

General Changes

- No more friendly fire from minions (including husks and bone giants), both to the caster and each other. It was incredibly frustrating to have to 5/5 a T4 talent just to not die from a rogue manathrust, and they were quite capable of devastating your frontline minions even then. I think this is a pretty important quality of life change for all minions.
- Lichform is now just learned by default once you hit 20 and fulfil the quest requirements. It's such an iconic ability that I think all Necromancers should have it without a class point tax. Although perhaps to compensate it should be slightly weaker or have a more difficult quest?
- Due to the new categories being added, Lich no longer gains Star Fury. They still gain Negative Energy, which is used to fuel Finger of Death, a short cooldown beam that inflicts mixed physical/cold/darkness damage and can instakill. This is effectively Moonlight Ray, but suits all types of Necromancer regardless of your chosen element.
- A new staff type has been added, the Darkstaff. This is a dark/cold/physical/arcane type, as currently a Necromancer can't run Dark/Cold which is a pretty big deal. This is also helpful for Archmages that are running Stone, as they can at least benefit from some boosts to their Arcane and Water spells if they have any.

Base Categories

Nightfall

Currently this category is totally unchanged. People seem relatively happy with it, so I'm not sure if it needs any work. I was tempted to lower some of the cooldowns or make Fear the Night more interesting, but if it ain't broke...

So some thoughts about whether this category needs anything would be good.

Grave

Glacial Spike - Fires a bolt dealing ice damage. Shatters on impact, dealing cold damage in a cone behind it. At TL3+, has a chance to fire ice shards at nearby targets when it shatters. Intended as Grave's basic nuke, has some unique targeting mechanisms to make it more interesting than a standard beam/bolt/ball. Might need something else to make it more compelling though?

??? - This used to be Black Ice, a sustain which made your cold damage slow and apply a DoT. This has caused lots of problems with other stuff like Death Vortex, and honestly I think Grave has plenty of damage as is. I'd like to change it into some sort of defensive/control sustain. Suggestions would be welcome.

Frozen Orb - Creates a slow moving orb that fires cold bolts at nearby targets. You also gain the ability to detonate the orb.

This has been a pain to code and still needs work, but it's a pretty fun spell despite that. 'Cold Fireflash' wasn't particularly interesting and this has some unique tactical applications thanks to firing from out of LoS and the like, as well as the detonation.

Chill of the Tomb - Target your frozen orb to make it detonate, dealing cold damage in a ball and leaving behind spreading cold flames. Using this increases the cooldown of your Frozen Orb.

A different take on the original. Blows up the orb to deal high burst damage and a persistent freezing aoe, but at the cost of increasing the cooldown. Gives a choice between sustained damage via the orb or a big burst+area denial.

Hungering Cold - Deals cold damage in a cone, inflicting pain and slowing attack/mind/spell speed. If the target is frozen, doesn't inflict any debuff but instead deals massively increased damage that pierces through iceblocks.

Another dual purpose spell to give the player choice. The debuff is crippling, but you can hold it until you score a freeze from chill/glacial spike to inflict massive burst.

This has been a pretty difficult category to work with, as little of the original tree survived after the talents were shifted around. I'm not sure whether to make Frozen Orb and Chill of the Tomb the T2/3 talents, or keep them as a merged T3 talent and give a good utility sustain at T2. Leaning towards the 2nd at the moment. There might also need to be a more reliable way to freeze in order for Hungering Cold's secondary effect to be worth it.

Vampirism

A new category that gives Necromancers a physical alternative to cold/darkness, as well as a DoT/self healing tree.

Drain Life - Inflicts a physical bleed on the target that heals you for a portion of the damage dealt. If the target dies while under this effect, the remaining damage is dealt as a physical damage ball around them.

Another standard starter nuke, with higher damage and a decent regen effect, but single target. The burst effect was so that it's still usable against low hp targets.

Crimson Barrier - Drains 20% of your maximum health to form a damage shield based on the health cost, that also increases healing factor and drains life from attackers. Health cost negated if below 20%.

Provides a hefty shield, and lets you heal up quickly. Even more useful when near death as it's free, and lets you take full advantage of the bonus healing.

Exsanguinate - Inflicts bleeding in a 1-3 radius ball that reduces healing factor and causes attacks against the targets to restore health equal to a % of damage dealt. At TL3+, gives a chance to remove physical buffs.

