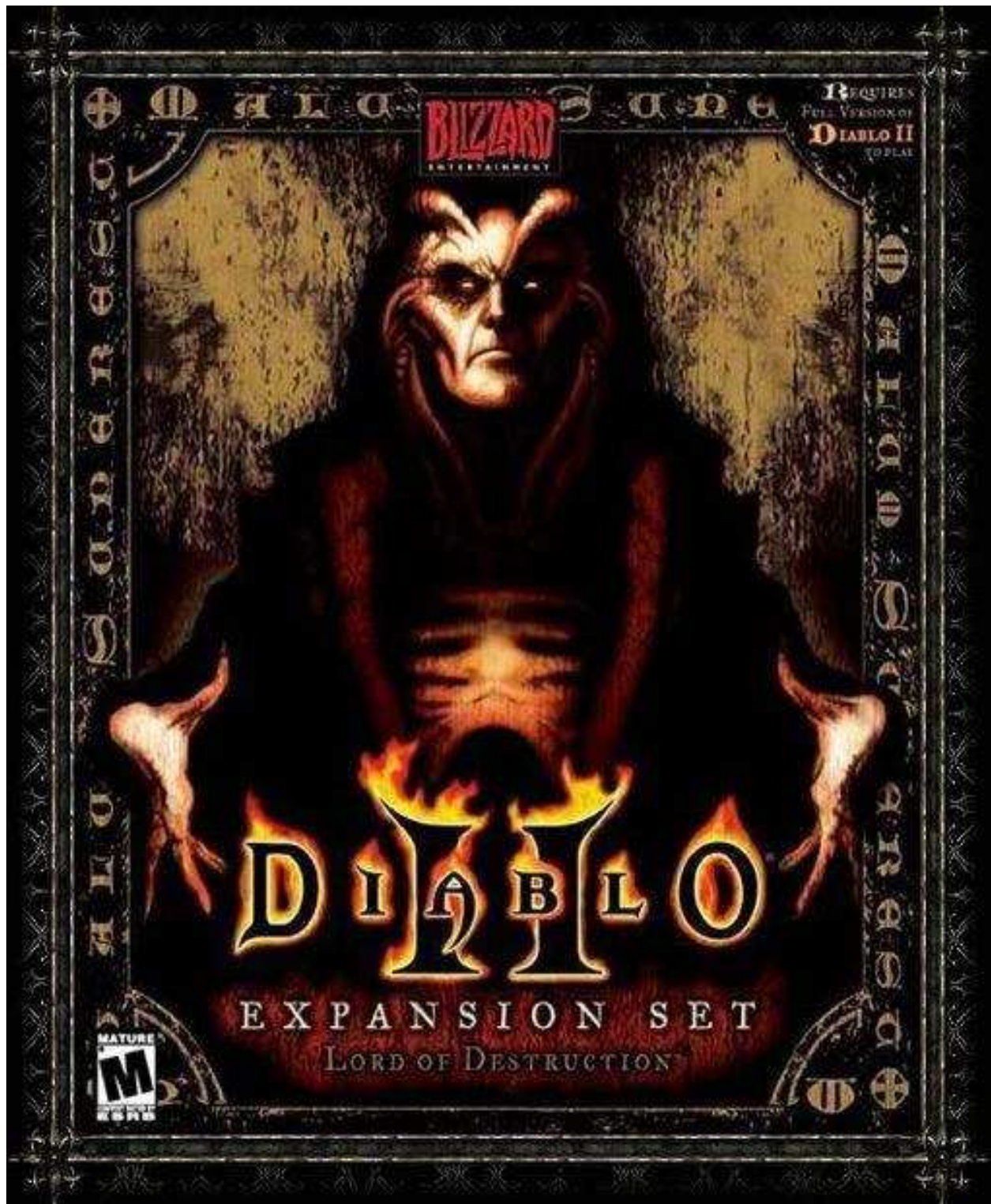


Diablo 2 The Heroes of Sanctuary 0.1

By saiman010



Introduction:

"Many moons have passed since I left the town of Tristram behind me. Since then I've tried to forget the terrors I beheld beneath the cold earth, and the twisted nightmares that have haunted my every waking moment. There's something dark within me now; I can feel it, driving me towards the East, assuring me that my salvation lies within the ruins of ancient kingdoms. Though I know the way, I know not what perils will arise to hinder my journey, and as I pass through the first gate, I know that the better part of my soul will remain behind... forever."

The Dark Wanderer.

Welcome, Jumper, to Sanctuary, a world where the High Heavens and the Burning Hells have forged an uneasy truce, forbidding either side from taking direct action against mortal affairs. Of course, this agreement is little more than a farce, as both sides constantly seek to influence humanity and shape the ultimate outcome of the Eternal Conflict.

Long ago, when guided by the wisdom of Heaven, three great heroes succeeded in defeating and sealing away Diablo, one of the Prime Evils and the Lord of Terror, beneath the town of Tristram. Unfortunately, victory came at a terrible cost. Those same heroes eventually fell to darkness and became corrupted by the very evil they sought to contain. Such is often the fate of those who come into contact with the Lords of Hell.

Regardless, Sanctuary once again stands besieged by the forces of darkness. Across the eastern lands, demonic armies continue to emerge as the Prime Evils Mephisto, the Lord of Hatred, Diablo, the Lord of Terror, and Baal, the Lord of Destruction spread their corruption throughout the world. Their goal is clear: to transform Sanctuary into a stronghold of Hell and a staging ground for war against the High Heavens.

Now the fate of Sanctuary hangs in the balance. Will you stand beside the Light of Heaven and defend humanity from the darkness? Or will you embrace the power of Hell and aid the Prime Evils in their conquest?

Take this 1000 CP and begin your journey in Sanctuary. The choice is yours, Jumper.

Location

Roll 1d6 or pay 50 CP to decide what universe you start in.

1.Rogue Encampment

The Rogue Encampment is a fortified refugee camp established by survivors of the Rogue Monastery after its corruption by the forces of Hell. Despite its temporary appearance, it serves as a vital hub of resistance against demonic threats and offers a sense of community and purpose to its inhabitants.

2.Northern Steppes

The Northern Steppes are a vast and unforgiving land of snow, ice, and rugged mountains, home to the Barbarians who have long guarded the Worldstone. Life here is harsh and demanding, producing resilient warriors capable of surviving some of the deadliest conditions in Sanctuary.

3.Scosglen

The untamed lands of Scosglen are as verdant as they are deadly. Those who get lost in the woods seldom return, their screams muted by spine-chilling howls. Closely associated with the Druids.

4.Old Tristram

Once a peaceful town in Khanduras, Old Tristram now lies in ruins after becoming the center of Diablo's return to Sanctuary. Haunted by tragedy and dark memories, the shattered settlement attracts adventurers, treasure hunters, and those seeking to uncover the secrets buried beneath its fallen streets.

5.Skovos Isle

The Skovos Isles are a remote island chain in the Twin Seas and the homeland of the Amazons. Governed by a matriarchal society, the islands are known for their skilled warriors, strong traditions, and relative isolation from the rest of Sanctuary.

6.Free Choice

Rather than choosing from the listed locations, you may begin anywhere in Sanctuary that suits your goals. Whether it is a bustling city, a hidden village, a remote wilderness, or even an unexplored frontier, this option grants complete freedom over your starting location.

Origin

Here you will decide who you are in this world. You can freely decide what your gender is, except for Amazon, where you must be female only. Your age is around 18+1d12 years old, and any Origin below can be a Drop-In if you see fit.

Assassin

Members of the Viz-Jaq'taar are elite hunters trained to eliminate corrupted mages. Masters of stealth, traps, and precision strikes, they specialize in fighting from the shadows and striking before their enemies even realize danger is present.

Amazon

The warrior women of the Askari are renowned for their agility, discipline, and martial skill. Trained from an early age in the use of bows, javelins, and spears, they excel at ranged combat while remaining highly mobile.

Barbarian

The Barbarians of the Northern Steppes are mighty warriors forged by a harsh homeland and constant struggle. Their immense strength, endurance, and battle instincts allow them to overcome enemies through sheer ferocity. They are experts with many forms of weaponry and possess a deep spiritual connection to their ancestors.

Blood Knight

You may be one of the luckiest souls in Sanctuary. Once, you were doomed to be transformed into a vampire, but you were instead saved through the Blood Knight Ritual. Rather than succumbing to the curse, you learned to master it. You have now been trained in the unique vampiric abilities, using your curse as a weapon to hunt the darkness instead of serving it.

Druid

The Druids are wandering warrior-poets who draw their power from nature and the spirits that dwell within it. Through ancient magic they can command storms, summon beasts, and transform into powerful animal forms such as werewolves and werebears.

Necromancer

The Priests of Rathma walk the delicate balance between life and death. Masters of necromancy, they command skeletons, spirits, and other undead servants while wielding powerful curses and death magic. Though often misunderstood, they see themselves as guardians of the natural balance rather than servants of evil.

Monk

You are one of the Monks of the Shaptive Faith, whose members train both their bodies and minds to become the foremost warriors of the land of Ivgorod. Within the sacred cloisters of the Patriarchs, Monks endure countless physical and spiritual trials, proving their unwavering devotion while attaining unmatched discipline and focus in battle.

Paladin

The Paladins are holy warriors devoted to justice, virtue, and the Light. Trained in both martial combat and sacred magic, they stand as defenders of the innocent against the darkness. Their unwavering faith empowers them with protective blessings, healing abilities, and devastating holy attacks.

Sorceress

Sorceresses are gifted spellcasters of the Mage Clans who dedicate themselves to mastering the elemental forces of fire, lightning, and ice. Their extensive magical education allows them to unleash destructive spells capable of reshaping entire battlefields while remaining some of the most powerful arcane practitioners in Sanctuary.

Spiritborn

You come from the jungles of Nahantu, where you survived the sacred Trial of Mists, a rite that few are able to endure. Upon completing the trial, you were chosen by a powerful Spirit Guardian, forging a sacred bond between the two of you. Through this union, you have become one of the Spiritborn, protectors of both the physical world and the Spirit Realm, drawing upon the strength and wisdom of your guardian to defend Sanctuary from threats that exist in either realm.

Tempest

You are one of the Tempests, warrior-priests hailing from the Cold Isles. They wield twin blades while commanding the forces of wind and water through the ancient Samilian martial style. Accustomed to battling upon Sanctuary's raging seas, Tempests have honed their skills against violent storms and deadly foes alike.

Warlock

Warlocks delve into forbidden arts that most mages would never dare study. By summoning and binding demons, awakening latent psychic powers, and wielding dark eldritch magic, they gain abilities unavailable through conventional means. Their mastery of telekinesis even allows them to manipulate weapons and shields with their minds while casting spells simultaneously.

Witch Doctor

You originate from the Umbaru tribes, an indigenous people living within the isolated and dense jungles of Nahantu. Like the Spiritborn, you are a guardian of the Spirit Realm, though you rely on rituals and spiritual magic rather than pure martial skill as only those with a proven history of battle and the rare gift of communing with spirits, known as the touch of the Unformed Land, can earn the title. Through ancient rituals and the use of sacred roots and herbs from your homeland, you have trained your mind to perceive and interact with the Spirit Realm.



Perks

You receive discounts based on your origin with 100 CP discounted ones being free. In addition, whenever you purchase a Perk from your Origin that may normally be bought multiple times to gain different options, a single purchase grants you every option available under that Perk.

General Perks

Grim Dark Look [Free]

Currently, Sanctuary is not a happy place. It is a grim and dark world filled with despair, destruction, fear, and constant struggle against the forces of evil. Because of this, if you wish, you may toggle this atmosphere on or off at the beginning of each Jump. When active, the setting retains its oppressive tone, bleak environments, and sense of looming doom.

Diablo Soundtrack [Free]

As many know, the Diablo series possesses one of the most iconic soundtracks ever created for a dark fantasy adventure. You now possess the complete soundtrack from every Diablo game and may play any track at any time directly within your mind. The music can be adjusted in volume, muted entirely, or shared with companions if you desire.

Strong Willed [Free]

As a human forced to battle the forces of Hell, one of the most common tactics employed by demons is to whisper temptations, fears, and lies directly into the minds of mortals. However, your will is strong enough that no whisper from demons or other malevolent entities can ever convince you to act against your true desires and convictions. Mental manipulation, temptation, and coercion find little purchase in your mind, ensuring you remain true to yourself even in the face of overwhelming darkness.

Origin of Your Species [Free]

Humanity was born from the union of the demon Lilith and the angel Inarius. Among the many gifts inherited from these progenitors, perhaps the greatest is free will itself. You embody this birthright more completely than most. Your fate belongs solely to you, and no prophecy, destiny, predestination, or cosmic script can dictate your future without your consent. Powers that attempt to force a

predetermined outcome upon you simply fail, ensuring that your choices remain your own.

Potions and Item Drops [100 CP]

As you travel across Sanctuary and battle demons, monsters, and other enemies, you begin to notice something strange. Fallen foes frequently leave behind useful items such as health potions, mana potions, weapons, armor, accessories, and gold. The stronger the enemy defeated, the greater the chance of obtaining more powerful loot and larger amounts of wealth. These items are always appropriate to the challenge overcome and can provide a steady source of equipment throughout your adventures.

I Have the Strength and Dexterity to Wear That [200 CP]

Are you a wizard who wishes to wear full plate armor? A warrior interested in wielding equipment normally restricted to mages? Now as long as you possess the necessary physical attributes to properly use or wear an item, you suffer no penalties for doing so. Furthermore, with sufficient Strength and Dexterity, you may bypass class restrictions entirely, allowing you to utilize equipment that would normally be inaccessible to you.

Shrines, Shrines Everywhere [200 CP]

As you journey throughout Sanctuary, you notice an unusual phenomenon. Shrines, wells, and treasure chests seem to appear in surprisingly convenient and often random locations. These shrines provide a variety of beneficial effects, ranging from elemental resistance and increased combat prowess to complete healing and restoration. The wells replenish your health and other resources, while treasure chests often contain useful supplies. Conveniently, these helpful locations are usually within reasonable walking distance of one another, making long campaigns against evil far more manageable.

Corruption Resistance [400 CP]

Demonic corruption is one of the greatest threats facing any mortal. It can twist the body, shatter the mind, and eventually transform even the noblest soul into a servant of darkness. Fortunately, you possess complete immunity to all forms of physical, spiritual, and mental corruption. No taint, curse, mutation, possession, madness, or corrupting influence can alter your body or mind against your will.

Free Stuff [400 CP]

Once every week, you receive an invitation to a mysterious location where powerful individuals regularly discard, donate, trade, or abandon valuable items and artifacts. This gathering is invitation-only, and you are always granted first choice among the available goods. The selection can range from useful equipment to genuinely powerful magical artifacts, ensuring that there is almost always something worthwhile to acquire.

Nephalem [600 CP]

How this is possible is a mystery. The Worldstone has not yet been destroyed by the Archangel Tyrael, and yet a true Nephalem has somehow been reborn among humanity. As a Nephalem, you possess the latent potential of both angels and demons, placing you among the most gifted beings in all of Sanctuary. Your growth in any field of study, combat style, magical discipline, craft, or skill progresses at an extraordinary rate, allowing you to rapidly surpass ordinary mortals and stand against even the Prime Evils. In addition, your awakened nature grants complete immunity to disease, ensuring your body remains free from illness regardless of the environment or plague you encounter. The full extent of a Nephalem's potential is nearly limitless, and with enough time and effort, there are few heights you cannot reach.



Assassin

Open That Door [100 CP]

As a rogue-type warrior, you have received extensive training in lockpicking and infiltration. Locked doors, chests, safes, and similar obstacles can be opened with remarkable ease. Your chances of failing to pick a lock are almost nonexistent, and even particularly complex locking mechanisms rarely pose a challenge. With enough time and access, nearly any mundane lock can be bypassed.

Claw Mastery [100 CP]

You have mastered the use of claw-type weapons such as katars, wrist blades, punching daggers, and similar arm-mounted armaments. Your attacks with these weapons are more precise and deadly, making it easier to land critical strikes and killing blows. Furthermore, when wielding a pair of such weapons, your defensive abilities improve significantly, allowing you to block and deflect attacks with surprising effectiveness.

Silent Steps [100 CP]

For one who operates from the shadows, remaining unseen is essential. When you choose to hide, you can conceal your very presence within the physical world. While hidden, not only are you visually concealed, but sounds, scents, heat signatures, tracks, and other physical indicators of your existence are also suppressed. Unless someone possesses extraordinary means of detection, they will find it nearly impossible to discover your location.

Martial Styles [200 CP]

Through years of training, you have mastered one of the secret martial disciplines practiced by assassins. These styles can be freely incorporated into your melee combat techniques. You may purchase additional styles and even combine them into a unique personal fighting style.

Tiger Style: A brutal style focused on pressure points, weak spots, and vulnerable anatomy. Every strike lands with increased effectiveness, allowing your attacks to inflict substantially more damage than normal.

Cobra Style: By focusing your mind, you draw upon ambient energies surrounding you. Whenever you damage an enemy, approximately one-quarter of

the damage dealt can be absorbed by you, restoring both health and mana reserves.

Phoenix Style: This style allows you to imbue your attacks with fire elemental power. Roughly one-tenth of the damage you deal is converted and added into the chosen elemental type, causing mini aoe elemental explosions granting your attacks additional crowd control .

Venom [200 CP]

You possess mastery over the creation and application of exceptionally potent poisons. These venoms can be secretly applied to weapons and remain effective for days without degrading. The poison is odorless, colorless, and nearly impossible to detect. Furthermore, it bypasses most forms of poison resistance, ensuring that even normally resistant creatures suffer its effects. Victims often remain unaware they have been poisoned until the symptoms become severe.

Sentinel Blade [200 CP]

You can construct and deploy spinning psychic blades that cut through enemies before returning to your control. The damage inflicted depends on the quality of the materials used, your normal offensive capabilities, and any coatings or enhancements applied to the blades. At the beginning, you may control two Sentinel Blades simultaneously. If damaged or destroyed, they can be rebuilt within ten minutes, ensuring they remain a reliable weapon throughout your adventures.

