

Level 14	Level 44
8-Growl	42-Berserker Assault
10-Raging Blow	43-Offending Defense
13-Tackle	44-Frenzy
14-Vicious Cut	44-Weapon Guard
Level 24	Level 54
20-Focus Rage	48-Infuriate
22-Enrage	49-Blood Boil
23-Bloodlust	50-Fearsome Shout
24-Raging Strike	54-Slay
Level 34	Level 64
30-Weapon Shield	61-Combative Rage
31-Mad Cry	62-Engulfing Rage
32-Infuriation	63-Bloodbath
33-Screaming Fury	64-Berate

Barbarian

Possible Cities	Qeynos, Freeport	Resistances
Racial Homeland	Halas, The Northlands/Everfrost Peaks	Cold 2
Mythical Creator	Erollisi and Mithaniel Marr	Disease 2
Racial Language	Halasian	Divine 2
Attributes		Heat 2
Strength	25	Magic 0
Intelligence	12	Mental 0
Agility	20	Poison 2
Wisdom	18	
Stamina	25	
Racial Tradition	Effect	Re-Use Delay
Brewmaster	+5 Artistry skill	[perm]
Cold Retribution	+ Cold Damage	[30m]
Blood of Halas	+3% Cold Resist	[perm]
Strong Jawed	+2% Crushing Resist	[perm]
Remembrance of Halas	+5 Defense	[perm]
Summon Lager	Summon 1 Halasian Lager	[30m]
War Wounds	+ HP regen, +2 STA	[30m]
Herbology	+5 Chemistry skill	[perm]
Strength of the North	+5 STR	[perm]



Berserker Abilities

1-TAUNT • Increases target's hate toward you by 21-26. Power 2
Enemy | *CRR* 0.5s 0.5s 8s | *Range* 15m | *Resist* +33% | *HO Horn*

1-WILD SWING A melee attack with extra damage.
Enemy | *CRR* 0.5s 0.5s 10s | *Range* 5m | *Resist* +10% | *HO Sword*

1-Wild Swing 2-8 dam; Power 2
15-Wild Strike 20-60 dam; Power 13

29-Coup de Grace 41-123 dam; Power 25
43-Rupture 64-194 dam; Power 35

57-Breach 93-279 dam; Power 46

2-FOCUS ANGER Gives a chance that you will boost Attack Speed and combat damage for 10 seconds. When you hit: 10% chance. When you're hit: 30% chance. When you strike a death blow: 100% chance.

Self | *Conc* 1 | *CRR* 3s 0.5s 10s | *Dur* cancel | *HO Arm*

2-Focus Anger DPS, Attack Sp +9.4%

10-Focus Hate DPS, Attack Sp +10.8%

20-Focus Rage DPS, Attack Sp +12.6%

34-Rage DPS, Attack Sp 15.1%

48-Infuriate DPS, Attack Sp +17.6%

62-Engulfing Rage DPS, Attack Sp +20%

3-BULLYING DEFENSE Gives you a 20% chance to strike back when hit in melee; strike back also increases Threat.

Self | *Conc* 1 | *CRR* 0.2s 0.5s Instant | *Dur* cancel | *HO Arm*

3-Bullying Defense 4-7 Slashing dam; Threat +14; Power 6

15-Intimidating Defense 21-34 Slashing dam; Threat +72; Power 23

29-Provoking Defense 42-70 Slashing dam; Threat +150; Power 41

43-Offending Defense 66-111 Slashing dam; Threat +243; Power 59

57-Taunting Defense 95-159 Slashing dam; Threat +358; Power 78

4-STANCE: Greatly increases Defense and Parry (D/P) and physical and Cold damage mitigation, at the cost of offensive melee skills (C/P/S). This is your primary defensive stance.

Self | *CRR* 0.5s 0.5s Instant | *Dur* cancel | *HO Arm*

4-Stance: Defensive Stance C/P/S -1.8; D/P +2.2; physical mitig +46; Cold mitig +184

16-Stance: Mercenary Stance C/P/S -4.8; D/P +5.8; physical mitig +104; Cold mitig +415

30-Stance: Reckless Stance C/P/S -9; D/P +10.8; physical mitig +180; Cold mitig +270

44-Stance: Unflinching Will C/P/S -13.2; D/P +15.8; physical mitig +264; Cold mitig +1056

58-Stance: Courageous Will C/P/S -17.4; D/P +21; physical mitig +348; Cold mitig +1392

4-STANCE: UPROAR Increases your offensive melee skills (C/P/S) and grants a 10% chance to attack all nearby enemies with each melee attack, but at the cost of decreased Defense skill. This is your primary offensive stance.

Self | *CRR* 0.5s Instant | *Dur* cancel | *HO Arm*

4-Stance: Uproar 7-12 dam; Defense -1.8; C/P/S +3.2

22-Stance: Fury 40-68 dam; Defense -6.6; C/P/S +11.9

36-Stance: Greater Fury 71-119 dam; Defense -10.8; C/P/S +19.4

50-Stance: Unbridled Fury 107-179 dam; Defense -15; C/P/S +27

64-Stance: Unrestrained Fury 146-243 dam; Defense -19.2; C/P/S +35

5-FIGHTING CHANCE • Lets you begin a Heroic Opportunity. Must be in combat.

Self | *CRR* Instant Instant 10s | *HO Shield*

5-KICK • A kick attack that does Crushing damage.

Enemy | *CRR* 0.5s 0.5s 10s | *Range* 5m | *Resist* +10% | *HO Boot*

19-Kick 9-15 Crushing dam; Power 5

19-Knee Break 23-69 Crushing dam; Power 17

33-Stomp 43-130 Crushing dam; Power 28

47-Wallop 66-199 Crushing dam; Power 39

61-Stampede 91-275 Crushing dam; Power 49

6-INTERVENE Protects an ally by absorbing part of an attack.

100% chance of success. Spell ends after 1 intercept.

Raid or Group Friend | *CRR* Instant 0.5s 30s | *Dur* 100s | *Range* 5m | *HO Horn*

6-Intervene you take 50% dam; ally takes 63% dam

20-Intercept you take 75% dam; ally takes 37% dam

34-Intercide you take 100% dam; ally takes 12% dam

7-WHIRL Strikes nearby enemies and knocks them down for 2 seconds. Epics not knocked down.

Self | *CRR* 2s 0.5s 30s | *AoE* 5m (max targets 8) | *Resist* +10% | *HO Fist*

7-Whirl 12-38 dam; Power 16

21-Furious Onslaught 38-116 dam; Power 42

35-Whirlwind 69-208 dam; Power 66

49-Slaughter 105-315 dam; Power 91

63-Bloodbath 143-430 dam; Power 115

8-GROWL Increases hate of all enemies in encounter toward you. This can be used while stilled or stunned.

Enemy | *CRR* 0.2s 0.5s 20s | *AoE* 15m | *Range* 15m | *Resist* +33% | *HO Horn*

8-Growl Threat +64-79; Power 13

22-Enrage Threat +182-222; Power 30

36-Sunder Threat +328-401; Power 47

50-Fearsome Shout Threat +506-618; Power 64

64-Berate Threat +706-863; Power 81

9-BLOODTHIRST Increases the Strength of your group.

Group | *Conc* 1 | *CRR* 0.5s 0.5s 1m | *Dur* cancel | *AoE* 50m | *HO Arm*

9-Bloodthirst STR +15.5; Power 22

23-Bloodlust STR +33; Power 50

37-Tides of War STR +51; Power 78

51-Berserk Cry STR +72; Power 105

65-Roar STR +92; Power 132

9-OFFEND Interrupts the target and increases its hate toward you.

Enemy | *CRR* 0.2s 0.5s 8s | *Range* 15m | *Resist* +33% | *HO Horn*

9-Offend Threat +97-118; Power 9

17-Insult Threat +183-224; Power 16

31-Mad Cry Threat +366-447; Power 27

45-Bully Threat +584-714; Power 39

59-Outrage Threat +845-1032; Power 50

10-RAGING BLOW Attack that increases target's hate toward you.

Enemy | *CRR* 0.5s 0.5s 10s | *Range* 5m | *Resist* +10% | *HO Fist*

10-Raging Blow 9-27 dam; Threat +72; Power 9

24-Raging Strike 22-67 dam; Threat +180; Power 21

38-Violent Promise 38-114 dam; Threat +310; Power 32

52-Brutal Pledge 56-169 dam; Threat +475; Power 42

66-Violent Pledge 75-227 dam; Threat +653; Power 53

11-MANGLE Attack that decreases target's offensive melee skills (C/P/S).

Enemy | *CRR* 0.5s 0.5s 20s | *Dur* 20s | *Range* 5m | *Resist* +10% | *HO Sword*

11-Mangle 28-46 dam; C/P/S -2; Power 15

25-Maul 66-110 dam; C/P/S -4.5; Power 32

39-Relentless Battering 109-182 dam; C/P/S -7; Power 49

53-Unyielding Battering 162-270 dam; C/P/S -9.5; Power 65

67-Persistent Battering 216-360 dam; C/P/S -12.1; Power 81

12-DISORDER Increases your group's resistance against Slashing and Piercing (S/P) and Crushing (C) attacks.

Group | *CRR* 2s 0.5s 1m,30s | *Dur* 30s | *AoE* 50m | *HO Arm*

12-Disorder S/P mitig +100; C mitig +125; Power 18

26-Havoc S/P mitig +187; C mitig +234; Power 37

40-Anarchy S/P mitig +288; C mitig +360; Power 56

54-Chaos S/P mitig +389; C mitig +486; Power 74

68-Mayhem S/P mitig +490; C mitig +612; Power 92

13-HUNKER Increases your physical damage mitigation in exchange for decreased movement and Attack Speed. Also grants a 25% chance to slow any opponent you strike in melee (10 seconds). Target has a 5% chance to dispel when it takes damage or receives hostile action.

Self | *CRR* 1s 0.5s 1m | *Dur* 30s | *HO Arm*

13-Hunker slow you -33%; Attack Sp -11.3%; physical mitig +178; slow target -39%; Power 10

27-Wall of Fury slow you -35%; Attack Sp -12.7%; physical mitig +324; slow target -42%; Power 19

41-Wall of Wrath slow you -38%; Attack Sp -14.1%; physical mitig +492; slow target -46%; Power 28

55-Wall of Rage slow you -41%; Attack Sp -15.5%; physical mitig +660; slow target -49%; Power 37

69-Wall of Ferocity slow you -44%; Attack Sp -16.9%; physical mitig +828; slow target -53%; Power 46

13-TACKLE If shield equipped in secondary, knocks down and stuns for 4 seconds. Epics not knocked down.

Enemy | *CRR* 0.5s 0.5s 20s | *Range* 5m | *Resist* +10% | *HO Fist*

13-Tackle 19-59 Crushing dam; Power 18

27-Press 43-129 Crushing dam; Power 35

41-Raging Press 69-207 Crushing dam; Power 51

55-Devastating Press 101-303 Crushing dam; Power 67

69-Agonizing Press 133-399 Crushing dam; Power 84

14-VIOUS CUT A melee attack that deals additional Slashing damage over time (every 4 seconds) and reduces target's Attack Speed.

Enemy | *CRR* 0.5s 0.5s 20s | *Dur* 24s | *Range* 5m | *Resist* +10% | *HO Sword*

14-Vicious Cut 6-19 Slashing dam; 13 Slashing DoT; Attack Sp -6.8%; Power 19

28-Vicious Blow 13-40 Slashing dam; 27 Slashing DoT; Attack Sp -7.7%; Power 36

42-Mutilate 21-64 Slashing dam; 43 Slashing DoT; Attack Sp -8.5%; Power 52

56-Amputate 31-93 Slashing dam; 62 Slashing DoT; Attack Sp -9.4%; Power 69

70-Disfigure 40-121 Slashing dam; 81 Slashing DoT; Attack Sp -10.2; Power 85

17-SURROUND Interrupts the target and decreases its Focus skill.

Enemy | *CRR* 0.5s 0.5s 20s | *Dur* 20s | *Range* 5m | *Resist* +10% | *HO Sword*

17-Surround 20-62 Crushing dam; Focus -9.2; Power 23

31-Furious Rush 40-121 Crushing dam; Focus -16.7; Power 39

45-No Quarter 62-188 Crushing dam; Focus -24; Power 56

59-Ruthless Strike 88-264 Crushing dam; Focus -32; Power 72

18-RECKLESS AIDE Gives ally a chance to use your avoidance check if ally's fails. Increases your Agility.

Group Friend | *CRR* Instant 0.5s 2s | *Dur* cancel | *Range* 20m | *HO Arm*

18-Reckless Aide 16% chance; AGI +17.5; Power 27

32-Infuriation 25% chance; AGI +30; Power 45

46-Vehemence 33% chance; AGI +43; Power 63

60-Guarded Vehemence 40% chance; AGI +56; Power 82

Fighter: berserker

19-SCREAMING RAGE Increases in-combat health regeneration of your group.

Group | Conc 1 | CRR 3s 0.5s 1m | Dur cancel | AoE 50m | HO Arm

19-Screaming Rage health regen +15.8

33-Screaming Fury health regen +30

47-Destructive Rage health regen +47

61-Combative Rage health regen +61

21-BLOOD RAGE Every time you take melee damage, your in-combat health regen is boosted for 20 seconds.

Self | CRR 3s 0.5s 10s | Dur 15m | HO Arm

21-Blood Rage health regen +13.3; Power 31

35-Blood Flow health regen +24; Power 49

49-Blood Boil health regen +37; Power 67

63-Blood Craze health regen +48; Power 85

24-BATTLE CHANT Gives everyone in your group a chance to berserk, boosting Attack Speed and combat damage for 10 seconds each time. For each in group, 5% chance to berserk if damage taken, 15% if combat damage given, 50% if ally strikes a deathblow.

Group | Conc 1 | CRR 1s 0.5s 15s | Dur cancel | AoE 50m | HO Fist

24-Battle Chant Attack Sp, DPS +13.3%; Power 52

38-War Chant Attack Sp, DPS +15.8%; Power 80

52-War Call Attack Sp, DPS +18.4%; Power 107

66-War Cry Attack Sp, DPS +21%; Power 134

25-RESUCE • Increases target's hate toward you by +3,528 Threat and 3 positions. Power 95

Enemy | CRR Instant 0.5s 10m | Range 10m | HO Horn

26-STIFLED RAGE Decreases your attack rate and combat damage in exchange for increased Defense.

Self | CRR 0.5s 0.5s 30s | Dur 30s | HO Fist

26-Stifled Rage Attack Sp, DPS -12.6%; Defense +9.4%

40-Controlled Rage Attack Sp, DPS -14%; Defense +14.4%

54-Subdued Rage Attack Sp, DPS -15.4%; Defense +19.4%

68-Suppressed Rage Attack Sp, DPS -16.8%; Defense +24%

28-BARRAGE Strikes all enemies in an arc in front of you.

Self | CRR 2s 0.5s 45s | AoE 5m (max targets 8) | Resist +10% | HO Sword

28-Barrage 81-243 dam; Power 70

42-Berserker Assault 128-386 dam; Power 102

56-Berserker Rush 186-559 dam; Power 134

70-Berserker Onslaught 243-731 dam; Power 166

30-WEAPON SHIELD If you are struck in melee combat, this returns an automatic counter-attack for up to 3 attacks.

Self | CRR Instant 0.5s 30s | Dur 30s | HO Fist

30-Weapon Shield 58-97 dam; Power 43

44-Weapon Guard 91-152 dam; Power 61

58-Weapon Aegis 129-216 dam; Power 79

32-STUNNING CRY Damages and stuns target and all nearby encounter members. Epics not stunned.

Enemy | CRR 2s 0.5s 1m | AoE 10m | Range 5m | Resist +10% | HO Fist

32-Stunning Cry 125-209 dam; duration 3.6s; Power 102

46-Stunning Roar 193-322 dam; duration 3.9s; Power 143

60-Stunning Howl 270-450 dam; duration 4s; Power 184

35-UNYIELDING WILL • When you take fatal damage, gives you 30% health for 36 seconds, then you die.

Self | CRR Instant 0.5s 30m | Dur 3m

40-VANQUISH Attack that stuns target (unless Epic).

Enemy | CRR 0.5s 0.5s 1m | Dur 6.8s | Range 5m | Resist +10% | HO Fist

40-Vanquish 120-361 dam; Power 112

54-Slay 178-534 dam; Power 148

68-Demolish 235-707 dam;

Power 184

44-FRENZY Attacks target up to 3 times. If one attacks misses, the successive ones miss automatically.

Enemy | CRR 0.5s 0.5s 1m | Range 5m | Resist +10% | HO Sword

44-Frenzy 60-182/76-228/91-274 dam; Power 82

58-Frenzied Blows 86-259/108-324/129-389 dam; Power 107

50-RAMPAGE Allows you to attack all nearby enemies each time you make a successful attack (up to 10 times). Each time costs a small amount of power

Self | CRR 3s 0.5s 3m | Dur 36s | HO Fist

50-Rampage 71-215 dam

70-Destruction 108-325 dam

52-INSOLENT GIBE • Threat +891-1089 for all enemies in area. When you are hit, 50% chance for Threat +316 for enemy who hit you. Power 89

Self | CRR 0.2s 0.5s 3m | Dur 30s | AoE 15m

55-VISION OF MADNESS • When you are hit with fatal damage, this heals you (6% health) every second for 5 seconds. If you're berserk, heals 7%.

Self | CRR 3s 0.5s 30m | Dur cancel | HO Arm

58-OPEN WOUNDS • You attack up to 4 nearby enemies with each attack. Attack Speed +39%.

Self | CRR 1s 0.5s 3m | Dur 36s

65-JUGGERNAUT • Can only be triggered while berserk. Melee critical chance +20%; boosts combat art damage; Defense, Parry -3%; all mitig -1300. Costs 38 health every 2 seconds

Self | CRR 1s 0.5s 3m | Dur 24s



Berserker Abilities by Level

1-Taunt •	19-Screaming Rage	33-Stomp (< 5-Kick)	46-Stunning Roar (< 32-Stunning Cry)	58-Stance: Courageous Will (< 4-Stance: Defensive Stance)
1-Wild Swing	20-Focus Rage (< 2-Focus Anger)	34-Intercede (< 6-Intervene)	46-Vehemence (< 18-Reckless Aide)	58-Weapon Aegis (< 30-Weapon Shield)
2-Focus Anger	20-Intercept (< 6-Intervene)	34-Rage (< 2-Focus Anger)	47-Destructive Rage (< 19-Screaming Rage)	59-Outrage (< 9-Offend)
3-Bullying Defense	21-Blood Rage	35-Blood Flow (< 21-Blood Rage)	47-Wallop (< 5-Kick)	59-Ruthless Strike (< 17-Surround)
4-Stance:	21-Furious Onslaught (< 7-Whirl)	35-Unyielding Will •	48-Infuriate (< 2-Focus Anger)	60-Guarded Vehemence (< 18-Reckless Aide)
4-Stance: Uproar	22-Enrage (< 8-Growl)	35-Whirlwind (< 7-Whirl)	49-Slaughter (< 7-Whirl)	60-Stunning Howl (< 32-Stunning Cry)
5-Fighting Chance •	22-Stance: Fury (< 4-Stance: Uproar)	36-Stance: Greater Fury (< 4-Stance: Uproar)	50-Fearsome Shout (< 8-Growl)	61-Combative Rage (< 19-Screaming Rage)
5-Kick	23-Bloodlust (< 9-Bloodthirst)	36-Sunder (< 8-Growl)	50-Rampage	61-Stampede (< 5-Kick)
6-Intervene	24-Battle Chant	37-Tides of War (< 9-Bloodthirst)	50-Stance: Unbridled Fury (< 4-Stance: Uproar)	62-Engulfing Rage (< 2-Focus Anger)
7-Whirl	24-Raging Strike (< 10-Raging Blow)	38-Violent Promise (< 10-Raging Blow)	51-Berserk Cry (< 9-Bloodthirst)	63-Blood Craze (< 21-Blood Rage)
8-Growl	25-Maul (< 11-Mangle)	38-War Chant (< 24-Battle Chant)	52-Brutal Pledge (< 10-Raging Blow)	63-Bloodbath (< 7-Whirl)
9-Bloodthirst	25-Rescue •	39-Relentless Battering (< 11-Mangle)	52-Insolent Gibe •	64-Berate (< 8-Growl)
9-Offend	26-Havoc (< 12-Disorder)	40-Anarchy (< 12-Disorder)	52-War Call (< 24-Battle Chant)	64-Stance: Unrestrained Fury (< 4-Stance: Uproar)
10-Focus Hate (< 2-Focus Anger)	26-Stifled Rage	40-Controlled Rage (< 26-Stifled Rage)	53-Unyielding Battering (< 11-Mangle)	65-Juggernaut •
10-Raging Blow	27-Press (< 13-Tackle)	42-Mutilate (< 14-Vicious Cut)	54-Chaos (< 12-Disorder)	65-Roar (< 9-Bloodthirst)
11-Mangle	27-Wall of Fury (< 13-Hunker)	43-Raging Press (< 13-Tackle)	54-Slay (< 40-Vanquish)	66-Violent Pledge (< 10-Raging Blow)
12-Disorder	28-Barrage	41-Wall of Wrath (< 13-Hunker)	54-Subdued Rage (< 26-Stifled Rage)	66-War Cry (< 24-Battle Chant)
13-Hunker	28-Vicious Blow (< 14-Vicious Cut)	42-Berserker Assault (< 28-Barrage)	55-Devastating Press (< 13-Tackle)	67-Persistent Battering (< 11-Mangle)
13-Tackle	29-Coup de Grace (< 1-Wild Swing)	42-Mutilate (< 14-Vicious Cut)	55-Vision of Madness •	68-Demolish (< 40-Vanquish)
14-Vicious Cut	29-Provoking Defense (< 3-Bullying Defense)	43-Offending Defense (< 3-Bullying Defense)	55-Wall of Rage (< 13-Hunker)	68-Mayhem (< 12-Disorder)
15-Intimidating Defense (< 3-Bullying Defense)	30-Stance: Reckless Stance (< 4-Stance: Defensive Stance)	43-Rupture (< 1-Wild Swing)	56-Amputate (< 14-Vicious Cut)	68-Suppressed Rage (< 26-Stifled Rage)
15-Wild Strike (< 1-Wild Swing)	30-Weapon Shield	44-Frenzy	56-Berserker Rush (< 28-Barrage)	69-Agonizing Press (< 13-Tackle)
16-Stance: Mercenary Stance (< 4-Stance: Defensive Stance)	31-Furious Rush (< 17-Surround)	44-Stance: Unflinching Will (< 4-Stance: Defensive Stance)	57-Breath (< 1-Wild Swing)	69-Wall of Ferocity (< 13-Hunker)
17-Insult (< 9-Offend)	31-Mad Cry (< 9-Offend)	44-Weapon Guard (< 30-Weapon Shield)	57-Taunting Defense (< 3-Bullying Defense)	70-Berserker Onslaught (< 28-Barrage)
17-Surround	32-Infuriation (< 18-Reckless Aide)	45-Bully (< 9-Offend)	58-Frenzied Blows (< 44-Frenzy)	70-Destruction (< 50-Rampage)
18-Reckless Aide	32-Stunning Cry	45-No Quarter (< 17-Surround)	58-Open Wounds •	70-Disfigure (< 14-Vicious Cut)
19-Knee Break (< 5-Kick)	33-Screaming Fury (< 19-Screaming Rage)			

Fighter: Guardian

by Atlay

Guardians are a useful class if played well, and are engaging to play. You are primarily a defensive tank, with the lowest DPS output of any of the Fighters (other than the hybrid Paladins). Your main role is to soak up damage and protect your friends from the big nasty monsters! You do this with more direct taunts than any other class, and some nice skills that redirect damage from groupmates to you. While these skills are useful in a group or raid situation, they are pointless when solo, so a Guardian is not as suited as other classes to playing solo or even in a pair.

General Tactics

When playing your primary role of main tank, your job comes down to two things: staying alive long enough for the group to kill the mob(s), and preventing the mob(s) from killing your group members.

There are lots of factors that play a part in the “staying alive” aspect of your job, including Defense, Avoidance, resistances, mitigation, and the total health pool you have—that is, how much damage you can soak up before you run out of health! You can influence these factors with the choices you make with Traits and equipment sets.

Health (which increases through higher Stamina scores) is the most useful individual stat to maximize, as this has an affect in all fights, regardless of whether the mob is a caster or melee type. After Stamina, the choices depend on the creatures you are fighting at the time. If you’re tanking a caster mob, you want as much Wisdom as you can manage to boost your resistances. If you’re fighting melee mobs, Agility is more useful. For this reason, it’s not uncommon for Guardians to carry multiple sets of armor, jewelry, and charms for different tanking scenarios.

One of the key elements of the combat arts revision is that it clearly defines the benefits of upgrading your skills to Adept or Master levels. Any class sees a huge benefit from upgrading their “class defining” askills to the highest level they can find and afford. In the case of Guardians, this means upgrading your taunts and buffs to at least Adept I, and preferably to Adept III or Master. Skill upgrades appear to have a far greater benefit than equipment upgrades. That said, you are a tank, and should maximize your mitigation with the best armor you can get.



Ability Highlights

These are some of the most used Guardian abilities.

Every time a creature hits you, Hold the Line has a 50 percent chance to trigger some additional hate against you. This is a permanent buff that does passive taunting, and works well on multi-mob encounters, or with adds. Along with your taunts, upgrade this to the highest level you can.

Iron Will and Battle Tactics are perma-buffs that increase the Guardian’s Stamina and the health pool of the group, respectively. As such, they are useful in boosting how much damage you can soak up, and provide a larger buffer for the healer(s) to keep you alive.

Guardian Sphere is a 36-second buff that has a 55 percent chance to intercept all damage done to a groupmate, if within 10 meters.

The amazing Tower of Stone diverts three hits worth of critical damage that you would have taken, and decays your tower shield instead. This is useful at the start of a big fight, for soaking up the alpha attack from a mob. Just make sure you’re carrying 3 or 4 tower shields.

Rallying Cry only lasts 30 seconds, but it increases the physical mitigation of your party, and grants you some hate in the process. This is another skill line that is good to keep upgraded as high as possible.

Guardian’s Sanctuary is only eye candy, but you’ve gotta love the glowy outline. It’s a “manifestation of your desire to protect your party”!

Achievements

Bind Wound is the first Achievement ability you get, and although it can only be used out of combat, it’s a useful skill if applied wisely. It heals you for 25 percent of your total health, so use it either right after a tough fight, or if you find you need to yell and run from certain death (yes, it can be cast while running). Probably even more useful though, it places a 3-minute buff on you that can give a 10 percent damage increase on all combat arts, for

Fighter: Guardian

the first 20 seconds of the next fight. As long as this buff is active at the start of an encounter, it can provide a big increase in your initial hate gain if combined with your big hits.

How you spend your other 49 Achievement points is a personal choice. The Wisdom line is the most useful, as it increases your resistance to magic attacks, as well as increasing your base mitigation. After that, the Agility line improves your defensive skills, so is probably high on the list for anyone who plays as a pure tank.

Solo

There is not much to recommend the Guardian to those who play solo most of the time. You have such low DPS that it takes forever to kill anything solo. Even if you have the endurance for long fights, other classes are more efficient at soloing than you are. Having said that, there may be times when it's necessary to solo a bit. The best option here is to maximize your Strength rather than Agility. Without a healer to keep you filled up, it's more important that you boost your DPS and get the fight over as soon as possible. Try experimenting with dual-wield weapons rather than a one-handed weapon and shield. Always consider your stance, and vary it depending on how the fight is going. Often it's best to start in defensive mode, and switch to offensive after your opponent has unloaded its alpha attack or run out of power. Similarly, you can start with a shield, use Tower of Stone at the start of the fight, then drop the decayed shield and switch to dual wield to boost your damage.

Group

This is where the Guardian shines: when you have a full group and are the main tank. You pre-buff with Bind Wound, pull using a bow, and get some taunts in before your group attacks. As it is the Main Tank who has the job of deciding which mobs to attack, it is helpful to your group if you can pull mobs, and arrange them facing you, but with their backs to your group. This helps Scouts who need to be behind a mob, and also protects your group from any frontal AoE damage.

You should be spamming your taunts as much as possible, to lock aggro to yourself. Depending on the fight and the group composition, you may need to reserve your power purely for taunts...a Guardian is the first to run out of power in a tough fight. One useful tip is to watch out for any Power DoTs that are cast on you, and have your healers be quick to cure them. Some zones are worse than others for DoT-casting mobs, so if your power seems to be going faster than usual, this could be the cause.

Depending on the terrain and local population, you should be panning your camera around, looking for additional creatures that could lock onto groupmates. Always be ready to cast Guardian Sphere, or a taunt if a group member gets aggro. Use Rescue if the timer is available, or Reinforcement and Melee if not.

If you find yourself in a non-tank role, set up for being in solo mode, with Strength buffs to boost your damage. Although this is not ideal for Guardians, it's not hopeless.... Just remember that an offensive Guardian played well can parse higher than a more DPS-designed class played badly, so focus on playing well, and watch out for "adds" you can keep off the group until the main tank gets to them.

Pros

- * Guardian is the best main tank in the game, with the most taunting ability
- * Guardians have excellent durability in battle, with heavy plate armor, and can use the widest array of weaponry and shields. They are notoriously tough.
- * Guardians are sought after by groups, where you truly excel

Cons

- * Guardians lack in solo settings for the same defensive reasons that make them excel in groups.
- * Guardians have no spells and lack utility abilities for travel.
- * The Guardian is a low-DPS class.

Training

Level 14	Level 44
8-Shout	40-Retaliate
9-Provoke	42-Iron Conviction
13-Shield Rush	43-Maddening Defense
14-Wound	44-Taunting Assault
Level 24	Level 54
22-Shouting Cry	49-Tremor
22-Slam	50-Protect
23-Guardian's Call	52-Call of Defense
24-Taunting Challenge	54-Quelling Strike
Level 34	Level 64
31-Suppress	62-Sustain
32-Never Surrender	63-Besiege
33-Do or Die	64-Flay
34-Safe Guard	64-Protection

Kerra

Possible Cities	Qeynos, Freeport	Resistances
Racial Homeland	Kerra Isle-Oodus	Cold 2
Mythical Creator	Unknown	Disease 2
Racial Language	Kerran	Divine 0
Attributes		Heat 2
Strength	22	Magic 0
Intelligence	15	Mental 0
Agility	23	Poison 2
Wisdom	20	
Stamina	20	
Racial Tradition	Effect	Re-Use Delay
Warm Fur	+3% Cold Resist	[perm]
Fleetness of Foot	+5 AGI	[perm]
Gift of the Land	+5 Chemistry skill	[perm]
Ancestral Protection	+3% Divine Resist	[perm]
Spiritual Enlightenment	+5 WIS	[perm]
Timber Shaper	+5 Fletching skill	[perm]
Commune with the Spirits	+ Power regen, +2 WIS	[30m]
Unsheathed Claws	+ Slashing Reactive Damage	[30m]
Eyes of the Night	Ultravision	[10m]

Guardian Abilities

1-TAUNT Increases target's hate toward you by 21-26. Power 2
Enemy | CRR 0.2s 0.5s 8s | Range 15m | Resist -33% | HO Horn

1-SWING A melee attack with extra damage.
Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist +10% | HO Sword

1-Swing 4-6 dam; Power 2

15-Strike 30-50 dam; Power 13

29-Shatter 61-103 dam; Power 25

43-Overwhelm 97-162 dam; Power 35

57-Overpower 139-232 dam; Power 46

2-SHIELD BASH If shield equipped in secondary, knocks down and stuns for 4 seconds. Epics not knocked down.

Enemy | CRR 0.5s 0.5s 20s | Range 5m | Resist +10% | HO Fist

2-Shield Bash 4-7 Crushing dam; Power 4

13-Shield Rush 29-49 Crushing dam; Power 18

27-Bull Rush 64-108 Crushing dam; Power 35

41-Staggering Slam 103-173 Crushing dam; Power 51

55-Staggering Rush 151-253 Crushing dam; Power 67

69-Staggering Blow 199-333 Crushing dam; Power 84

3-HOLD THE LINE 50% chance to increase hate with any opponent that damages you.

Self | Conc 1 | CRR 0.2s 0.5s Instant | Dur cancel | HO Arm

3-Hold the Line Threat +14; Power 6

15-Hold the Fort Threat +72; Power 23

29-Goading Defense Threat +150; Power 41

43-Maddening Defense Threat +243; Power 59

57-Inflaming Defense Threat +358; Power 78

3-TAUNTING STRIKE Attack that increases target's hate toward you.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist +10% | HO Fist

3-Taunting Strike 2-4 dam; Threat +24-29; Power 4

10-Taunting Blow 9-15 dam; Threat +81-99; Power 9

24-Taunting Challenge 22-37 dam; Threat +202-247; Power 21

38-Vengeful Strike 38-63 dam; Threat +349-427; Power 32

52-Unforgiving Strike 56-94 dam; Threat +534-653; Power 42

66-Vindictive Strike 75-126 dam; Threat +735-898; Power 53

4-STANCE: DEFENSE Greatly increases Defense and Parry (D/P) and physical and Heat mitigation, at the cost of offensive melee skills (C/P/S). This is your primary defensive stance.

Self | CRR 0.5s 0.5s Instant | Dur cancel | HO Arm

4-Stance: Defense C/P/S -1.8; D/P +2.2; physical mitig +46; Heat mitig +184

16-Brace C/P/S -4.8; D/P +5.8; physical mitig +104; Heat mitig +415

30-Stance: Dig In C/P/S -9; D/P +10.8; physical mitig +180; Heat mitig +720

44-Stance: Fortified Stance C/P/S -13.2; D/P +15.8; physical mitig +264; Heat mitig +1056

58-Stance: Steadfast Stance C/P/S -17.4; D/P +21; physical mitig +348; Heat mitig +1392

4-STANCE: OFFENSE Increases your offensive melee skills (C/P/S) and Strength, at the cost of decreased Defense. This is your primary offensive stance.

Self | CRR 0.5s 0.5s Instant | Dur cancel | HO Fist

4-Stance: Offense STR +15.8; Defense -1.8; C/P/S +3.2

22-Stance: Desperate Offensive STR +42; Defense -6.6; C/P/S +11.9

30-Stance: Desperate Flurry STR +55; Defense -9; C/P/S +16.2

44-Stance: Desperate Rush STR +82; Defense -13.2; C/P/S +24

58-Stance: Desperate Charge STR +109; Defense -17.4; C/P/S +31

5-FIGHTING CHANCE Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Shield

5-KICK A kick attack that does 9-15 Crushing damage. Power 5

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist -10% | HO Boot

6-INTERVENE Protects an ally by absorbing part of an attack.

100% chance of success. Spell ends after 1 intercept.

Raid or Group Friend | CRR Instant 0.5s 30s | Dur 100s |

Range 5m | HO Horn

6-Intervene you take 50% dam; ally takes 63% dam

20-Intercept you take 75% dam; ally takes 37% dam

34-Intecede you take 100% dam; ally takes 12% dam

7-ASSAULT A melee attack that strikes nearby enemies.

Self | CRR 2s 0.5s 30s | AoE 5m (max targets 8) | Resist +10% |

HO Fist

7-Assault 25-42 dam; Power 16

21-Bury 77-129 dam; Power 42

35-Tumble 138-231 dam; Power 66

49-Tremor 210-350 dam; Power 91

63-Besiege 286-478 dam; Power 115

8-SHOUT Increases hate of all enemies in encounter toward you.

This can be used while stilled or stunned.

Enemy | CRR 0.2 0.5s 20s | AoE 15m | Range 15m |

Resist +33% | HO Horn

8-Shout Threat +64-79; Power 13

22-Shouting Cry Threat +182-222; Power 30

36-Smothering Cry Threat +328-401; Power 47

50-Protect Threat +506-618; Power 64

64-Protection Threat +706-863; Power 81

9-CALL TO ARMS Increases the offensive combat skills (C/P/S) of your group.

Group | Conc 1 | CRR 0.5s 0.5s 1m | Dur cancel | AoE 50m |

HO Arm

9-Call to Arms C/P/S +2.5; Power 22

23-Guardian's Call C/P/S +6.2; Power 50

37-Call to Battle C/P/S +10; Power 78

51-Call to War C/P/S +13.8; Power 105

65-Call to Siege C/P/S +17.6; Power 132

9-PROVOKE Interrupts target and increases its hate toward you.

Enemy | CRR 0.2s 0.5s 8s | Range 15m | Resist +33% | HO Horn

9-Provoke Threat +97-118; Power 9

17-Anger Threat +183-224; Power 16

31-Suppress Threat +366-447; Power 27

45-Deafen Threat +584-714; Power 39

59-Confront Threat +845-1032; Power 50

11-CRUMBLE Decreases target's offensive melee skills (C/P/S) and deals additional Slashing damage over time (every 5 seconds).

Enemy | CRR 0.5s 0.5s 20s | Dur 20s | Range 5m | Resist +10% |

HO Sword

11-Crumble 28-46 Slashing dam; 7-9 Slashing DoT; C/P/S -2.0; Power 15

25-Ruin 66-110 Slashing dam; 17-21 Slashing DoT; C/P/S -4.5; Power 32

39-Ferocious Charge 109-182 Slashing dam; 28-34 Slashing DoT; C/P/S -7; Power 49

53-Relentless Charge 162-270 Slashing dam; 42-51 Slashing DoT; C/P/S -9.5; Power 65

67-Merciless Charge 216-360 Slashing dam; 56-68 Slashing DoT; C/P/S -12.1; Power 81

12-RALLYING CRY Increases your group's resistance against Slashing and Piercing (S/P) and Crushing (C) attacks.

Group | CRR 2s 0.5s 1m, 30s | Dur 30s | AoE 50m | HO Arm

12-Rallying Cry C mitig +100; S/P mitig +125; Power 18

26-Battle Cry C mitig +187; S/P mitig +234; Power 37

40-Commanding Presence C mitig +288; S/P mitig +360; Power 56

54-Commanding Aura C mitig +389; S/P mitig +486; Power 74

68-Command C mitig +490; S/P mitig +612; Power 92

13-HUNKER DOWN Increases your physical damage mitigation in exchange for decreased movement and Attack Speed. Also grants a 25% chance to root any opponent you strike in melee (10 seconds). Target has a 5% chance to dispel when it takes damage or receives hostile action.

Self | CRR 1s 0.5s 1m | Dur 30s | HO Arm

13-Hunker Down slow -33%; Attack Sp -11.3%; physical mitig +178; Power 10

27-Wall of Flesh slow -35%; Attack Sp -12.7%; physical mitig +324; Power 19

41-Wall of Brawn slow -38%; Attack Sp -14.1%; physical mitig +492; Power 28

55-Wall of Might slow -41%; Attack Sp -15.5%; physical mitig +660; Power 37

69-Wall of Force slow -44%; Attack Sp -16.9%; physical mitig +828; Power 46

14-WOUND Deals additional Slashing damage over time (every 4 seconds) and reduces target's combat damage.

Enemy | CRR 0.5s 0.5s 20s | Dur 24s | Range 5m | Resist +10% | HO Sword

14-Wound 9-15 Slashing dam; 13 Slashing DoT; DPS -7.9; Power 19

28-Maim 20-33 Slashing dam; 27 Slashing DoT; DPS -9.3; Power 36

42-Cleave 32-53 Slashing dam; 43 Slashing DoT; DPS -11; Power 52

56-Hew 46-77 Slashing dam; 62 Slashing DoT; DPS -13.1; Power 69

70-Sever 60-101 Slashing dam; 81 Slashing DoT; DPS -13.7; Power 85

17-CONCUSSION Deals Crushing damage and drains target's power.

Enemy | CRR 0.5s 0.5s 20s | Range 5m | Resist +10% | HO Sword

17-Concussion 31-51 Crushing dam; power -31-52; Power 23

31-Batter 60-101 Crushing dam; power -61-101; Power 39

45-Vindication 94-156 Crushing dam; power -94-157; Power 56

59-Buffet 132-220 Crushing dam; power -132-221; Power 72

18-STAND FIRM Gives ally a chance to use your avoidance check if ally's fails. Increases your Parry.

Group Friend | CRR Instant 0.5s 2s | Dur cancel | Range 20m | HO Arm

18-Stand Firm 16% chance; Parry +3.2; Power 27

32-Never Surrender 25% chance; Parry +5.8; Power 45

46-Vigilance 33% chance; Parry +8.3; Power 63

60-Unyielding Vigilance 40% chance; Parry +10.8; Power 82

19-BATTLE TACTICS Increases maximum health of your group.

Group | Conc 1 | CRR 3s 0.5s 1m | Dur cancel | AoE 50m | HO Arm

19-Battle Tactics max health +98

33-Do or Die max health +239

47-Return to Battle max health +383

61-Return to War max health +508

Fighter: Guardian

19-Knee Bash

An attack that interrupts target.
Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist +10% | HO Boot

19-Knee Bash

38-63 Crushing dam; Power 19

33-Invade

71-119 Crushing dam; Power 31

47-Swamp

109-182 Crushing dam; Power 43

61-Compression

151-252 Crushing dam; Power 55

20-Sentinel

Gives you a chance to protect ally by absorbing

part of an attack. If successful, you take 100% and ally takes 35%.

Group Friend | CRR Instant 0.5s 30s | Dur cancel | Range 10m | HO Arm

20-Sentinel

35% chance; Power 30

34-Safe Guard

42% chance; Power 48

48-Sentry

49% chance; Power 66

62-Sustain

56% chance; Power 84

21-Allay

Gives ally a chance to use your avoidance check if

ally's fails. Decreases ally's Hate Gain.

Group Friend | CRR Instant 0.5s 2s | Dur cancel | Range 10m | HO Arm

21-Allay

18% chance; Hate Gain -12.4%; Power 31

35-Maneuver

27% chance; Hate Gain -18%; Power 49

49-Assuage

35% chance; Hate Gain -24%; Power 67

63-Moderate

41% chance; Hate Gain -28%; Power 85

22-Slam

A Crushing melee attack.

Enemy | CRR 0.5s 0.5s 1m | Range 5m | Resist +10% | HO Sword

22-Slam

143-238 Crushing dam; Power 44

36-Crush

250-417 Crushing dam; Power 68

50-Blast

377-628 Crushing dam; Power 93

64-Flay

511-852 Crushing dam; Power 117

24-Call of Command

Increases your group's Defense.

Group | Conc 1 | CRR 1s 0.5s 1m | Dur cancel | AoE 50m | HO Arm

24-Call of Command

Defense +6.5; Power 52

38-Call of Protection

Defense +10.3; Power 80

52-Call of Defense

Defense +14; Power 107

66-Call of Armament

Defense +17.8; Power 134

25-Rescue

• Increases target's hate toward you by +3,528 Threat and 3 positions. Power 95

Enemy | CRR Instant 0.5s 10m | Range 10m | HO Horn

26-True Strike

A melee attack that rarely misses.

Enemy | CRR 0.5s 0.5s 30s | Range 5m | HO Fist

26-True Strike

99-165 dam; Power 34

40-Unerring Strike

160-268 dam; Power 50

54-Perfect Strike

237-395 dam; Power 66

68-Precise Strike

314-523 dam; Power 83

28-Iron Will

Increases your Stamina.

Self | CRR 2s 0.5s 20s | Dur cancel | HO Arm

28-Iron Will

STA +19.4; Power 40

42-Iron Conviction

STA +29; Power 58

56-Steely Conviction

STA +39; Power 76

70-Fortified Conviction

STA +50; Power 95

32-Entrench

Roots you and lowers your Attack Speed and

combat attack damage. All enemies near you are also rooted with

attack penalties. Enemies have a 10% chance to dispel when each

takes damage.

Self | CRR 1s 0.5s 1m | AoE 5m (max targets 8) | HO Arm

32-Entrench

your Attack Sp, DPS -13.2; their Attack Sp, DPS -15.8;

duration 14.9s; Power 45

46-Anchor

your Attack Sp, DPS -14.6; their Attack Sp, DPS -17.5;

duration 16.5s; Power 63

60-Plant

your Attack Sp, DPS -16; their Attack Sp, DPS -19.2;

duration 19.8s; Power 82

35-Unyielding Will

• When you take fatal damage, gives

you 30% health for 36 seconds, then you die.

Self | CRR Instant 0.5s 30m | Dur 3m

40-Retaliate

Attack that pacifies target (unless Epic), preventing

normal combat attacks.

Enemy | CRR 0.5s 0.5s 1m | Range 5m | Resist +10% | HO Fist

40-Retaliate

201-335 dam; duration 6.8s; Power 84

54-Quelling Strike

296-494 dam; duration 7s; Power 111

68-Retaliation Strike

392-654 dam; duration 7s; Power 138

44-Taunting Assault

Attack that increases hate toward you from target's encounter.

Enemy | CRR 2s 0.5s 30s | AoE 5m | Range 5m | Resist +33% | HO Horn

44-Taunting Assault

91-152 dam; Threat +472 Threat; Power 79

58-Goading Assault

129-216 dam; Threat +688 Threat; Power 103

50-Guardian Sphere

Gives you a chance (listed in specific

descriptions) to intercept and absorb damage taken by allies.

When you absorb a hit, 25% chance (up to 5 times) that no one

is damaged.

Group | CRR 1s 0.5s 3m | Dur 36s | AoE 10m | HO Arm

50-Guardian Sphere

intercept chance 52%; if so, you take 92%,

ally takes 0%; Power 103

70-Stone Sphere

intercept chance 62%; if so, you take 88%, ally

takes 0%; Power 142

52-Reinforcement

• Increases your Threat (+294) and hate

priority (1 position) with each hit you make.

Self | CRR 0.2s 0.5s 3m | Dur 13s

55-Sentry Watch

• When one nearby ally is hit with fatal

damage, this heals target (6% health). For 15 seconds you take

92% of ally's damage; ally takes 1%. Threat +213 and +1 position

for ally's attacker toward you. Power 37

Group | CRR 0.2s 0.5s 3m | Dur 30s | AoE 20m | HO Arm

58-Tower of Stone

• If tower shield equipped in secondary, shield totally absorbs all damage from up to 3 hits greater than

10% of your health. Shield is damaged by hits. Power 79

Self | CRR 1s 0.5s 2m | Dur 15s | HO Arm

65-Obliterate

• Attack (446-744 dam) that can't be parried,

deflected, riposted or blocked. If it hits: Deflection, Parry, and

Defense -47. Power 132

Enemy | CRR 0.5s 0.5s 1m | Dur 10s | Range 5m | Resist +10%

Guardian Abilities by Level

1-Swing	21-Allay	34-Safe Guard (< 20-Sentinel)	46-Vigilance (< 21-Stand Firm)	58-Tower of Stone •
1-Taunt •	21-Bury (< 7-Assault)	35-Maneuver (< 7-Allay)	47-Return to Battle (< 19-Battle Tactics)	59-Buffet (< 17-Concussion)
2-Shield Bash	22-Shouting Cry (< 8-Shout)	35-Topple (< 7-Assault)	47-Swamp (< 19-Knee Bash)	59-Confront (< 9-Provoke)
3-Hold the Line	22-Slam	35-Unyielding Will •	48-Sentry (< 20-Sentinel)	60-Plant (< 32-Entrench)
3-Taunting Strike	22-Stance: Desperate Offensive (< 4-Stance: Offense)	36-Crush (< 22-Slam)	49-Assuage (< 21-Allay)	60-Unyielding Vigilance (< 18-Stand Firm)
4-Stance: Defense	23-Guardian's Call (< 9-Call to Arms)	36-Smothering Cry (< 8-Shout)	49-Tremor (< 7-Assault)	61-Compression (< 19-Knee Bash)
4-Stance: Offense	24-Call of Command	37-Call to Battle (< 9-Call to Arms)	50-Blast (< 22-Slam)	61-Return to War (< 19-Battle Tactics)
5-Fighting Chance •	24-Taunting Challenge (< 3-Taunting Strike)	38-Call of Protection (< 24-Call of Command)	50-Guardian Sphere	62-Sustain (< 20-Sentinel)
5-Kick •	25-Rescue •	38-Vengeful Strike (< 3-Taunting Strike)	50-Protect (< 8-Shout)	63-Besiege (< 7-Assault)
6-Intervene	25-Ruin (< 11-Crumble)	39-Ferocious Charge (< 11-Crumble)	51-Call to War (< 9-Call to Arms)	63-Moderate (< 21-Allay)
7-Assault	26-Battle Cry (< 12-Rallying Cry)	40-Commanding Presence (< 12-Rallying Cry)	52-Call of Defense (< 24-Call of Command)	64-Flay (< 22-Slam)
8-Shout	26-True Strike	40-Retaliate	52-Reinforcement •	64-Unforgiving Strike (< 3-Taunting Strike)
9-Provoke	27-Bull Rush (< 2-Shield Bash)	40-Unerring Strike (< 26-True Strike)	53-Relentless Charge (< 11-Crumble)	65-Call to Siege (< 9-Call to Arms)
10-Taunting Blow (< 3-Taunting Strike)	27-Wall of Flesh (< 13-Hunker Down)	41-Staggering Slam (< 2-Shield Bash)	54-Commanding Aura (< 12-Rallying Cry)	65-Obliterate •
11-Crumble	28-Main (< 14-Wound)	41-Wall of Brawn (< 13-Hunker Down)	54-Perfect Strike (< 26-True Strike)	66-Call of Armament (< 24-Call of Command)
12-Rallying Cry	29-Goading Defense (< 3-Hold the Line)	42-Cleave (< 14-Wound)	54-Quelling Strike (< 40-Retaliate)	66-Vindictive Strike (< 3-Taunting Strike)
13-Hunker Down	29-Shatter (< 1-Swing)	42-Iron Conviction (< 28-Iron Will)	55-Sentry Watch •	67-Merciless Charge (< 11-Crumble)
13-Shield Rush (< 2-Shield Bash)	30-Stance: Desperate Flurry (< 4-Stance: Offense)	43-Maddening Defense (< 3-Hold the Line)	55-Staggering Rush (< 2-Shield Bash)	68-Command (< 12-Rallying Cry)
14-Wound	31-Batter (< 17-Concussion)	43-Overwhelm (< 1-Swing)	55-Wall of Might (< 13-Hunker Down)	68-Precise Strike (< 26-True Strike)
15-Hold the Fort (< 3-Hold the Line)	31-Suppress (< 9-Provoke)	44-Stance: Desperate Rush (< 4-Stance: Offense)	56-Hew (< 14-Wound)	68-Retaliation Strike (< 40-Retaliate)
15-Strike (< 1-Swing)	32-Entrench	44-Stance: Fortified Stance (< 4-Stance: Defense)	56-Steely Conviction (< 28-Iron Will)	69-Staggering Blow (< 2-Shield Bash)
16-Brace (< 4-Stance: Defense)	32-Never Surrender (< 18-Stand Firm)	44-Taunting Assault	57-Inflaming Defense (< 3-Hold the Line)	69-Wall of Force (< 13-Hunker Down)
17-Anger (< 9-Provoke)	33-Do or Die (< 19-Battle Tactics)	45-Deafen (< 9-Provoke)	57-Overpower (< 1-Swing)	70-Fortified Conviction (< 28-Iron Will)
17-Concussion	33-Invade (< 19-Knee Bash)	45-Vindication (< 17-Concussion)	58-Goading Assault (< 44-Taunting Assault)	70-Sever (< 14-Wound)
18-Stand Firm	34-Intercede (< 6-Intervene)	46-Anchor (< 32-Entrench)	58-Stance: Desperate Charge (< 4-Stance: Offense)	70-Stone Sphere (< 50-Guardian Sphere)
19-Battle Tactics			58-Stance: Steadfast Stance (< 4-Stance: Defense)	
19-Knee Bash				
20-Intercept (< 6-Intervene)				
20-Sentinel				

Fighter: Paladin

By Wetstone

Paladins are one of the true hybrid classes in the game. They have Fighter-style melee attacks, plus defense, Priest-like heals, and Mage-like nukes.

Although the Paladin is well trained in many aspects of combat, they master none of them. However, this does not make them inferior to other classes. With the ability to absorb hard hits through their heavy armor, self healing, and nuking from a safe distance, the holy knights are a force to be reckoned with. Thriving on honor, discipline, and selflessness, Paladins are the most valorous fighters in *EverQuest II*.

Study your diverse abilities with care as you receive them in your training; understanding the effect of each is the key to growing into a solid knight of the realm.

Keep up your skills in the weapon types available to you, so that you can switch between sword and shield, a great two-handed sword, various axes, or maces large and small. Some creatures have susceptibilities to specific damage types, and you need to be prepared to switch.

Although the knight's code of honor makes them forego the use of bows or thrown weapons, they gain the ability to engage creatures from a respectable distance with the use of spells that harness Divine anger.

Solo

Paladins solo well, which comes as a surprise to those who see them only as a lesser dealer of damage. The wise knight equips a two-handed weapon, and makes sure the offensive stance is up. You lose a little avoidance and mitigation this way, but you can defeat the mob faster, without burning all of your power. Performing Heroic Opportunities is another power-efficient way to increase your damage output—do not neglect that!

Check out the lesser-used one-handed weapon and shield approach while alone. This is a more defensive combination and particularly effective against magic users; use shield abilities to stun them as they begin to cast a spell, then hit them hard with your weapon. It's possible to change weapon types quickly between (or even during) battle, and thereby employ both strategies.

Pace yourself and time your healing spells. If you're soloing, you never have to

change your target to heal yourself; the heals you cast automatically land on you while you fight creatures. Your Lay on Hands gives you a huge boost in a desperate battle, though it has a long recast time (once per Norrathian day, or 72 minutes). Rejoice as the hapless evil beings wail in dismay when you suddenly rise from death's door to strike them down!

Group

If you're the primary Fighter in your group (commonly known as the "main tank"), your responsibility is to keep the attention of the encounter focused on your well-armored self, allowing the rest of the group to deal the majority of the damage.

Have your shield equipped and your defensive stance up. Call a holy ward upon yourself before pulling an encounter, so that the healer can hold back at the beginning of the fight and you can secure the creature's attention immediately.

Place your Redemption line spell on the member of your group most likely to accumulate the most aggro at the worst times. In some cases, this is the healer (as heals all generate hate from the encounter creatures), but most of the time it's a powerful spellcasting Mage, or a Scout shooting a devastating barrage of arrows.

Any of these classes can generate a lot of aggro and cannot last long without your intervention and protection.

Paladins are only granted two taunts, a single-target and a whole-encounter version. In most cases you need to discover other creative means to generate and maintain aggro. You can do this by warding and healing yourself, and by throwing an occasional group heal. Casting one of your AoE spells that only targets the encounter (those with a green spell icon) is another good way to maintain aggro from groups of mobs. Use additional care with the blue-icon AoE attacks, because they affect all creatures in the immediate area, even the normally passive ones. This could be disastrous!

After you engage a creature or group and you have its full attention, move yourself to position them so that they aren't facing the group. This prevents their common frontal barrage attacks from hitting your groupmates, and helps the Scouts in the group use their flanking attacks.

As the main tank, you are most often the group leader by



Intrepid Soul Armor

Fighter: paladin

default, as your actions determine the flow of any fight. The group looks to you for information and instruction. Take the time to learn how to create in-game macros (found under the Socials tab, default **Control** **0**). Create an announcement for pulling and any other situations the group should be alerted to.

For example, a simple macro such as **/g I am about to smite <target> most mightily in three seconds!** preps your party for battle. In this way you can quickly hit hotkeys to announce incoming mobs, ask your group to follow you, stay put, tell people to flee for their lives, or call for a Scout or Wizard to evacuate the party. The ability to assess situations and give instructions on the fly is the mark of an outstanding tank of any stripe.

Paladins not only excel as the main tank, they also make a great secondary tank. With their wards and heals, they can alleviate a lot of the pressure when only one healer is available. Help your healer out by throwing an occasional ward on the main tank, and by healing your fellow groupmates.

Paladins can even take on the role of the sole healer with the right group set-up, and when the group acts with caution. It is a challenging and interesting role, being the healing tank!

If you have a support role in a group, cast a blessing from the Offering of Armament line on your main tank. This allows the tank to use some of your mitigation. He will be taking the majority of the hits, after all!

Use the Intercept line to help absorb attacks meant for your groupmates. The recast time on the Intercept line is short enough that you can use it a couple of times during a long fight, especially on raids.

The Lay on Hands line is your most powerful heal, and the defining ability of the Paladin class. It has a long recast time, so only use this when it is the last hope of survival for yourself or for a groupmate. It can mean the difference between a full group wipe, or a glorious victory that is heralded through the ages.

As a secondary tank, make sure that you do not draw aggro away from your main tank. However, you must still use some taunts to make sure that you stand second in line for hate gain and can step in should the worst happen and the main fall in battle. It then becomes your job to keep and maintain aggro, so give it all you've got!

Although normally you assist the main tank at all times, ensuring that you are on the same target, a secondary tank also often fills the role of "off-tank." This means that if the main is heavily engaged, your task is to go into a defensive stance and hold the attention of "adds" to an encounter, or to beat up a creature that has unexpectedly gone berserk on a caster or healer, until the main tank can deal with it.

Pros

- Paladins can use heavy plate armor to absorb hard hits.
- Paladins can heal themselves and their friends.
- Not only do you have Lay on Hands to save the day—at higher levels, you gain a resurrection spell that restores 100 percent health on the target!
- The holy knight is one of the best soloing classes.

- As a main tank, you benefit from fast-casting AoEs that help immediately pull aggro from adds and multiple-group encounters.
- Paladins can fit well into any group as tank, secondary, or even healer.

Cons

- Paladins are complex and therefore one of the hardest Fighter classes to master.
- Paladins cannot use dual-wield weapons.
- Paladins rely on more attributes than the other Fighter classes (adding Wisdom to the mix), so it is a challenge balancing equipment and attributes.

Training

Level 14	Level 44
9-Incite	40-Display of Devotion
10-Blessed Weapon	42-Ancient Wrath
12-Demonstration of Faith	42-Sworn Strike
14-Cry of Conviction	44-Prayer of Conviction
Level 24	Level 54
21-Redemption	50-Pious Aid
22-Blessed Aid	50-Zealous Preaching
22-Blinding Light	52-Righteous Crusade
24-Glorious Weapon	54-Refusal of Faith
Level 34	Level 64
30-Prayer of Devotion	62-Celestial Touch
31-Noble Tone	63-Holy Circle
32-Aegis of Hope	64-Fervent Aid
33-Pious Belief	64-Righteousness

Dwarf

Possible Cities	Qeynos	Resistances
Racial Homeland	Kaladim; Butcherblock Mtns/Faydwer	Cold 1
Mythical Creator	Brell Serilis	Disease 2
Racial Language	Dwarven	Divine 2
Attributes		Heat 1
Strength	22	Magic 4
Agility	16	Mental 3
Stamina	25	Poison 2
Racial Tradition	Effect	Re-Use Delay
Stormhammer	+ Divine Damage	[30m]
Fortitude of Kaladim	+5 Defense	[perm]
Hearty Constitution	+3% Disease Resist	[perm]
Spell Shrug	+3% Magic Resist	[perm]
Brell's Blessing	+3% Max Health	[perm]
Master of the Tumpy Tonic	+5 Artistry skill	[perm]
Endurance	+5 STA	[perm]
Weapon Forger	+5 Metalworking skill	[perm]
Butcherblock Body	+ HP regen, +2 STR	[30m]
Vital Provisions	Summon 1 Dwarven Ale	[30m]

Paladin Abilities

1-Faithful Swing A melee attack that restores some of your health.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist +10% | HO Sword

1-Faithful Swing 4-6 Divine dam; 2 heal; Power 2

15-Faithful Strike 30-50 Divine dam; 18 heal; Power 15

29-Blazing Faith 61-103 Divine dam; 37 heal; Power 25

43-Condemnation 97-162 Divine dam; 58 heal; Power 35

57-Righteous Condemnation 139-232 Divine dam; 83 heal; Power 46

1-Taunt Increases target's hate toward you by 21-26. Power 2

Enemy | CRR 0.2s 0.5s 8s | Range 15m | Resist -33% | HO Horn

2-Righteous Anger Interrupts the target and deals Divine damage.

Enemy | CRR 1s 0.5s 20s | Range To 30m | Resist +24% | HO Sword

2-Righteous Anger 5-8 Divine dam; Power 4

13-Righteous Judgement 32-54 Divine dam; Power 18

27-Omen of Battle 70-117 Divine dam; Power 35

41-Divine Judgment 113-188 Divine dam; Power 51

55-Celestial Judgement 165-274 Divine dam; Power 67

69-Hallowed Judgement 217-361 Divine dam; Power 84

3-Prayer of Healing Heals your group.

Group | CRR 3s 0.5s 7.5s | AoE 20m | HO Arm

3-Prayer of Healing 28-34 heal; Power 21

16-Prayer of Mending 148-181 heal; Power 96

30-Prayer of Devotion 296-362 heal; Power 164

44-Prayer of Conviction 463-566 heal; Power 231

56-Prayer of Consecration 629-769 heal; Power 288

4-Stance: Courageousness Increases your offensive melee skills (C/P/S) and Intelligence, at the cost of decreased Defense skill. This is your primary offensive stance.

Self | CRR 0.5s 0.5s Instant | Dur cancel | HO Arm

4-Stance: Courageousness INT and STR +15.8; Defense -1.8; C/P/S +3.2

22-Stance: Courageous Wrath INT, STR +42; Defense -6.6; C/P/S +11.9

32-Stance: Implacable Wrath INT, STR +59; Defense -9.6; C/P/S +17.3

46-Stance: Unyielding Wrath INT, STR +86; Defense -13.8; C/P/S +25

60-Stance: Relentless Wrath INT, STR +113; Defense -18; C/P/S +32

4-Knight's Defense Increases Defense, Wisdom, physical mitigation, and Magic and Divine (M/D) mitigation, at the cost of offensive melee skills (C/P/S). This is your primary defensive stance.

