

Deathknight

Mage subclass, uses either 2h weapons or weapon+shield and heavy armor. Mixes together dark and cold imbued melee strikes with ranged spells channeled through their weapon. Unlike Necromancer which maintains a large group of undead, the Deathknight has the option of an elite squire, similar to an alchemist golem, augmented by temporary undead minions. This means that souls are instead used for the Soulforge mechanic, a sustain that drains souls to empower active abilities.

Class Categories

Necrotic Might (*STR*)

Necrotic Strike | 6 Cooldown | 12 Mana

Channel necrotic forces, striking with your weapon for 100-180% weapon damage split evenly between darkness and cold.

The darkness numbs the target, reducing damage dealt by 20% for 3-7 turns, and the cold slows the target, reducing their global speed by 20% for 3-7 turns.

All Necrotic Might attacks also attack with your shield at 50% reduced damage.

Soulforge 1: Targets within radius 2 are also numbed.

Soul Reaper | 12 Cooldown | 18 Mana

Teleport to a target up to 3-5 tiles away, striking them for 110-200% weapon damage and claiming their soul for 5 turns. When this mark expires they will take cold damage equal to 10-30% of their missing health (to a maximum of 300). If they die while marked you consume their soul, gaining 1-3 souls.

The maximum damage will increase with your Spellpower.

Soulforge 3: You also gain 50% resistance penetration for 6 turns.

Dark Tide | 10 Cooldown | 25 Mana

Sweep your weapon forward, striking targets in a frontal arc for 60-90% weapon damage as cold and projecting a wave of darkness, striking all targets in a radius 5-9 cone for 60-90% weapon damage as darkness that also inflicts a bane of blindness or confusion. Banes last 4-9 turns and deal 40 darkness damage each turn.

The bane damage will increase with your Spellpower.

Soulforge 2: Extends the range of the cold damage to a 5-9 cone.

Grim Harvest | Passive

You absorb the fading lifeforce of your foes to rejuvenate yourself.

Each time you kill or deal damage above 20-10% of your target's maximum life with cold damage you reduce the cooldown of 2-5 of your spell on cooldown by 1 turn.

Each time you kill or deal damage above 20-10% of your target's maximum life with darkness damage you heal for 80-120 life.

Each of these effects cannot occur more than once per turn.

Undeath (STR)

Call of the Grave | 8 Cooldown | 20 Mana

You raise 3 ghouls from the ground around a target in range 3-6. If it is an enemy you channel an attack through the ghouls, dealing 25-60% weapon damage as cold per adjacent ghoul.

Soulforge 2: Enrages the ghouls, increasing their global speed, accuracy and physical power.

Meat Shield | Passive

On summoning your ghouls they taunt foes within radius 1-3, and on taking a hit dealing more than 26-13% of your maximum life a nearby ghoul will leap to your side, absorbing 15-40% of the damage from the hit and all other hits for the rest of the turn. This can only occur once per ghoul.

Corpse Explosion | Sustain | 15 Cooldown | 30 Mana

On your ghouls or necrotic wall segments dying they explode into a radius 1-3 pool of necrotic energy for 3-5 turns. This heals you and your allies for 120 and has a 50% chance to strip a negative effect each turn, while enemies take 80 darkness damage with a 50% chance to be stripped of a beneficial effect.

Targets can only be healed or damaged by this effect once per turn.

The damage and healing will increase with your Spellpower.

Necrotic Wall | 25 Cooldown | 30 Mana

Raises a length 3-7 wall of flesh and bone, lasting 4-9 turns. The wall blocks line of sight, and each wall segment acts as an independent but immobile creature that can attack targets in melee range.

Soulforge 3: The wall gains the Grasping Claws ability, allowing segments to grapple and disable adjacent targets.

Spirit (MAG)

Soul Rend | Passive

Your melee attacks have a 25% chance to rend the target's soul for 6 turns, stunning them for 3-6 turns and creating a soul fragment in an adjacent tile lasting 3-6 turns or until the target dies.

Soul fragments take no actions and are very fragile, and if destroyed the target will take 100 darkness damage + 5-11% of their current health as cold (to a maximum of 50-110).

If this effect triggers against a target already affected by Soul Rend, it instead deals 100 darkness damage.

At talent level 4, your melee attacks also have a 25% chance to rend the soul of those adjacent to your target.

The maximum damage will increase with your Spellpower.

