



SOULRISE GAMING

HERO GUIDE _{v1}

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01

Heroes



Heroes

You can hire heroes that will attack automatically.

Heroes scale similarly to the sword master: instead of having skills that increase their own damage, they get damage multipliers at first every 20 levels starting from 10. They keep getting these multipliers as long as you level them, but the multipliers are spaced out more the higher you go (eg. every 30 levels, then 40, etc.)

Heroes have attack types, these are Melee, Spell, and Ranged heroes and area types, Flying and Ground. There are many multipliers to a single type of heroes' damage. Quite early on, you will find yourself specializing in one of the types of heroes, depending on your equipment and pets. However, at first it is efficient to level all the heroes regardless of their type as there will be certain heroes that are efficient at each stage. More on this in the Strategy section. Heroes also have skills that you can buy when you reach a certain level. The milestones are near the hero themselves.

Misc Information

- Hero damage is used to boost clanship damage
- Warcry is the main skill for boosting hero damage. It also increase their attack speed.
- Firesword does not boost heroes at all
- Nor does critical damage (this is the only damage source unaffected by crit damage)
- Heroes do not boost pet damage



02

Hero Masteries Scrolls.



Scrolls


Hero scrolls are collected on the completion of a Clan Raid. Initially it will provide a 5% effect to a heroes abilities, a completed set offers a 10% bonus. These effects can be boosted with **Quill of Scrolls** and **Old King's Stamp** artifacts*. Hero scrolls and Fortune scrolls upgrades are collected from the Clan raids. There are 37 scrolls to collect; one for each hero. Assembling a full collection of scrolls for the first time will provide a 5% ability boost to all heroes. Each consecutive scroll set will add an extra 10% bonus each time. There are two variants of items that can be collected:

Hero Scroll

Will give you a random hero scroll upgrade

Fortune Scroll

A fortune scroll will give you the hero scroll upgrade of which you have the least amount of.

| Hero Scroll | |
|--|---|
|  | |
| Description | Upgrades your heroes abilities by a slight amount per scroll. |
| Category | Hero Upgrade |
| Obtained from | Clan Raids |

Hero Masteries

Weapons

Scrolls

Maya Muerta the Watcher
 Lv. 2 +15% Skill Amounts

Full Sets: 0

+0% All Hero Skill Amounts

Next Full Set

+12.5% All Hero Skill Amounts

27/37 Scrolls Collected

| Quill of Scrolls | |
|--|--|
|  | |
| ArtifactID | 92 |
| Lore | The ink records history while the writer creates it; As the pen marks the pages, the bearer shapes the ages. |
| Description | The Hero Scroll Boost bonus increases the Hero Skill bonus granted by individual hero scrolls. |
| Rank | A |
| Category | Effect |
| Effect | Hero Scroll Boost |
| Max Level | 50 |
| All Artifact Damage | 80% |

| Old King's Stamp | |
|---|---|
|  | |
| ArtifactID | 93 |
| Lore | Anybody in the kingdom would recognize this seal - from the grim letter that revealed the Titans had risen. Or from the hopeful one that announced the Sword Master had returned. |
| Description | The Hero Scroll Set bonus increases the Hero Skill bonus granted by hero scroll sets. |
| Rank | A |
| Category | Effect |
| Effect | Hero Scroll Set Boost |
| Max Level | 50 |
| All Artifact Damage | 80% |

02

Hero Masteries Weapons



Weapons

Hero weapons and Fortune weapon upgrades are collected from the Weapons Tournament, Silver and Titan Chests, Week 2, day 5 of rewards. Hero specific weapons can appear in shop for 1-3 at a time. Once you have a specific weapon for a certain hero, its upgrade cost milestone is free. There are 37 weapons to collect; one for each hero. Assembling a full collection of weapons for the first time will provide a 10x damage boost to all heroes. Each consecutive weapon set will add an extra 4x bonus each time.

There are two variants of items that can be collected:

Weapon Upgrade

Will give you a random hero weapon upgrade

Fortune Weapon

A fortune weapon will give you the hero weapon upgrade of which you have the least amount of.

| Hero Weapon | |
|---------------|--|
| | |
| Description | Upgrades your heroes damage by a slight amount per weapon. |
| Category | Hero Upgrade |
| Obtained from | Tournaments, Bear Shop |









03



Overview

There are 37 Heroes in the game.