Self | CRR 0.5s 0.5s Instant | Dur cancel | HO Arm

4-Stance: Knight's Defense WIS +15.8; C/P/S -1.8; Defense +2.2; physical mitig +46; M/D mitig +184

16-Knight's Stance WIS +32; C/P/S -4.8; Defense +5.8; physical mitig +104; M/D mitig +415

30-Stance: Shining Beacon WIS +55; C/P/S -9; Defense +10.8; physical mitig +180; M/D mitig +720

44-Stance: Benediction WIS +82. C/P/S -13.2; Defense +15.8; physical mitig +264; M/D mitig +1056

58-Stance: Faithful Benediction WIS +109. C/P/S -17.4; Defense +21; physical mitig +348; M/D mitig +1392

5-Fighting Chance Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Shield

5-Kick A kick attack that does 9-15 Crushing damage. Power 5

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist -10% | HO Boot

6-Intervene Protects an ally by absorbing part of an attack.

100% chance of success. Spell ends after 1 intercept.
Raid or Group Friend | CRR Instant 0.5s 30s | Dur 100s | Range 5m | HO Horn

6-Intervene you take 50% dam; ally takes 63% dam

20-Intercept you take 75% dam; ally takes 37% dam

34-Intercede you take 100% dam; ally takes 12% dam

7-Divine Circle Strikes nearby enemies and restores health to nearby group members.

Self | CRR 2s 0.5s 30s | AoE 5m (max targets 8) | Resist +10% | HO Fist

7-Divine Circle 19-31 Divine dam; 17 heal; Power 16

21-Divine Wrath 58-96 Divine dam; 51 heal; Power 42

35-Flatedge Twirl 104-173 Divine dam; 91 heal; Power 66

49-Holy Symbol 157-262 Divine dam; 138 heal; Power 91

63-Holy Circle 215-358 Divine dam; 188 heal; Power 115

8-Blinding Rays Increases hate of all enemies in encounter toward you and decreases their Divine resistance.

Enemy | CRR 0.2s 0.5s 20s | Dur 20s | AoE 15m | Range 15m | Resist +33% | HO Horn

8-Blinding Rays Threat +64-79; Divine mitig -138; Power 13

22-Blinding Light Threat +182-222; Divine mitig -264; Power 30

36-Smite Prayer Threat +328-401; Divine mitig -432; Power 47

50-Saintly Preaching Threat +506-618; Divine mitig -600; Power 64

64-Righteousness Threat +706-863; Divine mitig -768; Power 81

9-Call of Inspiration Gives your group an 8% chance to deal Divine damage with each hit. Undead targets take double damage.

Group | Conc 1 | CRR 0.5s 0.5s 1m | Dur cancel | AoE 50m | HO Arm

9-Call of Inspiration 12-20 Divine dam (x2); Power 22

23-Divine Inspiration 32-53 Divine dam (x2); Power 50

37-Call to Glory 55-91 Divine dam (x2); Power 78

51-Call to Honor 82-136 Divine dam (x2); Power 105

65-Call to Duty 110-183 Divine dam (x2); Power 132

10-Blessed Weapon Grants an 8% chance to deal Divine damage and stun target for 4 seconds. Undead targets take double damage. Epics not stunned.

Self | Conc 1 | CRR 3s 0.5s Instant | Dur cancel | HO sword

10-Blessed Weapon 27-45 Divine dam (x2)

24-Glorious Weapon 67-112 Divine dam (x2)

38-Righteous Cause 112-187 Divine dam (x2)

52-Righteous Crusade 167-279 Divine dam (x2)

66-Righteous Demonstration 224-374 Divine dam (x2)

11-Righteous Blow Strikes for Divine damage (with additional Divine damage against the undead) and stuns the target for 4 seconds. Epics not stunned.

Enemy | CRR 0.5s 0.5s 30s | Range Up to 5m | Resist +10% Harder | HO Sword

11-Righteous Blow 10-16 Divine dam (30-50 vs. undead); Power 17

25-Divine Vengeance 23-39 Divine dam (70-117 vs. undead); Power 36

39-Shatter Will 39-65 Divine dam (116-193 vs. undead); Power 54

53-Destroy Will 58-96 Divine dam (171-286 vs. undead); Power 72

67-Extinguish Will 77-128 Divine dam (228-380 vs. undead); Power 91

12-Demonstration of Faith Wards ally against damage.

Group Friend | CRR 2s 0.5s 15s | Dur 24s | Range Up to 20m | HO Arm

12-Demonstration of Faith ward vs. 144 dam; Power 34

26-Faithful Zeal ward vs. 326 dam; Power 65

40-Display of Devotion ward vs. 528 dam; Power 95

54-Demonstration of Devotion ward vs. 780 dam; Power 125

68-Devotion ward vs. 1032 points of all dam; Power 155

13-Bash If shield equipped in secondary, knocks down and stuns for 4 seconds, increasing hate toward you. Epics not knocked down.

Enemy | CRR 0.5s 0.5s 20s | Range 5m | Resist +10% | HO Fist

13-Bash 14-24 Divine dam; Threat +156; Power 18

27-Blinding Bash 32-54 Divine dam; Threat +345; Power 35

41-Courageous Dash 51-86 Divine dam; Threat +569; Power 51

55-Righteous Dash 75-126 Divine dam; Threat +855; Power 67

69-Valorous Dash 99-166 Divine dam; Threat +1,154; Power 84

14-Cry of Conviction Deals Divine damage to nearby enemies and stuns them. Epics not stunned.

Self | CRR 0.5s 0.5s 30s | AoE 7.5m (max targets 8) | Resist +10% | HO Arm

14-Cry of Conviction 44-74 Divine dam; duration 3.3s; Power 32

28-Unyielding Conviction 93-155 Divine dam; duration 3.5s; Power 60

42-Ancient Wrath 148-247 Divine dam; duration 3.8s; Power 87

56-Unflinching Conviction 214-357 Divine dam; duration 4s; Power 115

70-Relentless Conviction 280-467 Divine dam; duration 4s; Power 142

15-Power Cleave Attack that strikes for Divine damage.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist +10% | HO Sword

15-Power Cleave 32-54 Divine dam; Power 15

29-Holy Sunder 67-112 Divine dam; Power 27

43-Judgement Strike 106-177 Divine dam; Power 40

57-Chastising Strike 152-254 Divine dam; Power 52

17-Offering of Armament Increases ally's mitigation at the cost of your own. Can't cast it on yourself.

Group Friend | CRR 1s 0.5s 2s | Dur cancel | Range 10m

17-Offering of Armament ally's physical mitig +97; your physical mitig -162; Power 25

31-Grant of Armament ally's physical mitig +167; your physical mitig -279; Power 44

45-Gift of Armament ally's physical mitig +243; your physical mitig -405; Power 62

59-Pledge of Armament ally's physical mitig +319; your physical mitig -531; Power 80

18-Ancient Pledge Gives ally a chance to use your avoidance check if ally's fails. Increases your Defense.

Group Friend | CRR Instant 0.5s 2s | Dur cancel | Range 20m | HO Arm

18-Ancient Pledge 16% chance; Defense +3.2; Power 27

32-Aegis of Hope 25% chance; Defense +5.8; Power 45

46-Unwavering Faith 33% chance; Defense +8.3; Power 63

60-Resolute Faith 40% chance; Defense +10.8; Power 82

19-Charge Deals Divine damage and knocks the target down for 2 seconds. Epics not knocked down.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist +10% | HO Boot

19-Charge 34-57 Divine dam; Power 19

33-Vengeance 65-108 Divine dam; Power 31

47-Blessed Rush 99-166 Divine dam; Power 43

61-Backlash 137-229 Divine dam; Power 55

Fighter: paladin

19-VIGOR OF TRUST Increases the Wisdom and Strength of your group.

Group | Conc 1 | CRR 3s 0.5s 30s | Dur cancel | AoE 50m | HO Arm

19-Vigor of Trust WIS, STR +12.9

33-Pious Belief WIS, STR +21

47-Crusade WIS, STR +31

61-Ardent Belief WIS, STR +40

20-LAY ON HANDS Restores health instantly.

Friend | CRR Instant 0.5s 15m | Range 20m | HO Arm

20-Lay on Hands 648-792 heal

34-Virtuous Touch 1192-1457 heal

48-Divine Touch 1814-2218 heal

62-Celestial Touch 2495-3049 heal

21-REDEMPTION Whenever ally accrues hate, some of it transfers to you.

Group Friend | Conc 1 | CRR Instant 0.5s Instant | Dur cancel | Range 10m | HO Horn

21-Redemption transfers 18% Threat

35-Atonement transfers 27% Threat

49-Amends transfers 33% Threat

22-BLESSED AID Restores some of ally's health.

Friend | CRR 2s 0.5s 5s | Range 20m | HO Arm

22-Blessed Aid 181-222 heal; Power 62

36-Devout Aid 318-388 heal; Power 96

50-Pious Aid 478-584 heal; Power 130

64-Fervent Aid 648-792 heal; Power 163

24-BLESSING OF THE PENITENT Increases your max health and grants you a 2% chance to summon a shard spell component (penitent essence) when you are struck.

Self | CRR 2s 0.5s 20s | Dur cancel | HO Arm

24-Blessing of the Penitent max health +72; Power 52

38-Blessing of the Devout max health +146; Power 80

52-Blessing of the Celestial max health +216; Power 107

66-Blessing of the Reverent max health +275; Power 134

25-RESUCE • Increases target's hate toward you by +3,528 Threat and 3 positions. Power 95

Enemy | CRR Instant 0.5s 10m | Range 10m | HO Horn

26-PENITENT SACRAMENT Heals you.

Self | CRR 3s 0.5s 5m | HO Arm

26-Penitent Sacrament 498-609 heal; Power 108

40-Devout Sacrament 805-984 heal; Power 159

54-Ardent Sacrament 1190-1454 heal; Power 209

68-Reverent Sacrament 1574-1924 heal; Power 259

28-OATH STRIKE Deals Divine damage, plus Divine damage over time (every 4 seconds).

Enemy | CRR 0.5s 0.5s 1m | Dur 24s | Range 5m | Resist -10% | HO Sword

42-Sworn Strike 85-143 Divine dam; 59-99 Divine DoT; Power 79

56-Zealous Strike 124-207 Divine dam; 86-143 Divine DoT; Power 103

70-Devout Strike 162-271 Divine dam; 112-187 Divine DoT; Power 128

35-DOOM JUDGEMENT • Affects nearby enemies: inflicts 277 damage and dispels 96 levels of beneficial Magic, Divine, Mental, Poison, and Disease effects. Power 277

Self | CRR 1s 0.5s 5m | Dur 36s | AoE 5m (max targets 8) | Resist +10% | HO Boot

40-REFUSAL OF GRACE Divine damage attack.

Enemy | CRR 2s 0.5s 1m | Range 30m | Resist +24% | HO Fist

40-Refusal of Grace 297-495 Divine dam; Power 98

54-Refusal of Faith 439-731 Divine dam; Power 129

68-Refusal of Conviction 581-968 Divine dam; Power 161

44-ELIXIR OF RESUSCITATION • Resurrects a fallen ally, restoring all health. Can be cast during combat, but must be within touch range of ally. For 2 minutes, ally is -20% for Attack Speed and attributes (-5% if less than Level 7). Power 231

Raid or Group Friend's Corpse | CRR 4s 0.5s 1m | Range 1m | HO Arm

50-DECREE Divine damage that interrupts target and nearby allies.

Enemy | CRR 2s 0.5s 15s | AoE 15m | Range 25m | Resist -10% | HO Horn

50-Decree 183-305 Divine dam; Power 93

70-Brimstone 276-461 Divine dam; Power 128

52-SIGIL OF HEROISM • Transfers 27% of all nearby allies' current Threat to you. Power 89

Group | CRR 1s 0.5s 2m | Dur 15s | AoE 50m | HO Horn

55-CONSECRATE • 108-132 Divine damage every 3 seconds to nearby enemies. Pot 37

Self | CRR 0.5s 0.5s 5 min | Dur 1 min

58-DIVINE FAVOR • If you're hit with fatal damage, you're healed 1065 instead. You are stiffed for 12 seconds and your priority drops down 25 positions.

Self | CRR 0.5s 0.5s 30m | Dur 2m

65-CASTIGATE • Dispels 86 levels of hostile Cold, Crushing, Disease, Divine, Heat, Magic, Mental, Piercing, Poison, and Slashing effects. Divine damage strikes nearby enemies with each debuff removed. Power 221

Self | CRR 1.5s 0.5s 3m

Paladin Abilities by Level

1-Faithful Swing	21-Redemption	34-Intercede (< 6-Intervene)	47-Blessed Rush (< 19-Charge)	58-Stance: Faithful Benediction (< 4-Stance: Knight's Defense)
1-Taunt •	22-Blessed Aid	34-Virtuous Touch (< 20-Lay on Hands)	47-Crusade (< 19-Vigor of Trust)	59-Clarion Cry (< 9-Incite)
2-Righteous Anger	22-Blinding Light (< 8-Blinding Rays)	35-Atonement (< 21-Redemption)	48-Divine Touch (< 20-Lay on Hands)	59-Pledge of Armament (< 17-Offering of Armament)
3-Prayer of Healing	22-Stance: Courageous Wrath (< 4-Stance: Courageousness)	35-Doom Judgement •	49-Amends (< 21-Redemption)	60-Resolute Faith (< 18-Ancient Pledge)
4-Stance: Courageousness	23-Divine Inspiration (< 9-Call of Inspiration)	35-Flatedge Twirl (< 7-Divine Circle)	49-Holy Symbol (< 7-Divine Circle)	60-Stance: Relentless Wrath (< 4-Stance: Courageousness)
4-Stance: Knight's Defense	24-Blessing of the Penitent	36-Devout Aid (< 22-Blessed Aid)	50-Decree	61-Ardent Belief (< 19-Vigor of Trust)
5-Fighting Chance •	24-Glorious Weapon (< 10-Blessed Weapon)	36-Smite Prayer (< 8-Blinding Rays)	50-Pious Aid (< 22-Blessed Aid)	61-Backlash (< 19-Charge)
5-Kick •	25-Divine Vengeance (< 11-Righteous Blow)	37-Call to Glory (< 9-Call of Inspiration)	50-Zealous Preaching (< 8-Blinding Rays)	62-Celestial Touch (< 20-Lay on Hands)
6-Intervene	25-Rescue •	38-Blessing of the Devout (< 24-Blessing of the Penitent)	51-Call to Honor (< 9-Call of Inspiration)	63-Holy Circle (< 7-Divine Circle)
7-Divine Circle	26-Faithful Zeal (< 12-Demonstration of Faith)	38-Righteous Cause (< 10-Blessed Weapon)	52-Sigil of Heroism •	64-Fervent Aid (< 22-Blessed Aid)
8-Blinding Rays	26-Penitent Sacrament	39-Shatter Will (< 11-Righteous Blow)	53-Destroy Will (< 11-Righteous Blow)	64-Righteousness (< 8-Blinding Rays)
9-Call of Inspiration	27-Blinding Bash (< 13-Bash)	40-Devout Sacrament (< 10-Blessed Weapon)	54-Ardent Sacrament (< 26-Penitent Sacrament)	65-Call to Duty (< 9-Call of Inspiration)
9-Incite	27-Omen of Battle (< 2-Righteous Anger)	40-Display of Devotion (< 12-Demonstration of Faith)	54-Demonstration of Devotion (< 12-Demonstration of Faith)	65-Castigate •
10-Blessed Weapon	28-Oath Strike	40-Refusal of Grace	54-Refusal of Faith (< 40-Refusal of Grace)	66-Blessing of the Reverent (< 24-Blessing of the Penitent)
11-Righteous Blow	28-Unyielding Conviction (< 14-Cry of Conviction)	41-Courageous Dash (< 13-Bash)	55-Celestial Judgement (< 2-Righteous Anger)	66-Righteous Demonstration (< 10-Blessed Weapon)
12-Demonstration of Faith	29-Blazing Faith (< 1-Faithful Swing)	41-Divine Judgment (< 2-Righteous Anger)	55-Consecrate •	67-Extinguish Will (< 11-Righteous Blow)
13-Bash	29-Holy Sunder (< 15-Power Cleave)	42-Ancient Wrath (< 14-Cry of Conviction)	55-Righteous Dash (< 13-Bash)	68-Devotion (< 12-Demonstration of Faith)
13-Righteous Judgement (< 2-Righteous Anger)	30-Prayer of Devotion (< 3-Prayer of Healing)	42-Sworn Strike (< 28-Oath Strike)	56-Prayer of Consecration (< 3-Prayer of Healing)	68-Refusal of Conviction (< 40-Refusal of Grace)
14-Cry of Conviction	30-Stance: Shining Beacon (< 4-Stance: Knight's Defense)	43-Condemnation (< 1-Faithful Swing)	56-Unflinching Conviction (< 14-Cry of Conviction)	68-Reverent Sacrament (< 26-Penitent Sacrament)
15-Faithful Strike (< 1-Faithful Swing)	31-Grant of Armament (< 17-Offering of Armament)	43-Judgement Strike (< 15-Power Cleave)	57-Zealous Strike (< 28-Oath Strike)	69-Hallowed Judgement (< 2-Righteous Anger)
15-Power Cleave	31-Noble Tone (< 9-Incite)	44-Elixir of Resuscitation •	57-Chastising Strike (< 15-Power Cleave)	69-Valorous Dash (< 13-Bash)
16-Prayer of Mending (< 3-Prayer of Healing)	32-Aegis of Hope (< 18-Ancient Pledge)	44-Prayer of Conviction (< 3-Prayer of Healing)	57-Righteous Condemnation (< 1-Faithful Swing)	70-Brimstone (< 50-Decree)
16-Knight's Stance (< 4-Stance: Knight's Defense)	32-Stance: Implacable Wrath (< 4-Stance: Courageousness)	44-Stance: Benediction (< 4-Stance: Knight's Defense)	58-Divine Favor •	70-Devout Strike (< 28-Oath Strike)
17-Inflame (< 9-Incite)	33-Pious Belief (< 19-Vigor of Trust)	45-Claron Call (< 9-Incite)		70-Relentless Conviction (< 14-Cry of Conviction)
17-Offering of Armament	33-Vengeance (< 19-Charge)	45-Gift of Armament (< 17-Offering of Armament)		
18-Ancient Pledge		46-Stance: Unyielding Wrath (< 4-Stance: Courageousness)		
19-Charge		46-Stance: Unwavering Faith (< 18-Ancient Pledge)		
19-Vigor of Trust				
20-Intercept (< 6-Intervene)				
20-Lay on Hands				
21-Divine Wrath (< 7-Divine Circle)				

Fighter: Shadowknight

By **Fhuji, Ratonga Knight**

Knights who follow the path of darkness have a very unique flavor. A true and efficient hybrid class, Shadowknights deal consistent melee damage with either a one-handed weapon and shield or a massive two-hander, accompanied by devastating life taps, disease, and damage spells. You lead a group to victory by crushing all foes. That is your role, and none shall stand in your way!

A Shadowknight doesn't need heals like the gentler Paladins. They prefer to simply kill unworthy opponents before such heals are required. To that end, they learn a great many of the necromantic arts to aid them in sending others to the netherworld, and excel at drawing strength and stealing the life-force from enemies through direct spells and buffs.

Harnessing great hatred within their souls, Shadowknights are unique in being able to release this stored viciousness in one fell blast—the Harm Touch. Stand before it if you can; you will never forget it. It takes time to gather such negative energies again, so it is an ability to be kept for dire circumstances.

Be sure to equip your Shadowknights with the finest armor and weapons you can find. Seek weapons in all available styles: Slashing, Crushing, one- and two-handed, and make sure that you keep up proficiencies in each; some creatures you encounter will be more susceptible to one type of damage than another. Look for armor with Strength for damage, Stamina for hit points, and Wisdom to both increase your innate resistances and bolster your power pool, which you draw upon often in battle.

One art you must always keep near at hand is Tainted Caress; every time you're hit, the evil miasma not only damages the fool who struck you, but you may receive a portion of their soul to call forth in battle in the future. Always keep a stack of Tainted Essences with you.

You can also call upon your Tainted Sacrament to bring a minion from the underworld to serve you for a short time. This can be very valuable in difficult fights. Should you run low on Essences, fight less challenging mobs and collect essences as you go, to prepare for the times when you will need your summoned minion often.

Study dark arts, and be ready to change tactics and spells for certain types of encounters or groups. You must read, understand, and remember all of your arts and spells in order to use them effectively in battle.

Solo

Shadowknights needn't fear evil, for they exemplify it. Take on targets wisely, singles and small groups, so as not to lose face if by some savage twist of fate you are defeated. The darkness does not reward a fool, though you can resort to Graven Embrace to give you the semblance of death without the sting.

Keep up your offensive stance—equip a two-handed weapon for maximum damage, and get the attention of your chosen victim with a long-range DoT spell. Begin to hack at it, following the Heroic Opportunity dance wherever possible, for it grants a great deal of extra ability and damage when properly employed.

Your goal is to kill things quickly and efficiently; start with debuffs such as Draw Strength. Spare no dark spell, hold back no combat art as it becomes available, and call your minion if you need an extra boost. Learn to rely on your various life tap spells for healing in the midst of battle, for they allow you to outlast your enemy.

Group

Of course, Shadowknights group well. You do everything well!

The Shadowknight makes a very respectable main tank, with heavy armor and a heavy hand to bear on the enemy. While you lack a large number of explicit taunts, the very nature of your existence taunts your foes, with hurtful debuffs and every one of your fast-casting damage spells serving as goads to the enemy.

In a group scenario, it may be wise to wield a weapon and shield combination, particularly as some of your shield attacks generate strong hate, while the shield itself adds mitigation to incoming attacks. The Disease Cloud line is a strong hate builder. Keep all of your spells at the ready, but learn to pace yourself so as not to run out of power before the end of a long battle. It would be shameful to run out of power when a timely taunt was required.



Dark Malevolent Armor

FIGHTER: SHADOWKNIGHT

to protect a Priest, and you do not want word of your failure to get back to Lucan. Some might suggest “silencing” all witnesses, but it is a more efficient use of Freeport’s resources to simply avoid such foolish mistakes.

To that end, there are a few key abilities to remember in emergencies...your ability to intervene to prevent damage to others, and of course the power of your Harm Touch to end a fight decisively.

Should you be called upon to be the secondary or “off” tank, the group could have none better. In that case, you offer an almost demonic ability to deal with additional creatures that dive into the fray, and to quickly draw aggro away from a hapless group member as required when the main tank is otherwise engaged. Few beings can focus on shredding your Priest or Mage when you are flaying the very soul from their body with a barrage of fast, damaging spells and AoE effects.

In these cases, it pays to keep a decent mana pool ready for such emergencies. You should also keep up a steady stream of taunts in a tough battle (but a little less than the main tank), so that you can step in should the tank fall ignominiously, with a good level of hate already built up toward you. Focus their anger on you, so that they ignore the rest of your group!

Pros

- Shadowknights have a large arsenal of high-damage spells and debuffs at their disposal, in addition to the strong mitigation and defense of a Fighter.
- Harm Touch can be a devastating spell.
- The Shadowknight gains a unique Unholy Steed to summon at Level 20, at no cost.

Cons

- The Shadowknight has to use a wider range of skills to maintain aggro in a group.
- Managing your power pool requires a lot of finesse; it’s easy to use all your power in the early stages of a fight.
- Shadowknights have no stand-alone heals, and can only self-heal via lifetaps while in battle.

Training

Level 14	Level 44
9-Offensive Presence	40-Unholy Blessing
10-Unholy Weapon	42-Devour Vitae
12-Infernal Blessing	42-Unending Pain
14-Cruel Aura	44-Siphon Strength
Level 24	Level 54
22-Decree of Decay	50-Blasphemy
22-Grim Coil	50-Wicked Coil
24-Grim Harbinger	52-Depraved Aura
24-Tainted Caress	52-Infernal Caress
Level 34	Level 64
31-Disease Cloud	62-Pestilent Touch
32-Evasive Maneuvers	63-Death Circle
33-Contract of Shadows	64-Putrid Coil
34-Malefic Touch	64-Sacrilege



Troll

Possible Cities	Freeport	Resistances
Racial Homeland	Innothule Swamp (Moors of Ykesha)	Cold 2
Mythical Creator	Cazic-Thule	Disease 2
Racial Language	Trollic	Divine 0
Attributes		Heat 0
Strength	25	Magic 1
Intelligence	10	Mental 1
Agility	18	Poison 2
Wisdom	17	
Stamina	30	
Racial Tradition	Effect	Re-Use Delay
Brutal Barshings	+ Crushing Reactive Damage	[30m]
Swamp Breath	Breathe underwater	[10m]
Natural Regeneration	+ HP regen, +3 STR, +3 STA	[30m]
Mender of the Mire	+5 Metal Shaping skill	[perm]
Gift of Innothule	+3% Disease Resist	[perm]
Manical Madness	+3% Max Power	[perm]
Troll Gourmet	+5 Artistry skill	[perm]
Resilience	+5 STA	[perm]
Bog Bully	+5 STR	[perm]
Grobb Grub	Summon 1 Meatmash Surprise	[30m]

Shadowknight Abilities

1-PAINFUL SWING An attack that also deals Disease damage over time (every 3 seconds).

Enemy | CRR 0.5s 0.5s 10s | Dur 9s | Range 5m | Resist +10% | HO Sword

1-Painful Swing 2-4 dam; 1 Disease DoT; Power 2

15-Painful Strike 20-34 dam; 5 Disease DoT; Power 13

29-Painbringer 42-70 dam; 10 Disease DoT; Power 25

43-Pariah's Mark 66-110 dam; 16 Disease DoT; Power 35

57-Pariah's Brand 95-158 dam; 23 Disease DoT; Power 46

1-TAUNT • Increases target's hate toward you by 21-26. Power 2

Enemy | CRR 0.2s 0.5s 8s | Range 15m | Resist -33% | HO Horn

2-CONDEMNING SMITE Inflicts Disease damage.

Enemy | CRR 1s 0.5s 20s | Range 30m | Resist +24% | HO Sword

2-Condemning Smite 6-10 Disease dam; Power 4

13-Condemning Anger 38-63 Disease dam; Power 18

27-Condemning Spirit 83-138 Disease dam; Power 35

41-Sickening Anger 133-222 Disease dam; Power 51

55-Loathsome Anger 195-324 Disease dam; Power 67

69-Abominable Anger 256-427 Disease dam; Power 84

3-DARK CARESS Damages and increases hate of any that strike you. Higher versions (Level 24+) give a 2% chance for you to summon a tainted essence each time you strike.

Self | Conc 1 | CRR 1s 0.5s 5s | Dur cancel | HO Arm

3-Dark Caress Threat +2; 1 Disease dam; Power 6

12-Tarnished Caress Threat +9; 4 Disease dam; Power 18

24-Tainted Caress Threat +20; 9 Disease dam; Power 35

38-Cursed Caress Threat +34; 15 Disease dam; Power 53

52-Infernal Caress Threat +53; 22 Disease dam; Power 71

66-Nefarious Caress Threat +73; 30 Disease dam; Power 89

4-STANCE: DARK BLADE Increases your offensive melee skills (C/P/S) and Intelligence, at the cost of decreased Defense skill. This is your primary offensive stance.

Self | CRR 0.5 0.5s Instant | Dur cancel | HO Arm

4-Stance: Dark Blade INT +24; Defense -1.8; C/P/S +3.2

22-Stance: Dark Sword INT +63; Defense -6.6; C/P/S +11.9

32-Stance: Grim Sword INT +89; Defense -9.6; C/P/S +17.3

46-Stance: Plague Sword INT +129; Defense -13.8; C/P/S +25

60-Stance: Pox Sword INT +169; Defense -18; C/P/S +32

4-STANCE: DEFENSIVE PACT Increases Defense, Wisdom, and physical and Disease damage mitigation, at the cost of offensive melee skills (C/P/S). This is your primary defensive stance.

Self | CRR 0.5s 0.5s Instant | Dur cancel | HO Arm

4-Stance: Defensive Pact WIS +15.8; C/P/S -1.8; Defense +2.2; physical mitig +46; Disease mitig +184

16-Defensive Circle WIS +32; C/P/S -4.8; Defense +5.8; physical mitig +104; Disease mitig +415

30-Stance: Lucan's Pact WIS +55; C/P/S -9; Defense +10.8; physical mitig +180; Disease mitig +720

44-Stance: Malevolent Circle WIS +82; C/P/S -13.2; Defense +15.8; physical mitig +264; Disease mitig +1056

58-Stance: Infernal Circle WIS +109; C/P/S -17.4; Defense +21; physical mitig +348; Disease mitig +1392

5-FIGHTING CHANCE • Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Shield

5-KICK • A kick attack that does 9-15 Crushing damage. Power 5

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist -10% | HO Boot

6-INTERVENE Protects an ally by absorbing part of an attack. 100% chance of success. Spell ends after 1 intercept.

Raid or Group Friend | CRR Instant 0.5s 30s | Dur 100s |

Range 5m | HO Horn

6-Intervene you take 50% dam; ally takes 63% dam

20-Intercept you take 75% dam; ally takes 37% dam

34-Intercede you take 100% dam; ally takes 12% dam

7-SICKENING CIRCLE Strikes nearby enemies and deals Disease damage over time (every 6 seconds).

Self | CRR 2s 0.5s 30s | Dur 24s | AoE 5m (max targets 8) | Resist +24% | HO Fist

7-Sickening Circle 12-21 Disease dam; 8 Disease DoT; Power 16

21-Sickening Decay 38-64 Disease dam; 24 Disease DoT; Power 42

35-Swarming Spirits 69-115 Disease dam; 43 Disease DoT; Power 66

49-Deathcloud 105-175 Disease dam; 66 Disease DoT; Power 91

63-Death Circle 143-239 Disease dam; 89 Disease DoT; Power 115

8-DECREE Increases hate of all enemies in encounter toward you and decreases their Disease resistance.

Enemy | CRR 0.2s 0.5s 20s | Dur 20s | AoE 15m | Range 15m | Resist +33% | HO Horn

8-Decree Threat +64-79; Divine mitig -138; Power 13

22-Decree of Decay Threat +182-222; Divine mitig -264; Power 30

36-Shriek of Terror Threat +328-401; Divine mitig -432; Power 47

50-Blasphemy Threat +506-618; Divine mitig -600; Power 64

64-Sacrilege Threat +706-863; Divine mitig -768; Power 81

9-OFFENSIVE PRESENCE Increases target's hate toward you, with additional hate and Disease damage over time (every 3 seconds)

Enemy | CRR 0.2s 0.5s 8s | Dur 9s | Range 15m | Resist +33% | HO Horn

9-Offensive Presence Threat +72-89; ToT +4-5; 7-9 Disease DoT; Power 9

17-Diseased Threat Threat +137-168; ToT +9-11; 14-17 Disease DoT; Power 16

31-Disease Cloud Threat +274-335; ToT +18-22; 27-33 Disease DoT; Power 27

45-Inidious Whisper Threat +438-536; ToT +29-35; 42-51 Disease DoT; Power 39

59-Inidious Promise Threat +633-774; ToT +42-51; 59-72 Disease DoT; Power 50

9-UNHOLY HUNGER Grants your group an 8% chance to deal Disease damage and drain health to the ally who hits.

Group | Conc 1 | CRR 0.5s 0.5s 1m | Dur cancel | AoE 50m | HO Arm

9-Unholy Hunger 12-20 Divine dam; 8-14 heal; Power 22

23-Unholy Order 32-53 Divine dam; 21-35 heal; Power 50

37-Insatiable Hunger 55-91 Divine dam; 36-61 heal; Power 78

51-Unending Hunger 82-136 Divine dam; 54-91 heal; Power 105

65-Everlasting Hunger 110-183 Divine dam; 73-122 heal; Power 132

10-UNHOLY WEAPON Grants an 8% chance to deal Disease damage and drain health to you with each hit.

Self | Conc 1 | CRR 3s 0.5s Instant | Dur cancel | HO Sword

10-Unholy Weapon 27-45 Disease dam; 20-34 heal

24-Grim Harbinger 67-112 Disease dam; 50-84 heal

38-Unhallowed Aura 112-187 Disease dam; 84-140 heal

52-Depraved Aura 167-279 Disease dam; 126-209 heal

66-Twisted Aura 224-374 Disease dam; 168-280 heal

11-FETID STRIKE Strikes twice with Disease damage, and drains some of second as health to you.

Enemy | CRR 0.5s 0.5s 30s | Range 5m | Resist +10% | HO Sword

11-Fetid Strike 10-16 + 30-50 Disease dam; 22-37 heal; Power 17

25-Fetid Grasp 22-39 + 70-117 Disease dam; 53-88 heal; Power 36

39-Baleful Smite 39-65 + 116-193 Disease dam; 87-144 heal; Power 54

53-Dire Smite 58-96 + 171-286 Disease dam; 129-214 heal; Power 72

67-Fetid Smite 77-128 + 228-380 Disease dam; 171-285 heal; Power 91

12-INFERNAL BLESSING Drains health from any opponent that attacks ally, at the same time healing you. This effect can trigger 5 times.

Raid or Group Friend | CRR 2s 0.5s 15s | Dur 24s | Range 20m | HO Arm

12-Infernal Blessing 14-17 Disease dam; 29-35 heal; Power 38

26-Infernal Pact 32-39 Disease dam; 65-79 heal; Power 72

40-Unholy Blessing 52-64 Disease dam; 105-128 heal; Power 106

54-Heinous Blessing 77-94 Disease dam; 154-189 heal; Power 139

68-Grave Blessing 102-125 Disease dam; 204-250 heal; Power 173

13-SHIELD SLAM If shield equipped in secondary, knocks down and stuns for 4 seconds, increasing Threat over time (every 3 seconds) toward you. Epics not knocked down.

Enemy | CRR 0.5s 0.5s 20s | Dur 12s | Range 5m | Resist +10% | HO Fist

13-Shield Slam 14-24 Disease dam; Threat +78; ToT +31; Power 18

27-Decrepit Slam 32-54 Disease dam; Threat +172; ToT +69; Power 35

41-Destructive Slam 51-86 Disease dam; Threat +284; ToT +113; Power 51

55-Catastrophic Slam 75-126 Disease dam; Threat +427; ToT +171; Power 67

69-Venomous Slam 99-166 Disease dam; Threat +577; ToT +230; Power 84

14-CRUEL AURA Does Disease damage over time (every 4 seconds) to nearby enemies.

Self | CRR 0.5s 0.5s 30s | Dur 12s | AoE 7.5m (max targets 8) | Resist +10% | HO Arm

14-Cruel Aura 20 Disease DoT; Power 32

28-Cruel Intent 43 Disease DoT; Power 60

42-Unending Pain 68 Disease DoT; Power 87

56-Unending Agony 98 Disease DoT; Power 115

70-Unending Misery 128 Disease DoT; Power 142

15-CLEAVE FLESH Attack that strikes for Disease damage and decreases target's Wisdom.

Enemy | CRR 0.5s 0.5s 20s | Dur 20s | Range 5m | Resist +10% | HO Sword

15-Cleave Flesh 41-68 Disease dam; WIS -22; Power 20

29-Sorrow 84-140 Disease dam; WIS -40; Power 37

43-Agonizing Cry 132-221 Disease dam; WIS -60; Power 53

57-Agony 190-317 Disease dam; WIS -80; Power 70

17-OFFERING OF ARMAMENT Increases ally's mitigation at the cost of your own. Can't be cast on yourself.

Group Friend | CRR 1s 0.5s 2s | Dur cancel | Range 10m

17-Offering of Armament ally's physical mitig +97; your physical mitig -162; Power 25

31-Grant of Armament ally's physical mitig +167; your physical mitig -279; Power 44

45-Gift of Armament ally's physical mitig +243; your physical mitig -405; Power 62

59-Pledge of Armament ally's physical mitig +319; your physical mitig -531; Power 80

18-EVASIVE TACTICS Gives ally a chance to use your avoidance check if ally's fails. Increases your Parry.

Group Friend | CRR Instant 0.5s 2s | Dur cancel | Range 20m | HO Arm

18-Evasive Tactics 16% chance; Parry +3.2; Power 27

32-Evasive Maneuvers 25% chance; Parry +5.8; Power 45

46-Calculated Evasion 33% chance; Parry +8.3; Power 63

60-Devious Evasion 40% chance; Parry +10.8; Power 82

FIGHTER: SHADOWKNIGHT

19-BOOT Deals Piercing damage and knocks the target down for 2 seconds. Epics not knocked down.

Enemy | *CRR* 0.5s 10s | *Range* 5m | *Resist* +10% | *HO Boot*

19-Boot 34-57 Piercing dam; Power 19

33-Spiked Boot 65-108 Piercing dam; Power 31

47-Soulrend 99-166 Piercing dam; Power 43

61-Smash 137-229 Piercing dam; Power 55

19-CONTRACT FROM BELOW Increases your group's Strength and Stamina.

Group | *Conc* 1 | *CRR* Instant 0.5s 30s | *Dur* cancel | *AoE* 50m | *HO Arm*

19-Contract from Below STR, STA +12.9

33-Contract of Shadows STR, STA +21

47-Unholy Strength STR, STA +31

61-Unhallowed Strength STR, STA +40

20-HARM TOUCH Deals Disease damage.

Enemy | *CRR* Instant 0.5s 15m | *Range* 30m | *HO Fist*

20-Harm Touch 540-900 Disease dam

34-Malefic Touch 994-1656 Disease dam

48-Ruinous Touch 1512-2520 Disease dam

62-Pestilent Touch 2079-3465 Disease dam

21-GRAVEN EMBRACE Gives chance that enemies will ignore ally who is feigning death.

Raid or Group Friend | *CRR* Instant 0.5s 5m | *Dur* 20s | *Range* 30m | *HO Arm*

21-Graven Embrace 62% chance of success

35-Solemn Embrace 72% chance of success

49-Deadly Embrace 82% chance of success

63-Mortal Embrace 92% chance of success

22-GRIM COIL Inflicts Disease damage over time (every 4 seconds).

Enemy | *CRR* 0.5s 0.5s 20s | *Dur* 20s | *Range* 30m | *Resist* +24% | *HO Sword*

22-Grim Coil 27 Disease DoT; Power 32

36-Vile Coil 47 Disease DoT; Power 50

50-Wicked Coil 71 Disease DoT; Power 69

64-Putrid Coil 96 Disease DoT; Power 87

25-RESCUE • Increases target's hate toward you by +3,528 Threat and 3 positions. Power 95

Enemy | *CRR* Instant 0.5s 10m | *Range* 10m | *HO Horn*

26-TAINTED SACRAMENT Summons a pet to aid and fight for you; the summoning consumes a tainted essence.

Enemy | *CRR* 2s 0.5s 30s | *Dur* 30s | *Range* 25m | *HO Arm*

26-Tainted Sacrament Power 95

40-Cursed Sacrament Power 95

54-Infernal Sacrament Power 95

68-Nefarious Sacrament Power 95

28-CONSUME VITAE Drains life from target, and restores part to you.

Enemy | *CRR* 1s 0.5s 20s | *Range* 30m | *Resist* +24% | *HO Sword*

28-Consume Vitae 96-117 Disease dam; 96-117 heal; Power 36

42-Devour Vitae 152-186 Disease dam; 152-186 heal; Power 52

56-Absorb Vitae 220-269 Disease dam; 220-269 heal; Power 69

70-Drain Vitae 288-352 Disease dam; 288-352 heal; Power 85

30-DRAW STRENGTH Draws Strength from the target and grants it to you.

Enemy | *CRR* 1s 0.5s Instant | *Dur* 1m, 12s | *Range* 25m | *Resist* +10% | *HO Fist*

30-Draw Strength STR 28 from target to you; Power 21

44-Siphon Strength STR 41 from target to you; Power 30

58-Siphon Might STR 54 from target to you; Power 39

35-DOOM JUDGEMENT • Affects nearby enemies; inflicts 277 damage and dispels 96 levels of beneficial Magic, Divine, Mental, Poison, and Disease effects. Power 134

Self | *CRR* 1s 0.5s 5m | *Dur* 36s | *AoE* 5m (max targets 8) | *Resist* +10% | *HO Boot*

40-DREADFUL WRATH Disease damage attack that slows target for 24 seconds. 5% chance to dispel when target receives hostile action or takes damage.

Enemy | *CRR* 2s 0.5s 1m | *Range* 30m | *Resist* +10% | *HO Fist*

40-Dreadful Wrath 257-429 Disease dam; slows -46%; Power 98

54-Baleful Wrath 380-634 Disease dam; slows -49%; Power 129

68-Abominable Wrath 503-839 Disease dam; slows -52%; Power 161

44-SHADY ELUSION • Teleports you and all nearby group members to nearest designated safe spot in zone. Power 91

Self | *CRR* 5s 0.5s 30m | *AoE* 15m | *HO Boots*

50-DESPOILING MIST Decreases physical damage mitigation of target and nearby allies.

Enemy | *CRR* 2s 0.5s 2m | *Dur* 1m, 12s | *AoE* 15m | *Range* 25m | *Resist* +10% | *HO Fist*

50-Despoiling Mist physical mitig -900; Power 103

70-Despoil physical mitig -1260; Power 142

52-MANA SIEVE • Drains power from target (-33-56 every 4 seconds) and transfers half of it to you.

Enemy | *CRR* 1s 0.5s 1m | *Dur* 24s | *Range* 20m | *Resist* +24%

55-TAP VEINS • 599 Disease damage on each nearby enemy, with 399 heal for you from each one. Power 204

Self | *CRR* 2s 0.5s 1m | *AoE* 10m (max targets 8) | *Resist* +10%

58-DEATH MARCH • Every time group slays an enemy, for 15 seconds all are immune to control spells (Root, Fear, Stifle, Stun, and Pacify) and have INT +109, DPS +89%.

Group | *CRR* 1s 0.5s 3m | *Dur* 1m | *AoE* 50m

65-PESTILENCE • 88-108 Disease damage every 2 seconds for 16 seconds; if target dies while it's still active, Pestilence spreads to two nearby allies of target. Continues to spread this way each time it kills. Power 132

Enemy | *CRR* 1.5s 0.5s 1m | *Range* 10m

Shadowknight Abilities by Level

1-Painful Swing	21-Sickening Decay (<7-Sickening Circle)	35-Doom Judgement •	47-Soulrend (<19-Boot)	59-Pledge of Armament (<17-Offering of Armament)
1-Taunt •	22-Decree of Decay (<8-Decree)	35-Solemn Embrace (<19-Contract from Below)	47-Unholy Strength (<19-Contract from Below)	60-Devious Evasion (<18-Evasive Tactics)
2-Condemning Smite	22-Grim Coil	35-Swarming Spirits (<7-Sickening Circle)	48-Ruinous Touch (<20-Harm Touch)	60-Stance: Pox Sword (<4-Stance: Dark Blade)
3-Dark Caress	22-Stance: Dark Sword (<4-Stance: Dark Blade)	36-Shriek of Terror (<8-Decree)	49-Deadly Embrace (<21-Grave Embrace)	61-Smash (<19-Boot)
4-Stance: Dark Blade	23-Unholy Order (<9-Unholy Hunger)	36-Vile Coil (<22-Grim Coil)	49-Deathcloud (<7-Sickening Circle)	61-Unhallowed Strength (<19-Contract from Below)
4-Stance: Defensive Pact	24-Grim Harbinger (<10-Unholy Weapon)	37-Insatiable Hunger (<9-Unholy Hunger)	49-Desecration (<8-Decree)	62-Pestilent Touch (<20-Harm Touch)
5-Fighting Chance •	24-Tainted Caress (<3-Dark Caress)	38-Cursed Caress (<3-Dark Caress)	50-Despoiling Mist	63-Death Circle (<7-Sickening Circle)
5-Kick •	25-Fetid Grasp (<11-Fetid Strike)	38-Unhallowed Aura (<10-Unholy Weapon)	51-Unending Hunger (<9-Unholy Hunger)	63-Mortal Embrace (<21-Grave Embrace)
6-Intervene	25-Rescue •	39-Baleful Smite (<11-Fetid Strike)	52-Depraved Aura (<10-Unholy Weapon)	64-Putrid Coil (<22-Grim Coil)
7-Sickening Circle	26-Infernal Pact (<12-Infernal Blessing)	40-Cursed Sacrament (<26-Tainted Sacrament)	52-Infernal Caress (<3-Dark Caress)	64-Sacrilege (<8-Decree)
8-Decree	26-Tainted Sacrament	40-Dreadful Wrath	52-Mana Sieve •	65-Everlasting Hunger (<9-Unholy Hunger)
9-Offensive Presence	27-Contaminating Spirit (<2-Contaminating Smite)	40-Unholy Blessing (<12-Infernal Blessing)	53-Dire Smite (<11-Fetid Strike)	65-Pestilence •
9-Unholy Hunger	27-Decrepit Slam (<13-Shield Slam)	41-Destructive Slam (<13-Shield Slam)	53-Foul Wrath (<40-Dreadful Wrath)	66-Nefarious Caress (<3-Dark Caress)
10-Unholy Weapon	28-Consumite Vitae	41-Sickening Anger (<2-Contaminating Smite)	54-Heinous Blessing (<12-Infernal Blessing)	66-Twisted Aura (<10-Unholy Weapon)
11-Fetid Strike	28-Cruel Intent (<14-Cruel Aura)	42-Devour Vitae (<28-Consumite Vitae)	54-Infernal Sacrament (<26-Tainted Sacrament)	67-Fetid Smite (<11-Fetid Strike)
12-Infernal Blessing	29-Painbringer (<1-Painful Swing)	42-Unending Pain (<14-Cruel Aura)	55-Catastrophic Slam (<13-Shield Slam)	68-Abominable Wrath (<40-Dreadful Wrath)
12-Tarnished Caress (<3-Dark Caress)	29-Sorrow (<15-Cleave Flesh)	43-Agonizing Cry (<15-Cleave Flesh)	55-Loathsome Anger (<2-Contaminating Smite)	68-Grave Blessing (<12-Infernal Blessing)
13-Contaminating Anger (<2-Contaminating Smite)	30-Strength	43-Pariah's Mark (<1-Painful Swing)	55-Tap Veins •	68-Nefarious Sacrament (<26-Tainted Sacrament)
13-Shield Slam	30-Stance: Lucan's Pact (<4-Stance: Defensive Pact)	44-Shadowy Elusion •	56-Absorb Vitae (<28-Consumite Vitae)	69-Abominable Anger (<2-Contaminating Smite)
14-Cruel Aura	31-Disease Cloud (<9-Offensive Presence)	44-Strength (<30-Strength)	56-Unending Agony (<14-Cruel Aura)	69-Venomous Slam (<13-Shield Slam)
15-Cleave Flesh	31-Grant of Armament (<17-Grant of Armament)	44-Stance: Malevolent Circle (<4-Stance: Defensive Pact)	57-Agony (<15-Cleave Flesh)	70-Despoil (<50-Despoiling Mist)
15-Painful Strike (<1-Painful Swing)	32-Evasive Maneuvers (<18-Evasive Tactics)	45-Gift of Armament (<17-Grant of Armament)	57-Pariah's Brand (<1-Painful Swing)	70-Drain Vitae (<28-Consumite Vitae)
16-Defensive Circle (<4-Stance: Defensive Pact)	32-Stance: Grim Sword (<4-Stance: Dark Blade)	45-Insidious Whisper (<9-Offensive Presence)	58-Death March •	70-Unending Misery (<14-Cruel Aura)
17-Diseased Threat (<9-Offensive Presence)	33-Contract of Shadows (<19-Contract from Below)	46-Calculated Evasion (<18-Evasive Tactics)	58-Siphon Might (<30-Strength)	
17-Offering of Armament	33-Spiked Boot (<19-Boot)	46-Stance: Plague Sword (<4-Stance: Dark Blade)	58-Stance: Infernal Circle (<4-Stance: Defensive Pact)	
18-Evasive Tactics	34-Intercede (<6-Intervene)		59-Insidious Promise (<9-Offensive Presence)	
19-Boot	34-Malefic Touch (<20-Harm Touch)			
19-Contract from Below				
20-Harm Touch				
20-Intercept (<6-Intervene)				
21-Graven Embrace				

Fighter: Monk

By Jeff "Almeric" Schuster

Solo

As with any Fighter, soloing is a straightforward gig. Unless you have an Adept III or Master stance to use, you probably want to work without stances until you get Spider Stance at Level 44. Use your solo Heroic Opportunity to add extra damage every 10 seconds for optimal efficiency. Over time, you'll develop a repertoire of three combat abilities that stun enemies. Do not smash these immediately after each other—let one stun wear off before hitting the next one so you can stun your opponent for the longest time possible.

Group

If tanking for a group, stick to your defensive stance. After you receive it, keep Dragon Stance up. Pick a member of the group who is more likely to steal aggro, and use your Martial Order line on him, switching to a bigger aggro thief if needed. After you lock down aggro with your Beckon (full encounter taunt) line, use your Face of the Mountain line so that when you do get hit, it isn't so painful and doesn't scare your healer.

If not tanking for a group, drop into offensive stance, turn off Dragon Stance, and place Martial Order on the main tank. After that, you find yourself in the same straightforward situation as soloing—just add as much damage to the group as you can. If you're fighting in tough places, throw an occasional taunt so you have lots of hate built up and take over the tank role if the main tank goes down.

Raids

Don't be offended if you aren't asked to tank Epic encounters often. Your versatile nature allows you to fill more holes than the average Guardian or Paladin could fill. Not only are you better in a DPS role than the other Fighters, but Feign Death puts you in the optimal position of wipe out recovery. Raids can go south at a moment's notice, and many raids are in instanced zones with lockout timers, which means that if people have to revive themselves outside of the instanced zone, they won't be able to come back in. Having someone Feign Death and use a summoned resurrection charm to raise a Priest can be the difference between a short, sour evening, and an inspiring success.

Achievements

The Achievement paths offer new ways for a Monk to specialize, starting at Level 20. The Monk's choice of which path to spend points in will depend on your play style and long-term goals.

The Tiger (Strength) line is fascinating, as *EverQuest II* now offers a way to make pure unarmed combat viable. Training up this line of powers allows unarmed combat to mimic standard Monk dual-wielding by the use of the new double-attack enhancement. Not having weapons equipped means few stat bonuses, but increased chances to block and riposte help make up for that.

The highlight of the Monkey (Agility) line is the final ability in the chain: Altruism. For a Monk who plans to do a lot of raiding, this ability proves exceptional. Place Altruism on the main tank, and even if the raid gets off to a rough start and healing breaks down, the main tank won't die. Being feigned for up to 36 seconds means that the tank won't absorb aggro anymore, but heals that were on their way to the tank will be able to complete. When the tank stands up again (pressing **X** ends feign), the aggro he had built up before dying will come back into play, which should get him back into the swing of things quickly.

The Mantis (Stamina) Achievements are varied in nature and offer some defense enhancements, but Mantis Bolt is noteworthy for the additional damage it can add. A 3 percent chance of activation isn't much, but a few hundred extra points of damage per fight makes soloing more efficient.

Crane (Wisdom) Achievements add some extra multi-opponent attacks. Crane Flock, in spite of a five-minute recast time, can turn around an iffy group or solo fight with a heaping helping of extra attacks.

The Eagle (Intelligence) line offers huge potential to increase any Monk's overall DPS. Eagle's Fury adds extra critical attacks, and Eagle Shriek offers some great possibilities. If you can find a skilled healer to keep you under 30% health without letting you die, you become a tool of sheer annihilation!



Crescent Moon
Armor

Fighter: monk

Pros

- You don't get hit often! Monks have a skill called Deflection that neither Warriors nor Crusaders receive. This gives you a nice defensive edge over the other tanks. The flip side is that you're limited to no better than leather armor, but Deflection is powerful enough to argue for Monks as legitimate tanks.
- Feign Death! If you make a bad pull, or something else has gone wrong and your party is being wiped out, you have a chance to save yourself the agony of defeat by playing dead. Above all else, make sure that the Priest in your group has given you a resurrection charm so you can reboot a wiped-out group.
- Healing! Along with Paladins, you are the only Fighters who can heal others. A Monk's heal has a three-minute recast time, but it can augment soloing and provides a great emergency lifesaver for groups. Using a skill like Mend with an enemy targeted will heal whomever the enemy has targeted, thus speeding up your reaction time!
- Versatility! Monks and Bruisers do the highest damage of all the Fighters. Monks are the *only* Fighter class with a natural invisibility ability. With Feign Death, you're hard to kill. You can buff your own Strength (power and damage) and Wisdom (resistances), and have two ability lines that add haste. All told, you're an incredible soloist and can fill tank, damage, and scouting roles in groups. No matter what happens, you have lots of options.
- 360-Degree Avoidance! Other Fighters (and sometimes Scouts) use shields to augment their Avoidance score and take less damage. Any enemies standing outside of those tanks' frontal arcs bypass the shield protection, causing the tank to get hit more often. You don't have to worry about this—you can block and parry attacks coming from *any* direction, whether you see it coming or not!

Cons

- Damage—There is a disadvantage to being hard to hit and wearing light armor—when you *do* get hit, it's going to hurt you more than it would other Fighters. Be warned: Many people don't understand just how useful that high Avoidance score is, and tend to rely on those dang "tin cans" to take all the hits for their groups. If given the chance, you'll be able to prove yourself, but in the meantime remember that it's *their loss!*
- Weapon Selection—You know that great two-handed sword all the other Fighters are drooling over? Forget it. Though some warriors may use clubs, for the most part you're an island unto yourself in terms of weapon selection. Mages and Priests often use blunt weapons, which means that many blunt weapons that drop have stats desirable for those classes, and therefore not Monks.

The bonus is that when a fist-based weapon does show up, *only* Monks and Bruisers are going to want to get their hands on it. On the whole, you can expect that your weapon choices are going to be limited.

- Armor Selection—Unfortunately, the same goes for armor. Only Brawlers and Druids (1/6th of all classes) wear leather armor. It increases your chances of getting what drops, and makes rare crafted leather armor cheaper than the other types, but once again your selection isn't quite as diverse.

Training

Level 14	Level 44
9-Stare	41-Will of the Wind
11-Thrust Kick	42-Dragon Advance
12-Martial Focus	43-Shocking Hand
13-Pouncing Leopard	44-Icy Talon
Level 24	Level 54
21-Sparking Cobra	50-Agitate Spirit
22-Hand Clap	51-Calm Tranquility
23-Wisdom of Zephyl	52-Lunging Cobra
24-Grappling Bear	54-Inner Calm
Level 34	Level 64
31-Silent Threat	62-Flailing Centipede
32-Everburning Flame	63-Crescent Strike
32-Martial Discipline	64-Challenge
33-Darting Sparrow	64-Soaring Dragon

137

Wood Elf

Possible Cities	Qeynos	Resistances
Racial Homeland	Kelethin, Greater Faydark/Faydwer	Cold 2
Mythical Creator	Tunare	Disease 2
Racial Language	Feir'Dal	Divine 0
Attributes		Heat 2
Strength	15	Magic 0
Agility	30	Mental 0
Stamina	16	Poison 2
Racial Tradition	Effect	Re-Use Delay
Camouflage	Hide (no movement)	[30m]
Forage	+ HP regen, +2 STA	[30m]
Elven Reflexes	+5 AGI	[perm]
Wind Warrior	+2 Defense & Parry	[perm]
Herbal Protection	+3% Disease Resist	[perm]
Vitality of the Feir'Dal	+3% Max Power	[perm]
Faydwer Fashions	+5 Tailoring skill	[perm]
Gift of the Faydark	+5 Fletching skill	[perm]
Precision in Combat	+ Piercing Reactive Damage	[30m]

Monk Abilities

1-FORWARD STRIKE

A melee attack with extra damage.
Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist +10% | HO Sword

1-Forward Strike 4-6 dam; Power 2

15-Focused Strike 30-50 dam; Power 15

29-Pouncing Tiger 62-103 dam; Power 27

43-Waking Dragon 97-163 dam; Power 40

57-Rumbling Wyrm 140-233 dam; Power 52

1-TAUNT • Increases target's hate toward you by 21-26. Power 2

Enemy | CRR 0.2s 0.5s 8s | Range 15m | Resist -33% | HO Horn

2-COLD FIST A melee attack that costs you health instead of power.

Enemy | CRR 0.5 0.5s 30s | Range 5m | Resist +10% | HO Fist

2-Cold Fist 12-20 Cold dam; Health 4

17-Freezing Fist 69-115 Cold dam; Health 25

31-Stumbling Boar 135-226 Cold dam; Health 49

45-Freezing Palm 210-351 Cold dam; Health 77

59-Frozen Palm 296-494 Cold dam; Health 108

3-FOCUS Restores ally's health (a percentage of max health in higher versions) and cures noxious impairments (Disease and Poison; D/P).

Friend | CRR 1s 0.5s 3m | Range 5m | HO Arm

3-Focus 26-32 heal; dispels 9 D/P levels

10-Patch 65-79 heal; dispels 15 D/P levels

20-Mend 11-13% heal; dispels 28 D/P levels

34-Compress 16-20% heal; dispels 46 D/P levels

48-Heal 22-26% heal; dispels 64 D/P levels

4-STANCE: DODGING MONKEY Increases Defense and Deflection (D/D) and physical and Mental damage mitigation, at the cost of offensive melee skills (C/P/S). This is your primary defensive stance.

Self | CRR 0.5 0.5s Instant | Dur cancel | HO Arm

4-Stance: Dodging Monkey C/P/S -1.8; D/D +2.2; physical mitig +46; Mental mitig +184

16-Body like Water C/P/S -4.8; D/D +5.8; physical mitig +104; Mental mitig +415

30-Stance: Sweeping Crane C/P/S -9; D/D +10.8; physical mitig +180; Mental mitig +720

44-Stance: Winding Dragon C/P/S -13.2; D/D +15.8; physical mitig +264; Mental mitig +1056

58-Stance: Coiling Serpent C/P/S -17.4; D/D +21; physical mitig +348; Mental mitig +1392

4-STANCE: TRAINEE'S BLESSING Increases your offensive skills (C/P/S/R) and Attack Speed, at the cost of decreased Defense. This is your primary offensive stance.

Self | CRR 0.5s 0.5s Instant | Dur cancel | HO Arm

4-Stance: Trainee's Blessing Attack Sp +14.6%; Defense -1.8; C/P/S/R +3.2

21-Stance: Tranquil Blessing Attack Sp +19.2%; Defense -6.3; C/P/S/R +11.3

35-Stance: Whispering Blessing Attack Sp +23%; Defense -10.5; C/P/S/R +18.9

49-Stance: Halcyon Blessing Attack Sp +27%; Defense -14.7; C/P/S/R +26

63-Stance: Quiescent Blessing Attack Sp +31%; Defense -18.9; C/P/S/R +34

5-FIGHTING CHANCE • Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Shield

5-KICK • A kick attack that does 9-15 Crushing damage. Power 5

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist -10% | HO Boot

6-INTERVENE Protects an ally by absorbing part of an attack. 100% chance of success. Spell ends after 1 intercept.

Raid or Group Friend | CRR Instant 0.5s 30s | Dur 100s | Range 5m | HO Horn

6-Intervene you take 50% dam; ally takes 63% dam

20-Intercept you take 75% dam; ally takes 37% dam

34-Intercede you take 100% dam; ally takes 12% dam

7-COBRA CIRCLE Strikes nearby enemies with Magic damage.

Self | CRR 2s 0.5s 30s | AoE 5m (max targets 8) | Resist +10% | HO Fist

7-Cobra Circle 23-38 Magic dam; Power 18

21-Sparking Cobra 70-117 Magic dam; Power 46

35-Swooping Eagle 126-211 Magic dam; Power 74

49-Storming Hydra 191-319 Magic dam; Power 101

63-Crescent Strike 261-436 Magic dam; Power 128

8-BECKON Interrupts and increases hate of all enemies in encounter toward you.

Enemy | CRR 0.2s 0.5s 20s | AoE 15m | Range 15m | Resist +33% | HO Horn

8-Beckon Threat +64-79; Power 13

22-Hand Clap Threat +182-222; Power 30

36-Focus Energy Threat +328-401; Power 47

50-Agitate Spirit Threat +506-618; Power 64

64-Challenge Threat +706-863; Power 81

9-STARE Increases target's hate toward you. Can be used while you are stilled or stunned.

Enemy | CRR 0.2s 0.5s 8s | Range 15m | Resist +33% | HO Horn

9-Stare Threat +97-118; Power 9

17-Staring Threat Threat +183-224; Power 16

31-Silent Threat Threat +366-447; Power 27

45-Infuriating Calm Threat +584-714; Power 39

59-Infuriating Tranquility Threat +845-1,032; Power 50

9-SWIFTNESS Increases Attack Speed of your group.

Group | Conc 1 | CRR 0.5 0.5s 1m | Dur cancel | AoE 50m | HO Arm

9-Swiftness Attack Sp +8%; Power 22

23-Wisdom of Zephyr Attack Sp +9.9%; Power 50

37-Quiet Purity Attack Sp +11.7%; Power 78

51-Calm Tranquility Attack Sp +13.6%; Power 105

65-Swift Calm Attack Sp +15.5%; Power 132

10-POWER STRIKE Decreases target's Defense if it hits.