Devour Soul | 10 Cooldown | 30 Mana

Devours part of the souls of all enemies within a range 5-9 cone, dealing 240 darkness damage with a 30-80% chance to inflict Soul Rend.

The damage will increase with your Spellpower.

Soulforge 1: You heal for 50% of the damage done.

Wail of Doom | 12 Cooldown | 25 Mana

You let out a chilling wail that shatters the minds of enemies within radius 2-6, dealing 200 cold damage and giving them a 30% chance to fail when using talents for 2-4 turns. The damage and duration is increased by 50% against targets affected by Soul Rend.

The damage will increase with your Spellpower.

Soulforge 2: Targets are also brainlocked and spellshocked.

Black Mirror | 45-25 Cooldown | 75 Mana

You draw out powerful soul fragments from all targets within 10 tiles under the effect of Soul Rend, creating an exact duplicate of them with 25% of their maximum life and 50% of their damage that lasts 5-9 turns.

Soulforge 3: Increases all damage dealt by the copies to 75%.

---OR---

Soulbreaker | 20 Cooldown | 30 Mana

You shatter the soul of a target, inflicting Soul Rend and immediately creating 1-3 additional soul fragments from them. These fragments deal 50% of their usual damage.

Soulforge 3: The soul fragments will instead deal their damage in a radius 3 ball on death.

Squire (MAG)**Raise Squire | Sustain | 20 Cooldown | 25 Mana**

You summon your Squire to fight at your side. You can pick from a Squire focused on melee, ranged or magic.

You and your Squire will never injure each other with area of effect spells, and your projectiles will harmlessly pass through one another.

Your Squire learns the Armor Training, Combat Accuracy, Weapon Mastery, Bow Mastery, Channel Staff and Staff Mastery talents at the same level as this talent, fully inherits your saves and resistances, and gains 10-50% darkness and cold penetration.

Your Squire can initially use tier 1 abilities. It gains further abilities based on the number of points you have spent in Squire abilities:

5 points - tier 2

10 points - tier 3

15 points - tier 4

Death Pact | Instant | 20 Cooldown | 10 Mana

Transfers your wounds to your squire, healing yourself for 15-35% of your maximum life, dealing the same as damage to your squire and transferring 1-3 negative effects.

Soulforge 2: Increases the healing and number of effects transferred by 50%.

Soul Link | Sustain | 10 Cooldown | 30 Mana

The life force of you and your squire are linked, causing your attacks to heal your squire for 10-20% of the damage dealt, and causing 10-25% of damage you take to be redirected to the squire.

Dark Transformation | 30 Cooldown | 50 Mana

Transforms your squire into an undead monstrosity for 4-9 turns, granting additional abilities:

Sentinel: Reduces all damage taken by 90% and taunts all enemies within radius 3 each turn.

Wizard: Grants the use of Reflective Shield and reduces the cooldown and mana cost of all spells by 50%.

Deadeye: Enter stealth (power 100) which does not break on taking offensive actions. Ranged attacks no longer consume ammo, ignore all resistances and armor and deal 50% increased critical damage.

Soulforge 3: Also grants them immunity to negative effects and 25% increased damage.

Desecration (MAG)

Essence Drain | 4 Cooldown

Your melee attacks have a 40% chance to steal a soul fragment from the target, preventing you from dying until you reach -60 life. This stacks up to 5 times.

You can activate this ability to consume 5 soul fragments, restoring 450 life, 150 mana and 1-3 souls. The life and mana restored will increase with your Spellpower.

Pale Rider | Instant | 20 Cooldown | 25 Mana

You become as inevitable as death itself, removing 1-3 stun, pin, daze or slow effects and preventing you from dying until you reach -600 life for 8 turns.

Soulforge 2: Grants immunity to stun, pin, daze and slow for the duration.

Hungering Blade | Passive

Your weapons cut deeper into the souls of your enemies, increasing the chance for Essence Drain to trigger by an additional 4-20% and causing it to deal 80 darkness damage. On activating Essence Drain, for the next 4 turns you gain 5-15% lifesteal and your melee attacks inflict an additional 120 cold damage. The damage dealt will increase with your Spellpower.

Undying | Instant | 25 Cooldown | 50 Mana

The line between life and death blurs further.

On falling below 0 life, you surge with necrotic energy that extends the duration of all positive effects by 1-3 turns, reduces the duration of negative effects by 1-3 turns and grants 10-50% healing factor while you remain below 0 life.