Shadow Clone [400 CP]

Your mastery of shadow techniques allows you to create a perfect duplicate of yourself. This clone possesses all of your skills, abilities, knowledge, equipment, and combat experience, allowing it to fight alongside you seamlessly. The clone can think independently and coordinate complex strategies with you. However, its abilities operate at only seven-eighths of their normal effectiveness, making it weaker than the original despite its versatility.

Fade [400 CP]

Your understanding of concealment has advanced to the point that you can partially fool reality itself. Whenever you are targeted by magic, curses, hexes, or other supernatural effects, there is a 25% chance that the effect simply fails to affect you. If an effect does successfully strike you, its overall potency is reduced by approximately 30%, weakening both its immediate impact and any lingering consequences.

Blade Shield [400 CP]

You have awakened powerful psychic abilities that allow you to maintain a permanent shield of invisible blades surrounding your body. These blades automatically strike hostile creatures that come within range, functioning as a constant defensive and offensive barrier. The shield remains active indefinitely and requires little effort to maintain once summoned.

Death Sentry [600 CP]

You have mastered the construction of devastating traps and explosive devices capable of annihilating entire hordes of demons. When creating a Death Sentry, choose one element: Fire, Lightning, Ice, or Poison. The trap incorporates that element into its destructive effects, allowing it to devastate enemies caught within its blast radius. Despite their immense power, you can designate individuals as non-hostile, ensuring the traps never harm allies or innocent bystanders.

Mind Blast [600 CP]

Your mind itself has become a deadly weapon. With sufficient concentration, you may launch devastating psychic attacks against targets. Individuals within one hundred meters whom you can directly perceive may be mentally overwhelmed with a single thought. Those farther away, up to five hundred meters, can still be affected if you maintain awareness of their location. Even survivors of this assault suffer intense mental disruption and are often left stunned for several seconds, creating opportunities for follow-up attacks.

Mage Hunter [600 CP]

You have become the ultimate predator of spellcasters. Tracking, locating, and identifying magic users comes naturally to you, no matter how well they attempt to hide. You possess specialized techniques that disrupt magical abilities, making it difficult for enemy spellcasters to effectively use their powers against you. In addition, you possess a supernatural sense that warns you whenever magical attacks are directed at you or your allies. In future worlds, these talents adapt to local supernatural systems, allowing you to detect, track, and counter virtually any form of mystical, magical, or supernatural threat.



Amazon

Bow and Spear Mastery [100 CP]

As an Amazon, you have spent your life mastering the weapons that your people have used for generations. Through years of rigorous training, you have become an expert in the use of bows, crossbows, javelins, and spears. Whether fighting at range or in close combat, these weapons feel like natural extensions of your body, allowing you to wield them with exceptional skill and precision.

True Sight [100 CP]

The aim of the Amazons is legendary, and their warriors are renowned for their incredible accuracy. Whenever you fire a projectile or throw a javelin, your aim remains remarkably precise even at extreme distances. Targets up to one kilometer away can be struck with near-perfect accuracy, provided you can perceive or otherwise identify them.

Amazon Reputation [100 CP]

Some may assume that gender or other personal attributes determine an individual's strength or capability. However, the reputation of the Amazons has long proven such assumptions false. You now carry a similar reputation into this and future worlds. Others will never automatically perceive you as weak, inferior, or less capable because of your gender, appearance, race, age, or other superficial characteristics unless you personally believe yourself to be so.

Magic Arrows [200 CP]

You possess the sacred ability to imbue your arrows with divine energies granted through devotion to one of the Amazonian gods. Choose one of the following blessings. You can buy that perk multiple times to gain the other arrows enhancements.

Athulua: The Great Goddess grants you the ability to manifest arrows directly from your mind. You no longer require physical ammunition to fire bows or crossbows. These psychic arrows ignore physical immunities and can strike targets that would normally be unaffected by conventional projectiles.

Hephaetrus: The Amazonian God of Fire grants mastery over explosive flame arrows. Your projectiles become wreathed in fire and explode upon impact, damaging nearby enemies and igniting the surrounding terrain.

Karcheus: Your arrows become infused with freezing power. Targets struck are encased in ice and immobilized for a time. Upon impact, the arrows also unleash a burst of freezing energy that affects nearby foes and leaves them more vulnerable to physical attacks.

Pierce Strike [200 CP]

Blessed by Kethryes, your physical strength when drawing a bow or throwing a spear has increased tremendously. Projectiles fired from bows, crossbows, javelins, and spears possess a greatly increased chance of piercing through multiple enemies. Furthermore, every successful penetration increases the momentum and destructive power of the projectile, causing it to become even deadlier with each target struck.

Dodge [200 CP]

Your training within the grounds of Tran Athulua has granted you extraordinary instincts. You possess a form of combat precognition that allows you to sense incoming attacks approximately three to four seconds before they occur. Combined with your exceptional agility and reflexes, this makes avoiding danger far easier than it would be for an ordinary warrior.

Guided Shots [400 CP]

Through your devotion to Athulua, your projectiles have gained supernatural guidance. Arrows, spears, javelins, and other ranged attacks can now alter their trajectory after being launched, actively pursuing targets you have designated as enemies. These projectiles continue tracking their targets until they either strike them or are physically intercepted. In addition, any ammunition used in this manner automatically returns to you if it survives intact.

Amazon Healer [400 CP]

As a healer, you have spent years studying the flora of the Amazon Isles. This knowledge allows you to create powerful healing medicines, restorative potions, and medicinal compounds. In addition, you have learned to create specialized alchemical coatings that may be applied to projectiles. Upon impact, these coated projectiles release clouds of virulent disease and pestilence that spread among enemies like a natural epidemic in the air that symptoms start within minutes, potentially devastating entire armies over time.

Multishot [400 CP]

Athulua has bestowed yet another blessing upon you. Whenever you fire a projectile, it automatically splits into ten separate projectiles. Each duplicate retains all special properties, enchantments, and abilities possessed by the original attack while operating at roughly three-quarters of the original attack's effectiveness. This makes the ability exceptionally useful against large groups of enemies. This perk may be purchased multiple times, with each purchase causing every projectile to split into an additional ten projectiles. This can toggle on or off at will.

Ethereal Oracle Caste [600 CP]

Remarkably, you are also a member of the Oracle Caste, an elite group of Amazons devoted to the Sightless Eye, an ancient artifact used to communicate across realms and glimpse possible futures. Through your training, you have internalized many of the Sightless Eye's powers. You can freely communicate between realms, dimensions, and planes of existence without requiring the artifact itself. These communications cannot be intercepted, blocked, hacked, or eavesdropped upon. In addition, you possess genuine foresight, allowing you to see potential futures and, more importantly, understand how to alter events in order to change those futures. The visions reveal pathways to different outcomes whenever such outcomes are possible.

Valkyrie [600 CP]

By the will of Athulua herself, you have received one of the greatest honors available to an Amazon warrior. At will, you may summon a Valkyrie, a divine spiritual emissary formed from the souls of the greatest Amazon heroes. These demigod-like beings possess angelic wings, magnificent golden armor, and peerless skill with spear combat. A Valkyrie can fly, fight independently, and easily contend with powerful supernatural enemies. Their combat abilities are exceptional, and they instinctively evade approximately half of all physical attacks directed at them. Summoning a Valkyrie is considered one of the highest blessings an Amazon can receive.

Lightning Fury [600CP]

Through your devotion to Zerae, you have gained mastery over divine lightning. Whenever you attack using spears or javelins, arcs of lightning erupt from the weapon and leap between nearby enemies, electrocuting entire groups at once. When throwing a spear or javelin, the weapon may transform into a genuine bolt of lightning, striking distant enemies with tremendous speed and power. These lightning attacks travel as fast as natural lightning and possess immense destructive force. Furthermore, the divine lightning generated by this ability completely ignores elemental immunities and resistances, ensuring that even creatures normally protected against lightning remain vulnerable to its power.



Barbarian

Weapon Adeptness [100 CP]

As a Barbarian, you have been trained from a young age in the use of nearly every form of melee and throwing weapon commonly found throughout Sanctuary. Axes, swords, maces, polearms, spears, throwing axes, and similar weapons are all familiar to you. While you may not possess the specialized mastery of a dedicated weapon master, you are highly competent with virtually any weapon you pick up and can quickly adapt to unfamiliar armaments in battle.

Surviving the Barren Land [100 CP]

Having originated from the harsh Northern Steppes, you have learned how to endure some of the most unforgiving environments in Sanctuary. You are skilled at finding shelter, tracking prey, locating sources of food and water, navigating dangerous terrain, and surviving in freezing wastelands for extended periods.

The Strength of the Warrior [100 CP]

Barbarians are famous for their incredible physical might, and you are no exception. Your physique represents the peak of what humanity in Sanctuary can naturally achieve. You possess tremendous strength, allowing you to perform feats that would be impossible for ordinary humans. You can effortlessly carry immense loads, break through obstacles with brute force, and even lift or juggle several large oxen simultaneously.

Iron Skin [200 CP]

The harsh grasslands and unforgiving climate of the Northern Steppes offer little protection from the elements. Generations of exposure to blazing sunlight, freezing winds, torrential rain, and relentless hardship have hardened the Barbarian people beyond what most humans consider possible. Your skin has become as resilient as heavy plate armor, providing substantial protection against physical attacks even when completely unarmored. Blades, arrows, and blunt impacts that would seriously injure ordinary people are greatly mitigated by your naturally hardened physique.

Limitless Stamina [200 CP]

The Barbarian tribes are a nomadic people who roam the vast plains and wilderness of the Northern Steppes. Life in such an environment demands exceptional endurance, and your body has adapted accordingly. You possess effectively limitless stamina, allowing you to run, fight, climb, travel, and perform physical labor indefinitely without suffering from exhaustion. Furthermore, your natural movement speed is greatly enhanced, enabling you to maintain surprisingly fast running and marching speeds over any distance without tiring.

Guardians [200 CP]

The Barbarians are famous as the ancient guardians of the Worldstone and the sacred lands surrounding Mount Arreat. You have inherited a similar calling. At the beginning of each Jump, you may designate a specific location, territory, settlement, structure, or region as something under your protection. While acting as its guardian, you gain an instinctive awareness of significant threats, invasions, acts of sabotage, supernatural disturbances, or other dangers affecting the area. You always possess a general sense of the condition of your chosen domain and can quickly identify when something threatens the people, land, or object entrusted to your care.

Natural Resistance [400 CP]

In order to survive the unforgiving lands of the north, the Barbarian tribes developed remarkable resilience against the harsh forces of nature. Endless exposure to freezing winters, scorching summers, poisonous plants, and dangerous wildlife has strengthened their bodies. Because of this, you possess an exceptional resistance to Fire, Ice, and Poison. These elements are approximately one-fourths less effective against you than they would be against an ordinary person.

Frenzied Rage [400 CP]

When wielding a weapon in each hand, you may enter a state of battle frenzy that embodies the ferocity of the Barbarian people. In this state, your attacks become increasingly aggressive, allowing you to strike with both weapons in rapid succession. Each successful hit fuels your rage, causing every subsequent blow to carry greater force, speed, and destructive power than the last. The longer combat continues and the more you immerse yourself in battle, the more dangerous you become.

Leaping Strike [400 CP]

Barbarians are masters of close combat, and closing the distance between themselves and their enemies is essential to their fighting style. You have mastered a leaping technique that allows you to cross vast distances with a single bound. You may leap up to fifty meters through the air in a single jump while maintaining full control over your movement. Upon landing, the impact releases tremendous force into the ground, creating a localized shockwave capable of knocking nearby enemies off their feet, disrupting formations, and creating openings for follow-up attacks.

Barbarian War Cry [600 CP]

The mighty warriors of the Northern Steppes are renowned not only for their physical strength but also for their legendary battle cries. Through rigorous training and ancestral tradition, you have mastered several powerful War Cries that can alter the course of a battle with a single shout. You may combine multiple effects into a single cry, though doing so places greater strain upon your voice and body before you can use another War Cry.

Your War Cries can produce the following effects:

- Grant yourself and your allies temporary Health, Mana, and Stamina equal to approximately 50% of your normal reserves for five minutes.
- Reduce the defensive capabilities and melee combat effectiveness of enemies by up to 75%.
- Increase the defensive abilities of yourself and your allies by 300% for seven minutes.
- Cause weaker enemies to flee in terror from you and your companions.
- Stun nearby enemies, disrupting their actions and leaving them vulnerable.

Whirlwind [600 CP]

This legendary technique originates from the Tribe of Thunder, one of the greatest Barbarian clans. Inspired by the violent cyclones that sweep across their homeland, its practitioners learned to emulate the destructive power of nature itself. Upon activating this technique, you begin spinning with tremendous speed while maintaining full control of your movement and attacks. This allows you to carve through entire hordes of enemies in moments, striking all foes within reach as you move.

The swirling winds generated by your rotation form a natural barrier around your body, deflecting or disrupting many incoming projectiles before they can reach you.

Berserk Rage [600 CP]

This state exists upon the razor-thin line between fury and absolute destruction. When you enter Berserk Rage, all thoughts of defense are abandoned in favor of overwhelming offense. While in this state, you lose the benefits of defensive techniques, protections, and combat caution, leaving yourself more vulnerable to incoming attacks. In exchange, your offensive power increases dramatically. The strength behind all of your attacks becomes approximately ten times greater than normal. Furthermore, all physical damage you inflict is converted into magical damage. This transformed damage ignores conventional physical resistances, bypasses many forms of immunity, and is unaffected by damage reflection effects that would normally punish attackers. In addition, abilities or powers that automatically trigger when struck by physical attacks do not activate against your Berserk-enhanced blows.



Blood Knight

Polearm Mastery [100CP]

Within the Order of the Blood Knights, it is tradition to wield and master polearm weapons. While the Order does not forbid the use of other weapons, polearms have long been the signature arms of the Blood Knights.

Vampire Physiology [100CP]

As a Blood Knight, you are a human afflicted with the curse of vampirism, granting you many of a vampire's supernatural gifts while allowing you to retain your humanity. Your strength, speed, reflexes, endurance, and senses have all been enhanced to superhuman levels. You possess exceptional night vision, can smell blood from miles away, and recover from injuries far faster than an ordinary human.

Unfortunately, these blessings come with a terrible curse. An overwhelming hunger for blood constantly lingers within you which you can resist, and it must be kept under control at all times. Should you surrender to this insatiable thirst, the curse will steadily consume your mind, hastening your transformation into a mindless vampiric beast.. Take the ***Thirst*** drawback for 0 CP.

Working in the Shadows [100CP]

Blood Knights often operate from the shadows due to the widespread fear and distrust they face because of their vampiric origins. As a result, you have learned to move unseen through darkness. Whenever you travel within shadows or poorly lit areas, people instinctively overlook your presence, quickly forget having seen you, and rarely question or remember who you are unless you deliberately draw attention to yourself.

Vampiric Beauty [200CP]

As a human gradually transformed by the curse of vampirism, your appearance has become unnaturally alluring compared to the people of Sanctuary. You are easily considered a 12/10 in terms of physical attractiveness. If you wish, your body may be completely flawless, free from scars, blemishes, imperfections, or other physical defects. In future worlds, regardless of the form or race you possess, your appearance will always naturally conform to that world's standards of beauty while retaining your own distinctive features.

Allies of the Night [200CP]

As a Blood Knight, you have learned to command the creatures of the night. At your command, swarms of bats emerge from your own shadow to fight alongside you. These bats continuously harass, distract, and attack your enemies, making it difficult for them to focus during combat. As they feast upon the blood of your foes, a portion of the life they drain is returned to you, steadily restoring your health and nourishing your vampiric body.

Mephitic Cloud [200CP]

You can now produce a cloud of toxic vampiric miasma that surrounds your body and affects all hostile creatures caught within it. This poisonous fog continuously damages enemies while filling them with supernatural drowsiness. Those exposed to it are forced into a deep, unnatural sleep, and even creatures that are normally immune to sleep or do not require rest are not immune to this effect.

The Thirst Is No More [400CP]

A Blood Knight is constantly delaying the inevitable. While the Blood Knight Ritual halts their physical transformation into a vampiric thrall, every Blood Knight must wage an endless mental battle against their curse to preserve their humanity. Should they ever lose themselves to their vampiric instincts, they will ultimately succumb and become the very monsters they once hunted. But not you.

Any negative effects of your vampiric curse have now been completely negated. You no longer suffer from an uncontrollable thirst for blood, nor will you ever lose your humanity or transform into a mindless monster because of your vampirism. In future worlds, this protection extends to any supernatural ability, transformation, or curse that would otherwise cause you to permanently lose your sense of self, humanity, or free will. Removes the **Thirst** drawback if taken with **Vampire Physiology Perk**.

Shadow Magic [400CP]

Shadow magic has always been a defining aspect of how vampires wage war, and you have learned how to use it. You may freely manipulate darkness itself, shrouding entire areas in complete supernatural darkness under your control.

You can create weapons, tools, and constructs entirely from shadow, ranging from simple blades and spears to large structures such as walls, barriers, or even houses. Your shadow creations are solid and can be used just like physical objects. In addition, you may launch concentrated blasts or projections of shadow to strike distant enemies. The longer you charge these attacks, the greater their range, destructive power, and overall effectiveness.

Blood Magic [400CP]

Blood is the very life force that vampires both consume and command, and you have learned to wield it as a deadly form of magic. You may conjure Tendrils of Blood that erupt from the ground or your hands to bind, restrain, or pull enemies toward you. You can shape blood into durable shields capable of protecting you from incoming attacks, manipulate the blood within living beings to hinder or injure them, and siphon blood directly from your enemies to restore your own health. As long as blood is present, it can become both your weapon and your source of survival.

Vampire Hunter [600CP]

You have become the ultimate hunter of vampires. Tracking, locating, and identifying creatures afflicted by vampirism comes naturally to you, no matter how well they attempt to conceal themselves among the living. You have mastered specialized techniques designed to exploit the weaknesses of vampires, disrupting their supernatural abilities, regeneration, shapeshifting, and other dark powers, making it far more difficult for them to fight effectively against you.

In addition, you possess a supernatural instinct that warns you whenever a vampire or blood-based supernatural ability is directed at you or your allies. This sixth sense gives you precious moments to react before danger strikes.