Enemy | CRR 0.5s 0.5s 30s | Dur 30s | Range 5m | Resist +10% | HO Sword

10-Power Strike 36-60 dam; Defense -1.8; Power 16

24-Grappling Bear 90-150 dam; Defense -4.3; Power 35

38-Striking Cobra 151-252 dam; Defense -6.8; Power 53

52-Lunging Cobra 225-375 dam; Defense -9.4; Power 71

66-Punishing Cobra 301-503 dam; Defense -11.9; Power 89

11-THRUST KICK Deals Crushing damage and knocks the target down for 2 seconds. Epics not knocked down.

Enemy | CRR 0.5s 0.5s 30s | Range 5m | Resist +10% | HO Boot

11-Thrust Kick 40-66 Crushing dam; Power 17

25-Plodding Tortoise 94-157 Crushing dam; Power 36

39-Biting Mantis 155-259 Crushing dam; Power 54

53-Swooping Crane 230-384 Crushing dam; Power 72

67-Soaring Eagle 307-512 Crushing dam; Power 91

12-MARTIAL FOCUS Increases your Strength and Wisdom.

Self | Conc 1 | CRR 2s 0.5s 1m | Dur cancel | HO Arm

12-Martial Focus STR +12.5; WIS +18.7; Power 28

26-Karmic Focus STR +24; WIS +36; Power 56

40-Control Breathing STR +37; WIS +56; Power 84

54-Inner Calm STR +51; WIS +76; Power 111

68-Focal Serenity STR +64; WIS +96; Power 138

13-POUNCING LEOPARD Knocks target down and stuns for 4 seconds. Epics not knocked down.

Enemy | CRR 0.5s 0.5s 30s | Range 5m | Resist +10% | HO Fist

13-Pouncing Leopard 26-44 Crushing dam; Power 18

27-Rushing Bear 58-96 Crushing dam; Power 35

41-Charging Tiger 93-155 Crushing dam; Power 51

55-Stalking Leopard 136-226 Crushing dam; Power 67

69-Assailing Jaguar 178-298 Crushing dam; Power 84

13-WILL OF THE VOID Dispels hostile effects on you (Mental, Heat, Cold, Poison, and Disease in last three versions). This ability can be used while stilled or stunned.

Self | CRR 1s 0.5s 2m | HO Arm

13-Will of the Void dispels 19 levels (Mental); Power 30

27-Will of the Serpent dispels 38 levels (Mental, Heat, Cold); Power 58

41-Will of the Wind dispels 55 levels; Power 85

55-Will of the Sky dispels 73 levels; Power 113

69-Will of the Heavens dispels 91 levels; Power 140

14-FEIGN DEATH Gives you a chance to trick enemies into thinking that you're dead.

Self | CRR Instant 0.5s 10s | Dur 12h | HO Arm

14-Feign Death feigns death, 62% chance of success

28-Play Dead feigns death, 72% chance of success

42-Stop Heart feigns death, 82% chance of success

56-Stilled Life feigns death, 92% chance of success

70-Last Breath feigns death, 97% chance of success

15-THUNDERING HAND Adds magic damage for up to 8 successful melee hits.

Self | CRR 0.5s 0.5s 1m | Dur 30s | HO Arm

15-Thundering Hand 10-16 Magic dam; Power 23

29-Jolting Hand 20-33 Magic dam; Power 41

43-Shocking Hand 31-51 Magic dam; Power 59

57-Storming Palm 44-74 Magic dam; Power 78

18-MARTIAL ORDER Gives ally a chance to use your avoidance check if ally's fails. Increases your Deflection.

Group Friend | CRR Instant 0.5s 2s | Dur cancel | Range 20m | HO Arm

18-Martial Order 16% chance; Deflection +3.2; Power 27

32-Martial Discipline 25% chance; Deflection +5.8; Power 45

46-Transcendent Vision 33% chance; Deflection +8.3; Power 63

60-Tranquil Vision 40% chance; Deflection +10.8; Power 82

19-MANTIS JABS Launches a flurry of attacks.

Enemy | CRR 0.5s 0.5s 30s | Range 5m | Resist +10% | HO Fist

19-Mantis Jabs 25-43 dam (x5); Power 28

33-Darting Sparrow 48-80 dam (x5); Power 46

47-Lunging Mongoose 74-123 dam (x5); Power 65

62-Flailing Centipede 105-175 dam (x5); Power 84

19-ROUNDHOUSE KICK Deals Slashing damage.

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist +10% | HO Boot

19-Roundhouse Kick 39-66 Slashing dam; Power 19

33-Swooping Hawk 74-124 Slashing dam; Power 31

47-Diving Phoenix 113-189 Slashing dam; Power 43

61-Leaping Tiger 157-263 Slashing dam; Power 55

22-SWOOPING DRAGON Deals additional Heat damage over time (every 4 seconds).

Enemy | CRR 0.5s 0.5s 30s | Dur 24s | Range 5m | Resist -10% | HO Sword

22-Swooping Dragon 20-33 dam; 20-34 Heat DoT; Power 29

36-Diving Dragon 35-59 dam; 36-59 Heat DoT; Power 45

50-Flying Dragon 53-89 dam; 54-89 Heat DoT; Power 62

64-Soaring Dragon 72-121 dam; 73-121 Heat DoT; Power 78

Fighter: monk

24-WIND WALK • You are invisible (suspending movement speed enhancements). Power 27, plus 27 every second

Self | CRR 2s 0.5s Instant | Dur cancel | HO Arm

25-RESCUE • Increases target's hate toward you by +3,528

Threat and 3 positions. Power 95

Enemy | CRR Instant 0.5s 10m | Range 10m | HO Horn

26-FACE OF THE MOUNTAIN Increases your physical damage resistance and roots you. Costs 27 power over time (every 6 seconds).

Self | CRR 3s 0.5s 30s | Dur 30s | HO Arm

26-Face of the Mountain physical mitig +156; PoT 27

40-Walk Like Mountain physical mitig +240; PoT 27

54-Skin Like Mountain physical mitig +324; PoT 27

68-Spirit Like Mountain physical mitig +408; PoT 27

28-DRAGON STANCE Every time you hit, you have a 50% chance to increase hate with your target.

Self | Conc 1 | CRR 1s 0.5s Instant | Dur cancel | HO Arm

28-Dragon Stance Threat +108

42-Dragon Advance Threat +176

56-Storm Stance Threat +262

70-Storm Advance Threat +352

30-WINTERS TALON Freezes (stuns) target on successful kick. Epics not stunned.

Enemy | CRR 0.5s 0.5s 30s | Dur 2s | Range 5m | Resist +10% | HO Arm

30-Winters Talon 116-193 Cold dam; Power 43

44-Icy Talon 181-303 Cold dam; Power 61

58-Arctic Talon 258-430 Cold dam; Power 79

32-EVERBURNING FLAME Increases your attack rate at the cost of slowly draining health (every 3 seconds).

Self | CRR 1s 0.5s Instant | Dur cancel | HO Arm

32-Everburning Flame Attack Sp +22%; 39 DoT

46-Everburning Fire Attack Sp +26%; 39 DoT

60-Everburning Blaze Attack Sp +30%; 39 DoT

40-STONE STANCE Stuns you in place while increasing physical mitigation.

Self | CRR 3s 0.5s 3m | Dur 30s | HO Boot

40-Stone Stance physical mitig +960; Power 84

54-Boulder Stance physical mitig +1296;

Power 111

68-Mountain Stance physical mitig +1632;

Power 138

44-STANCE: SPIDER STANCE Increases physical mitigation, Deflection, offensive skills (C/P/S/R), and Attack Speed.

Self | CRR 0.5s 0.5s Instant | Dur cancel | HO Arm

44-Stance: Spider Stance Attack Sp +12.7%;

Deflection,

C/P/S/R +7.9; physical mitig +132; Mental mitig +528

58-Stance: Black Widow Stance Attack Sp +14.6%;

Deflection, C/P/S/R +10.4; physical mitig +174;

Mental mitig +696

50-SILENT PALM Attack that stifles target. Epics not stifled.

Enemy | CRR 0.5s 0.5s 30s | Dur 6s | Range 5m | Resist -10% | HO Fist

50-Silent Palm 160-268 dam; Power 103

70-Silencing Palm 242-404 dam; Power 142

52-OUTWARD CALM • Wards you against Magic damage (3720 points). Power 107

Self | CRR Instant 0.5s 1m,30s | Dur 15s

55-TSUNAMI • You riposte all damage from the front, and parry all damage from sides or behind. Power 113

Self | CRR 1s 0.5s 3m | Dur 9s | HO Fist

58-FALL OF THE PHOENIX • Feigns death for entire group with 82% chance of success.

Group | CRR Instant 0.5s 15m | Dur 3m | AoE 25m | HO Arm

65-DRAGONBREATH • Spits fire in frontal arc, dealing 75-91

Heat damage over time every second. All targets have casting timers slowed (-36%). Power 177

Self | CRR 0.5s 0.5s 1m,30s | Dur 8s | AoE 10m (max targets 8) | Resist +10%

1-Forward Strike

1-Taunt •

2-Cold Fist

3-Focus

4-Stance: Dodging Monkey

4-Stance: Trainee's Blessing

5-Fighting Chance •

5-Kick •

6-Intervene

7-Cobra Circle

8-Beckon

9-Stare

9-Swiftness

10-Patch (< 3-Focus)

10-Power Strike

11-Thrust Kick

12-Martial Focus

13-Pouncing Leopard

13-Will of the Void

14-Feign Death

15-Focused Strike (< 1-Forward Strike)

15-Thundering Hand

16-Body like Water

 (< 4-Stance: Dodging Monkey)

17-Freezing Fist (< 2-Cold Fist)

17-Staring Threat (< 9-Stare)

18-Martial Order

19-Mantis Jabs

19-Roundhouse Kick

20-Intercept (< 6-Intervene)

20-Mend (< 3-Focus)

21-Sparking Cobra (< 7-Cobra Circle)

21-Stance: Tranquil Blessing

 (< 4-Stance: Trainee's Blessing)

22-Hand Clap (< 8-Beckon)

22-Swooping Dragon

23-Wisdom of Zephyl (< 9-Swiftness)

24-Grappling Bear (< 10-Power Strike)

24-Wind Walk •

25-Plodding Tortoise (< 11-Thrust Kick)

25-Rescue •

26-Face of the Mountain

26-Karmic Focus (< 12-Martial Focus)

27-Rushing Bear (< 13-Pouncing Leopard)

27-Will of the Serpent (< 13-Will of the Void)

28-Dragon Stance

28-Play Dead (< 14-Feign Death)

29-Jolting Hand (< 15-Thundering Hand)

29-Pouncing Tiger (< 1-Forward Strike)

30-Stance: Sweeping Crane

 (< 4-Stance: Dodging Monkey)

30-Winters Talon

31-Silent Threat (< 9-Stare)

31-Stumbling Boar (< 2-Cold Fist)

32-Everburning Flame

32-Martial Discipline (< 18-Martial Order)

33-Darting Sparrow (< 19-Mantis Jabs)

33-Swooping Hawk (< 19-Roundhouse Kick)

34-Compress (< 3-Focus)

34-Intercede (< 6-Intervene)

35-Stance: Whispering Blessing

 (< 4-Stance: Trainee's Blessing)

35-Swooping Eagle (< 7-Cobra Circle)

36-Diving Dragon (< 22-Swooping Dragon)

36-Focus Energy (< 8-Beckon)

37-Quiet Purity (< 9-Swiftness)

38-Striking Cobra (< 10-Power Strike)

39-Biting Mantis (< 11-Thrust Kick)

40-Control Breathing (< 12-Martial Focus)

40-Stone Stance

40-Walk Like Mountain

 (< 26-Face of the Mountain)

41-Charging Tiger (< 13-Pouncing Leopard)

41-Will of the Wind (< 13-Will of the Void)

42-Dragon Advance (< 28-Dragon Stance)

42-Stop Heart (< 14-Feign Death)

43-Shocking Hand (< 15-Thundering Hand)

43-Waking Dragon (< 1-Forward Strike)

44-Icy Talon (< 30-Winters Talon)

44-Stance: Spider Stance

44-Stance: Winding Dragon (< 4-Stance: Dodging Monkey)

45-Freezing Palm (< 2-Cold Fist)

45-Infuriating Calm (< 9-Stare)

46-Everburning Fire

 (< 32-Everburning Flame)

46-Transcendent Vision (< 18-Martial Order)

47-Diving Phoenix (< 19-Roundhouse Kick)

47-Lunging Mongoos (< 19-Mantis Jabs)

48-Heal (< 3-Focus)

49-Stance: Halcyon Blessing

 (< 4-Stance: Trainee's Blessing)

49-Storming Hydra (< 7-Cobra Circle)

50-Agitate Spirit (< 8-Beckon)

50-Flying Dragon (< 22-Swooping Dragon)

50-Silent Palm

51-Calm Tranquility (< 9-Swiftness)

52-Lunging Cobra (< 10-Power Strike)

52-Outward Calm •

53-Swooping Crane (< 11-Thrust Kick)

54-Boulder Stance (< 40-Stone Stance)

54-Inner Calm (< 12-Martial Focus)

54-Skin Like Mountain

 (< 26-Face of the Mountain)

55-Stalking Leopard

 (< 13-Pouncing Leopard)

55-Tsunami •

55-Will of the Sky (< 13-Will of the Void)

56-Will of Life (< 14-Feign Death)

56-Storm Stance (< 28-Dragon Stance)

57-Rumbling Wyrm (< 1-Forward Strike)

57-Storming Palm (< 15-Thundering Hand)

58-Arctic Talon (< 30-Winters Talon)

58-Stance: Black Widow Stance

 (< 44-Stance: Spider Stance)

58-Fall of the Phoenix •

58-Stance: Coiling Serpent

 (< 4-Stance: Dodging Monkey)

59-Frozen Palm (< 2-Cold Fist)

59-Infuriating Tranquility (< 9-Stare)

60-Everburning Blaze

 (< 32-Everburning Flame)

60-Tranquil Vision (< 18-Martial Order)

61-Leaping Tiger (< 19-Roundhouse Kick)

62-Flailing Centipede (< 19-Mantis Jabs)

63-Crescent Strike (< 7-Cobra Circle)

63-Stance: Quiescent Blessing

 (< 4-Stance: Trainee's Blessing)

64-Challenge (< 8-Beckon)

64-Soaring Dragon (< 22-Swooping Dragon)

65-Dragonbreath •

65-Swift Calm (< 9-Swiftness)

66-Punishing Cobra (< 10-Power Strike)

67-Soaring Eagle (< 11-Thrust Kick)

68-Feral Serenity (< 12-Martial Focus)

68-Mountain Stance (< 40-Stone Stance)

68-Spirit Like Mountain

 (< 26-Face of the Mountain)

69-Assailing Jaguar (< 13-Pouncing Leopard)

69-Will of the Heavens

 (< 13-Will of the Void)

70-Last Breath (< 14-Feign Death)

70-Silencing Palm (< 50-Silent Palm)

70-Storm Advance (< 28-Dragon Stance)

Fighter: Bruiser

by Gideon and Andrea Silva

Bruisers are relentless Fighters who use strength and intimidation to overpower their foes. Bruisers have transformed their bodies into vicious weapons and rely on their high Agility and Deflection to avoid attacks.

Solo

There isn't much a Bruiser can't take out solo, and with a self-heal the Bruiser can last longer in fights than most other classes. When soloing, do everything possible to maximize your damage and defeat your opponents before they defeat you. The first step is to use an offensive stance, such as Heated Fists, to increase your DPS. The next item on your agenda is to pump yourself up with beneficial abilities. Here are a few suggestions on where to spend those precious Concentration points:

The Brutality line increases your DPS at the cost of a Concentration point.

The Dodge and Strike line increases your Strength and Agility for a second Concentration point.

Roughhouse gives you a chance for an additional attack and builds aggro every time you hit in melee. The aggro won't matter when soloing, but the added damage is nice.

Bruisers have a few different attacks they can use to strike a single enemy, including punches and kicks. Bruisers can also use the Blazing Strikes line to hit all enemies in an encounter when fighting linked creatures. Use the Shoulder Charge line or other similar knockdown lines when fighting casters and healers to prevent them from using their arts against you. After you get low on health, use the Ignore Bruises line at lower levels and the Ignore Pain line at higher levels to restore some of your health. If all of this fails and you end up in a fight you can't win, you have an easy way out of the fight by using the Feign Death line to trick the enemy into thinking you are dead.

Group

While Bruisers do an admirable job soloing, they also have a lot to offer a group. Bruisers can perform well in the main tank role with their beneficial melee abilities as well as their offensive stance, Brawler's Stance, which increases the Bruiser's Defense and Deflection skills. Bruisers can also use the Intervene line to protect an ally by absorb-

ing an attack, and the Brag line to increase the target's hate toward the Bruiser. The Impose line redirects the hate of creatures in the encounter to the Bruiser. Bruisers also have an ability line called Staggering Stance that allows an ally to use the Bruiser's avoidance check if the ally's avoidance check fails. In summary, Bruisers are good at protecting their allies against enemy attacks by focusing the enemy on themselves instead. Meanwhile, Bruisers also have the Intimidate line—their own stun to keep some of the encounter out of the fight for awhile.

Raiding

You won't be asked to tank Epic encounters often. Bruisers' versatility means there are better (and more important) roles for them to fill than the main tank. The ability to Feign Death puts Bruisers in a position to assist in raid recovery after a wipeout. It's not uncommon for raids to run into difficulties at a moment's notice, and many raids are in instanced zones with lockout timers. If people have to revive themselves at a point outside of the instanced zone, they won't be able to come back in and the raid will have to be retried hours or even days later. Having someone Feign Death and use a summoned resurrection charm to raise a Priest is the difference between a short sour evening and an inspiring success.

Achievements

The Tiger (Strength) line focuses on making pure unarmed combat a viable option for Bruisers. Training up this line of powers allows unarmed combat to mimic standard dual-wielding by the use of the new double-attack enhancement. While there is a drawback to not having weapons equipped (including the loss in potential stats from enhanced equipped items), this line's boosted chances to block and riposte help compensate for that.

The Monkey (Agility) line has a fantastic final ability in the chain: Altruism. For a Bruiser who spends a lot of time raiding, this ability is invaluable and fits in nicely with the Bruiser's other party-saving talents. Place Altruism on the main tank, and if the direction of the raid turns south, the main tank won't die. While the main tank is feigned, he won't have aggro anymore, but heals that were on their way to the tank will complete their casting. The tank recovers aggro when he stands up again.

The Mantis (Stamina) Achievements are var-



Renegade Armor

Fighter: bruiser

ied in their offering of both offensive and defensive abilities. Mantis Bolt offers additional damage. While it doesn't have a high chance to activate, when it does, its hundreds of points of damage always come in handy.

The Crane (Wisdom) Achievements add more multi-opponent attacks to the Bruiser's repertoire. Crane Flock, in spite of a 5-minute recast time, can turn around a poor fight with a barrage of extra attacks. This should be a strong consideration for Bruisers who like to join AoE groups hunting for experience.

The Eagle (Intelligence) line offers several ways to increase DPS. Eagle's Fury adds extra critical attacks, and Eagle Shriek offers some great possibilities as well. If you can locate a healer brave enough to keep you under 30 percent health without dying, you can maximize the DPS potential of this line.

Pros

- Bruisers have a wide variety of skills to use in both solo and group adventuring, making them interesting to play without getting repetitive.
- Bruisers can heal themselves in combat. This greatly increases their survivability.
- Bruisers have a "Get Out of Combat Free" card with the Feign Death ability. This is another great art that increases their survivability.
- Bruisers can adequately combat casters using their variety of knockdown attacks to repeatedly incapacitate a foe for a few seconds.
- Bruisers can handle limited crowd control with their Intimidate line.

Cons

- When a Bruiser gets hit in combat, it hurts more than it would for a Fighter class with plate armor and the resulting higher damage mitigation. While Bruisers are great at avoiding taking hits in the first place, they still occasionally take one on the chin.
- Armor and weapon choices are limited because Bruisers wear nothing more than leather armor, and many times the weapons that drop have stats more suitable to other classes. Bruisers (along with Monks) get dibs on the fist-based weapons, however!
- With only a self-heal, you occasionally have to watch friends die while you heal yourself and/or Feign Death when things get bad.

Training

Level 14	Level 44
9-Brag	40-Battle Fury
11-Burn Through	41-Cerebral Will
12-Dodge and Strike	43-Shocking Fists
13-Shoulder Charge	44-Crusher
Level 24	Level 54
21-Whirling Blaze	50-Abuse
22-Jeer	50-Quarrel
22-Roughhouse	53-Flaming Lunge
24-Crash	54-Battle Lust
Level 34	Level 64
31-Slurred Insult	62-One Hundred Hand Punch
32-Overtaking Blows	63-Slap Around
32-Sucker Punch	64-Oppress
33-One Hundred Hand Slap	64-Rumble

Ogre

Possible Cities	Freeport	Resistances
Racial Homeland	Oggok; The Ferrott	Cold 1
Mythical Creator	Rallos Zek	Disease 1
Racial Language	Oggish	Divine 0
Attributes		Heat 1
Strength	20	Magic 0
Agility	15	Mental 0
Stamina	25	Poison 0
Racial Tradition	Effect	Re-Use Delay
Toughened Hide	+5 Defense	[perm]
Battle Rest	+ HP regen, +2 STR	[30m]
Battlefield Command	+5 Defense for ally	[30m]
Rallosian Readiness	+5 Metal Shaping skill	[perm]
Lifted Curse	+5 INT	[perm]
War Ready	+3% Max Health	[perm]
Rallosian Conditioning	+5 STA	[perm]
Blessing of Rallos	+5 STR	[perm]
Oggokian Trade	+5 Metalworking skill	[perm]
Murdunk's Tactics	+ Slashing Reactive Damage	[30m]

Bruiser Abilities

1-JAB

A melee attack with extra damage.
Enemy | CRR 0.5 0.5s 10s | Range 5m | Resist -10% | HO Sword

1-Jab 2-8 dam; Power 2

15-Knuckle 22-66 dam; Power 15

29-Blitz 45-137 dam; Power 27

43-Pummel 71-215 dam; Power 40

57-Pound 103-309 dam; Power 52

1-TAUNT • Increases target's hate toward you by 21-26. Power 2

Enemy | CRR 0.2s 0.5s 8s | Range 15m | Resist -33% | HO Horn

2-BRUISING FIST A melee attack that costs you health instead of power.

Enemy | CRR 0.5s 0.5s 40s | Range 5m | Resist -10% | HO Fist

2-Bruising Fist 15-25 Heat dam; health -5

17-Bruising Strike 85-142 Heat dam; health -30

31-Grapple 166-277 Heat dam; health -59

45-Meteor Punch 258-430 Heat dam; health -92

59-Meteor Fist 363-606 Heat dam; health -130

3-IGNORE BRUISES Restores some of your health.

Self | CRR 1s 0.5s 1m30s | HO Arm

3-Ignore Bruises 31-38 heal; Power 10

10-Ignore Wounds 78-95 heal; Power 24

20-Ignore Pain 13-16% heal; Power 45

34-Ignore Hurt 19-24% heal; Power 72

48-Ignore Agony 26-32% heal; Power 99

4-BRAWLER'S STANCE Greatly increases Defense and Deflection (D/D) and physical and Poison damage mitigation, at the cost of offensive melee skills (C/P/S). This is your primary defensive stance.

Self | CRR 0.5s 0.5s Instant | Dur cancel | HO Arm

4-Brawler's Stance D/D +2.2; physical mitig +46; Poison mitig +184; C/P/S -1.8

16-Bouncer's Stance D/D +5.8; physical mitig +104; Poison mitig +415; C/P/S -4.8

30-Stance: Bouncer D/D +10.8; physical mitig +180; Poison mitig +720; C/P/S -9

44-Stance: Retaliation D/D +15.8; physical mitig +264; Poison mitig +1056; C/P/S -13.2

58-Stance: Retribution D/D +21; physical mitig +348; Poison mitig +1392; C/P/S -17.4

4-HEATED FISTS Increases your offensive skills (C/P/S/R) and gives a 10% chance to deal Heat damage with every successful melee hit; the cost is decreased Defense skill. This is your primary offensive stance.

Self | CRR 0.5s 0.5s Instant | Dur cancel | HO Fist

4-Heated Fists C/P/S/R +3.2; 11-18 Heat dam; Defense -1.8

21-Stance: Fiery Fists C/P/S/R +11.3; 58-97 Heat dam; Defense -6.3

35-Stance: Lava Fists C/P/S/R +18.9; 104-173 Heat dam; Defense -10.5

49-Stance: Magmatic Fists C/P/S/R +26; 157-262 Heat dam; Defense -14.7

63-Stance: Blistering Fists C/P/S/R +34; 215-358 Heat dam; Defense -18.9

5-FIGHTING CHANCE • Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Shield

5-KICK • A kick attack that does 9-15 Crushing damage. Power 5

Enemy | CRR 0.5s 0.5s 10s | Range 5m | Resist -10% | HO Boot

19-Kick 9-15 Crushing dam; Power 5

19-Flying Kick 27-83 Crushing dam; Power 19

33-Throat Kick 51-155 Crushing dam; Power 31

47-Roundhouse 79-238 Crushing dam; Power 43

61-Dropkick 110-330 Crushing dam; Power 55

6-INTERVENE Protects an ally by absorbing part of an attack.

100% chance of success. Spell ends after 1 intercept.

Raid or Group Friend | CRR Instant 0.5s 30s | Dur 100s |

Range 5m | HO Horn

6-Intervene you take 50% dam; ally takes 63% dam

20-Intercept you take 75% dam; ally takes 37% dam

34-Intercede you take 100% dam; ally takes 12% dam

7-BLAZING STRIKES Strikes nearby enemies.

Self | CRR 2s 0.5s 30s | AoE 5m (max targets 8) | Resist -10% |

HO Fist

7-Blazing Strikes 21-35 dam; Power 18

21-Whirling Blaze 64-107 dam; Power 46

35-Beatdown 115-192 dam; Power 74

49-Bonecrusher 174-291 dam; Power 101

63-Slap Around 238-397 dam; Power 128

8-IMPOSE Interrupts and increases hate of all enemies in encounter toward you.

Enemy | CRR 0.2s 0.5s 20s | AoE 15m | Range 15m | Resist -33% |

HO Horn

8-Impose Threat +64-79; Power 13

22-Jeer Threat +182-222; Power 30

36-Boast Threat +328-401; Power 47

50-Abuse Threat +506-618; Power 64

64-Oppress Threat +706-863; Power 81

9-BRAG Increases target's hate toward you. Can be used while you are stifled or stunned.

Enemy | CRR 0.2 0.5s 8s | Range 15m | Resist -33% | HO Horn

9-Brag Threat +97-118; Power 9

17-Taunting Slap Threat +183-224; Power 16

31-Slurred Insult Threat +366-447; Power 27

45-Instigate Threat +584-714; Power 39

59-Pressure Threat +845-1032; Power 50

9-BRUTALITY Increases your group's melee combat damage.

Group | Conc 1 | CRR 0.5 0.5s 1m | Dur cancel | AoE 50m |

HO Arm

9-Brutality DPS +9.2%; Power 22

23-Intimidating Orders DPS +11.3%; Power 50

37-Rousing Cry DPS +13.5%; Power 78

51-Stirring Cry DPS +15.7%; Power 105

65-Rabid Cry DPS +17.9%; Power 132

10-STAMP Deals damage; if target is already knocked down, deals more damage and knocks down for 2 more seconds.

Enemy | CRR 0.5s 0.5s 30s | Range 5m | Resist -10% | HO Sword

10-Stamp 36-60 (or 54-91) Crushing dam; Power 16

24-Crash 90-150 (or 133-226) Crushing dam; Power 35

38-Merciless Stomp 151-252 (or 227-379) Crushing dam;

Power 53

52-Barbarous Stomp 226-376 (or 339-565) Crushing dam;

Power 71

66-Callos Stomp 302-504 (or 454-756) Crushing dam;

Power 89

11-BURN THROUGH Deals Crushing damage, plus Heat damage over time (every 6 seconds).

Enemy | CRR 0.5s 0.5s 30s | Dur 24s | Range 5m | Resist -10% |

HO Boot

11-Burn Through 30-50 Crushing dam; 13 Heat DoT; Power 15

25-Break Through 71-118 Crushing dam; 32 Heat DoT; Power 32

39-Burning Lunge 117-195 Crushing dam; 52 Heat DoT;

Power 49

53-Flaming Lunge 173-289 Crushing dam; 77 Heat DoT;

Power 65

67-Blazing Lunge 231-385 Crushing dam; 103 Heat DoT;

Power 81

12-DODGE AND STRIKE Increases your Strength and Agility.

Self | Conc 1 | CRR 2s 0.5s 1m | Dur cancel | HO Arm

12-Dodge and Strike STR +12.5; AGI +18.7; Power 28

26-Bob and Weave STR +24; AGI +36; Power 56

40-Battle Fury STR +37; AGI +56; Power 84

54-Battle Lust STR +51; AGI +76; Power 111

68-Battle Frenzy STR +64; AGI +96; Power 138

13-INDOMITABLE WILL Dispels hostile Mental effects. This can be used while stifled or stunned.

Self | CRR 1s 0.5s 2m | HO Arm

13-Indomitable Will dispels 19 levels; Power 30

27-Burning Will dispels 38 levels; Power 58

41-Cerebral Will dispels 55 levels; Power 85

55-Resolute Will dispels 73 levels; Power 113

69-Tenacious Will dispels 91 levels; Power 140

13-SHOULDER CHARGE Knocks target down and stuns for 4 seconds. Epics not knocked down.

Enemy | CRR 0.5s 0.5s 30s | Range 5m | Resist -10% | HO Fist

13-Shoulder Charge 19-59 Crushing dam; Power 20

27-Fierce Punch 43-129 Crushing dam; Power 39

41-Hammer Fist 69-207 Crushing dam; Power 57

55-Iron Fist 101-303 Crushing dam; Power 75

69-Steel Fist 132-398 Crushing dam; Power 93

14-FEIGN DEATH Gives you a chance to trick enemies into thinking that you're dead.

Self | CRR Instant 0.5s 10s | Dur 12 hours | HO Arm

14-Feign Death feigns death, 62% chance of success

28-Play Dead feigns death, 72% chance of success

42-Stop Heart feigns death, 82% chance of success

56-Stilled Life feigns death, 92% chance of success

70-Last Breath feigns death, 97% chance of success

15-THUNDERING FISTS Adds magic damage for up to 5 successful melee hits.

Self | CRR 0.5s 0.5s 1m | Dur 30s | HO Arm

15-Thundering Fists 18 Magic dam; Power 23

29-Jolting Fists 37 Magic dam; Power 41

43-Shocking Fists 58 Magic dam; Power 59

57-Storming Fists 83 Magic dam; Power 78

18-STAGGERING STANCE Gives ally a chance to use your avoidance check if ally's fails. Increases your Agility.

Group Friend | CRR Instant 0.5s 2s | Dur cancel | Range 20m |

HO Arm

18-Staggering Stance 16% chance; AGI +17.5; Power 27

32-Overtaking Blows 25% chance; AGI +30; Power 45

46-Shrug Off 33% chance; AGI +43; Power 63

60-Shake Off 40% chance; AGI +56; Power 82

19-RAPID SWINGS Launches a flurry of attacks. If any attack misses, the flurry stops.

Enemy | CRR 0.5s 0.5s 30s | Range 5m | Resist -10% | HO Fist

19-Rapid Swings 10-32 Crushing dam (x8); Power 28

33-One Hundred Hand Slap 20-61 Crushing dam (x8);

Power 46

47-Crushing Fury 31-93 Crushing dam (x8); Power 65

62-One Hundred Hand Punch 44-132 Crushing dam (x8);

Power 84

22-ROUGHHOUSE Gives you a 25% chance for an additional attack that boosts hate every time you strike in melee.

Self | Conc 1 | CRR 1s 0.5s Instant | Dur cancel | HO Fist

22-Roughhouse 16-27 dam; Threat +81; Power 32

36-Brawl 28-47 dam; Threat +145; Power 50

50-Quarrel 43-71 dam; Threat +225; Power 69

64-Rumble 58-97 dam; Threat +313; Power 87

Fighter: bruiser

24-INTIMIDATE Stuns target and prevents indirect AoE damage from hitting it. Dispels if target takes damage. Epics not affected.

Enemy | CRR 1s 0.5s 30s | Dur 15s | Range 5m | Resist -10% | HO Fist

24-Intimidate Power 52

38-Strong Arm Power 80

52-Unnerve Power 107

66-Scared Still Power 134

25-RESCUE • Increases target's hate toward you by +3,528 Threat and 3 positions. Power 95

Enemy | CRR Instant 0.5s 10m | Range 10m | HO Horn

26-BRUIISING SPIRIT Increases your physical mitigation; costs 79 health every 6 seconds.

Self | CRR 1s 0.5s 3m | Dur 3m | HO Fist

26-Bruising Spirit physical mitig +374

40-Strapping Spirit physical mitig +576

54-Deadly Spirit physical mitig +778

68-Vigorous Spirit physical mitig +979

28-EYE GOUGE Hits and decreases target's offensive skills (C/P/S/R).

Enemy | CRR 0.5s 0.5s 45s | Dur 36s | Range 5m | Resist -10% | HO Fist

28-Eye Gouge 80-242 Piercing dam; C/P/S/R -15.1; Power 60

42-Eye Rake 128-385 Piercing dam; C/P/S/R -23; Power 87

56-Eye Pluck 186-558 Piercing dam; C/P/S/R -30; Power 115

70-Eye Gash 243-730 Piercing dam; C/P/S/R -38; Power 142

30-HAYMAKER Knocks down target for 4 seconds on successful punch. Epics not knocked down.

Enemy | CRR 0.5s 0.5s 1m | Range 5m | Resist -10% | HO sword

30-Haymaker 97-291 dam; Power 64

44-Crusher 151-455 dam; Power 91

58-Uppercut 215-647 dam; Power 119

30-INSTILL DOUBT Target flees in terror. 20% chance to dispel when target takes damage or receives hostile action. Epics not affected.

Enemy | CRR 1s 0.5s 1m | Dur 9s | Range 5m | Resist -10%

30-Instill Doubt Power 64

50-Instill Panic Power 103

32-SUCKER PUNCH Attack from behind or the flank. A successful hit knocks down target down for 4 seconds. Epics not knocked down.

Enemy | CRR 0.5s 0.5s 1m | Range 5m | Resist -10% | HO Fist

32-Sucker Punch Dam 167-501; Power 68

46-Dirty Punch Dam 257-773; Power 95

60-Kidney Punch Dam 359-1079; Power 123

40-HEAVY SCARRING Stuns you in place while increasing physical mitigation.

Self | CRR Instant 0.5s 3m | Dur 30s | HO Boot

40-Heavy Scarring physical mitig +960; Power 84

54-Calloused Skin physical mitig +1296; Power 111

68-Hardened Skin physical mitig +1632; Power 138

44-STANCE: FIRE STANCE Increases physical and Poison mitigation, Deflection, offensive skills (C/P/S/R), and Attack Speed. 5% chance to deal Heat damage with every successful melee hit.

Self | CRR 0.5s 0.5s Instant | Dur cancel | HO Arm

44-Stance: Fire Stance Deflection, C/P/S/R +7.9; physical mitig +132; Poison mitig + 528; 137-228 Heat dam

58-Stance: Provoking Stance Deflection, C/P/S/R +10.4; physical mitig +174; Poison mitig + 696; 194-324 Heat dam

50-SAVAGE BLOWS Series of four quick attacks that strike nearby enemies. If one misses a target, successive ones automatically miss that target.

Self | CRR 2s 0.5s 1m 30s | AoE 5m (max targets 8) | Resist -10% | HO Fist

50-Savage Blows 93-279 dam (x4); Power 138

70-Savage Bruising 140-422 dam (x4); Power 190

52-STONE DEAF • If you're hit with non-physical damage for more than 10% health, you absorb it (up to 3 times). Power 71

Self | CRR Instant 0.5s 2m | Dur 30s

55-SONIC FISTS • Teleporting attack (363-606 Crushing damage) that interrupts target. You can't be close to use this. Power 101

Enemy | CRR 0.5s 0.5s 1m | Range 35m | Resist -10% | HO Fist

58-CLOSE MIND • You are immune to control effects (Stun, Stifle, Fear, Root, and Pacify). This can be used while stilled or stunned. Power 19 every 2.2 seconds

Self | CRR 0.2s 0.5s 3m | Dur 22.5s | HO Arm

65-KNOCKOUT COMBINATION • If a combat art hits, this adds 99-297 damage, with a chance to knock down. Epics not knocked down. Power 177

Self | CRR 0.5 0.5s 3m | Dur 20s |



Bruiser Abilities by Level

1-Jab	20-Intercept (< 6-Intervene)	34-Ignore Hurt (< 3-Ignore Bruises)	48-Ignore Agony (< 3-Ignore Bruises)	59-Meteor Fist (< 2-Bruising Fist)
1-Taunt •	21-Stance: Fiery Fists (< 4-Heated Fists)	34-Intercede (< 6-Intervene)	49-Bonecrusher (< 7-Blazing Strikes)	59-Pressure (< 9-Brag)
2-Bruising Fist	21-Whirling Blaze (< 7-Blazing Strikes)	35-Beardown (< 7-Blazing Strikes)	49-Stance: Magmatic Fists (< 4-Heated Fists)	60-Kidney Punch (< 32-Sucker Punch)
3-Ignore Bruises	22-Ieer (< 8-Impose)	35-Stance: Lava Fists (< 4-Heated Fists)	50-Abuse (< 8-Impose)	60-Shake Off (< 18-Staggering Stance)
4-Brawler's Stance	22-Roughhouse	36-Boast (< 8-Impose)	50-Instill Panic (< 30-Instill Doubt)	61-Dropkick (< 5-Kick)
4-Stance: Heated Fists	23-Intimidating Orders (< 9-Brutality)	36-Brawl (< 22-Roughhouse)	50-Quarrel (< 22-Roughhouse)	62-One Hundred Hand Punch (< 19-Rapid Swings)
5-Fighting Chance •	24-Crash (< 10-Stamp)	37-Rousing Cry (< 9-Brutality)	50-Savage Blows	63-Slap Around (< 7-Blazing Strikes)
5-Kick	24-Intimidate	38-Merciless Stomp (< 10-Stamp)	51-Stirring Cry (< 9-Brutality)	63-Stance: Blistering Fists (< 4-Heated Fists)
6-Intervene	25-Break Through (< 11-Burn Through)	38-Strong Arm (< 24-Intimidate)	52-Barbarous Stomp (< 10-Stamp)	64-Oppress (< 8-Impose)
7-Blazing Strikes	25-Rescue •	39-Burning Lunge (< 11-Burn Through)	52-Stone Deaf •	64-Rumble (< 22-Roughhouse)
8-Impose	26-Bob and Weave (< 12-Dodge and Strike)	40-Battle Fury (< 12-Dodge and Strike)	52-Unnerve (< 24-Intimidate)	65-Knockout Combination •
9-Brag	26-Bruising Spirit	40-Heavy Scarring	53-Flaming Lunge (< 11-Burn Through)	65-Rabid Cry (< 9-Brutality)
9-Brutality	27-Burn Will (< 13-Indomitable Will)	40-Strapping Spirit (< 26-Bruising Spirit)	54-Battle Lust (< 12-Dodge and Strike)	66-Callosous Stomp (< 10-Stamp)
10-Ignore Wounds (< 3-Ignore Bruises)	27-Fierce Punch (< 13-Shoulder Charge)	41-Cerebral Will (< 13-Indomitable Will)	54-Calloused Skin (< 26-Brusing Spirit)	66-Scared Still (< 24-Intimidate)
10-Stamp	28-Eye Gouge	41-Hammer Fist (< 13-Shoulder Charge)	55-Iron Fist (< 13-Shoulder Charge)	67-Blazing Lunge (< 11-Burn Through)
11-Burn Through	28-Play Dead (< 14-Feign Death)	42-Eye Rake (< 28-Eye Gouge)	55-Resolute Will (< 13-Indomitable Will)	68-Battle Frenzy (< 12-Dodge and Strike)
12-Dodge and Strike	29-Blitz (< 1-Jab)	42-Stop Heart (< 14-Feign Death)	55-Sonic Fists •	68-Hardened Skin (< 40-Heavy Scarring)
13-Indomitable Will	29-Jolting Fists (< 15-Thundering Fists)	43-Pummel (< 1-Jab)	56-Eye Pluck (< 28-Eye Gouge)	68-Vigorous Spirit (< 26-Bruising Spirit)
13-Shoulder Charge	30-Haymaker	43-Shocking Fists (< 15-Thundering Fists)	56-Stilled Life (< 14-Feign Death)	69-Steel Fist (< 13-Shoulder Charge)
14-Feign Death	30-Instill Doubt	44-Crusher (< 30-Haymaker)	57-Pound (< 1-Jab)	69-Tenacious Will (< 13-Indomitable Will)
15-Knuckle (< 1-Jab)	30-Stance: Bouncer (< 4-Brawler's Stance)	44-Stance: Fire Stance	57-Storming Fists (< 15-Thundering Fists)	70-Eye Gash (< 28-Eye Gouge)
15-Thundering Fists	31-Grapple (< 2-Bruising Fist)	44-Stance: Retaliation (< 4-Brawler's Stance)	58-Close Mind •	70-Last Breath (< 14-Feign Death)
16-Bouncer's Stance (< 4-Brawler's Stance)	31-Slurred Insult (< 9-Brag)	45-Instigate (< 9-Brag)	58-Stance: Provoking Stance (< 44-Stance: Fire Stance)	70-Savage Bruising (< 50-Savage Blows)
17-Bruising Strike (< 2-Bruising Fist)	32-Overtaking Blows (< 18-Staggering Stance)	45-Meteor Punch (< 2-Bruising Fist)	58-Stance: Retribution (< 4-Brawler's Stance)	
17-Taunting Slap (< 9-Brag)	32-Sucker Punch	46-Dirty Punch (< 32-Sucker Punch)	58-Uppercut (< 30-Haymaker)	
18-Staggering Stance	33-One Hundred Hand Slap (< 19-Rapid Swings)	46-Shrug Off (< 18-Staggering Stance)		
19-Flying Kick (< 5-Kick)	33-Throat Kick (< 5-Kick)	47-Crushing Fury (< 19-Rapid Swings)		
19-Rapid Swings		47-Roundhouse (< 5-Kick)		
20-Ignore Pain (< 3-Ignore Bruises)				

Priest: Templar

by Kathy "Kushiro" Schuster

Templars are the true beacons of light in the world of Norrath. They believe in all things holy and (unlike their evil counterparts) are not fanatical and overbearing. The Templar's specialty is called "Vitae." When you cast spells on group members or enemies, with every successful attack Vitae heals that party member by a small amount. These spells, along with some instant heals and good buffs, are the key to a Templar's strategy.

Abilities

The most important skill that a Templar gets is being able to equip heavy armor. This helps you immensely in battle when you pull aggro, making it tougher to kill you. Parry is also very important—it determines how well you can move out of the way of an attack, and being a healer, this is crucial. Focus is a very important skill because it determines how well you can maintain your concentration in a fight. You want to make sure to be able to heal your comrades even when you yourself are under attack. Ministration and Ordination are also two very important skills. They determine how well your heals and cures work, and also how well you can buff your comrades and debuff your enemies.

Sign of Weakness (Level 21) reduces the Strength of your target and all its nearby allies.

Placate (Level 27) is a point-blank Area of Effect that reduces hate and also gives you a small heal.

Replenishing Touch (Level 28) instantly heals group members.

Beams of Faith (Level 32) inflicts instant Divine damage to the target and all its nearby allies.

Mark of Princes (Level 32) has a chance to replenish health over time and increase armor class when its target (in your group) takes damage.

Greater Intercession (Level 40) is like Mark of Princes, but its healing is immediate rather than over time.

Glory of Combat (Level 47) gives your target group member a chance to heal the entire party on each successful attack.



Truefaith Armor

Solo

Soloing definitely takes strategy for a Templar. First, make sure you've buffed yourself up, then pull your target with a Rebuke spell. Make sure to Mark the target and use Vitae on yourself. Throw out some direct damage nukes and try to take advantage of your Heroic Opportunities. If you throw regeneration on yourself, this starts the HO. It usually takes a couple more nukes to get either Divine Judgment, which does more damage to the mob, or Inspiring Piety, which raises your Inspiration skill by 10.

The best zones for Templars are the ones with undead, where you can balance your nuking, melee, and healing. Firemyst Gully, Down Under, and Vermin's Snye are a few on the Qeynos side. The Fallen Gate is a good area for Freeportians.

Group

One of the most efficient and useful ways to keep your party members healed is to cast a Mark spell on the target and then debuff it using the Rebuke line. Ward your tank before she pulls, then you can use Vitae and Regeneration spells on your main tank to keep her healed. This is generally good enough for four or five blue or green mobs, assuming the tank maintains aggro. If you have more mobs than that, or if you're fighting white cons or yellow cons, you probably want to throw a few extra heals in there. If you get aggro yourself (which you almost certainly will), use a Distract spell to throw the mobs back at your main tank—this spell works well.

Raiding

Raid tactics are a bit different from group tactics for the Templar. Most of the time you're balancing your healing spells. There are three lines of heals you can use: Vitae, Restoration, and Amelioration. Templars also have a lot of debuffs. Although it isn't a very diverse role, there's a lot in managing your heal spells and timing them correctly. One slip could cause a complete wipeout!

Achievements

The Bishop (Strength) path is a great boon to a Templar who solos often. These abilities are directed at increasing the Bishop's melee and offensive spell capabilities, as well as the Templar's defenses against being interrupted by enemy attacks.

With increased melee power, the Protector (Agility) path is also useful for a soloing Templar. This line is great for groups and raids, because a Protector is able to occasionally block an attack for an ally, and can give a group or raid member short-term immunity from AoE damage.

The Deacon (Stamina) path starts by adding more melee ability to a Templar, by offering a large boost to critical hits. Along with that, this line offers increased chances to cast critical healing spells. The final ability in the line—Divine Aura—is a strong emergency spell to cast when solo or grouped. 10 seconds of near-total immunity to all damage can give time for a group member to taunt an enemy off you, or just give you a chance to run away from a fight gone awry.

As the name implies, the Exorcist (Wisdom) path of the Templar focuses on defeating undead. You get a special anti-undead high-damage spell, a bonus melee attack that only works on undead, and a group protection spell that functions similarly to Divine Aura, but only blocks attacks from undead enemies. Given its focus on fighting mostly undead creatures, this path can be a tremendous boost to the rate of experience gain for a soloing Templar.

The Arbiter (Intelligence) path offers increased chances for critical offensive spell casts, which can be useful for both a solo and a grouped Templar. The highlight of this path is the final ability: Divine Recovery. For a short time, this ability cuts 33% off your group's recast timers for their combat abilities and spells, and also chops their casting timers in half! Mages and other Priests in your group will reap huge benefits out of this for healing and damage spells, making it much harder to lose fights.

Pros

- You like to heal and buff others instead of getting in the fight yourself. You have plenty of chances to do this, but a Templar also requires careful balance of timing and usage of power.
- You want to be a heavy-armored healer. One of the best things about a Templar is the plate you can wear. You take a lot of hits, so you need the extra protection.
- Templars get good undead nukes, and there are lots of undead in Norrath. Your Divine damage spell line doubles the damage Templars can inflict when attacking undead.
- You prefer Vitae to healing over time or using wards. The Vitae line is a reverse heal, meaning that every time the mob hits your target, the Vitae spell heals the target. Wardens and Furies get healing over time spells, and Mystics and Defilers get wards that block hits. You've got Vitae.

Cons

- If you like to solo, be aware that Templars are definitely not a high-DPS class. Soloing is possible, but it takes a long time to kill things.
- If you like to do a lot of damage, note that Templars don't have a particularly high amount of damage output.
- A Templar's main job is healing others and themselves. If you like wading into the center of the fight, a Templar is definitely not for you.

Training

Level 14	Level 44
10-Scorn	39-Divine Strike
11-Radiant Strike	40-Greater Intercession
12-Bestowal of Vitae	42-Crucial Intercession
14-Soothing Sermon	43-Greater Amelioration
Level 24	Level 54
19-Bestowal of Vitality	52-Admonishment
21-Sign of Weakness	53-Consecrated Strike
23-Combative Faith	54-Divine Praetorate
24-Disgrace	54-Grand Intercession
Level 34	Level 64
30-Pious Redoubt	60-Blaze of Faith
31-Reproving Smite	60-Grand Restoration
32-Restoration	60-Mark of the Celestial
33-Bravery	61-Glory of Battle

Gnome

Possible Cities	Qeynos, Freeport		Resistances	
Racial Homeland	Ak'Anon; Steamfont Mtns/Faydwer		Cold 1	
Mythical Creator	Brell Serilis		Disease 1	
Racial Language	Gnomish		Divine 2	
Attributes			Heat 1	
Strength	12	Intelligence	27	
Agility	25	Wisdom	20	
Stamina	16		Magic 2	
			Mental 2	
			Poison 0	
Racial Tradition	Effect		Re-Use Delay	
Confusing Babble	Decrease Hate (Aggro)		[30m]	
Gnomish Improvements	+ Heat Damage		[30m]	
Singed Eyebrows	+3% Heat Resist		[perm]	
Lost in the Crowd	Hide (no movement)		[30m]	
Chemical Calculations	+5 Chemistry skill		[perm]	
Sniffle Stopper	+3% Disease Resist		[perm]	
Ak'Anon Innovation	+5 INT		[perm]	
Flash of Insight	+3% Max Power		[perm]	
Forge Invention	+5 Metalworking skill		[perm]	
Power Surge	+ Power regen, +2 AGI		[30m]	

Templar Abilities

1-MINOR HEALING Instantly heals some of target ally's health.
Friend | CRR 2s 0.5s 6s | Range 20m | HO Chalice

1. **Minor Healing** 19-23 heal; Power 4
7. **Healing** 65-80 heal; Power 27
15. **Greater Healing** 140-171 heal; Power 53
22. **Ameliorate** 209-256 heal; Power 72
29. **Amelioration** 288-352 heal; Power 92
43. **Greater Amelioration** 453-555 heal; Power 131
57. **Grand Amelioration** 649-794 heal; Power 170

1-SMITE Deals instant Divine damage to target and pacifies it, preventing it from attacking in combat as long as it doesn't take more damage. Epics not pacified.

Enemy | CRR 2s 0.5s 3s | Dur 3s | Range 30m | Resist -24% | HO Hammer
1. **Smite** 8-9 Divine dam; Power 2
9. **Admonishing Smite** 34-42 Divine dam; Power 15
17. **Greater Smite** 64-79 Divine dam; Power 26
31. **Reproving Smite** 125-153 Divine dam; Power 45
45. **Condemning Smite** 195-238 Divine dam; Power 63
59. **Judging Smite** 274-335 Divine dam; Power 81

2-REBUKE Reduces target's physical damage resistance.

Enemy | CRR 1.5s 0.5s 9s | Dur 72s | Range 25m | Resist -10% | HO Eye
2. **Rebuke** physical mitig -92; Power 9
10. **Scorn** physical mitig -144; Power 17
24. **Disgrace** physical mitig -288; Power 35
38. **Reproach** physical mitig -456; Power 53
52. **Admonishment** physical mitig -624; Power 71
66. **Spurn** physical mitig -792; Power 89

3-LIGHT STRIKE Deals instant Divine damage to target. If the target is Undead, it suffers double the listed damage.

Enemy | CRR 2s 0.5s 8s | Range 30m | Resist -24% | HO Hammer
3. **Light Strike** 11-13 Divine dam; Power 4
11. **Radiant Strike** 49-73 Divine dam; Power 22
25. **Celestial Strike** 140-172 Divine dam; Power 44
39. **Divine Strike** 225-275 Divine dam; Power 65
53. **Consecrated Strike** 343-419 Divine dam; Power 88
67. **Holy Strike** 456-558 Divine dam; Power 110

3-MINOR ARCH HEALING Restores a large amount of ally's health.

Friend | CRR 3s 0.5s 11.5s | Range 20m | HO Chalice
3. **Minor Arch Healing** 49-59 heal; Power 21
10. **Arch Healing** 162-198 heal; Power 68
18. **Greater Arch Healing** 292-356 heal; Power 106
32. **Restoration** 557-681 heal; Power 173
46. **Greater Restoration** 859-1049 heal; Power 240
60. **Grand Restoration** 1199-1465 heal; Power 308

4-MINOR REDOUBT Increases ally's health pool and melee offensive skills (Crushing, Piercing, and Slashing: C/P/S).

Group Friend | Conc 1 | CRR 3s 0.5s 4s | Dur cancel | Range 10m | HO Eye
4. **Minor Redoubt** max health +37; C/P/S +1.1
16. **Redoubt** max health +122; C/P/S +2.9
30. **Pious Redoubt** max health +311; C/P/S +5.4
44. **Sacred Redoubt** max health +529; C/P/S +7.9
58. **Holy Redoubt** max health +723; C/P/S +10.4

5-COURAGE Increases max health and physical resistance of your group.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m
5. **Courage** max health +29; physical mitig +81
19. **Daring** max health +98; physical mitig +174
33. **Bravery** max health +239; physical mitig +297
47. **Valor** max health +383; physical mitig +423
61. **Gallantry** max health +508; physical mitig +549

5-DIVINE PROVIDENCE Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Druidic Stones

6-CURE NOXIOUS Dispels 77 levels of hostile Poison and Disease effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

6-SUMMON FOOD & WATER Summons 5 Sacred Sustenance—Water & 5 Sacred Sustenance—Food for your ally. Cannot be cast During combat. Power 13

Raid or Group Friend | CRR 5s 0.5s 30s | Range 10m

7-SIGN OF PACIFICATION Pacifies target, preventing it from making normal combat attacks and from being hit by AoE attacks that do not directly target it. The effect breaks if target takes any damage. Epics not affected.

Enemy | CRR 1s 0.5s 20s | Dur 10s | Range 25m | Resist -10% | HO Moon

7. **Sign of Pacification** Power 16

21. **Sign of Weakness** Power 42

35. **Sign of Debility** Power 67

49. **Sign of Infirmit** Power 91

64. **Sign of Frailty** Power 118

8-REVIVE Resurrects a fallen friend with 15% health (even if not in your group). Cannot be cast in combat or in an arena. For 2 minutes: all of friend's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Friend's Corpse | CRR 6s 0.5s 10s | Range 10m

9-ENDURING BREATH Grants an ally the ability to breathe underwater. Power 20

Friend | CRR 3s 0.5s 4s | Dur 15m | Range 10m

10-SOOTHE Lowers target's aggression radius. Any hostile actions taken on that enemy or its encounter will break the effect. Epics not affected. Power 95

Enemy | CRR 2s 0.5s 10s | Dur 1m | Range 30m | Resist -5% | HO Moon

11-DIVINE AWAKENING Summons a Divine essence for every group member. It can be used to revive a fallen Priest, but not During combat. Power 366

Group | CRR 5s 0.5s 5s | AoE 50m

12-BESTOWAL OF VITAE Heals an ally when attacked, with a limited number of heals before expiring.

Raid or Group Friend | CRR 2s 0.5s 6s | Dur 30s | Range 20m | HO Chalice

12. **Bestowal of Vitae** 45-55 heal; Power 42

19. **Bestowal of Vitality** 72-88 heal; Power 61

26. **Supplicant's Prayer** 103-126 heal; Power 79

40. **Greater Intercession** 166-203 heal; Power 116

54. **Grand Intercession** 246-300 heal; Power 153

68. **Glorious Intercession** 325-397 heal; Power 190

13-COMPLACENT Pacifies enemies near you, preventing them from making normal combat attacks, and reduces their hate toward you. Dispelled when target takes damage or receives hostile action. Epics not affected.

Self | CRR 0.5s 5m | Dur 6s | AoE 5m (max targets 8) | HO Hammer

13. **Complacent** Threat -390; Power 43

27. **Placate** Threat -864; Power 79

41. **Harmony** Threat -1424; Power 116

55. **Greater Harmony** Threat -2137; Power 153

69. **Complacency** Threat -2886; Power 190

13-CURE TRAUMA Dispels 77 levels of hostile Crushing, Slashing, and Piercing effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

13-ODYSSEY Transports an ally to home village landmark.

Requires an Odyssey Stone, cannot be cast in combat, and ally must be a citizen (not a City Betrayer). Power 1065

Raid or Group Friend | CRR 30s 0.5s 3m | Range 10m

14-HEALING WORD Heals all allies near you.

Group | CRR 3s 0.5s 9s | AoE 20m | HO Moon

14. **Healing Word** 150-183 heal; Power 101

28. **Healing Touch** 316-386 heal; Power 179

42. **Word of Restoration** 502-614 heal; Power 257

56. **Word of Atonement** 726-888 heal; Power 335

70. **Word of Reparation** 951-1162 heal; Power 412

14-SOOTHING SERMON Heals each ally when attacked, with up to 9 heals (total) before expiring.

Group | CRR 5s 0.5s 15s | Dur 30s | AoE 25m

14. **Soothing Sermon** 53-65 heal; Power 87; HO Moon

28. **Intercession** 112-137 heal; Power 154; HO Chalice

42. **Crucial Intercession** 178-217 heal; Power 221; HO Chalice

56. **Fateful Intercession** 257-314 heal; Power 288; HO Chalice

70. **Dire Intercession** 336-411 heal; Power 356; HO Chalice

15-RADIANCE Heals an ally when attacked, with a limited number of heals before expiring. 280-343 Heal

Raid or Group Friend | CRR Instant 0.5s 15m | Dur 30s | Range 20m | HO Moon

16-SYMBOL OF TRANSAL Increases your group's arcane (Magic and Divine—M/D—and Mental) resistance and health pool.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

16. **Symbol of Transal** max health +41; Mental mitig +207; M/D mitig +259

30. **Symbol of Rytan** max health +104; Mental mitig +360; M/D mitig +450

44. **Symbol of Pinzarm** max health +176; Mental mitig +528; M/D mitig +660

58. **Symbol of Naltron** max health +241; Mental mitig +696; M/D mitig +870

18-MARK OF PAWNS Decreases target's Divine resistance and has a 20% chance to heal an ally over time (every 2 seconds, for 8 seconds) who successfully attacks your target in melee.

Enemy | CRR 2s 0.5s 9s | Dur 72s | Range 25m | Resist -10% | HO Eye

18. **Mark of Pawns** Divine mitig -225; 9 HoT; Power 27

32. **Mark of Princes** Divine mitig -384; 17 HoT; Power 45

46. **Mark of Kings** Divine mitig -552; 25 HoT; Power 63

60. **Mark of the Celestial** Divine mitig -720; 36 HoT; Power 82

19-CURE ELEMENTAL Dispels 77 levels of hostile Cold and Heat effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

20-AMENDING FATE When target dies, this heals target's attacker and nearby allies.

Enemy | CRR 2s 0.5s-9s | Dur 72s | Range 25m | Resist -10% | HO Eye

20. **Amending Fate** 204 heal; Power 30

34. **Redemptive Fate** 375 heal; Power 48

48. **Atoning Fate** 571 heal; Power 66

62. **Supplicating Fate** 785 heal; Power 84

22-BATTLE'S REPRIEVE Resurrects a fallen ally with 15% health. Can be cast in combat, but not in an arena. For 1 minute: ally's Crushing, Slashing, and Piercing mitigation +700. 25% max heal. Then for 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Raid or Group Friend's corpse | CRR 4s 0.5s 2m | Range 10m | HO Eye

23-COMBATIVE FAITH Deals Divine damage and damage over time (every 4 seconds) to target.

Enemy | CRR 2s 0.5s 15s | Dur 16s | Range 30m | Resist -24% | HO Moon

23. **Combative Faith** 76-93 Divine dam; 32-29 Divine DoT; Power 57

37. **Warring Faith** 131-160 Divine dam; 55-67 Divine DoT; Power 88

51. **Warring Conviction** 196-240 Divine dam; 82-100 Divine DoT; Power 119

65. **Warring Axiom** 264-323 Divine dam; 110-134 Divine DoT; Power 149

priest: templar

23-WATERY RESPITE • Your group can breathe underwater and increase their swimming speed. +69 Swimming; Power 43
Group | CRR 3s 0.5s 4s | Dur cancel | AoE 50m

26-PROTECTORATE Increases your ally's Strength and Wisdom. It can only be maintained on a single ally.

Group Friend | CRR 2s 0.5s 10s | Dur cancel | Range 20m | HO Moon

26. Protectorate STR, WIS +36; Power 37

40. Praetorate STR, WIS +56; Power 56

54. Divine Praetorate STR, WIS +76; Power 74

68. Celestial Praetorate STR, WIS +96; Power 92

28-CURE ARCANE • Dispels 77 levels of hostile Divine, Magic, and Mental effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

29-PROTECTIVE FAITH Increases your group's arcane resistance and wards against arcane sources of damage (Magic, Mental, and Divine: M/M/D).

Group | CRR 2s 0.5s 1m | Dur 36s | AoE 50m | HO Symbol

29. Protective Faith M/M/D mitig +348;

ward vs. 554 M/M/D dam; Power 41

43. Shielding Faith M/M/D mitig +516;

ward vs. 873 M/M/D dam; Power 59

57. Aegis of Faith M/M/D mitig +684;

ward vs. 1251 M/M/D dam; Power 78

32-BEAMS OF FAITH Deals instant Divine damage to target and nearby allies.