On healing above 0 life, the necrotic energy animating you surges outwards, inflicting darkness damage equal to $100 + 10\text{-}30\%$ of your negative life threshold to all enemies within radius 1-3, healing you for 50% of the damage dealt.

Dread (MAG)

Enervate | Passive

Enemies inside your necrotic aura become weakened and drained, reducing saves by 1-5, resistances by 0.6-3%, and damage dealt by 0.8-4%. Stacks each turn up to 5 times.

The first talent point also increases the range of your Necrotic Aura by 1.

Shackle Soul | Passive

Claims the souls of all inside your necrotic aura, giving you a 10-80% chance on their death to raise them as a wraith under your control for 3-7 turns. Each point in this talent further increases the strength of the wraiths.

The first talent point also increases the range of your Necrotic Aura by 1.

Vampiric Embrace | Sustain | 30 Cooldown | 100 Mana

Leech the life from those within your aura, giving you a 15-35% chance on dealing damage to heal for 5-15% of the damage dealt.

The first talent point also increases the range of your Necrotic Aura by 1.

Death Vortex | 30 Cooldown | 50 Mana

Your necrotic aura becomes a dark vortex for 4-7 turns, dealing 60 darkness and 60 cold damage to all those inside based on their distance from you.

The damage dealt will increase with your Spellpower.

The first talent point also increases the range of your Necrotic Aura by 1.

Soulforge 3: Targets within the vortex are pulled towards you.

Dusk (STR)

Locked

Enshroud | Sustain | 30 Cooldown | 20 Mana

Shrouds your weapon in darkness, increasing your critical strike chance by 3-15%, darkness penetration by 5-25% and darkness damage by 6-30%. Your critical strikes create living shadows on the target's tile for 5 turns, which inflict 60 darkness damage each turn.

The damage of the shadows will increase with your Spellpower.

Requires a two-handed weapon.

Duskwake | 6 Cooldown | 18 Mana

Slice through the shadows to the target tile, dealing 100-180% weapon damage as darkness to all those in your path and forming living shadows on the tiles you travelled through.

Soulforge 2: Increases the range by 50%.

Night's Edge | Passive

Your melee attacks cause shadow blades to rise from your living shadows, dealing 20-60% weapon damage to up to 2-4 targets standing on affected tiles. This can only occur once per turn, and does not affect the original target you struck.

In addition, increases all damage you deal against targets within your living shadows by 5-25%.

Lightbane | Instant | 30 Cooldown | 50 Mana

Your weapon overflows with darkness for 5-9 turns, increasing the critical strike, armor penetration and darkness damage bonuses from Enshroud by 50-150% and your Silence and Disarm immunity by 100%.. Each melee attack you make fires a blast of shadow lightning that deals 120 darkness damage and creates living shadows, jumping to 2-4 nearby targets. The blast can only trigger once per turn.

The damage of the shadow lightning will increase with your Spellpower.

Soulforge 3: Converts all damage you deal to darkness while under this effect.

Frost (STR)

Locked

Rime | Sustain | 10 Cooldown | 10 Mana

Coats your shield in a thick layer of rime, increasing your fire, cold, light and darkness resistances by 10-35% and allowing you to block damage of those types.

In addition, on using your block ability your shield grows jagged spikes of ice which impale adjacent targets for 140-210% shield damage as cold and leave them chilled to the bone, reducing their cold resistance by 17-30% for 2 turns.

---OR---

Rime | Sustain | 10 Cooldown | 10 Mana

Coats your shield in a thick layer of rime, increasing the block value of your shield by 10-25% and allowing your block ability to impale adjacent targets with ice spikes, inflicting 140-210% shield damage as cold and reducing their cold resistance by 17-30% for 2 turns.

Icebound Fortitude | Passive

While Rime is sustained your block ability hardens your armor with a layer of ice, reducing all damage taken by 15-30% of your block value for 3 turns.

In addition, you have a 30-55% chance on taking damage, or 100% chance if you are blocking, for your shield to shock the target with frost dealing 70-110% shield damage as cold. You get one chance to deal this damage to a particular target each turn.

Hungering Cold | 10 Cooldown | 24 Mana

Project a vortex of freezing air from your shield, dealing 200 cold damage in a radius 5-9 cone and pulling targets towards you. Any targets that are pulled adjacent to you will slam into your shield, dealing 90-140% shield damage.

The cold damage dealt will increase with your Spellpower.

Soulforge 2: After using this ability you instantly Block.