Vampirism's main AoE nuke, high damage, gives lifeleech and provides utility with the removal and healing reduction.

Blood is Power - Take damage equal to 10% of your max health over 10 turns to gain a damage bonus. While under this effect your Drain Life/Exsanguinate negate cut resistance and reduce physical resistance. Each time you use this while already under it's effect you deal physical damage and knockback/daze to nearby targets.

This was added to give you a way to turn your health into a damage resource, as well as making the tree work against cut/physical resistant targets. I'm happy with those aspects, but not so sure about the AoE. Giving the tree another nuke to supplement the slow DoTs is good, but it might get changes. I'm considering turning it into a persistent storm effect that scales based off your BiP stacks, or perhaps giving it unique effects for each stack you have.

Animus

This tree is also pretty unchanged, with 2 exceptions:

- Animus Hoarder gives a chance to regain a soul on minion death. This was added to make minions dying en-masse slightly less frustrating, but it's got the potential to be overpowered if it gives you infinite minions. Needs some looking at.
- Essence of the Dead is now instant. It's a decent effect, but instant makes it a lot more useful in combat. Also has a bunch of new effects for the new trees, which are still being worked on.

Necrotic Minions

Create Minions - Unchanged.

Will o' the Wisp - Moved from Grave, and unchanged.

This always felt a little out of place in a cold nuking tree, and fits nicely into minions instead.

Surge of Undeath - Old buffs removed. Instead increases global speed, reduces spell cooldown, increases crit chance and provides a small regen effect.

The old buffs weren't especially great, so a 'frenzy' effect seems better. Perhaps a heroism or even unstoppable style effect would be good, but that might make it too powerful. The regen seems at odds with the whole 'disposable minions' thing, but consider that anyone can get a Corpselight lantern and heal their minions, so this is just stripping out the awkwardness of needing to gear swap.

Dark Empathy - Minions inherit a portion of your saves, resistances and critical strike chance, and gain a movement speed bonus.

The crit chance lets your minions scale better with gear (note that it's your spell crit applied to their mind/spell/melee crit) and the movement speed prevents the old 'autoexplore, oops everything but a lone skeleton warrior disintegrated'.

Advanced Categories

Advanced Necrotic Minions

Undead Explosion - Destroys a minion, healing you for a portion of it's health and triggering an effect based on type:

- Wisp: cold damage and freezes for %d turns.
- Bone Giant: deal no damage but instead form a temporary shield around you that prevents any attacks from doing more than %d%% of your total life for %d turns.
- Skeleton: physical damage and further bleeding over 5 turns.
- Ghoul: blight damage with a 20%% chance to disease.
- Vampire, Ghost, Wight: darkness damage with a 25%% chance to blind
- Lich: 200%% damage split between darkness and cold

A combination of Undeath Link, Undead Explosion and Sacrifice to cut down on button bloat. Deals decent damage, heals you, can inflict some useful effects and provides the old bone shield effect.

Assemble - Combines 5 souls into a bone giant.

At level 1, it makes a bone giant.

At level 3, it makes a heavy bone giant.

At level 5, it makes an eternal bone giant.

At level 6, it makes a runed bone giant.

The existing way to create a golem was pretty awkward, so I made it easier but with a slightly higher cost. And people were reporting that they'd just explode their eternal over and over until they got a runed, so a guaranteed runed seemed like a better idea. Perhaps too strong though?

Shadow Tunnel - Teleports your minions to the target and grants them evasion.

This used to trigger a bunch of additional effects, but was way too strong. Now it's just a useful way to herd your minions, or to drop them on a target to focus their fire. Starts at a very low range but scales well.

Advanced Necrotic Minions - As before, but minions are much stronger now. The old advanced minions were, except for the lich, pretty much downgrades. The new ones gain tactical AI and are much more potent:

Vampire - Invoke Darkness, Circle of Death. Hits much harder and is more accurate.

Master Vampire - As above, plus Cold Flames.

Dread - Disperse Magic, Silence, on-hit Gloom. Also hits much harder and is more accurate.
Grave Wight - Freeze and Phase Door.
Barrow Wight - As above, plus Chain Lightning and Flame.

Reaping

The 'big damage nuking' advanced tree, focused around cold/dark and turning your souls into offence rather than minions. One of the oldest rework trees, so I'm pretty happy with it.

River of Souls - Sustain. Each turn consumes 1 soul to fire a cold/dark ball at a nearby target. Deals decent damage, but eats through souls quickly.