Enemy | CRR 3s 0.5s 10s | AoE 10m | Range 25m | Resist -10% | HO Hammer

32. Beams of Faith 165 Divine dam; Power 77

46. Rays of Faith 254 Divine dam; Power 108

60. Blaze of Faith 355 Divine dam; Power 138

35-INVOLUNTARY HEALER On target's successful attack, this has a 20% chance to heal and dispel trauma impairments of its target (your ally). Trauma: Piercing, Slashing, Crushing (P/S/C) effects. Enemy | CRR 2s 0.5s 9s | Dur 72s | Range 25m | Resist -10% | HO Chalice

35. Involuntary Healer 82-100 heal; dispels 48 levels of P/S/C effects; Power 49

49. Involuntary Curate 124-152 heal; dispels 65 levels of P/S/C effects; Power 67

63. Involuntary Restoration 170-207 heal; dispels 84 levels of P/S/C effects; Power 85

35-SYMBOL OF CORRUPTION • Deals Divine damage over time (every 4 seconds) and reduces the target's Wisdom. 34 Divine DoT; WIS -32; Power 67

Enemy | CRR 2s 0.5s 9s | Dur 24s | Range 25m | Resist -10% | HO Hammer

36-BLAZON LIFE • Resurrects nearby fallen allies with 15% health. Can be cast in combat, but not in an arena. For 1 minute: each ally's Crushing, Slashing, and Piercing mitigation +700. 25% max heal. Then for 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 890

Raid or Group Friend's corpse | CRR 10s 0.5s 2m | AoE 15m (max targets 6) | Range 15m | HO Eye

39-PROSTRATE Stuns target. Epics not affected.

Enemy | CRR 3s 0.5s 30s | Range 25m | Resist -10% | HO Moon

39. Prostrate duration 6 seconds; Power 111

53. Force Submission duration 7.5 seconds; Power 148

67. Forced Humility duration 8.3 seconds; Power 184

41-SALVATION If target ally takes damage that would be fatal, ally is instead healed and physical resistance (Slashing, Crushing, Piercing: S/C/P) is increased for 36 seconds.

Group Friend | CRR 0.2s 0.5s 10m | Dur 20s | Range 20m | HO Symbol

41. Salvation 683 heal; S/C/P mitig +492

55. Faithful Salvation 998 heal; S/C/P mitig +660

69. Forgiving Salvation 1313 heal; S/C/P mitig +828

42-RESOLVE Dispels levels of hostile Crushing, Piercing, Slashing, Divine, Magic, and Mental effects on your group.

Group | CRR 2s 0.5s 20s | AoE 20m | HO Symbol

42. Resolve Dispels 56 levels; Power 234

56. Ardent Resolve Dispels 74 levels; Power 307

70. Devoted Resolve Dispels 93 levels; Power 380

45-VIGILANT BENEDICTION Each time ally is hit by a melee weapon, this gives a chance for a 10-second shield that absorbs all subsequent damage. Can only be maintained on a single ally.

Group Friend | CRR 2s 0.5s 10s | Dur cancel | Range 25m | HO Symbol

45. Vigilant Benediction Chance to cast 6%; Power 84

59. Unyielding Benediction Chance to cast 9%; Power 109

47-GLORY OF COMBAT Gives your ally a 5% chance to heal the entire group on each successful attack.

Group Friend | Conc 1 | CRR 2s 0.5s 9s | Dur cancel | Range 10m | HO Moon

47. Glory of Combat 327 heal; Power 65

61. Glory of Battle 453 heal; Power 83

48-BENEFICENCE • Heals each ally when attacked, up to 9 times. 280-343 heal

Group | CRR Instant 0.5s 15m | Dur 30s | AoE 25m | HO Chalice

50-FOCUSED BENEFACTION Heals an ally when hit, with a limited number of heals before expiring. You pay power over time to maintain the spell and you are immobilized, but you can toggle it off early.

Group friend | CRR 1s 0.5s 2m 30s | Dur 36s | Range 20m | HO Chalice

50. Focused Benefaction 287-350 heal; Power 65

70. Focused Intercession 433-529 heal; Power 89

50-RESURRECT • Resurrects a fallen ally, restoring all health.

This spell can be cast *During combat*, but must be cast within touch *Range* of target. Cannot be cast in an arena. Power 356

Raid or Group Friend's corpse | CRR 4s 0.5s 2m | Range 1m | HO Eye

52-REVERENCE • Whenever ally spends power, 180% of that power is converted to restored health. Power 134

Group Friend | CRR 1.5s 0.5s 15s | Dur 15s | Range 20m | HO Symbol

55-SANCTUARY • Prevents your group from being attacked by control spells (stun, root, stifle, pacify, or fear). 1% chance to dispel when anyone in your group takes damage or receives hostile action. Power 151

Group | CRR 2s 0.5s 3m | Dur 22.5s | AoE 20m | HO Symbol

56-DIVINE ARBITRATION • Evenly divides the sum of all hit points in the group, at a slight loss.

Group | CRR 1s 0.5s 15m | AoE 50m | HO Symbol

65-UNSWERVING HAMMER • Summons a hammer "pet" that you control. It sometimes knocks down an enemy. Power 190

Self | CRR 3s 0.5s 3m | Dur 45s

Templar Abilities by Level

1-Minor Healing	18-Greater Arch Healing (< 3-Minor Arch Healing)	34-Redemptive Fate (< 20-Amending Fate)	47-Glory of Combat	58-Holy Redoubt (< 4-Minor Redoubt)
1-Smite	18-Mark of Pawns	35-Involuntary Healer	47-Valor (< 5-Courage)	58-Symbol of Naltron (< 16-Symbol of Transal)
2-Subdue	19-Bestowal of Vitality (< 12-Bestowal of Vitae)	35-Sign of Deblity (< 7-Sign of Pacification)	48-Atoning Fate (< 20-Amending Fate)	59-Judging Smite (< 1-Smite)
3-Light Strike	19-Cure Elemental •	35-Symbol of Corruption •	48-Beneficence •	59-Unyielding Benediction (< 45-Vigilant Benediction)
3-Minor Arch Healing	19-Daring (< 5-Courage)	36-Blazon Life •	49-Involuntary Curate (< 35-Involuntary Healer)	60-Blaze of Faith (< 32-Beams of Faith)
4-Minor Redoubt	20-Amending Fate	37-Warring Faith (< 23-Combative Faith)	49-Sign of Infirmitiy (< 7-Sign of Pacification)	60-Grand Restoration (< 3-Minor Arch Healing)
5-Courage	21-Sign of Weakness (< 7-Sign of Pacification)	38-Reproach (< 2-Subdue)	50-Focused Benefaction	60-Mark of the Celestial (< 18-Mark of Pawns)
5-Divine Providence •	22-Ameliorate (< 1-Minor Healing)	39-Divine Strike (< 3-Light Strike)	50-Resurrect •	61-Gallantry (< 5-Courage)
6-Cure Noxious •	22-Battle's Reprieve •	39-Prostrate	51-Warring Conviction (< 23-Combative Faith)	61-Glory of Battle (< 47-Glory of Combat)
6-Summon Food & Water •	23-Combative Faith	40-Greater Intercession	52-Admonishment (< 2-Subdue)	62-Supplicating Fate (< 20-Amending Fate)
7-Healing (< 1-Minor Healing)	23-Watery Respite •	41-Harmony (< 13-Complacent)	52-Reverence •	63-Involuntary Restoration (< 35-Involuntary Healer)
7-Sign of Pacification	24-Disharmony (< 2-Subdue)	41-Salvation	53-Consecrated Strike (< 3-Light Strike)	64-Sign of Fraility (< 7-Sign of Pacification)
8-Revive •	25-Celestial Strike (< 3-Light Strike)	42-Crucial Intercession (< 28-Soothing Sermon)	53-Force Submission (< 39-Prostrate)	65-Unswerving Hammer •
9-Admonishing Smite (< 1-Smite)	26-Protectorate	42-Resolve	54-Divine Praetorate (< 26-Protectorate)	66-Spurr (< 2-Subdue)
9-Enduring Breath •	26-Supplicant's Prayer (< 12-Bestowal of Vitae)	42-Word of Restoration (< 14-Healing Word)	54-Grand Intercession (< 12-Bestowal of Vitae)	67-Forced Humility (< 39-Prostrate)
10-Arch Healing (< 3-Minor Arch Healing)	27-Placate (< 13-Complacent)	43-Greater Amelioration (< 1-Minor Healing)	55-Faithful Salvation (< 41-Salvation)	67-Holy Strike (< 3-Light Strike)
10-Scorn (< 2-Subdue)	28-Cure Arcane •	43-Shielding Faith (< 29-Protective Faith)	55-Greater Harmony (< 13-Complacent)	68-Celestial Praetorate (< 26-Protectorate)
10-Soothie •	28-Healing Touch (< 14-Healing Word)	44-Sacred Redoubt (< 4-Minor Redoubt)	55-Sanctuary •	68-Glorious Intercession (< 12-Bestowal of Vitae)
11-Divine Awakening •	28-Intercession (< 28-Soothing Sermon)	44-Symbol of Pinzarm (< 16-Symbol of Transal)	56-Ardent Resolve (< 42-Resolve)	69-Complacency (< 13-Complacent)
11-Radiant Strike (< 3-Light Strike)	29-Amelioration (< 1-Minor Healing)	45-Condemning Smite (< 1-Smite)	56-Fateful Intercession (< 28-Soothing Sermon)	69-Forgiving Salvation (< 41-Salvation)
12-Bestowal of Vitae	29-Protective Faith	45-Vigilant Benediction	56-Word of Atonement (< 14-Healing Word)	70-Devoted Resolve (< 42-Resolve)
13-Cure Trauma •	30-Pious Redoubt (< 4-Minor Redoubt)	46-Greater Restoration (< 3-Minor Arch Healing)	57-Aegis of Faith (< 29-Protective Faith)	70-Dire Intercession (< 28-Soothing Sermon)
13-Odyssey •	30-Symbol of Ryltan (< 16-Symbol of Transal)	46-Mark of Kings (< 18-Mark of Pawns)	57-Grand Amelioration (< 1-Minor Healing)	70-Focused Intercession (< 50-Focused Benefaction)
14-Healing Word	31-Reproving Smite (< 1-Smite)	46-Rays of Faith (< 32-Beams of Faith)	58-Divine Arbitration •	
14-Soothing Sermon	32-Beams of Faith			
15-Greater Healing (< 1-Minor Healing)	32-Mark of Princes (< 18-Mark of Pawns)			
15-Radiance •	32-Restoration (< 3-Minor Arch Healing)			
16-Redoubt (< 4-Minor Redoubt)	33-Bravery (< 5-Courage)			
16-Symbol of Transal				
17-Greater Smite (< 1-Smite)				

Priest: Inquisitor

by Andrea Silva

Inquisitors are fanatical evil clerics who have dedicated their lives to serving fearsome deities, the citizens of Freeport, and not least... themselves. As a cornerstone to any adventuring party, Inquisitors are invaluable in keeping their allies alive through their ability to heal wounds, and purge poisons and diseases.

Solo

Before any adventurer leaves home, it's best to prepare. Inquisitors have several useful beneficial spells they can cast to improve their chances of surviving combat. Some of these abilities require Concentration points, but you still have a couple of points to spare after casting these essentials.

Braveness increases Stamina and physical mitigation.

Minor Blessing increases a friend's health pool and combat damage.

Conviction increases your arcane resistance and health pool.

Act of Belief gives you and your allies a 5 percent chance to deal Divine damage on successful spells and attacks.

Inquisitors are better at debuffing enemies than buffing themselves. These debuffs weaken your opponents and make them easier to kill. Start with the Shame line to reduce a target's resistances. The Weakness line decreases your target's Stamina and Intelligence, making your enemies both weak and stupid! Forced Submission decreases the offensive skills of the target and all nearby foes, increasing your odds against a cluster of enemies.

Group

The Inquisitor's role in a group is to keep the party alive throughout combat. Your backup role is to resurrect any fallen characters you don't keep alive. Ideally, you're more successful in the primary role than the latter, although there has been an evil priest or two who claim (jokingly, we hope) that it's more power-efficient to resurrect fallen allies than expend power to keep them alive. Despite their façade of evil, Inquisitors do an excellent job of keeping their allies alive, and take their duties seriously. Fortunately, Inquisitors have a nice array of healing spells to assist them in this responsibility.

The Treatment line heals some damage. This is great to use when you want to give someone a health boost until a larger heal can be cast on them.

The Recovery line heals a large amount of an ally's damage. This is the heal to use when you want to fill someone up from empty to full in one spell.

The Bestowal of Vitae line heals an ally when attacked, with a limited number of heals before the spell expires. This is an extremely efficient healing spell line, as it only heals after the character has taken damage. With other healing spells, any amount of damage you heal beyond the max health is "wasted" or goes unused.

The Penitent's Alleviation line heals allies near you. It's a useful spell to quickly boost the health of your allies, especially in a situation where everyone is taking damage from detrimental AoE spells.

The Soothing Sermon line heals a group, similar to Bestowal of Vitae's function.

Radiance is a healing spell similar to Bestowal of Vitae, but with no power cost. This is a great emergency spell to use when your power pool and other heals have been exhausted.

Raid

The role you fill on a raid is similar to the role you shoulder in a group. Your primary responsibility is keeping people alive until the target of the raid is dead. However, this chore becomes more complicated in a raid setting, as you need to cooperate with other Priests in the raid party to make sure everyone is casting heals in a coordinated and efficient manner. Without this important communication, a lot of power would be wasted as Priests cast their heals willy-nilly on the raid, overlapping each other's heals or healing someone with nearly full health, wasting a spell they could have used on a better target or later in the battle.



Regal Scathing Armor

Achievements

The Bishop (Strength) path is great for the Inquisitor soloist. These abilities increase both melee and offensive spell capabilities, as well as increasing the Inquisitor's defenses against being interrupted by enemy attacks.

The Protector (Agility) path is an interesting one. One of the abilities allows an Inquisitor to block an attack for an ally. There is also an ability that allows the Inquisitor to give short-term immunity from AoE damage to a group or raid member.

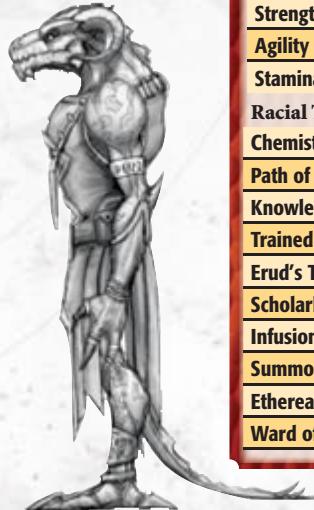
The Deacon (Stamina) path offers a large boost to critical hits and increased chances to cast critical healing spells. The final ability in this Achievement path, Divine Aura, is a useful emergency spell that is cast on the Inquisitor. Divine Aura provides 10 seconds of near-total immunity to all damage, often saving the life of an Inquisitor who has drawn too much attention.

The Exorcist (Wisdom) path focuses on defeating undead. You get a special anti-undead high-damage spell, a melee proc that only works on undead, and a group protection spell that works like Divine Aura, but only blocks attacks from undead enemies. This is a useful line to pursue if you plan to fight a lot of the walking dead.

The Arbiter (Intelligence) path offers increased chances for critical offensive spells, which are useful for both a solo and a group-based Inquisitor. Divine Recovery, the final ability in this path, shortens your group's recast timers on their combat arts or spells by a third. It also cuts the casting timers in half! This ability will be popular with your allies—regardless of class, it gives everyone the ability to cast and cast again more quickly.

Pros

- The unique Odyssey spell allows you to send an ally home (home village), using an odyssey stone.
- Inquisitors can wear plate armor, giving them one of the best defensive scores among the Priest classes.
- Inquisitors are ideal for players who want to play a supporting role, keeping everyone alive from behind the front lines. If you enjoy being the lifeline of the group, an Inquisitor may be the perfect choice for you.
- Inquisitors have limited crowd control abilities with the Imprison line of spells, allowing them to root and stifle enemies for a short duration.



Cons

- Priests in general—Inquisitors are no exception—have low DPS output compared to other classes. This makes soloing a little more difficult, a little less efficient, and a bit more work for the Inquisitor. It's possible to solo as an Inquisitor, but it's not as easy as soloing another class.
- Your main focus as an Inquisitor is to keep allies alive through your healing abilities. If you're the type who enjoys wading into melee and mixing it up, this isn't the most suitable class for your style of play.

Training

Level 14	Level 44
10-Guilt	40-Stinging Penance
11-Oppress	42-Salutary Diatribe
12-Bestowal of Vitae	43-Faithful Ministration
14-Soothing Sermon	43-Vengeance
Level 24	Level 54
19-Bestowal of Vitality	49-Act of Faith
21-Iniquity	52-Sentence
23-Cleansing Fire	53-Scourge
24-Condemn	54-Woeful Penance
Level 34	Level 64
31-Cruel Invocation	60-Compelled Repentance
32-Dogmatic Healing	60-Fanatical Healing
33-Dauntless	62-Forced Obedience
34-Forced Acquiescence	63-Act of Conviction

Erudite

Possible Cities	Qeynos, Freeport		Resistances
Racial Homeland	Erudin	or Paineel	on Odus
Mythical Creator	No direct creator		
Racial Language	Erudish		
Attributes			
Strength	12	Intelligence	30
Agility	18	Wisdom	25
Stamina	15		
Racial Tradition	Effect		Re-Use Delay
Chemist	+5 Chemistry skill		[perm]
Path of Learning	+5 INT		[perm]
Knowledge of the Ether	+3% Magic Resist		[perm]
Trained Mind	+3% Mental Resist		[perm]
Erud's Teachings	+5% Max Power, +2 INT		[perm]
Scholarly Pursuit	+5 Scribing skill		[perm]
Infusion	+ Magic Reactive Damage		[30m]
Summon Wisp	Summons a pet wisp globe		[30m]
Ethereal Absorption	+ Power regen, +2 INT		[30m]
Ward of Glyphs	+ Rune vs. all damage		[30m]

Inquisitor Abilities

1-INVOCATION Deals instant Divine damage to target and stifles it, preventing it from casting spells or combat arts as long as it doesn't receive additional damage. Epics not stifled.

Enemy | CRR 2s 0.5s 3s | Dur 3s | Range 30m | Resist -24% | HO Hammer

1. Invocation 8-9 Divine dam; Power 2

9. Admonishing Invocation 34-42 Divine dam; Power 15

17. Greater Invocation 64-79 Divine dam; Power 26

31. Cruel Invocation 125-153 Divine dam; Power 45

45. Merciless Invocation 195-238 Divine dam; Power 63

59. Ruthless Invocation 274-335 Divine dam; Power 81

1-TREATMENT Instantly heals some health.

Friend | CRR 2s 0.5s 4s | Range 20m | HO Chalice

1. Treatment 16-20 heal; Power 4

7. Combat Treatment 57-69 heal; Power 24

15. Combat Healing 122-149 heal; Power 46

22. Treat Wounds 181-222 heal; Power 62

29. Minister Wounds 249-305 heal; Power 79

43. Faithful Ministration 393-480 heal; Power 113

57. Devoted Ministration 563-688 heal; Power 146

2-SHAME Reduces all target's damage resistances.

Enemy | CRR 1.5 0.5s 9s | Dur 72s | Range 25m | Resist -10% | HO Eye

2. Shame all mitig -55; Power 9

10. Guilt all mitig -86; Power 17

24. Condemn all mitig -173; Power 35

38. Contempt all mitig -274; Power 53

52. Sentence all mitig -374; Power 71

66. Convict all mitig -475; Power 89

3-MINOR RECOVERY Restores a large amount of ally's health.

Friend | CRR 3s 0.5s 8s | Range 20m | HO Chalice

3. Minor Recovery 41-50 heal; Power 17

10. Recovery 135-165 heal; Power 56

18. Greater Recovery 243-297 heal; Power 87

32. Dogmatic Healing 464-568 heal; Power 143

46. Intolerant Healing 716-875 heal; Power 198

60. Fanatical Healing 999-1221 heal; Power 254

3-WRITHE Decreases target's Mental resistance while dealing

Mental damage over time (every 3 seconds).

Enemy | CRR 1s 0.5s 8s | Dur 18s | Range 30m | Resist -24% | HO Hammer

3. Writhe 2-3 Mental Dot; Mental mitig -52; Power 3

11. Oppress 12-15 Mental Dot; Mental mitig -156; Power 18

25. Oppression 28-34 Mental Dot; Mental mitig -300; Power 37

39. Torment 46-56 Mental DoT; Mental mitig -468; Power 55

53. Scourge 69-84 Mental DoT; Mental mitig -636; Power 74

67. Affliction 91-112 Mental DoT; Mental mitig -804; Power 92

4-MINOR BLESSING Increases ally's health pool and combat damage.

Group Friend | Conc 1 | CRR 3s 0.5s 4s | Dur cancel | Range 10m | HO Eye

4. Minor Blessing max health +37; DPS +11.2%

16. Blessing max health +122; DPS +13.7%

30. Abject Blessing max health +311; DPS +16.6%

44. Hallowed Aura max health +529; DPS +19.5%

58. Consecrated Aura max health +723; DPS +22%

5-BRAVENESS Increases Stamina and physical resistance of your group.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

5. Bravery STA +8.4; physical mitig +81

19. Undaunted STA +18.4; physical mitig +174

33. Dauntless STA +30; physical mitig +297

47. Fervence STA +44; physical mitig +423

61. Pious STA +57; physical mitig +549

5-DIVINE PROVIDENCE Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Druidic Stones

6-CURE NOXIOUS Dispels 77 levels of hostile Poison and Disease effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

6-SUMMON FOOD & WATER Summons 5 Sacred Sustenance—Water & 5 Sacred Sustenance—Food for your ally. Cannot be cast *During* combat. Power 13

Raid or Group Friend | CRR 5s 0.5s 30s | Range 10m

7-WEAKNESS Decreases the target's Strength and Intelligence.

Enemy | CRR 2s 0.5s 10s | Dur 36s | Range 25m | Resist -10% | HO Moon

7. Weakness INT, STR -8.5; Power 13

21. Iniquity INT, STR -20; Power 31

35. Depravity INT, STR -32; Power 49

49. Vitiation INT, STR -46; Power 67

64. Dbase INT, STR -60; Power 87

8-REVIVE Resurrects a fallen friend with 15% health (even if not in your group). Cannot be cast in combat or in an arena. For 2 minutes: all of friend's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Friend's Corpse | CRR 6s 0.5s 10s | Range 10m

9-ENDURING BREATH Grants an ally the ability to breathe underwater. Power 20

Friend | CRR 3s 0.5s 4s | Dur 15m | Range 10m

10-SOOTHE Lowers target's aggression radius. Any hostile actions taken on that enemy or its encounter will break the effect. Epics not affected. Power 95

Enemy | CRR 2s 0.5s 10s | Dur 1m | Range 30m | Resist -5% | HO Moon

11-DIVINE AWAKENING Summons a Divine essence for every group member. It can be used to revive a fallen Priest, but not *During* combat. Power 366

Group | CRR 5s 0.5s 5s | AoE 50m

12-BESTOWAL OF VITAE Heals an ally when attacked, with a limited number of heals before expiring.

Raid or Group Friend | CRR 2s 0.5s 6s | Dur 36s | Range 20m | HO Chalice

12. Bestowal of Vitae 45-55 heal; Power 42

19. Bestowal of Vitality 72-88 heal; Power 61

26. Favor of the Repentant 103-126 heal; Power 79

40. Stinging Penance 166-203 heal; Power 116

54. Woeful Penance 246-300 heal; Power 153

68. Suffering Penance 325-397 heal; Power 190

13-CURE TRAUMA Dispels 77 levels of hostile Crushing, Slashing, and Piercing effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

13-DISTRACT Reduces the hate of nearby enemies and stuns them for a short *Duration*. Epics not stunned.

Self | CRR 0.5s 0.5s 5m | AoE 5m (max targets 8) | HO Hammer

13. Distract Threat -390; duration 3.3s; Power 43

27. Disorient Threat -864; duration 3.5s; Power 79

41. Digression Threat -1424; duration 3.8s; Power 116

55. Improved Digression Threat -2137; duration 4s; Power 153

69. Disorientation Threat -2886; duration 4s; Power 190

13-ODYSSEY Transports an ally to home village landmark.

Requires an Odyssey Stone, cannot be cast in combat, and ally must be a citizen (not a City Betrayer). Power 1065

Raid or Group Friend | CRR 30s 0.5s 3m | Range 10m

14-PENITENT'S ALLEVIATION Heals all allies near you.

Group | CRR 3s 0.5s 6s | AoE 20m | HO Moon

14. Penitent's Alleviation 130-158 heal; Power 87

28. Penitent's Sermon 274-335 heal; Power 154

42. Scolding Alleviation 435-532 heal; Power 221

56. Derisive Alleviation 629-769 heal; Power 288

70. Reproachful Alleviation 824-1007 heal; Power 356

14-SOOTHING SERMON Heals an ally (53-65) when attacked, with up to 9 total heals for the group before expiring. Power 87

Group | CRR 5s 0.5s 15s | Dur 30s | AoE 25m | HO Moon

15-RADIANCE Heals an ally when attacked, with a limited number of heals before expiring. 280-343 Heal

Raid or Group Friend | CRR Instant 0.5s 15m | Dur 30s | Range 20m | HO Moon

16-CONVICTION Increases your group's arcane (Magic and Divine (M/D) and Mental) resistance and health pool.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

16. Conviction max health +41; M/D mitig +259; Mental mitig +207

16. Fanatical Reverence max health +104; M/D mitig +360; Mental mitig +450

44. Zealot's Conviction max health +176; M/D mitig +528; Mental mitig +660

58. Fanatic's Faith max health +241; M/D mitig +696; Mental mitig +870

18-DEVOTEE'S REPENTANCE The next 3 times target uses a combat art on you, this spell allows you to strike back and stun target (4 seconds). Epics not stunned.

Enemy | CRR 2s 0.5s 20s | Dur 30s | Range 25m | Resist -10% | HO Eye

18. Devotee's Repentance 65-108 Divine dam; Power 41

32. Devotee's Retribution 124-206 Divine dam; Power 68

46. Coerced Repentance 191-318 Divine dam; Power 95

60. Compelled Repentance 266-444 Divine dam; Power 123

19-CURE ELEMENTAL Dispels 77 levels of hostile Cold and Heat effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

20-FORCED SUBMISSION Decreases the offensive skills (Crushing, Piercing, Slashing, and Ranged) of target and its nearby allies.

Enemy | CRR 2s 0.5s 30s | Dur 36s | AoE 15m | Range 25m | Resist -10% | HO Eye

20. Forced Submission offensive skills -6.5; Power 60

34. Forced Acquiescence offensive skills -11; Power 96

48. Forced Compliance offensive skills -15.6; Power 132

62. Forced Obedience offensive skills -20; Power 169

22-REFORMING SOUL Resurrects fallen ally with 15% health. Can be cast in combat, but not in an arena. For 1 minute: ally's Cold, Mental, Heat, Magic, Divine, Disease, and Poison mitigation +700. 25% max heal. Then for 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Raid or Group Friend's corpse | CRR 4s 0.5s 2m | Range 10m | HO Eye

23-CLEANSING FIRE Deals Heat damage over time (every 4 seconds) and lowers target's Divine resistance.

Enemy | CRR 2s 0.5s 15s | Dur 16s | Range 30m | Resist -24% | HO Hammer

23. Cleansing Fire 43-53 Heat DoT; Divine mitig -276; Power 57

37. Cleansing Flames 74-91 Heat DoT; Divine mitig -444; Power 88

51. Purifying Flames 111-136 Heat DoT; Divine mitig -612; Power 119

65. Absolving Flames 150-183 Heat DoT; Divine mitig -780; Power 149

23-SWILL Your group can breathe underwater and increase their swimming speed. +61 Swimming; Power 43

Group | CRR 3s 0.5s 4s | Dur cancel | AoE 50m

26-HERETIC'S DEMISE Deals Heat damage to target's allies when target dies.

Enemy | CRR 2s 0.5s 15s | Dur 36s | Range 25m | Resist -10% | HO Moon

26. Heretic's Demise 147-180 Heat dam; Power 37

40. Heretic's Fate 238-290 Heat dam; Power 56

54. Heretic's Doom 359-439 Heat dam; Power 75

68. Heretic's Destiny 464-568 Heat dam; Power 92

priest: inquisitor

28-CONTRITE GRACE Heals ally when attacked (up to 9 heals for entire group).

Group | CRR 5s 0.5s 15s | Dur 30s | AoE 25m | HO Chalice

28. Contrite Grace 112-137 heal; Power 154

42. Salutary Diatribe 178-218 heal; Power 221

56. Benign Diatribe 257-314 heal; Power 288

70. Malevolent Diatribe 336-411 heal; Power 356

28-CURE ARCANE • Dispels 77 levels of hostile Divine, Magic, and Mental effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

29-RETALIATION Deals Divine damage on target when it successfully attacks, for up to 5 attacks.

Enemy | CRR 2s 0.5s 15s | Dur 72s | Range 25m | Resist -10% | HO Eye

29. Retaliation 74 Divine dam; Power 56

43. Vengeance 116 Divine dam; Power 81

57. Fanatical Vengeance 167 Divine dam; Power 105

32-LITANY OF AGONY Interrupts and deals instant Divine damage to target and nearby allies.

Enemy | CRR 2s 0.5s 10s | AoE 10m | Range 25m | Resist -10% | HO Hammer

32. Litany of Agony 130-159 Divine dam; Power 77

46. Litany of Torment 200-245 Divine dam; Power 108

60. Litany of Anguish 280-342 Divine dam; Power 138

35-ACT OF BELIEF Gives your allies a 5% chance to deal Divine damage with their successful hostile spells and attacks.

Group | Conc 1 | CRR 2s 0.5s 10s | Dur cancel | AoE 50m | HO Chalice

35. Act of Belief 109 Divine dam

49. Act of Faith 166 Divine dam

63. Act of Conviction 226 Divine dam

35-SYMBOL OF CORRUPTION • Deals Divine damage over time (every 4 seconds) and reduces the target's Wisdom. 34 Divine DoT; WIS -32; Power 67

Enemy | CRR 2s 0.5s 9s | Dur 24s | Range 25m | Resist -10% | HO Hammer

36-RESURGENCE • Resurrects nearby fallen allies with 15% health. Can be cast in combat, but not in an arena. For 1 minute: each ally's Cold, Mental, Heat, Magic, Divine, Disease, and Poison mitigation +700, 25% max heal. Then for 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 890

Raid or Group Friend's corpse | CRR 10s 0.5s 2m |

AoE 15m (max targets 6) | Range 15m | HO Eye

39-IMPRISON Roots and stifles target. 10% chance to dispel when target takes damage or receives hostile action. Epics not affected.

Enemy | CRR 2s 0.5s 10s | Dur 22.5 | Range 25m | Resist -10% | HO Hammer

39. Imprison duration 22.5s; Power 111

53. Incarcerate duration 30s; Power 148

67. Detain duration 32.5s; Power 184

41-REDEMPTION If target ally takes damage that would be fatal, ally is instead healed and physical resistance (Slashing, Crushing, Piercing: S/C/P) is increased for 36 seconds.

Group Friend | CRR 0.2s 0.5s 10m | Dur 20s | Range 20m | HO Symbol

41. Redemption 683 heal; max health +483

55. Exoneration 998 heal; max health +685

69. Absolution 1313 heal; max health +864

42-FLAGELLANT Dispels levels of hostile Magic, Mental, Divine, Cold, and Heat effects on your group.

Group | CRR 2s 0.5s 20s | AoE 20m | HO Eye

42. Flagellant dispels 56 levels; Power 234

56. Devoted Flagellant dispels 74 levels; Power 307

70. Resolute Flagellant dispels 93 levels; Power 380

45-HARROWING INQUEST Gives ally a 10% chance to drain power from his target with every successful spell or attack, and return a portion of this power back to you. This spell can only be maintained on a single ally.

Group Friend | CRR 2s 0.5s 9s | Dur cancel | Range 25m | HO Symbol

45. Harrowing Inquest enemy power -93; your power +77; Power 62

59. Chilling Inquest enemy power -131; your power +109; Power 80

47-FEARFUL CONVERSION Causes your target to flee in terror for 7 seconds, then roots it for 17 seconds (and reduces its hate toward you every 2.5 seconds). 15% chance to dispel fear and 10% chance to dispel root when target takes damage or receives hostile action. Epics not affected.

Enemy | CRR 2s 0.5s 45s | Dur 7s | Range 25m | Resist -10% | HO Eye

47. Fearful Conversion Threat -689 over time; Power 132

61. Foreboding Conversion Threat -981 over time; Power 169

48-EVIDENCE OF FAITH • Heals each ally when attacked, up to 9 times. 280-343 heal

Group | CRR Instant 0.5s 15m | Dur 30s | AoE 25m | HO Chalice

50-CONVERSION OF THE SOUL • Resurrects a fallen ally, restoring 40% health and increasing power 15%. This spell can be cast During combat, but must be cast within touch Range of target. Cannot be cast in an arena.

Raid or Group Friend's corpse | CRR 4s 0.5s 2m | Range 10m | HO Eye

50-ZEALOTRY Increases your group's Attack Speed and Intelligence. It costs power over time to maintain the spell (every 6 seconds), and you are stilled, but you can toggle it off early.

Group | CRR 0.5s 0.5s 3s | Dur 36s | AoE 25m | HO Symbol

50. Zealotry INT +47; Attack Sp +36%; 17 power over time

70. Fanaticism INT +66; recast time -72%; Attack Sp +43%; 23 power over time

52-HERESY • When target casts a beneficial spell (up to 5 times), this inflicts 279-465 Divine damage and knocks it down. Epics not knocked down. Power 71

Enemy | CRR 2s 0.5s 15s | Dur 30s | Range 30m | Resist -24% | HO Symbol

55-FERVENT FOCUS • Dispels 110 levels of hostile root, pacify, stifle, stun, and fear effects on you. Casting this spell is not impaired by any control effects.

Self | CRR Instant Instant 1m30s | HO Symbol

58-CONVERT • Restores any ally's health (170) whenever you cast a beneficial spell on that ally. Power 56, plus a small amount for each restoration

Self | CRR 2s 0.5s 5s | Dur cancel | HO Symbol

65-VERDICT • Any enemies that are low on health are reduced to 1 hit point. This takes an additional 2.5 seconds after initially casting the spell. Target is affected if: Weak and under 50% health; standard and under 25% health; stronger and under 10% health; Epic and under 2% health. Power 179

Enemy | CRR Instant 0.5s 45s | AoE 15m | Range 30m | Resist -10%

Inquisitor Abilities by Level

1-Invocation	18-Devotee's Repentance
1-Treatment	18-Greater Recovery (< 3-Minor Recovery)
2-Shame	19-Bestowal of Vitality (< 12-Bestowal of Vitae)
3-Minor Recovery	19-Cure Elemental •
3-Writhe	19-Undaunted (< 5-Braveness)
4-Minor Blessing	20-Forced Submission
5-Braveness	21-Iniquity (< 7-Weakness)
5-Divine Providence •	22-Reforming Soul •
6-Cure Noxious •	22-Treat Wounds (< 1-Treatment)
6-Summon Food & Water •	23-Cleansing Fire
7-Combat Treatment (< 1-Treatment)	23-Swift •
7-Weakness	24-Condemn (< 2-Shame)
8-Revive •	25-Oppression (< 3-Writhe)
9-Admonishing Invocation (< 1-Invocation)	26-Favor of the Repentant (< 12-Bestowal of Vitae)
9-Enduring Breath •	26-Heretic's Demise
10-Guilt (< 2-Shame)	27-Disorient (< 13-Distract)
10-Recovery (< 3-Minor Recovery)	28-Contrite Grace
10-Soothe •	28-Cure Arcane •
11-Divine Awakening •	28-Penitent's Sermon
11-Oppress (< 3-Writhe)	(< 14-Penitent's Alleviation)
12-Bestowal of Vitae	29-Minister Wounds (< 1-Treatment)
13-Cure Trauma •	29-Retaliation
13-Distract	30-Abjact Blessing (< 4-Minor Blessing)
13-Odyssey •	30-Fanatical Reverence (< 16-Conviction)
14-Penitent's Alleviation	31-Cruel Invocation (< 1-Invocation)
14-Soothing Sermon	32-Devotee's Retribution (< 18-Devotee's Repentance)
15-Combat Healing (< 1-Treatment)	32-Dogmatic Healing (< 3-Minor Recovery)
15-Radiance •	32-Litany of Agony
16-Blessing (< 4-Minor Blessing)	
16-Conviction	
17-Greater Invocation (< 1-Invocation)	

33-Dauntless (< 5-Braveness)	47-Fearful Conversion
34-Forced Acquiescence (< 20-Forced Submission)	47-Fervence (< 5-Braveness)
35-Act of Belief	48-Evidence of Faith •
35-Depravity (< 7-Weakness)	48-Forced Compliance (< 20-Forced Submission)
35-Symbol of Corruption •	49-Act of Faith (< 35-Act of Belief)
36-Resurgence •	49-Vitiation (< 7-Weakness)
37-Cleansing Flames (< 23-Cleansing Fire)	50-conversion of the soul •
38-Contempt (< 2-Shame)	50-Zealotry
39-Imprison	51-Purifying Flames (< 23-Cleansing Fire)
39-Torment (< 3-Writhe)	52-Heresy •
40-Heretic's Fate (< 20-Heretic's Demise)	52-Sentence (< 2-Shame)
40-Stinging Penance (< 12-Bestowal of Vitae)	53-Incarcerate (< 39-Imprison)
41-Digression (< 13-Distract)	53-Scourge (< 3-Writhe)
41-Redemption	54-Heretic's Doom (< 20-Heretic's Demise)
42-Flagellant	54-Woeful Penance (< 12-Bestowal of Vitae)
42-Salutary Diatribe (< 28-Contrite Grace)	55-Exoneration (< 41-Redemption)
42-Scolding Alleviation (< 14-Penitent's Alleviation)	55-Fervent Focus •
43-Faithful Ministration (< 1-Treatment)	55-Improved Digression (< 13-Distract)
43-Vengeance (< 29-Retaliation)	56-Benign Diatribe (< 28-Contrite Grace)
44-Hallowed Aura (< 4-Minor Blessing)	56-Derisive Alleviation (< 14-Penitent's Alleviation)
44-Zealot's Conviction (< 16-Conviction)	56-Devoted Flagellant (< 42-Flagellant)
45-Harrowing Inquest	57-Devoted Ministration (< 1-Treatment)
45-Merciless Invocation (< 1-Invocation)	57-Fanatical Vengeance (< 29-Retaliation)
46-Coerced Repentance (< 18-Devotee's Repentance)	58-Consecrated Aura (< 4-Minor Blessing)
46-Convert •	58-Convert •
58-Fanatic's Faith (< 16-Conviction)	58-Fanatic's Faith (< 16-Conviction)
58-Chilling Inquest (< 45-Harrowing Inquest)	59-Chilling Inquest (< 45-Harrowing Inquest)
59-Ruthless Invocation (< 1-Invocation)	59-Ruthless Invocation (< 1-Invocation)

60-Compelled Repentance (< 18-Devotee's Repentance)
60-Fanatical Healing (< 3-Minor Recovery)
60-Litany of Anguish (< 32-Litany of Agony)
61-Forboding Conversion (< 47-Fearful Conversion)
61-Pious (< 5-Braveness)
62-Forced Obedience (< 20-Forced Submission)
63-Act of Conviction (< 35-Act of Belief)
64-Debase (< 7-Weakness)
65-Absolving Flames (< 23-Cleansing Fire)
65-Verdict •
66-Convict (< 2-Shame)
67-Affliction (< 3-Writhe)
67-Detain (< 39-Imprison)
68-Heretic's Destiny (< 26-Heretic's Demise)
68-Suffering Penance (< 12-Bestowal of Vitae)
69-Absolution (< 41-Redemption)
69-Disorientation (< 13-Distract)
70-Fanaticism (< 50-Zealotry)
70-Malevolent Diatribe (< 28-Contrite Grace)
70-Reproachful Alleviation (< 14-Penitent's Alleviation)
70-Resolute Flagellant (< 42-Flagellant)

Priest: Warden

by Andrea Silva

Wardens have dedicated themselves to protecting the balance of nature. As a Druid class, they help their allies by healing wounds through powerful regeneration spells, and they can cast protective spells that increase the damage mitigation and elemental resistance of their allies.

Solo

While Priest classes are not generally considered a high-DPS class, Wardens are still capable soloists. The most efficient way to solo is to play to your strengths. In the case of Wardens, this includes a variety of buffs, heals, and offensive spells that are particularly good at dealing extra damage to elementals.

Before engaging in combat, spend a few minutes preparing for the battles ahead. Stock up on food and drink to reduce the time spent between battles waiting for health and power to regenerate. Go through your spells and cast as many of your beneficial spells upon yourself as you can. Use your Concentration points to keep up as many buffs as you can. You'll have a couple of extra Concentration points that won't be used while soloing (see below), but be prepared to use them all once you start grouping!

One Concentration point for the Verdure line of buffs that increases your hit points and elemental mitigations.

A second Concentration point for the Vigor line of buffs that increase your Wisdom and power pool stats. Since this is a primary attribute for Wardens, Vigor is definitely one to use all the time.

A third point keeps up the Favor of the Wild line of buffs, which give you an Agility and Wisdom buff. Agility increases your chances to avoid melee attacks and (as before) Wisdom is an attribute of which Wardens can never have too much.

Consider using one of your alternative forms that grant bonuses, too. Let's start with Protector of the Forest (wolf form). This spell lets you see invisible creatures, grants a nice boost to your Focus skill, and significantly increasing your mitigation of physical damage.

The first Achievement granted to Wardens is Shapeshift—the ability to turn into a Winter Wolf, Tiger, or Treant depending on the type of weapon the Warden has equipped. Each of the Shape-shift forms grants a unique ability that increases the Warden's melee DPS, spell crit chance, or healing crit chance. Use

the form that best fits your style of play, but as there's no Concentration requirement, you might as well use one of these abilities!

Additional buffs that you should use are the Primeval Instinct line (to increase all of your offensive skills), the Barbs line (which adds a very nice damage shield), and the Numbing Spores line (which has a chance to activate a heal over time for you whenever you take damage). These last three spells don't require any Concentration for upkeep, but you can only cast them on one person at a time. Since you're soloing, that person should be you. (You can consider casting these on others instead when grouping.)

There's obviously more to soloing than just preparing yourself for the fight. Once you're prepped, it's time to kill something! Your best bet is to look for encounters that are near your level range and designed for individual players to defeat. Green, blue, and white encounters are easy enough to defeat. Yellow encounters present a challenge, but should be winnable most of the time if you're careful. Soloing is pretty straightforward, as you engage the creatures in an encounter, press auto-attack for some extra melee damage, then start chaining together Heroic Opportunities to increase your damage output. Wardens get several nice damage spells; with a little thought on the order of casting, you can maximize their usefulness.

The Fire line of damage spells inflicts heat damage on a single target. The Cold line of damage spells does cold damage, but the damage is doubled if your target is an elemental. Definitely use the Cold spell more frequently if fighting encounters with elemental creatures. The Cold Snap line reduces the cold mitigation of your target (so your spells that deal Cold damage land more easily), and it also does a little bit of Cold damage over time to the target. The Winds of Frost line is your one Area of Effect damage spell, and deals cold damage to your target and nearby creatures in the same encounter. Creatures not linked with your current target will not be affected by the spell, nor will other nearby player characters. You only want to use Winds of Frost if fighting an encounter with multiple creatures; otherwise it's more efficient to use your single-target spells.



Elders Nature Armor

To truly maximize your efficiency, use these damage spells to advance Heroic Opportunities. The Fire, Cold, and Cold Snap lines all advance the Heroic Opportunity wheel for Priests. Start with Cold Snap to advance your first wheel and Cold to complete it. Cold Snap lasts long enough on the target that you can start another wheel and use Fire and Cold spells to advance and complete it before you need to cast Cold Snap again.

Group

The role of a Warden changes slightly when you add other characters to the mix. Since most other classes are better at dealing damage, it's best to leave that job up to them and focus on the Warden's real strengths. Wardens have a nice array of healing spells and are the most power-efficient healers around. There are essentially six types of healing lines that Wardens have access to:

The **Bloom** line heals the target immediately and continues to heal the target over time.

The **Florescence** line heals a greater amount of damage and also continues to heal the target over time.

The **Regrowth** line is perhaps the most favored heal of Wardens as it heals a large amount of damage over time for a target. This is the Warden's most power-efficient heal and it's useful for maintaining the health of your target as he continues to fight and take damage.

The **Sylvan Wind** line directly heals your group and also continues to heal your group over time.

The **Blessing of Earth** line is a group heal over time with no direct heal attached.

The Wardens' final line of healing spells has a couple of "freebie" heals that cost no power to use, but have a very long reuse time—**Sylvan Touch** for a lower-level single-target heal over time and **Protecting Grove** for a high-level group heal over time. In a pinch, these two spells can help keep your group alive when you're low on power and unable to use your other spells.

Raid

On raids, your role as a Warden doesn't change significantly from your role within a group. You're in charge of keeping your group alive and are sometimes called on help keep the main tank alive. Your buff spells are as beneficial as always, and you're likely to be told which buffs should be cast on which characters. Damage shields should go on the tank since that's who'll be getting hit and taking the most damage. Power buffs should be cast on those who will be using power most, usually healing classes. You may also be called on to cast your various cures to keep harmful damage over time spells off your raid members. Wardens can cancel noxious (Poison and Disease), trauma (physical damage), and elemental (Heat and Cold) debuffs. Every raid is different, so you want to check in with the raid leader and your fellow Priest classes to see what responsibilities you need to cover during the raid.

Pros

- You have lots of shapeshift forms to choose from, including some "just for entertainment," like a bee, fairy, and owlbear!
- Powerful heals are useful for maintaining the health of you and friends. A Warden is perhaps the most power-efficient Priest when it comes to healing spells.
- Your ability to evacuate to a safe area within the zone should never be underestimated!
- Nature's Ally is a neat spell at later levels; it lets you summon a pack of wolves to shred your enemy.

Cons

- Since you're restricted to leather armor, you've got the lowest AC of Priest classes—you can't wear chain armor (available to Shaman) or plate (available to Clerics). Avoid attracting attention during big fights so you won't get hit!
- Melee and spell DPS are low compared to other classes that specialize in those areas.

Training

Level 14	Level 44
10-Netticoat	39-Bitter Frost
11-Chill	40-Chloroplast
12-Regrowth	42-Chlorostorm
14-Winds of Renewal	43-Sylvan Waters
Level 24	Level 54
19-Greater Regrowth	48-Steward of the Forest
20-Protector of the Forest	52-Thorncoat
23-Cold Snap	53-Hoarfrost
24-Barbcoat	54-Wild Growth
Level 34	Level 64
31-Summer's Flame	60-Verdant Bliss
32-Nature's Embrace	60-Winds of Arctic Cold
33-Protection of the Seasons	61-Bracken
34-Warden of the Forest	63-Regenerative Spores



Warden Abilities

1-FIRE

Deals Heat damage to an enemy.
Enemy | CRR 2s 0.5s 3s | Range 30m | Resist -24% | HO Hammer

1. Fire 9-11 Heat dam; Power 2

9. Greater Fire 39-48 Heat dam; Power 15

17. Flame 73-90 Heat dam; Power 26

31. Summer's Flame 143-175 Heat dam; Power 45

45. Solar Burn 222-272 Heat dam; Power 63

59. Solar Flame 313-383 Heat dam; Power 81

1-MINOR BLOOM Instantly heals some health, and restores health over time (every second).

Friend | CRR 1s 0.5s 5s | Dur 6s | Range 20m | HO Chalice

1. Minor Bloom 10-12 heal, plus 2 HoT; Power 4

7. Bloom 34-42 heal, plus 6-7 HoT; Power 24

15. Greater Bloom 73-89 heal, plus 12-15 HoT; Power 46

22. Nature's Healing 109-133 heal, plus 18-22 HoT; Power 62

29. Nature's Caress 150-183 heal, plus 25-30 HoT; Power 79

43. Sylvan Waters 236-288 heal, plus 39-48 HoT; Power 113

57. Sylvan Streams 338-413 heal, plus 56-69 HoT; Power 146

2-BARBS Deals instant Piercing damage to anyone that attacks target with a melee weapon. Can only be maintained on a single ally.

Raid or Group Friend | CRR 1s 0.5s Instant | Dur cancel |

Range 10m | HO Eye

2. Barbs 1-2 Piercing dam; Power 9

10. Nettlecoat 3-4 Piercing dam; Power 23

24. Barbcoat 8-10 Piercing dam; Power 48

38. Bramblecoat 13-16 Piercing dam; Power 72

52. Thorncoat 20-25 Piercing dam; Power 97

66. Spikecoat 27-35 Piercing dam; Power 121

3-COLD Deals instant Cold damage to an enemy (double damage to Elemental enemies).

Enemy | CRR 2s 0.5s 8s | Range 30 | Resist -24% | HO Hammer

3. Cold 13-16 Cold dam; Power 5

11. Chill 71-87 Cold dam; Power 25

25. Frost 168-206 Cold dam; Power 44

39. Bitter Frost 277-339 Cold dam; Power 74

53. Hoarfrost 411-503 Cold dam; Power 98

67. Subzero 548-669 Cold dam; Power 123

3-MINOR FLORESCENCE Restores a large amount of ally's health, and gives health over time (every second).

Friend | CRR 1.5s 0.5s 10s | Dur 10s | Range 20m | HO Chalice

3. Minor Florescence 23-28 heal plus 3-4 HoT; Power 17

10. Florescence 76-92 heal, plus 10-12 HoT; Power 56

18. Effloresce 136-166 heal, plus 17-21 HoT; Power 87

32. Nature's Embrace 260-318 heal, plus 33-41 HoT; Power 143

46. Verdant Rapture 401-490 heal, plus 52-63 HoT; Power 198

60. Verdant Bliss 559-684 heal, plus 72-88 HoT; Power 254

4-MINOR VIGOR Increases your ally's Wisdom and power pool.

Group Friend | Conc 1 | CRR 3s 0.5s 4s | Dur cancel | Range 10m | HO Moon

4. Minor Vigor WIS +11.9; max power +23

16. Vigor WIS +24; max power +75

30. Oakskin WIS +41; max power +202

44. Aspect of the Owl WIS +62; max power +343

58. Aspect of the Hawk WIS +82; max power +554

5-DIVINE PROVIDENCE Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Druidic Stones

5-PROTECTION OF THE WILLOW Increases the physical and magical damage resistance of your group.

Group AE | Conc 1 | CRR 3s 0.5s Instant | Dur cancel | AoE 50m

5. Protection of the Willow Magic mitig +27; physical mitig +81

19. Willowskin Magic mitig +58; physical mitig +174

33. Protection of the Seasons Magic mitig +99; physical mitig +297

47. Spirit of the Oak Magic mitig +141; physical mitig +423

61. Protection of the Oak Magic mitig +183; physical mitig +549

6-CURE NOXIOUS • Dispels 77 levels of hostile Poison and Disease effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

6-SUMMON FOOD & WATER • Summons 5 Sacred Sustenance-Water & 5 Sacred Sustenance-Food for your ally. Cannot be cast *During* combat. Power 13

Raid or Group Friend | CRR 5s 0.5s 30s | Range 10m

7-ROOT Roots your target in place. When the root effect expires, the target's movement speed is Slowed for another 12 seconds. Every hostile spell or damage that hits the target has a 5% chance to break the Root or Slow. Epics not affected.

Enemy | CRR 2s 0.5s 10s | Dur 15s | Range 25m | Resist -10% | HO Moon

7. Root Slow -38%; Power 16

21. Ensnaring Roots Slow -41%; Power 42

35. Grasping Roots Slow -44%; Power 67

49. Seizing Vines Slow -48%; Power 91

64. Trapping Vines Slow -51%; Power 118

8-REVIVE • Resurrects a fallen friend with 15% health (even if not in your group). Cannot be cast in combat or in an arena. For 2 minutes: all of friend's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Friend's Corpse | CRR 6s 0.5s 10s | Range 10m

9-ENDURING BREATH • Grants an ally the ability to breathe underwater. Power 20

Friend | CRR 3s 0.5s 4s | Dur 15m | Range 10m

10-SNARE • Snare the target. Does not affect Epic targets. Slow -40%; Power 41

Enemy | CRR 0.5s 0.5s 10s | Dur 34s | Range 25m | Resist +5% | HO Symbol

11-FAVOR OF THE PHOENIX • Summons a Crystallized Phoenix-Father for every group member. It can be used to revive a fallen Priest, but not *During* combat. The revived Priest is protected from another death for a short period of time. Power 366

Group | CRR 5s 0.5s 5s | AoE 50m

12-REGROWTH Heals ally's health over time (every 2 seconds).

Raid or Group Friend | CRR 2s 0.5s 6s | Dur 10s | Range 20m

12. Regrowth 45-55 HoT; Power 42; HO Moon

19. Greater Regrowth 72-88 HoT; Power 61; HO Moon

26. Blessing of the Grove 103-126 HoT; Power 79; HO Eye

40. Chloroplast 166-203 HoT; Power 116; HO Eye

54. Wild Growth 246-300 HoT; Power 153; HO Eye

68. Greater Chloroplast 325-397 HoT; Power 190; HO Eye

13-CURE TRAUMA • Dispels 77 levels of hostile Crushing, Slashing, and Piercing effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

13-SPIRIT OF WOLF • Increases the out-of-combat movement speed of an ally by 20%. Power 27

Friend | CRR 2s 0.5s 5s | Dur 30m | Range 10m

13-WILLOW Roots nearby enemies and reduces their hate toward you. Any hostile actions taken on them have a chance to break the root effect.

Self | CRR 0.5s 0.5s 5m | AoE 5m (max targets 8) | HO Hammer

13. Willow Threat -390; duration 7.5s; Power 43

27. Wisp Threat -864; duration 10.9s; Power 79

41. Sylph Threat -1424; duration 12.5s; Power 116

55. Silver Sylph Threat -2137; duration 15s; Power 153

69. Ancient Sylph Threat -2886; duration 17s; Power 190

14-SYLVAN WIND Heals all allies near you, and restores their health over time (every second).

Group | CRR 1.5s 0.5s 7.5s | Dur 6s | AoE 20m | HO Moon

14. Sylvan Wind 81-99 heal; 14-17 HoT; Power 87

28. Healing Breeze 171-209 heal; 29-35 HoT; Power 154

42. Gale of Healing 271-331 heal; 46-56 HoT; Power 221

56. Winds of Healing 382-479 heal; 66-81 HoT; Power 288

70. Wave of Healing 513-627 heal; 87-106 HoT; Power 356

14-WINDS OF RENEWAL Restores health over time (every 2 seconds) for your group.

Group | CRR 3s 0.5s 12s | Dur 10s | AoE 25m | HO Moon

14. Winds of Renewal 53-65 HoT; Power 87

28. Blessing of Earth 112-137 HoT; Power 154

42. Chlorostorm 178-217 HoT; Power 221

56. Wild Chlorostorm 257-314 HoT; Power 288

70. Fierce Chlorostorm 336-411 HoT; Power 356

15-SYLVAN TOUCH • Heals ally, with additional healing over time (every 2 seconds). 712 Heal, plus 134 HoT

Raid or Group Friend | CRR Instant 0.5s 15m | Dur 14s |

Range 20m | HO Moon

16-VERDURE Increases your group's elemental (Cold and Heat) resistance and health pool.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

16. Verdure max health +41; Heat mitig +207; Cold mitig +259

30. Perennial Essence max health +104; Heat mitig +360; Cold mitig +450

44. Essence of the Kodiak max health 176; Heat mitig +528; Cold mitig +660

58. Essence of the Great Bear max health +241; Heat mitig +696; Cold mitig +870

18-FAVOR OF THE WILD Increases the Agility and Wisdom of your group.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m | HO Symbol

18. Favor of the Wild AGI, WIS +17.5

32. Blessing of Wild AGI, WIS +30

46. Benison of the Wild AGI, WIS +43

60. Benediction of the Wild AGI, WIS +56

19-CURE ELEMENTAL • Dispels 77 levels of hostile Cold and Heat effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

20-PROTECTOR OF THE FOREST You shift to wolf form, with increased resistances against Slashing, Piercing, and Crushing attacks, increased Focus, and ability to see invisible creatures.

Self | CRR 3s 0.5s Instant | Dur cancel

20. Protector of the Forest Focus +10.8; physical mitig +120

34. Warden of the Forest Focus +18.4; physical mitig +204

48. Steward of the Forest Focus +26; physical mitig +288

62. Patron of the Forest Focus +33; physical mitig +372

22-NATURE'S TOUCH • Resurrects fallen ally with 15% health, then heals over time for 3% every 6 seconds (for 1 minute). Can be cast in combat, but not in an arena. Then for 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Raid or Group Friend's corpse | CRR 4s 0.5s 2m | Range 10m | HO Eye

23-COLD SNAP Cold damage over time (every 4 seconds) that decreases target's elemental (Cold and Heat: C/H) resistance.

Enemy | CRR 1s 0.5s 24s | Dur 24s | Range 30m | Resist -24% |

HO Hammer

23. Cold Snap 38-47 Cold dam; C/H mitig -276; Power 57

37. Frostbite 65-80 Cold dam; C/H mitig -444; Power 88

51. Wintry Cold 98-120 Cold dam; C/H mitig -612; Power 119

65. Glacial Cold 132-161 Cold dam; C/H mitig -780; Power 149

23-NEREID'S BOON • Your group can clearly see and breathe underwater. Power 43

Group | CRR 3s 0.5s 4s | Dur cancel | AoE 50m

priest: warden

26-PRIMEVAL INSTINCT Increases all of ally's offensive skills (Crushing, Piercing, Slashing, and Ranged). It can only be maintained on a single ally.

Group Friend | CRR 2s 0.5s 9s | Dur cancel | Range 10m | HO Moon

26. Primeval Instinct offensive skills +18.7; Power 37

40. Primal Instinct offensive skills +29; Power 56

54. Natural Instinct offensive skills +39; Power 74

68. Primitive Instinct offensive skills +49; Power 92

28-CURE ARCANE • Dispels 77 levels of hostile Divine, Magic, and Mental effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

29-FAVOR OF THE UNTAMED Increases your group's elemental resistance and wards against elemental damage (Cold and Heat: C/H).

Group | CRR 2s 0.5s 1m | Dur 36s | AoE 50m | HO Symbol

29. Favor of the Untamed C/H mitig +348; ward vs. 554 C/H dam; Power 41

43. Praise of the Untamed C/H mitig +516; ward vs. 873 C/H dam; Power 59

57. Exhaltation of the Untamed C/H mitig +684; ward vs. 1251 C/H dam; Power 78

32-WINDS OF FROST Deals instant Cold damage to target and nearby allies.

Enemy | CRR 3s 0.5s 16s | AoE 10m | Range 25m | Resist -10% | HO Moon

32. Winds of Frost 260-318 Cold dam; Power 124

46. Winds of Winter 401-490 Cold dam; Power 173

60. Winds of Arctic Cold 559-684 Cold dam; Power 222

35-NUMBING SPORES Gives an ally an 8% chance to restore health over time (every 2 seconds for 10 seconds) whenever he takes damage. If ally is below 50% health, the amount healed is doubled. This spell can only be maintained on a single ally.

Group Friend | CRR 2s 0.5s Instant | Dur cancel | Range 25m | HO Eye

35. Numbing Spores 41-50 HoT (x2); Power 49

49. Tranquilizing Spores 62-76 HoT (x2); Power 67

63. Regenerative Spores 85-104 HoT (x2); Power 85

35-SPIRIT OF THE BAT • Boosts an ally's in-combat power regeneration, power pool, and Agility. This spell can only be maintained on a single ally. AGI +16.2; max power +84; power regen +8.1; Power 35

Group Friend | CRR 3s 0.5s Instant | Dur cancel | Range 10m | HO Symbol

36-EQUINOX • Resurrects nearby fallen allies with 15% health, then heals over time for 3% every 3 seconds (for 1 minute). Can be cast in combat, but not in an arena. Then for 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 890

Raid or Group Friend's corpse | CRR 4s 0.5s 2m | Range 15m | HO Eye

39-VERDUROUS JOURNEY • Teleports you and all nearby group members to the nearest designated safe spot in your zone. Power 141

Group | CRR 5s 0.5s 15m | AoE 25m

41-NATURE'S REPRIEVE If target ally takes damage that would be fatal, instead that ally is healed, and healed over time (every 2 seconds for 24 seconds), and Wisdom is increased. This spell cannot be interrupted.

Group Friend | CRR 0.2s 0.5s 10m | Dur 20s | Range 20m | HO Eye

41. Nature's Reprieve 341 heal; 85 HoT; WIS +38

55. Nature's Respite 499 heal; 124 HoT; WIS +52

69. Nature's Regrowth 656 heal; 164 HoT; WIS +65

42-VERDANT SIGH Dispels levels of hostile Cold, Heat, Crushing, Piercing, and Slashing effects on your group.

Group | CRR 2s 0.5s 20s | AoE 20m | HO Moon

42. Verdant Sigh dispels 56 levels; Power 234

56. Verdant Whisper dispels 74 levels; Power 307

70. Verdant Gasp dispels 93 levels; Power 380

45-DUSTSTORM Increases group's Defense and gives a 20% chance that any enemy attacking an ally in melee is stunned for 4 sec. This roots you and costs power over time. Epics not affected.

