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# GRAVE LORD

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## Ultimate:

Flesh Colossus - 150 Ultimate:

Summons a flesh colossus smashing ground three times for X damage and applying major vulnerability to enemies hit in an X Meter radius for 3 seconds, increasing their damage taken by 30%.

Morph 1: Stamina Morph with disease damage. The Colossus deals more damage with each smash.

Morph 2: Magicka Morph dealing frost damage and stunning on final hit for 4 seconds.

## ABILITIES

### Skull Spammable

Shoots a Skull at Enemies, dealing X Flame Damage. Every third cast of this Ability does 20% extra Damage.

Morph 1: Does Poison Damage and every Necromancer Ability counts towards the three casts. Scales with Stamina and Weapon Damage.

Morph 2: Can bounce off to two additional Targets.

### Blastbone Skeleton

Summons a Bone Skeleton after 2.5 seconds, running and charging at enemies and exploding for X flame damage in a 4 meter radius. Also creates a Corpse.

Morph 1: Deals X Disease Damage and applies Major Defile for 5 seconds. Scales with Stamina and Weapon Damage.

Morph 2: Deals 70% more damage, depending on how long the Skeleton has to run.

### Boneyard AOE

Deals X Frost Damage over 10 seconds to enemies in the area. Consuming a Corpse to cast this increases Damage dealt by 20%.

Also grants allies a Synergy that deals high AoE Frost Damage.

Morph 1: Applies Major Fracture and Breach to all Targets in the area.

Morph 2: You can use your own Synergy.

### **Skeletal Mage**

Summons Skeletal Mage that deals X Shock Damage every 2 seconds for 16 seconds to the closest enemy and creates a Corpse on death.

Morph 1: Deals 10% more damage with every hit and converts into a Skeletal Archer that deals Poison Damage.

Morph 2: Explodes at the end.

### **Shock tether**

Consumes a Corpse to deal X Shock Damage to all Targets within X meters around the Corpse and to all Targets between you and the Corpse for 12 seconds.

Morph 1: Restores Magicka while tethering.

Morph 2: Explodes at the end and deals Poison Damage. Scales with Stamina and Weapon Damage.

### ***Passives:***

10% Critical Chance to targets below 25% for every Reaper Ability slotted.

1500 extra Spell and Physical Penetration as long as a Reaper Ability is active.

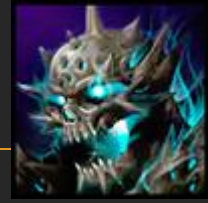
When an Enemy dies within 4 seconds of being damaged by a Summon, the next Summon is free.

Increases your damage done with DoTs by 10%.

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# BONE TYRANT

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## Ultimate

Goliath - 300 Ultimate: Transform into a Bone Colossus for 30 Seconds, increasing your Maximum Health by 30000 and healing for 30000 immediately. While active, your Light and Heavy Attacks restore 3k and 6k health, respectively.

Morph 1: Bash becomes AoE in a cone in front of you.

Morph 2: Syphon health from enemies around you, 5% of your Maximum Health every second.

## ABILITIES

### Scythe

Deals Magic Damage in a frontal cone based on damage stats and heals based for 15% of max health for the first enemy hit and for 5% per additional enemy hit.

Morph 1: Grants a small HoT after the cast.

Morph 2: Puts a healing absorption on the target. Scales with Stamina and Weapon Damage.

### Bone Armor

Grants Major Ward and Resolve for 20 seconds. Creates corpse on end.

Morph 1: Reduces Cost of your Summons by 12%.

Morph 2: Pulls targets that attack you from range in when they attack you with direct damage, can happen once every 3 seconds.

### Heal from corpse

Heals you for a fixed amount (3750) at NO cost, every corpse used around you increases the heal by 75%. Does not do anything if there is no corpse around (can still be cast).

Morph 1: Grants Major Protection for 1 second per corpse used.

Morph 2: Grants 5 Ultimate per corpse used.

### Bone Totem

Creates a totem that grants minor protection for 10 seconds and after 2 seconds, it fears enemies inside the range.

Morph 1: can be cast at range

Morph 2: grants a synergy to allies inside the totem that applies minor vulnerability to all enemies inside it.

### Grasp

Summons three aoes in front of you (linear) that each snare enemies in them by 50% for 5 seconds and inflicting them with minor maim for 5 seconds.

Morph 1: Every aoe immobilises enemy.

Morph 2: Grants empower to all allies within for 5 seconds and increases the strength of Skeletal summons by 40%.

## Passives

100 Stamina and Magicka whenever a target within 28 meter range of you dies.

Grants 2000 Health.

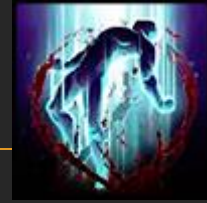
Reduces your damage taken by dots by 10%.

2% healing taken per Bone tyrant ability slotted.

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# LIVING DEATH

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## Ultimate:

Revive - 200 ultimate: Revive up to three allies within a 10 meter radius around your target zone. 28 Meter Range.

Morph 1: Restore resources for every ally revived.

Morph 2: You consume other corpses in the area and summon Blastbones.

## ABILITIES

### Burst heal

Basically like Breath of Life, but it applies minor defile to yourself on cast.

Morph 1: Grants Physical and Spell Resistance to the target for an amount of half the heal for 3 seconds.

Morph 2: Can use corpse to heal second target with the same value.

### Expunge

Removes 2 negative effects for X Health cost.

Morph 1: Also restores X Stamina and Magicka for each negative effect.

Morph 2: Increases the number of negative effects to 4.

### Spirit Ward

Summons a Spirit Ward (ghost) that heals the lowest health ally every 2 seconds. Creates corpse on death. 16 seconds duration.

Morph 1: Halves duration, but the healing is three times stronger.

Morph 2: Transfers 10% of your damage to the ghost.

### Healing AoE

Heals allies immediately for a fixed amount in a 8 meter radius. If it uses a corpse, also creates an AoE HoT that heals allies over 5 seconds.

Morph 1: Removes Negative effects from Allies when a Corpse is consumed.

Morph 2: Increases Healing AOE duration per corpse.

### Healing tether

Uses a corpse to create a healing tether between you and the corpse, healing you, everyone between you and the corpse and everyone around the corpse for X over 12 seconds.

Morph 1: Increases the heal by 30% for every ally in the tether and also heals in an area around you while tethered.

Morph 2: Increases heal the closer you are to the Corpse and restores Stamina over time.

### Passives:

Increases Critical Chance for all healing abilities by up to 20% for allies with low health.

When you have a negative effect on you, healing done is increased by 8%

Consuming a corpse restores 10 Ultimate, with a 16 second CD.

300 Stamina and Magicka Recovery while a Summon is active.

## General Mechanics:

1. Summons have to be recasted after half their duration ran out to leave a corpse. Casting them earlier than that will NOT leave a corpse.
2. You have to look in the rough direction of a corpse to create a tether between you and the corpse.
3. You can NOT use your allies' corpses, only the ones YOU created and enemy corpses. So a Templar cannot repent your corpses and you cannot use another Necro's corpses.
4. In the colossus form, you can perform all other actions the same way as before.
5. Summons can be CC'ed and killed like pets can be killed or CC'ed.
6. Corpses created do not remain an infinite amount of time. Time was between 5-10 seconds if I remember correctly.