Blood Knight Ritual [600CP]

You have learned the sacred rite that gave birth to the Order of the Blood Knights. You can now create the blessed holy water required to perform the Blood Knight Ritual, granting those recently afflicted by vampirism the opportunity to resist their fate and become Blood Knights instead.

Normally, because the transformation into a vampire progresses so rapidly, very few individuals survive the ritual. However, your holy water is truly exceptional. Any individual who has been transformed into a vampire within the last 24 hours may undergo the Blood Knight Ritual using your holy water, and they will have a 100% survival rate, successfully becoming a Blood Knight while retaining complete control over their mind and humanity.

Furthermore, your holy water functions against any supernatural curse or forced monstrous transformation that would strip someone of their humanity. Those who undergo your ritual retain all of their monstrous abilities while preserving their human mind, free will, and heart.

Abomination [600CP]

The Abomination is the ultimate manifestation of the vampiric curse. While most Blood Knights spend their lives restraining the monster within, you have learned how to temporarily release that restraint without surrendering your humanity.

At will, you may transform into your Abomination form, unleashing the full power of your vampiric curse. In this state, your strength, speed, agility, reflexes, durability, and regenerative abilities increase dramatically beyond those of your normal Blood Knight form.

Unlike other vampiric thralls, you remain completely in control of your thoughts and actions while transformed, allowing you to fully utilize your enhanced abilities without succumbing to bloodlust or losing your humanity.

Druid

Axe and Mace Mastery [100 CP]

The Druids share ancient cultural roots with the Barbarians, and many traditions have been preserved between the two peoples throughout the ages. Because of this shared heritage, Druids are well-trained in the use of axes and maces, weapons that symbolize the warrior spirit of their ancestors. You have become highly proficient in wielding these weapons in combat, able to use them effectively in both battle and hunting.

Summon Plant [100 CP]

As a Druid, you possess the ability to call upon the aid of powerful plant spirits from the forests of Scosglen. Through ancient pacts with nature, you may summon a single species of magical plant companion to assist you in battle. Choose one of the following plants. This perk may be purchased multiple times, granting access to additional plant companions to summon .

Poison Creeper: A living vine that moves beneath the ground, remaining hidden until it attacks. It can erupt from the earth to strike enemies and spray corrosive acid capable of burning through flesh, armor, and other materials.

Carriion Vine: This subterranean plant specializes in consuming the corpses of fallen enemies. Whenever it successfully devours a corpse, it converts the remains into restorative energy, replenishing the health and mana of you and your nearby allies.

Creeper Vine: Unlike the other vines, this one attaches itself directly to your arm and responds to simple mental commands. It can transform into virtually any melee weapon you can wield, reshaping itself as needed. Since the vine continuously regenerates and repairs itself, the weapon never dulls, breaks, or suffers lasting damage.

In addition, this perk grants the potential to form pacts with other plant spirits here and future worlds, allowing you to expand your collection of summoned botanical allies beyond those listed here.

Talk to the Earth [100 CP]

As a Druid, your connection to nature runs deeper than that of ordinary mortals. You can listen to the whispers of the natural world itself, allowing you to understand the condition of the land around you. By communing with the earth, water, plants, animals, and natural ecosystems, you can sense disturbances in the balance of nature, identify unnatural influences, track the movement of wildlife, detect environmental changes, and gather information about events that have affected the surrounding area.

Shape Shifter [200 CP]

One of the most iconic abilities of the Druids is their usage of shapeshifting. The forests of Scosglen are home to creatures such as the Night Howlers, better known as werewolves, as well as werebears. In order to survive alongside these powerful beasts, the Druids learned to take on their forms and harness their strengths.

By purchasing this perk, choose one transformation form. You may purchase this perk again to gain access to the other form. Regardless of the form chosen, your health, endurance, and stamina increase significantly while transformed. However, while in these forms, you are unable to cast magical spells, relying instead on your physical abilities and you are limited to 5 minutes for each transformation. Additionally, your claws, fangs, and natural weapons inherit the properties of any physical weapon you are wielding or have integrated into your combat style, allowing them to benefit from magical enhancements and special materials.

Werewolf: You transform into a swift and agile predator. Your speed, reflexes, agility, and overall mobility are greatly enhanced. Your senses become extraordinarily sharp, especially your sense of smell, allowing you to track prey over great distances and detect things that would normally escape notice.

Werebear: You transform into a massive and powerful beast. Rather than speed, this form focuses on overwhelming strength and durability. Your physical power increases dramatically, allowing you to knock down trees with simple strikes and perform tremendous feats of strength. Your hide becomes incredibly tough, making it far more difficult for weapons and attacks to penetrate your defenses.

Summon Beast [200 CP]

Just as Druids form pacts with plant spirits, they also maintain ancient bonds with the many animals that call Scosglen home. Through these pacts, you may summon a single species of animal companion to aid you in battle. Choose one of the following companions. This perk may be purchased multiple times to gain access to additional beasts.

Raven: You may summon up to ten ravens simultaneously. These birds soar through the skies and act as your eyes and ears. You can share their vision, granting yourself multiple perspectives at once and significantly enhancing your awareness of the battlefield and surrounding environment.

Wolf: You may summon a pack of five wolves. These loyal hunters possess highly developed senses, especially smell, and excel at tracking targets you have designated. They are fast, coordinated, and effective at pursuing fleeing enemies.

Bear: You may summon a single magically enhanced bear. Strengthened by Druidic magic, its durability and power rival that of an elephant. It serves as an exceptional frontline companion, capable of absorbing tremendous punishment while delivering devastating attacks.

In addition, this perk grants the potential to form pacts with other animals here and future worlds, allowing you to expand your collection of summoned animal allies beyond those listed here.

Wild Beasts of the Land [200 CP/Requires Shape Shifter]

Your connection to the primal forces of nature has deepened. Whenever you assume a were-form or any other beast transformation, your natural attacks become infused with elemental power. Claw strikes, bites, horn attacks, and similar natural weapons may randomly channel Fire, Lightning, or Ice energy with each attack.

The elemental effect varies from strike to strike. Sometimes the elemental power may contribute little additional force, while at other times it can dramatically amplify the damage inflicted. At its strongest, the elemental energy can increase the total destructive power of an attack to approximately twice your normal

physical damage. This unpredictability reflects the untamed and chaotic nature of the wild itself.

Summon Spirits [400 CP]

As a Druid, your deep connection to the spirits of the land has allowed you to establish pacts with a number of powerful spiritual entities. You may now summon these spirits to aid you in battle. These spirits are always invisible to your enemies and cannot be directly harmed by them. While they do not attack opponents themselves, they continuously provide powerful blessings and enhancements to you and your allies.

There is no limit to the number of different spirit types you may have active simultaneously, though only one spirit of each type may be summoned at any given time. Through your journeys, you have already established pacts with the following spirits.

Oak Sage: A benevolent spirit of nature dedicated to preserving life. While active, it continuously heals you and your allies over time while also increasing your maximum health reserves. The longer it remains summoned, the greater its value in prolonged battles.

Heart of Wolverine: A fierce and savage spirit that awakens the primal instincts of those under its influence. It increases the attack speed, combat aggression, and offensive power of you and your allies, making every strike more devastating.

Spirit of Barbs: A protective spirit that punishes those who attack its companions. While active, approximately one-third of all damage inflicted upon you and your allies is reflected back upon the attacker.

In addition, this perk grants the potential to form pacts with other spirits in future worlds. As you encounter new spiritual beings, you may forge alliances with them and expand your collection of summoned spirit companions beyond those listed here.

Rabid Animal [400 CP/Requires Shape Shifter]

When transformed into one of your were-beast forms, you may enter a terrifying state of primal fury known as the Rabid State. In this condition, your beastly instincts overwhelm rational thought, transforming you into a relentless predator focused solely on destroying your enemies.

While in this state, your natural weapons carry a supernatural strain of rabies that infects those struck by your claws, fangs, or other natural attacks. Victims infected by this curse gradually descend into uncontrollable rage and violent aggression, often turning upon allies and anything nearby. Every successful bite grants you powerful vampiric regeneration, allowing you to recover from injuries by feeding upon your enemies. Powerful slams against the ground create localized shockwaves capable of damaging and disrupting nearby foes. Your attacks gain mystical ferocity, causing each strike to impact as though two identical attacks had landed simultaneously. While only one attack is performed, the target suffers the effects of two strikes.

However, while in this berserk state, your ability to think clearly is severely diminished. Leaving you driven primarily by aggression and the desire to hunt down your enemies.

Age Is Just a Number [400 CP]

The Druids possess ancient rituals that bring them closer to nature's eternal cycle. You are now blessed with eternal youth and biological immortality. Your body no longer ages beyond its physical prime, nor will you suffer from the deterioration normally associated with old age. However, this immortality is not absolute. You may still be killed through sufficient injury, destruction of vital organs, or other lethal means. Furthermore, you must continue to satisfy your normal mortal needs, such as food, water, rest, and breathing where appropriate.

Master Shapeshifter [600 CP/Requires Shape Shifter]

You have achieved true mastery over the ancient art of shapeshifting. Forms that once required effort, concentration, or carried limitations now feel as natural as your original body. The time limits associated with your shapeshifting abilities, as well as any other beastly transformations you possess, are completely removed. You may remain transformed for as long as you desire without fatigue or strain.

Furthermore, any negative effects, drawbacks, restrictions, or limitations tied to your beast forms are removed. Abilities that normally require a specific transformed state may now function without their associated penalties. This benefit also extends to shapeshifting and transformation abilities gained in future worlds. In addition, your mastery grants perfect control over your transformed nature. You may now freely cast spells and perform magical techniques while in your beast forms.

Magma Magic [600 CP]

Through years of study and communion with the spirits of fire and earth, you have mastered one of the most devastating branches of Druidic magic. Unlike ordinary elemental fire magic, Druidic fire spells combine the destructive power of flame with the enduring force of stone, creating a unique form of magic best described as magma manipulation.

You can summon enormous rolling boulders of molten rock that crush everything in their path before erupting into burning fragments, unleash streams of molten earth that spread across the battlefield in fiery waves, and call forth violent volcanic eruptions from beneath the ground that shower entire areas with molten stone and fire. These spells possess tremendous destructive potential, capable of devastating armies and reshaping battlefields. Yet this magic is not solely a tool of destruction. The ash and enriched soil left behind by your spells can revitalize barren lands, creating fertile ground capable of supporting crops, forests, and livestock.

Cyclone Magic [600 CP]

Your bond with the spirits of air has granted you mastery over one of the most free and untamed forces in all of Sanctuary. As an Air Druid, you command the winds themselves, shaping them according to your will. You can surround yourself with swirling currents of air that act as protective armor, deflecting attacks and increasing your defenses while remaining in constant motion around your body. With greater effort, you can create powerful gusts capable of scattering enemies and disrupting attacks, summon massive tornadoes that tear through battlefields, and even conjure hurricanes whose fury is capable of leveling entire cities.

You possess fine control over the size, power, and behavior of every storm you create, allowing your magic to range from gentle breezes to apocalyptic tempests.



Necromancer

Clear Head [100 CP]

As a Priest of Rathma, you have been taught that pragmatism is essential to maintaining the balance between life and death. Personal feelings, attachments, and emotional impulses must never be allowed to interfere with one's duties. Because of this training, you possess exceptional emotional control. You can remain calm, rational, and objective even in highly stressful situations, allowing you to make decisions based on logic and necessity rather than emotion.

Thick Skin [100 CP]

As a necromancer, you are accustomed to being feared, misunderstood, and shunned by society. Years of dealing with prejudice and hostility have forged an exceptionally resilient mindset. You possess the patience and determination necessary to continue pursuing your goals even when facing widespread opposition. In addition, you are well-suited to long periods of solitude, study, and isolation, allowing you to endure years of lonely research without suffering from boredom or loneliness.

Summon Skeleton [100 CP]

This is the bread and butter of every necromancer's craft and one of the first spells that all practitioners of the dark arts learn. As long as there is a suitable corpse available, regardless of its size or species, you may raise it as a skeletal humanoid servant using spirits that you have harvested yourself. The resulting skeleton emerges as an animated undead warrior equipped with spectral weapons and equipment formed from the spirits under your command.

You may choose whether each skeleton is armed with a sword and shield, a two-handed weapon, bow or to cast simple elemental magical attacks. These weapons are fully functional and require no physical materials to create. At the beginning of your journey, you can maintain up to 10 skeletal servants at once. However, as your magical power, skill, and experience grow, the number of skeletons you can command will increase accordingly.

Poison Magic [200 CP]

The apothecary traditions of the Necromancers are built upon extensive studies of venoms, toxins, diseases, and other deadly substances. Through this knowledge, you have developed a complete immunity to poison and toxic agents. In addition, you have mastered several of the signature poison arts practiced by the Priests of Rathma. Corpses left behind by death may be infused with your poisonous magic, causing them to rapidly decompose and erupt into clouds of deadly toxic vapors. These poisonous explosions spread corrosive gases capable of harming enemies caught within them while leaving behind little more than decayed remains.

Furthermore, you have learned to corrupt the very atmosphere around you, filling the air with specially crafted toxic mists. Through careful preparation and arcane knowledge, you may determine the nature of the poison released, allowing it to remain harmless to yourself and your allies while remaining lethally effective against your enemies.

Summon Resistance [200 CP]

Powerful elemental attacks such as fire, ice, and lightning often pose a serious threat to summoned creatures. To counter this weakness, you have learned protective rituals that reinforce the servants under your command. Whenever you summon a creature, regardless of its origin or nature, it is automatically surrounded by a protective energy that greatly strengthens its resistance against elemental and magical attacks. Your summoned beings gain approximately seventy-five percent resistance to natural and supernatural elements alike.

The Goal of Life Is Death [200 CP]

One of the greatest dangers posed by necromancy and demonic corruption is the ability of dark forces to seize the bodies of the fallen and repurpose them as undead servants or vessels for their own schemes. You have learned sacred funerary principles that prevent such abuses. Any creature personally slain by you, or killed by your summoned servants, becomes extraordinarily difficult to restore to life through necromancy, resurrection, or similar powers. Their bodies and souls are effectively protected from casual manipulation after death. Only the most powerful resurrection spells, are capable of reversing this protection.

Cursed Magic [400CP]

One of the most important disciplines practiced by Necromancers is the art of curses. Through your understanding of life force, mortality, and spiritual energy, you can afflict enemies with debilitating magical effects that weaken both body and mind. You may project these curses onto enemies within a radius of approximately twenty meters. Multiple curse effects may be combined into a single casting, though doing so requires greater effort and concentration.

Your Curse can produce the following effects:

- Ability to rapidly accelerate the decay and deterioration of wounds.
- Condemn enemies to darkness, surrounding them in a sphere of supernatural silence and perfect blackness that blinds and isolates them from the world around them.
- Sap the strength from your opponents, drastically reducing their physical power and the effectiveness of their attacks.
- Causes victims to suffer amplified consequences for the harm they inflict upon others, increasing the pain and damage they experience by roughly one and a half times whatever suffering they attempt to cause.
- Force enemies to experience horrifying hallucinations, manifesting their greatest fears before them in forms that appear completely real, often causing weaker-willed individuals to flee in terror.
- The ability to drain the life force of your enemies directly, siphoning their vitality and using it to restore your own health and endurance.

Bone Magic [400 CP]

One of the earliest gifts bestowed by Rathma, Bone Magic allows you to shape and summon mystical bone constructs inspired by the remains of the Great Dragon Trang-Oul. Through this art, you can create a wide variety of offensive, defensive, and utility-based manifestations.

You may summon volleys of razor-sharp bone teeth as projectiles capable of shredding enemies at range. You can encase yourself in armor formed from enchanted bone, providing significant protection against attacks. You may create powerful bone spears that can either be wielded in close combat or launched as projectiles capable of piercing through multiple targets. Your art also extends to construction, allowing you to create walls, prisons, barriers, cages, houses, and other structures from solid bone. At the highest levels of this art, you can

summon a vengeful spirit of bone and death that relentlessly pursues your enemies. Rather than merely damaging their bodies, this entity attacks the very souls of its targets, causing accumulating spiritual harm the longer it remains active.

Summon Enhancements [400 CP]

Your understanding of necromantic empowerment allows you to strengthen any creature you summon, regardless of its origin. Whenever you summon a servant, its physical and supernatural capabilities are dramatically improved.

The creature's strength, speed, durability, health reserves, stamina, mana reserves, and overall vitality are doubled compared to its normal state. In addition, the durability of any equipment, armor, weapons, or items possessed by the summoned creature is similarly enhanced. Beyond these physical improvements, all abilities possessed by the summon become significantly stronger, operating at approximately one and a half times their normal effectiveness.

True Revive [600 CP]

The ultimate goal of every Priest of Rathma is the perfect reanimation of the dead. Rather than creating mindless undead, the pinnacle of necromantic mastery is restoring a body to flawless condition while releasing its soul, allowing the Necromancer to command the body with absolute precision. You have achieved this feat. As long as you possess an intact body, you may perfectly revive it as your personal undead puppet. This servant retains all of the knowledge, combat experience, powers, skills, and abilities it possessed in life, allowing you to make full use of everything it once knew. The revived servant continuously grows stronger alongside you, ensuring it never falls behind your own development. However, the concentration required to maintain such a flawless creation is immense, and you may only control and have one Perfect Revived servant at a time. Only by actively dismissing it will be removed the living realm. While it possesses all of its former capabilities, it acts much like a living doll, carrying out only the commands you personally give it without acting on its own initiative.

Advanced Undead Summoning [600 CP]

Although skeletons are the foundation of every Necromancer's army, your studies have advanced far beyond such simple servants. You have learned to summon a selection of elite undead that rival powerful champions in battle. Due to the magical strain involved, you may currently maintain only one elite undead of each type at a time, and unlike ordinary undead, these summons require no corpse to create. And with practice and research you summon other types of elite undead.

Greater Mummy: This undead was once a mighty warrior or mage from the deserts of Aranoch. It serves as a lesser Necromancer in its own right, capable of raising its own skeletal servants while wielding the dreaded Unholy Bolt, a dark counterpart to Holy Bolt. It also possesses devastating melee attacks delivered through its scythe-like limbs and can exhale poisonous breath to overwhelm enemies. However, despite its offensive abilities, it remains physically fragile in prolonged close combat.