Group | CRR 2s 0.5s 30s | Dur 3m | AoE 25m | HO Chalice

45. Duststorm Defense +16.2; Power 9 to cast, plus 9 every 2s

59. Sandstorm Defense +21; Power 12 to cast, plus 12 every 2s

47-UNDERGROWTH Roots target and nearby allies and decreases their Agility for 25 seconds, then slows them for 12 seconds. When the root effect wears off, it slows their movement for a short duration. 5% chance to dispel either effect when a target takes damage or receives hostile action. Epics not affected.

Enemy | CRR 2s 0.5s 20s | AoE 10m | Range 25m | Resist -10% | HO symbol

47. Undergrowth AGI -44, Slow -47%; duration 25s; Power 97

61. Bracken AGI -57, Slow -51%; duration 34s; Power 124

48-SYLVAN EMBRACE • Heals each in your group for 681-832, plus 120-147 every 2 seconds.

Group | CRR Instant 0.5s 15m | Dur 14s | AoE 10m | HO Eye

50-HIEROPHANTIC GENESIS Restores health over time. It costs power over time (PoT) to maintain the spell, and you are stunned, but you can toggle it off early. All effects over time are every 2 seconds.

Group friend | CRR 1s 0.5s 2m30s | Dur 36s | Range 20m | HO Moon

50. Hierophantic Genesis 287-350 HoT; +22-27 PoT to target; Power 65, plus PoT 32

70. Hierophantic Advent 433-529 HoT; +34-41 PoT to target; Power 89, plus PoT 44

50-REINCARNATE • Resurrects fallen ally with 15% health.

Can be cast in combat, but not in an arena. For 1 minute: ally shapechanges to wolf: all attributes +15%, Attack Speed +36%, offensive skills +21, heal over time 1% every 6 seconds, DPS +41%. Then for 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Raid or Group Friend's corpse | CRR 4s 0.5s 2m | Range 10m | HO Eye

52-TUNARE'S WATCH • If any group member takes fatal damage, instead this heals that ally (465), heals over time (116 every 2 seconds), and boosts Wisdom +49, for 24 seconds.

Group | CRR 0.2s 0.5s 5m | Dur 30s | AoE 25m | HO Eye

55-NATURE'S ALLY • Summons up to 4 wolves to attack target. Power 192

Enemy | CRR 2s 0.5s 1m | Dur 30s | Range 35m | HO Moon

58-PROTECTING GROVE • Summons a protective grove "pet" that restores your group's health over time. Power 14, plus 14 every 3 seconds

Self | CRR 2s 0.5s 30s | Dur 1m | AoE 20m | HO Moon

65-TRANQUILITY • Dispels 86 levels of hostile Slashing, Disease, Cold, Poison, Magic, Mental, Divine, Heat, Piercing, and Crushing effects on ally. Heals ally for each effect removed. Power 332

Friend | CRR 2.5s 0.5s 1m | Range 20m

Warden Abilities by Level

1-Fire	18-Favor of the Wild	35-Grasping Roots (< 7-Root)	48-Sylvan Embrace •	60-Winds of Arctic Cold (< 32-Winds of Frost)
1-Minor Bloom	19-Cure Elemental •	35-Numbing Spores	49-Seizing Vines (< 7-Root)	61-Bracken (< 47-Undergrowth)
2-Barbs	19-Greater Regrowth (< 12-Regrowth)	35-Spirit of the Bat •	49-Tranquilizing Spores (< 55-Numbing Spores)	61-Protection of the Oak (< 5-Protection of the Willow)
3-Cold	19-WillowSkin (< 5-Protection of the Willow)	36-Equinox •	50-Hierophantic Genesis	62-Patron of the Forest (< 20-Protector of the Forest)
3-Minor Florescence	20-Protector of the Forest	37-Frostbite (< 23-Cold Snap)	50-Reincarnate •	63-Regenerative Spores (< 35-Numbing Spores)
4-Minor Vigor	21-Ensnaring Roots (< 7-Root)	38-Bramblecoat (< 2-Barbs)	51-Wintry Cold (< 23-Cold Snap)	64-Trapping Vines (< 7-Root)
5-Divine Providence •	22-Nature's Healing (< 1-Minor Bloom)	39-Bitter Frost (< 3-Cold)	52-Thorncoat (< 2-Barbs)	65-Glacial Cold (< 23-Cold Snap)
5-Protection of the Willow	22-Nature's Touch •	39-Verdurous Journey •	52-Tunare's Watch •	65-Tranquility •
6-Cure Noxious •	23-Cold Snap	40-Chloroplast (< 12-Regrowth)	53-Hoarfrost (< 3-Cold)	66-Spikecoat (< 2-Barbs)
6-Summon Food & Water •	23-Nereid's Boon •	40-Primal Instinct (< 26-Primeval Instinct)	54-Natural Instinct (< 26-Primeval Instinct)	67-Subzero (< 3-Cold)
7-Bloom (< 1-Minor Bloom)	24-Barbcoat (< 2-Barbs)	41-Nature's Reprieve	54-Wild Growth (< 12-Regrowth)	68-Greater Chloroplast (< 12-Regrowth)
7-Root	25-Frost (< 3-Cold)	41-Sylph (< 13-Willow)	55-Nature's Ally •	68-Primitive Instinct (< 26-Primeval Instinct)
8-Revive •	26-Blessing of the Grove (< 12-Regrowth)	42-Chlorostorm (< 14-Winds of Renewal)	55-Nature's Respite (< 41-Nature's Reprieve)	69-Ancient Sylph (< 13-Willow)
9-Enduring Breath •	26-Primeval Instinct	42-Gale of Healing (< 14-Sylvan Wind)	55-Silver Sylph (< 13-Willow)	69-Nature's Regrowth (< 41-Nature's Reprieve)
9-Greater Fire (< 1-Fire)	27-Wisp (< 13-Willow)	42-Verdant Sigh	56-Verdant Whisper (< 42-Verdant Sigh)	70-Fierce Chlorostorm (< 14-Winds of Renewal)
10-Florescence (< 3-Minor Florescence)	28-Blessing of Earth (< 14-Winds of Renewal)	43-Praise of the Untamed (< 29-Favor of the Untamed)	56-Winds of Healing (< 14-Sylvan Wind)	70-Hierophantic Advent (< 50-Hierophantic Genesis)
10-Nettlecoat (< 2-Barbs)	28-Cure Arcane •	43-Sylvan Waters (< 1-Minor Bloom)	57-Exhaltation of the Untamed (< 29-Favor of the Untamed)	70-Verdant Gasp (< 42-Verdant Sigh)
10-Snare	28-Healing Breeze (< 14-Sylvan Wind)	44-Aspect of the Owl (< 4-Minor Vigor)	57-Sylvan Streams (< 1-Minor Bloom)	70-Wave of Healing (< 14-Sylvan Wind)
11-Chill (< 3-Cold)	29-Favor of the Untamed	44-Essence of the Kodiak (< 16-Verdure)	58-Aspect of the Hawk (< 4-Minor Vigor)	
11-Favor of the Phoenix •	29-Nature's Caress (< 1-Minor Bloom)	45-Duststorm	58-Essence of the Great Bear (< 16-Verdure)	
12-Regrowth	30-Oakskin (< 4-Minor Vigor)	45-Solar Burn (< 1-Fire)	58-Protecting Grove •	
13-Cure Trauma •	30-Perennial Essence (< 16-Verdure)	45-Verdant Rapture (< 3-Minor Florescence)	59-Sandstorm (< 45-Duststorm)	
13-Spirit of Wolf •	31-Summer's Flame (< 1-Fire)	46-Benison of the Wild (< 18-Favor of the Wild)	59-Solar Flame (< 1-Fire)	
13-Willow	32-Blessing of Wild (< 18-Favor of the Wild)	46-Spirit of the Oak (< 5-Protection of the Willow)	60-Benediction of the Wild (< 18-Favor of the Wild)	
14-Sylvan Wind	32-Winds of Frost	47-Undergrowth (< 5-Protection of the Willow)	60-Verdant Bliss (< 3-Minor Florescence)	
14-Winds of Renewal	33-Protection of the Seasons (< 5-Protection of the Willow)	48-Steward of the Forest (< 20-Protector of the Forest)		
15-Greater Bloom (< 1-Minor Bloom)	34-Warden of the Forest (< 20-Protector of the Forest)			
15-Sylvan Touch •				
16-Verdure				
16-Vigor (< 4-Minor Vigor)				
17-Flame (< 1-Fire)				
18-Effloresce (< 3-Minor Florescence)				

Priest: Fury

by Andrea Silva

Furies are the untamed champions of nature, calling down the power of ferocious storms to smite their enemies. More savage than their gentler Warden brothers and sisters, Furies excel with more aggressive attacks and a wider array of damaging spells.

Solo

Furies are very capable soloists with their wide selection of damage spells and beneficial buffs. The most efficient way to solo is to play to your strengths. In the case of Furies, this includes a variety of buffs, heals, and offensive spells that are particularly good at dealing extra damage to elementals.

Before engaging in any combat, spend a few minutes preparing for the battles ahead. Buy food and drink in advance to reduce the time spent between battles waiting for health and power to regenerate. Go through your spells and cast as many of your beneficial spells upon yourself as you can. Use your Concentration points to maximize your advantages in combat.

Spend one Concentration point on the Natural Mask line of buffs. The increases to your in-combat health regeneration and physical damage mitigation are perfect for soloing.

Use a second Concentration point on the Pride of the Hunt line of buffs. The increase to your maximum health is especially valuable to a soloist, and the increased mitigations vs. Heat and Cold damage don't hurt either!

A third Concentration point put into the Minor Lucid line of buffs gives you additional Intelligence, as well as increasing your maximum power. You're a class that primarily defeats enemies through the use of spell damage—having an increased power pool and the chance to do more damage with spells due to buffed Intelligence is extremely beneficial.

Spend a fourth Concentration point on the Wild Spirit line of buffs to increase your Intelligence and Wisdom stats. This boosts your spellcasting capabilities and completes the maximization of your beneficial spells through Concentration points.



Stormwrath Armor

Furies should consider using one of their alternate forms that grants bonuses. Starting with Peerless Predator (lion form), this spell provides the ability to see stealthed creatures as well as granting a nice boost to the Fury's Agility and Stamina. For players who own the *Kingdom of Sky* expansion and thus can earn Achievement points, the first Achievement granted to Furies is Shape-shift—the ability to turn into a Winter Wolf, Tiger, or Treant, depending on the type of weapon you have equipped.

Each of the Shapeshift forms grants a unique ability that increases the Fury's melee DPS, spell crit chance, or healing crit chance. Use the form that best fits your style of play. Since there's no Concentration requirement, you might as well use this new Achievement ability!

Also trigger your buffs that don't require Concentration: the Savagery line (increases your Stamina and Agility, and gives a 10 percent chance of increasing your Attack Speed and DPS on a successful attack) and the Bristles line (adds a nice damage shield). Since you're the only target for creatures to hit when soloing, the Bristles line is especially nice for dealing extra damage whenever you get hit.

There's obviously more to soloing than just preparing yourself for the fight. When you look for something to kill, seek out encounters that are near your level range and designed for individual characters to defeat. Green, blue, and white encounters are easy enough to beat. Yellow encounters present a challenge, but should be doable most of the time if you're careful. Soloing is straightforward: you engage the creatures in the encounter, press auto-attack for extra melee damage, then start chaining together Heroic Opportunities to increase your damage output. Furies get a wide variety of damage spells to choose from, so consider carefully which ones are the most efficient to use to defeat any particular encounter.

The Stinging Insects line inflicts Divine Damage over Time and lowers your target's Defense. Use these with impunity while soloing (but be more cautious when grouping or raiding, as you want to avoid casting DoT spells on a mesmerized or otherwise incapacitated enemy).

The Squall line deals Cold damage over time, and that damage is doubled against Elemental enemies. As with the Stinging Insects line, these spells are great for soloing, but be cautious of using them in a group or raid so you don't create a conflict with a mezzer's spells.

The Strike of Thunder spell line deals a significant amount of magic damage to a target at the expense of a longer casting and reuse time. Use it toward the beginning of a fight to take away a chunk of your enemy's health, and it might become available again for a second cast toward the end of the fight.

If you think the Strike of Thunder line has a long reuse time, then look at the Starburst line of spells! While this line has the longest reuse timer of all the damage spells mentioned here, it's an extremely powerful spell to use when fighting an encounter that contains multiple enemies. Starburst and the other spells in this line deal a significant amount of Heat damage to your target and all nearby encounter members. Use this spell at least once when facing multiple enemies, as the power-to-damage ratio is very efficient when hitting more than one creature at a time. Creatures not linked with your current target aren't affected by the spell, nor are other player characters nearby you.

To truly maximize your efficiency, use these damage spells to progress Heroic Opportunity wheels. All of the damage spell lines mentioned above progress the starter chain and completion wheel for Furies, so you can use them in any order.

Group

The role of a Fury changes slightly when you add other characters to the mix. Since most other classes are better at dealing damage, it's best to leave that job up to them and focus on the Fury's real strengths. Furies have a nice array of healing spells and often find themselves as the group's life support. There are essentially six types of healing lines that Furies have:

The Salve line of healing spells instantly heals some of the target ally's health.

The Elixir line replenishes a large amount of the target ally's health.

The Regrowth line is perhaps the most favored heal of Furies, as it simply heals a large amount of Damage over Time on a target. This is the most power-efficient heal for a Fury.

The Recovery of the Untamed line heals all allies near you.

The Winds of Renewal line is a group heal over time.

The final healing spell for Furies is a "freebie" heal that costs no power to use, but has a very long reuse time. Sylvan Touch casts a low heal over time on a single ally. In a pinch, this spell can help keep your group alive when you're low on power and unable to use your other heals.

One of the other advantages to having a Fury in your group is their ability to share beneficial traveling buffs. Other than Spirit of the Wolf, Furies also get Pact of the Cheetah, which temporarily increases your group's in-combat run speed.

Untamed Shroud is even more useful; it turns all group members invisible, allowing the Fury's group to reach destinations safely.



Raid

On raids, a Fury's role doesn't change significantly from your role within a group. You're in charge of keeping your group alive and are sometimes called on to help keep the main tank alive. Your buff spells are beneficial and you'll likely be told which buffs to cast on which characters. Damage shields go on the main tank since that's the character who takes the most hits. Savagery goes on either the main tank or one of the melee DPS classes like a Fighter or Scout. You may also be called on to cast your various cures to keep detrimental effects off your raid members. Furies have the extremely useful Abolishment line, which dispels Heat, Cold, Poison, and Disease effects on your allies. Every raid is a little different, so check in with the raid leader and your fellow Priest classes to see what responsibilities you need to cover during the raid.

Pros

- Furies receive a lot of entertaining shapeshift forms to choose from, including a badger, a fairy, and a hideous creature!
- You have access to powerful heals, useful for maintaining the health of yourself and friends. As a Priest class, Furies should have no problems finding a group.
- Furies have a wider variety of damage spells than most Priests. Along with their heals, this makes the Fury an interesting class to play, with more choices when it comes to filling a role and casting spells.
- When you're casting that wide variety of spells, you can buff your Intelligence for higher damage. You can buff your group, as well. For spell DPS, Furies come out better than any other Priest class

Cons

- Furies have one of the lowest resistances of Priest classes since they can only wear leather armor. Avoid attracting attention during big fights so you won't get hit!
- Furies have a lower melee and spell DPS capability compared to other classes that specialize in those areas, but for a Priest class they can actually inflict a hefty amount of damage.

Training

Level 14	Level 44
10-Bristleskin	39-Whirlwind
11-Twirl	40-Wild Bloodflow
12-Regrowth	42-Owl's Restoration
14-Winds of Renewal	43-Feral Salve
Level 24	Level 54
19-Greater Regrowth	48-Incomparable Predator
20-Peerless Predator	51-Bolt of Storms
23-Strike of Thunder	52-Thornskin
24-Bristlebelt	54-Untamed Bloodflow
Level 34	Level 64
32-Starburst	60-Nature's Elixir
32-Wilding Elixir	60-Starnova
33-Savage Mask	63-Fae Pyre
34-Transcendent Predator	64-Barbarous Intimidation

Fury Abilities

1-MINOR SALVE

Instantly heals some health. Friend | CRR 1s 0.5s 5s | Range 20m | HO Chalice

1. Minor Salve 13-16 heal; Power 3

7. Salve 45-55 heal; Power 19

15. Greater Salve 97-119 heal; Power 36

22. Nature's Salve 145-177 heal; Power 50

29. Predatory Salve 200-244 heal; Power 63

43. Feral Salve 314-384 heal; Power 90

57. Wild Salve 450-550 heal; Power 117

1-STINGING INSECTS Deals Divine damage over time to the target (every 3 seconds) and lowers its Defense.

Enemy | CRR 1s 0.5s 4s | Dur 12s | Range 30m | Resist -24% | HO Hammer

1. Stinging Insects 2-3 Divine DoT; Defense -1.4; Power 2

9. Stinging Swarm 10-12 Divine DoT; Defense -3.4; Power 15

17. Provoking Swarm 18-22 Divine DoT; Defense -6.1; Power 26

31. Deadly Swarm 36-44 Divine DoT; Defense -11.2; Power 45

45. Dooming Swarm 56-68 Divine DoT; Defense -16.2; Power 63

59. Killing Swarm 78-96 Divine DoT; Defense -21; Power 81

2-BRISTLES Deals instant Piercing damage to anyone that attacks target with a melee weapon, and all enemies near the attacker. This spell can only be maintained on a single ally.

Raid or Group Friend | CRR 1s 0.5s Instant | Dur cancel | Range 10m | HO Eye

2. Bristles 1 Piercing dam; Power 9

10. Bristleskin 2-3 Piercing dam; Power 23

24. Bristlepelt 5-7 Piercing dam; Power 48

38. Barbed Skin 9-11 Piercing dam; Power 72

52. Thornskin 13-16 Piercing dam; Power 97

66. Spineskin 18-22 Piercing dam; Power 121

3-MINOR ELIXIR Restores a large amount of ally's health.

Friend | CRR 1.5s 0.5s 8.5s | Range 20m | HO Chalice

3. Minor Elixir 32-40 heal; Power 14

10. Elixir 108-132 heal; Power 44

18. Greater Elixir 194-238 heal; Power 70

32. Wilding Elixir 372-454 heal; Power 114

46. Ferine Elixir 572-700 heal; Power 158

60. Nature's Elixir 799-977 heal; Power 203

3-SQUALL Deals Cold damage over time (every 2 seconds) to an opponent (double damage to Elemental enemies).

Enemy | CRR 2s 0.5s 8s | Dur 8s; | Range 30 | Resist -24% | HO Hammer

3. Squall 3-4 Cold DoT; Power 5

11. Twirl 18-22 Cold DoT; Power 25

25. Cyclone 42-51 Cold DoT; Power 49

39. Whirlwind 69-85 Cold DoT; Power 74

53. Waterspout 103-126 Cold DoT; Power 98

67. Tempest 137-167 Cold DoT; Power 123

4-MINOR LUCID Increases your ally's Intelligence and power pool.

Group Friend | Conc 1 | CRR 3s 0.5s 4s | Dur cancel | Range 10m | HO Moon

4. Minor Lucid INT +11.9; max power +23

16. Lucid INT +24; max power +75

30. Verve INT +41; max power +202

44. Vim INT +62; max power +343

58. Ferine Vim INT +82; max power +554

5-DIVINE PROVIDENCE Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Druidic Stones

5-NATURAL MASK Increases the physical damage resistance and in-combat health regeneration of your group.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

5. Natural Mask health regen +6; physical mitig +81

19. Feral Mask health regen +15.8; physical mitig +174

33. Savage Mask health regen +30; physical mitig +297

47. Ferine Mask health regen +47; physical mitig +423

61. Carnal Mask health regen +61; physical mitig +549

6-CURE NOXIOUS • Dispels 77 levels of hostile Poison and Disease effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

6-SUMMON FOOD & WATER • Summons 5 Sacred Sustenance-Water & 5 Sacred Sustenance-Food for your ally. Cannot be cast During combat. Power 13

Raid or Group Friend | CRR 5s 0.5s 30s | Range 10m

7-INTIMIDATION Impairs the target's Agility and Wisdom.

Enemy | CRR 2s 0.5s 10s | Dur 36s | Range 25m | Resist -10% | HO Moon

7. Intimidation AGI, WIS -8.5; Power 13

21. Feral Intimidation AGI, WIS -20; Power 31

35. Brutal Intimidation AGI, WIS -32; Power 49

49. Beastly Intimidation AGI, WIS -46; Power 67

64. Barbarous Intimidation AGI, WIS -60; Power 87

8-REVIVE • Resurrects a fallen friend with 15% health (even if not in your group). Cannot be cast in combat or in an arena. For 2 minutes: all of friend's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Friend's Corpse | CRR 6s 0.5s 10s | Range 10m

9-ENDURING BREATH • Grants an ally the ability to breathe underwater. Power 20

Friend | CRR 3s 0.5s 4s | Dur 15m | Range 10m

10-SNARE • Snare the target. Does not affect Epic targets. Slow -40%; Power 41

Enemy | CRR 0.5s 0.5s 10s | Dur 34s | Range 25m | Resist +5% | HO Symbol

11-FAVOR OF THE PHOENIX • Summons a Crystallized Phoenix Feather for every group member. It can be used to revive a fallen Priest, but not During combat. The revived Priest is protected from another death for a short period of time. Power 366

Group | CRR 5s 0.5s 5s | AoE 50m

12-REGROWTH Heals ally's health over time (every 2 seconds).

Raid or Group Friend | CRR 2s 0.5s 6s | Dur 10s | Range 20m | HO Moon

12. Regrowth 45-55 HoT; Power 42

19. Greater Regrowth 72-88 HoT; Power 61

26. Fleshweave 114 HoT; Power 79

40. Wild Bloodflow 185 HoT; Power 116

54. Untamed Bloodflow 273 HoT; Power 153

68. Greater Bloodflow 361 HoT; Power 190

13-BRAMBLES Snare and stifle nearby enemies and reduces their hate toward you. Any hostile actions taken on them have a 10% chance to break this effect. Slows you -42%. Epics not affected.

Self | CRR 0.5s 0.5s 5m | Dur 6s | AoE 5m | ax AoE Targets 8 | HO Hammer

13. Brambles Threat -390; Power 43

27. Confounding Brambles Threat -864; Power 79

41. Seizing Brambles Threat -1424; Power 116

55. Seizing Thorns Threat -2137; Power 153

69. Grasping Thorns Threat -2886; Power 190

13-CURE TRAUMA • Dispels 77 levels of hostile Crushing, Slashing, and Piercing effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

13-SPIRIT OF THE WOLF • Increases ally's out-of-combat movement speed by 20%. Power 27

Friend | CRR 2s 0.5s 5s | Dur 30m | Range 10m

14-RECOVERY OF THE UNTAMED Heals all allies near you.

Group | CRR 1.5s 0.5s 7.5s | AoE 20m | HO Moon

14. Recovery of the Untamed 104-127 heal; Power 69

28. Breath of the Untamed 219-268 heal; Power 123

42. Howl of the Untamed 348-426 heal; Power 177

56. Cry of the Untamed 504-616 heal; Power 231

70. Shriek of the Untamed 659-806 heal; Power 284

14-WINDS OF RENEWAL Restores health over time (every 2 seconds) for your group.

Group | CRR 3s 0.5s 12s | Dur 10s | AoE 25m | HO Moon

14. Winds of Renewal 53-65 HoT; Power 87

28. Ram's Growth 112-137 HoT; Power 154

42. Owl's Restoration 178-217 HoT; Power 221

56. Owl's Grace 257-314 HoT; Power 288

70. Owl's Reparation 336-411 HoT; Power 356

15-SYLVAN TOUCH Heals ally, with additional healing over time (every 2 seconds). 712 Heal, plus 134 HoT

Raid or Group Friend | CRR Instant 0.5s 15m | Dur 14s | Range 20m | HO Moon

16-PRIDE OF THE HUNT Increases the elemental resistance and health pool of your group.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

16. Pride of the Hunt max health +41; Cold mitig +207; Heat mitig +259

30. Mark of the Hunt max health +104; Cold mitig +360; Heat mitig +450

44. Ferocity of the Hunt max health +176; Cold mitig +528; Heat mitig +660

58. Spirit of the Hunt max health +241; Cold mitig +696; Heat mitig +870

18-WILD SPIRIT Increases your group's Intelligence and Wisdom.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m | HO Symbol

18. Wild Spirit INT, WIS +17.5

32. Untamed Spirit INT, WIS +30

46. Ferine Spirit INT, WIS +43

60. Primal Spirit INT, WIS +56

19-CURE ELEMENTAL • Dispels 77 levels of hostile Cold and Heat effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

20-PEERLESS PREDATOR You shift to lion form, with increased Stamina and Agility, and can see stealthed creatures.

Self | CRR 3s 0.5s Instant | Dur cancel

20. Peerless Predator STA, AGI +29

34. Transcendent Predator STA, AGI +47

48. Incomparable Predator STA, AGI +67

62. Seasoned Predator STA, AGI +87

22-FIERCE ROUSING • Resurrects fallen ally with 15% health. Can be cast in combat and cannot be interrupted. For 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Raid or Group Friend's corpse | CRR 4s 0.5s 2m | Range 10m | HO Eye

23-FEROCITY OF THE EEL Your group can clearly see and breathe underwater. Power 43

Group | CRR 3s 0.5s 4s | Dur cancel | AoE 50m

23-STRIKE OF THUNDER Deals Magic damage to target.

Enemy | CRR 3s 0.5s 15s | Range 30m | Resist -24% | HO Hammer

23. Strike of Thunder 255-425 Magic dam; Power 92

37. Strike of Storms 436-727 Magic dam; Power 141

51. Bolt of Storms 653-1089 Magic dam; Power 190

65. Thunderbolt 880-1467 Magic dam; Power 239

26-SAVAGERY Increases ally's Strength and Agility, and gives a 10% chance (each time ally hits) for 10 seconds of increased Attack Speed and combat attack damage. It can only be maintained on a single ally.

Group Friend | CRR 2s 0.5s 5s | Dur cancel | Range Up to 10m | HO Symbol

26. Savagery STR, AGI +24; Attack Sp, DPS +27%; Power 37

40. Bloodlust STR, AGI +37; Attack Sp, DPS +32%; Power 56

54. Primal Fury STR, AGI +51; Attack Sp, DPS +37%; Power 74

68. Agitate STR, AGI +64; Attack Sp, DPS +42%; Power 92

28-CURE ARCANE • Dispels 77 levels of hostile Divine, Magic, and Mental effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

29-VICTIOUS FEAST When target dies, this heals your group over time (every 3 seconds for 18 seconds) and increases the group's Strength and Stamina.

Enemy | CRR 2s 0.5s 9s | Dur 72s | Range 25m | Resist -10% | HO Eye

29. Vicious Feast 33-41 HoT; STA, STR +27; Power 41

43. Savage Feast 52-64 HoT; STA, STR +40; Power 59

57. Bestial Feast 75-92 HoT; STA, STR +54; Power 78

32-STARBURST Deals instant Heat damage to target and nearby allies.

Enemy | CRR 4s 0.5s 20s | AoE 10m | Range 25m | Resist -10% | HO Hammer

32. Starburst 446-545 Heat dam; Power 198

46. Starfire 687-840 Heat dam; Power 276

60. Starnova 959-1172 Heat dam; Power 355

35-FAE FIRE Your group deals additional Heat damage with every successful melee attack for up to 3 attacks per ally.

Group | CRR 2s 0.5s 20s | Dur 20s | AoE 50m | HO Eye

35. Fae Fire 57 Heat dam; Power 134

49. Fae Flames 86 Heat dam; Power 183

63. Fae Pyre 232 Heat dam; Power 232

35-SPIRIT OF THE BAT • Boosts an ally's in-combat power regeneration, power pool, and Agility. This spell can only be maintained on a single ally. AGI +16.2; max power +84; power regen +8.1; Power 35

Group Friend | CRR 3s 0.5s Instant | Dur cancel | Range 10m | HO Symbol

36-CALL OF THE HUNT • Resurrects nearby fallen allies with 15% health. Can be cast in combat and cannot be interrupted, but not in an arena. For 1 minute: each ally's Cold, Mental, Heat, Magic, Divine, Disease, and Poison mitigation +700. 25% max heal. Then for 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 890

Raid or Group Friend's corpse | CRR 10s 0.5s 2m | AoE 15m (max targets 6 | Range 15m | HO Eye

39-PACT OF THE CHEETAH • Increases the in-combat movement speed of your group by 48%. Power 82

Group | CRR 1s 0.5s 5m | Dur 36s | AoE 50m | HO Eye

41-FERAL TENACITY If target ally takes damage that would be fatal, instead that ally is healed, and healed over time (every 2 seconds for 24 seconds), and Agility is increased. This spell cannot be interrupted.

Group Friend | CRR 0.2s 0.5s 10m | Dur 20s | Range 20m | HO Eye

41. Feral Tenacity 341 heal; 85 HoT; AGI +38

55. Feral Vehemence 499 heal; 124 HoT; AGI +52

69. Feral Potence 656 heal; 164 HoT; AGI +65

42-TOXIC ABOLISHMENT Dispels levels of hostile Cold, Heat, Poison, and Disease effects on your group.

Group | CRR 2s 0.5s 20s | AoE 20m | HO Eye

42. Toxic Abolishment dispels 56 levels; Power 234

56. Lethal Abolishment dispels 74 levels; Power 307

70. Abolishment dispels 93 levels; Power 380

45-UNTAMED SHROUD • Gives invisibility to your group (suspends movement speed enhancements). Dispelled when target takes damage; cancels During combat. Power 192

Group | CRR 3s 0.5s 15s | Dur 10m | AoE 30m

47-IRRITATING SWARM Interrupts target and impairs its Focus skill and casting techniques (Disruption, Ordination, Subjugation, Ministration: D/O/S/M). Drains power over time (PoT: every 6 seconds), and interrupts again on termination.

Enemy | CRR 0.5s 0.5s 30s | Dur 36s | Range 25m | Resist -10% | HO moon

47. Irritating Swarm PoT-49; Focus -34; D/O/S/M -16.9; Power 65

61. Madding Swarm PoT -68; Focus -44; D/O/S/M -22; Power 83

48-FERAL PULSE • Heals each in your group for 681-832, plus 120-147 every 2 seconds.

Group | CRR Instant 0.5s 15m | Dur 14s | AoE 10m | HO Moon

50-PORCUPINE Increases your ally's resistances and causes all attackers instant Divine damage (up to 25 attacks). It costs power over time (PoT) to maintain the spell (every 2 seconds), and you are stunned, but you can toggle it off early.

Group Friend | CRR 1s 0.5s 2m30s | Dur 36s | Range 20m | HO Symbol

50. Porcupine dam mitig +1200; 106 Divine dam; Power 20, plus PoT 6

70. Urchin dam mitig +1680; 160 Divine dam; Power 28, plus PoT 9

50-PRIMEVAL AWAKENING • Resurrects fallen ally with 15% health. Can be cast in combat, but not in an arena. For 1 minute: ally shapechanges to treant: Subjugation, Focus, and Disruption +42, INT +110, power regen over time 1% every 6 seconds. Then for 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Raid or Group Friend's corpse | CRR 4s 0.5s 2m | Range 10m | HO Eye

52-BACK INTO THE FRAY • Restores ally's health (536-655); if under 50% health, doubles amount restored. This spell cannot be cast on yourself. Power 148

Friend | CRR 1s 0.5s 6s | Range 20m | HO Symbol

55-RING OF FIRE • Summons a ring of fire "pet" around you that continually inflicts Heat damage on enemies within the ring. Power 128

Self | CRR 2s 0.5s 30s | Dur 30s | AoE 20m | HO Symbol

58-HIBERNATION • Restores your group's health (959-1172) after 10 seconds. Power 223

Group AE | CRR 1s 0.5s 10s | Dur 10s | AoE 25m | HO Symbol

65-CALL OF STORMS • Every second, there is a chance that any enemy caught in the storm is struck by lightning for 352-430 Magic damage. Stuns you, but you can toggle it off early. Power 119, plus 23 every second

Self | CRR 3s 0.5s 3m | Dur 16s | AoE 15m

Fury Abilities by Level

1-Minor Salve	17-Provoking Swarm (< 1-Stinging Insects)	32-Wilding Elixir (< 3-Minor Elixir)	46-Ferine Spirit (< 18-Wild Spirit)	58-Spirit of the Hunt (< 16-Pride of the Hunt)
1-Stinging Insects	18-Greater Elixir (< 3-Minor Elixir)	33-Savage Mask (< 5-Natural Mask)	46-Starfire (< 32-Starburst)	59-Killing Swarm (< 1-Stinging Insects)
2-Bristles	18-Wild Spirit	34-Transcendent Predator (< 20-Peerless Predator)	47-Ferine Mask (< 5-Natural Mask)	60-Nature's Elixir (< 3-Minor Elixir)
3-Minor Elixir	19-Cure Elemental •	35-Brutal Intimidation (< 7-Intimidation)	47-Irritating Swarm	60-Primal Spirit (< 18-Wild Spirit)
3-Squall	19-Feral Mask (< 5-Natural Mask)	35-Fae Fire	48-Feral Pulse •	60-Starnova (< 32-Starburst)
4-Minor Lucid	19-Greater Regrowth (< 12-Regrowth)	35-Spirit of the Bat •	48-Incomparable Predator (< 20-Peerless Predator)	61-Carnal Mask (< 5-Natural Mask)
5-Divine Providence •	20-Peerless Predator	36-Call of the Hunt •	49-Beastly Intimidation (< 7-Intimidation)	61-Madding Swarm (< 47-Irritating Swarm)
5-Natural Mask	21-Feral Intimidation (< 7-Intimidation)	37-Strike of Storms (< 23-Strike of Thunder)	49-Fae Flames (< 35-Fae Fire)	62-Seasoned Predator (< 20-Peerless Predator)
6-Cure Noxious •	22-Fierce Rousing •	38-Barbed Skin (< 2-Bristles)	50-Primeval Awakening •	63-Fae Pyre (< 35-Fae Fire)
6-Summon Food & Water •	22-Nature's Salve (< 1-Minor Salve)	39-Pact of the Cheetah •	51-Bolt of Storms (< 23-Strike of Thunder)	64-Barbarous Intimidation (< 7-Intimidation)
7-Intimidation	23-Ferocity of the Eel	39-Whirlwind (< 3-Squall)	52-Back into the Fray •	65-Call of Storms •
7-Salve (< 1-Minor Salve)	23-Strike of Thunder	40-Bloodlust (< 26-Savagery)	52-Thornskin (< 2-Bristles)	65-Thunderbolt (< 23-Strike of Thunder)
8-Revive •	24-Bristlepleat (< 2-Bristles)	40-Wild Bloodflow (< 12-Regrowth)	53-Waterspout (< 3-Squall)	66-Spineskin (< 2-Bristles)
9-Enduring Breath •	25-Cyclone (< 3-Squall)	41-Feral Tenacity	54-Primal Fury (< 26-Savagery)	67-Tempest (< 3-Squall)
9-Stinging Swarm (< 1-Stinging Insects)	26-Fleshweave (< 12-Regrowth)	41-Seizing Brambles (< 13-Brambles)	54-Untamed Bloodflow (< 12-Regrowth)	68-Agitate (< 26-Savagery)
10-Bristleskin (< 2-Bristles)	26-Savagery	42-Howl of the Untamed (< 14-Recovery of the Untamed)	55-Feral Vehemence (< 41-Feral Tenacity)	68-Greater Bloodflow (< 12-Regrowth)
10-Elixir (< 3-Minor Elixir)	27-Conounding Brambles (< 13-Brambles)	42-Owl's Restoration (< 14-Winds of Renewal)	55-Ring of Fire •	69-Feral Potence (< 41-Feral Tenacity)
10-Snare •	28-Breath of the Untamed (< 14-Recovery of the Untamed)	42-Toxic Abolishment	55-Seizing Thorns (< 13-Brambles)	69-Grasping Thorns (< 13-Brambles)
11-Favor of the Phoenix •	28-Cure Arcane •	43-Feral Salve (< 1-Minor Salve)	56-Cry of the Untamed (< 14-Recovery of the Untamed)	70-Abolishment (< 42-Toxic Abolishment)
11-Twirl (< 3-Squall)	28-Ram's Growth (< 14-Winds of Renewal)	43-Savage Feast (< 29-Vicious Feast)	56-Owl's Grace (< 14-Winds of Renewal)	70-Owl's Reparation (< 14-Winds of Renewal)
12-Regrowth	29-Predatory Salve (< 1-Minor Salve)	44-Feroicity of the Hunt (< 16-Pride of the Hunt)	57-Bestial Feast (< 29-Vicious Feast)	70-Shriek of the Untamed (< 14-Recovery of the Untamed)
13-Brambles	29-Vicious Feast	44-Untamed Shroud •	57-Wild Salve (< 1-Minor Salve)	70-Urchin (< 50-Porcupine)
13-Cure Trauma •	30-Mark of the Hunt	44-Ferine Elixir (< 3-Minor Elixir)	58-Ferine Vim (< 4-Minor Lucid)	
13-Spirit of the Wolf •	(< 16-Pride of the Hunt)			
14-Recovery of the Untamed				
14-Winds of Renewal				
15-Greater Salve (< 1-Minor Salve)				
15-Sylvan Touch				
16-Lucid (< 4-Minor Lucid)				
16-Pride of the Hunt				

Priest: Mystic

By Brasse

The Mystic follows a shamanic path comprising the ideals of good and light. Mystics excel in preventing damage and providing beneficial blessings from beyond, as well as crippling their opponents.

The defining ability of the Mystic is the ward, a magical shield that prevents all incoming damage. This spell comes in both single-target and group versions. These should be the first spells you upgrade to at least Apprentice IV, then Adept III, and finally Master, if possible. The two wards, backed up by their emergency variants, can help a Mystic prevent a massive amount of damage from ever landing on her companions. A series of strong heals in three flavors (single large, single fast, and group) fill in the gaps.

Of course, the Mystic is a Priest, but one with a somewhat different focus than Druid or Cleric types. This class offers a very variable play style, depending on his or her group's composition and the creatures to be encountered. Most Mystics look to max out the Wisdom line in the Achievement progression, in order to remain the most effective that they can be in their role as healer, but the Achievements, like the class itself, offer a wide range of specializations to choose from.

Capable of using a spear to good effect, a Mystic can also wield a mace or shield in battle. Some of the Achievements available to the class cater to the spear-wielding melee-style Mystic. The Agility path is certainly one to consider if you solo or duo a great deal, or if you just want to increase your damage per second.

While you cannot wear plate armor, you can don good mail and gain significant defensive mitigation. As the Mystic is likely to take a few hits more often than not, it pays to invest in the best armor available, preferably something that comes with a Wisdom boost as well.

Solo

Mystics solo slowly but solidly. Learning the pacing and style of the solo encounter can be very rewarding, though you cannot take on large creatures or groups effectively when alone. It is important to equip yourself with the best armor

that you can find, and to carry along good quality food and drink to get additional attribute bonuses and recover quickly between fights. When soloing, fill your pockets with potions to augment your heals, buffs, and resistances. It really pays to make friends with a good Alchemist!

Ensure that all of your finest blessings are up and that you have your ursine form active for the extra hit points and melee bonus. Call out your Spirit Companion, ward yourself, and then challenge a creature to battle by casting your best debuff on it; if you cast at sufficient range, it is possible to squeeze in another debuff before the opponent closes on you, with its now nicely-reduced damage and Attack Speed.

Use your auto-attack to melee, and begin to cycle your ward, more debuffs, and Heroic Opportunities.

You can use the following cycle: HO > fast-casting Grey smite > Arctic DoT, alternating with HO > Grey smite > Disease DoT. Whenever your ward looks low, recast it; the key is to slightly overlap the wards, so that the creature(s) cannot sneak in a devastating blow. This is particularly important while fighting small groups of mobs.

Your Wisdom leads you to progress slowly in battle, allowing the foolish opponent to expend all of its primary attacks (and power) against your impenetrable wards while your Disease and Cold DoTs slowly eat away at it. In this way, you can outlast carefully chosen opponents while your Companion nibbles at their souls.

Group

Mystics make excellent primary or secondary healers in a group. Both roles involve enjoyable challenges. In either case, use wards consistently to prevent damage to the main Fighter, and group wards to help protect casters in dangerous situations.

As a primary healer, you make additional use of your heals and try to slide in various crippling spells on the targets, particularly the Haze (slow) line and Lethargic spells (reduced DPS). In later levels, the Attendant spells are very useful to summon in the thick of a fight; a spirit creature is called for a short time, which launches a number of beneficial heals upon the party for you.

As a secondary healer, your job is to keep the group and the primary healer alive, and to conserve some mana to take over healing should the other



**Clandestine
Rites Armor**

Priest fall in battle. This still allows a lot of room for casting your full array of detrimental spells to reduce Attack Speed, damage per second, Strength, and Stamina of your encounters, as well as to fling in some significant DoT damage to hasten their demise.

As long as the battle does not involve creatures that cast large AoE damage spells and stifles, wade in and add your weapon to the group's efforts!

In either case, it is likely that an enemy will recognize the threat that you pose and try to eliminate you. Do not run about in a panic, because your primary protector won't be able to find you or target the chasing creatures. Stand firm, cast a ward on yourself if you can (the emergency ward is fast casting and perfect for this situation), and call for help. A hotkeyed message can help if you don't type quickly.

If a large number of creatures attack you at once, it will be impossible to cast a ward due to interruptions; this is the time to use another emergency spell, one of the "Spirits" line: Quelling, Accordant, or Harmonious. This immediately reduces hate toward you by a large amount, and temporarily stuns the encounter, allowing you time to breathe and focus.

Spirit Companion

With the advent of *Kingdom of Sky*, Mystics have newly gained the loyalty of a Spirit Companion, a spectral wolf manifestation that may be summoned as a permanent pet to serve and protect until banished to the otherworld again by damaging forces.

Requiring only one Achievement point to activate it, the Spirit Companion acts as a steady DoT throughout many battles if handled well. It is important to turn off its default auto-protection so that it does not sacrifice itself immediately in an attempt to protect you. With better armor and a more solid grasp on the physical world, a Mystic is far better equipped to take a few hits than this ephemeral creature.

In a group scenario, have the Companion attack from behind the mobs to avoid barrage and riposte. When solo, use group wards to cover both yourself and your Companion.

A Companion may not contribute high damage, but it is rather nice to have around. Many of the higher level Achievements are actually based around your Companion's existence and even its attacks, so it pays to learn tactics to help keep it alive.

Pros

- Wards are unique in preventing all damage from reaching a target.
- A Mystic can wield a spear and wear medium armor, for decent melee and mitigation.
- The Mystic has a wide range of play styles available, from pure healer to debuffer to respectable damage dealer.

Training

Level 14	Level 44
10-Wailing Haze	39-Pox
11-Sickness	40-Ancestral Aegis
12-Spectral Ward	42-Umbral Ritual
14-Wards of Spirit	43-Rejuvenating Chant
Level 24	Level 54
19-Ghostly Ward	48-Ursine Prophet
20-Ursine Elder	52-Weeping Haze
23-Cold Flame	53-Fevered Pox
24-Keening Haze	54-Sacred Aegis
Level 34	Level 64
30-Omen	60-Learned Healing
32-Spiritual Healing	60-Wrath of the Ancients
33-Runic Shield	61-Ancient Avatar
34-Ursine Oracle	63-Lethargy

Halfling

Possible Cities	Qeynos	Resistances
Racial Homeland	Riverdale-The Enchanted Lands	Cold 0
Mythical Creator	Fizzlethorpe Bristlebane	Disease 2
Racial Language	Stout	Divine 1
Attributes		Heat 0
Strength	15	Magic 1
Intelligence	16	Mental 2
Agility	30	Poison 2
Wisdom	22	
Stamina	17	
Racial Tradition	Effect	Re-Use Delay
Distracting Hoax	Decrease Hate (Aggro)	[30m]
Halfling Grand Tactics	Hide (no movement)	[30m]
Lunch Time	+ HP regen, +2 AGI	[30m]
Light on the Feet	+2 Defense & Parry	[perm]
Jumjum Regimen	+3% Max Health	[perm]
Niami's Tutelage	+5 Artistry skill	[perm]
Pants Patcher	+5 Tailoring skill	[perm]
Protection of the Lucky Cabbage	+ Rune vs. all damage	[30m]
Mischief Maker	+ Mental Reactive Damage	[30m]
Always Prepared	Summon 1 Baubleberry Pie	[30m]

Mystic Abilities

1-CHILLING WIND Deals instant Cold damage and Slows target for 10 seconds. 5% chance to dispel when target takes damage or receives hostile action.

Enemy | CRR 2s 0.5s 3s | Range 30m | Resist -24% | HO Hammer

1. Chilling Wind 9-10 Cold dam; Slow -30%; Power 2

9. Cold Wind 38-47 Cold dam; Slow -32%; Power 15

17. Grey Wind 73-89 Cold dam; Slow -33%; Power 26

31. Touch of the Grey 142-174 Cold dam; Slow -36%; Power 45

45. Ire of the Grey 220-269 Cold dam; Slow -39%; Power 63

59. Wrath of the Grey 310-379 Cold dam; Slow -42%; Power 81

1-MINOR AID Instantly heals some health. Temporarily increases max health.

Friend | CRR 2s 0.5s 5s | Dur 6s | Range 20m | HO Chalice

1. Minor Aid Max Health +2.7; 16-20 heal; Power 4

7. Aid Max Health +7.3; 57-69 heal; Power 24

15. Totemic Aid Max Health +15.1; 122-149 heal; Power 46

22. Restoration Max Health +25; 181-222 heal; Power 62

29. Spiritual Restoration Max Health +39; 249-305 heal; Power 79

43. Rejuvenating Chant Max Health +69; 393-480 heal; Power 113

57. Rejuvenating Rite Max Health +95; 563-688 heal; Power 146

2-HAZE Decreases target's Attack Speed and offensive melee skills (Crushing, Slashing, Piercing: C/S/P).

Enemy | CRR 1s 0.5s 10s | Dur 36s | Range 25m | Resist -10% | HO Eye

2. Haze Attack Sp -12.2%; C/S/P -0.8; Power 9

10. Walling Haze Attack Sp -13.2%; C/S/P -1.8; Power 25

24. Keening Haze Attack Sp -14.9%; C/S/P -4.3; Power 52

38. Howling Haze Attack Sp -16.6%; C/S/P -6.8; Power 80

52. Weeping Haze Attack Sp -18.2%; C/S/P -9.4; Power 107

66. Shrieking Haze Attack Sp -19.9%; C/S/P -11.9; Power 134

3-FEVER Deals Disease damage over time (every 4 seconds) to the enemy (double damage to nightblood or shadowed folk).

Enemy | CRR 1s 0.5s 8s | Dur 24s | Range 30s | Resist -24% | HO Hammer

3. Fever 3 Disease DoT; Power 3

11. Sickness 18 Disease DoT; Power 18

25. Miasma 42 Disease DoT; Power 37

39. Pox 70 Disease DoT; Power 55

53. Fevered Pox 103 Disease DoT; Power 74

67. Plague 138 Disease DoT; Power 92

3-MINOR RITUAL Restores a large amount of ally's health and temporarily increases ally's maximum health.

Friend | CRR 3s 0.5s 10s | Dur 12s | Range 20m | HO Chalice

3. Minor Ritual max health +8.4; 41-50 heal; Power 17

10. Ritual max health +19.2; 135-165 heal; Power 56

18. Healing Ritual max health +37; 243-297 heal; Power 87

32. Spiritual Healing max health +91; 464-568 heal; Power 143

46. Enlightened Healing max health +149; 716-875 heal; Power 198

60. Learned Healing max health +200; 999-1221 heal; Power 254

4-MINOR AUSPICE Increases your ally's health and power.

Group Friend | Conc 1 | CRR 3s 0.5s 4s | Dur cancel | Range 10m | HO Symbol

4. Minor Auspice max power +23; max health +25

16. Auspice max power +75; max health +81

30. Omen max power +202; max health +208

44. Prophecy max power +343; max health +353

58. Foretelling max power +482; max health +554

5-DIVINE PROVIDENCE Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Druidic Stones

5-RUNIC MARK Increases physical damage resistance and grants a ward against physical damage to your group.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

5. Runic Mark physical mitig +81; ward vs. 6 dam

19. Runic Symbol physical mitig +174; ward vs. 22 dam

33. Runic Shield physical mitig +297; ward vs. 42 dam

47. Runic Talisman physical mitig +423; ward vs. 65 dam

61. Runic Aegis physical mitig +549; ward vs. 90 dam

6-CURE NOXIOUS • Dispels 77 levels of hostile Poison and Disease effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

6-SUMMON FOOD & WATER • Summons 5 Sacred Sustenance—Water & 5 Sacred Sustenance—Food for your ally. Cannot be cast During combat. Power 13

Raid or Group Friend | CRR 5s 0.5s 30s | Range 10m

7-ENFEEBLE Decreases the target's Strength and Stamina.

Enemy | CRR 2s 0.5s 10s | Dur 36s | Range 25m | Resist -10% | HO Moon

7. Enfeeble STR, STA -10.7; Power 13

21. Delusion STR, STA -25; Power 31

35. Fallacy STR, STA -41; Power 49

49. Chimerik STR, STA -57; Power 67

64. Eidolon STR, STA -75; Power 87

8-REVIVE • Resurrects a fallen friend with 15% health (even if not in your group). Cannot be cast in combat or in an arena. For 2 minutes: all of friend's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Friend's Corpse | CRR 6s 0.5s 10s | Range 10m

9-ENDURING BREATH • Grants an ally the ability to breathe underwater. Power 20

Friend | CRR 3s 0.5s 4s | Dur 15m | Range 10m

11-SPIRIT GUIDE • Summons a Spirit Guide for every group member. It can be used to revive a fallen Priest, but not during combat. Power 366

Group | CRR 5s 0.5s 5s | AoE 50m

12-SPECTRAL WARD A powerful ward that prevents damage to ally until the ward has absorbed its maximum amount of damage. If any absorption remains when the ward expires, it is converted into a heal.

Raid or Group Friend | CRR 2s 0.5s 6s | Dur 30s | Range 20m | HO Moon

12. Spectral Ward ward vs. 187 dam; Power 42

19. Ghostly Ward ward vs. 296 dam; Power 61

26. Ancestral Ward ward vs. 424 dam; Power 79

40. Ancestral Aegis ward vs. 686 dam; Power 116

54. Sacred Aegis ward vs. 1014 dam; Power 153

68. Ethereal Aegis ward vs. 1341 dam; Power 190

13-CURE TRAUMA • Dispels 77 levels of hostile Crushing, Slashing, and Piercing effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

13-PHANTASMAL SPIRITS Mesmerizes nearby enemies and reduces their hate toward you. Any hostile actions taken on them will break the mesmerize effect. Dispelled when target receives hostile action or takes damage. Epics not stunned.

Self | CRR 0.5s 0.5s 5m | AoE 5m (max targets 8) | HO Hammer

13. Phantasmal Spirits Threat -390; duration 6.3s; Power 43

27. Quelling Spirits Threat -864; duration 7.5s; Power 79

41. Accordant Spirits Threat -1424; duration 10s; Power 116

55. Harmonious Spirits Threat -2137; duration 11.3s; Power 153

69. Sonorus Spirits Threat -2886; duration 12.5s; Power 190

13-SPIRIT OF THE WOLF • Increases the out-of-combat movement speed of an ally by 20%. Power 122

Friend | CRR 2s 0.5s 5s | Dur 30m | Range 10m

14-BREATH OF SPIRITS Heals all allies near you and temporarily increases their maximum health.

Group | CRR 3s 0.5s 7.5s | Dur 12s | AoE 20m | HO Moon

14. Breath of Spirits max health +21; 130-158 heal; Power 87

28. Spiritist's Salve max health +56; 274-335 heal; Power 154

42. Transcendent Blessing max health +100; 435-532 heal; Power 221

56. Transcendent Grace max health +140; 629-769 heal; Power 288

70. Transcendence max health +175; 824-1007 heal; Power 356

14-WARDS OF SPIRIT Applies a powerful ward on your group that prevents damage to them until the ward has absorbed its maximum amount of damage.

Group | CRR 5s 0.5s 15s | Dur 30s | AoE 25m | HO Moon

14. Wards of Spirit ward vs. 394 dam; Power 87

28. Wards of Shadow ward vs. 834 dam; Power 154

42. Umbral Ritual ward vs. 1325 dam; Power 221

56. Umbral Sacrament ward vs. 1917 dam; Power 288

70. Umbral Liturgy ward vs. 2509 dam; Power 356

15-EIDOLIC WARD Wards against damage that your ally would take; if any absorption remains when the ward expires, it converts into a heal. Wards vs. 1157 damage

Raid or Group Friend | CRR Instant 0.5s 15m | Dur 30s | Range 20m | HO Moon

16-SPIRITUAL SEAL Increases your group's noxious resistance and health pool.

Group AE | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

16. Spiritual Seal max health +41, Disease mitig +207; Poison mitig +259

30. Umbral Fortitude max health +104, Disease mitig +360; Poison mitig +450

44. Eidolic Mettle max health +176, Disease mitig +528; Poison mitig +660

58. Umbral Mettle max health +241, Disease mitig +696; Poison mitig +870

18-SPIRIT OF THE BULL Increases the Strength and Stamina of your group.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m | HO Symbol

18. Spirit of the Bull STR, STA +17.5

32. Spirit of the Rhino STR, STA +30

46. Spirit of the Elephant STR, STA +43

60. Spirit of the Mammoth STR, STA +56

19-CURE ELEMENTAL • Dispels 77 levels of hostile Cold and Heat effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

20-URSINE ELDER You shift to bear form, with increased Strength and max health, and can see stealthed creatures.

Self | CRR 3s 0.5s Instant | Dur cancel

20. Ursine Elder STR +38; max health +103

34. Ursine Oracle STR +63; max health +249

48. Ursine Prophet STR +90; max health +394

62. Ursine Augur STR +117; max health +516

22-PATH OF THE GREY • Resurrects fallen ally with 15% health. Can be cast in combat, but not in an arena. For 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Raid or Group Friend's corpse | CRR 4s 0.5s 2m | Range 25m | HO Eye

23-COLD FLAME Deals Cold damage over time (every 3 seconds) to target.

Enemy | *CRR* 2s 0.5s 15s | *Dur* 12s | *Range* 30m | *Resist* -24% | *HO Hammer*

23. Cold Flame 50-62 Cold DoT; Power 57

37. Icy Flames 86-106 Cold DoT; Power 88

51. Arctic Flames 129-158 Cold DoT; Power 119

65. Glacial Flames 174-213 Cold DoT; Power 149

23-WATER SPIRIT • Your group can breathe, walk, and jump underwater. Power 43

Group | *CRR* 3s 0.5s 4s | *Dur cancel* | *AoE* 50m

26-CRY OF THE ANCIENTS Reduces an encounter's Stamina, Poison resistance, and resistances (Heat, Cold, Poison, and Disease: H/C/P/D).

Enemy | *CRR* 2s 0.5s 30s | *Dur* 72s | *AoE* 10m | *Range* 25m | *Resist* -10% | *HO Chalice*

26. Cry of the Ancients STA -36; H/C/P/D mitig -312; Power 37

40. Howl of the Ancients STA -56; H/C/P/D mitig -480; Power 56

54. Scream of the Ancients STA -76; H/C/P/D mitig -648; Power 74

68. Wail of the Ancients STA -96; H/C/P/D mitig -816; Power 92

28-CURE ARCANE • Dispels 77 levels of hostile Divine, Magic, and Mental effects on ally. Power 95

Friend | *CRR* 1s 0.5s Instant | *Dur* 36s | *Range* 20m | *HO Symbol*

29-PROPHETIC GUARD Places a protective barrier over your group, increasing noxious (Disease and Poison: D/P) resistance and wards noxious sources of damage.

Group | *CRR* 2s 0.5s 1m | *Dur* 36s | *AoE* 50m | *HO Symbol*

29. Prophetic Guard D/P mitig +348; ward vs. 554 D/P dam; Power 41

43. Prophetic Shield D/P mitig +516; ward vs. 873 D/P dam; Power 59

57. Prophetic Aegis D/P mitig +684; ward vs. 1251 D/P dam; Power 78

32-ANGER OF THE ANCIENTS Deals instant Disease damage to target and nearby allies.

Enemy | *CRR* 3s 0.5s 12s | *AoE* 10m | *Range* 25m | *Resist* -10% | *HO Hammer*

32. Anger of the Ancients 215 Disease dam; Power 93

46. Fury of the Ancients 331 Disease dam; Power 129

60. Wrath of the Ancients 462 Disease dam; Power 166

35-GRIM LETHARGY Decreases the Attack Speed of target and nearby allies.

Enemy | *CRR* 3s 0.5s 20s | *Dur* 36s | *AoE* 15m | *Range* 25m | *Resist* -10% | *HO Eye*

35. Grim Lethargy Attack Sp -16.2%; Power 123

49. Dreadful Lethargy Attack Sp 17.9%; Power 169

63. Lethargy Attack Sp -19.6%; Power 214

36-FIELDS OF THE GREY • Resurrects nearby fallen allies

with 15% health. Can be cast in combat, but not in an arena. For 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 890

Raid or Group Friend's Corpse | *CRR* 10s 0.5s 2m | *AoE* 15m (max targets 6) | *Range* 25m | *HO Eye*

39-MOURNING SOUL Decreases target's combat attack damage.

Enemy | *CRR* 2s 0.5s 15s | *Dur* 72s | *Range* 25m | *Resist* -10% | *HO Moon*

39. Mourning Soul DPS -21%; Power 82

53. Grieving Soul DPS -25%; Power 109

67. Lamenting Soul DPS -27%; Power 136

41-EIDOLIC SAVIOR If target ally takes damage that would be fatal, instead that ally is healed, given power over time (PoT: every 6 seconds), and receives a ward, both for 36 seconds. This spell cannot be interrupted.

Group Friend | *CRR* 0.2s 0.5s 10m | *Dur* 20s | *Range* 20m | *HO Eye*

41. Eidolic Savior 82 PoT; 355 heal; ward vs. 436 dam

55. Umbral Savior 120 PoT; 519 heal; ward vs. 638 dam

69. Ghastly Savior 158 PoT; 683 heal; ward vs. 840 dam

42-FADING SPIRIT Dispels 56 levels of hostile Disease, Poison, Divine, Mental, and Magic effects on your group.

Group | *CRR* 2s 0.5s 20s | *Dur* 36s | *AoE* 20m | *HO Symbol*

42. Fading Spirit dispels 56 levels; Power 234

56. Gasping Spirit dispels 74 levels; Power 307

70. Ebbing Spirit dispels 93 levels; Power 380

45-SHADY ATTENDANT Summons a protective spirit that can't attack but casts beneficial spells on your allies.

Self | *CRR* 3s 0.5s 1m | *Dur* 20s | *HO Eye*

45. Shadowy Attendant Power 62

59. Umbral Attendant Power 80

47-AVATAR Increases Strength, Stamina, and Agility.

Group Friend | *CRR* 3s 0.5s Instant | *Dur cancel* | *Range* 10m | *HO Moon*

47. Avatar AGI, STR, STA +44; Power 46

61. Ancient Avatar AGI, STR, STA +57; Power 58

48-WARDS OF THE EIDOLON • Applies a ward on your group that prevents damage to them, up to 2198 points to the group as a whole.

Group | *CRR* Instant 0.5s 15m | *Dur* 30s | *AoE* 25m | *HO Moon*

50-OBERON Wards an ally. This ward slowly regenerates absorption for duration of the spell. It costs power over time (PoT) to maintain the spell (every 4 seconds), and you are stunned, but you can toggle it off early.

