



# DRAGONIUM

## ASSOCIATION ZYZOMIS



**The hunter is a Poacher. He can also be an Engineer or a Toolmaker.**

The Poacher collects all broken catalysts.

The Toolmaker repairs the broken catalysts to make them usable by all other craftsmen. To do this job, he needs a catalyst: a Swiss Army knife.

The Engineer uses metal objects prepared by the Blacksmith to set traps in forts. In order to do this job, he needs a catalyst: a gear (the quality depends on the level of the equipment).

He can also set undetectable jaw traps on unguarded squares, which steal an item from the first character to pass over it. The trap is then destroyed.

## TOOLMAKER

### **Level 1**

Small catalysts: Broken small catalysts + Swiss Army knife

### **Level 2**

Good catalysts: Broken good catalysts + Swiss Army knife

### **Level 3**

Quality catalysts: Broken quality catalysts + Swiss Army knife

### **Level 4**

Precision catalysts: Broken precision catalysts + Swiss Army knife

### **Level 5**

Super catalysts: Broken super catalysts + Swiss Army knife

### **Level 6**

Fabulous catalysts: Broken fabulous catalysts + Swiss Army knife

### **Level 7**

Master catalysts: Broken master catalysts + Swiss Army knife

## ENGINEER

### **TRAPS**

Leghold trap: 1 trap per day, maximum 5 traps at a time. Wait until a trap is triggered before setting another one. The stolen item goes into the trapper's bank. Cannot be set where there is karma (some cities and tolls). The trap is set from the Jobs page. The list of set traps is displayed on the job page, with the name of the region where it is located. If a trap is no longer in the list, it means that someone has set it.

### **FORTRESS TRAPS**

They can be built from inside the fortresses. You have to put the items in the guild chest and the button to build or repair will be accessible. Building requires time, wood, engineering and items. Repairing is cheaper, requires less time, less engineering points and no wood. The items required remain the same. A trap can be reloaded before it is empty, but this costs proportionally more engineering and time than if it is completely empty. Only "Unleash the Beast!" cannot be reloaded while the monster is alive in front of the fort.

### **Level 1**

### Mirage mirror (level 1 fort)

Description: A mirage forms, disrupting the accuracy of siege weapons.

Effect: The siege weapon has a 50% chance of missing.

### **Level 2**

#### Elastic wall (level 2 fort)

Description: The elasticity of the wall allows it to deflect any attacks it is hit with.

Effect: The siege weapon takes an additional 24% of the damage it receives.

### **Level 3**

#### Foam wall (level 3 fort)

Description: The walls now have a protective foam that reinforces the fort's defence.

Effect: The fort gains a 26% reduction in damage.

### **Level 4**

#### Unsealed stone (level 4 fort)

Description: After an attack, stones fall from the fort to crush the siege weapon.

Effect: The siege weapon takes 28% more damage than it receives.

### **Level 5**

#### Snowball (level 5 fort)

Description: After the fort suffers an attack, it fires a snowball that paralyses the siege weapon holder.

Effect: The siege weapon and the wearer are paralysed for 1 minute.

### **Level 6**

#### Unleash the beast! (level 6 fort)

Description: A monster appears on the player who attacks the fort. Every time someone attacks the fort, the monster attacks the siege weapon until it is killed.

Effect: Prevents attacks on the fort while the Beast is alive: the siege weapon does 0 damage but takes damage from the monster. You must kill the monster to deactivate the trap.

The fort resists 100% of the damage inflicted on it,

The siege weapon takes 100% of the damage it should have received.

### **Level 7**

#### Magical dome (level 7 fort)

Description: A magical dome protects the fort against all damage until it can no longer take it.

Effect: The fort withstands 100% of the damage inflicted on it.

### Spring trap (level 8 fort)

Description: Whoever attacks the fort is ejected to an adjacent square with the siege weapon. The weapon takes additional damage and the damage to the fort is reduced.

Effect: The siege weapon takes 36% more damage and the damage to the fort from the siege weapon is reduced by 36%.

### Ice Rink (level 9 fort)

Description: The siege weapon slips, disrupting its accuracy, and it also takes more damage with each attack.

Effect: The siege weapon has a 60% chance to miss and takes 38% more damage with each shot.

### Moat Splash (level 10 fort)

Description: A hatch swings open and the siege weapon falls into the water, paralyzing it.

Effect: The siege weapon has an 80% chance to miss and is paralysed for 3 minutes after an attack.