

Evol's Necromancy

Necromancer

A necromancer has it's way dealing with death. He mostly lurks in the shadows waiting for an opportunity to take from someone else's loss.

It's best friends are dead, as death is it's only real friend. It's skills communicating with the other realm, however, are sought by many and could be put to good use bannishing evil from this realm.

It's look upon life is like expierencing the first stage of true death.

Skills

Circle of Death

Level	Description	Succes	Cost	Effect	Duration	Casttime
1	While this skill is activated, and you have an empty bottle in your inventory, there is a chance of obtaining a 'Fresh Blood' by killing a monster.	1%	Empty Bottle (on succes)	Fresh Blood (on succes)	(until deactivated)	n/a

Circle of Life

Level	Description	Succes	Cost	Effect	Duration	Casttime
1	You use 1 'Fresh Blood' to heal yourself for 10% of your current damage (=max hp – current hp).	79%	Fresh Blood	10% of current damage HP	n/a	1 sec

Death's Artisan

Level	Description	Succes	Cost	Effect	Duration	Casttime
1	You create a 'Minor Soul Bottle' using; <monstername>bones, <monstername>fangs, <monstername>slime and 'Fresh Blood' succesrate :40% + level*2 + dex/2	40% + level*2 + dex/2	Bones, Fangs, Slime, Fresh Blood	Minor Soul Bottle	n/a	5 sec
2	You create a 'Major Soul Bottle' using; <monstername>skull, Chemical X, <monstername>ashes and 'Fresh Blood' succesrate :35% + level*2 + dex/2	35% + level*2 + dex/2	Skull, Chem X, Ashes, Fresh Blood	Major Soul Bottle	n/a	5 sec
3	You create a 'Bottle of Generosity' using; <monstername>skull, Gold, 'life's essence' and 'Fresh Blood' succesrate :32% + level*2 + dex/2	32% + level*2 + dex/2	Skull, Gold, Life's essence, Fresh Blood	Bottle of Generosity	n/a	5 sec
4	You create a 'Blood Ruby Bottle' using; Rubies, Gold, 'life's essence' and 'Fresh Blood' succesrate :32% + level*2 + dex/2	30% + level*2 + dex/2	Rubbies, Gold, Life's Essence, Fresh	Blood Ruby Bottle	n/a	5 sec

5	This skill adds another 10% chance of succesrate when creating a bottle. (does not exceed 100%)	n/a	Blood n/a	+ 10% chance	(always)	n/a
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Condense the Dead

Level	Description	Succes	Cost	Effect	Duration	Casttime
1	You draw a wandering soul into a soul bottle and capture it. (For detailed result see ref. Souls) (only works in graveyards and dungeons)	(Depends on soul/bottle)	Soul Bottle)	Soul (depends on used bottle and chance)	n/a	5 sec

Surrender the Flesh

Level	Description	Succes	Cost	Effect	Duration	Casttime
1	This spell temporarily boosts your attack, attackspeed and stamina by letting an 'Evil Soul' take hold of your body. This prevents you from using any kind of skill. By containing the soul your body will take damage over time. (There's a 25% chance that you'll recover the Bottle of Generosity)	100%	Evil Soul	Temporarily statboost, hp drainage, Bottle of Generosity	60 sec	(instant)
2	This spell temporarily boosts your attack, attackspeed and stamina by letting an 'Vengeful Soul' take hold of your body. This prevents you from using any kind of skill. By containing the soul your body will take damage over time. (There's a 25% chance that you'll recover the Bottle of Generosity)	100%	Vengeful Soul	Temporarily statboost, hp drainage, Bottle of Generosity	60 sec	(instant)
3	This spell temporarily boosts your attack, attackspeed and stamina by letting an 'Raging Soul' take hold of your body. This prevents you from using any kind of skill. By containing the soul your body will take damage over time. (There's a 25% chance that you'll recover the Bottle of Generosity)	100%	Raging Soul	Temporarily statboost, hp drainage, Bottle of Generosity	60 sec	(instant)

Death and Chaos

Level	Description	Succes	Cost	Effect	Duration	Casttime
1	You throw a captured lost soul at a tile which in the chaos causes undead damage to be dealt to enemies up to an area of 3x3 tiles around the target.	90%+ skill-level * 2	Lost Soul	Undead damage in 3x3 area	n/a	2 sec
2	You throw a captured restless soul at a tile which in the chaos causes undead damage to be dealt to enemies up to an area of 3x3 tiles around the target.	87%+ skill-level * 2	Restless Soul	Undead damage in 3x3 area	n/a	2 sec

3	You throw a captured evil soul at a tile which in the chaos causes undead damage to be dealt to enemies up to an area of 3x3 tiles around the target.	85%+ skill-level * 2	Evil Soul	Undead damage in 4x4 area	n/a	2 sec
4	You throw a captured vengeful soul at a tile which in the chaos causes undead damage to be dealt to enemies up to an area of 3x3 tiles around the target.	83%+ skill-level * 2	Vengeful Soul	Undead damage in 4x4 area	n/a	3 sec
5	You throw a captured raging soul at a tile which in the chaos causes undead damage to be dealt to enemies up to an area of 3x3 tiles around the target.	80%+ skill-level * 2	Raging Soul	Undead damage in 5x5 area	n/a	5 sec

The Dead's Awakening

Level	Description	Success	Cost	Effect	Duration	Casttime
1	You draw the light from a restless soul so it'll become a shadow that aids you in your battles.	97%	Restless Soul	Creates a Shadow Minion	70 sec	5 sec
2	You lead an evil soul to a bone embodiment. The evil skeleton created will aid you in your battle, as long this fragile physical appearance will last.	90%	Evil Soul	Creates a Skeleton Minion	60 sec	5 sec
3	You pour a Vengeful Soul onto a dagger. The dagger will now rapidly destroy your enemies.	80%	Vengeful soul, dagger	Creates a very fast Flying Dagger	30 sec	5 sec

Souls

Type of Soul	Description	level	Success	Bottle
Lost Soul	A lost soul that needs guidance to the afterlife.	1	50%+dex/2	Minor Soul Bottle
Restless Soul	A soul that has left it's body with regrets in life.	2	40%+dex/2	Major Soul Bottle
Evil Soul	In life this soul used its embodiment to commit foul crimes.	3	35%+dex/2	Bottle of Generosity
Vengeful Soul	A restless soul with a strong thirst for revenge.	4	30%+dex/2	Blood Ruby Bottle
Raging Soul	A soul which is haunted by an uncontrollable rage.	5	5%	Blood Ruby Bottle

Minions

Type of Minion	Description
Shadow Minion	Moves slowly near the player, wrapping around enemies, blinding them.
Skeleton Minion	Moves around at walking speed doing blunt damage to nearby enemies.
Flying Dagger	Moves rapidly around the user damaging all enemies in its path.