Group Friend | *CRR* 1s 0.5s 2m30s | *Dur* 36s | *Range* 20m | *HO Moon*

50. Oberon ward vs. 1132 dam; Power 143, plus PoT 32

70. Oberon Barrier ward vs. 1708 dam; Power 195, plus PoT 44

50-RECALL OF THE GREY • Resurrects fallen ally with 15% health. Can be cast in combat, but not in an arena. For 30 seconds: ally is warded against 890 points of all damage, healed for 15% of max health. Then for 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Raid or Group Friend's Corpse | *CRR* 4s 0.5s 2m | *Range* 10m | *HO Eye*

52-TORPOR • Wards ally (446 damage), restores health over time (134-164 every 2 seconds), slows ally's movement (-50%) and Attack Speed (-25%). Power 80, plus 26 every 2 seconds

Raid or Group Friend | *CRR* 2s 0.5s 10s | *Dur* 14s | *Range* 20m

55-SLOTHFUL SPIRIT • Inflicts 244-298 Divine damage each time target successfully casts a spell or combat art (up to 4 times). Also drains +60% power from target each time. Power 153

Enemy | *CRR* 2s 0.5s 20s | *Dur* 36s | *Range* 25m | *Resist* -10%

58-ANCIENT BALM • Dispels 69 levels of hostile Heat, Cold, Piercing, Magic, Divine, Mental, Disease, Poison, Crushing, Slashing, pacify, root, fear, stun, and stifle effects on ally. Power 79

Friend | *CRR* 1s 0.5s 8s | *Range* 20m | *HO Eye*

65-BOLSTER • Boosts ally's max health (+15%), attributes (+15%), and size (+41%). Power 166, plus 41 every 6 seconds

Group Friend | *CRR* 2s 0.5s 2m | *Dur* 36s | *Range* 50m

Mystic Abilities by Level

1-Chilling Wind	17-Grey Wind (< 1-Chilling Wind)	34-Ursine Oracle (< 20-Ursine Elder)	47-Avatar	59-Umbral Attendant (< 45-Shady Attendant)
1-Minor Aid	18-Healing Ritual (< 3-Minor Ritual)	35-Fallacy (< 7-Enfeeble)	47-Runic Talisman (< 5-Runic Mark)	59-Wrath of the Grey (< 1-Chilling Wind)
2-Haze	18-Spirit of the Bull	35-Grim Lethargy	48-Ursine Prophet (< 20-Ursine Elder)	60-Learned Healing (< 3-Minor Ritual)
3-Fever	19-Ghostly Ward (< 12-Spectral Ward)	36-Fields of the Grey •	48-Wards of the Eidolon •	60-Spirit of the Mammoth (< 18-Spirit of the Bull)
3-Minor Ritual	19-Cure Elemental •	37-Icy Flames (< 23-Cold Flame)	49-Chimerik (< 7-Enfeeble)	60-Wrath of the Ancients (< 32-Anger of the Ancients)
4-Minor Auspice	19-Runic Symbol (< 5-Runic Mark)	38-Howling Haze (< 2-Haze)	49-Dreadful Lethargy (< 35-Grim Lethargy)	61-Ancient Avatar (< 47-Avatar)
5-Divine Providence •	20-Ursine Elder	39-Mourning Soul	50-Oberon	61-Runic Aegis (< 5-Runic Mark)
5-Runic Mark	21-Delusion (< 7-Enfeeble)	39-Pox (< 3-Fever)	50-Recall of the Grey •	62-Ursine Augur (< 20-Ursine Elder)
6-Cure Noxious •	22-Path of the Grey •	40-Ancestral Aegis (< 12-Spectral Ward)	51-Arctic Flames (< 23-Cold Flame)	63-Lethargy (< 35-Grim Lethargy)
6-Summon Food & Water •	22-Restoration (< 1-Minor Aid)	40-Howl of the Ancients	52-Torpo •	64-Eidolon (< 7-Enfeeble)
7-Aid (< 1-Minor Aid)	23-Cold Flame	40-Cry of the Ancients	52-Weeping Haze (< 2-Haze)	65-Bolster •
7-Enfeeble	23-Water Spirit •	27-Quelling Spirits (< 13-Phantasmal Spirits)	53-Fevered Pox (< 3-Fever)	65-Glacial Flames (< 23-Cold Flame)
8-Revive •	24-Keening Haze (< 2-Haze)	28-Cure Arcane •	53-Grieving Soul (< 39-Mourning Soul)	66-Shrieking Haze (< 2-Haze)
9-Cold Wind (< 1-Chilling Wind)	25-Miasma (< 3-Fever)	28-Spiritist's Salve (< 14-Breath of Spirits)	54-Sacred Aegis (< 12-Spectral Ward)	67-Lamenting Soul (< 39-Mourning Soul)
9-Enduring Breath •	26-Ancestral Ward (< 12-Spectral Ward)	28-Wards of Shadow (< 14-Wards of Spirit)	54-Angel of the Ancients	67-Plague (< 3-Fever)
10-Ritual (< 3-Minor Ritual)	26-Cry of the Ancients	29-Prophetic Guard	55-Harmonious Spirits (< 13-Phantasmal Spirits)	68-Ethereal Aegis (< 12-Spectral Ward)
10-Wailing Haze (< 2-Haze)	27-Quelling Spirits (< 13-Phantasmal Spirits)	29-Spiritual Restoration (< 1-Minor Aid)	55-Slothful Spirit •	68-Wail of the Ancients (< 26-Cry of the Ancients)
11-Sickness (< 3-Fever)	28-Cure Arcane •	30-Omen (< 4-Minor Auspice)	55-Umbral Savior (< 41-Eidolic Savior)	69-Ghastly Savior (< 41-Eidolic Savior)
11-Spirit Guide •	28-Spiritist's Salve (< 14-Breath of Spirits)	30-Umbral Fortitude (< 16-Spiritual Seal)	56-Gasping Spirit (< 42-Fading Spirit)	69-Sonorius Spirits (< 13-Phantasmal Spirits)
12-Spectral Ward	28-Wards of Shadow (< 14-Wards of Spirit)	31-Touch of the Grey (< 1-Chilling Wind)	56-Umbral Sacrament (< 14-Wards of Spirit)	70-Ebbing Spirit (< 42-Fading Spirit)
13-Cure Trauma •	29-Prophetic Guard	32-Anger of the Ancients	57-Prophetic Aegis (< 29-Prophetic Guard)	70-Oberon Barrier (< 50-Oberon)
13-Phantasmal Spirits	29-Spiritual Restoration (< 1-Minor Aid)	32-Spirit of the Rhino (< 18-Spirit of the Bull)	57-Rejuvenating Rite (< 1-Minor Aid)	70-Transcendence (< 14-Breath of Spirits)
13-Spirit of the Wolf •	30-Omen (< 4-Minor Auspice)	32-Spiritual Healing (< 3-Minor Ritual)	58-Ancient Balm •	70-Umbral Liturgy (< 14-Wards of Spirit)
14-Breath of Spirits	30-Umbral Fortitude (< 16-Spiritual Seal)	33-Runic Shield (< 5-Runic Mark)	58-Forgetting (< 4-Minor Auspice)	
14-Wards of Spirit	31-Touch of the Grey (< 1-Chilling Wind)		58-Umbral Mettle (< 16-Spiritual Seal)	
15-Eidolic Ward	32-Anger of the Ancients			
15-Totemic Aid (< 1-Minor Aid)	32-Spirit of the Rhino (< 18-Spirit of the Bull)			
16-Auspice (< 4-Minor Auspice)	32-Spiritual Healing (< 3-Minor Ritual)			
16-Spiritual Seal	33-Runic Shield (< 5-Runic Mark)			

Priest: Defiler

by Bhinder

Often called the Gray, this nebulous spirit world is not alive in the way we are, but is filled with essences and spirits that act with their own strange logic. The Gray is the world between worlds, betwixt life and death, and perhaps something other. Only those of the Shamanic priesthoods have begun to study and understand the unique powers of this cold and mysterious realm.

Shamans take one of two paths in Norrath. They either seek to understand and ally with the spirits of the other-world, as Mystics do, or they seek to dominate and command them, as Defilers do. Why ask for something that you can simply take at will? Welcome to the rich and rewarding life of the Defiler.

Of the two Shamanic classes, the Defiler is the more offensively oriented, with powerful debuffs and an array of dangerous poisons and diseases at their disposal. A shining example is the Fulginous line of spells, which not only cause Disease damage over time, but also decrease the target's Attack Speed! Even your wards inflict damage on enemies as a parting gift when they break one.

However, these destructive abilities do not make them less valuable as healers in a party. A Defiler, through the power of wards, can prevent damage from landing in the first place, using heals to fill the gaps as needed. Everything the Defiler does is tainted by evil of course, and this includes heals and wards; many of them have additional effects that can infect the enemy. Defiler heals tend to be slower casting than those of the Mystic, but they heal more when they do finally land on their target.

At every stage of your growth in the baleful arts, it pays to read your spells with great care and practice using them against weak opponents. This helps you to gain a strong understanding of how they function, alone or with other spells, and to use them with confidence under pressure. Truly understanding all of your spells and experimenting with them makes the difference between a good Defiler and a truly formidable one.

The Shaman learns to use a spear as well as the traditional Priestly mace and staff, a mark of their warlike nature. In fact, in many of the later Achievement abilities, a spear is required.

The Defiler may choose between chain and leather, or even cloth armor, though unless there are immense bonuses to Wisdom on the lesser materials, chain is

always the way to go. The higher the mitigation, the sturdier you are under attack, and given the Shamanic propensity for wading into battle, this is an important thing. Keep in mind that you can use a buckler as well, and some of these are truly splendid for both protection and stat boosts. Check the brokers regularly to see what sorts of armor and weapons are available, and try to keep equipment as close to your own level as you can afford.

Wisdom is the primary characteristic for the Defiler to obtain, but you also need Intelligence for spellcasting, Strength if you like to melee (as well as enabling you to cart around more plunder), and of course high mitigation on armor items.

Defilers may also call one of the Spirits from the Gray to serve them by investing the first point earned in the Achievements tree. Although your Spirit Companion is relatively weak on this plane of existence, it can still be very useful, provided you guard it well and invest a number of Achievement points into its abilities over time.

Solo

The soloing tactic of the Defiler is simple. Choose a target, and then cripple it and wear it down until it finally expires, gasping, in a pitiful heap at your feet.

To do this, you must prepare yourself well. First, step partway into the Spirit world of the Gray by donning your most powerful Countenance chant, wrapping yourself in your wraith form. Not only does drawing on the ether supplement your health and power, but it also increases your defense. Best of all, should an enemy land a blow when you're in this sinister cloak, they may endure some Poison damage.

Ensure that you cast all of your finest buffs on yourself at the outset of your solo journey, not overlooking the single-target buffs, which you would normally cast on a fighter in your group. Priests who plan to fight solo must ensure that they are armed and armored with the best possible equipment. That makes the difference between a close victory and an inglorious defeat.

It's best to take on single targets (white, blue, or green con), or groups of weak targets (preferably blue with down arrows, or green



**Arid Sanguine
Armor**

priest: defiler

con). If you're well skilled and have a good understanding of your spells, consider tackling larger targets, but the wise Defiler is a cautious one. Learn your comfort zone, and remember that for any Priest, soloing is a matter of slow and steady progress.

When you've chosen a target, place yourself in a position where you're unlikely to attract other enemies; watch where aggressive creatures patrol and find a safe spot. Place a ward on yourself and then challenge the target from the farthest distance possible, using your finest debuff or DoT (damage over time) spell. If you cast from a great enough distance, you should get in a second spell before your chosen target closes within melee range.

Keep your auto-attack on during the entire attack, taking advantage of every opportunity to inflict damage. Apply your best debuffs early, particularly those that reduce your target's Attack Speed and damage.

Use Heroic Opportunities at every available moment; the additional benefits can be substantial over the course of a long battle. The Priest HOs can be fired off with your Disease, Poison, and direct damage spells, so put them all into rotation, interspersing wards as needed. Remember that if you need the ward more often than it's refreshing, use your group wards as well, or your emergency ward for those truly desperate times!

Group

The Defiler was ordained to shine in a group setting. You increase your party's chances to survive and turn the enemies into weak, sluggish pansies.

Obviously your wards, the hallmark of the Shaman classes, stand at the forefront of your arsenal, but your party will appreciate heals and buffs as well. Place your single-target buffs on your main tank, the one who will take most of the hits. Your ability to reduce the enemy's power and Attack Speed make it that much easier to deal with the reduced damage that comes in.

As a main healer, you may not have time to cast all of your debuffs or DoTs. When you're that busy, concentrate on cycling your single-target and group Wards to slightly overlap, so that one is always ready to use. Keep plenty of power in reserve for heals, and slide in a critical debuff when you can; again, any curse that reduces the enemy's Attack Speed or damage output is the greatest help to your party. If you have some specialized damage dealers in the group, such as Scouts and Mages, you can set your bag of poisons and disease spores aside for the time being. Likewise, avoid drawing attention to yourself, so withhold from melee and stay out of the encounter's potential AoE range. In a tough situation, keep your Chant lines at the ready; these spells have an Area of Effect hate reduction on all nearby enemies, while stealing some of their power for your use...what could be better?

If you find yourself in the role of secondary healer, do not grumble, rejoice! Defilers can really stretch out and bring all of their malevolent powers to the forefront in this role. After initial buffing, your wards are the only beneficial spell you need to concentrate on. Leave the healing to the other Priest and cackle with glee as you turn the targets into jelly with all the debuff spells in your arsenal, then fling your nasty poisons and debilitating diseases at the hapless victim. As a final insult,

move in and poke or bash your enemy while you watch it melt into a puddle of goo before your eyes. Chortling and dancing around the rapidly departing spirit is highly encouraged.

One last note: remember to keep a goodly sum of power reserved in case the main healer trips and fizzles, or a fragile caster takes damage...you should always stand ready to save the day with a timely heal or resurrection in heated battle.

Training

Level 14	Level 44
10-Greater Curse	39-Suppuration
11-Infection	40-Malefic Shroud
12-Spectral Ward	42-Carrion Shield
14-Wards of Spirit	43-Fetid Balm
Level 24	Level 54
19-Ghostly Ward	48-Malefic Countenance
20-Baleful Countenance	52-Degenerate
23-Fuliginous Sphere	53-Primeval Terror
24-Degeneration	54-Calamitous Shroud
Level 34	Level 64
30-Foreboding	60-Caliginous Corruption
32-Sacrificial Aid	60-Sacrificial Deliverance
33-Dire Shroud	63-Tendrils of Horror
34-Sinister Countenance	64-Malignancy

High Elf

Possible Cities	Qeynos	Resistances
Racial Homeland	Felwithe; Greater Faydark/Faydwer	Cold 1
Mythical Creator	Tunare	Disease 1
Racial Language	Koada'Dal	Divine 3
Attributes		Heat 1
Strength	10	Magic 3
Agility	22	Mental 3
Stamina	15	Poison 2
Racial Tradition	Effect	Re-Use Delay
Firiona's Zeal	+ Divine Reactive Damage	[30m]
Elven Reflexes	+5 AGI	[perm]
Graceful Movements	+2 Defense & Parry	[perm]
Apperception	+5 INT	[perm]
Gilding of Felwithe	+5 Artificing skill	[perm]
Tenet of Takish'Hiz	+3% Magic Resist	[perm]
Strength of the Koada'Dal	+3% Max Power	[perm]
Estoric Study	+5 Scribing skill	[perm]
Gift of Tunare	+5 WIS	[perm]
Harmonious Mind	+ Power regen, +2 WIS	[30m]

Defiler Abilities

1-IMPRECATION Deals Disease damage and decreases target's noxious resistance (Disease, Poison mitigation: D/P mitig).

Enemy | CRR 2s 0.5s 3s | Dur 10s | Range 30m | Resist -24% | HO Hammer

1. Imprecation 8-9 Disease dam; D/P mitig -27; Power 2

9. Greater Imprecation 34-42 Disease dam; D/P mitig -143; Power 15

17. Sickenning Imprecation 64-79 Disease dam; D/P mitig -216; Power 26

31. Vile Imprecation 125-153 Disease dam; D/P mitig -372; Power 45

45. Ruinous Imprecation 195-238 Disease dam; D/P mitig -540; Power 63

59. Ruinous Anathema 274-335 Disease dam; D/P mitig -708; Power 81

1-MINOR BALM Instantly heals some health. You must sacrifice some of your own health to cast this spell.

Friend | CRR 2s 0.5s 6s | Range 20m | HO Chalice

1. Minor Balm 19-23 heal; your health -1; Power 4

7. Balm 65-80 heal; your health -9; Power 24

15. Greater Balm 140-171 heal; your health -36; Power 46

22. Untreated Balm 209-256 heal; your health -62; Power 62

29. Purified Balm 288-352 heal; your health -79; Power 79

43. Fetid Balm 453-554 heal; your health -113; Power 113

57. Putrid Balm 649-794 heal; your health -146; Power 146

2-CURSE Decreases the target's Attack Speed and damage.

Enemy | CRR 1.5s 0.5s 10s | Dur 36s | Range 25m | Resist -10% | HO Eye

2. Curse Attack Sp -12.2%; DPS -7%; Power 9

10. Greater Curse Attack Sp -13.2%; DPS -7.6%; Power 25

24. Degeneration Attack Sp -14.9%; DPS -8.9%; Power 52

38. Atrophy Attack Sp -16.6%; DPS -10.5%; Power 80

52. Degenerate Attack Sp -18.2%; DPS -12.5%; Power 107

66. Abasement Attack Sp -19.9%; DPS -13.7%; Power 134

3-MALAISE Reduces target's Wisdom and deals Poison damage over time to the target (every 4 seconds).

Enemy | CRR 1s 0.5s 8s | Dur 24s | Range 30m | Resist -24% | HO Hammer

3. Malaise 3 Poison DoT; WIS -10.1; Power 3

11. Infection 15 Poison DoT; WIS -15.8; Power 18

25. Contamination 36 Poison DoT; WIS -35; Power 37

39. Suppuration 59 Poison DoT; WIS -54; Power 55

53. Infestation 88 Poison DoT; WIS -75; Power 74

67. Putrefy 117 Poison DoT; WIS -95; Power 92

3-MINOR SACRIFICIAL HEAL Restores health to ally. You must sacrifice some of your own health to cast this spell.

Friend | CRR 3s 0.5s 11.5s | Range 20m | HO Chalice

3. Minor Sacrificial Heal 49-59 heal; your health -6; Power 17

10. Sacrificial Heal 162-198 heal; your health -23; Power 56

18. Greater Sacrificial Heal 292-356 heal; your health -81; Power 87

32. Sacrificial Aid 557-681 heal; your health -143; Power 143

46. Sacrificial Alleviation 859-1049 heal; your health -198; Power 198

60. Sacrificial Deliverance 1199-1465 heal; your health -254; Power 254

4-MINOR FORTUNE Increases your ally's health and power.

Group Friend | Conc 1 | CRR 3s 0.5s 4s | Dur cancel | Range 10m | HO Symbol

4. Minor Fortune max power +15.6; max health +37

16. Fortune max power +50; max health +122

30. Foreboding max power +134; max health +311

44. Harbinger max power +228; max health +529

58. Portent max power +369; max health +723

5-DIVINE PROVIDENCE Lets you begin a Heroic Opportunity. Must be in combat.

Self | CRR Instant Instant 10s | HO Druidic Stones

5-SHROUD A group augmentation that increases physical damage resistance and grants a restoring ward against non-physical damage to your group.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

5. Shroud physical mitig +81; ward vs. 12 dam

19. Greater Shroud physical mitig +174; ward vs. 45 dam

33. Dire Shroud physical mitig +297; ward vs. 85 dam

47. Ghastly Shroud physical mitig +423; ward vs. 130 dam

61. Abhorrent Shroud physical mitig +549; ward vs. 181 dam

6-CURE NOXIOUS Dispels 77 levels of hostile Poison and Disease effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

6-SUMMON FOOD & WATER Summons 5 Sacred Sustenance—Water & 5 Sacred Sustenance—Food for your ally. Cannot be cast *During* combat. Power 13

Raid or Group Friend | CRR 5s 0.5s 30s | Range 10m

7-REPULSION Reduces target's Strength, Agility, Wisdom, and Intelligence -24%.

Enemy | CRR 2s 0.5s 20s | Dur 36s | Range 25m | Resist -10% | HO Moon

7. Repulsion Power 13

21. Revulsion Power 31

35. Loathing Power 49

49. Abhorrence Power 67

64. Malignancy Power 87

8-REVIVE Resurrects a fallen friend with 15% health (even if not in your group). Cannot be cast in combat or in an arena. For 2 minutes: all of friend's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Friend's Corpse | CRR 6s 0.5s 10s | Range 10m

9-ENDURING BREATH Grants an ally the ability to breathe underwater. Power 20

Friend | CRR 3s 0.5s 4s | Dur 15m | Range 10m

11-SPIRIT GUIDE Summons a Spirit Guide for every group member. It can be used to revive a fallen Priest, but not *During* combat. Power 366

Group | CRR 5s 0.5s 5s | AoE 50m

12-SPECTRAL WARD A powerful ward that prevents damage to ally until the ward has absorbed its maximum amount of damage. If any absorption remains when the ward expires, it is converted into a heal. Wards vs. 1157 damage

Raid or Group Friend | CRR 2s 0.5s 6s | Dur 30s | Range 20m | HO Moon

12. Spectral Ward ward vs. 187 dam; Power 42

19. Ghostly Ward ward vs. 296 dam; Power 61

26. Spectral Guard ward vs. 424 dam; Power 79

40. Malefic Shroud ward vs. 686 dam; Power 116

54. Calamitous Shroud ward vs. 1014 dam; Power 153

68. Malignant Shroud ward vs. 1341 dam; Power 190

13-CURE TRAUMA Dispels 77 levels of hostile Crushing, Slashing, and Piercing effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

13-FEARFUL CHANT Makes nearby enemies afraid and reduces their hate toward you. 25% chance to dispel when target takes damage or receives hostile action.

Self | CRR 0.5s 0.5s 5m | Dur 6s | AoE 5m (max targets 8) | HO Hammer

13. Fearful Chant Threat -390; Power 43

27. Devigorating Chant Threat -864; Power 79

41. Devitalizing Chant Threat -1424; Power 116

55. Extenuating Chant Threat -2137; Power 153

69. Torpid Chant Threat -2886; Power 190

13-SPIRIT OF THE WOLF Increases the out-of-combat movement speed of an ally by 20%. Power 122

Friend | CRR 2s 0.5s 5s | Dur 30m | Range 10m

14-ACCRETION Heals all allies near you. You must sacrifice some of your own health to cast this spell.

Group | CRR 3s 0.5s 9s | AoE 20m | HO Moon

14. Accretion 150-183 heal; your health -47; Power 87

28. Profane Accretion 316-386 heal; your health -115; Power 154

42. Venal Accretion 502-614 heal; your health -166; Power 221

56. Banal Accretion 726-888 heal; your health -216; Power 288

70. Impious Accretion 951-1162 heal; your health -267; Power 356

14-WARDS OF SPIRIT Applies a powerful ward on your group that prevents damage to them until the ward has absorbed its maximum amount of damage.

Group | CRR 5s 0.5s 15s | Dur 30s | AoE 25m | HO Moon

14. Wards of Spirit Wards vs. 394 dam (total); Power 87

28. Seeping Eschar Wards vs. 834 dam (total); Power 154

42. Carrion Shield Wards vs. 1325 dam (total); Power 221

56. Carrion Aegis Wards vs. 1917 dam (total); Power 288

70. Carrion Bulwark Wards vs. 2509 dam (total); Power 356

15-EIDOLIC WARD Wards against damage that your ally would take; if any absorption remains when the ward expires, it converts into a heal. Wards vs. 1157 damage

Raid or Group Friend | CRR Instant 0.5s 15m | Dur 30s | Range 20m | HO Moon

16-EFFLUX Increases group's noxious resistance and health pool.

Group AE | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m

16. Efflux max health +41, Poison mitig +207; Disease mitig +259

30. Dire Effluence max health +104, Poison mitig +360;

Disease mitig +450

44. Baleful Efflux max health +176, Poison mitig +528; Disease mitig +660

58. Malevolent Efflux max health +241, Poison mitig +696; Disease mitig +870

18-VEHEMENT Increases the Strength and max health of group.

Group | Conc 1 | CRR 3s 0.5s 10s | Dur cancel | AoE 50m | HO Symbol

18. Vehement STR +17.5; max health +92

32. Vehemence STR +30; max health +228

46. Voracity STR +43; max health +373

60. Rapacity STR +56; max health +499

19-CURE ELEMENTAL Dispels 77 levels of hostile Cold and Heat effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

20-BALEFUL COUNTENANCE You shift to wraith form, with boosted in-combat health regen, and can see invisible creatures.

Self | CRR 3s 0.5s Instant | Dur cancel

20. Baleful Countenance health regen +21

34. Sinister Countenance health regen +39

48. Malefic Countenance health regen +60

62. Woeful Countenance health regen +78

22-REANIMATE Resurrects fallen ally with 15% health. Can be cast in combat, but not in an arena. For 1 minute: ally has power regen over time 1% every 4 seconds. Then for 2 minutes: all of ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 356

Raid or Group Friend's Corpse | CRR 4s 0.5s 2m | Range 10m | HO Eye

23-ABOMINUS Your group can breathe, walk, and jump underwater. Power 43

Group | CRR 3s 0.5s 4s | Dur cancel | AoE 50m

23-FULIGINOUS SPHERE Deals Disease damage over time (every 4 seconds) and decreases target's Attack Speed.

Enemy | CRR 2s 0.5s 15s | Dur 16s | Range 25m | Resist -240% | HO Eye

23. Fuliginous Sphere 43-53 Disease DoT; Attack Sp -7.4%; Power 57

37. Fuliginous Coil 74-91 Disease DoT; Attack Sp -8.2%; Power 88

51. Fuliginous Tendril 111-136 Disease DoT; Attack Sp -9.1%; Power 119

65. Fuliginous Dominion 150-183 Disease DoT; Attack Sp -9.9%; Power 149

26-CURSE OF SHIELDING When target attacks, there is a 10% chance that target's target receives a 24-second ward.

Enemy | CRR 2s 0.5s 9s | Dur 72s | Range 25m | Resist -10% | HO Eye

26. Curse of Shielding ward vs. 163 dam; Power 37

40. Bane of Shielding ward vs. 264 dam; Power 56

54. Bane of Guarding ward vs. 390 dam; Power 74

68. Bane of Protection ward vs. 516 dam; Power 92

28-CURE ARCANE • Dispels 77 levels of hostile Divine, Magic, and Mental effects on ally. Power 95

Friend | CRR 1s 0.5s Instant | Dur 36s | Range 20m | HO Symbol

29-DISTILL SOUL Has a 50% chance to deal Disease damage to the target every time target is healed. If still active when the target is killed, you get a Soul Essence item. Only affects targets Level 21 and above.

Enemy | CRR 2s 0.5s 9s | Dur 30s | Range 25m | Resist -10% | HO Moon

29. Distill Soul 133-163 Disease dam; Power 41

43. Crystallize Soul 210-256 Disease dam; Power 59

57. Crystallize Spirit 300-367 Disease dam; Power 78

32-APHOTIC TOUCH Deals Disease damage over time (every 3 seconds) and decreases noxious (Disease and Poison: D/P) mitigations on an opponent and its allies.

Enemy | CRR 3s 0.5s 20s | Dur 18s | AoE 10m | Range 25m | Resist -24% | HO Moon

32. Aphotic Touch 32-39 Disease DoT; D/P mitig -384; Power 93

46. Aphotic Corruption 49-60 Disease DoT; D/P mitig -552; Power 129

60. Caliginous Corruption 69-84 Disease DoT; D/P mitig -720; Power 166

35-TENDRILS OF FEAR Gives an 8% chance to decrease Attack Speed and combat attack damage of an enemy for 36 seconds when it attacks your ally. This spell can only be maintained on a single ally.

Group Friend | CRR 2s 0.5s 0.1instant | Dur cancel | Range 10m | HO Moon

35. Tendrils of Fear DPS -20%; Attack Sp -16.2%; Power 49

49. Tendrils of Terror DPS -24%; Attack Sp -17.9%; Power 67

63. Tendrils of Horror DPS -27%; Attack Sp -19.6%; Power 85

36-SENECENCE • Resurrects nearby fallen allies with 15% health. Can be cast in combat, but not in an arena. For 1 minute: each ally has power regen over time 1% every 4 seconds. Then for 2 minutes: all of each ally's attributes and Attack Speed -20% (if Level 7+); -5% (if Level 1-6). Power 890

Raid or Group Friend's Corpse | CRR 10s 0.5s 2m | AoE 15m (max targets 6) | Range 15m | HO Eye

39-PRIMORDIAL TERROR Forces target to flee in fear. 20% chance to dispel when target receives damage or hostile action. Epics not affected.

Enemy | CRR 2s 0.5s 30s | Range 25m | Resist -10% | HO Symbol

39. Primordial Terror duration 12s; Power 111

53. Primeval Terror duration 16s; Power 148

67. Ancient Terror duration 18s; Power 184

41-EERIE AVENGER If target ally takes damage that would be fatal, instead that ally is healed and a powerful minion appears to grab the attention of target's slayer for up to 15 seconds or until ward is maxed. This spell cannot be interrupted.

Group Friend | CRR 0.2s 0.5s 10m | Dur 20s | Range 20m | HO Eye

41. Eerie Avenger 341 heal; ward vs. 436 dam

55. Ghostly Avenger 499 heal; ward vs. 638 dam

69. Spirit Avenger 656 heal; ward vs. 840 dam

42-MAIL OF SOULS Dispels 56 levels of hostile Disease, Poison, Crushing, Slashing, and Piercing effects on your group.

Group | CRR 2s 0.5s 20s | Dur 36s | AoE 20m | HO Eye

42. Mail of Souls dispels 56 levels; Power 234

56. Mail of Spirits dispels 74 levels; Power 307

70. Mail of Phantoms dispels 93 levels; Power 380

45-DREAD INVECTIVE When ally attacks successfully, this gives a 10% chance to add Disease damage over time (every 4 seconds) and inflict further Disease damage each time the attacked opponent consumes power: for each 10 power used, opponent loses 6 health. Both effects last for 24 seconds.

Group Friend | CRR 2s 0.5s 10s | Dur cancel | Range 25m | HO Hammer

45. Dread Invective 46 Disease DoT; Power 62

59. Dire Invective 65 Disease DoT; Power 80

47-LOATHSOME SEAL Decreases the target's Strength, Agility, and Wisdom. This can only be maintained on a single target.

Enemy | CRR 2s 0.5s Instant | Dur 72s | Range 25m | Resist -10% | HO Symbol

47. Loathsome Seal STR, AGI, WIS -44; Power 81

61. Abhorrent Seal STR, AGI, WIS -57; Power 104

48-PURULENCE • Applies a ward on your group that prevents damage to them, up to 2198 points to the group as a whole.

Group | CRR Instant 0.5s 15m | Dur 30s | AoE 25m | HO Moon

50-MAELSTROM OF DISMAY Drains health and power over time (every 6 seconds) from target and nearby allies, converting them to health and power for your group. It costs power over time (PoT) to maintain the spell (every 6 seconds), and you are stunned, but you can toggle it off early.

Enemy | CRR 3s 0.5s 2m 30s | Dur 36s | AoE 15m | Range 20m | Resist -10% | HO Chalice

50. Maelstrom of Dismay Enemies: 191-234 Disease DoT, PoT -32-39; Group: 191-234 HoT PoT +32-39; PoT 93 to cast

70. Maelstrom Enemies: 288-352 Disease DoT, PoT -48-59; Group: 288-352 HoT, PoT+48-59; PoT 128 to cast

50-VIVICATION • Resurrects fallen ally with 15% health. Can be cast in combat, but not in an arena. No resurrection sickness. Power 356

Raid or Group Friend's Corpse | CRR 3s 0.5s 2m | Range 10m | HO Eye

52-FORCED CANNIBALIZE • Inflicts 20-25 Divine DoT every 3 seconds; gives you 22 power every 3 seconds.

Enemy | CRR 2s 0.5s 24s | Dur 24s | Range 25m | Resist -24%

55-VOICE OF THE ANCESTORS • Dispels 73 levels of hostile control effects (fear, Stifle, Root, stun, and pacify) on your group. You can cast this while stunned, mesmerized, or stilled. Power 226

Group | CRR 1s 0.5s 2m | AoE 10m

58-SPIRITUAL CIRCLE • Summons a spirit totem "pet" that wards your group. Power 21 every 5 seconds

Self | CRR 2s 0.5s 30s | Dur 1m

65-DEFILE • Deals Disease damage over time (every 2 seconds) to nearby enemies. The closer to death, the greater the damage: 44 Disease DoT if under 90% health, 88 if under 80%, 132 if under 70%, and so forth. Power 119, plus 23 every 2 seconds

Self | CRR 3s 0.5s 2m | Dur 16s

Defiler Abilities by Level

1-Imprecation	18-Greater Sacrificial Heal (< 3-Minor Sacrificial Heal)	34-Sinister Countenance (< 20-Baleful Countenance)	48-Malefic Countenance (< 20-Baleful Countenance)	60-Caliginous Corruption
1-Minor Balm	18-Vehement	35-Loathing (< 7-Repulsion)	48-Purulence •	60-Rapacity (< 18-Vehement)
2-Curse	19-Cure Elemental •	35-Tendrils of Fear	49-Abhorrence (< 7-Repulsion)	60-Sacrificial Deliverance (< 3-Minor Sacrificial Heal)
3-Malaise	19-Ghostly Ward (< 12-Spectral Ward)	36-Senescence •	49-Tendrils of Terror (< 35-Tendrils of Fear)	61-Abhorrent Seal (< 47-Loathsome Seal)
3-Minor Sacrificial Heal	19-Greater Shroud (< 5-Shroud)	37-Fuliginous Coil (< 23-Fuliginous Sphere)	50-Maelstrom of Dismay	61-Abhorrent Shroud (< 5-Shroud)
4-Minor Fortune	20-Baleful Countenance	38-Atrophy (< 2-Curse)	50-Vivification •	62-Woeful Countenance (< 20-Baleful Countenance)
5-Divine Providence •	21-Revulsion (< 7-Repulsion)	39-Primordial Terror	51-Fuliginous Tendril (< 23-Fuliginous Sphere)	63-Tendrils of Horror (< 33-Tendrils of Fear)
5-Shroud	22-Reanimate •	39-Suppuration (< 3-Malaise)	52-Degenerate (< 2-Curse)	64-Malignancy (< 7-Repulsion)
6-Cure Noxious •	22-Untreated Balm (< 1-Minor Balm)	40-Bane of Shielding	52-Forced Cannibalize •	65-Fuliginous Dominion (< 23-Fuliginous Sphere)
6-Summon Food & Water •	23-Abominus •	40-Malefic Shroud (< 12-Spectral Ward)	53-Extending Chant (< 3-Malaise)	66-Abasement (< 2-Curse)
7-Balm (< 1-Minor Balm)	23-Fuliginous Sphere	41-Devitalizing Chant (< 13-Fearful Chant)	53-Primeval Terror (< 39-Primordial Terror)	67-Ancient Terror (< 39-Primordial Terror)
7-Repulsion	24-Degeneration (< 2-Curse)	41-Eerie Avenger	54-Bane of Guarding	67-Putrefy (< 3-Malaise)
8-Revive •	25-Contamination (< 3-Malaise)	42-Carrion Shield (< 14-Wards of Spirit)	42-Mail of Souls	68-Bane of Protection (< 26-Curse of Shielding)
9-Enduring Breath •	26-Curse of Shielding	42-Mail of Souls	42-Venal Accretion (< 14-Accretion)	68-Malignant Shroud (< 12-Spectral Ward)
9-Greater Imprecation (< 1-Imprecation)	26-Spectral Guard (< 12-Spectral Ward)	43-Crystallize Soul (< 29-Distill Soul)	43-Extending Chant (< 13-Fearful Chant)	69-Spirit Avenger (< 41-Eerie Avenger)
10-Greater Curse (< 2-Curse)	27-Devigorating Chant (< 13-Fearful Chant)	43-Fetid Balm (< 1-Minor Balm)	43-Ghostly Avenger (< 41-Eerie Avenger)	69-Torpid Chant (< 13-Fearful Chant)
10-Sacrificial Heal (< 3-Minor Sacrificial Heal)	28-Cure Arcane •	44-Baleful Efflux (< 16-Efflux)	44-Voracity (< 18-Vehement)	70-Carrion Bulwark (< 14-Wards of Spirit)
11-Infection (< 3-Malaise)	28-Profane Accretion (< 14-Accretion)	44-Harbinger (< 4-Minor Fortune)	45-Ghastly Shroud (< 5-Shroud)	70-Impious Accretion (< 14-Accretion)
11-Spirit Guide •	28-Seeping Eschar (< 14-Wards of Spirit)	45-Dread Invective	46-Loathsome Seal	70-Maelstrom (< 50-Maelstrom of Dismay)
12-Spectral Ward	29-Distill Soul	45-Ruinous Imprecation (< 1-Imprecation)	46-Voracity (< 18-Vehement)	70-Mail of Phantoms (< 42-Mail of Souls)
13-Cure Trauma •	29-Purified Balm (< 1-Minor Balm)	46-Aphotic Corruption (< 32-Aphotic Touch)	47-Ghastly Shroud (< 5-Shroud)	
13-Fearful Chant	30-Dire Effluvia (< 16-Efflux)	46-Sacrificial Alleviation (< 3-Minor Sacrificial Heal)	47-Loathsome Seal	
13-Spirit of the Wolf •	30-Foreboding (< 4-Minor Fortune)	46-Voracity (< 18-Vehement)	48-Portent (< 4-Minor Fortune)	
14-Accretion	31-Vile Imprecation (< 1-Imprecation)	47-Ghastly Shroud (< 5-Shroud)	48-Spiritual Circle •	
14-Wards of Spirit	32-Aphotic Touch	47-Ruinous Anathema (< 1-Imprecation)	49-Dire Invective (< 45-Dread Invective)	
15-Eidolitic Ward	32-Sacrificial Aid (< 3-Minor Sacrificial Heal)	47-Loathsome Seal	49-Dire Invective (< 45-Dread Invective)	
15-Greater Balm (< 1-Minor Balm)	32-Vehemence (< 18-Vehement)		50-Ruinous Anathema (< 1-Imprecation)	
16-Efflux	33-Dire Shroud (< 5-Shroud)			
16-Fortune (< 4-Minor Fortune)				
17-Sickening Imprecation (< 1-Imprecation)				

ACHIEVEMENTS

The Achievement system provides a new way for you to improve your character's powers and to customize your arsenal of abilities. Here's a FAQ from the developers to help you jump in and start earning Achievement points quickly.

How do I earn Achievement points? You earn Achievement points by accumulating Achievement experience. It takes multiple achievements in order to earn an Achievement point and train new abilities.

How do I earn Achievement experience? By completing quests, defeating notorious enemies, acquiring rare treasure, exploring dangerous places, and (after you reach Level 70) earning adventure experience. More specifically, you earn Achievement experience by:

- Completing non-repeatable quests suited to your character's level
- Defeating special enemies, such as named bosses, for the first time
- Looting rare treasures
- Exploring dangerous locations
- Completing collection quests

Each exploration, enemy, quest, or piece of treasure only counts as an Achievement once, and you will have to accomplish many different achievements in order to earn all possible points.

How do I earn Achievement experience at the maximum level? By defeating creatures that would normally give you adventure experience at the level cap (you can also still use the standard methods of obtaining Achievement experience, of course).

How do I start earning Achievement experience? You must own *Kingdom of Sky* and be Level 20 or above to take advantage of the Achievement system.

How many Achievement paths are available to me? There are 5 distinct Achievement paths that you may follow, each loosely associated with one of the primary attributes (Strength, Agility, Stamina, Wisdom, and Intelligence). Each path has 5 different abilities that you can train in. So, there are 25 Achievement abilities, plus 1 starter ability for each class, making the total 26.

How many Achievement points can I get? 50

Can I earn all of the Achievement abilities available for my class? No. Pick carefully, as no one will be able to learn all of the specialties; instead you must choose your own specific path to power.

How does training work? As you gain Achievement points, you can spend them to get new abilities or to improve the ones you already have trained. All characters of your class must spend 1 point on the first (starter) Achievement ability.

Thereafter, the choice is yours. There are 5 lines with 5 Achievement abilities each—a total of 25 Achievements available to choose from (26 when you count the initial ability that you must train).

Each rank in an Achievement ability costs 1 point (except for the final ability in each line, which costs 8 points). For example, rank 4 in an ability means that you've spent 4 Achievement points on that

ability. Each ability has 8 ranks (except for the starter ability and the final ability in each line, which only have 1 rank each).

In order to train the second ability in an Achievement line, you must have rank 4 in the first Achievement ability. In order to train the third Achievement ability in a line, you must have rank 4 in the second. In order to train the fourth Achievement ability in a line, you must have rank 4 in the third. The final Achievement ability in a line has only one rank and is especially powerful—it requires 8 points to train that single rank (and cannot be further improved).

Achievement	Possible Ranks	Cost Per Rank	Prerequisite
Starter Achievement	1	1	—
First in Line	8	1	Starter
Second in Line	8	1	Rank 4 in First
Third in Line	8	1	Rank 4 in Second
Fourth in Line	8	1	Rank 4 in Third
Fifth in Line	1	8	Rank 4 in Fourth

How many Achievement abilities can I train? It depends on how diverse or focused you want your character to be. You can choose to focus almost all of your points on one path, or you can choose to make your character more versatile in his or her powers by spreading the points out. Keep in mind that you can only earn a total of 50 Achievement points, so spend them wisely.

In order to reach the master level Achievement ability in a path, you must spend 24 points in addition to the initial 1 point for the starter ability. Therefore, if you wish to get to the master Achievement ability in two lines, you will need to spend 49 points (24 on each line plus the 1 starter ability).

You may also choose to focus almost entirely on one path, spending 40 Achievement points on a single path (giving you rank 8 in each Achievement plus the master ability) plus 1 point for the starter ability. This would leave you with 9 points to distribute on other lines.

Of course, you can also spread out even further by diversifying your selections further. The choice is yours.

Can I respec (re-select) my Achievements? Indeed you can. You will need to speak with the following NPCs in order to do so:

Qeynos	Freeport
Wynia Vethe <Achievement Counsel> (South Qeynos, in the Tower of Three)	Nexa L'Dur <Achievement Counsel> (North Freeport, in the Academy of Arcane Science)

The cost to respec your Achievements is initially fairly low, but increases in price the more times you respec. The cost caps out at 13p after you've respec'd your Achievements 6 times.

First Respec	1s	Fourth Respec	13g
Second Respec	13s	Fifth Respec	1p 30g
Third Respec	1g 30s	Sixth Respec (and thereafter)	13p

Note that a respec will completely reset all of your Achievement choices rather than untrain a single rank or ability.

How do I view my Achievements? Open up the skills window, which is bound to **[L]** by default.

Will I automatically be granted Achievement points for past accomplishments? No, you will not be grandfathered Achievement points. The idea is that you achieve things after the system goes live. That said, you *can* earn Achievement experience by exploring regions you've already been to, defeating boss mobs you've defeated before Achievements were live, and so forth. It will only count the first time you do it after you get *Kingdom of Sky*, and only if the activity is of appropriate difficulty for your character.

Mage

Sorcerer (Warlock, Wizard)

Summon Familiar

Summons a familiar to aid you, depending on primary equipped weapon. Familiar can't fight, but buffs you. (Self; CRR 4s|0.5s|20s; Duration cancel; Power 128)

- dagger: minor drake (Rank 1: recast times -2%)
- two-handed staff: arcane tome (Rank 1: critical hit +2.9%)
- dual wield or one-handed staff: lesser gargoyle (Rank 1: Hate Gain -2.5%).

Invoker

Invoker's Strength

STR +8 (per rank) (Passive)

Static Discharge

If two-handed staff equipped, fires a cone of lightning in a frontal arc that can strike up to 4 enemies. (Self; CRR 1.5s|0.5|45s; AoE 15m; Resist -11%; Power 96)

Deflecting Staff

Chance to parry incoming attacks. Rank 1: 1% chance. (Passive)

Spell Expertise

An improved chance to critical hit with offensive spells. Rank 1: +1.5% (Passive)

Catalyst

Sacrifices health to guarantee that your next spell scores a critical hit. (Self; CRR 1s|Instant|1m; Duration 1 minute)

Spellshifter

Spellshifter's Agility

AGI +6 (per rank) (Self; Passive)

Ambidexterous Casting

If dagger equipped in primary, melee attack that can be executed while casting a spell. It interrupts the target if it hits. (Enemy; CRR 0.5s|Instant|20s; Range 5m; Resist +5%; Power 38)

Shift Momentum

Increases your base movement speed in and out of combat. Rank 1: +1.3% (Passive)

Spellshaping

Improved casting speed. Rank 1: +1.3% (Passive)

Spellshifting

All your recast timers are 12% shorter. (Passive)

Battlemage

Battlemage's Stamina

STA +7 (per rank) (Passive)

Static Shield

If symbol equipped in secondary, enemies who strike you in melee will receive Static Discharge. (Passive)

Battlemage Armor

Increases your physical damage resistance. (Passive)

Battlemage's Fervor

Improves your Focus and Disruption skills. (Passive)

Manashield

For 30 seconds, 100% of health damage changes to power loss. (Self; CRR 1s|0.5s|90s)

Sage

Sage's Wisdom

WIS +5 (per rank) (Passive)

Freehand Sorcery

If nothing equipped in secondary, your next damage spell will be boosted. Rank 1: +16% damage (Self; CRR Instant|Instant|1m; Duration 12 seconds)

Ward of Sages

If nothing equipped in secondary, gives you a regenerating ward that absorbs damage. (Self; CRR 2s|0.5s|5s; Duration cancel)

Brainstorm

If nothing equipped in secondary, boosts base damage of your spells. Rank 1: +1% (Passive)

Sagacity

Reduces power cost of all spells and abilities by 12%. (Passive)

Arcanist

Arcanist's Intelligence

INT +4 (per rank) (Passive)

Confounding Staff

If dual wield or one-handed staff equipped in primary, you make a distracting attack that damages the target and reduces its hate towards you. (Enemy; CRR 0.5s|0.5s|30s; Range 5m; Resist +5%; Power 71)

Arcanic Evasion

Increases your Defense skill. (Passive)

Arcanic Avoidance

Reduces your Hate Gain. Rank 1: -1.3% (Passive)

Concussive Blasts

For 24 seconds, when you cast a spell, this spell will cast Concussive on your target, decreasing its Threat. (Self; CRR Instant|0.5s|2.5m; Power 95)

Summoner (Conjuror, Necromancer)

Possess Minion

You control your pet, including movement, attack, and spell use, through the perspective of your pet. (Pet; CRR 3s|0.5s|3m; Duration 30s; Power 128)

Theurgist

Theurgist's Strength

STR +8 (per rank) (Passive)

Animated Dagger

If dagger equipped in primary, summons an animated dagger to attack your target. Rank 1: 13.2 seconds (Enemy; CRR 0.5s|0.5s|30s; Range 25m; Power 128)

Parrying

Parries incoming attacks. Rank 1: 1% (Passive)

Wild Channeling

Increases Damage Spell Crit Chance. Rank 1: +1.5% (Passive)

Implode

Sacrifices your summoned pet. All enemies near the pet suffer magic damage, and your next summon pet spell requires half the normal casting time. (Can't cast if pet has a death prevention spell.) (Pet; CRR 0.5s|0.5s|1m; Duration 10s; AoE 15m)

Cabalist

Cabalist's Agility

AGI +6 (per rank) (Passive)

Distracting Strike

If you have an air or shadow pet, the next enemy it strikes will have less hate toward you. (Scout Distraction effect.) (Pet; CRR Instant|0.5s|30s; Duration 30s; Power 29)

Cabalist's Cover

When you are attacked in melee, your pet has a chance to make a second avoidance check (after your check) for you to avoid damage. (Cabalist's Cover effect.) Rank 1: 4% (Pet; CRR 2s|0.5s|5s; AoE 20m)

Minion's Zeal

If you have an air or shadow pet, increases its chance at critical melee damage. Rank 1: +1.7% (Pet; CRR 2s|0.5s|3s; Duration cancel)

Shadowstep

If you have an air or shadow pet, this instantly teleports your pet to your target (no casting time or interruption, and can be done while casting another spell). (Pet; CRR Instant|Instant|20s; Power 23)

Perceptor

Perceptor's Stamina

STA +7 (per rank) (Passive)

Shockwave

If you have a fighter pet, if it hits an enemy within a minute, it damages and knocks down all enemies around it (but not Epics). (Pet; CRR Instant|Instant|1m; Duration 1m; Power 118)

Perceptor's Bodyguard

Your pet has a chance to intercept physical damage against you, absorbing most of it. Rank 1: 20% chance, absorbing 92%, while you absorb 1%. (Pet; CRR 2s|0.5s|5s; AoE 20m)

Perceptor's Command

If you have a fighter pet, it absorbs some of the hate that would have been directed towards you. Rank 1: 1% (Pet; CRR 2s|Instant|5s; Duration cancel)

Unflinching Servant

If you have a fighter pet, it is immune to most knockbacks, stuns, and all AoE effects that do not directly target it. However, it also cannot use any of its combat arts. (Pet; CRR 5s|0.5s|1m; Duration cancel)

Animist

Animist's Wisdom

WIS +5 (per rank) (Passive)

Animist's Transference

If staff equipped in primary, transfers health from your pet to an ally. Pet takes magic damage. (Friend; CRR 2s|0.5s|45s; Range 20m; Power 133)

Minion's Barrier

Increases your pet's Defense skill. Rank 1: +1.7 (Pet; CRR 2s|0.5s|5s; Duration cancel)

Minion's Uproar

Increases your pet's casting and combat skills. Rank 1: Slashing, Piercing, Crushing +4.2 | Focus, Disruption +5.2 (Pet; CRR 2s|0.5s|5s; Duration cancel)

Animist Bond

Your pet's damage is converted to power loss: 100% of damage > 50% power loss. (Pet; CRR 1s|0.5s|2m; Duration 30 seconds)

Magician

Magician's Intelligence

INT +4 (per rank) (Passive)

Magic Leash

Your pet's target's hate is decreased toward it. (Pet; CRR Instant|0.5s|30s; Power 44)

Minion's Warding

Your pet has a chance to intercept physical damage against you, absorbing most of it. Rank 1: 20% chance, absorbing 91%, while you absorb 1%. (Pet; CRR 2s|0.5s|5s; AoE 20m)

Arcane Minion

Your pet gains spellcasting and attack haste. Rank 1: Attack Speed, casting timers +1.3% (Pet; CRR 2s|0.5s|5s; Duration cancel; Power 95)

Empower Servant

Your pet instantly replenishes some of the power of any spell it casts. Some of the power consumed is converted into a heal for your pet. Pet loses 30% less power; 30% of power lost > health (Pet; CRR 2s|0.5s|10s; Duration cancel)

Enchanter (Illusionist, Coercer)**Mana Flow**

You sacrifice 10% of your health and power. 30 seconds later, you regain your power, while your target gets the same amount of power. (Raid or Group Friend; CRR 2s|0.5s|1m; Range 30m)

Spellblade**Spellblade's Strength**

STR +8 (per rank) (Passive)

Spellblade's Counter

If a dagger is equipped in the primary, a skillful melee attack that interrupts your target and cannot be parried, riposted, blocked, or deflected. (Enemy; CRR 0.5s|0.5s|20s; Range 5m; Resist +5%; Power 47)

Spellblade's Reflexes

Grants you a chance to riposte melee attacks (Rank 1: 0.8% chance to riposte frontal attacks and parry all other attacks) and increased Piercing damage. (Passive)

Quicken

Increases the chance your auto-attack strikes twice, and increases your damage. Rank 1: Double Attack +5% | DPS +5% (Passive; Range 50m)

Counterblade

A melee attack that counters the next spell cast if it successfully hits. (Enemy; CRR 0.5s|0.5s|20s; Duration 10s; Range 30s; Resist +5%; Power 95)

Chronomancer**Chronomancer's Agility**

AGI +6 (per rank) (Passive)

Chronosiphoning

If nothing equipped in secondary, slows target's casting speed, while increasing yours. Rank 1: Increases|reduces casting time 17.6% (Enemy; CRR 0.5s|0.5s|30s; Duration 30s; Range 30m; Resist -11%; Power 47)

Chronomotion

Increases your Defense skill and reduces the recovery time needed after casting. Rank 1: -4% (Passive)

Chronology

Reduces your casting timers. Rank 1: -1.3% (Passive)

Perpetuality

If nothing equipped in secondary, this triggers after you cast a spell, increasing your casting speed. Each successive spell you cast speeds you further (up to five). Each iteration reduces your casting time by 12%. First iteration lasts 2.8 seconds, second lasts 2.6 seconds, third lasts 2.4 seconds, fourth lasts 2.2 seconds, and fifth lasts 2 seconds. (Passive)

Empathic**Empathic's Stamina**

STA +7 (per rank) (Passive)

Touch of Empathy

If dual wield or one-handed staff in primary, reduces the hate of your ally's current target toward your ally (no effect if no obvious target). (Group Friend; CRR 0.5s|0.5s|30s; Range 5m; Power 44)

Empathic Aura

Increases the critical healing chances (including power heals) of your group. Rank 1: +1.7% (Group; CRR 2s|0.5s|10s; Duration cancel; AoE 20m)

Empathic Soothing

Nearby non-fighter group members have less Hate Gain in combat. Rank 1: -0.9% (Group AoE; CRR 2s|0.5s|10s; Duration cancel; AoE 20m)

Sever Empathy

Target (and its encounter group) will not respond to Calls for Help from other encounters that are being attacked. This also reduces your Threat to the encounter. Epics are not affected. (Enemy; CRR 0.5s|0.5s|45s; Duration 30s; Range 35m; AoE 25m; Power 67)

Dreamweaver**Dreamweaver's Wisdom**

WIS +5 (per rank) (Passive)

Daydream

If symbol equipped in secondary, reduces target encounter's hate radius and lowers their hate toward you. Duration is increased and resistance is decreased by rank. Rank 1: 10.6 seconds; Resist -11% (Enemy; CRR 1s|0.5s|30s; Range 35m; AoE 20m; Power 95)

Dream Barrier

Increases your spell resistances. (Passive)

Dreamwaver's Trance

Increases your Focus and Subjugation. (Passive)

Hypnosis

A 16-second charm that requires no concentration. Epics are not affected. (Enemy; CRR 3s|0.5s|45s; Duration 16s; Range 25m; Resist +5%; Power 192)

Savant**Savant's Intelligence**

INT +4 (per rank) (Passive)

Nullifying Staff

A two-handed staff attack that lowers your target's mental resistance on a successful hit. (Enemy; CRR 0.5s|0.5s|30s; Duration 10s; Range 5m; Resist +5%; Power 71)

Savant's Insight

Whenever you take damage, there is a chance that you reactively become immune to spellcasting interruption for a few seconds. Rank 1: 4% chance, for 3 seconds (Passive)

Savant's Channeling

Increases your Damage Spell Crit Chance. Rank 1: +1.5% (Passive)

Volatile Magic

While under 30% power, your spell damage is 30% more powerful. (Passive)

Scout

Predator (Ranger, Assassin)

Bounty

You receive a bounty for the next enemy you kill (you strike the death blow). (Self; CRR Instant|0.5s|3m; Duration 3m)

Blademaster

Blademaster's Strength

STR +4 (per rank) (Passive)

Bladed Opening

If sword is equipped in primary, this melee attack does an additional high-damage Slashing attack if your target is above 80% health. (Enemy; CRR 0.5s|0.5s|45s; 5m; Resist +5%; Power 71)

Intercepting Blades

Increases your Parry skill. (Passive)

Precision of Blades

Increases your critical melee damage chance. Rank 1: +1.7% (Passive)

Perfectionist

Your attack-based combat arts that have a recast time of 2 minutes or greater have their recast timers cut in half and damage increased by 15%. (Passive)

Archer

Archer's Agility

AGI +5 (per rank) (Passive)

Point Blank Shot

A short-ranged bow attack that knocks down the target (but not an Epic) on a successful hit. Stuns, Blurs vision, throws target back. (Enemy; CRR 1s|0.5s|1m; Range 5m; Resist +5%; Power 95)

Fitness

Increases your in-combat movement speed. Rank 1: +1.3% (Passive)

Ranged Expertise

Increases your Ranged Crit Chance. Rank 1: +2.8% (Passive)

Poise

Reduces your casting time on all combat arts by 35%. (Passive)

Hunter

Hunter's Stamina

STA +6 (per rank) (Passive)

Spinning Spear

A melee spear attack that strikes up to 8 enemies surrounding you. (Self; CRR 1s|0.5s|1m; AoE 7.5m; Resist +5%; Power 95)

Conditioning

Increases your maximum health. Rank 1: +1% (Passive)

Surrounding Attacks

Grants you an increased chance to attack up to 4 enemies surrounding you with every auto-attack attempt. Rank 1: +2% (Self; CRR 2s|0.5s|5s; Duration cancel)

Impenetrable

You parry all combat attacks for six seconds. While in effect, you cannot use any other combat arts. (Self; CRR 0.2s|6s|2m; Duration 6s; Power 67)

Prowler

Prowler's Wisdom

WIS +8 (per rank) (Passive)

Placating Strike

A melee rapier attack that deals little damage, but lowers your target's hatred towards you. (Enemy; CRR 0.5s|0.5s|30s; Range 5m; Resist +5%; Power 71)

Prowler's Cunning

Increases your Defense skill. (Passive)

Obfuscation

Casting and recast times of Stealth and Stalk abilities are reduced. Rank 1: -12.5% (Passive)

Smoke Bomb

You create a smoke cloud, interrupting enemies and placing yourself into stealth (Shroud effect; no movement enhancements). Hate with all nearby enemies is reduced (lowers priority by 1, decreases Threat). (Enemy; CRR 0.5s|0.5s|3m; Duration 0.1 second, then Shroud for 36 seconds; Range 15m; AoE 15m; Resist +5%; Power 95)

Nightshade

Nightshade's Intelligence

INT +7 (per rank) (Passive)

Poison Combination

A melee dagger attack that can only be used on a poisoned target. It severely reduces the target's poison resistance for 24 seconds. (Enemy; CRR 0.5s|0.5s|30s; Duration 24s; Range 5m; Resist +5%; Power 47)

Neurotoxic Coating

When you are hit with a melee weapon, this spell casts Neurotoxin on your attacker (for 10.0 seconds). Decreases attacker's Ranged, Disruption, Subjugation, Ordination, Ministration, Focus, Crushing, Slashing, and Piercing. (Self; CRR 2s|0.5s|5s; Duration cancel)

Toxic Expertise

Increases your critical hit chance when using DoT and poison combat arts. Rank 1: +6.5% (Passive)

Intoxication

On the next successful melee attack, this spell casts Noxious Venom on your target (for 48 seconds). Blurs vision, decreases target's Ordination, Piercing, Slashing, Disruption, Crushing, Ministration, Subjugation, and Focus. Inflicts poison DoT. (Self; CRR 3s|0.5s|2m; Duration 2m)

Rogue (Swashbuckler, Brigand)

Pick Pocket

You attempt to steal coin from behind a humanoid target. Can't pick a person twice (Enemy; CRR 0.2s|0.5s|30s; Range 5m)

Blackguard

Blackguard's Strength

STR +4 (per rank) (Passive)

Torporous Strike

A melee sword attack that reduces your target's chances of any critical damage or heals. Rank 1: -3.5% (Enemy; CRR 0.5s|0.5s|30s; Duration 30s; Range 5m; Resist +5%; Power 71)

Blackguard's Defense

Increases your Defense skill. (Passive)

Blackguard's Luck

Increases your chance of critical melee damage. Rank 1: +1.7% (Passive)

Traumatic Swipe

A melee attack that increases the recast time of all of your target's abilities by 50%. (Enemy; CRR 0.5s|0.5s|30s; Duration 30s; Range 5m; Resist +5%; Power 95)

Pirate

Pirate's Agility

AGI +5 (per rank) (Passive)

Walk the Plank

A rapier attack that causes an enemy struck by this attack to spin, exposing its back to you. Epic targets not affected. (Enemy; CRR 0.5s|0.5s|30s; Duration 1.8s; Range 10m; Power 71)

Commandeer

Increases your in-combat and out-of-combat movement speed. Rank 1: +1.3% (Passive)

Avast Ye

Gives a chance at additional melee attacks while attacking from the flank or behind any opponent. Rank 1: 2% (Passive)

Sailwind

Your recovery and casting times are both reduced -25%. (Passive)

Mercenary

Mercenary's Stamina

STA +6 (per rank) (Passive)

Swear

If roundshield equipped in secondary, increases the hate of all enemies in an encounter toward you. A Roundshield must be equipped to use this ability. (Enemy CRR 0.2s|0.5s|20s; AoE 15m; Range 15m; Resist -21%; Power 88)

Conditioning

Increases your maximum health. Rank 1: +1% (Passive)

Opportunistic Cover

If Roundshield equipped in secondary, you get increased combat auto-attack damage. Rank 1: DPS +7% (Passive)

Formation

While in your defensive stance, you gain increased shield block chance (+4%), health, and physical resists, plus a 50% chance to boost hate with enemies that strike you. (Passive)

Fencer

Fencer's Wisdom

WIS +8 (per rank) (Passive)

Lunge Reversal

If nothing equipped in secondary, the next time you or your target uses a defensive maneuver to avoid an attack, you return with a melee attack. (Self; CRR 1s|0.5s|20s; Duration cancel)

Freehand Reversal

If nothing equipped in secondary, you gain an increase to your base chance to double-attack (+20%), to riposte frontal melee attacks (Rank 1: +1%), and to parry melee attacks from the side or rear (Rank 1: +1%). (Passive)

Unencumberence

If nothing equipped in secondary, you get a chance to strike twice while auto-attacking. Rank 1: 6.5% (Passive)

Coule

Increases your Slashing, Defense, Piercing, Ranged, and Parry by 16.8. (Passive)

Thief

Thief's Intelligence

INT +7 (per rank) (Passive)

Boot Dagger

If dagger equipped in primary, this attack places you into stealth if it hits. (Enemy; CRR 0.5s|0.5s|30s; Range 5m; Resist +5%; Power 47)

Thief's Prowess

Increases your chance to reduce your attackers' hate when you are hit. (Self; CRR 2s|0.5s|5s; Duration cancel)

Evasiveness

Reduces your Hate Gain with enemies in combat. Rank 1: -1.3% (Self; CRR 2s|0.5s|5s; Duration cancel)

Feign

You feign death (100% success) and take no AoE damage unless you are directly targeted by it. (Self; CRR Instant|0.5s|3m; Duration 30s)



Bard (Dirge, Troubador)

Bard's Luck

Your HO starter abilities can be recast in half the normal time. (Passive)

Bladesinger

Bladesinger's Strength

STR +4 (per rank) (Passive)

Turnstrike

A melee sword attack that renders you immune to AoE attacks for 10 seconds (unless you're the direct target of that attack). (Self; CRR 0.5s|0.5s|1m; range 50m; Resist +5%; Power 76)

Bladeturn

Group songs that increase avoidance skills are more effective. Rank 1: +2% (Passive)

Bladesing

Group songs that increase attributes are more effective. Rank 1: +5% (Passive)

