

Banelord Abilities Blademaster, Champion

Zone of Unmana	Spell unhaste aura
Primal Agony	Reduce power, fatigue, and health of nearby enemies by 10% of current value
Oppression	Reduce max encumbrance by 25% for a short time
Inexorable Defeat	60% penalty to fatigue costs for nearby enemies
Tactical Insight	Next attack by nearby enemies has additional 5% chance to miss
Snaring Tendrils of Power	Root self/snare others
Chaotic Power	+5% chance to hit enemies with spells
Zealous Martyr	Sacrifice health to damage enemies
Demoralization	Lower level of enemies for dmg calcs

Battlemaster Blademaster, Champion, Hero, Ranger, Valewalker, Warden

Sapping Strike	Any weapon style that has medium damage, high cost, bonus to hit, penalty to defense, blinds target for 5 seconds (no resistances applied)
Faultfinder	+10% Parry/+10% Evade/35% damageStance (intended to be comboed with Bodyguard or Parry Guard)
Power Leak	Any weapon style that costs 100 fatigue (full fatigue), when it hits an object, damage isn't divided by 30
Grapple	Any weapon style that drains 50 fatigue, does low damage, has bonus to hit, penalty to defense
Essence Flames	Any weapon style that drains 35% of the target's current power, does low damage, has bonus to hit, penalty to defense
Throw Weapon	Do a ranged attack at 700 range using melee damage formulas; cannot attack with normal melee for two full rounds (based on weapon's attack timer) afterwards
Essence Sear	Style that chains off of Essence Flames, procs an Essence resist debuff on nearby enemies
Bodyguard	Defensive chances (evade/parry) are reduced by 20%, but target of bodyguard can't be attacked in melee until bodyguard is killed or moves out of range.
Essence Dampen	Style that procs a PBAE suppress that reduces the value of strength/con buffs by 40, removing them if they go below zero. Side positional.

Convoker Animist, Druid, Eldritch, Enchanter

Summon Wood	Summon decent quantity of med quality wood
Prescience Node	Summon a crystal globe that can reveal nearby stealthers (without popping it)
Power Trap	Power draining mine
Summon Warcystal	Summon a random piece of powerful siege ammunition
Speedwarp	Cancels out speed buffs for a minute on anyone who passes through this field
Battlewarder	Focus pet that cannot move and has powerful offense. Has no ranged capabilities, and drains a lot of power from the caster.
Dissonance Trap	Direct damage trap
Brittle Guard	Single hit bodyguard pet, follows caster
Summoning Mastery	PBAE buff that boosts level of all nearby pets for the purpose of to hit (offensive and defensive) chances

Perfecter Bard, Druid, Warden

Purging Wave	Group cure disease
Purify Vision	Cure nearsight
Sphere of Rejuvenation	Heal Field
Greatness	Increases concentration pool by 20%
Font of Power	+3 power regeneration field
Determination Ward	7% cc reduction field
Leaping Health	Shout, self buff, Chain Heal (follow up single target heal is chained to 2 additional targets, 33% weaker each hit)
Soul Restoration	Cure rez sickness in a single target, costs 33% of the caster's power
Dissonating Ward	Power cost penalty field, place near doors or the lord room, or whatever; will affect close range casters, PBAEs in specific

Sojourner	Bard, Ranger
Unburdened Warrior	Bonus Encumbrance
Unending Breath	Group water breathing
Reveal Crystalseed	Sweep Mine
Unmake Crystalseed	Disable Mine
Ancient Transmuter	Summons vendor for maybe a minute, summonable once every hour or so
Gateway	Teleport to caster's bindpoint
Resistance of the Ancients	Resistance to master level magic abilities
Forceful Zephyr	Summons pet that drags enemy to GT
Phase Shift	Become immune to damage for 10 seconds, but cannot attack. Costs 50 fatigue

Stormlord	Mentalist, Animist, Eldritch, Enchanter, Nightshade, Valewalker
Dazzling Array	Debuff storm makes it 5% harder for enemies to hit allies within it
Vacuum Vortex	Pull cloud towards caster
Enervating Gas	Fatigue draining cloud
Inebriating Fumes	Dex/Qui Suppression Cloud
Mental Siphon	Power draining storm
Focusing Winds	Caster focuses, holds cloud in current position
Choking Vapors	Str/Con Suppression Cloud
Sense Dulling Cloud	Acuity Suppression Cloud
Energy Tempest	DD storm

Spymaster	Nightshade
Pickpocket	Bonus PvE Coin
Decoy	Summon random epic dressed realmmate with 1hp and no offense to distract opponents
Enduring Poison	15% chance poison won't be removed from weapon on a resist
Sabotage	Damage siege engines, doors, or geomancer fields
Tanglesnare	Snare Mine
Poisonspike	DoT Mine
Watcher in Darkness	Stealthed user can't move, but any stealthed enemy moving within 350 radius is exposed along with the watcher
Siege Wrecker	Mine that detonates when a siege engine is built nearby; only affects siege engines
Essence Flare	Summons PBAE Mez poison (10 second)

Warlord	Hero, Mentalist
Siege Master	reduce all siege timers (load/aim/fire) by 30%
Bolstering Battlecry	heal power, fatigue, and health by 10% of max
Cowering Bellow	frighten realm enemy monsters, to stop interrupting friendly casters
Resilient Will	next spell cast on nearby allies has additional 5% chance to miss
Guided Strike	next attack from nearby allies has +10% chance to crit
Energizing Aura	20% discount on fatigue costs for nearby allies
Cleansing Aura	Reduce strength of DoTs on nearby allies by 10 points every 3 seconds
Defending Martyr	sacrifice health to heal allies
Leadership	raise levels of friends for dmg calcs