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Shadow

Live | Test

	Name	Echelon	Description
	Spirit Tap	1	
	Rank 1		Gives you a 20% chance to gain a 100% bonus to your Spirit after killing a target that yields experience or honor. For the duration, your mana will regenerate at a 50% rate while casting. Lasts 15 seconds.
	Rank 2		Gives you a 40% chance to gain a 100% bonus to your Spirit after killing a target that yields experience or honor. For the duration, your mana will regenerate at a 50% rate while casting. Lasts 15 seconds.
	Rank 3		Gives you a 60% chance to gain a 100% bonus to your Spirit after killing a target that yields experience or honor. For the duration, your mana will regenerate at a 50% rate while casting. Lasts 15 seconds.
	Rank 4		Gives you a 80% chance to gain a 100% bonus to your Spirit after killing a target that yields experience or honor. For the duration, your mana will regenerate at a 50% rate while casting. Lasts 15 seconds.
	Rank 5		Gives you a 100% chance to gain a 100% bonus to your Spirit after killing a target that yields experience or honor. For the duration, your mana will regenerate at a 50% rate while casting. Lasts 15 seconds.
	Blackout	1	

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Rank 1	Gives your Shadow damage spells a 2% chance to stun the target for 3 seconds.
Rank 2	Gives your Shadow damage spells a 4% chance to stun the target for 3 seconds.
Rank 3	Gives your Shadow damage spells a 6% chance to stun the target for 3 seconds.
Rank 4	Gives your Shadow damage spells a 8% chance to stun the target for 3 seconds.
Rank 5	Gives your Shadow damage spells a 10% chance to stun the target for 3 seconds.



Shadow Affinity 2

Rank 1	Reduces the threat generated by your Shadow spells by 8%.
Rank 2	Reduces the threat generated by your Shadow spells by 16%.
Rank 3	Reduces the threat generated by your Shadow spells by 25%.



Improved Shadow Word: Pain 2

Rank 1	Increases the duration of your Shadow Word: Pain spell by 3 sec.
Rank 2	Increases the duration of your Shadow Word: Pain spell by 6 sec.



Shadow Focus 2

Rank 1	Reduces your target's chance to resist your Shadow spells by 2%.
Rank 2	Reduces your target's chance to resist your Shadow spells by 4%.
Rank 3	Reduces your target's chance to resist your Shadow spells by 6%.
Rank 4	Reduces your target's chance to resist your Shadow spells by 8%.
Rank 5	Reduces your target's chance to resist your Shadow spells by 10%.



Improved Psychic Scream 3

Rank 1	Reduces the cooldown of your Psychic Scream spell by 2 sec.
Rank 2	Reduces the cooldown of your Psychic Scream spell by 4 sec.



Improved Mind Blast 3

Rank 1	Reduces the cooldown of your Mind Blast spell by 0.5 sec.
Rank 2	Reduces the cooldown of your Mind Blast spell by 1 sec.
Rank 3	Reduces the cooldown of your Mind Blast spell by 1.5 sec.

Rank 3

of your Mind Blast spell by 1.5 sec.

Rank 4

Reduces the cooldown of your Mind Blast spell by 2 sec.

Rank 5

Reduces the cooldown of your Mind Blast spell by 2.5 sec.



Mind Flay

3

Rank 1

Assault the target's mind with Shadow energy, causing 75 Shadow damage over 3 seconds and slowing their movement speed by 50%.



Improved Fade

4

Rank 1

Decreases the cooldown of your Fade ability by 3 sec.

Rank 2

Decreases the cooldown of your Fade ability by 6 sec.



Shadow Reach

4

Rank 1

Increases the range of your offensive Shadow spells by 10%.

Rank 2

Increases the range of your offensive Shadow spells by 20%.



Shadow Weaving

4

Rank 1

Your Shadow damage spells have a 20% chance to cause your target to be vulnerable to Shadow damage. This vulnerability increases the Shadow damage dealt to your target by 2% and lasts 15 seconds. Stacks up to 5 times.