Will-o'-Wisp: A ghostly spirit that remains invisible until it attacks. It specializes in powerful lightning magic capable of electrocuting enemies from afar. Being incorporeal, it is immune to physical attacks, though holy and ice-based attacks remain particularly effective against it.

Finger Mage: An undead spellcaster created from the souls of mages slain during the Mage Wars. These spectral beings unleash magical beams that relentlessly seek their targets while possessing the terrifying ability to drain mana directly from enemy spellcasters, often leaving them incapable of casting further spells.

Oblivion Knight: Once a noble champion of the Light before ultimately falling into the service of Hell. Clad in massive plate armor and wielding weapons comparable to those carried by skeletal warriors, these fallen knights excel in close combat. Their weapons burn with Hellfire, making them especially deadly against mortals, angels, and demons alike while allowing them to carve through lesser demonic forces with ease.

Vampire: Originally created through the forbidden experiments of the Sorcerer Horazon. These powerful undead command potent fire magic alongside blood magic and possess extraordinary speed and agility unmatched by most undead servants. Unlike true vampires, however, those under your command cannot create additional vampires or enthrall victims, as such corrupt practices stand opposed to the teachings of Rathma.

Summon Golem [600 CP]

While animating the dead is second nature to a Necromancer, breathing life into the lifeless is an entirely different discipline. Through your Training in Golemancy, you can create powerful artificial servants from inert materials. Although their intelligence is limited, they are loyal workers capable of performing mundane labor just as effectively as serving on the battlefield. The strain of maintaining these creations currently limits you to three active golems at one time, though greater experience may allow you to command additional golems in the future.

Clay Golem: The simplest and easiest golem to create. Formed entirely from clay or any form of dirt, it is physically the weakest and least durable of your creations, yet possesses tremendous strength for manual labor and combat. Its greatest advantage lies in how easily it can be reconstructed, allowing destroyed Clay Golems to be quickly recreated even in the middle of battle, making them exceptional living shields.

Blood Golem: Formed using your own blood as the catalyst for its creation, establishing a powerful bond between creator and construct. It exists in a constant state of hunger for flesh and blood, consuming both to rapidly regenerate any damage it suffers. Because of your blood connection, injuries inflicted upon you are instead transferred to the Blood Golem, which absorbs the damage and heals itself by feeding, greatly increasing your own survivability.

Iron Golem: Rather than shaping raw material, you animate an existing object made of metal, transforming it into a living construct. Whatever metal item you choose becomes the body of the Iron Golem, which permanently inherits all of that item's properties. A holy sword creates a golem whose body possesses the blade's sacred power and supernatural sharpness, while enchanted armor, magical weapons, or other mystical metal objects similarly pass their unique qualities to the golem itself, effectively turning the construct into a living embodiment of the item used to create it.



Monk

Body Mastery [100CP]

As a Monk of the Sahptev Faith, you have spent countless years tempering both your body and mind to become one of the foremost holy warriors of the land of Ivgorod. Through relentless physical training, your hands, feet, and every part of your body have become deadly weapons. Even when completely unarmed, your strikes are as effective as if you were wielding finely crafted weapons, allowing your fists and kicks to deliver devastating force against the forces of hell.

God Alignment [100CP]

Within the Sahptev Faith are a thousand gods from whom every Monk chooses a patron to guide their path. You have selected one deity to devote yourself to, receiving a blessing that reflects their divine domain. You may purchase this perk multiple times to worship additional gods and gain their blessings.

Ytar: The God of the Sun and Fire, a deity of Order. Through your devotion, you have become completely immune to all forms of burning from any flames.

Zaim: The God of the Mountains. His blessing grants you a limited form of psychometry, allowing you to perceive echoes of past events that occurred at a particular location by concentrating upon it.

Skarn: The God of Retribution and Damnation, a deity of Chaos. His blessing allows you to radiate an overwhelming aura of fear at will. Weak-willed enemies caught within its influence will flee from you in terror.

Inna : The Goddess of the Sky, a deity of Neutrality. Through her blessing, you are completely immune to paralysis caused by lightning and cannot be restrained by electrical attacks.

Tyrael: The God of Justice, a deity of Order. His blessing grants you the ability to instinctively recognize whenever someone knowingly lies to you.

Vaiyu: The God of Rain and Wind. Your devotion grants you greatly enhanced speed, agility, and grace, allowing you to move with extraordinary swiftness.

Yen:The Goddess of Restoration, a deity of Neutrality. Her blessing greatly enhances your healing abilities, making any restorative powers or techniques you possess significantly more effective.

Spirit [100CP]

Through years of disciplined training, you have awakened the power of Spirit. Spirit is the power of the mind made manifest. In moments of focus or great stress, it allows its wielder to transcend the limits of the physical world and draw upon the spiritual energy that flows throughout all of creation. This sacred power strengthens both body and soul, enhancing your physical capabilities, empowering your techniques, and reinforcing any weapons you wield with spiritual force making them able to hit any enemy that want have any physical immunity..

Ice Fist [200 CP]

Your fists and melee weapons are permanently infused with the power of holy ice. Unlike most forms of ice magic your every strike at will purifies corruption itself. Any creature or object corrupted by demonic influence, curses, or similar forms of evil can gradually be cleansed through your attacks. This allows you to expose hidden demons, purge possession, and restore corrupted individuals without necessarily harming or killing the host.

Tempest Rush [200 CP]

You have learned a movement technique designed to instantly close the distance between yourself and your target. Whenever you choose to engage an enemy, you may burst forward in a near-instantaneous rush, crossing short distances in the blink of an eye. During this charge, lesser enemies caught in your path are knocked aside and damaged, allowing you to carve a direct path toward your intended target without losing momentum.

Blinding Flash [200 CP]

By focusing your spirit, you can unleash a brilliant burst of holy light centered on yourself. Hostile creatures caught within the flash are blinded for up to seven seconds. Even after their vision returns, the lingering effects of the light leave them disoriented, reducing both the accuracy and power of their attacks for a short time. Allies and creatures you designate are unaffected by this ability.

Deadly Reach [400CP]

Now whenever you empower your melee attacks with Spirit, or any other compatible source of energy, you may project the force of your blows by releasing concentrated shockwaves or beams of spiritual light from your strikes, you can hit enemies up to 20 meters away with the same force and effectiveness as if you had struck them directly. Attacks launched beyond this range gradually lose power the farther they travel, though they remain capable of harming distant foes.

Wave of Light [400CP]

Your harmony with Spirit has deepened considerably. You may now gather vast amounts of spiritual energy within your hands before releasing it as a devastating Wave of Light. At its simplest, you may fire small bursts or bolts of spiritual light for quick ranged attacks. By concentrating your Spirit for longer periods, however, you can unleash immense beams or waves of holy light capable of devastating everything caught in their path. The longer you channel this technique, the greater its size, range, and destructive power become.

Exploding Palm [400CP]

Your training in using Spirit has allowed you to develop one of the Monks' most feared techniques. Whenever you strike an enemy with a melee attack, you may infuse them with destructive spiritual energy or similar energies that manifests as a hidden wound, causing them to bleed continuously while a mystical palm mark forms upon their head. If the afflicted target dies while under the effects of Exploding Palm, the spiritual energy within them violently heats of the blood and detonates, causing their body to erupt in a powerful explosion that damages all nearby enemies.

Seven-Sided Strike [600CP]

You have mastered one of the Monks' greatest martial techniques. In the span of a single instant, you push your body to its absolute limit, allowing you to strike a single enemy seven times within a single second.

Each strike may employ a completely different martial technique, weapon technique, or supernatural ability that you possess. This allows you to seamlessly combine up to seven different techniques into one devastating assault, reducing the weaknesses or vulnerabilities that any individual technique might have when used alone.

Serenity [600CP]

Like Blinding Flash, this technique calls upon the deepest reserves of your Spirit. By focusing your soul, you release a brilliant sphere of holy light centered upon yourself. The moment it manifests, you and all allies within its radius are instantly healed of all injuries, regardless of their severity, and are cleansed of poisons, curses, diseases, and other harmful status ailments. For the few seconds that the light endures, all damage directed at those protected by Serenity is completely negated, creating a brief sanctuary of absolute protection before the light gently fades.

Mantras [600CP]

The Mantras are the sacred embodiment of the blessings granted by the Thousand Gods of the Sahptev Faith, representing the perfect harmony between Spirit, body, and divine favor.

You may now project one of these holy Mantras as a radiant aura that surrounds you. When activated, magnificent wings of pure light manifest from your back, marking the presence of your divine.

While your Mantra remains active, you and all nearby allies continuously regenerate from your wounds, gain greatly increased resistance to elemental damage, and receive a substantial enhancement to your defensive capabilities. Armor, shields, and other forms of protection become significantly more effective while within the aura, allowing you and your companions to endure battles that would otherwise prove impossible.

Paladin

Defiance Aura [100 CP]

As a Paladin, you radiate an aura of unwavering conviction and holy protection. This Aura of Light surrounds both you and your allies, strengthening your defensive capabilities through divine power. Those fighting within its influence become significantly more resilient, their armor feeling sturdier, their resolve becoming firmer, and their ability to withstand both physical and supernatural attacks greatly enhanced.

Blessed Hammer [100 CP]

The legends tell of a group of holy nuns who chose to sacrifice themselves rather than allow their sacred war hammer to be corrupted by the undead. Inspired by their unwavering faith, you have learned to invoke that same divine power. You may summon a radiant hammer composed entirely of holy light and hurl it at your enemies. This Blessed Hammer is infused with sacred energy that only burns creatures aligned with darkness, making it especially devastating against demons, undead, and other beings vulnerable to holy power.

Shield Mastery [100 CP]

To a Paladin, a shield is more than a defensive tool it is a symbol of faith, protection, and unwavering resolve. Through years of disciplined training, you have mastered the use of shields of every shape and size. Whether defending yourself, protecting innocent bystanders, or using your shield as an offensive weapon, you wield it with exceptional skill. Your proficiency allows you to seamlessly integrate shield techniques into your combat style, making every shield an extension of both your body and your devotion to the Light.

Holy Shield [200 CP]

To a Paladin, the shield is the physical embodiment of faith and unwavering resolve. Through your devotion to the Light, you now can infuse your shield with holy energy, greatly enhancing its durability, defensive capabilities, and its ability to reduce incoming damage. While empowered, your shield becomes exceptionally difficult to break or bypass through conventional means. Furthermore you may throw your shield striking your enemies before it unflinchingly returns to your hand.

Holy Smite [200 CP]

As a warrior devoted to the Light, every weapon you wield may be permanently infused with sacred energy. This holy power surrounds your weapons in radiant light, causing every melee strike to burn with divine fury. Creatures aligned with darkness, such as demons, undead, and other unholy beings, suffer greatly from these sanctified attacks, making them far more vulnerable to your blows. In addition, you possess the ability to temporarily bless the weapons of your allies, imbuing them with the same holy properties so they too may wield the power of the Light against the forces of evil. You can toggle this on and off at will.

Holy Bolt [200 CP]

You have learned to conjure bolts composed entirely of pure divine energy. These Holy Bolts respond to your intent rather than following a single purpose. When directed toward an ally, the bolt heals injuries and restoring vitality regardless of the target's race, origin, or alignment. When fired at an enemy, however, the same divine energy transforms into a powerful offensive spell that inflicts holy damage while driving the target backward with considerable force.

Sanctuary Aura [400 CP]

The undead are among the greatest abominations to the natural order, existing as a mockery of life itself. Through your unwavering devotion to the Light, your very existence has become anathema to them. Your body is constantly surrounded by a radiant aura of divine energy that continuously damages, purifies, and exorcises hostile undead that come within its range. Lesser undead are often destroyed almost instantly upon entering your presence, while more powerful undead are able to resist immediate destruction but continue to suffer constant holy damage for as long as they remain within your aura.

Holy Elements [400 CP]

Your mastery over holy energy has advanced to the point where you have permanently fuse it with a single element. Choose one of the following elements: Fire, Ice, or Lightning. From that point onward, all of your holy abilities, regardless of their origin, become infused with your chosen element, while elemental abilities of the selected type also gain holy properties. In addition, you receive the following benefits depending on your chosen element. You can toggle this on and off at will.

Fire: you gain a high resistance to fire damage. Your holy flames continue burning creatures aligned with Hell or darkness long after the initial attack has struck, making them especially difficult for such beings to extinguish. Healing abilities empowered by your holy fire restore even greater amounts of health, while your Sanctuary aura becomes cloaked in sacred flames that continuously scorch hostile enemies with holy fire.

Ice: you gain a high resistance to ice damage. Holy attacks empowered by frost ignore immunity to ice. Your healing abilities also restore the target's energy and mana alongside their health. Your Sanctuary aura becomes infused with holy frost, damaging hostile enemies while slowing their movements and surrounding them with freezing divine power.

Lightning: you gain a high resistance to lightning damage. Healing abilities empowered by lightning become nearly instantaneous upon activation, while your Sanctuary aura continuously discharges bolts of holy lightning that electrocute hostile enemies within its range.

Fanaticism [400 CP]

Your devotion to the Light is insane or your will is just that though, driving you to continue fighting long after ordinary mortals would have fallen. Such unwavering conviction is recognized by the Heavens themselves. Once per Jump, when your body finally reaches its limit and you are on the verge of death, divine power descends upon you and fully restores your body, mind, stamina, and magical reserves. You rise once more at full strength, ready to continue your crusade against the forces of darkness.

Conversion [600 CP]

Through the overwhelming strength of your faith and the undeniable radiance of the Light, you possess the ability to redeem those who have fallen into darkness. After defeating a mortal who has been corrupted by the forces of evil or willingly embraced darkness within their heart, you may expose them to the burning light of divine righteousness. Gazing into your eyes, they experience a profound spiritual revelation that forces them to confront the consequences of their actions.

Those whose hearts are still capable of redemption will undergo a divine epiphany, sincerely repenting for their past deeds and renouncing the influence of

evil. Once converted, they willingly dedicate themselves to opposing the forces of darkness, using their own strength to fight against the evil they once served.

Fist of the Heavens [600 CP]

The Heavens themselves have entrusted you with one of the greatest miracles available to a Paladin. Upon invoking this spell, the skies above become filled with brilliant divine radiance before powerful pillars of holy light descend from above, striking enemies upon the battlefield with tremendous force. Any target directly struck suffers devastating holy damage, while each impact erupts into countless bolts of sacred lightning that spread outward in every direction, striking nearby enemies with additional divine power. This spell is especially effective against large groups of evil creatures. However, the immense power required to invoke the Heavens places considerable strain upon both body and spirit.

Conviction Aura [600 CP]

A radiant halo of divine authority now rests above your head, continuously projecting an aura that embodies absolute righteousness and unwavering determination. All who stand against you instinctively feel the crushing certainty that opposing the Light is an act of utter folly. While this aura is active, the attacks of both you and your allies are empowered by your divine conviction, allowing them to ignore all forms of immunities possessed by your enemies. Only immunity to Holy or divine forms of power remains effective against these attacks. This blessing ensures that no demon can withstand your crusade.



Sorceress

Deep Mana Pool [100 CP]

As a Sorceress trained in the arcane arts of elemental magic, you possess an exceptionally vast reserve of magical energy. Your mana pool is approximately ten times greater than that of an ordinary spellcaster, allowing you to cast spells far more frequently before exhaustion becomes a concern.

Incantation Skip [100 CP]

Years of rigorous training have refined your spellcasting to an extraordinary degree. Rather than relying on lengthy incantations or taking time to gather and shape mana before every spell, you can now cast any spell you have learned through nothing more than thought and a simple gesture. A casual wave of your hand, your weapon, or even a mere act of will is enough to instantly weave the necessary magic.

Focus of the Three Elements [100 CP]

Following the traditions of the Zann Esu Clan, you have dedicated yourself to mastering the three fundamental elements of Sorcery: Fire, Ice, and Lightning. Your natural affinity for these elements greatly improves your ability to learn, understand, and cast spells associated with them, both in Sanctuary and in future worlds. At the beginning of your journey, you possess the ability to cast simple elemental attacks, including Fire Bolt, Ice Bolt, and Static Bolt.

Warmth [200 CP]

Through disciplined study of elemental magic, you now by drawing upon the ambient heat present in your surroundings, you continuously convert thermal energy into magical power, allowing your mana to regenerate at a greatly accelerated rate. The warmer your environment, the more effective this ability becomes, making deserts, volcanic regions, and other hot climates ideal places to recover from magical exertion.

Elemental Enhancement [200 CP]

You possess the ability to permanently enchant weapons with one of the three elemental forces: Fire, Ice, or Lightning. An enchanted weapon deals both its normal physical damage and additional elemental damage corresponding to the chosen enhancement. Beyond increasing its offensive power, the enchantment also makes the weapon remarkably easy to maintain. Whenever the weapon requires repair or restoration, simply immersing it in a natural source of its corresponding element such as a blazing fire, solid ice, or a powerful electrical source for approximately one hour is enough to fully restore it.

Elemental Armour [200 CP]

You may surround yourself with a suit of armor forged entirely from one of the three elements: Fire, Ice, or Lightning. This magical armor completely envelops your body, providing powerful protection against both physical and magical attacks. While active, the armor automatically intercepts or deflects incoming projectiles using bursts of elemental energy. In addition, any enemy that strikes you in melee is immediately retaliated against with elemental damage matching the armor's chosen element. A suit of Fire Armor scorches attackers with intense flames, Ice Armor freezes and chills those who make contact, and Lightning Armor unleashes arcs of electricity that shock nearby enemies upon impact.

Change Weather [400 CP]

Your mastery over elemental magic has advanced to the next level, allowing you to command the forces of nature on a far greater scale than ordinary Sorceresses. Rather than simply conjuring individual spells, you may now unleash devastating elemental phenomena capable of reshaping the surrounding weather. You can call down Meteor, summoning multiple blazing meteors from the heavens to bombard your enemies with explosive fire. You may conjure a Lightning Storm, filling the skies with violent thunderclouds that repeatedly strike enemies on the ground with powerful bolts of lightning. Finally, you can create a Blizzard, engulfing a wide area in a relentless storm of ice and snow that freezes enemies in place while continuously bombarding them with razor-sharp shards of ice.