Bladedance

Your group is protected against AoE abilities that do not directly target them. The protection breaks on allies who take damage. (Self; CRR 1.5s|0.5s|10m; Duration 30s; AoE 25m; Power 190)

Wayfarer

Wayfarer's Agility

AGI +5 (per rank) (Passive)

Bump

A melee dagger attack from flank or behind that shoves your target and places you into stealth for 36 seconds (no movement speed enhancements). If your target is a humanoid, you have a chance to pickpocket it. (Enemy; CRR 0.5s|0.5s|1m; Range 5m; Resist +5%; Power 95)

Wayfarer's Watch

Increases your Parry skill. Rank 1: +4.2 (Passive)

Poison Concoction

Applies homemade poison on your weapons, with a chance to cause poison DoT on a successful hit. Rank 1: 2% chance; every 6 seconds for 24 seconds (Passive)

Vanishing Act

Instantly places your group into stealth, even if in combat (no movement speed enhancements). (Group; CRR Instant|Instant|1m; Duration 2m; AoE 25m; Power 95)

Skald

Skald's Stamina

STA +6 (per rank) (Passive)

Round Bash

A roundshield attack that knocks down your target if it hits. Epics not affected. (Enemy; CRR 0.5s|0.5s|45s; Range 5m; Resist +5%; Power 95)

Skald's Defense

If roundshield equipped in secondary, increases your Blocking ability. Rank 1: +1% chance to block (Passive)

Fortissimo

If roundshield equipped in secondary, increases your chance to double attack. Rank 1: +7% (Passive)

Shield Focus

If roundshield equipped in secondary, you are Rooted in place, but immune to most short-duration knockdown effects, and your target is immune to Root effects. This has a 1% chance to break when you take damage. (Group Friend; CRR Instant|0.5s|10s; Duration 1m; Range 5m)

Harbinger

Harbinger's Wisdom

WIS +8 (per rank) (Passive)

Harmonizing Shot

A bow attack that reduces your threat with the target. (Enemy; CRR 1s|0.5s|30s; range 30m; Resist +5%; Power 71)

Harbinger's Sonnet

A group song that increases in-combat and out-of-combat movement speeds. Rank 1: in combat +0.8%; out of combat +1.5% (Group; CRR 2s|0.5s|5s; Duration cancel; AoE 20m)

Allegro

Your group has improved casting times. Rank 1: -0.8% (Group; CRR 2s|0.5s|5s; Duration cancel; AoE 20m)

Don't Kill the Messenger

Your group gains +7.5% to critical chances for melee, ranged, spells, and heals. (Group; CRR 2s|0.5s|5s; Duration cancel; AoE 25m)

Minstrel

Minstrel's Intelligence

INT +7 (per rank) (Passive)

Rhythm Blade

A melee rapier attack that increases your Crushing, Ordination, Subjugation, Piercing, Ministration, Slashing, Disruption, and Focus. Rank 1: +18.5 (Enemy; CRR 0.5s|0.5s|30s; Duration 15s; Range 5m; Resist +5%; Power 71)

Minstrel's Aria

Increases the effectiveness of your group songs that increase combat skills or casting technique. Rank 1: +7% (Passive)

Minstrel's Melody

Increases the effectiveness of your group songs that increase Attack Speed or DPS. Rank 1: +5% (Passive)

Coin Toss

Instantly shifts any Heroic Opportunity. Then, when Coin Toss expires (3s), it completes the Scout symbol for the Heroic Opportunity's current step. This can be used while stilled, stunned, or in the middle of casting a spell, but not while Precision of the Maestro is active. (Self; CRR Instant|Instant|1s)

Fighter**Warrior (Berserker, Guardian)****Bind Wound**

Can only be cast out of combat (usually just before combat). Immediately restores 25% of your health. If you hit in melee during its duration, all your subsequent combat art damage is boosted 10% for 20 seconds. (Self; CRR 4s|0.5s|2m; Duration 3m)

Executioner**Executioner's Strength**

STR +4 (per rank) (Passive)

Executioner's Wrath

A melee axe attack that significantly boosts your chance to score a critical hit on your next attack after a successful hit with this attack. Rank 1: +59% (Enemy; CRR 0.5s|0.5s|30s; Duration 10s; Range 5m; Resist +5%; Power 71)

Weapon Expertise

Increases your chance at critical melee damage. Rank 1: +2.8% (Passive)

Executioner's Anger

Increases your Hate Gain. Rank 1: +1.3% (Passive)

Executioner's Fury

Anytime you're under 50% health, your critical melee chance is boosted +25%, and all combat arts deal 15% more damage. Lasts for 2 minutes, or until you get back to 50% health. (Passive)

Dragoon**Dragoon's Agility**

AGI +6 (per rank) (Passive)

Dragoon Spin

A melee spear attack that attacks nearby enemies. (Self; CRR 1s|0.5s|1m; AoE 7.5m; Max Targets 8; Resist +5%; Power 95)

Dragoon's Cyclone

Gives a chance that your auto-attacks will attack up to 4 nearby enemies in front of you. Rank 1: 3% (Self; CRR 4s|0.5s|10s; Duration cancel)

Dragoon's Avoidance

Increases your defense. Rank 1: +1.7 (Passive)

Dragoon's Reflexes

You parry all combat attacks for 12 seconds. While in effect, you cannot use any other combat arts. (Self; CRR 0.2s|12s|10m; Power 95)

Gladiator**Gladiator's Stamina**

STA + 5 (per rank) (Passive)

Buckler Reversal

If buckler equipped in secondary, the next time you successfully block, parry, or riposte an attack, or an enemy blocks, parries, or ripostes you, you respond with a counterattack. You get a new opportunity every 30 seconds (until cancelled). (Self; CRR 1s|0.5s|30s; Duration cancel)

Gladiator's Finesse

If buckler equipped in secondary, you get a chance to double attack. Rank 1: 13% (Passive)

Gladiator's Revenge

If buckler equipped in secondary, you increase your chance of parrying or blocking melee attacks and returning with ripostes. Rank 1: 1% each (Passive)

Perseverance

All of your combat arts and abilities consume 10% less power. 10% of power expenditures are added to your health. (Passive)

Demolisher**Demolisher's Wisdom**

WIS +7 (per rank) (Passive)

Belly Smash

If hammer equipped and your target knocked down, on a successful hit your target suffers severe physical mitigation reduction and is knocked down again. Can't be Epic. (Enemy; CRR 0.5s|0.5s|30s; Duration 10s; Range 5m; Resist +5%; Power 71)

Seasoned Veteran

Increases your DPS. Rank 1: +2.4% (Passive)

Unshakeable

Increases your physical damage resistance. (Passive)

Demolish

Removes all penalties associated with your primary offensive and defensive stances. (Passive)

Slayer**Slayer's Intelligence**

INT +8 (per rank) (Passive)

Acceleration

If sword equipped in primary and you trigger Acceleration, after the next 3 combat arts that successfully strike an enemy, your Attack Speed increases for a short time. Rank 1: +22%, 60 seconds (Self; CRR 0.2s|0.5s|30s; Duration 3m; Power 71)

Slayer's Speed

Increases your Attack Speed. Rank 1: +2.2% (Passive)

Parry

Increases your Parry skill. Rank 1: +2.1 (Passive)

Relentless Assault

Improves your recovery timers (-30%) and recast timers (-6%). (Passive)

Crusader (Paladin, Shadowknight)

Concenter

Increases your Focus skill +42 while under 50% health. (Passive)

Avenger

Avenger's Strength

STR +4 (per rank) (Passive)

Swiftaxe

A melee axe attack that increases your Attack Speed if it strikes an enemy. Rank 1: +17.6% (Enemy; CRR 0.5s|0.5s|30s; Duration 20s; Range 5m; Resist +5%; Power 71)

Avenger's Relentless

Increases your Attack Speed. Rank 1: +2.2% (Passive)

Idolic Axe

Increases your Hate Gain by all enemies. Rank 1: +1.3% (Passive)

Avenging Invigoration

Improves the recast timers and casting speeds of all of your combat arts, spells, and abilities by 10%. (Passive)

Cavalier

Cavalier's Agility

AGI +7 (per rank) (Passive)

Joust

A melee spear attack that does double piercing damage if executed from horseback. (Enemy; CRR 0.5s|0.5s|30s; Range 7.5m; Resist +5%; Power 71)

Trample

Your auto-attacks have a chance of attacking up to 4 nearby enemies in front of you. This bonus is increased while on horseback. Rank 1: +2.2%, +4.4% if on horse (Self; CRR 2s|0.5s|5s; Duration cancel)

Higher Ground

Increases your Defense skill. While on horseback, you have a chance to become immune to some knockdown effects for a short duration after every melee attack. Rank 1: +1.6 Defense, 1% chance to avoid knockdown for 4 seconds (Passive)

Lance

A powerful melee spear attack that deals additional damage over time (every 4 seconds for 36 seconds) and Snare opponent if executed on horseback (-39% movement for 24 seconds; 5% chance to dispel if hit). Epics not affected. (Enemy; CRR 0.5s|0.5s|1m; Range 7.5m; Resist +5%; Power 128)

Champion

Champion's Stamina

STA +5 (per rank) (Passive)

Hammer Ground

An AoE melee hammer attack that deals little damage, but causes a tremor that knocks back anyone struck by it. Increased ranks increase the Stun duration. Epics not affected. Rank 1: 1.8 seconds (Self; CRR 1s|0.5s|1m; AoE 7.5m (max 8 targets); Resist +5%; Power 95)

Fervor of Faith

Increases your chance of critical melee damage. Rank 1: +2.8% (Passive)

Champion's Bulwark

Increases your maximum health. Rank 1: +0.5% (Passive)

Divine Aura

Grants you immunity to most damage sources for 10 seconds (up to 30 attacks). Damage in excess of 50% of your health total is not prevented. (Self; CRR 1.5s|0.5s|15m; Power 67)

Knight

Knight's Wisdom

WIS +6 (per rank) (Passive)

Combat Leadership

If sword equipped in your primary, each in your group will deal additional Slashing damage on his next attack or spell. (Group; CRR 1s|0.5s|1m; Duration 1m; AoE 25m; Power 67)

Battle Leadership

Increases the combat and casting skills of your group. Rank 1: Increases Ministration, Piercing, Ordination, Crushing, Disruption, Subjugation, and Slashing of group members (within area) +4.2 (Group; CRR 2s|0.5s|10s; Duration cancel; AoE 20m)

Aura of Leadership

Increases the in-combat health regeneration of your group. Rank 1: +8.4 per tick (Group; CRR 2s|0.5s|10s; Duration cancel; AoE 20m)

Fearless Morale

You gain immunity to fear, and all group members gain 1% more to their melee damage, spell damage, health replenishment, ward amounts, and casting and recast timers. (Group; CRR 2s|0.5s|10s; Duration cancel; AoE 20m)

Legionnaire

Legionnaire's Intelligence

INT +8 (per rank) (Passive)

Legionnaire's Smite

If symbol equipped in secondary, you can quickly smite enemies with magic damage. (Enemy; CRR 1s|0.5s|20s; Range 30m; Resist -11%; Power 71)

Legionnaire's Wrath

Increases your chance of critical spell damage. Rank 1: +12.5% (Passive)

Legionnaire's Mercy

Increases your chance of critical healing. Rank 1: +7.8% (Passive)

Reflect

If symbol equipped in secondary, reflects the next profession spell that targets you. (Self; CRR 1s|0.5s|1m; Duration cancel; Power 71)

Brawler (Monk, Bruiser)**Favorable Wind**

Increases your in-combat and out-of-combat movement speed +5%. (Passive)

Tiger Sifu

None of these AAs allow you to equip anything in primary or secondary.

Tiger Strength

STR +4 (per rank) (Passive)

Pressure Point

An unarmed melee attack that cannot be blocked, parried, deflected, or riposted and lowers target's Crushing resistance. (Enemy; CRR 0.5s|0.5s|30s; Duration 30s; Range 5m; Power 47)

Relentless Punches

Increases your base auto-attack DPS, and increases your chance of striking twice with auto-attack. Rank 1: DPS +20%, second strike +12% (Passive)

Claw Reversal

Improves your chance to riposte frontal melee attacks or parry other attacks. Rank 1: +1.5% (Passive)

Chi

For 30 seconds, greatly increases your Attack Speed and DPS, and improves speed of all cast, recovery, and recast times. After Chi has expired, you are struck with Bad Karma for another 30 seconds, causing negative penalties to every bonus that Chi granted. With Chi: Attack Speed, DPS both +50%; casting -75%; recovery -33%; recast -50%. After Chi: Attack Speed, DPS -50%; casting +75%; recovery +33%; recast +50%. (Self; CRR 1s|0.5s|15m; Power 95)

Monkey Guru**Monkey Guru's Agility**

AGI +5 (per rank) (Passive)

Baton Flurry

A dual wield or one-handed melee staff attack that speeds up your recovery time for 17.6 seconds. Rank 1: Your recovery timers -20%; Target's recovery timers +20% (Enemy; CRR 0.5s|0.5s|30s; Range 5m; Resist +5%; Power 71)

Ambidexterity

Speeds up your recast timers. Rank 1: -1% (Passive)

Monkey Dodge

Increases your Defense. Rank 1: +1.7 (Passive)

Altruism

Prevents an ally from death, instead causing him to feign death. When ally dies, death is replaced with Feign Death (100% successful) for 36 seconds, and ally is healed for 5% of max health. (Raid or Group Friend; CRR 2s|0.5s|15m; Duration cancel; Range 10m)

Mantis Master**Mantis Stamina**

STA +6 (per rank) (Passive)

Mantis Star

A thrown weapon attack that causes your target to lose Stamina. (Enemy; CRR 0.5s|0.5s|30s; Duration 72s; Range 25m; Resist +5%; Power 71)

Mantis Bolt

Grants a chance at an additional Piercing attack with every successful hit. Rank 1: 3% (Passive)

Deflecting Pincers

Increases your chance to deflect incoming attacks. Rank 1: Deflection +1.6 (Passive)

Mantis Leap

Instantly teleports you to your target. The next melee attack made will critical hit. (Enemy; CRR Instant|Instant|1m; Duration 10s; Range 30m; Power 95)

Crane Sensei**Crane Wisdom**

WIS +7 (per rank) (Passive)

Crane Sweep

A two-handed melee staff attack that knocks down all nearby enemies. Epics not affected. (Self; CRR 1s|0.5s|1m; Duration 1.8s; AoE 5m (max 8 targets); Resist +5%; Power 95)

Crane Twirl

Provides a chance to inflict additional damage on all enemies surrounding the Crane Sensei. Rank 1: 1% (Self; CRR 2s|0.5s|10s; Duration cancel)

Crane Growth

Increases your maximum health. Rank 1: +0.5% (Passive)

Crane Flock

All auto-attacks attack up to 4 enemies surrounding you, twice. (Self; CRR Instant|Instant|5m; Duration 16s; Power 95)

Eagle Expert**Eagle Intelligence**

INT +8 (per rank) (Passive)

Eagle Spin

A fist weapon melee attack that spins your target around, exposing his back for 1.8 seconds. Epics not affected. (Enemy; CRR 0.5s|0.5s|30s; Range 5m; Power 71)

Eagle's Rending

Increases your melee critical hit chance. Rank 1: +2.8% (Passive)

Eagle's Talon

Increases your chance to parry attacks. Rank 1: +2.1 (Passive)

Eagle Shriek

While your health is below 30%, you gain significant bonuses for critical melee damage chance (+75%) and physical damage resistance. (Passive)

Priest

Cleric (Templar, Inquisitor)

Yaulp

Increases your Attack Speed, DPS, and chance to strike twice, while lowering spellcasting skills. (Self; CRR 0.2s|0.5s|10s; Duration cancel; Power 7, plus 7 per second)

Bishop

Bishop's Strength

STR +8 (per rank) (Passive)

Skull Crack

A one-handed hammer melee attack that interrupts your target and decreases your target's Focus, combat, and casting skills for 20 seconds. (Enemy; CRR 0.5s|0.5s|30s; Range 5m; Resist +5%; Power 71)

Bolt of Power

Imbues your weapon with Divine power, which sometimes interrupts enemies and causes additional divine damage when striking with a weapon. Rank 1: 5% chance of additional attack (Passive)

Unwavering Resolve

Increases your Focus and Disruption skills. (Passive)

Steadfast

Roots you in place, granting immunity to interrupt and stifle effects. You can cast Steadfast while stifled, and it cannot be interrupted. (Self; CRR 1s|0.5s|5m; Duration 24s; Power 95, plus 23 per 2 seconds)

Protector

Protector's Agility

AGI +7 (per rank) (Passive)

Wondrous Buckling

If buckler equipped in secondary, a shield bash that mesmerizes an enemy it strikes. Any damage to that target breaks the mesmerize effect, but the target doesn't take AoE damage unless it is the direct target of the attack. Increased ranks will increase the duration of this attack. (Epic targets not affected.) Rank 1: 10.6 seconds (Enemy; CRR 0.5s|0.5s|45s; Range 5m; Resist +5%; Power 95)

Battle Fervor

Increases your combat auto-attack damage. Rank 1: DPS +5% (Passive)

Shield Ally

Grants you a chance to shield an ally from melee attacks, by allowing your target a chance to use your avoidance check after his own avoidance check. Rank 1: 7% chance (Group Friend; CRR 1s|0.5s|10s; Range 20m; Duration cancel; Power 95)

Holy Shield

Holy Shield grants an ally immunity to hostile AoE abilities that do not directly target him, for 30 seconds. (Group Friend; CRR 2s|0.5s|5m; Range 50m; Power 190)

Deacon

Deacon's Stamina

STA +5 (per rank) (Passive)

Hammer Smite

A two-handed melee hammer attack that Stuns, Blurs vision, throws back, and knocks down your target on a successful hit. Epic targets not affected. (Enemy; CRR 0.5s|0.5s|45s; Range 5m; Resist +5%; Power 95)

Severe Judgement

Increases your chance of critical melee damage. Rank 1: +12.5% (Passive)

Inspired Renewal

Increases your chance of critical healing. Rank 1: +2% (Passive)

Divine Aura

Grants you immunity to most damage sources for 10 seconds and up to 30 hits. Any damage amounts over half of your total health are not prevented. (Self; CRR 1.5s|0.5s|15m; Power 95)

Exorcist

Exorcist's Wisdom

WIS +4 (per rank) (Passive)

Turn Undead

If symbol equipped in secondary, inflicts tremendous divine damage on undead creatures that cannot be outright resisted. (Enemy; CRR 3s|0.5s|1m; Range 35m; AoE 15m; Power 385)

Blessed Armament

Imbues your weapons with a chance to cleanse the undead with divine damage. Rank 1: 12% (Passive)

Divine Soothing

Reduces Hate Gain that you accrue with all enemies. Rank 1: -1.3% (Passive)

Protection from Undead

Provides your group limited immunity from undead creatures. Damage over 50% of an ally's health total is not prevented. (Group; CRR 3s|0.5s|10m; Duration 16s; AoE 25m; Power 142)

Arbiter

Arbiter's Intelligence

INT +6 (per rank) (Passive)

Divine Castigation

If two-handed staff equipped, inflicts divine damage. (Enemy; CRR 1.5s|0.5s|45s; Range 35m; Resist -11%; Power 115)

Pact of the Faithful

Enhances your chance for critical spell damage. Rank 1: +3.5% (Passive)

Facile Grace

Decreases spells' casting time. Rank 1: -1.3% (Passive)

Divine Recovery

Reduces spell and combat arts casting times (-50%) and recovery times (-33%) for your group. (Group; CRR 0.2s|Instant|5m; AoE 50m; Duration 24s; Power 67)

Druid (Warden, Fury)

Shapeshift

You shapeshift into an animal form, depending on the weapon you have equipped. (Self; CRR 3s|0.5s|Instant; Duration cancel)

Sword. Tiger; chance of additional Slashing bite attack on successful hit. Rank 1: 10%

Staff. Treant; improves Heal Crit Chance. Rank 1: +3.9%

Hammer. Winter wolf; improves Spell Crit Chance. Rank 1: +6.9%

Naturalist

Naturalist's Strength

STR +8 (per rank) (Passive)

Nature Blade

A melee sword attack that increases your Attack Speed if it hits. Rank 1: +22% (Enemy; CRR 0.5s|0.5s|30s; Duration 20s; Range 5m; Resist +5%; Power 71)

Wild Ferocity

Increases your chance at attacking twice with every attack. Rank 1: +5% (Passive)

Natural Boon

You have a chance to heal your group with every successful melee attack. Rank 1: 2% (Passive)

Primordial Strike

A melee attack that deals moderate damage and refreshes quickly. (Enemy; CRR 0.5s|0.5s|10s; Range 5m; Resist +5%; Power 71)

Animalist

Animalist's Agility

AGI +7 (per rank) (Passive)

Calm Animals

If buckler equipped in secondary, mesmerizes target encounter (if animals). If the target takes any damage, the mesmerize effect breaks. (Non-direct AoE attacks don't affect target.) Increased ranks increase the duration. Doesn't affect stronger animals, including Epics. (Enemy; CRR 1.5s|0.5s|30s; Range 25m; AoE 10m; Resist +5%; Power 128)

Charm Animal

Charms target animal. Your target has a recurring chance to resist the charm throughout its duration. Higher ranks of this spell will decrease the chance at a periodic resist. Epics not affected. (Enemy; CRR 6s|0.5s|Instant; Range 25m; Resist +5%; Concentration 3)

Wild Regeneration

Lowers the duration of your primary single-target and group regeneration spells, allowing healing updates to occur in shorter time intervals. Rank 1: -2% (Passive)

Tortoise Shell

If buckler equipped in secondary, Stuns you. Avoids all AoE abilities that do not directly target your group, as long as the group member is close enough to touch you. (Self; CRR 0.5s|0.5s|2m; Duration 30s; Range 3m; Max Targets 6; Power 95)

Serenicist

Serenicist's Stamina

STA +5 (per rank) (Passive)

Serene Symbol

If symbol equipped in secondary, dispels beneficial elemental and noxious spell effects on your target. Power is drained from you for each beneficial spell effect that is removed. (Enemy; CRR 1s|0.5s|30s; Range 15m; Resist +5%)

Serene Knowledge

Every time you cast a beneficial spell, it has a chance to grant immunity to most forms of Stun and Knockdown for a short duration. Rank 1: 1% chance, for 3 seconds (Passive)

Serene Focus

Increases your chance at critical healing. Rank 1: +2% (Passive)

Serenity

Renders you immune to Stun and some Knockdown effects. It can be cast while you are Stunned. (Self; CRR 0.5s|0.5s|5m; Duration 30s; Power 190)

Hierophant

Hierophant's Wisdom

WIS +4 (per rank) (Passive)

Hierophant Grasp

Melee staff attack that damages and Roots enemies near you, and unroots you if it strikes anyone. The Root has a 10% chance at breaking every time your target takes damage. (Self; CRR 1s|0.5s|1m; Duration 7s; AoE 7.5m; Resist +5%; Power 142)

Hierophant Movement

Increases your in-combat movement speed. Rank 1: +1.3% (Passive)

Hierophant Obscuration

You accrue less Hate Gain with enemies. Rank 1: -1.3% (Passive)

Rebirth

Automatically resurrects you 5 seconds after you die. (Self; CRR 2s|0.5s|15m; Duration cancel; Power 134)

Stormcaller

Stormcaller's Intelligence

INT +6 (per rank) (Passive)

Thunderspike

A melee hammer attack that also deals magic damage. (Enemy; CRR 0.5s|0.5s|30s; Range 5m; Resist +5%; Power 71)

Stormcaller's Control

Increases your chance for critical spell damage. Rank 1: +3.5% (Passive)

Stormvision

Increases your Focus and Disruption skills. (Passive)

Infusion

Every time you cast a beneficial spell on an ally, Infusion deals magic damage to a nearby enemy. This costs a small amount of power every time it triggers. (Self; CRR 2s|0.5s|10s; Duration cancel; Power 95, plus a bit per trigger)

Shaman (Mystic, Defiler)

Summon Spirit Companion

Summons a spirit companion to aid you. (Self; CRR 10s|0.5s|10s; Duration cancel; Power 67)

Prophet

Prophet's Strength

STR +8 (per rank) (Passive)

Leg Bite

If dual wield or spear equipped in primary, the spirit pet's next attack will interrupt the target, and cause piercing DoT every 4 seconds for 24s. (Pet; CRR Instant|Instant|30s; Duration 20s; Power 23)

Aura of Haste

Increases your group's Attack Speed. (Can't be cast in combat.) Rank 1: +2% (Pet; CRR 2s|0.5s|5s)

Aura of Warding

Every time your pet is struck, there is a chance that a group ward will be cast on the party. Rank 1: 3%; Duration 30 seconds (Pet; CRR 2s|0.5s|10s; Duration cancel; Power 95)

Spiritual Foresight

Your pet is immune to AoE attacks that don't target it directly. Each time it strikes an enemy in combat, there is a 20% chance the rest of your group becomes similarly immune for 5 seconds. (Pet; CRR 2s|0.5s|5s; Duration cancel)

Chieftain

Chieftain's Agility

AGI +7 (per rank) (Passive)

Phalanx

A two-handed spear attack that Roots the target in place on a successful hit (10% chance to dispel when target takes damage). Epics not affected. (Enemy; CRR 0.5s|0.5s|30s; Duration 7s; Range 7.5m; Resist +5%; Power 71)

Ancestral Authority

Increases your critical melee damage chance. Rank 1: +12.5% (Passive)

Ancestral Spirits

Increases your critical healing chance. Rank 1: +2% (Passive)

Tribal Rage

When enraged, your Attack Speed increases 35% and you double attack on 35% of your attacks. You can be enraged if: you hit in melee combat (10% chance), you are hit (30% chance), or you strike a death blow (100% chance). Rage lasts 10 sec. (Passive)

Witchdoctor

Witchdoctor's Stamina

STA +5 (per rank) (Passive)

Crippling Bash

A buckler attack that knocks down enemy that it strikes. If your pet strikes enemy while it is knocked down, its spell resistances are severely reduced for a short duration. Epics not affected. Rank 1: Knockdown 4 seconds; resistance penalty 20 seconds

(Enemy; CRR 0.5s|0.5s|45s; Range 5m; Resist +5%; Power 71)

Infective Bites

Every time your pet strikes an enemy, its recast and casting times are slowed. Rank 1: slows by 2% for 20 seconds (Pet; CRR 2s|0.5s|5s; Duration cancel)

Herbal Expertise

Basic single-target cure spells have reduced timers, and cost less power. Rank 1: casting -12.5%; recovery and recast -4%; Power -6% (Passive)

Coagulate

Greatly increases your target's health while unconscious, so he can take more damage before actually dying. (Group Friend; CRR 2s|0.5s|5s; Duration cancel; Range 20m)

Ritualist

Ritualist's Wisdom

WIS +4 (per rank) (Passive)

Ritual

If symbol equipped in secondary, boosts your next healing spell. Rank 1: +20% (Self; CRR Instant|Instant|1m; Duration 12s)

Ritualistic Aggression

Increases your pet's chance to strike for additional Slashing damage in melee combat. Rank 1: +3% (Pet; CRR 1s|0.5s|10s; Duration cancel)

Ritual of Absolution

Each time your pet hits in melee combat, this gives a chance to reduce its target's hate toward you. Rank 1: 2% (Pet; CRR 2s|Instant|5s; Duration cancel)

Ritual of Alacrity

Increases ally's casting, recovery, and recast speeds by 33% for 30 seconds. (Can't cast it on yourself.) (Group Friend; CRR 1s|0.5s|3m; Range 10m; Power 190)

Blighter

Blighter's Intelligence

INT +6 (per rank) (Passive)

Rabies

If staff equipped in primary, enemies near your pet are infected with rabies, and suffer DoT disease. Rank 1: 16 seconds (Pet; CRR 1s|0.5s|45s; Power 95)

Virulence

Whenever your pet attacks or is attacked, its enemy's attributes are reduced. Rank 1: -1.5% for 24 seconds (Pet; CRR 2s|0.5s|5s; Duration cancel)

Immunities

Increases the resistance of allies near your pet to non-physical damage. Your pet also gains a large chance to outright resisting spells. (Pet; CRR 2s|0.5s|10s; Power 67)

Scourge

Sacrifices your pet. All enemies near the pet lose beneficial effects (up to 97 total levels). (Pet; CRR 2s|0.5s|1m; Power 190)

crafting

As adventurers begin to explore the newly found Overrealm, they are discovering many new raw materials and crafted items, with the aid of the Overrealm's citizens. In addition to new materials and items, they are researching revolutionary new crafting techniques that simplify the work a crafter puts into making finished products. No longer will artisans spend painstaking hours refining and processing resources before they can complete their greatest works.

These changes are causing quite a stir within the various tradeskill societies of Freeport and Qeynos, but most artisans appear hopeful and excited about the changes and are working diligently to learn to apply these new techniques to existing recipes.

Recipes are sorted by level (61-70), then by name. For each recipe, we list its quality (whether master crafted or common (hand) crafted), the technique used to make it, its ingredients, and the four names for recipe results, depending on whether the result is a simple, formed, worked, or elaborate success. If a result has the same name as the recipe itself, we list "(same)."

Techniques

For all the new recipes so far, if you know what the technique is to craft it, you can figure out the appropriate knowledge skill and device:

ABBR.	TECHNIQUE	KNOWLEDGE	DEVICE
ARTF	Artificing	Runecraft	Work Bench
CHEM	Chemistry	Alchemy	Chemistry Table
ARTY	Artistry	Culinary	Stove & Keg
FLET	Fletching	Woodworking	Woodworking Table
METS	Metalshaping	Heavyarmoring	Forge
METW	Metalworking	Weaponry	Forge
SCRB	Scribing	Arcana	Engraved Desk
SCUL	Sculpting	Craftsmanship	Sewing Table & Mannequin*
SCUL	Sculpting	Craftsmanship	Woodworking Table
TAIL	Tailoring	Lightarmoring	Sewing Table & Mannequin

* These are the only 3 sculpting items made on the Sewing Table & Mannequin: Awakened Cult Ritual Tapestry, Ceremonial Tapestry, and Tapestry of the Sleeper.

Ingredient Abbreviations

AC	Raw Acrylia	PL	Porous Loam
AD	Raw Adamantine	PX	Pristine version of base item
AMW	Aerate Mineral Water	RW	Raw Rosewood
AZ	Raw Azurite	SC	Raw Sweet Chai Tea Leaf
CB	Raw Soaring Coffee Bean	SD	Scintillating Dust
DL	Raw Dragonhide Leather	SL	Sandy Loam
EB	Raw Ebony	SM	Scintillating Material
FF	Raw Flying Fish	SQ	Raw Squash
HL	Raw Horned Leather	TP	Raw Topaz
HR	Raw Hanging Root	XB	Raw Xegonberry
MS	Raw Moonstone	XN	Raw Xegonite

Other Abbreviations

Appr	Apprentice
QLT	Quality
M	Master Crafted
C	Common Crafted (Hand Crafted)



note

Please turn to the next page to find the Harvesting Guide for Tiers 1-7, Common and Rare.

IMPORTANT NOTE: In future updates, all fungi will be removed from Tiers 3-6, and additional loams will be added to replace them in Alchemy recipes.



	Ore	Stone	Roots	Wood	Dens	Fish	Shrubs	Fungi
Tier 1 Common Skill: 0+ All newbie adventure yards around Free- port and Qeynos	Tin Cluster Leaded Loam	Lead Cluster Rough Malachite	Roots	Severed Maple	Sullied Low Quality Pelt (Badger, Bear, Mole, Rat)	Coldwind Flounder Frog Leg Sunfish	Barley Baubbleshire Cabbage Black Coffee Bean Junjum Raw Basil Raw Nutmeg Raw Pecan Raw White Tea Leaf	Allspice Birchroot Birchwood Milkweed Sassafras Silverberry Snakeroot
Tier 1 Rare	Bronze Cluster Solidified Loam	Copper Cluster Rough Lapis	Yarrow	Severed Bone	n/a	n/a	n/a	n/a
Tier 2 Common Skill: 20+ Antonica Commonlands Vale of Shattering	Iron Cluster Salty Loam	Electrum Cluster Raw Turquoise	Raw Tubers	Severed Maple	Sullied Average Qual- ity Pelt (Armadillo, Badger)	Crab Meat Freewater Grouper Golden Cichlid	Antonican Coffee Bean Murdunk Orange Raw Black Tea Leaf Raw Black Walnut Raw Carrot Raw Thyme Raw Vanilla Wheat	Field Maple Fig Soapweed Spoonleaf Yucca Sycamore Tree Fern Withered Mushroom
Tier 2 Rare	Blackened Iron Cluster Alkaline Loam Glowing Stone	Rough Coral Silver Cluster Glowing Stone	Sisal Root Glowing Flower	Severed Bone Glowing Flower	Average Quality Pelt (Armadillo, Badger)	Glowing Scale	Glowing Flower	Glowing Flower
Tier 3 Common Skill: 90+ Nek'tulos Forest Thundering Steppes	Carboneite Cluster (Unknown Loam)	Gold Cluster Rough Agate	Belladonna Root	Severed Ash	Sullied Medium Quality Pelt (Badger, Beaver) Bear Meat Griffon Meat	Octopus Tentacle Seafury Mackerel Thicket Crayfish	Acorn Almond Cinnamon Cucumber Fayberry Oolong Tea Leaf Raw Marjoram Rye Steppes Mountain Bean Sweet Onion	Beetleweed Bellflower Plantain Poison Oak Wild Hyacinth Wild Birch Wild Garlic Wild Leek
Tier 3 Rare	Steel Cluster (Unknown Loam) Sparkling Stone	Rough Jasper Palladium Cluster Sparkling Stone	Dandelion Fiber Sparkling Flower	Severed Fir Sparkling Flower	Medium Quality Pelt (Badger, Beaver) Sparkling Tooth	Sparkling Scale	Sparkling Flower	Sparkling Flower
Tier 4 Common Skill: 140+ Bloodskull Valley Cove of Decay Enchanted Lands Zek	Feyiron Cluster (Unknown Loam)	Rough Opaline Vellum Cluster	Tussah Roots	Severed Briarwood	Sullied High Quality Pelt (Deer, Lion) Bear Meat Griffon Meat	Blackwater Snapper Murkwater Carp Shark Fin	Cashew Cucumber Everfrost Ice bean Green Tea Leaf Raw Honey Raw Shallots Rolled Oat Wild Apple	Bitter Nutmeg Black Oak Cypress Red Oak Sage Sneezeweed Sumach Tarragon
Tier 4 Rare	Feysteel Cluster (Unknown Loam) Glimmering Stone	Rough Opal Ruthenium Cluster Glimmering Stone	Oak Root Glimmering Flower	Severed Oak Glimmering Flower	High Quality Pelt (Deer, Lion) Glimmering Tooth	Glimmering Scale	Glimmering Flower	Glimmering Flower
Tier 5 Common Skill: 190+ Everfrost Ferrott Rivervale	Fulginate Cluster (Unknown Loam)	Diamondine Cluster Rough Bloodstone	Ashen Roots	Severed Teak	Sullied Superb Qual- ity Pelt (Dire Wolf, Manticore, White Wolf) Manticore Meat Owlbear Meat Wyrm Meat	Cauldron Blowfish Nerius Trout	Browncap Mushroom Cardamom Corn Lavastorm Robusta Bean Kiola Nut Pu-erh Tea Leaf Raw Saffron White Peach Wormwood	Cinchweed Ginseng Lacquer Moonflower Peppertree Turnip
Tier 5 Rare	Ebon Cluster Strange Black Ore (Unknown Loam) Luminous Stone	Rhodium Cluster Rough Ruby Luminous Stone	Figwort Root Luminous Flower	Severed Cedar Luminous Flower	Superb Quality Pelt (Dire Wolf, Manticore, White Wolf) Luminous Tooth	Luminous Scale	Luminous Flower	Luminous Flower
Tier 6 Common Skill: 240+ Pillars of Flame Sinking Sands	Indium Cluster (Unknown Loam)	Beryllium Cluster Rough Nacre	Succulent Roots	Severed Sandalwood	Sullied Excellent Quality Stonehide Pelt	Conger Eel Red Herring Tiger Shrimp	Artichoke Cloves Coriander Darjeeling Tea Leaf Macadamia Nut Maj'Dul Coffee Bean Prickly Pear	Amaranth Chamomile Date Foxglove Mulberry Valerian Root
Tier 6 Rare	Cobalt Cluster (Unknown Loam) Lambent Stone	Rough Pearl Vanadium Cluster Lambent Stone	Saguaro Roots Lambent Flower	Severed Ironwood Lambent Flower	Excellent Quality Scaled Pelt Lambent Tooth	Lambent Fish Scale	Lambent Flower	Lambent Flower
Tier 7 Common Skill: 290+ Barren Sky Bonemire Tenebrous Tangle	(Now labelled "stone") Adamantine Cluster Porous Loam	(Now labelled "gem") Azurite Cluster Rough Topaz	Hanging Root	Rough Lumbered Rosewood	Aviak Meat Horned Pelt Ravasect Meat	Flying Fish	Soaring Coffee Bean Squash Sweet Chai Tea Leaf Xegonberry	n/a
Tier 7 Rare	Xegenite Cluster Spongy Loam Scintillating Stone	Acrylia Cluster Rough Moonstone Scintillating Stone	Nimbus Root Scintillating Flower	Rough Lumbered Ebony Scintillating Flower	Dragonhide Pelt Scintillating Tooth	Scintillating Fish Scale	Scintillating Flower	n/a

harvesting guide, recipes: level 61

INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

TECHNIQUES: **ABBR**-Technique; **ARTF**-Artificing; **CHEM**-Chemistry; **ARTY**-Artistry; **FLET**-Fletching; **METS**-Metalshaping; **METW**-Metalworking; **SCRB**-Scribing; **SCUL**-Sculpting; **SCUL**-Sculpting; **TAIL**-Tailoring **OTHER:** **Appr**-Apprentice; **QLT**-Quality; **M**-Master Crafted; **C**-Common Crafted (Hand Crafted)

lvl	recipe	qlt	tech.	ingredients	simple	formed	worked	elaborate
61	Abhorrent Seal (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Abhorrent Seal (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Abhorrent Shroud (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Abhorrent Shroud (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Acrylia Bench	M	SCUL	AC, AZ, RW, AD	crude	shaped	(same)	pristine
61	Adamantine Brigadine Boots	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
61	Adamantine Chainmail Boots	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
61	Adamantine Dagger	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
61	Adamantine Dirk	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
61	Adamantine Kris	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
61	Adamantine Melodic Mantle	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
61	Adamantine Plate Gusssets	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
61	Adamantine Stiletto	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
61	Adamantine Table	C	SCUL	AD, HL, RW, AD	crude	shaped	(same)	pristine
61	Adamantine Vanguard Gusssets	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
61	Ancient Avatar (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Ancient Avatar (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Anomalism (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Anomalism (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Aviak Steak	C	ARTY	Aviak Meat, HR	(same)	(same)	(same)	(same)
61	Bestow Energy (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Bestow Energy (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Boon of the Damned (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Boon of the Damned (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Bracken (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Bracken (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Cardinal Intrumission (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Cardinal Intrumission (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Carnal Mask (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Carnal Mask (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Cowering Bind (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Cowering Bind (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Displace Life (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Displace Life (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Domination (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Domination (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Dragonhide Bracers	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
61	Dragonhide Leather Bandolier	M	TAIL	DL, HL, HR, AD	crude	shaped	tailored	pristine
61	Dragonhide Shoulder Pads	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
61	Dragon's Breath Cuffs	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
61	Dragon's Breath Shawl	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
61	Ease (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Ease (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Ebony Fighting Baton	M	FLET	EB, AD, HL, RW	crude	shaped	conditioned	pristine
61	Ebony Knotted Club	M	FLET	EB, AD, HL, RW	crude	shaped	conditioned	pristine
61	Epiphany (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Epiphany (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Essence of Ardent Belief (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
61	Essence of Ardent Belief (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
61	Essence of Backlash (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
61	Essence of Backlash (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
61	Essence of Combative Rage (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
61	Essence of Combative Rage (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
61	Essence of Compression (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
61	Essence of Compression (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
61	Essence of Dropkick (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
61	Essence of Dropkick (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
61	Essence of Leaping Tiger (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
61	Essence of Leaping Tiger (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)

INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

lvl	recipe	qit	tech.	ingredients	simple	formed	worked	elaborate
61	Essence of Return To War (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
61	Essence of Return To War (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
61	Essence of Smash (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
61	Essence of Smash (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
61	Essence of Stampede (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
61	Essence of Stampede (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
61	Essence of Unhallowed Strength (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
61	Essence of Unhallowed Strength (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
61	Eternal Chains (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Eternal Chains (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Exceptional Essence of Health	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
61	Exceptional Essence of Power	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
61	Exceptional Essence of Regeneration	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
61	Expiation (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Expiation (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Forboding Conversion (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Forboding Conversion (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Gallantry (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Gallantry (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Glory of Battle (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Glory of Battle (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Grandmaster's Essence of Health	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
61	Grandmaster's Essence of Power	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
61	Grandmaster's Essence of Regeneration	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
61	Horned Leather Bandolier	C	TAIL	HL, HL, HR, AD	crude	shaped	tailored	pristine
61	Horned Leather Bracers	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
61	Horned Leather Pouch	C	TAIL	HL, HL, HR, AD	crude	shaped	tailored	pristine
61	Horned Leather Satchel	C	TAIL	HL, HL, HR, AD	crude	shaped	tailored	pristine
61	Horned Leather Sheath	C	TAIL	HL, HL, HR, AD	crude	shaped	tailored	pristine
61	Horned Leather Shoulder Pads	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
61	Imbued Adamantine Dagger	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
61	Imbued Adamantine Dirk	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
61	Imbued Adamantine Kris	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
61	Imbued Adamantine Stiletto	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
61	Imbued Ebony Fighting Baton	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
61	Imbued Ebony Knotted Club	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
61	Imbued Rosewood Fighting Baton	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
61	Imbued Rosewood Knotted Club	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
61	Imbued Xegonite Dagger	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
61	Imbued Xegonite Dirk	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
61	Imbued Xegonite Kris	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
61	Imbued Xegonite Stiletto	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
61	Lockdown (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Lockdown (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Maddening Swarm (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Maddening Swarm (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Personae Mirror (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Personae Mirror (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Pious (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Pious (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Protection of the Oak (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Protection of the Oak (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Ravasect Steak	C	ARTY	Ravasect Meat, HR	(same)	(same)	(same)	(same)
61	Rosewood Fighting Baton	C	FLET	RW, AD, HL, RW	crude	shaped	conditioned	pristine
61	Rosewood Knotted Club	C	FLET	RW, AD, HL, RW	crude	shaped	conditioned	pristine
61	Rosewood Table	C	SCUL	RW, HL, RW, AD	crude	shaped	(same)	pristine
61	Ruinous Heart (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Ruinous Heart (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Ruinous Hesitation (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Ruinous Hesitation (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Rune of Dancing Blade (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV

RECIPES: LEVEL 61 & 62

TECHNIQUES: **ABBR.**-Technique; **ARTF**-Artificing; **CHEM**-Chemistry; **ARTY**-Artistry; **FLET**-Fletching; **METS**-Metalshaping; **METW**-Metalworking; **SCRB**-Scribing; **SCUL**-Sculpting; **SCUL**-Sculpting;
TAIL-Tailoring **OTHER:** **Appr**-Apprentice; **QLT**-Quality; **M**-Master Crafted; **C**-Common Crafted (Hand Crafted)

LVL	RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
61	Rune of Dancing Blade (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
61	Rune of Disheartening Discante (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
61	Rune of Disheartening Discante (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
61	Rune of Guile (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
61	Rune of Guile (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
61	Rune of Hideaway (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
61	Rune of Hideaway (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
61	Rune of Longblade (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
61	Rune of Longblade (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
61	Rune of Masked Attack (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
61	Rune of Masked Attack (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
61	Rune of Selection (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
61	Rune of Selection (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
61	Rune of Shrieking Stab (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
61	Rune of Shrieking Stab (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
61	Rune of Sideswipe (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
61	Rune of Sideswipe (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
61	Rune of Slaughtersault (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
61	Rune of Slaughtersault (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
61	Runic Aegis (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Runic Aegis (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Sandpool (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Sandpool (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Scintilla of Essence (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Scintilla of Essence (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Shackle (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
61	Shackle (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
61	Windcloth Cuffs	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
61	Windcloth Shawl	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
61	Xegonberry Juice	C	ARTY	XB, XB, Liquid	(same)	(same)	(same)	(same)
61	Xegonberry Sparkling Juice	C	ARTY	XB, XB, AMW	(same)	(same)	(same)	(same)
61	Xegonite Brigadine Boots	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
61	Xegonite Chainmail Boots	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
61	Xegonite Dagger	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
61	Xegonite Dirk	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
61	Xegonite Kris	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
61	Xegonite Melodic Mantle	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
61	Xegonite Plate Gussets	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
61	Xegonite Stiletto	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
61	Xegonite Stool	M	SCUL	XN, AZ, RW, AD	crude	shaped	(same)	pristine
61	Xegonite Vanguard Gussets	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
62	Acrylia Desk	M	SCUL	AC, AZ, RW, AD	crude	shaped	(same)	pristine
62	Adamantine Battle Axe	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
62	Adamantine Brigadine Coif	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
62	Adamantine Chainmail Coif	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
62	Adamantine Crescent Axe	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
62	Adamantine Lamp	C	SCUL	AD, TP, AZ, AD	crude	shaped	(same)	pristine
62	Adamantine Melodic Bracers	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
62	Adamantine Plate Barbute	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
62	Adamantine Tomahawk	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
62	Adamantine Vanguard Barbute	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
62	Adamantine War Axe	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
62	Beholder's Eye (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62	Beholder's Eye (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
62	Devitalizing Gazes (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62	Devitalizing Gazes (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
62	Dragonhide Gloves	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
62	Dragonhide Pants	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
62	Dragon's Breath Mitts	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
62	Dragon's Breath Pantaloons	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
62	Ebony Bo Staff	M	FLET	EB, AD, HL, RW	crude	shaped	conditioned	pristine
62	Essence of Celestial Touch (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
62	Essence of Celestial Touch (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)

INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

_LVL RECIPE	QIT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
62 <i>Essence of Engulfing Rage (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
62 <i>Essence of Engulfing Rage (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
62 <i>Essence of Flailing Centipede (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
62 <i>Essence of Flailing Centipede (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
62 <i>Essence of One Hundred Hand Punch (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
62 <i>Essence of One Hundred Hand Punch (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
62 <i>Essence of Pestilent Touch (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
62 <i>Essence of Pestilent Touch (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
62 <i>Essence of Sustain (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
62 <i>Essence of Sustain (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
62 <i>Exceptional Essence of Clarity</i>	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
62 <i>Exceptional Freedom of Action</i>	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
62 <i>Exceptional Freedom of Mind</i>	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
62 <i>Fashioned Acrylia Symbol</i>	M	ARTF	AC, AZ, AD	crude	shaped	(same)	pristine
62 <i>Fashioned Azurite Symbol</i>	C	ARTF	AZ, AZ, AD	crude	shaped	(same)	pristine
62 <i>Fashioned Moonstone Arcane Stud</i>	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
62 <i>Fashioned Moonstone Elemental Signet</i>	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
62 <i>Fashioned Moonstone Elemental Stud</i>	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
62 <i>Fashioned Moonstone Noxious Signet</i>	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
62 <i>Fashioned Moonstone Noxious Stud</i>	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
62 <i>Fashioned Topaz Arcane Stud</i>	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
62 <i>Fashioned Topaz Elemental Signet</i>	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
62 <i>Fashioned Topaz Elemental Stud</i>	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
62 <i>Fashioned Topaz Noxious Signet</i>	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
62 <i>Fashioned Topaz Noxious Stud</i>	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
62 <i>Forced Obedience (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62 <i>Forced Obedience (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
62 <i>Glacial Wind (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62 <i>Glacial Wind (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
62 <i>Grandmaster's Essence of Clarity</i>	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
62 <i>Grandmaster's Freedom of Action</i>	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
62 <i>Grandmaster's Freedom of Mind</i>	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
62 <i>Grim Heretic (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62 <i>Grim Heretic (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
62 <i>Horned Leather Gloves</i>	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
62 <i>Horned Leather Pants</i>	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
62 <i>Igneous Savant (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62 <i>Igneous Savant (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
62 <i>Imbued Adamantine Battle Axe</i>	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
62 <i>Imbued Adamantine Crescent Axe</i>	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
62 <i>Imbued Adamantine Tomahawk</i>	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
62 <i>Imbued Adamantine War Axe</i>	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
62 <i>Imbued Ebony Bo Staff</i>	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
62 <i>Imbued Rosewood Bo Staff</i>	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
62 <i>Imbued Rosewood Cudgel</i>	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
62 <i>Imbued Xegonite Battle Axe</i>	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
62 <i>Imbued Xegonite Crescent Axe</i>	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
62 <i>Imbued Xegonite Tomahawk</i>	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
62 <i>Imbued Xegonite War Axe</i>	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
62 <i>Impetus (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62 <i>Impetus (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
62 <i>Intervention (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62 <i>Intervention (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
62 <i>Netherlord (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62 <i>Netherlord (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
62 <i>Patron of the Forest (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62 <i>Patron of the Forest (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
62 <i>Protoferno (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62 <i>Protoferno (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
62 <i>Rapidity (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62 <i>Rapidity (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)

Recipes: Level 62 & 63

TECHNIQUES: ABBR.-TECHNIQUE; ARTF-Artificing; CHEM-Chemistry; ARTY-Artistry; FLET-Fletching; METS-Metalshaping; METW-Metalworking; SCRIB-Scribing; SCUL-Sculpting; SCUL-Sculpting; TAIL-Tailoring OTHER: APPR-Apprentice; QLT-Quality; M-Master Crafted; C-Common Crafted (Hand Crafted)

LVL	RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
62	Rosewood Bo Staff	C	FLET	RW, AD, HL, RW	crude	shaped	conditioned	pristine
62	Rosewood Cudgel	C	FLET	RW, AD, HL, RW	crude	shaped	conditioned	pristine
62	Rune of Arcane Dissertation (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
62	Rune of Arcane Dissertation (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
62	Rune of Bria's Infatuating Sonnet (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
62	Rune of Bria's Infatuating Sonnet (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
62	Rune of Dashing Swathe (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
62	Rune of Dashing Swathe (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
62	Rune of Devilizing Arrow (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
62	Rune of Devilizing Arrow (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
62	Rune of Jugular (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
62	Rune of Jugular (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
62	Rune of Lanet's Tumultuous Scream (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
62	Rune of Lanet's Tumultuous Scream (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
62	Rune of Malignant Mark (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
62	Rune of Malignant Mark (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
62	Rune of Noxious Dissertation (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
62	Rune of Noxious Dissertation (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
62	Rune of Reclaimed Arrows (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
62	Rune of Reclaimed Arrows (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
62	Rune of Ruinous Rake (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
62	Rune of Ruinous Rake (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
62	Rune of Subterfuge (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
62	Rune of Subterfuge (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
62	Rune of Swarthy Disorder (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
62	Rune of Swarthy Disorder (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
62	Seasoned Predator (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62	Seasoned Predator (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
62	Short Adamantine Table	C	SCUL	AD, HL, RW, AD	crude	shaped	(same)	pristine
62	Soaring Cappuccino	C	ARTY	CB, CB, Milk	(same)	(same)	(same)	(same)
62	Soaring Espresso	C	ARTY	CB, CB, AMW	(same)	(same)	(same)	(same)
62	Supplicating Fate (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62	Supplicating Fate (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
62	Tailored Dragonhide Belt	M	ARTF	DL, AD, AZ, HL	crude	shaped	(same)	pristine
62	Tailored Horned Leather Belt	C	ARTF	HL, AD, AZ, HL	crude	shaped	(same)	pristine
62	Ursine Augur (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62	Ursine Augur (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
62	Void Absolution (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62	Void Absolution (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
62	Windcloth Mitts	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
62	Windcloth Pantaloons	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
62	Woeful Countenance (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
62	Woeful Countenance (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
62	Xegonberry Cookie	C	ARTY	XB, SQ, HR	(same)	(same)	(same)	(same)
62	Xegonberry Pie	C	ARTY	XB, SQ, HR	(same)	(same)	(same)	(same)
62	Xegonite Battle Axe	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
62	Xegonite Brigadine Coif	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
62	Xegonite Chainmail Coif	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
62	Xegonite Chest	M	SCUL	XN, AZ, RW, AD	crude	shaped	(same)	pristine
62	Xegonite Crescent Axe	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
62	Xegonite Melodic Bracers	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
62	Xegonite Plate Barbute	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
62	Xegonite Tomahawk	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
62	Xegonite Vanguard Barbute	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
62	Xegonite War Axe	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
63	Act of Conviction (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Act of Conviction (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Adamantine Bodkin Arrow	C	FLET	AD, RW, HR	(same)	(same)	(same)	(same)
63	Adamantine Brigadine Mantle	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
63	Adamantine Chainmail Mantle	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
63	Adamantine Claws	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
63	Adamantine Hunting Arrow	C	FLET	AD, RW, HR	(same)	(same)	(same)	(same)
63	Adamantine Katar	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine

INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

lvl	recipe	qit	tech.	ingredients	simple	formed	worked	elaborate
63	Adamantine Knuckles	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
63	Adamantine Melodic Gloves	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
63	Adamantine Plate Spaulders	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
63	Adamantine Rounded Arrow	C	FLET	AD, RW, HR	(same)	(same)	(same)	(same)
63	Adamantine Vanguard Spaulders	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
63	Aspect of Lucidity (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Aspect of Lucidity (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Aspect of Night (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Aspect of Night (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Aura of Nihility (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Aura of Nihility (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Awaken Grave (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Awaken Grave (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Azurite Entwined Sculpture	C	SCUL	AZ, TP, AZ, AD	crude	shaped	(same)	pristine
63	Azurite Tall Entwined Sculpture	C	SCUL	AZ, TP, AZ, AD	crude	shaped	(same)	pristine
63	Baked Squash	C	ARTY	SQ, SQ, HR	(same)	(same)	(same)	(same)
63	Dragonhide Fistwraps	M	METW	DL, AD, HL, HR	crude	shaped	tailored	pristine
63	Dragonhide Leather Backpack	M	TAIL	DL, HL, HR, AD	crude	shaped	(same)	pristine
63	Dragonhide Leather Pouch	M	TAIL	DL, HL, HR, AD	crude	shaped	tailored	pristine
63	Dragonhide Tunic	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
63	Dragon's Breath Blouse	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
63	Ebony Cudgel	M	FLET	EB, AD, HL, RW	crude	shaped	conditioned	pristine
63	Escutcheon (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Escutcheon (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Essence of Besiege (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
63	Essence of Besiege (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
63	Essence of Blistering Fists (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
63	Essence of Blistering Fists (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
63	Essence of Blood Craze (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
63	Essence of Blood Craze (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
63	Essence of Bloodbath (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
63	Essence of Bloodbath (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
63	Essence of Crescent Strike (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
63	Essence of Crescent Strike (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
63	Essence of Death Circle (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
63	Essence of Death Circle (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
63	Essence of Holy Circle (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
63	Essence of Holy Circle (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
63	Essence of Moderate (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
63	Essence of Moderate (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
63	Essence of Mortal Embrace (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
63	Essence of Mortal Embrace (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
63	Essence of Quiescent Blessing (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
63	Essence of Quiescent Blessing (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
63	Essence of Slap Around (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
63	Essence of Slap Around (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
63	Exceptional Elixir of Constitution	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
63	Exceptional Elixir of Thorns	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
63	Exceptional Elixir of Transcendence	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
63	Fae Pyre (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Fae Pyre (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Favor of the Infernal (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Favor of the Infernal (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Fortify (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Fortify (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Frigid Gift (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Frigid Gift (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Grandmaster's Elixir of Constitution	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
63	Grandmaster's Elixir of Thorns	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
63	Grandmaster's Elixir of Transcendence	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
63	Harmonious Link (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV

Recipes: Level 63 & 64

TECHNIQUES: ABBR.-TECHNIQUE; ARTF-Artificing; CHEM-Chemistry; ARTY-Artistry; FLET-Fletching; METS-Metalshaping; METW-Metalworking; SCRIB-Scribing; SCUL-Sculpting; SCUL-Sculpting; TAIL-Tailoring OTHER: Appr-Apprentice; QLT-Quality; M-Master Crafted; C-Common Crafted (Hand Crafted)

LVL	RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
63	Harmonious Link (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Horned Leather Fistwraps	C	METW	AD, AD, HL, HR	crude	shaped	tailored	pristine
63	Horned Leather Tunic	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
63	Imbued Adamantine Claws	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
63	Imbued Adamantine Katar	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
63	Imbued Adamantine Knuckles	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
63	Imbued Dragonhide Fistwraps	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
63	Imbued Ebony Cudgel	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
63	Imbued Horned Leather Fistwraps	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
63	Imbued Xegonite Claws	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
63	Imbued Xegonite Katar	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
63	Imbued Xegonite Knuckles	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
63	Incitement (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Incitement (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Involuntary Restoration (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Involuntary Restoration (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Lethargy (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Lethargy (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Pyromancy (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Pyromancy (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Regenerative Spores (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Regenerative Spores (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Rune of Brazening (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
63	Rune of Brazening (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
63	Rune of Clara's Midnight Tempo (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
63	Rune of Clara's Midnight Tempo (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
63	Rune of Emberstrike (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
63	Rune of Emberstrike (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
63	Rune of Garsin's Grim Acclamation (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
63	Rune of Garsin's Grim Acclamation (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
63	Rune of Puncture Blade (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
63	Rune of Puncture Blade (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
63	Rune of Skewer (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
63	Rune of Skewer (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
63	Short Xegonite Table	M	SCUL	XN, AZ, RW, AD	crude	shaped	(same)	pristine
63	Sparkling Sweet Iced Chai Tea	C	ARTY	SC, SC, AMW	(same)	(same)	(same)	(same)
63	Squash Casserole	C	ARTY	SQ, SQ	(same)	(same)	(same)	(same)
63	Sweet Chai Tea	C	ARTY	SC, SC, Liquid	(same)	(same)	(same)	(same)
63	Synergism (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Synergism (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Tendrils of Horror (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
63	Tendrils of Horror (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
63	Windcloth Blouse	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
63	Xegonite Brigadine Mantle	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
63	Xegonite Chainmail Mantle	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
63	Xegonite Claws	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
63	Xegonite Katar	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
63	Xegonite Knuckles	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
63	Xegonite Melodic Gloves	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
63	Xegonite Plate Spaulders	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
63	Xegonite Table	M	SCUL	XN, AZ, RW, AD	crude	shaped	(same)	pristine
63	Xegonite Vanguard Spaulders	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
64	Abate Life (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Abate Life (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Adamantine Bastard Sword	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
64	Adamantine Brigadine Bracers	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
64	Adamantine Chainmail Bracers	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
64	Adamantine Double Headed Axe	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
64	Adamantine Executioner's Axe	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
64	Adamantine Greatsword	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
64	Adamantine Melodic Boots	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
64	Adamantine Plate Sabatons	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
64	Adamantine Vanguard Sabatons	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine

INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

lvl	recipe	qit	tech.	ingredients	simple	formed	worked	elaborate
64	Azurite Rotating Sculpture	C	SCUL	AZ, TP, AZ, AD	crude	shaped	(same)	pristine
64	Azurite Tall Rotating Sculpture	C	SCUL	AZ, TP, AZ, AD	crude	shaped	(same)	pristine
64	Baked Flying Fish	C	ARTY	FF, SQ, HR, FF	(same)	(same)	(same)	(same)
64	Barbarous Intimidation (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Barbarous Intimidation (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Debase (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Debase (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Deluge (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Deluge (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Dragonhide Leather Quiver	M	TAIL	DL, HL, HR, AD	crude	shaped	(same)	pristine
64	Dragonhide Leather Sack	M	TAIL	DL, HL, HR, AD	crude	shaped	(same)	pristine
64	Dragonhide Leather Satchel	M	TAIL	DL, HL, HR, AD	crude	shaped	tailored	pristine
64	Dragonhide Leather Sheath	M	TAIL	DL, HL, HR, AD	crude	shaped	tailored	pristine
64	Ebony Great Staff	M	FLET	EB, AD, HL, RW	crude	shaped	conditioned	pristine
64	Ebony Quarter Staff	M	FLET	EB, AD, HL, RW	crude	shaped	conditioned	pristine
64	Eidolon (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Eidolon (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Electrifying Flash (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Electrifying Flash (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Essence of Berate (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
64	Essence of Berate (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
64	Essence of Challenge (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
64	Essence of Challenge (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
64	Essence of Fervent Aid (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
64	Essence of Fervent Aid (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
64	Essence of Flay (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
64	Essence of Flay (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
64	Essence of Oppress (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
64	Essence of Oppress (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
64	Essence of Protection (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
64	Essence of Protection (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
64	Essence of Putrid Coil (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
64	Essence of Putrid Coil (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
64	Essence of Righteousness (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
64	Essence of Righteousness (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
64	Essence of Rumble (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
64	Essence of Rumble (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
64	Essence of Sacrilege (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
64	Essence of Sacrilege (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
64	Essence of Soaring Dragon (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
64	Essence of Soaring Dragon (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
64	Essence of Unrestrained Fury (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
64	Essence of Unrestrained Fury (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
64	Exceptional Elixir of Deftness	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
64	Exceptional Elixir of Fortitude	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
64	Exceptional Elixir of Piety	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
64	Fashioned Dragonhide Tome	M	ARTF	AC, TP, AZ, AD	crude	shaped	(same)	pristine
64	Fashioned Horned Leather Tome	C	ARTF	AZ, TP, AZ, AD	crude	shaped	(same)	pristine
64	Fashioned Moonstone Arcane Locket	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
64	Fashioned Moonstone Arcane Signet	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
64	Fashioned Moonstone Elemental Locket	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
64	Fashioned Moonstone Noxious Locket	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
64	Fashioned Topaz Arcane Locket	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
64	Fashioned Topaz Arcane Signet	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
64	Fashioned Topaz Elemental Locket	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
64	Fashioned Topaz Noxious Locket	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
64	Grandmaster's Elixir of Deftness	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
64	Grandmaster's Elixir of Fortitude	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
64	Grandmaster's Elixir of Piety	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
64	Iceshield (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Iceshield (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)