Rank 2

Your Shadow damage spells have a 40% chance to cause your target to be vulnerable to Shadow damage. This vulnerability increases the Shadow damage dealt to your target by 2% and lasts 15 seconds. Stacks up to 5 times.

Rank 3

Your Shadow damage spells have a 60% chance to cause your target to be vulnerable to Shadow damage. This vulnerability increases the Shadow damage dealt to your target by 2% and lasts 15 seconds. Stacks up to 5 times.

Rank 4

Your Shadow damage spells have a 80% chance to cause your target to be vulnerable to Shadow damage. This vulnerability increases the Shadow damage dealt to your

Rank 5

target by 2% and lasts 15 seconds. Stacks up to 5 times.

Your Shadow damage spells have a 100% chance to cause your target to be vulnerable to Shadow damage. This vulnerability increases the Shadow damage dealt to your target by 2% and lasts 15 seconds. Stacks up to 5 times.



Silence

5

Requires 2 point(s) in Improved Psychic Scream.

Silences the target, preventing them from casting spells for 5 seconds.

Rank



Vampiric Embrace

5

Afflicts your target with Shadow energy that causes all party members to be healed for 15% of any Shadow spell damage you deal for 60 seconds.

Rank



Improved Vampiric Embrace

5

Requires 1 point(s) in Vampiric Embrace.

Increases the percentage healed by Vampiric Embrace by an additional 5%.

Increases the percentage healed by Vampiric Embrace by an additional 10%.

Rank 1

Rank 2



Focused Mind

5

Reduces the mana cost of your Mind Blast, Mind Control and Mind Flay spells by 5%.

Reduces the mana cost of your Mind Blast, Mind Control and Mind Flay spells by 10%.

Reduces the mana cost of your Mind Blast, Mind Control and Mind Flay spells by 15%.

Rank 1

Rank 2

Rank 3



Shadow Resilience

6

Reduces the chance you'll be critically hit by all spells by 2%.

Reduces the chance you'll be critically hit by all spells by 4%.

Rank 1

Rank 2



Darkness

6

Increases your Shadow spell damage by 2%.

Increases your Shadow spell damage by 4%.

Increases your Shadow spell damage by 6%.

Increases your Shadow spell damage by 8%.

Increases your Shadow spell damage by 10%.

Rank 1

Rank 2

Rank 3

Rank 4

Rank 5



Shadowform

7

Requires 1 point(s) in Vampiric Embrace.

Rank

Assume a Shadowform, increasing your Shadow damage by 15% and reducing Physical damage done to you by 15%. However, you may not cast Holy spells while in this form.



Shadow Power

7

Rank 1

Increases the critical strike chance of your Mind Blast and Shadow Word: Death spells by 3%.

Rank 2

Increases the critical strike chance of your Mind Blast and Shadow Word: Death spells by 6%.

Rank 3

Increases the critical strike chance of your Mind Blast and Shadow Word: Death spells by 9%.

Rank 4

Increases the critical strike chance of your Mind Blast and Shadow Word: Death spells by 12%.

Rank 5

Increases the critical strike chance of your Mind Blast and Shadow Word: Death spells by 15%.



Misery

8

Rank 1

Your Shadow Word: Pain, Mind Flay and Vampiric Touch spells also cause the target to take an additional 1% spell damage.

Rank 2

Your Shadow Word: Pain, Mind Flay and Vampiric Touch spells also cause the target to take an additional 2% spell damage.

Rank 3

Your Shadow Word: Pain, Mind Flay and Vampiric Touch spells also cause the target to take an additional 3% spell damage.

Rank 4

Your Shadow Word: Pain, Mind Flay and Vampiric Touch spells also cause the target to take an additional 4% spell damage.

Rank 5

Your Shadow Word: Pain, Mind Flay and Vampiric Touch spells also cause the target to take an additional 5% spell damage.



Vampiric Touch

9

Requires 1 point(s) in Shadowform.

Causes 450 Shadow damage over 15 seconds to your target and causes all party