Remorseless Winter | 30 Cooldown | 50 Mana

Surrounds you in a radius 3 storm of freezing cold for 5-9 turns that drains the heat from those around you, dealing 90 cold damage over 4 turns, stacking up to 5 times. On reaching 5 stacks, all stacks are consumed, dealing 360 cold damage and freezing the target for 3 turns. This ice block is exceptionally durable, and so ignores stun immunity and is nearly unbreakable.

The damage dealt will increase with your Spellpower.

Soulforge 3: Increases all resistances by 30% while within the storm.

Tyrant (MAG)

Locked

Death Grip | 6 CD | 18 Mana

Crushes your target with chains of necrotic energy, inflicting 480 darkness damage over 6 turns. The chains will latch onto 2-4 enemies within radius 2-4, causing them to take 5-20% of all damage the gripped target takes. If the target dies while under this effect, it will jump to a chained target for it's remaining duration.

Soulforge 2: The gripped target is pulled next to you.

Chains of Ice | Passive

Your Death Grip also inflicts 120 cold damage on application, and chained targets take 90 cold damage each turn, and will have their movement speed reduced by 20-50% and be pulled towards the gripped target each turn.

If soulforged, Death Grip now also pins for 4 turns.

Chain Warden | Sustain | 15 Cooldown | 30 Mana

Binds your essence to those you have chained, causing 5-20% of all damage you take to be redirected to a chained target, chosen at random. Your chains also inhibit your target's attempts to injure you, reducing their accuracy by 5-25 and critical strike chance by 5-25%.

Purgatory | 20 CD | 50 Mana

Drags a chained enemy into the void for 3-7 turns. Upon their return will take darkness damage equal to 200 + 10-14% of their maximum life, as well randomly inflicting stun, blindness, confusion, pin or silence for 2-4 turns.

Weaker foes (rank 1) will be lost forever, effectively killing them instantly.

Soulforge 3: Affects targets in a radius 1 ball.

Generic Categories

Soulforge (STR)

Soulforge | Sustain | Instant | 0 Cooldown

(LEARNED AUTOMATICALLY ON LEARNING THE SOULFORGE TREE)

You forge souls into your weapon, causing your active abilities to trigger an additional effect and consume a number of souls. See individual tooltips for effects.

Also teaches you the Necrotic Aura talent.

Soul Tap | Passive

Each time you trigger your soulforge ability you tap into the soul's energy, restoring 30-50 life and 5-10 mana.

The life and mana restored will increase with your Spellpower.

Learning this talent automatically teaches you the Necrotic Aura and Soulforge talents if you do not otherwise know them.

Dirge | Passive

Each time you trigger your soulforge ability your global speed is increased by 1-5% for 2-4 turns. This effect stacks up to 5 times.

Endless Cycle | Passive | Cooldown 10-4

Your next soulforge ability refunds a soul. This effect has a cooldown.

Soulburn | Instant | 8 Cooldown

You draw on the power of your souls to fuel your spells, causing your next soulforged ability to consume 3 additional souls to reduce the cooldown of the ability by 20-50% and the time to use it to 70-30% of a turn.

Reaping (MAG)

Spirit Feed | Passive

Your captured souls empower you, increasing your physical power and spell power by 3-15, all saves by 2-10, and your mana regeneration by 0.2-1. For each soul you have, the power bonus is increased by 0.6-3, the saves by 0.4-2, and the mana regeneration by 0.1-0.5, to a maximum of 10 souls.

Current bonuses: %d power, %d saves, %d mana regeneration.

Reaper's Shroud | Passive | 6 Cooldown

When a target dies within your necrotic aura, you form part of it's soul into a protective shroud, gaining a shield for 4 turns absorbing 400 damage. Each time a target dies inside your necrotic aura while this is on cooldown, the cooldown is reduced by 1 turn.

Dark Simulacrum | Instant | 12 Cooldown | 25 Mana

You steal part of the target's soul for 4-10 turns. While under this effect, you are able to use one of their abilities at talent level 1-5, chosen at random.

This cannot steal sustained abilities, prodigies, inscriptions or those with equipment requirements.

Shadow of Death | Sustain | 60 Cooldown | 50 Mana

On taking fatal damage, if you have any souls active you consume them all to become a wraith for 3-7 turns, granting you immunity to all damage and negative effects. When this effect ends, if you have any souls you consume them all to resurrect, healing for 1-5% maximum life per soul. If you have no souls you die.

Combat Training

Survival