Death Vortex - Sustain. Deals cold/dark damage to those inside your necrotic aura with a small chance to regain a soul, at the cost of mana each time it triggers. More supplemental damage, and a way to reload your souls to fire more RoS bolts.

Reaper's Mark - Marks a target for a few turns. If they die, you gain additional souls and a temporary boost to cold/dark damage. If they're still alive, they take heavy cold/dark damage. Dual purpose spell, either drop on a weak target to reload souls and boost your damage, or put it on a boss to inflict massive damage.

Frostdusk - As before, but now applies to both cold and darkness. As necromancer no longer has ice, it seemed best to make a dual penetration talent considering the tree is mixed damage.

Corpse

A more utility oriented offensive tree, with a focus on debuffs and physical damage. Combos nicely with Vampirism but works for anything.

Affliction Graft - Transfers some of your debuffs to a nearby target. Starts with physical, then gains magical/mental at 3 and 5 respectively. Instant, but a short range and long cooldown. Still very useful.

Devouring Swarm - Deals physical damage over 3 turns to a target. When the effect ends, the swarm jumps to a nearby target and copies physical and magical debuffs from them. The main damage spell for Corpse, and has a lot of interesting uses. You can copy your grafted debuffs, impending doom, and much more.

Brittle Bones - Greatly reduces the target's resistance. On expiring triggers deals physical damage around them, increased for each time the target was struck while affected.

Corpsewall - Summons a number of corpsewalls at the target location. These are immobile, highly durable undead that block line of sight, can cast Bone Grasp and inflict disease/bleeding damage.

A different take on the wall talents, these walls can be destroyed but inflict decent damage and debuffs on foes.

Shades

This was a tough tree to rework, as the original was all over the place. Some of it was defensive, some offensive, some minion orientated, some nuker orientated. So instead it's been rethemed as a defensive/control/temporary summoning tree, a sort of shadowy illusionist. If a necromancer likes summoning but doesn't want to go for ANM, this is their tree.

Black Tentacles - Creates a field inflicting darkness damage and a skill failure debuff (similar to the Moss talent, but weaker and ranged). Each turn there is a chance to summon an immobile large tentacle that can grab targets, dragging them in, pinning and silencing.

The main disable/damage spell for Shades, inflicts a variety of debuffs and summons distracting minions. I'm not entirely sure about skill failure for the field effect though, perhaps something else fits better?

Haunting Shades - Creates a number of shades that taunt targets. On death, you have a chance to regain a soul, and the shade will haunt a nearby target, inflicting darkness damage over time and reducing damage dealt.

A reskin of Curse of the Meek with some offence added, gives you a wall of distracting taunts that further disable foes on dying.

Forgery of Haze - Unchanged, this is a great skill. But friendly fire definitely needs removing.

Duskshroud - Grants you increased movement speed and stealth. Each turn a clone gets summoned adjacent to you. Clones have low hp, but fire darkness bolts that can blind/confuse. A big, flashy capstone talent, this makes you very quick and hard to target. On top of that the area gets flooded with short lived clones that block attacks on top of disabling foes, making it a great defensive button.

Generic Categories

Divination/Conveyance

Unchanged, although I do think Divination could do with some work. But these are used by many classes so they're a bit out of scope.

Necrosis

Now generic, as Necromancer was really starved for places to put points unless you lucked out into Light.

Blurred Mortality - Unchanged. Perhaps it should scale slightly better at higher levels?

Aura Mastery - Unchanged, but moved here. Seeing as even non-minion Necromancers will use it, putting it in a generic tree seemed better.

Impending Doom - Moved to T3. At level 4 you barely have the mana to cast it, so getting an earlier Aura Mastery seems better.

Vampiric Gift - Unchanged, but the mana cost has been reduced. 250 mana was incredibly excessive, especially with the new sustains. Still, I'm not sure this talent is even needed anymore with the Vampirism tree. Perhaps there's a more suitable passive or sustain to go here.

Meta

This might be a little controversial. As a tree full of utility and passive sustains, it always felt more suited to generic. And the tree is very well suited to Necromancers, with their lack of ways to strip sustains, medium to long cooldowns, and lethal self damage from Chill of the Tomb. A locked generic tree full of useful utility would also be a big boost to build diversity.

The tree would be unchanged, except that Spellshaping would also protect your minions from all of your spells.