Dispel [400 CP]

Although Sorceresses primarily devote themselves to elemental magic, your studies have expanded into the art of magical disruption. You have learned to unravel and suppress supernatural energies regardless of their origin. With sufficient concentration, you may dispel active spells cast by other spellcasters, remove enchantments from objects, suppress magical effects affecting creatures or locations, and even permanently strip magical properties from enchanted items if desired. Particularly powerful enchantments may require additional time and sustained effort to fully unravel.

Teleport [400 CP]

Understanding that close-quarters combat is often the greatest weakness of a Sorceress, you have mastered one of the most iconic forms of arcane movement. By briefly passing through the Ether, you may instantly disappear from your current location and rematerialize elsewhere without the need for portals or waypoints. This allows you to teleport anywhere within your immediate vicinity in the blink of an eye, effortlessly bypassing obstacles, escaping danger, repositioning during battle, or traversing terrain that would otherwise be impassable.

Spell Imbuement [600 CP]

Even the greatest Sorceresses possess a finite reserve of mana, making it impossible to cast every spell whenever they desire. Through your mastery of arcane enchantment, you have learned to bind spells directly into equipment, allowing magic to be stored for later use. You may imbue any piece of equipment with spells you know, with each item capable of safely holding two to three different spells before the magical strain becomes too great and the item eventually breaks down.

Anyone wielding or wearing an imbued item may cast the stored spells, even if they possess no magical talent of their own. Rather than drawing upon the user's mana, each enchanted item contains a limited number of charges that fuel its stored spells. Once depleted, these charges may be restored by channeling mana or any other energy source back into the item. The more powerful the spells stored and the greater the number of charges you wish to create, the more mana, time, and concentration are required during the enchanting process.

Mastery of the Elements [600 CP]

This is one of the final milestones in a Sorceress's journey toward true elemental mastery. Rather than endlessly pursuing stronger spells, you have learned to perfect the elements themselves, drawing out the absolute maximum potential from every spell you already know. All Fire, Ice, and Lightning spells you have learned become significantly more powerful while simultaneously requiring far less mana to cast than, can't be dispelled and require less time to learn new spells. This mastery applies to every elemental spell belonging to the three classical elements that you learn both within Sanctuary and in future worlds.

Summon Elemental [600 CP]

Elemental spirits are among the greatest summons a magician can command within Sanctuary. Formed entirely from pure elemental essence, they are remarkably resilient, possessing bodies that are nearly immune to conventional forms of damage and impossible to corrupt through demonic influence. They remain under your command for as long as you continue supplying them with mana. Due to the immense magical cost of maintaining these beings, you may currently summon only one Elemental at a time.

Hydra: A fire spirit that has served the women of the Zann Esu for generations. Taking the form of a massive multi-headed serpent, it continuously bombards your enemies with powerful streams of fire. Whenever one of its heads is struck by a physical attack, it temporarily disappears before being replaced by two new heads possessing the same strength and requiring no additional mana to maintain, making it increasingly difficult to destroy through conventional means.

Thunderbird: A colossal bird formed entirely from living lightning. It relentlessly dives into your enemies while calling localized lightning strikes from the sky. In addition, it continuously emits a powerful lightning aura that interferes with nearby spellcasters, disrupting their concentration and making the casting of magic significantly more difficult.

Fenrir: A massive beast composed of pure ice and frost. Merely walking across the battlefield causes an intense freezing aura to spread around it, making the weapons and armor of hostile enemies increasingly brittle until they begin to crack and fail under pressure. The Fenrir also possesses a breath of frost capable of freezing entire groups of enemies solid, leaving them trapped within thick layers of enchanted ice.



Spiritborn

To Capture Alive [100CP]

Among the peoples of the Spirit Realm in the jungles of Nahantu, there exists a tradition of taking worthy foes alive rather than slaying them outright, that they may later be offered as sacrifices to the spirits of the land. Because of this, you possess an exceptional talent for subduing opponents without killing them. You can reliably incapacitate and capture enemies alive, and you are able to transport restrained captives with surprising ease, even while traveling on foot.

Warriors of the Jungle [100CP]

The jungles of Nahantu are dense, treacherous, and filled with countless dangers. Having been raised within them, you can traverse even the thickest jungle with ease, whether on foot or mounted. You also possess the knowledge necessary to survive indefinitely in a jungle environment, including finding food and water, navigating the terrain, and avoiding its many hazards.

Primary Spirit [100CP]

As a Spiritborn, you have been chosen by the Spirit Guardians of the land to serve as your primary spiritual ally. Select one of the following guardians to be your primary guardian spirit. This perk may be purchased multiple times to gain the blessings of additional spirits.

Balazan, the Centipede: Balazan embodies the cycle of death, decay, and rebirth. Any poison-based abilities you possess become extraordinarily potent and cannot be cleansed or cured except by the most powerful antidotes or forms of magic.

Kwatli, the Eagle: Kwatli represents vision, precision, and guidance. Your eyesight becomes flawless, and your perception cannot be obscured or blocked by physical barriers, illusions, or magical wards.

Rezoka, the Jaguar: Rezoka is the spirit of relentless aggression and ever-growing momentum. As long as you continue to kill enemies, your strength and attack speed steadily increase. This enhancement persists for up to 12 seconds after your last kill before resetting.

Wumba, the Gorilla: Wumba embodies strength, resilience, protection, and righteous retaliation. Under its guardianship, incoming damage is continuously reduced, reflecting the spirit's unwavering determination to shield its chosen champion.

Armored Hide [200CP]

Through the blessing of Wumba, your body has become incredibly resilient, making you immune to most status effects that would hinder your movement or restrict your actions. Any trap, restraint, or binding technique used against you will continuously weaken and break apart, allowing you to free yourself and continue fighting. With this blessing, you become extremely difficult to immobilize, ensuring that you remain an unstoppable force while battling within the mortal realm.

Soaring Vortex [200CP]

Through Kwatli, your movement through the jungles of Nahantu has been greatly enhanced. Whenever you leap into the air, a small controlled vortex of wind will form beneath you, increasing the height and distance of your jumps far beyond normal. You may use this ability to gain the advantage of higher ground, allowing you to strike enemies from above with precision.

Jaguar Claws [200CP]

Through Rezoka, you gain the ability to manifest powerful spirit claws anywhere upon your body. These claws will automatically strike at enemies who attempt to approach or attack you, allowing you to defend yourself even from unexpected threats. The spirit claws possess the savage nature of the jaguar, delivering rapid slashing attacks infused with spiritual fire.

Fissure [400CP]

Through Wumba's blessing, your strength has been greatly enhanced, especially within your arms and physical strikes. Whenever you strike the ground with enough force, you can create a localized earthquake that shakes and fractures the surrounding area. This ability allows you to destroy structures, break through defenses, and tear apart forests with ease. As the shaking continues, the power behind your physical strikes will continue to increase, multiplying your strength several times.

Roar Of The Jaguar [400CP]

Through Rezoka blessing, your roar has become a weapon of empowerment. When you release your battle roar, it strengthens not only your own body but also the allies fighting alongside you. Whenever you or your allies kills an enemy while under the effect of this blessing, your next attacks gain additional strikes. Each kill increases the number of strikes performed, allowing a single attack to hit multiple times, up to a maximum of 20 additional strikes. These extra attacks manifest as spectral jaguar claws that tear into your enemies with relentless speed and ferocity.

Quill Volley [400CP]

Through Kwatli's blessing, whenever you successfully dodge an incoming attack, Kwatli will create five spiritual feathers that automatically pursue the attacker. These feathers act like living projectiles, chasing your enemies before striking them with powerful spirit lightning damage.

Touch of Death [600CP]

Balazan has blessed your very flesh with a deadly venom. Any enemy foolish enough to touch you is exposed to a potent toxin capable of killing weaker foes within seconds. Moreover, when you intentionally touch someone with the desire to end their life, the poison transforms into a supernatural force of decay. The victim's body begins to wither and decompose while they yet live, and from the rotting flesh emerges a swarm of venomous centipedes that assail nearby enemies with their poisonous bites.

Guardian of the Spirit Realms [600CP]

You have attained one of the greatest honors of the Spiritborn. You may freely traverse the boundary between the mortal world and the spirit realm, moving between the two with ease. In addition, you know the sacred rites required to guide others into the spirit realm and safely navigate its pathways. In future worlds, this ability extends to equivalent spiritual dimensions and afterlife realms.

Spirit Guardian Summon [600CP]

Your bond with the great guardian spirits of the Spiritborn has deepened, allowing you to call one of them forth to fight at your side all of them are the size of a real live rhino. These Spirits are one of the most powerful Summons that you can have as they will fight with you in perfect sync. Only a single guardian spirit may be manifested at a time, but each is a formidable ally.

Balazan, the Centipede: Balazan manifests as a colossal centipede that assails foes with venomous bites and blasts of deadly poison. Its movements leave behind lingering fields of toxic decay that persist until it is dismissed.

Kwatli, the Eagle: Kwatli appears as a majestic eagle, constantly swooping upon enemies with razor-sharp talons while striking them with living bolts of lightning. Its mighty wings generate powerful winds that can knock foes from their feet.

Rezoka, the Jaguar: Rezoka emerges as a flaming jaguar that bounds across the battlefield with incredible speed. Its claws and fangs are wreathed in fire, and a blazing aura surrounds it, continuously burning nearby enemies.

Wumba, the Gorilla: Wumba takes the form of a gigantic gorilla whose presence shields you and your allies with a protective barrier that continually reduces incoming harm. He fights by pounding the earth and hurling massive boulders torn from the ground itself.



Tempest

Dual Blade Mastery [100CP]

As a Tempest, you have devoted yourself to the traditional martial style of your order, attaining exceptional skill in the use of paired light swords. You can wield a blade in each hand with perfect coordination. Your techniques embody the Tempests' mastery of air and water, allowing your movements to remain swift, graceful, and fluid even in the midst of the fiercest battle.

Wavewalking [100CP]

A life spent upon the seas has granted you an intimate understanding of water and its rhythms. You may now walk, run, and stand upon the surface of water as though it were firm ground. Even towering waves, raging currents, and stormy seas cannot easily unbalance or submerge you, for you instinctively move in harmony with the motion of the water itself.

Seafaring [100CP]

The Tempests are born sailors. You possess extensive knowledge of navigation, weather, tides, and currents, enabling you to guide vessels safely across even the most treacherous oceans. Any boat placed under your command may be handled with confidence. In addition, you are an expert at fishing and harvesting the bounty of the sea, ensuring a steady supply of food and fresh water.

Zephyr [200CP]

As a Tempest, every successful strike leaves behind a lingering afterimage known as a Zephyr. These watery echoes mimic your basic physical attacks, though with considerably less force than your own blows. Individually they are fragile that one hit will dissipate and cannot perform complex actions, but their numbers allow them to harry foes and reinforce your assault. Each Zephyr may be maintain as many as forty of them at a time.

Edge Weapon [200CP]

The Tempests are renowned for imbuing their weapons with the powers of wind and water, creating what are known as Edge Weapons. Upon purchasing this Perk, choose one Edge. This Perk may be purchased multiple times to learn additional Edges, though a weapon may benefit from only one at a time. You may freely replace an existing Edge with another that you know.

Wind Edge: Your weapon is infused with the swiftness and sharpness of the wind. Its cutting power is greatly enhanced, allowing it to strike with slashing gusts that can wound even beyond the reach of the blade itself. The weapon also deals additional wind damage, and any preexisting slashing capability is significantly amplified.

Water Edge: Your weapon is empowered by the crushing force of water. Each strike carries an additional concussive impact, causing extra blunt damage regardless of the weapon's normal form. Weapons already suited for bludgeoning become even more powerful in your hands.

Breath Underwater [200CP]

As a warrior who spends much of your life upon the seas, fighting and traveling through one of the most dangerous environments in Sanctuary. Because of this, your body has adapted to the ocean itself, granting you the ability to breathe underwater without difficulty. You can swim effortlessly through even the deepest waters and move through the ocean as naturally as you would on land.

More importantly, underwater combat is no different from fighting on the surface. You can cast spells, use your abilities, and perform your techniques with the same effectiveness while submerged as you would on land.

Water Magic [400CP]

You have can use the Tempests' uncommon art of water magic, granting you the ability to summon and shape water even upon the driest land. With this power, you may conjure crashing waves to overwhelm your foes, create platforms and pathways of solidified water for travel or defense. In addition to its destructive uses, your command of water carries allowing you to perform healing magic that restores injuries and revitalizes allies.

Wind Magic [400CP]

The wind magic of a Tempest is a completely different discipline from the wind magic used by druids. While druidic wind magic focuses more on efficiency, lower mana consumption, and a balance between offense and defense through their connection with nature, Tempest wind magic is far more aggressive and destructive. Your wind magic can be used in many offensive ways, allowing you to create violent currents, cutting winds, and devastating storms to overwhelm

your enemies. However, If you have **Water Magic**, both elements enhance each other, with the power and effectiveness of both spells increasing due to the natural harmony between water and wind.

Wind Walking [400CP]

Mastery of water is only the beginning of a Tempest's art. By surrounding yourself with controlled currents of air, you gain the power of true flight like the many creatures found in sanctuary , allowing you to soar freely through the skies. Even when you choose to remain on the ground, these winds bolster your movements, granting you remarkable speed and agility upon land.

Synergy of the Elements [600CP]

You have realized the ultimate truth of the Tempests air and water are not separate powers, but two halves of the same storm. Whenever you combine Wind Magic and Water Magic within a single technique, their effects multiply . Storms become fiercer, waves strike harder, and your spells naturally blend their properties without any loss of efficiency. This harmony extends to future elemental abilities of a similar nature, allowing you to discover and cultivate new combinations that surpass the sum of their parts.

Hurricane Empowerment [600CP]

The fury of the storm now answers your call. Whenever you fight amidst strong winds like in a storm or hurricane your physical abilities are greatly enhanced, your body drawing strength and swiftness from the raging elements around you. Within this self-made storm, your movements become faster, your strikes hit with tremendous force, and your endurance rises to match the unrelenting power of a tempest at sea. Furthermore, your mastery of the wind has reached a level that every use of your wind magic is now permanently intertwined with lightning, causing your gusts to naturally carry crackling bolts and the destructive power of thunder.

Tsunami [600CP]

You have attained one of the Tempests' greatest expressions of water magic. By calling upon the boundless might of the sea, you may conjure a colossal rolling tsunami that surges across the battlefield, crushing fortifications, sweeping away armies, and reshaping the terrain in its wake. The wave remains under your control as it travels, allowing you to direct its course, spare allies, or divide its waters as needed. Even after the initial impact, the lingering floodwaters remain yours to command through your Water Magic. However, such a cataclysmic technique requires sufficient water to manifest and guide its full power; you may only conjure a true tsunami where there is enough volume of water to form.



Warlock

Levitation Weapon [100 CP]

Warlocks are a distinctive and unconventional group of spellcasters who combine forbidden magic with martial prowess. Unlike traditional mages who rely solely on incantations, Warlocks have learned to manifest and control their weapons using telekinetic force derived from their minds. Through this ability, you can levitate and wield weapons without physically holding them, allowing you to fight using even large, heavy two-handed weapons with ease. This technique also frees your hands for other actions, such as holding grimoires or casting spells simultaneously, enabling you to seamlessly combine melee combat and spellcasting in the same moment.

Sigil Magic [100 CP]

Sigil magic, also known as magic circles, is one of the foundational arts of Warlocks who delve into forbidden arcane knowledge. When activated, a magical sigil instantly manifests upon the ground, creating a localized area of effect that influences all entities within a radius of approximately four meters. You have learned one sigil as your starting technique, and this perk may be purchased multiple times to acquire additional sigil-based spells.

Lethargy Sigil: Slows and weakens all enemies within its area of effect, reducing their speed and combat effectiveness.

Lancer Sigil: disrupts perception and cognition within the circle, causing enemies to lose awareness of friend and foe, often turning them against one another.

Death Sigil: creates a lethal eldritch field that detonates within its radius, instantly killing whose vitality falls below a critical threshold of below seventy-five percent of their maximum health.

Summon Demon [100 CP]

You have learned the forbidden art of demon summoning that both brought the sin and mage war to sanctuary, granting you the ability to call forth infernal beings from Hell and bind them to your will. You may summon one demon at a time, choosing a specific species of demon that you have successfully bound.

This perk may be purchased multiple times to unlock additional demon types for summoning. With effort you can summon other types of demons to your side.

Goatman: A brutal melee-focused demon known for its overwhelming physical strength and durability. It can effortlessly smash through stone and bone alike with its headbutts and melee strikes. When summoned, it may be equipped with a weapon of your choice, making it a versatile frontline combatant capable of holding enemies at bay.

Tainted: A ranged infernal entity that specializes in continuous hellfire attacks. It unleashes streams of destructive fire upon enemies while absorbing and nullifying ordinary fire-based attacks, making it resistant to conventional flame-based threats.

Defile: A support oriented demon designed for psychological rather than direct physical combat. It can bind the souls of up to twelve individuals at once, linking their sensations and experiences together. Any pain, injury, or physical sensation inflicted upon one bound individual is shared among all others, making it a powerful tool for torture.

Hell Fire Magic [200 CP]

Within the infernal branches of Warlock sorcery, you have learned to harness the destructive essence of Hellfire. These flames burn far hotter and more violently than ordinary fire, searing both flesh and spirit with intensified force. Due to the unstable and aggressive nature of this magic, your current usage is limited to short-range applications and wave-based attacks. You can unleash sweeping bursts of hellfire that engulf wide areas around you, as well as concentrated fire blasts that erupt outward in all directions from a central point, striking every enemy caught within their radius.

Summon Control [200 CP]

Warlocks do not view their summoned entities as companions or allies, but rather as expendable extensions of their will tools to be used and discarded as needed. Through this ruthless philosophy, you have gained absolute control over your summons, allowing you to forcibly manipulate their actions in combat. Like forcefully teleporting them into the enemy ranks. You may command your summoned entities to detonate their blood, spreading their internal energies that

damage surrounding foes without killing them. Force them To consume corpses to fully heal them.

You can also force your summons to act as sacrificial conduits to self-destruct, converting its remaining energy into a final violent explosion that eliminates nearby enemies while fully replenishing your own health and mana .