RECIPES: LEVEL 64

TECHNIQUES: ABBR.-TECHNIQUE; ARTF-Artificing; CHEM-Chemistry; ARTY-Artistry; FLET-Fletching; METS-Metalshaping; METW-Metalworking; SCRIB-Scribing; SCUL-Sculpting; SCUL-Sculpting; TAIL-Tailoring OTHER: APPR-Apprentice; QLT-Quality; M-Master Crafted; C-Common Crafted (Hand Crafted)

LVL	RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
64	Imbued Adamantine Bastard Sword	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
64	Imbued Adamantine Double Headed Axe	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
64	Imbued Adamantine Executioner's Axe	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
64	Imbued Adamantine Greatsword	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
64	Imbued Ebony Great Staff	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
64	Imbued Ebony Quarter Staff	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
64	Imbued Rosewood Great Staff	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
64	Imbued Rosewood Quarter Staff	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
64	Imbued Xegonite Bastard Sword	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
64	Imbued Xegonite Double Headed Axe	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
64	Imbued Xegonite Executioner's Axe	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
64	Imbued Xegonite Greatsword	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
64	Malignancy (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Malignancy (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Marred Psyche (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Marred Psyche (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Nebula (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Nebula (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Nihilistics (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Nihilistics (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Perilous Gaze (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Perilous Gaze (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Pyreshield (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Pyreshield (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Rosewood Great Staff	C	FLET	RW, AD, HL, RW	crude	shaped	conditioned	pristine
64	Rosewood Quarter Staff	C	FLET	RW, AD, HL, RW	crude	shaped	conditioned	pristine
64	Rune of Aria of Acclamation (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
64	Rune of Aria of Acclamation (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
64	Rune of Constriction (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
64	Rune of Constriction (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
64	Rune of Cover Fire (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
64	Rune of Cover Fire (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
64	Rune of Double-Cross (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
64	Rune of Double-Cross (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
64	Rune of Focus Aim (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
64	Rune of Focus Aim (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
64	Rune of Impair (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
64	Rune of Impair (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
64	Rune of Lore's Euphuistic Romp (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
64	Rune of Lore's Euphuistic Romp (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
64	Rune of Restraining (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
64	Rune of Restraining (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
64	Rune of Ruckus (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
64	Rune of Ruckus (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
64	Rune of Tarven's Quarrelsome Rhyme (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
64	Rune of Tarven's Quarrelsome Rhyme (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
64	Rune of Tomb's Calm (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
64	Rune of Tomb's Calm (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
64	Seasoned Aviak Sandwich	C	ARTY	Aviak Meat, HR	(same)	(same)	(same)	(same)
64	Sign of Frailty (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Sign of Frailty (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Soaring Espresso Machiato	C	ARTY	CB, CB, Milk	(same)	(same)	(same)	(same)
64	Tailored Dragon's Breath Scarf	M	ARTF	NR, HR, HL, AD	crude	shaped	tailored	pristine
64	Tailored Windcloth Scarf	C	ARTF	HR, HR, HL, AD	crude	shaped	(same)	pristine
64	Torrential Pestilence (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Torrential Pestilence (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Trapping Vines (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Trapping Vines (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Tribulation (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Tribulation (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Ultraviolet Storm (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
64	Ultraviolet Storm (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
64	Xegonberry Wine	C	ARTY	XB, XB, Liquid	(same)	(same)	(same)	(same)

INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

lvl	recipe	qit	tech.	ingredients	simple	formed	worked	elaborate
64	Xegonite Bastard Sword	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
64	Xegonite Brigadine Bracers	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
64	Xegonite Chainmail Bracers	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
64	Xegonite Double Headed Axe	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
64	Xegonite Executioner's Axe	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
64	Xegonite Greatsword	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
64	Xegonite Melodic Boots	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
64	Xegonite Plate Sabatons	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
64	Xegonite Vanguard Sabatons	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
64	Xegonite Wall Sconce	M	SCUL	XN, AZ, RW, AD	crude	shaped	(same)	pristine
65	Absolving Flames (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
65	Absolving Flames (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Adamantine Brigadine Gloves	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
65	Adamantine Chainmail Gloves	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
65	Adamantine Great Mace	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
65	Adamantine Maul	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
65	Adamantine Morning Star	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
65	Adamantine Plate Gauntlets	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
65	Adamantine Reverent Bracers	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
65	Adamantine Vanguard Gauntlets	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
65	Adamantine Warhammer	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
65	Auspex (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
65	Auspex (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Ball of Lava (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
65	Ball of Lava (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Blighted Horde (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
65	Blighted Horde (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Bolster (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Call of Storms (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Cold Imbued Ebony Wand	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Cold Imbued Rosewood Wand	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Defile (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Disease Imbued Ebony Wand	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Disease Imbued Rosewood Wand	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Divine Imbued Ebony Wand	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Divine Imbued Rosewood Wand	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Ebony Strong Box	M	SCUL	EB, HL, RW, AD	crude	shaped	(same)	pristine
65	Ebony Wand	M	FLET	EB, AD, HL, RW	crude	shaped	conditioned	pristine
65	Ember Seed (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
65	Ember Seed (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Essence of Call To Duty (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
65	Essence of Call To Duty (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
65	Essence of Call To Siege (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
65	Essence of Call To Siege (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
65	Essence of Castigate (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
65	Essence of Dragonbreath (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
65	Essence of Dragonbreath (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
65	Essence of Everlasting Hunger (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
65	Essence of Everlasting Hunger (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
65	Essence of Juggernaut (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
65	Essence of Knockout Combination (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
65	Essence of Obliterate (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
65	Essence of Pestilence (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
65	Essence of Rabid Cry (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
65	Essence of Rabid Cry (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
65	Essence of Roar (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
65	Essence of Roar (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
65	Essence of Swift Calm (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
65	Essence of Swift Calm (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
65	Exceptional Elemental Reprieve	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
65	Exceptional Elixir of Intellect	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)

RECIPES: LEVEL 64 & 65

TECHNIQUES: ABBR.-TECHNIQUE; ARTF-Artificing; CHEM-Chemistry; ARTY-Artistry; FLET-Fletching; METS-Metalshaping; METW-Metalworking; SCRIB-Scribing; SCUL-Sculpting; SCUL-Sculpting; TAIL-Tailoring OTHER: APPR-Apprentice; QLT-Quality; M-Master Crafted; C-Common Crafted (Hand Crafted)

LVL	RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
65	Exceptional Noxious Reprieve	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
65	Fulginous Dominion (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
65	Fulginous Dominion (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Fusion (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Glacial Cold (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
65	Glacial Cold (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Glacial Flames (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
65	Glacial Flames (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Grandmaster's Elixir of Intellect	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
65	Grilled Flying Fish	C	ARTY	FF, HR, FF, XB	(same)	(same)	(same)	(same)
65	Heat Imbued Ebony Wand	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Heat Imbued Rosewood Wand	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Horned Leather Backpack	C	TAIL	HL, HL, HR, AD	crude	shaped	(same)	pristine
65	Imbued Adamantine Great Mace	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Imbued Adamantine Maul	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Imbued Adamantine Morning Star	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Imbued Adamantine Warhammer	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Imbued Rosewood Spellbinder's Staff	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Imbued Xegonite Great Mace	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Imbued Xegonite Maul	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Imbued Xegonite Morning Star	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Imbued Xegonite Warhammer	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Magic Imbued Ebony Wand	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Magic Imbued Rosewood Wand	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
65	Mental Imbued Ebony Wand	M	FLET	PX, AD, HL, SM	crude	shaped	(same)	pristine
65	Mental Imbued Rosewood Wand	C	FLET	PX, AD, HL, SM	crude	shaped	(same)	pristine
65	Phantasmal Resplendance (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
65	Phantasmal Resplendance (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Phase (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Plane Shift (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Poison Imbued Ebony Wand	M	FLET	PX, AD, HL, SM	crude	shaped	(same)	pristine
65	Poison Imbued Rosewood Wand	C	FLET	PX, AD, HL, SM	crude	shaped	(same)	pristine
65	Possession (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Rift (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Rosewood Patch Kit	C	SCUL	RW, HL, RW, AD	(same)	(same)	(same)	(same)
65	Rosewood Spellbinder's Staff	C	FLET	RW, AD, HL, RW	crude	shaped	conditioned	pristine
65	Rosewood Strong Box	C	SCUL	RW, HL, RW, AD	crude	shaped	(same)	pristine
65	Rosewood Wand	C	FLET	RW, AD, HL, RW	crude	shaped	conditioned	pristine
65	Rune of Band of Thugs (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
65	Rune of Constrain (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
65	Rune of Constrain (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
65	Rune of En Garde (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
65	Rune of Enmesh (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
65	Rune of Enmesh (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
65	Rune of Guiwenda's Apathetic Chant (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
65	Rune of Guiwenda's Apathetic Chant (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
65	Rune of Hawk Dive (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
65	Rune of Jester's Cap (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
65	Rune of Oration of Sacrifice (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
65	Rune of Secure (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
65	Rune of Secure (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
65	Rune of Vanish (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
65	Rune of Verlien's Keen of Calamity (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
65	Rune of Verlien's Keen of Calamity (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
65	Rune of Vines (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
65	Rune of Vines (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
65	Seasoned Ravasect Sandwich	C	ARTY	Ravasect Meat, HR	(same)	(same)	(same)	(same)
65	Soaring Espresso Latte	C	ARTY	CB, CB, Liquid	(same)	(same)	(same)	(same)
65	Thunderbolt (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
65	Thunderbolt (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Tranquil Dragon's Breath Blouse	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
65	Tranquil Dragon's Breath Cap	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
65	Tranquil Dragon's Breath Cuffs	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine

INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

lvl	recipe	qit	tech.	ingredients	simple	formed	worked	elaborate
65	Tranquil Dragon's Breath Mitts	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
65	Tranquil Dragon's Breath Pantaloons	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
65	Tranquil Dragon's Breath Shawl	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
65	Tranquil Dragon's Breath Slippers	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
65	Tranquil Windcloth Blouse	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
65	Tranquil Windcloth Cap	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
65	Tranquil Windcloth Cuffs	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
65	Tranquil Windcloth Mitts	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
65	Tranquil Windcloth Pantaloons	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
65	Tranquil Windcloth Shawl	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
65	Tranquil Windcloth Slippers	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
65	Tranquility (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Undead Tide (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Unswerving Hammer (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Verdict (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Void Distortion (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
65	Void Distortion (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Warring Axiom (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
65	Warring Axiom (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
65	Xegonberry Brandy	C	ARTY	XB, XB, Liquid	(same)	(same)	(same)	(same)
65	Xegonite Brigadine Gloves	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
65	Xegonite Chainmail Gloves	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
65	Xegonite Great Mace	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
65	Xegonite Maul	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
65	Xegonite Morning Star	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
65	Xegonite Plate Gauntlets	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
65	Xegonite Reverent Bracers	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
65	Xegonite Vanguard Gauntlets	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
65	Xegonite Warhammer	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
66	Abasement (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Abasement (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Adamantine Battle Hammer	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
66	Adamantine Brigadine Coat	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
66	Adamantine Chainmail Coat	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
66	Adamantine Flail	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
66	Adamantine Mace	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
66	Adamantine Plate Cuirass	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
66	Adamantine Reverent Mantle	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
66	Adamantine Sceptre	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
66	Adamantine Vanguard Cuirass	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
66	Aqueous Horde (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Aqueous Horde (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Black-Eye Chai	C	ARTY	SC, SC, Liquid, CB	(same)	(same)	(same)	(same)
66	Cease (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Cease (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Chaos Imbued Dragon's Breath Hex Doll	M	TAIL	NR, SM, HR	crude	shaped	(same)	pristine
66	Convict (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Convict (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Discord Imbued Dragon's Breath Hex Doll	M	TAIL	NR, SM, HR	crude	shaped	(same)	pristine
66	Dread (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Dread (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Ebony Spellbinder's Staff	M	FLET	EB, AD, HL, RW	crude	shaped	conditioned	pristine
66	Empty Mind (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Empty Mind (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Enrapture (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Enrapture (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Essence of Blessing of the Reverent (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
66	Essence of Blessing of the Reverent (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
66	Essence of Call of Armament (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
66	Essence of Call of Armament (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
66	Essence of Callous Stomp (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV

Recipes: Level 65 & 66

TECHNIQUES: ABBR.-TECHNIQUE; ARTF-Artificing; CHEM-Chemistry; ARTY-Artistry; FLET-Fletching; METS-Metalshaping; METW-Metalworking; SCRIB-Scribing; SCUL-Sculpting; SCUL-Sculpting; TAIL-Tailoring OTHER: Appr-Apprentice; QLT-Quality; M-Master Crafted; C-Common Crafted (Hand Crafted)

LVL	RECIPE	QIT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
66	Essence of Callous Stomp (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
66	Essence of Nefarious Caress (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
66	Essence of Nefarious Caress (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
66	Essence of Punishing Cobra (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
66	Essence of Punishing Cobra (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
66	Essence of Righteous Demonstration (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
66	Essence of Righteous Demonstration (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
66	Essence of Scared Still (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
66	Essence of Scared Still (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
66	Essence of Twisted Aura (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
66	Essence of Twisted Aura (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
66	Essence of Vindictive Strike (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
66	Essence of Vindictive Strike (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
66	Essence of Violent Pledge (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
66	Essence of Violent Pledge (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
66	Essence of War Cry (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
66	Essence of War Cry (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
66	Exceptional Arcane Reprieve	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
66	Exceptional Caustic Poison	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
66	Exceptional Hemotoxin	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
66	Fashioned Adamantine Tablet	C	ARTF	AD, TP, AZ, AD	crude	shaped	fashioned	pristine
66	Fashioned Moonstone Bracelet	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
66	Fashioned Moonstone Earring	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
66	Fashioned Moonstone Necklace	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
66	Fashioned Moonstone Orb	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
66	Fashioned Moonstone Ring	M	ARTF	MS, TP, AZ, AD	crude	shaped	(same)	pristine
66	Fashioned Topaz Bracelet	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
66	Fashioned Topaz Earring	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
66	Fashioned Topaz Necklace	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
66	Fashioned Topaz Orb	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
66	Fashioned Topaz Ring	C	ARTF	TP, TP, AZ, AD	crude	shaped	(same)	pristine
66	Fashioned Xegonite Tablet	M	ARTF	XN, TP, AZ, AD	crude	shaped	(same)	pristine
66	Forged Archaic Dragon Statue	M	SCUL	XN, AZ, RW, AD	crude	shaped	(same)	pristine
66	Fright Imbued Dragon's Breath Hex Doll	M	TAIL	NR, SM, HR	crude	shaped	(same)	pristine
66	Grandmaster's Caustic Poison	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
66	Grandmaster's Elixir of Second Sight	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
66	Grandmaster's Elixir of Tactics	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
66	Grandmaster's Hemotoxin	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
66	Iced Black-Eye Chai	C	ARTY	SC, SC, Liquid, CB	(same)	(same)	(same)	(same)
66	Imbued Adamantine Battle Hammer	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Imbued Adamantine Chainmail Coat	C	METS	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Imbued Adamantine Flail	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Imbued Adamantine Mace	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Imbued Adamantine Scepter	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Imbued Adamantine Vanguard Cuirass	C	METS	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Imbued Ebony Spellbinder's Staff	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Imbued Rosewood Long Bow	C	FLET	PX, AD, HR, SM	crude	shaped	imbued	pristine
66	Imbued Rosewood Short Bow	C	FLET	PX, AD, HR, SM	crude	shaped	imbued	pristine
66	Imbued Xegonite Battle Hammer	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Imbued Xegonite Chainmail Coat	M	METS	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Imbued Xegonite Flail	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Imbued Xegonite Mace	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Imbued Xegonite Scepter	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Imbued Xegonite Vanguard Cuirass	M	METS	PX, AD, HL, SM	crude	shaped	imbued	pristine
66	Irradiate (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Irradiate (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Phantom Pillaging (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Phantom Pillaging (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Rosewood Long Bow	C	FLET	RW, AD, HR, RW	crude	shaped	conditioned	pristine
66	Rosewood Short Bow	C	FLET	RW, AD, HR, RW	crude	shaped	conditioned	pristine
66	Ruin Imbued Dragon's Breath Hex Doll	M	TAIL	NR, SM, HR	crude	shaped	(same)	pristine
66	Rune of Alin's Serene Serenade (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
66	Rune of Alin's Serene Serenade (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
66	Rune of Berate (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV

INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

lvl	recipe	qit	tech.	ingredients	simple	formed	worked	elaborate
66	Rune of Berate (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
66	Rune of Clara's Catastrophic Cacophony (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
66	Rune of Clara's Catastrophic Cacophony (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
66	Rune of Confounding Arrow (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
66	Rune of Confounding Arrow (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
66	Rune of Disembowel (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
66	Rune of Disembowel (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
66	Rune of Eviscerate (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
66	Rune of Eviscerate (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
66	Rune of Har's Awakening Strain (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
66	Rune of Har's Awakening Strain (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
66	Rune of Killing Blade (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
66	Rune of Killing Blade (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
66	Rune of Plunder (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
66	Rune of Plunder (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
66	Rune of Ranger's Blade (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
66	Rune of Ranger's Blade (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
66	Rune of Raxyl's Brazen Descant (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
66	Rune of Raxyl's Brazen Descant (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
66	Rune of Vaunt (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
66	Rune of Vaunt (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
66	Scrimshaw Dragon Sculpture	C	SCUL	AD, TP, AZ, AD	crude	shaped	(same)	pristine
66	Scrimshaw Ritual Sculpture	C	SCUL	AD, TP, AZ, AD	crude	shaped	(same)	pristine
66	Shadow Imbued Dragon's Breath Hex Doll	M	TAIL	NR, SM, HR	crude	shaped	(same)	pristine
66	Shrieking Haze (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Shrieking Haze (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Spikecoat (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Spikecoat (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Spineskin (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Spineskin (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Spurn (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Spurn (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Tailored Dragon's Breath Sash	M	ARTF	NR, HR, HL, AD	crude	shaped	tailored	pristine
66	Tailored Windcloth Sash	C	ARTF	HR, HR, HL, AD	crude	shaped	(same)	pristine
66	Tellurian Champion (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Tellurian Champion (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Undying Dreadnought (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Undying Dreadnought (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Julian Nullification (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	Julian Nullification (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	War Pyre (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
66	War Pyre (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
66	Xegonberry Cobbler	C	ARTY	XB, HR, XB	(same)	(same)	(same)	(same)
66	Xegonberry Sorbet	C	ARTY	XB, AZ, XB	(same)	(same)	(same)	(same)
66	Xegonite Battle Hammer	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
66	Xegonite Brigadine Coat	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
66	Xegonite Chainmail Coat	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
66	Xegonite Flail	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
66	Xegonite Mace	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
66	Xegonite Plate Cuirass	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
66	Xegonite Reverent Mantle	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
66	Xegonite Sceptre	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
66	Xegonite Vanguard Cuirass	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
67	Adamantine Brigadine Leggings	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
67	Adamantine Chainmail Leggings	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
67	Adamantine Javelin	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
67	Adamantine Leafblade	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
67	Adamantine Plate Greaves	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
67	Adamantine Reverent Gloves	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
67	Adamantine Scourge	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
67	Adamantine Short Spear	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine

RECIPES: LEVEL 66 & 67

TECHNIQUES: ABBR.-TECHNIQUE; ARTF-Artificing; CHEM-Chemistry; ARTY-Artistry; FLET-Fletching; METS-Metalshaping; METW-Metalworking; SCRIB-Scribing; SCUL-Sculpting; SCUL-Sculpting; TAIL-Tailoring OTHER: APPR-Apprentice; QLT-Quality; M-Master Crafted; C-Common Crafted (Hand Crafted)

LVL	RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
67	Adamantine Shuriken	C	FLET	AD, RW, HR	(same)	(same)	(same)	(same)
67	Adamantine Spear	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
67	Adamantine Throwing Axes	C	FLET	AD, RW, HR	(same: 1)	(same: 1)	(same: 1)	(same: 1)
67	Adamantine Vanguard Greaves	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
67	Affliction (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Affliction (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Ancient Terror (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Ancient Terror (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Astonishing Awe (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Astonishing Awe (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Corona (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Corona (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Curse of Isolation (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Curse of Isolation (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Detain (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Detain (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Dilettante's Bloomers	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
67	Dilettante's Cap	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
67	Dilettante's Cape	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
67	Dilettante's Gloves	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
67	Dilettante's Shoes	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
67	Dilettante's Sleeves	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
67	Dilettante's Vest	M	TAIL	NR, HR, HL	crude	shaped	tailored	pristine
67	Ebony Short Bow	M	FLET	EB, AD, HR, RW	crude	shaped	conditioned	pristine
67	Ego Torrent (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Ego Torrent (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Essence of Blazing Lunge (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
67	Essence of Blazing Lunge (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
67	Essence of Extinguish Will (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
67	Essence of Extinguish Will (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
67	Essence of Fetid Smite (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
67	Essence of Fetid Smite (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
67	Essence of Merciless Charge (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
67	Essence of Merciless Charge (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
67	Essence of Persistent Battering (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
67	Essence of Persistent Battering (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
67	Essence of Soaring Eagle (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
67	Essence of Soaring Eagle (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
67	Exasperate (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Exasperate (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Exceptional Essence of Turgur	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
67	Exceptional Mental Breach	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
67	Exceptional Vitality Breach	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
67	Forced Humility (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Forced Humility (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Forged Venerable Dragon Statue	M	SCUL	XN, AZ, RW, AD	crude	shaped	(same)	pristine
67	Grandmaster's Arcane Reprieve	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
67	Grandmaster's Elemental Reprieve	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
67	Grandmaster's Essence of Turgur	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
67	Grandmaster's Mental Breach	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
67	Grandmaster's Noxious Reprieve	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
67	Grandmaster's Vitality Breach	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
67	Holy Strike (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Holy Strike (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Horned Leather Rug	C	SCUL	HL, HL, HR	crude	shaped	(same)	pristine
67	Howl of the Damned (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Howl of the Damned (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Imbued Adamantine Chainmail Leggings	C	METS	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Imbued Adamantine Javelin	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Imbued Adamantine Leafblade	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Imbued Adamantine Scourge	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Imbued Adamantine Short Spear	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Imbued Adamantine Spear	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine

INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

LVL	RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
67	Imbued Adamantine Vanguard Greaves	C	METS	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Imbued Ebony Short Bow	M	FLET	PX, AD, HR, SM	crude	shaped	imbued	pristine
67	Imbued Xegonite Chainmail Leggings	M	METS	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Imbued Xegonite Javelin	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Imbued Xegonite Leafblade	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Imbued Xegonite Scourge	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Imbued Xegonite Short Spear	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Imbued Xegonite Spear	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Imbued Xegonite Vanguard Greaves	M	METS	PX, AD, HL, SM	crude	shaped	imbued	pristine
67	Lamenting Soul (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Lamenting Soul (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Loathsome Mark (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Loathsome Mark (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Malignant Grasp (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Malignant Grasp (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Momentary Sentiment (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Momentary Sentiment (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Narcoleptic Sweet-Talk	C	ARTY	SC, XB, SQ	(same)	(same)	(same)	(same)
67	Phoenixblade (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Phoenixblade (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Plague (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Plague (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Putrefy (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Putrefy (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Rosewood Sling	C	ARTY	RW, XB, Liquid, SQ	(same)	(same)	(same)	(same)
67	Rune of Deceitfulness (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
67	Rune of Deceitfulness (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
67	Rune of Infected Blade (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
67	Rune of Infected Blade (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
67	Rune of Noble Blade (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
67	Rune of Noble Blade (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
67	Rune of Perfect Finesse (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
67	Rune of Perfect Finesse (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
67	Savant's Bloomers	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
67	Savant's Cap	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
67	Savant's Cape	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
67	Savant's Gloves	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
67	Savant's Shoes	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
67	Savant's Sleeves	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
67	Savant's Vest	C	TAIL	HR, HR, HL	crude	shaped	tailored	pristine
67	Shattered Terrain (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Shattered Terrain (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Squash Cobbler	C	ARTY	SQ, SQ, XB, HR	(same)	(same)	(same)	(same)
67	Squash Pie	C	ARTY	SQ, SQ, XB, HR	(same)	(same)	(same)	(same)
67	Subzero (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Subzero (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Tempest (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Tempest (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Topaz Gazing Orb	C	SCUL	TP, TP, AZ, RW	crude	shaped	(same)	pristine
67	Tumor (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
67	Tumor (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
67	Xegonite Brigadine Leggings	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
67	Xegonite Chainmail Leggings	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
67	Xegonite Javelin	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
67	Xegonite Leafblade	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
67	Xegonite Plate Greaves	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
67	Xegonite Reverent Gloves	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
67	Xegonite Scourge	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
67	Xegonite Short Spear	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
67	Xegonite Spear	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
67	Xegonite Vanguard Greaves	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine

RECIPES: LEVEL 67 & 68

TECHNIQUES: ABBR.-TECHNIQUE; ARTF-Artificing; CHEM-Chemistry; ARTY-Artistry; FLET-Fletching; METS-Metalshaping; METW-Metalworking; SCRIB-Scribing; SCUL-Sculpting; SCUL-Sculpting; TAIL-Tailoring OTHER: Appr-Apprentice; QLT-Quality; M-Master Crafted; C-Common Crafted (Hand Crafted)

LVL	RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
68	Adamantine Devout Sabatons	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
68	Adamantine Halberd	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
68	Adamantine Rapier	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
68	Adamantine Reverent Boots	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
68	Adamantine Reverent Coat	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
68	Adamantine Reverent Coif	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
68	Adamantine Reverent Leggings	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
68	Adamantine Ritual Dagger	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
68	Adamantine Throwing Daggers	C	FLET	AD, RW, HR	(same: 1)	(same: 1)	(same: 1)	(same: 1)
68	Adamantine Throwing Hammers	C	FLET	AD, RW, HR	(same: 1)	(same: 1)	(same: 1)	(same: 1)
68	Adamantine Vouge	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
68	Agitate (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Agitate (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Awakended Cult Ritual Tapestry	C	SCUL	HR, HR, AD, HL	crude	shaped	(same)	pristine
68	Bane of Protection (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Bane of Protection (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Celestial Praetorate (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Celestial Praetorate (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Ceremonial Tapestry	C	SCUL	HR, HR, AD, HL	crude	shaped	(same)	pristine
68	Dancing Halfling	C	ARTY	XB, XB, SC	(same)	(same)	(same)	(same)
68	Ebony Long Bow	M	FLET	EB, AD, HR, RW	crude	shaped	conditioned	pristine
68	Essence of Abominable Wrath (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Abominable Wrath (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Battle Frenzy (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Battle Frenzy (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Command (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Command (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Demolish (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Demolish (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Devotion (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Devotion (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Focal Serenity (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Focal Serenity (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Grave Blessing (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Grave Blessing (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Hardened Skin (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Hardened Skin (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Mayhem (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Mayhem (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Mountain Stance (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Mountain Stance (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Nefarious Sacrament (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Nefarious Sacrament (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Precise Strike (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Precise Strike (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Refusal of Conviction (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Refusal of Conviction (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Retaliation Strike (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Retaliation Strike (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Reverent Sacrament (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Reverent Sacrament (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Spirit Like Mountain (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Spirit Like Mountain (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Suppressed Rage (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Suppressed Rage (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Essence of Vigorous Spirit (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
68	Essence of Vigorous Spirit (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
68	Ethereal Aegis (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Ethereal Aegis (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Exceptional Enfeebling Poison	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
68	Exceptional Fettering Poison	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
68	Exceptional Ignorant Bliss	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
68	Fashioned Acrylia Band	M	ARTF	AC, AZ, AD	crude	shaped	(same)	pristine



INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

lvl	recipe	qit	tech.	ingredients	simple	formed	worked	elaborate
68	<i>Fashioned Acrylia Bangle</i>	M	ARTF	AC, AZ, AD	crude	shaped	(same)	pristine
68	<i>Fashioned Acrylia Girdle</i>	M	ARTF	AC, AZ, AD	crude	shaped	(same)	pristine
68	<i>Fashioned Acrylia Hoop</i>	M	ARTF	AC, AZ, AD	crude	shaped	(same)	pristine
68	<i>Fashioned Acrylia Torque</i>	M	ARTF	AC, AZ, AD	crude	shaped	(same)	pristine
68	<i>Fashioned Adamantine Censer</i>	C	ARTF	AD, TP, AZ, AD	crude	shaped	fashioned	pristine
68	<i>Fashioned Adamantine Idol</i>	C	ARTF	AD, TP, AZ, AD	crude	shaped	fashioned	pristine
68	<i>Fashioned Azurite Band</i>	C	ARTF	AZ, AZ, AD	crude	shaped	(same)	pristine
68	<i>Fashioned Azurite Bangle</i>	C	ARTF	AZ, AZ, AD	crude	shaped	(same)	pristine
68	<i>Fashioned Azurite Girdle</i>	C	ARTF	AZ, AZ, AD	crude	shaped	(same)	pristine
68	<i>Fashioned Azurite Hoop</i>	C	ARTF	AZ, AZ, AD	crude	shaped	(same)	pristine
68	<i>Fashioned Azurite Torque</i>	C	ARTF	AZ, AZ, AD	crude	shaped	(same)	pristine
68	<i>Fashioned Xegonite Censer</i>	M	ARTF	XN, TP, AZ, AD	crude	shaped	(same)	pristine
68	<i>Fashioned Xegonite Idol</i>	M	ARTF	XN, TP, AZ, AD	crude	shaped	(same)	pristine
68	<i>Flying Fish Stew</i>	C	ARTY	FF, SQ, FF, HR	(same)	(same)	(same)	(same)
68	<i>Flying Freddy</i>	C	ARTY	FF, XB, SC, SQ	(same)	(same)	(same)	(same)
68	<i>Geotic Seal (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	<i>Geotic Seal (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	<i>Glorious Intercession (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	<i>Glorious Intercession (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	<i>Grandmaster's Enfeebling Poison</i>	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
68	<i>Grandmaster's Fettering Poison</i>	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
68	<i>Grandmaster's Ignorant Bliss</i>	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
68	<i>Greater Bloodflow (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	<i>Greater Bloodflow (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	<i>Greater Chloroplast (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	<i>Greater Chloroplast (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	<i>Heretic's Destiny (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	<i>Heretic's Destiny (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	<i>Horned Leather Quiver</i>	C	TAIL	HL, HL, HR, AD	crude	shaped	(same)	pristine
68	<i>Horned Leather Sack</i>	C	TAIL	HL, HL, HR, AD	crude	shaped	(same)	pristine
68	<i>Imbued Adamantine Halberd</i>	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
68	<i>Imbued Adamantine Rapier</i>	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
68	<i>Imbued Adamantine Ritual Dagger</i>	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
68	<i>Imbued Adamantine Vouge</i>	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
68	<i>Imbued Ebony Long Bow</i>	M	FLET	PX, AD, HR, SM	crude	shaped	imbued	pristine
68	<i>Imbued Xegonite Halberd</i>	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
68	<i>Imbued Xegonite Rapier</i>	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
68	<i>Imbued Xegonite Ritual Dagger</i>	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
68	<i>Imbued Xegonite Vouge</i>	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
68	<i>Lustrous Regalia (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	<i>Lustrous Regalia (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	<i>Malignant Shroud (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	<i>Malignant Shroud (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	<i>Primitive Instinct (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	<i>Primitive Instinct (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	<i>Rending Fervor (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	<i>Rending Fervor (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	<i>Ring of Frost (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	<i>Ring of Frost (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
68	<i>Rune of Appeal For Mercy (Appr)</i>	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	<i>Rune of Appeal For Mercy (Adept III)</i>	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	<i>Rune of Disarming Sneer (Appr)</i>	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	<i>Rune of Disarming Sneer (Adept III)</i>	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	<i>Rune of Eli's Thunderous Drumming (Appr)</i>	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	<i>Rune of Eli's Thunderous Drumming (Adept III)</i>	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	<i>Rune of Flowing Wound (Appr)</i>	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	<i>Rune of Flowing Wound (Adept III)</i>	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	<i>Rune of Garsin's Haunting March (Appr)</i>	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	<i>Rune of Garsin's Haunting March (Adept III)</i>	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	<i>Rune of Luda's Nefarious Wail (Appr)</i>	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	<i>Rune of Luda's Nefarious Wail (Adept III)</i>	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)

RECIPES: LEVEL 68

TECHNIQUES: ABBR.-TECHNIQUE; ARTF-Artificing; CHEM-Chemistry; ARTY-Artistry; FLET-Fletching; METS-Metalshaping; METW-Metalworking; SCRIB-Scribing; SCUL-Sculpting; SCUL-Sculpting; TAIL-Tailoring OTHER: APPR-Apprentice; QLT-Quality; M-Master Crafted; C-Common Crafted (Hand Crafted)

LVL	RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
68	Rune of Malicious Assault (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	Rune of Malicious Assault (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	Rune of Mighty Bellow (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	Rune of Mighty Bellow (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	Rune of Mortal Reminder (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	Rune of Mortal Reminder (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	Rune of Neck Shot (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	Rune of Neck Shot (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	Rune of Perfect Shrill (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	Rune of Perfect Shrill (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	Rune of Uncanny Response (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	Rune of Uncanny Response (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	Rune of Veiled Fire (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	Rune of Veiled Fire (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	Rune of Wail of Horror (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
68	Rune of Wail of Horror (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
68	Seal of Ascension (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Seal of Ascension (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Seal of Dismal Logic (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Seal of Dismal Logic (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Seasoned Flying Fish Rolls	C	ARTY	FF, SQ, FF, HR	(same)	(same)	(same)	(same)
68	Signet of Enlightenment (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Signet of Enlightenment (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Spectral Grasp (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Spectral Grasp (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Spell Scourge (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Spell Scourge (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Suffering Penance (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Suffering Penance (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Teachings of the Underworld (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Teachings of the Underworld (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Vehement Gem (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Vehement Gem (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Voice of the Tyrant (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Voice of the Tyrant (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Wail of the Ancients (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
68	Wail of the Ancients (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
68	Woven Dragonhide Boots	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Dragonhide Bracers	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Dragonhide Gloves	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Dragonhide Pants	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Dragonhide Shoulder Pads	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Dragonhide Skullcap	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Dragonhide Tunic	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Horned Leather Boots	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Horned Leather Bracers	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Horned Leather Gloves	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Horned Leather Pants	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Horned Leather Shoulder Pads	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Horned Leather Skullcap	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
68	Woven Horned Leather Tunic	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
68	Xegonite Devout Sabatons	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
68	Xegonite Dragon Bust	M	SCUL	XN, AZ, RW, AD	crude	shaped	(same)	pristine
68	Xegonite Halberd	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
68	Xegonite Rapier	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
68	Xegonite Reverent Boots	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
68	Xegonite Reverent Coat	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
68	Xegonite Reverent Coif	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
68	Xegonite Reverent Leggings	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
68	Xegonite Ritual Dagger	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine
68	Xegonite Vouge	M	METW	XN, AD, HL, HR	crude	shaped	forged	pristine

INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

LVL RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
69 <i>Absolution (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69 <i>Absolution (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69 <i>Adamantine Devout Barbute</i>	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
69 <i>Adamantine Devout Cuirass</i>	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
69 <i>Adamantine Devout Gauntlets</i>	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
69 <i>Adamantine Devout Greaves</i>	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
69 <i>Adamantine Devout Gussets</i>	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
69 <i>Adamantine Devout Spaulders</i>	C	METS	AD, AD, HL, HR	crude	shaped	forged	pristine
69 <i>Adamantine Great Flail</i>	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
69 <i>Adamantine Karabela</i>	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
69 <i>Adamantine Scimitar</i>	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
69 <i>Adamantine Scythe</i>	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
69 <i>Adamantine Trident</i>	C	METW	AD, AD, HL, HR	crude	shaped	forged	pristine
69 <i>Ancient Sylph (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69 <i>Ancient Sylph (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69 <i>Blazing Vigor (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69 <i>Blazing Vigor (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69 <i>Bospire Wine</i>	C	ARTY	XB, XB, SQ	(same)	(same)	(same)	(same)
69 <i>Bospire's Squash Muffins</i>	C	ARTY	SQ, SQ, HR, XB	(same)	(same)	(same)	(same)
69 <i>Chaos Imbued Windcloth Hex Doll</i>	C	TAIL	HR, SM, HR	crude	shaped	(same)	pristine
69 <i>Complacency (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69 <i>Complacency (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69 <i>Deep Focus (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69 <i>Deep Focus (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69 <i>Devour Essence (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69 <i>Devour Essence (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69 <i>Dexterous Dragonhide Boots</i>	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Dragonhide Bracers</i>	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Dragonhide Gloves</i>	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Dragonhide Pants</i>	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Dragonhide Shoulder Pads</i>	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Dragonhide Skullcap</i>	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Dragonhide Tunic</i>	M	TAIL	DL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Horned Leather Boots</i>	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Horned Leather Bracers</i>	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Horned Leather Gloves</i>	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Horned Leather Pants</i>	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Horned Leather Shoulder Pads</i>	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Horned Leather Skullcap</i>	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Dexterous Horned Leather Tunic</i>	C	TAIL	HL, HL, HR, RW	crude	shaped	tailored	pristine
69 <i>Discord Imbued Windcloth Hex Doll</i>	C	TAIL	HR, SM, HR	crude	shaped	(same)	pristine
69 <i>Disorientation (Appr)</i>	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69 <i>Disorientation (Adept III)</i>	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69 <i>Ebony Pike</i>	M	FLET	EB, AD, HL, RW	crude	shaped	conditioned	pristine
69 <i>Essence of Abominable Anger (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
69 <i>Essence of Abominable Anger (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
69 <i>Essence of Agonizing Press (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
69 <i>Essence of Agonizing Press (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
69 <i>Essence of Assailing Jaguar (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
69 <i>Essence of Assailing Jaguar (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
69 <i>Essence of Hallowed Judgement (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
69 <i>Essence of Hallowed Judgement (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
69 <i>Essence of Staggering Blow (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
69 <i>Essence of Staggering Blow (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
69 <i>Essence of Steel Fist (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
69 <i>Essence of Steel Fist (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
69 <i>Essence of Tenacious Will (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
69 <i>Essence of Tenacious Will (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
69 <i>Essence of Valorous Dash (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
69 <i>Essence of Valorous Dash (Adept III)</i>	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
69 <i>Essence of Venomous Slam (Appr)</i>	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV

RECIPES: LEVEL 69

TECHNIQUES: ABBR.-TECHNIQUE; ARTF-Artificing; CHEM-Chemistry; ARTY-Artistry; FLET-Fletching; METS-Metalshaping; METW-Metalworking; SCRIB-Scribing; SCUL-Sculpting; SCUL-Sculpting; TAIL-Tailoring OTHER: APPR-Apprentice; QLT-Quality; M-Master Crafted; C-Common Crafted (Hand Crafted)

LVL	RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
69	Essence of Venomous Slam (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
69	Essence of Wall of Feroicity (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
69	Essence of Wall of Feroicity (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
69	Essence of Wall of Force (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
69	Essence of Wall of Force (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
69	Essence of Will of the Heavens (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
69	Essence of Will of the Heavens (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
69	Exceptional Cerebral Ebb	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
69	Exceptional Gracelessness	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
69	Exceptional Warding Ebb	C	CHEM	PL, AZ, HR	(same)	(same)	(same)	(same)
69	Extract Essence (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Extract Essence (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Feral Potence (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Feral Potence (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Forgiving Salvation (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Forgiving Salvation (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Forsake Will (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Forsake Will (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Fright Imbued Windcloth Hex Doll	C	TAIL	HR, SM, HR	crude	shaped	(same)	pristine
69	Ghastly Savior (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Ghastly Savior (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Gigglegibbry Juice	C	ARTY	XB, XB, SC	(same)	(same)	(same)	(same)
69	Grandmaster's Cerebral Ebb	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
69	Grandmaster's Gracelessness	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
69	Grandmaster's Stupefying Poison	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
69	Grandmaster's Warding Ebb	M	CHEM	SD, AZ, HR	(same)	(same)	(same)	(same)
69	Grasping Thorns (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Grasping Thorns (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Imbued Acrylia Band of Agility	M	ARTF	PX, AZ, SM	crude	shaped	imbued	pristine
69	Imbued Acrylia Band of Stamina	M	ARTF	PX, AZ, SM	crude	shaped	imbued	pristine
69	Imbued Acrylia Band of Strength	M	ARTF	PX, AZ, SM	crude	shaped	imbued	pristine
69	Imbued Adamantine Great Flail	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Adamantine Karabela	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Adamantine Kite Shield	C	METS	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Adamantine Scimitar	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Adamantine Scythe	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Adamantine Tower Shield	C	METS	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Adamantine Trident	C	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Azurite Band of Agility	C	ARTF	PX, AZ, SM	crude	shaped	imbued	pristine
69	Imbued Azurite Band of Stamina	C	ARTF	PX, AZ, SM	crude	shaped	imbued	pristine
69	Imbued Azurite Band of Strength	C	ARTF	PX, AZ, SM	crude	shaped	imbued	pristine
69	Imbued Dragonhide Pants	M	TAIL	PX, HL, HR, SM	crude	shaped	imbued	pristine
69	Imbued Dragonhide Tunic	M	TAIL	PX, HL, HR, SM	crude	shaped	imbued	pristine
69	Imbued Dragon's Breath Blouse	M	TAIL	PX, HR, HL, SM	crude	shaped	imbued	pristine
69	Imbued Dragon's Breath Pantaloons	M	TAIL	PX, HR, HL, SM	crude	shaped	imbued	pristine
69	Imbued Ebony Pike	M	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Horned Leather Pants	C	TAIL	PX, HL, HR, SM	crude	shaped	imbued	pristine
69	Imbued Horned Leather Tunic	C	TAIL	PX, HL, HR, SM	crude	shaped	imbued	pristine
69	Imbued Moonstone Ring of Intelligence	M	ARTF	PX, TP, AZ, SM	crude	shaped	imbued	pristine
69	Imbued Moonstone Ring of Stamina	M	ARTF	PX, TP, AZ, SM	crude	shaped	imbued	pristine
69	Imbued Moonstone Ring of Wisdom	M	ARTF	PX, TP, AZ, SM	crude	shaped	imbued	pristine
69	Imbued Rosewood Pike	C	FLET	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Topaz Ring of Intelligence	C	ARTF	PX, TP, AZ, SM	crude	shaped	imbued	pristine
69	Imbued Topaz Ring of Stamina	C	ARTF	PX, TP, AZ, SM	crude	shaped	imbued	pristine
69	Imbued Topaz Ring of Wisdom	C	ARTF	PX, TP, AZ, SM	crude	shaped	imbued	pristine
69	Imbued Windcloth Blouse	C	TAIL	PX, HR, HL, SM	crude	shaped	imbued	pristine
69	Imbued Windcloth Pantaloons	C	TAIL	PX, HR, HL, SM	crude	shaped	imbued	pristine
69	Imbued Xegonite Great Flail	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Xegonite Karabela	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Xegonite Kite Shield	M	METS	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Xegonite Scimitar	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Xegonite Scythe	M	METW	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Imbued Xegonite Tower Shield	M	METS	PX, AD, HL, SM	crude	shaped	imbued	pristine

INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

LVL	RECIPE	QIT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
69	Imbued Xegonite Trident	M	MEIW	PX, AD, HL, SM	crude	shaped	imbued	pristine
69	Large Moonstone Pool	M	SCUL	MS, AZ, TP	crude	shaped	(same)	pristine
69	Moonstone Pool	M	SCUL	MS, AZ, TP	crude	shaped	(same)	pristine
69	Nature's Regrowth (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Nature's Regrowth (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Rending Icicles (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Rending Icicles (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Rosewood Pike	C	FLET	RW, AD, HL, RW	crude	shaped	conditioned	pristine
69	Ruin Imbued Windcloth Hex Doll	C	TAIL	HR, SM, HR	crude	shaped	(same)	pristine
69	Rune of Bria's Inspiring Ballad (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
69	Rune of Bria's Inspiring Ballad (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
69	Rune of Cloak of the Forest (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
69	Rune of Cloak of the Forest (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
69	Rune of Daelis' Frolicking of Blades (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
69	Rune of Daelis' Frolicking of Blades (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
69	Rune of Dauntless Advance (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
69	Rune of Dauntless Advance (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
69	Rune of Deadly Wound (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
69	Rune of Deadly Wound (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
69	Rune of Death Bearer (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
69	Rune of Death Bearer (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
69	Rune of Fiendish Villainy (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
69	Rune of Fiendish Villainy (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
69	Rune of Hardened (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
69	Rune of Hardened (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
69	Rune of Lunging Joust (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
69	Rune of Lunging Joust (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
69	Rune of Steelweaver (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
69	Rune of Steelweaver (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
69	Screewoggin's Surprise	C	ARTY	FF, FF, HR, Aviak Meat	(same)	(same)	(same)	(same)
69	Shadow Imbued Windcloth Hex Doll	C	TAIL	HR, SM, HR	crude	shaped	(same)	pristine
69	Sonorus Spirits (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Sonorus Spirits (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Spirit Avenger (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Spirit Avenger (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Spirit Totem of the Beholder	C	FLET	RW, RW, HR	(same)	(same)	(same)	(same)
69	Spirit Totem of the Carnivorous Plant	C	FLET	RW, RW, HR	(same)	(same)	(same)	(same)
69	Tapestry of the Sleeper	C	SCUL	HR, HR, AD, HL	crude	shaped	(same)	pristine
69	Terrible Deeds (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Terrible Deeds (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Torpid Chant (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Torpid Chant (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Transfer Potential (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Transfer Potential (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Tumultuous Maelstrom (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Tumultuous Maelstrom (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Vital Conversion (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
69	Vital Conversion (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
69	Xegonite Devout Barbute	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
69	Xegonite Devout Cuirass	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
69	Xegonite Devout Gauntlets	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
69	Xegonite Devout Greaves	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
69	Xegonite Devout Gussets	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
69	Xegonite Devout Spaulders	M	METS	XN, AD, HL, HR	crude	shaped	forged	pristine
69	Xegonite Great Flail	M	MEIW	XN, AD, HL, HR	crude	shaped	forged	pristine
69	Xegonite Karabela	M	MEIW	XN, AD, HL, HR	crude	shaped	forged	pristine
69	Xegonite Scimitar	M	MEIW	XN, AD, HL, HR	crude	shaped	forged	pristine
69	Xegonite Scythe	M	MEIW	XN, AD, HL, HR	crude	shaped	forged	pristine
69	Xegonite Trident	M	MEIW	XN, AD, HL, HR	crude	shaped	forged	pristine
70	Abolish Hope (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Abolish Hope (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)

RECIPES: LEVEL 69 & 70

TECHNIQUES: ABBR.-TECHNIQUE; ARTF-Artificing; CHEM-Chemistry; ARTY-Artistry; FLET-Fletching; METS-Metalshaping; METW-Metalworking; SCRIB-Scribing; SCUL-Sculpting; SCUL-Sculpting; TAIL-Tailoring OTHER: APPR-Apprentice; QLT-Quality; M-Master Crafted; C-Common Crafted (Hand Crafted)

LVL	RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
70	Abolishment (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Abolishment (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Apocalypse (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Apocalypse (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Archlich (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Archlich (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Blazing Avatar (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Blazing Avatar (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Breakdown (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Breakdown (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Carriion Bulwark (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Carriion Bulwark (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Cataclysmic Mind (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Cataclysmic Mind (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Chaostorm (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Chaostorm (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Conjuror's Brand (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Conjuror's Brand (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Curse of Void (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Curse of Void (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Devoted Resolve (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Devoted Resolve (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Dire Intercession (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Dire Intercession (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Ebbing Spirit (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Ebbing Spirit (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Essence of Berserker Onslaught (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Berserker Onslaught (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Brimstone (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Brimstone (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Despoil (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Despoil (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Destruction (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Destruction (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Devout Strike (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Devout Strike (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Disfigure (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Disfigure (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Drain Vitae (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Drain Vitae (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Eye Gash (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Eye Gash (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Fortified Conviction (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Fortified Conviction (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Last Breath (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Last Breath (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Relentless Conviction (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Relentless Conviction (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Savage Bruising (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Savage Bruising (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Sever (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Sever (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Silencing Palm (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Silencing Palm (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Stone Sphere (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Stone Sphere (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Storm Advance (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Storm Advance (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Essence of Unending Misery (Appr)	C	CHEM	PL, HR, TP, PL	Appr II	Appr II	Appr III	Appr IV
70	Essence of Unending Misery (Adept III)	M	CHEM	SL, HR, TP, PL	(same)	(same)	(same)	(same)
70	Fanaticism (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70	Fanaticism (Adept III)	M	SCRIB	MS, HR, RW	(same)	(same)	(same)	(same)
70	Fierce Chlorostorm (Appr)	C	SCRIB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV

INGREDIENT ABBREVIATIONS: **AC**-Raw Acrylia; **AD**-Raw Adamantine; **AMW**-Aerate Mineral Water; **AZ**-Raw Azurite; **CB**-Raw Soaring Coffee Been; **DL**-Raw Dragonhide Leather; **EB**-Raw Ebony; **FF**-Raw Flying Fish; **HL**-Raw Horned Leather; **HR**-Raw Hanging Root; **MS**-Raw Moonstone; **PL**-Porous Loam; **PX**-Pristine version of base item; **RW**-Raw Rosewood; **SC**-Raw Sweet Chai Tea Leaf; **SD**-Scintillating Dust; **SL**-Sandy Loam; **SM**-Scintillating Material; **SQ**-Raw Squash; **TP**-Raw Topaz; **XB**-Raw Xegonberry; **XN**-Raw Xegonite

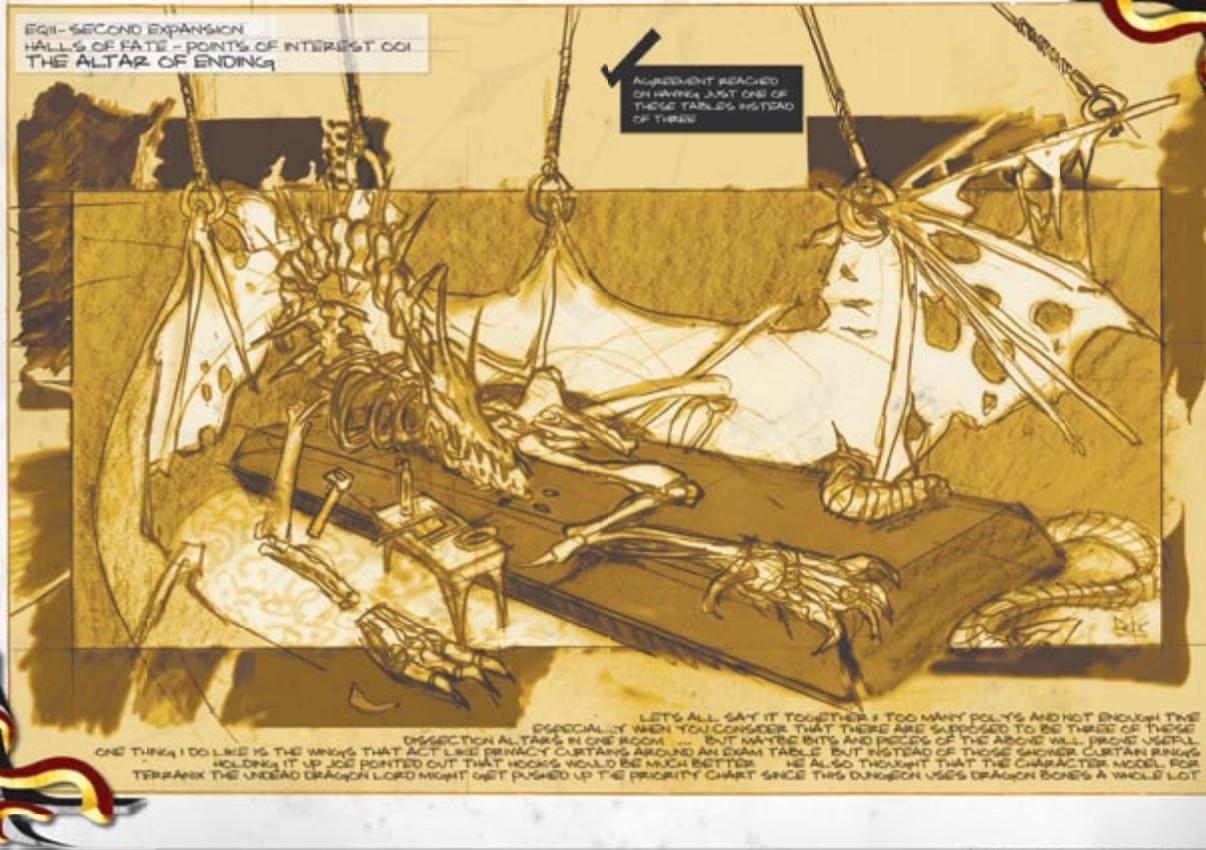
_LVL RECIPE	QIT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
70 Fierce Chlorostorm (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Firestorm (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Firestorm (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Focused Intercession (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Focused Intercession (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Grisly Bulwark (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Grisly Bulwark (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Hierophantic Advent (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Hierophantic Advent (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Ice Nova (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Ice Nova (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Impious Accretion (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Impious Accretion (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Maelstrom (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Maelstrom (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Mail of Phantoms (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Mail of Phantoms (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Malevolent Diatribe (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Malevolent Diatribe (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Necromantic Brand (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Necromantic Brand (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Necrotic Reformation (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Necrotic Reformation (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Oberon Barrier (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Oberon Barrier (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Owl's Reparation (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Owl's Reparation (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Prismatic Chaos (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Prismatic Chaos (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Reproachful Alleviation (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Reproachful Alleviation (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Resolute Flagellant (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Resolute Flagellant (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Restore Servant (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Restore Servant (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Rune of Banshee (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Banshee (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Cloaked Assault (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Cloaked Assault (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Decapitate (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Decapitate (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Devitalize (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Devitalize (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Entangle (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Entangle (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Inspiration (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Inspiration (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Lucky Ploy (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Lucky Ploy (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Rain of Arrows (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Rain of Arrows (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Reverie (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Reverie (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Riana's Maligning Sustain (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Riana's Maligning Sustain (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Rousing Opus (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Rousing Opus (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Steal Essence (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Steal Essence (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Surveillance (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Surveillance (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)

Recipes: Level 70

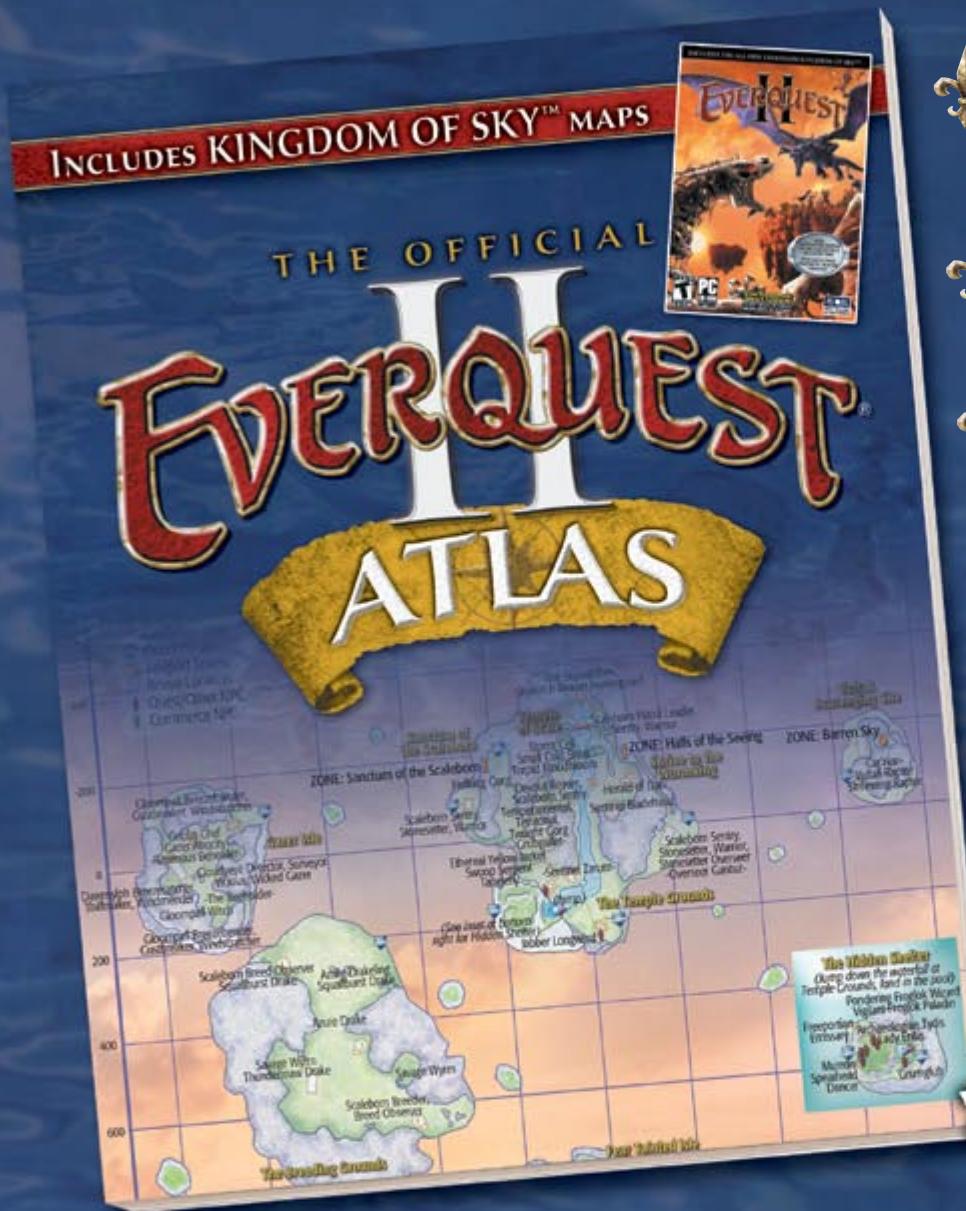
TECHNIQUES: ABBR.-TECHNIQUE; ARTF-Artificing; CHEM-Chemistry; ARTY-Artistry; FLET-Fletching; METS-Metalshaping; METW-Metalworking; SCRIB-Scribing; SCUL-Sculpting; SCUL-Sculpting; TAIL-Tailoring **OTHER: Appr-Apprentice; QLT-Quality; M-Master Crafted; C-Common Crafted (Hand Crafted)**

LVL RECIPE	QLT	TECH.	INGREDIENTS	SIMPLE	FORMED	WORKED	ELABORATE
70 Rune of Triple Volley (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Triple Volley (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Underground Negotiation (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Underground Negotiation (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Wail of the Dead (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Wail of the Dead (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Rune of Whirl of Blades (Appr)	C	ARTF	TP, HR, AZ, AD	Appr II	Appr II	Appr III	Appr IV
70 Rune of Whirl of Blades (Adept III)	M	ARTF	MS, HR, AZ, AD	(same)	(same)	(same)	(same)
70 Shriek of the Untamed (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Shriek of the Untamed (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Solar Shower (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Solar Shower (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Sonic Boom (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Sonic Boom (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Temporal Haven (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Temporal Haven (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Transcendence (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Transcendence (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Umbral Liturgy (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Umbral Liturgy (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Urchin (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Urchin (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Verdant Gasp (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Verdant Gasp (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Vitalic Cropping (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Vitalic Cropping (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Wave of Healing (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Wave of Healing (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)
70 Word of Reparation (Appr)	C	SCRB	TP, HR, RW	Appr II	Appr II	Appr III	Appr IV
70 Word of Reparation (Adept III)	M	SCRB	MS, HR, RW	(same)	(same)	(same)	(same)

207



NOW AVAILABLE

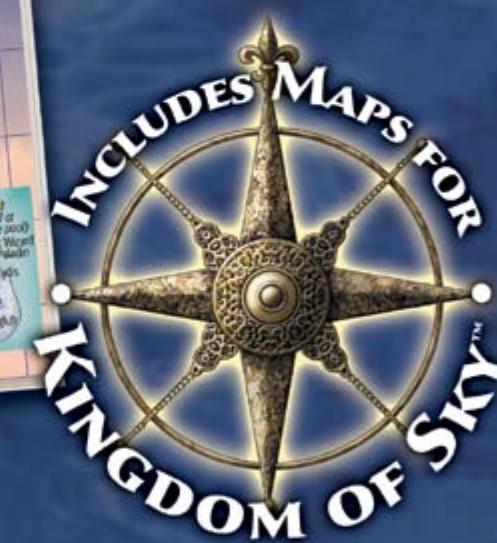


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