Hex Blades [200 CP]

Through forbidden research into infernal essence, you have learned to permanently imbue weapons with powerful curses known as Hexes. These cursed enhancements grow stronger over time. This perk may be purchased multiple times to unlock additional hexes to use. You may select one Hex to apply to your weapon, with additional Hexes becoming available through further study or acquisition of this ability.

Hex of Bane: Any weapon you enchant to inflict wounds that weaken the target's resistance to further damage. Each strike reduces the enemy's accuracy, coordination, and defensive capability, making them increasingly vulnerable as combat continues.

Hex of Purge: Causes wounds to violently react with the target's body, causing blood and energy to recoil inward before erupting outward in destructive bursts that restrict movement and further damage the affected limb.

Hex of Siphon: Grants your weapons a life-draining property, allowing a portion of all damage dealt to be converted into restorative energy that heals your injuries and replenishes your mana reserves, making sustained combat significantly more manageable.

Forceful Summon [400 CP]

Why should the limits placed upon summoning magic. You have learned to ignore the conventional restrictions imposed upon summoners. Any summoning ability you possess, whether acquired here or in future worlds, no longer has its normal limit on the number of creatures or entities you may summon. You are free to continue summoning as many servants as you desire. However, this freedom comes at a cost. Any summon created beyond the original safe control limit can no longer be properly commanded. These excess summons permanently enter a

berserk state, indiscriminately attacking and destroying anything within their reach, including allies if given the opportunity. While they cannot be controlled, you retain the ability to dismiss or unsummon them at any time, allowing you to end the chaos once they have served their purpose.

Eldritch Mind [400 CP]

Your connection to the powers of Hell has further transformed your mind into a weapon of forbidden magic. You can now project bolts of eldritch energy directly through psychic force. Unlike the devastating Mind Blast employed by Assassins, these attacks are individually less powerful and far less lethal. Whenever you make a physical attack or cast a damaging spell, your mind automatically fires additional Eldritch Blasts at nearby enemies without requiring any conscious effort. This allows you to attack through multiple methods simultaneously. Furthermore, this deepened eldritch awakening greatly strengthens any psychic or telekinetic abilities you acquire in future worlds, enhancing the overall potency and precision of your mental powers.

Mirrored Blades [400 CP/ Require Levitation Weapon]

Whenever you wield a weapon through Levitation Weapon, your mind automatically creates five additional spectral copies of that weapon, allowing a total of six identical weapons to fight under your command.

For melee weapons, these mirrored blades may be launched as telekinetic echoes that fly through the battlefield, piercing multiple enemies before returning or dissipating. You may also instantly teleport to the location of any one of your levitated weapons.

For ranged weapons, every mirrored copy fires alongside the original whenever you attack. Despite all six weapons releasing projectiles simultaneously, only a single piece of ammunition is consumed for each volley. The duplicated attacks possess reduced individual damage compared to the original shot, but together they dramatically increase your overall offensive coverage.

Binding Demon [600CP]

The art of summoning demons is common among Warlocks, but it is not always the most effective method of obtaining powerful servants. You have instead mastered a far superior technique forcing demons into submission through combat.

Whenever you defeat a demon and bring it to the brink of death, you may permanently bind it to your will. Bound demons are not considered summoned creatures. Although you may summon or dismiss them at will, if one is slain it is lost forever and cannot be restored. You may currently bind up to 100 demons, though only three bound demons may be active at any one time.

Gates of Hell [600CP]

You have mastered one of the greatest secrets of Warlock magic the ability to open the Gates of Hell. These portals allow you to freely travel between Hell and Sanctuary, making it easy to hunt demons and claim them as your servants. In future worlds, this ability instead opens gateways to the closest equivalent demonic realm. If no such realm exists, the gate instead connects to a Hell-like dimension similar to Sanctuary's.

These portals may also be used offensively by attempting to drag enemies into Hell or as a means of rapid transportation between locations you have previously visited. Opening a Gate of Hell during combat is not possible, as it requires significant time and concentration.

Apocalypse [600CP]

This is the ultimate spell once wielded by Diablo, the Lord of Terror, during his battle beneath the Monastery of Tristram against the Three Heroes who ultimately defeated him. You have now learned this devastating Hellfire spell. When cast, a massive pentagram of infernal power forms beneath your feet. At its greatest extent, the ritual circle is capable of covering an entire town.

Once completed, everything within the pentagram erupts in Hellfire drawn directly from Diablo's own domain. These Flames of Terror incinerate everything caught within them while corrupting the surrounding land with Diablo's essence. The overwhelming terror unleashed by this spell also attracts nearby demons and undead, causing them to converge upon the devastation and spread even greater fear and destruction wherever they go.



Witch Doctor

Doctor of the Swampland [100CP]

Though Witch Doctors share the jungles of Nahantu with the Spiritborn, they make their homes within the swamps and marshlands, where the flora and fauna differ greatly from the dense forests beyond. Having been raised in this harsh environment, you can effortlessly traverse even the deepest mud, stagnant waters, and treacherous bogs, whether on foot or while mounted. In addition, you possess all the knowledge needed to survive indefinitely within any swamp, including locating clean water, hunting and gathering food, navigating through the wetlands.

Dart Mastery [100CP]

One of the signature weapons of the Witch Doctors is the blow dart. While these darts inflict very little physical damage on their own, they become truly deadly when paired with the poisons of Nahantu. You have mastered the use of blowguns and darts, allowing you to accurately strike the most vulnerable points of a target even from considerable distances.

Furthermore, you possess the knowledge required to craft these darts yourself and coat them with some of the most lethal toxins found within the swamps of Nahantu. Among these is the venom of the brightly colored poison dart frogs that dwell within the marshes, creatures you can easily locate and harvest anywhere. Their poison is so extraordinarily potent that a single drop is said to be capable of killing an elephant, making even the smallest wound inflicted by your darts potentially fatal.

Circle of Life [100CP]

Like the Necromancers, Witch Doctors possess the ability to call spirits from the Unformed Land to inhabit the dead. However, rather than raising disciplined skeletons, Witch Doctors specialize in animating corpses into shambling zombies. Whenever you slay a living creature, you may immediately call upon the spirits of the Unformed Land to animate its corpse, causing it to rise as either a zombie or a zombie dog under your command. Unlike the skeletons created by Necromancers, your zombies possess rotting flesh that continues to decay even after reanimation. They are less durable and significantly more fragile, eventually collapsing as their bodies completely deteriorate. At present, you may maintain up to twenty zombies under your control at any one time.

Medicine Mastery [200CP]

The Witch Doctors of the Umbaru have long relied upon the countless medicinal herbs, venoms, and natural remedies found throughout the swamps and jungles of Nahantu. Through years of study and experimentation, you have mastered the creation of these remedies. Any medicine you create is vastly more effective than normal, allowing you to cure diseases, infections, and virtually every form of natural poison with ease.

Your knowledge of toxins has grown equally potent. Any poison you create through alchemy, herbalism, magic, or any other means is greatly enhanced. While poisoned by your creations, the damage, effectiveness, and potency of all skills, magical abilities, and supernatural powers they use are reduced to 75% of their normal effectiveness, making your poisons just as useful for weakening powerful foes as they are for killing them.

Guided by the Unformed Land [200CP]

The spirits of the Unformed Land have acknowledged your bond with the spirit realm, granting you the ability to separate your spirit from your physical body through astral projection. While in this astral form, your spirit may freely move through walls, terrain, creatures, and other physical obstacles without resistance. Ordinary people are completely incapable of seeing or sensing you unless they possess spiritual awareness or supernatural perception. While your spirit is separated, your physical body remains behind in a deep trance and is unable to defend itself. Likewise, your astral form cannot directly attack creatures, cast spells, manipulate physical objects, or otherwise interfere with the material world until you return to your body.

Summon Plague Creatures [200CP]

The spirits of the Unformed Land have chosen to lend some of their servants to your cause. You may now summon powerful plague creatures into the physical world to fight alongside you. While these creatures resemble ordinary animals found throughout Sanctuary, they are deadlier than their natural counterparts. Choose one plague creature from the list below. This perk may be purchased multiple times, with each purchase granting another type of plague creature. Regardless of how many species you possess, you may only have one plague creature summoned at a time.

Medusa Corpse Spiders: You may summon four ghostly white corpse spiders to serve you. Their venom inflicts both deadly poison and freezing cold upon anything they bite, rapidly weakening their victims. These spiders are completely immune to ice damage and are perfectly adapted to survive and hunt even within the coldest climates.

Rain of Toads: You can conjure a storm that rains countless brightly colored poison dart frogs across an area up to 2 kilometers in radius. Each frog carries an incredibly potent toxin capable of killing most ordinary creatures through even brief contact.

Searing Locusts: You summon a massive swarm of supernatural fire locusts. These creatures rapidly consume vegetation bare within minutes. They also aggressively attack living creatures, their fiery bites inflicting continuous fire damage while the swarm relentlessly pursues.

Piranhado: You summon a violent tornado composed entirely of ravenous piranhas. Any enemy caught within the vortex is relentlessly torn apart by thousands of biting fish while powerful currents keep them trapped inside. Every bite is further infused with crackling lightning, allowing the swarm to electrocute its victims while stripping flesh from bone.

Pierce the Veil [400CP]

The spirits take their toll. Best be ready to pay. Such is the guiding philosophy of the Witch Doctors, who understand that drawing upon the power of the Unformed Land always demands a price. Your connection to the spirit realm has deepened, allowing the spirits to empower every spell you cast. All of your magical abilities, regardless of their origin, become significantly more potent, increasing the strength, duration, range, and effectiveness of their effects. However, this power comes at a cost. Every spell you cast now requires twice its normal mana or magical energy to perform, as the spirits demand greater tribute in exchange for their blessings. You can toggle this on and off at will.

Spirit Magic [400CP]

Your communion with the Unformed Land has advanced beyond merely summoning spirit beasts. You have learned to directly wield the power of spirits themselves, channeling their influence into the mortal realm through powerful spiritual magic. You may temporarily open rifts between the physical world and the spirit realm, allowing hostile spirits to emerge from the ground and assault your enemies before returning to the Unformed Land. You can unleash wandering spirits that pass harmlessly through allies but freeze and wound enemies with chilling spiritual energy. You may create powerful spirit totems that terrify nearby foes, filling them with supernatural fear that compels weaker enemies to flee.

More advanced applications allow you to command spirits to possess living creatures, temporarily taking control of their bodies and actions. At the highest levels of this art, you may force a spirit to possess an individual and magically transform them into another humanoid form of your choosing. While this transformation is not permanent, it is powerful enough to completely alter a person's appearance, making it useful for deception, or punishment.

Zombie Magic [400CP]

Unlike the Necromancers of Rathma, who command the dead through bone and death magic, Witch Doctors call upon the spirits of the Unformed Land to animate decaying flesh itself. You may conjure towering walls of undead flesh to block passage, imprison enemies, or shield your allies from harm. Corpses may be reshaped into grasping hands and rotting limbs that burst from the earth to seize and restrain those unfortunate enough to stand nearby. Larger masses of corpses may be shaped into barriers, prisons, cages, bridges, houses, and other durable structures composed entirely of undead flesh.

You may also summon a Gargantuan, an enormous undead abomination stitched together from countless corpses. Towering over ordinary undead, this monstrous servant possesses tremendous strength and resilience, allowing it to battle even the greater demons of Hell head-on. Despite its horrific appearance, it remains completely loyal to your commands until destroyed or dismissed.

Soul Harvest [600CP]

Among the greatest spiritual arts practiced by the Witch Doctors is Soul Harvest, a ritual that tears the essence from nearby enemies and offers it to the spirits of the Unformed Land in exchange for their blessings.

Whenever you activate this spell, every hostile creature within a 100-meter radius has a portion of its life force and soul harvested by the spirits before being transferred to you. Those strong enough to resist may lose only a fraction of their essence, while weaker foes can have nearly all of it stripped away in an instant. Every soul successfully harvested empowers you with the blessings of the spirits. Layers of spiritual energy gather around your body to form protective Spirit Armor, significantly increasing your defensive capabilities. Your body also becomes lighter and swifter, greatly increasing your movement speed. At the same time, the harvested life force immediately restores your injuries, healing wounds, broken bones, and physical exhaustion almost instantly. The more souls harvested in a single use, the greater these blessings become.

Angry Chicken [600CP]

This is perhaps the strangest yet most infamous Hex ever developed by the Witch Doctors. By channeling the power of the spirits, you may willingly transform yourself into what appears to be an entirely ordinary chicken.

Despite your appearance, this transformation is far from harmless. Even though you lose access to your active skills, magical abilities, and supernatural powers while in chicken form. Your greatly reduced size makes you exceptionally nimble, dramatically increasing your agility, movement speed, and ability to evade attacks while slipping through spaces that would normally be impossible to traverse.

Even more dangerous is the curse surrounding this transformation. Anything you intentionally touch whether an enemy, creature, object, or structure begins to violently bloat before erupting in a powerful explosion of poisonous spiritual energy. This effect only triggers on targets you deliberately choose, ensuring that allies and anything you wish to protect remain completely unharmed.

Master Shapeshifter Perks fully applies to this transformation.

Summon Fetish Army [600CP]

Although often associated with Warlocks and demon summoners, Witch Doctors have long maintained pacts with one particular race of demons native to the jungles surrounding Kurast: the Fetishes. These small but intelligent demons are notorious cannibals and servants of Hell, armed with wicked hunting knives and deadly poisoned blow darts. Individually they are frail and easily slain, but when gathered in great numbers they become terrifying opponents, overwhelming even experienced warriors through relentless speed, coordination, and sheer numbers. You may now summon and command your own Fetish warband. At any one time, you may maintain 20 Fetish Warriors and 3 Fetish Shamans in your service.

The Fetish Warriors are swift melee combatants that rush enemies with jagged knives, surrounding and overwhelming their targets through coordinated attacks. Some may instead wield poisoned blow darts, harassing enemies from a distance with remarkable accuracy.

The Fetish Shamans remain behind the front lines, supporting the army with spiritual magic. They can hurl powerful fire spells at your enemies and continuously resurrect fallen Fetish Warriors, allowing your army to recover from losses so long as at least one shaman remains alive.

All summoned Fetishes are completely loyal to your commands and will fight with the cunning and ambush tactics for which their kind is feared throughout Sanctuary.



Items[+400CP]

Here you will receive the equipment needed to survive the dangers of Sanctuary and aid you in your battles against the forces that threaten the world. Choose two item tiers to receive a discount except the 600cp one where only one is discounted. Any item purchased from one of your chosen discounted tiers costs 50% less, with 100 CP items from those tiers becoming free. In addition, you receive **400 CP** that may only be spent within this Items section.

Free

Basic Weapon and Shield

Every hero must begin somewhere. You receive one basic weapon of your choice along with a simple buckler shield suitable for your fighting style. Perfectly serviceable for surviving your first encounters with the forces of Hell.

Minor Health Potions

Your inventory always contains a supply of four Minor Health Potions. Drinking one instantly restores minor wounds, reduces fatigue, and allows you to continue fighting. The entire stock is automatically replenished every day.

Waypoints

Throughout Sanctuary, every major city and significant location contains an ancient Waypoint. Once you discover and activate a Waypoint, you may instantly travel between any other Waypoints you have previously activated, allowing for rapid travel across the world. These Waypoints function only within Sanctuary, Heaven, and Hell during this Jump. You must physically locate and activate each Waypoint before it can be used.

Shared Stash

No matter where your journey takes you, there will always be a magical Shared Stash located somewhere nearby that only you can see and access. This enchanted storage chest allows you to safely store an unlimited amount of equipment, crafting materials, and treasure without fear of theft or loss. In addition to functioning as secure storage, the Shared Stash automatically organizes its contents, making it easy to retrieve any stored item whenever needed. Any gold placed inside is safely deposited alongside your belongings, and you may freely withdraw or store anything you are capable of carrying.

100CP

Skeleton Key

You possess a universal Skeleton Key capable of unlocking virtually any locked door, chest, gate, or container you encounter. Whether secured by mundane locks or powerful magical enchantments, this key can bypass them with ease it does not disable traps or other defenses that may protect whatever lies beyond.

Tome of Town Portal

You possess a Tome of Town Portal containing 20 Scrolls of Town Portal. Activating one of these scrolls creates a magical portal that instantly transports you to the nearest friendly city, settlement, or camp that you have previously visited or designated as your destination. The tome automatically replenishes all expended scrolls at dawn each day.

Tome of Identification

You possess a Tome of Identification containing 20 charges. By expending one charge, you may instantly identify the magical properties, enchantments, and abilities of any unidentified item found throughout Sanctuary. In future worlds, the tome functions on magical, supernatural, or otherwise mysterious objects of similar nature. All expended charges are automatically restored at dawn each day.

Endless Quiver

You possess an enchanted quiver that contains an effectively infinite supply of ordinary arrows. No matter how many arrows you draw, the quiver never runs empty. In future worlds, the quiver adapts to your equipment, allowing it to produce an endless supply of mundane ammunition for any conventional ranged weapon you wield, such as bullets, bolts, darts, or similar non-magical projectiles.

Minor Mana Potions

Your inventory always contains a supply of four Minor Mana Potions. Drinking one gradually restores a portion of your mana or magical energy, allowing you to continue casting spells even during prolonged battles. The entire stock automatically replenishes at dawn each day, ensuring you always have a reliable source of magical recovery.

200CP

Hellforge Hammer

Forged for Hephasto and once used upon the Anvil of Annihilation, this fearsome hammer was responsible for forging countless weapons and artifacts within the Hellforge itself.

In your hands, however, it serves a different purpose. Whenever you use the Hellforge Hammer to destroy an object, that object is completely erased beyond repair. No craftsmanship, magical restoration, divine miracle, or supernatural reconstruction can restore anything destroyed by this hammer unless performed by powers vastly beyond those that originally created it. Its destructive power is so absolute that it is capable of permanently shattering artifacts as powerful as the Soulstones, making it one of the few tools capable of destroying objects that were never meant to be broken.

Book of Skill

This ancient tome once belonged to Radament, a former member of the Horadrim. Its seemingly endless pages contain mystical knowledge that continually rewrites itself according to its reader.

Once per year, a single individual may read the book and instantly master one skill that they are naturally capable of learning at their current level of knowledge and ability. The book cannot grant impossible talents or powers beyond the reader's potential. Each individual may only benefit from the tome once per year, encouraging genuine growth while serving as an invaluable aid to learning.

Box of Perfect Gems

You possess a beautifully crafted chest containing a supply of Perfect 10 Gems for each type bellow, treasured throughout Sanctuary for both their immense value and their ability to empower equipment. Weapons, armor, and shields may each be socketed with up to three Perfect Gems from this box. Every gem grants different benefits depending upon where it is placed.

Ruby

Weapon: Adds powerful Fire Damage.

Armor: Increases maximum Life.

Shield: Grants Fire Resistance.

Sapphire

Weapon: Adds Cold Damage capable of slowing enemies.

Armor: Increases maximum Mana.

Shield: Grants Cold Resistance.

Emerald

Weapon: Adds Poison Damage.

Armor: Enhances Dexterity.

Shield: Grants Poison Resistance.

Topaz

Weapon: Adds Lightning Damage.

Armor: Increases Luck and the chance of finding valuable treasure.

Shield: Grants Lightning Resistance.

Diamond

Weapon: Greatly increases damage against Giants, Undead, and similar massive creatures.

Armor: Increases Attack Speed.

Shield: Provides Physical Damage Resistance.

Amethyst

Weapon: Increases Attack Speed.

Armor: Enhances Strength.

Shield: Greatly increases Defense.

All gems used from the box are automatically restored every three months, allowing them to be reused indefinitely.

Portable Merchant Stall

A friendly merchant now accompanies your travels with an ingenious Portable Stall. While folded, it appears as nothing more than a compact wooden crate that can easily be carried in one hand. Within less than a minute, however, it unfolds into a complete market stall featuring sturdy counters, shelves, storage space, and a protective canopy.

Whenever deployed, the merchant offers a constantly refreshed stock of useful goods, including potions, magical items, weapons, armor, ammunition, crafting materials, and various adventuring supplies. While truly legendary artifacts cannot normally be purchased, the merchant's inventory steadily improves as your adventures progress, ensuring that useful equipment is almost always available.

Horadric Malus

This is a faithful replica of the legendary Horadric Malus, the enchanted smithing hammer once wielded by the Horadric Mages to forge the magical weapons they used against the Prime Evils before being entrusted to the Sisterhood of the Sightless Eye. With this sacred smithing tool, repairing damaged equipment becomes effortless regardless of how badly it has been broken. More importantly, the Malus allows you to permanently enchant mundane equipment, transforming ordinary weapons and armor into magical items.

The enchantments created by the Horadric Malus are always random, producing unpredictable magical properties with every enhancement. And each item can only be enhanced once.



400CP

Perfect Rejuvenation Potions

Your inventory always contains a supply of four Perfect Rejuvenation Potions. Drinking one instantly restores both your Health and Mana to their maximum values in a single moment, regardless of how badly injured or exhausted you are. The entire stock automatically replenishes at dawn each day, ensuring that you always have access to a reliable source of full recovery no matter where your journey takes you.

Permanent Waypoints

Your Waypoint network has been permanently upgraded. Unlike the basic version, these Waypoints continue functioning in future worlds, allowing you to establish new Waypoint networks wherever you travel. However, Waypoints can only connect to other Waypoints within the same universe or connected cosmological setting. A Waypoint discovered in one universe cannot be used to travel to a completely separate universe unless a natural connection already exists between them. You must still physically locate and activate each Waypoint before it becomes part of your network.

The Gidbinn

The Gidbinn is an ancient ceremonial blade of the old Skatsimi religion, imbued with powerful protective magic. When properly installed within a sacred shrine and maintained through the correct daily rituals, the blade generates a formidable barrier around the surrounding settlement. This barrier is specifically designed to repel the forces of darkness. Demons, undead, and beasts corrupted by Hell find it extraordinarily difficult to cross, invade, or exert their influence within the protected area.

Horadric Cube

You possess the legendary Horadric Cube, one of the greatest creations of the Horadrim. Along with the Cube itself, you also possess the complete collection of known Horadric recipes required to use them. The Cube functions through the principles of alchemy and transmutation, allowing you to combine materials, gems, magical items, and other components into entirely new creations. With the proper ingredients, you can forge more powerful equipment, upgrade weaker items into stronger versions.

The Cube is equally useful in reverse. You may break down equipment into its basic materials, salvage magical items for valuable components, or deliberately reduce a powerful item into several weaker but still functional magical items.

In future worlds, the Horadric Cube adapts to compatible magical or alchemical systems, allowing you to experiment with new recipes and discover unique transmutations using the materials of those worlds.



600CP

Black Soulstone

You possess a faithful copy of the legendary Black Soulstone, the artifact created by the renegade Horadrim Zoltun Kulle. Unlike ordinary Soulstones, the Black Soulstone was designed to imprison the souls of both Angels and Demons, and was powerful enough to contain even the Seven Great Evils themselves.

Whenever you personally kill an Angel or Demon, you may choose whether or not their soul is drawn into the Black Soulstone. Souls imprisoned within cannot reform for as long as they remain sealed inside the stone.

The Black Soulstone can contain an unlimited number of lesser Angels and Demons, but may only imprison up to seven beings equivalent in power to Demon Lords or Archangels at any one time. Once these seven greater souls have been captured, no additional beings of comparable power can be sealed until one is removed. At the beginning of every new Jump, the Black Soulstone is automatically emptied, where they are banished to a void that they can't ever escape, allowing it to capture entirely new souls without carrying over those from previous worlds.

In addition to serving as a prison, the souls contained within the Black Soulstone may be safely used as an immense source of magical energy, empowering spells, rituals, enchantments, and other supernatural abilities you possess without permanently consuming the imprisoned souls unless you deliberately choose to do so.

Sunder Charm

You possess a powerful Sunder Charm, an artifact capable of shattering elemental immunities that would otherwise make enemies untouchable. Choose one element when purchasing this item, such as Fire, Cold, Lightning, Poison, Physical, or another equivalent elemental affinity. While carrying this charm, all immunities to your chosen element are completely ignored. Creatures that would normally be entirely immune are treated as though they possessed no immunity at all, allowing your attacks and abilities of that element to affect them normally.

This immunity-breaking effect is absolute and can't be negated, by other abilities or powers. In future worlds, the Sunder Charm may be freely integrated into any

accessory, talisman, amulet, ring, or similar piece of equipment you own without losing its effects. You may also purchase this item multiple times, selecting a different element with each purchase.

Equipment Sets

Here you will be given an Equipment Set closely tied to your chosen Origin. Each Origin possesses its own unique legendary set of equipment, forged by the greatest craftsmen and enchanted through the traditions of that class. These sets are considered some of the finest equipment found within Sanctuary and are designed to perfectly complement the fighting style, abilities, and philosophy of their respective Origins.

Assassin Vestments of the Viz-Jaq'taar

Forged by the hidden Order of the Mage Slayers, the Vestments of the Viz-Jaq'taar were created for the elite Assassins who dedicate their lives to hunting rogue mages, corrupted spellcasters, demons, and any threat that abuses magical power. Unlike traditional armor, this set focuses on mobility, concealment, and disrupting supernatural enemies rather than protecting the wearer through heavy defenses. Each piece is made from lightweight enchanted materials that allow the Assassin to move without restriction while carrying hidden magical runes designed to weaken enemy spells and magical defenses.

The armor consists of a dark enchanted leather armor set reinforced with mystical fibers, allowing the wearer to move silently while resisting magical attacks. The hood and mask conceal the Assassin's identity while enhancing their senses, allowing them to detect magical energy and track supernatural targets. The gloves are fitted with hidden blades and reinforced claws designed for precise strikes, while the boots allow the wearer to move across difficult terrain without leaving noticeable traces. The final piece is a pair of enchanted Claws weapons representing the Viz-Jaq'taar tradition of ending battles before enemies even realize they have been attacked.

Amazon Regalia of the Askari Matriarch

The Regalia of the Askari Matriarch is the legendary equipment set worn by the greatest warriors of the Askari Amazon tribes of Skovos Isle. Created through generations of Amazon craftsmanship, this equipment represents the perfect balance between martial skill, spiritual discipline, and the warrior traditions

passed down from the first Amazon queens. Unlike heavy armor used by other warriors, Amazon equipment is designed to preserve speed and flexibility, allowing the wearer to fight with unmatched mobility while maintaining powerful defenses.

The armor itself is a lightweight warrior harness made from enchanted leather, reinforced bronze, and sacred materials gathered from the Amazon islands. The chest armor protects vital areas without restricting movement, allowing the Amazon to continue fighting while performing acrobatic movements, dodging attacks, and rapidly switching between ranged and melee combat. The shoulder guards and arm protections are designed specifically to support powerful bow shots and spear techniques, while the enchanted greaves allow the wearer to move quickly across any battlefield.

The primary weapon included in this set is a war bow, created from rare Demon bones and strengthened with Amazon magic, allowing arrows fired from it to travel farther, strike harder, and maintain their accuracy even against distant targets.

Barbarian Warplate of Mount Arreat

This equipment set was originally created for the ancient guardians who protected Mount Arreat from the endless armies of Hell. Every piece of the set carries the marks of countless battles, with each scar, crack, and repaired section serving as a reminder of the warriors who stood against demons, angels, and monsters beyond mortal understanding.

The set is made from extremely thick enchanted metal, reinforced with the bones and hides of powerful beasts, and strengthened through traditional Barbarian forging rituals. The armor is heavy enough that ordinary warriors would struggle to move in it, but a true Barbarian wearing this set can move freely while gaining incredible protection against physical attacks.

The main armor piece is a massive battle cuirass designed to protect the torso while allowing full freedom of movement during brutal close combat. Unlike normal armor, it is designed to absorb impacts from powerful creatures, reducing the force of enemy strikes rather than simply blocking them. The shoulder guards are oversized and reinforced, allowing the Barbarian to charge through enemy formations without being stopped.

The helmet is a war helm decorated with symbols of the ancient Barbarian clans, strengthening the warrior's connection to their ancestors and enhancing their resistance against fear, intimidation, and supernatural influence. The gauntlets are large reinforced combat gloves designed for crushing strikes, improving the strength behind every punch, weapon swing, and grapple. The boots are heavy war greaves created for mountain combat, allowing the wearer to maintain balance even on unstable terrain, climb difficult surfaces, and resist being knocked down.

The weapons included with the set are the Twin Blades of the Ancients, a pair of massive swords created in the style of the first Barbarian champions. These weapons are designed for overwhelming offensive power, allowing the wielder to unleash devastating attacks while maintaining the relentless fighting style of the Northern Tribes.

Blood Knight Crimson Oath of the Blood Knights

The equipment is forged from crimson enchanted steel mixed with materials affected by vampiric essence and holy rituals used during the Blood Knight transformation process. The armor constantly absorbs small traces of the wearer's blood, using that energy to strengthen itself and maintain its resistance against vampiric corruption.

The helmet is a dark crimson war helm designed to protect the Blood Knight while enhancing their supernatural senses. The enchantments within the helmet sharpen their vision, hearing, and ability to detect life energy, allowing them to hunt enemies even in complete darkness. The design also helps suppress the influence of the vampire curse, keeping the wearer's mind focused.

The main armor is a heavy crimson plate armor reinforced with magical blood-forged metal. Unlike normal armor, it repairs minor damage by absorbing the blood of defeated enemies or its own wielder, allowing it to remain functional through prolonged battles. The armor enhances physical strength and durability while protecting the wearer from attacks that would destroy ordinary warriors.

The gauntlets are vampiric combat gloves designed to amplify the Blood Knight's physical power. They strengthen strikes, improve weapon control, and allow the

wearer to channel blood-based abilities more efficiently. The greaves are designed for rapid movement despite the armor's weight, allowing Blood Knights to move with supernatural speed while maintaining their defensive protection.

The primary weapon of this set is the Polearm of the Scarlet Oath, a legendary weapon representing the traditional fighting style of the Blood Knights. This weapon is infused with vampiric and holy energies, allowing it to drain enemies while empowering the wielder. It is especially effective against demons, undead, and other creatures connected to darkness.

Druid Regalia of Scosglen

The Regalia of Scosglen is one of the oldest surviving equipment sets of the Druids of Sanctuary, created by the first generations of nature guardians who settled within the ancient forests of Scosglen. The armor itself is a combination of hardened natural materials and mystical druidic protection. The main body armor is created from ancient enchanted wood and layered with the hides of powerful beasts, providing protection while remaining flexible enough for shapeshifting and spellcasting. The armor does not restrict movement, allowing a Druid to transform into beasts or move through the wilderness without difficulty. The natural materials continuously repair themselves when exposed to sunlight, rain, and other energy from the surrounding environment.

The headpiece of the set is a ceremonial crown made from the antlers, branches, or bones of sacred creatures. It strengthens the wearer's connection to natural forces, improving their ability to command storms, summon creatures, and communicate with the spirits of the wild.

The gloves are designed for both combat and spellcasting, allowing the wearer to channel primal energy through their hands. They strengthen earth, storm, and beast-based abilities while also allowing the Druid to fight effectively when transformed or forced into close combat.

The boots are designed for survival within the most dangerous environments of Sanctuary. They allow the wearer to walk through forests, mountains, swamps, and harsh terrain without slowing down while maintaining balance even during powerful storms or earthquakes.

The weapon included with the Regalia of Scosglen is a sacred druidic staff created from an ancient tree that has survived for centuries. This staff acts as a focus for nature magic, increasing the power of elemental spells, summoning abilities, and shapeshifting techniques.

Necromancer Armour of Rathma

The Armour of Rathma are among the most sacred equipment sets belonging to the Priests of Rathma, created by ancient Necromancers who understood that death was not an enemy but a necessary part of existence.

The armor itself is a collection of enchanted robes, bone armor, and protective magical layers. The main body garment is created from dark magical fabrics strengthened with fragments of ancient creatures and infused with death energy. It provides protection against physical and magical attacks while allowing the Necromancer to channel large amounts of necromantic power without damaging their own body.

The headpiece of the set is a ceremonial hood designed to represent the wisdom of Rathma. It enhances the wearer's perception of life energy, allowing them to sense the presence of living creatures, spirits, and undead beings. It also strengthens their connection to the forces of death, making their spells more precise and powerful.

The gloves are created from enchanted bone and dark materials, allowing the wearer to manipulate corpses, blood, and spiritual energy with greater control. They improve the creation of undead servants, strengthen curses, and allow more complex manipulation of death magic.

The footwear of the set is designed for those who walk between life and death. The wearer leaves little trace behind, allowing them to move silently among graveyards, battlefields, and places filled with spiritual energy. They also protect the wearer from corruption caused by prolonged exposure to death magic.

The weapon included with the Vestments of Rathma is a powerful necromantic scythe created as a symbol of the balance between life and death. This weapon acts as both a combat weapon and a magical focus, enhancing corpse manipulation, curses, and undead summoning abilities.

Monk Vestments of Sahptev

Created through a combination of sacred fabrics, enchanted materials, and generations of accumulated spiritual energy, the Vestments of Sahptev appear simple compared to the heavy armor worn by warriors.

The main body garment is a set of reinforced monk robes designed for combat, meditation, and spiritual channeling. Unlike ordinary clothing, these robes absorb and store spiritual energy generated by the wearer, strengthening their strikes, improving their endurance, and allowing them to fight for extended periods without exhaustion. The robes also protect against supernatural forces by reinforcing the user's connection between their physical body and spirit.

The headpiece of the set represents enlightenment and mastery over the mind. It enhances concentration, allowing the wearer to maintain perfect focus even during the chaos of battle. It strengthens resistance against fear, mental manipulation, and spiritual corruption, ensuring that the monk's mind remains calm and controlled.

The hand bindings are designed to amplify the monk's natural fighting style. They reinforce the user's fists and allow spiritual energy to flow through their strikes, transforming simple punches and kicks into devastating attacks capable of harming creatures far beyond normal physical limits. These bindings also improve control over spirit-based techniques, allowing the monk to channel their inner power with greater precision.

The sandals are designed for movement and balance, allowing the wearer to move across difficult terrain, avoid attacks with incredible agility, and maintain perfect control over their body. They represent the Sahptev belief that true strength comes from harmony between movement, thought, and spirit.

The weapons included with the Vestments of Sahptev are a pair of combat gauntlets designed around the traditions of Ivgorod's greatest martial masters. Rather than being simple weapons, they act as extensions of the monk's body, allowing spiritual energy to flow through every strike and transforming the user's martial arts into a weapon capable of challenging demons, monsters, and supernatural beings.

Paladin Armor of the Zakarum Crusader

The Armor of the Zakarum Crusader represents the golden age of the Zakarum faith, created before the corruption of the church by the influence of darkness. The main body armor is a heavily reinforced holy plate designed to protect the Paladin during direct combat against the strongest enemies Sanctuary has to offer. Despite its weight, the armor moves naturally with the wearer, allowing them to charge into battle, defend allies, and withstand attacks that would destroy ordinary warriors. The sacred markings covering the armor provide additional protection against curses, demonic corruption, and dark magic.

The helmet of the set represents the Paladin's unwavering faith. It strengthens the wearer's connection to holy energy, allowing them to resist fear, temptation, and supernatural influence. The divine symbols upon it also allow the Paladin to better sense evil presences hidden among ordinary beings.

The gauntlets are created for a warrior who fights both with weapons and divine power. They strengthen physical strikes while allowing holy energy to flow through weapons, shields, and attacks. These gauntlets allow the Paladin to deliver powerful blows against demons and undead while protecting allies through blessings and defensive abilities.

The greaves are designed for crusaders who must march across entire lands in the name of justice. They increase endurance, stability, and resistance against hostile environments, allowing the wearer to continue fighting even after long battles against overwhelming enemy forces.

The weapon included with the Armor of the Zakarum Crusader is a sacred shield created as a symbol of protection and faith. It acts as both a defensive tool and a weapon of righteousness, allowing the Paladin to block devastating attacks while releasing holy energy against enemies. It represents the Zakarum belief that a true warrior of the Light exists not only to destroy evil but also to protect the innocent.

Sorceress Regalia of the Zann Esu

The equipment is created from enchanted fabrics, ancient magical crystals, and materials that naturally absorb elemental energy. Every part of the Regalia constantly circulates mana through the wearer's body, reducing magical exhaustion and allowing the Sorceress to maintain powerful spells for longer periods..

The main body armor is a set of highly enchanted arcane robes woven by the Zann Esu masters. These robes contain countless magical symbols that regulate the flow of mana, allowing the wearer to cast elemental spells with less strain. They also provide protection against magical attacks by absorbing and redirecting elemental energy. The robes constantly adapt to the element being used, becoming more resistant to fire, ice, and lightning attacks.

The headpiece of the set represents mastery over the three elements. Created with powerful magical crystals and ancient enchantments, it enhances the Sorceress's understanding of elemental forces, allowing her to control fire, ice, and lightning with greater precision. It also strengthens magical perception, allowing the wearer to sense magical energies and hidden supernatural forces.

The gloves are designed to improve the connection between the Sorceress and her mana. They allow magical energy to flow naturally through the hands, improving spellcasting speed and reducing the amount of energy required for complex spells. They are especially useful for rapid casting during combat, allowing the wearer to unleash multiple elemental attacks without interruption.

The footwear of the Regalia is designed for a mage who must survive battles against powerful enemies. They enhance movement speed, allowing the Sorceress to reposition quickly while casting spells. The enchantments within the slippers also protect against magical backlash, ensuring that powerful spells do not harm the user.

The weapon included with the Regalia of the Zann Esu is staff created by one of the earliest elemental masters of the clan. This staff acts as a direct connection between the Sorceress and the elements themselves. It greatly enhances elemental spells and allows the wielder to channel fire, ice, and lightning through a single powerful source.

Spiritborn Vestments of the Spirit Guardians

The Vestments of the Spirit Guardians are sacred relics created through ancient rituals of the Nahantu jungles, where Spiritborn warriors form bonds with the powerful spirits that protect the natural world. The equipment is made from enchanted jungle materials, sacred feathers, powerful beast hides, and spiritual energy gathered from the Spirit Realm. Rather than protecting the wearer through heavy armor, the Vestments strengthen the connection between the Spiritborn and their guardian spirits, allowing their body and soul to move together as one.

The main body armor is a set of spiritual battle garments created from materials blessed by Nahantu's ancient rituals. The armor enhances physical abilities while allowing the wearer to channel spiritual energy through their body. It strengthens combat techniques, improves resistance against supernatural forces, and allows the Spiritborn to endure the dangers of both the mortal world and the Spirit Realm.

The headpiece of the set represents the bond between the Spiritborn and their chosen guardians. Created from sacred materials connected to the four great spirits, it allows the wearer to communicate more easily with spirits and strengthens their connection to their guardian powers. It also enhances spiritual awareness, allowing the wearer to perceive beings and forces hidden from ordinary sight.

The spiritwoven bracers are designed to enhance the Spiritborn's unique fighting style. They allow spiritual energy to flow through weapons and attacks, strengthening strikes and allowing the wearer to manifest aspects of their guardian spirits during combat. They also provide greater control over spiritual abilities, preventing their power from overwhelming their body.

The jungle striders are designed for survival within the dangerous lands of Nahantu. They allow the wearer to move through forests, swamps, and difficult terrain with incredible ease. The spiritual enchantments within them also improve agility, balance, and speed, allowing the Spiritborn to fight with the movement of a predator.

The weapon included with the Vestments of the Spirit Guardians is a Glave created to represent the unity of the four great guardians. Unlike a normal weapon, it acts as a conduit for spiritual power, allowing the Spiritborn to channel the abilities of their bonded spirits through every strike. It can be used for both close combat and powerful spiritual attacks.

Tempest Raiment of the Cold Isles

The Raiment of the Cold Isles is a equipment set created for the greatest warrior-priests of the frozen seas, where the Tempests of the Cold Isles have spent generations mastering the violent forces of wind and water.

The armor is forged from materials gathered from the harsh environments of the Cold Isles, including storm-forged metals, enchanted sea materials, and the scales of powerful ocean creatures. It is designed to remain lightweight and flexible, allowing the Tempest to perform their unique dual-blade fighting style while maintaining complete freedom of movement.

The main body armor is a set of storm-resistant battle armor designed for warriors who fight both on land and across the open ocean. The armor protects against harsh weather, powerful attacks, and elemental forces while allowing the wearer to move without restriction. The surface of the armor carries patterns resembling waves and storms, allowing wind and water energy to flow naturally through it and enhance the Tempest's abilities.

The headpiece of the set represents the Tempest's connection to the sky and sea. It enhances awareness of the surrounding environment, allowing the wearer to sense changes in wind, weather, and movement around them. It also strengthens resistance against storms and allows the Tempest to better control their elemental abilities during combat.

The gloves are designed to enhance the Tempest's mastery over water and wind-based combat. They improve control over elemental energy flowing through weapons and allow the wearer to channel the power of storms through their strikes. Every attack becomes faster and more fluid, resembling the movement of crashing waves and cutting winds.

The boots of the set are created for warriors who must travel across the endless ocean. They enhance balance and movement, allowing the wearer to move across unstable surfaces, powerful waves, and difficult terrain without losing control. They also strengthen the Tempest's connection to water, allowing them to move through aquatic environments with ease.

The weapons included with the Raiment of the Cold Isles are a pair of legendary twin blades created for the traditional Tempest fighting style. These weapons are designed to channel both wind and water energy, allowing the wielder to perform rapid attacks surrounded by storms and waves. Each strike carries the power of the ocean, while every movement leaves behind the speed and precision of the wind.

Warlock Robes of the Infernal Covenant

The Robes of the Infernal Covenant are one of the most forbidden equipment sets ever created by those who sought power from the depths of Hell. Unlike the holy armor of Paladins or the natural equipment of Druids, this set was created through dark rituals, infernal bargains, and forbidden knowledge.

The equipment is created from infernal silk, cursed metals, demon-forged materials, and fragments of ancient magical artifacts. Every piece is infused with dark energy, allowing the wearer to perform powerful rituals while protecting their body from the dangerous forces they manipulate. The armor constantly whispers forgotten secrets and forbidden knowledge, offering greater understanding to those strong enough to resist its influence.

The main body armor is a set of enchanted robes created from materials taken from the deepest realms of Hell. These robes protect the wearer from magical backlash caused by powerful spells and demonic rituals. The fabric absorbs traces of infernal energy, allowing the Warlock to maintain stronger connections with summoned creatures and forbidden magic.

The headpiece of the set represents the Warlock's mastery over forbidden knowledge. It enhances magical perception, allowing the wearer to understand hidden magical forces, ancient rituals, and supernatural creatures. The dark enchantments within it also strengthen the Warlock's connection to eldritch powers.

The gloves are designed to channel destructive and summoning magic. They improve control over curses, hexes, demonic abilities, and other forbidden spells. They also allow the Warlock to manipulate magical energy with greater precision, reducing the danger of their own powers harming them.

The boots of the set are created for those who walk between worlds. They strengthen movement through magical realms, allowing the Warlock to navigate places touched by Hell and other supernatural dimensions. They also protect against corruption caused by prolonged exposure to dark energies.

The weapon included with the Vestments of the Infernal Covenant is a forbidden grimoire containing countless rituals, spells, and knowledge gathered from Hell itself. Unlike ordinary spellbooks, it acts as a living source of forbidden magic, allowing the Warlock to summon greater powers, perform complex rituals, and uncover secrets lost to mortal civilizations.

Witch Doctor Raiment of the Unformed Land

The Raiment of the Unformed Land is a sacred equipment set created by the Umbaru tribes, crafted through ancient jungle rituals that connect the wearer directly to the mysterious realm known as the Unformed Land.

The equipment represents the Witch Doctor's role as a guardian between the physical world and the spirit realm. Every piece strengthens their connection to spirits, poison mastery, rituals, and the ability to command creatures beyond ordinary understanding. The materials used in its creation constantly absorb spiritual energy from the surrounding environment, becoming stronger in places where the barrier between worlds is thin.

The main body armor is a collection of ritual robes created from enchanted jungle materials, sacred plants, and the hides of powerful creatures. These robes protect the Witch Doctor while allowing spiritual energy to flow freely through their body. They enhance rituals, poison creation, and supernatural abilities while protecting against spiritual corruption.

The headpiece of the set is a powerful ceremonial mask representing the connection between the Witch Doctor and the spirits of the Unformed Land. It allows the wearer to perceive spiritual beings, communicate with unseen forces, and strengthen their control over summoned creatures and spirits.

The bindings worn on the hands are created from enchanted materials and spiritual markings. They enhance the Witch Doctor's ability to perform rituals, create magical potions, and channel spiritual energy into curses, poisons, and supernatural attacks.

The sandals of the set are designed for those who travel through the dangerous swamps and jungles of Nahantu. They allow the wearer to move through poisonous terrain, mud, and difficult environments without being hindered. They also strengthen the connection between the Witch Doctor and the spirits of the land.

The weapon included with the Raiment of the Unformed Land is a sacred ceremonial blade passed down through generations of Umbaru spiritual leaders. Unlike ordinary knives, it acts as a ritual focus, allowing the Witch Doctor to perform powerful ceremonies, channel spirits, and enhance poison and curse-based abilities.



Companions

My Old Team 50

You may import or create companions you have brought with you, 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100

Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions. You may buy this multiple times.



Drawbacks

Thirst [+100CP/Cant be taken with The Thirst Is No More]

The curse of vampirism constantly reminds you of its presence. An insatiable thirst for blood lingers within your mind, growing stronger with each passing day you go without feeding. While you are still capable of resisting it, doing so requires increasing amounts of willpower. The scent of fresh blood becomes irresistibly enticing, making it difficult to ignore wounded creatures or battlefields. During prolonged combat or moments of extreme stress, your self-control weakens further, increasing the temptation to feed upon nearby living beings.

Low Durability [+100CP]

It seems that the equipment you possess in Sanctuary has suffered from poor craftsmanship, damage, or a weakening curse. Any armor, weapon, or shield that you use will now degrade at twice the normal rate, meaning that repeated battles and powerful attacks will wear down your equipment much faster than usual. Even legendary equipment will require far more frequent repairs and maintenance to remain functional.

Powerful Bloodlust [+100CP]

The hatred burning within you toward the forces of Hell has become overwhelming. Whenever you encounter demons, undead, corrupted creatures, or beings connected to the powers of darkness, your mind becomes completely focused on destroying them. While this makes you exceptionally dangerous against the enemies of Sanctuary, it also makes it difficult to ignore or retreat from such targets.

Sin of Lies [+100CP]

Belial, the Lord of Lies, has placed a terrible curse upon you. From now on, whenever you attempt to speak, only lies and falsehoods can leave your mouth. No matter how truthful your intentions may be, your words will naturally become misleading, incorrect, or deceptive. Because of this curse, gaining the trust of others becomes extremely difficult, as allies and strangers alike will question your honesty.

Gambling Addiction [+100CP]

A powerful vice has taken hold of you, one that constantly tempts you whenever you possess wealth or resources. Whenever you have a significant amount of money, valuables, or excess resources, you will feel an overwhelming urge to gamble them away. Unfortunately, this addiction is cursed, causing you to lose 90% of the time whenever you participate in gambling.

Delicious Meat [+200CP]

The demons of Hell have discovered something unusual about you: your flesh carries an unnatural and irresistible appeal to their senses. To the creatures of Sanctuary, your presence is not merely that of another enemy, but a rare and valuable source of nourishment. Demons, corrupted beasts, and other servants of Hell can sense your existence from farther away and will consider hunting you a much higher priority than normal targets. They will pursue you more aggressively, take greater risks to capture you, and may even abandon other objectives just for the chance to consume you.

Curse of Duriel [+200CP]

Duriel, the Lord of Pain, has marked you with a curse designed to make every moment of your existence a struggle. Whenever you move your body in any way, a sharp and intense pain will surge throughout your entire form, making even simple actions uncomfortable and exhausting. In combat, this curse becomes especially dangerous, as every attack, dodge, and movement will remind you of the suffering placed upon you.

No Rare Drops [+200CP]

It seems that fortune has abandoned you when it comes to discovering valuable treasures. No matter where you search, whether exploring dangerous dungeons, defeating powerful enemies, or purchasing equipment from merchants, the items you obtain will always be the most common and weakest versions available. Legendary weapons, rare armor, powerful magical artifacts, and exceptional equipment will never appear through normal means.

Elemental Weakness [+200CP]

A flaw has been placed upon your body, leaving you permanently vulnerable to one of the major elemental forces found throughout Sanctuary. Choose one element: Fire, Lightning, Cold, or Poison. Against this chosen element, you possess no natural resistance or immunity. Instead, attacks using this element affect you far more severely than normal, causing increased damage and making you especially vulnerable to enemies who specialize in that power. You can buy this drawback multiple times to gain another weakness.

There Is No Sanctuary [+400CP]

The eternal conflict between Heaven and Hell has reached a point where Sanctuary can no longer survive. Instead of a slow corruption spreading across the world, the forces of Hell launch an overwhelming invasion at the beginning of your arrival. Within the first year of your stay, major cities, kingdoms, and human settlements will be attacked by endless armies of demons, undead, and corrupted creatures. Human civilization will collapse into chaos as safe zones become rare and desperate survivors struggle to stay alive.

Heaven Has Abandoned You [+400CP]

The forces of Heaven have decided that Sanctuary is no longer worth saving. The gates of the High Heavens are sealed, and no angels will descend to aid humanity during the coming war. Any connection you have to holy powers, divine blessings, miracles, or celestial forces will be greatly weakened while within this world. Even abilities that normally draw upon holy energy will function at reduced effectiveness, as the source of that power has been separated from the mortal realm.

You Are Born To Hate!! [+400CP]

Mephisto, the Lord of Hatred, has placed his influence upon your very soul. Whenever you face demons, servants of Hell, or anything connected to the forces of darkness, your hatred overwhelms your reason and self-control. Instead of simply defeating your enemies efficiently, you become consumed by the desire to make them suffer. You will instinctively choose the most painful, brutal, and drawn-out methods of destroying your enemies, even when a faster solution would be safer. This obsession can cause you to waste valuable time during battles, allowing enemies opportunities to escape, counterattack, or manipulate your emotions.

No Outside Powers [+400CP]

The laws of Sanctuary reject all foreign powers brought from beyond this world. During your time here, you are unable to access abilities, items, or powers gained from previous worlds or outside sources. Only the abilities, equipment, and knowledge directly connected to this Sanctuary journey may be used.

You Are Afraid!! [+600CP]

Diablo, the Lord of Terror, has branded your soul with an overwhelming fear of darkness. Because of this curse, you are incapable of willingly entering caves, abandoned buildings, ancient ruins, underground tunnels, or any location shrouded in deep darkness unless accompanied by at least one trusted ally. Even then, every step fills you with intense dread, making it difficult to concentrate during combat. Should you somehow become separated from your companions within such places, panic quickly begins to set in. Your breathing becomes erratic, your thoughts race, and your instincts urge you to flee the darkness as quickly as possible.

The Impulse of Destruction!! [+600CP]

Baal, the Lord of Destruction, has cursed you with an overwhelming impulse to destroy. Whenever you obtain a powerful weapon, piece of armor, or magical artifact, an irresistible desire grows within you to push it to its limits before ultimately destroying it through combat, experimentation, or your own abilities.

This endless cycle of creation and destruction dominates your thinking. No matter how valuable or irreplaceable an item may be, you will eventually feel compelled to break it apart. Worse still, anything you personally destroy cannot simply be repaired or restored through ordinary means. If you wish to possess it again, you must recreate or completely reforge it from scratch, gathering the necessary materials and rebuilding it piece by piece.

Andariel's Pain [+600CP]

Andariel, the Maiden of Anguish, has chosen your mind as a vessel for endless suffering. Whenever you attempt to think deeply, formulate complex strategies, solve difficult problems, or perform any task requiring prolonged concentration, unimaginable pain floods your mind. Simple thoughts and routine actions remain manageable, but anything requiring careful planning or extended reasoning becomes an agonizing experience. The more complicated the problem, the more

unbearable the pain grows, making it nearly impossible to maintain focus for long periods.

Hell Mode [+1000CP]

Welcome to the most dangerous version of Sanctuary imaginable. The eternal war has escalated beyond anything recorded in history, and the armies of Hell have flooded every corner of the world. Demons, undead, corrupted beasts, and servants of the Burning Hells now exist in numbers nearly ten times greater than normal, turning even the wilderness into a battlefield where death lurks around every corner.

Nor are these ordinary demons. The overwhelming majority belong to the strongest known variants of their respective species, possessing greater strength, speed, resilience, intelligence, and magical power than their common counterparts. Even lesser demons are capable of threatening seasoned heroes, while elite demons have become terrifying opponents worthy of commanding entire armies.

Hell has also adapted to your presence. Hundreds of demons throughout the Burning Hells are now naturally immune to the element or elements you rely upon the most in combat. If your powers focus heavily on fire, lightning, cold, poison, or another elemental force, countless enemies will simply ignore those attacks entirely, forcing you to constantly adapt your tactics rather than relying upon a single strategy.

The Three Prime Evils [+1000CP]

Jumper, Sanctuary stands upon the brink of absolute destruction. Rather than pursuing their own ambitions, the Three Prime Evils Diablo, the Lord of Terror, Mephisto, the Lord of Hatred, and Baal, the Lord of Destruction have united from the very beginning of history beneath a single purpose the complete annihilation of Sanctuary with no sabotage from each other .

Their schemes unfold simultaneously across the world, with each Prime Evil coordinating their armies and manipulating both mortals and demons to ensure humanity has no opportunity to recover. Every invasion, corruption, and tragedy serves a greater plan designed to bring about the world's inevitable end.

Unlike the events of the normal timeline, the Three Prime Evils now exist at the absolute height of their power. Each commands vastly greater armies, possesses their full legendary might, and has had years to prepare for your arrival.

Defeating even one of them will require an immense struggle, demanding everything you have learned and acquired throughout your journey.

Your objective is simple, but nearly impossible: hunt down Diablo, Mephisto, and Baal, and destroy each of them before their plans come to fruition. As long as even a single Prime Evil survives, Sanctuary remains doomed to fall beneath the forces of Hell. And if you fail to kill all 3 your jump fails.

Ten Years Later

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.