Overview

All the heroes' skills affect you globally. They can give gold multipliers, damage multipliers, extra Chesterton and critical chance, and damage for a particular hero type. Most of the skills are worth getting, but some are better than others. Heroes do not get attacked and thus will not die. This list and their pages list ascend stages, these can and will change based on the power of your gold artifacts, equipment, pets, etc. use for estimation purposes only.

| Order | Image | Name | Class | Type | Initial Cost | Initial Cost (Sci) | Ascend | Ascend 2 | Ascend 3 |
|-------|--|-------------------------------|---|---|--------------|--------------------|--------|----------|----------|
| 1 |  | Maya Muerta the Watcher |  |  | 30 | 30 | 3,800 | 31,800 | 60,600 |
| 2 |  | Zato the Blind Staff Master |  |  | 180 | 180 | 4,600 | 32,600 | 61,400 |
| 3 |  | Sophia, Champion of Swords |  |  | 800 | 800 | 5,400 | 33,400 | 62,200 |
| 4 |  | Lance, Knight of Cobalt Steel |  |  | 4.0K | 4.0K | 6,200 | 34,200 | 63,000 |
| 5 |  | Pingo of the Tori |  |  | 28.0K | 28.0K | 7,000 | 35,000 | 63,800 |
| 6 |  | Rosabella Bonnie Archer |  |  | 224.0K | 224.0K | 7,800 | 35,800 | 64,600 |
| 7 |  | Gulbrand the Destroyer |  |  | 2.688M | 2.688M | 8,600 | 36,600 | 65,400 |
| 8 |  | Captain Davey Cannon |  |  | 21.504M | 21.504M | 9,400 | 37,400 | 66,200 |
| 9 |  | Rhys Mage of Order Evetga |  |  | 236.54M | 236.54M | 10,200 | 38,200 | 67,000 |
| 10 |  | Kronus, Bringer of Judgement |  |  | 1.892B | 1.892B | 11,000 | 39,000 | 67,800 |

| Order | Image | Name | Class | Type | Initial Cost | Initial Cost (Sci) | Ascend | Ascend 2 | Ascend 3 |
|-------|---|-------------------------------|---|---|--------------|--------------------|--------|----------|----------|
| 11 |  | Cosette, Jewel of House Sabre |  |  | 9.462B | 9.462B | 11,800 | 39,800 | 68,600 |
| 12 |  | Kiki the Dragon Rider |  |  | 85.156B | 85.156B | 12,600 | 40,600 | 69,400 |
| 13 |  | Maddie, Shadow Thief |  |  | 851.56B | 851.56B | 13,400 | 41,400 | 70,200 |
| 14 |  | Beany Sprout the 1st |  |  | 15.328T | 15.328T | 14,200 | 42,200 | 71,000 |
| 15 |  | Sawyer the Wild Gunslinger |  |  | 183.94T | 183.94T | 15,000 | 43,000 | 71,800 |
| 16 |  | Lil' Ursa |  |  | 1.679aa | 1.6787E+15 | 15,800 | 43,800 | 72,600 |
| 17 |  | Saje the Garden Keeper |  |  | 23.109aa | 23.109E+16 | 16,600 | 44,600 | 73,400 |
| 18 |  | Wally Wat the Magician |  |  | 791.91aa | 791.91E+17 | 17,400 | 45,400 | 74,200 |
| 19 |  | Jayce the Ruthless Cutter |  |  | 25.555ab | 25.555E+19 | 18,200 | 46,200 | 75,000 |
| 20 |  | The Great Pharaoh |  |  | 1.311ac | 1.3111E+21 | 19,000 | 47,000 | 75,800 |

03

Overview Continued



Overview Continued

| Order ▼ | Image ↕ | Name ↕ | Class ↕ | Type ↕ | Initial Cost ↕ | Initial Cost (Sci) ↕ | Ascend ↕ | Ascend 2 ↕ | Ascend 3 ↕ |
|------------|------------|----------------------------|------------|-----------|----------------------|----------------------------|-------------|------------------|------------------|
| 21 | | Boomoh Doctor | | | 19.667ac | 1.9667E+22 | 19,800 | 47,800 | 76,600 |
| 22 | | Dex-1000 | | | 1.77ad | 1.77E+24 | 20,600 | 48,600 | 77,400 |
| 23 | | The Great Madame Cass | | | 354.0ad | 3.54E+26 | 21,400 | 49,400 | 78,200 |
| 24 | | Lala Quickshot | | | 141.6ae | 1.416E+29 | 22,200 | 50,200 | 79,000 |
| 25 | | Aya the Lightning Violet | | | 155.76af | 1.5576E+29 | 23,000 | 51,000 | 79,800 |
| 26 | | Lady Lucy the Night Caster | | | 6.853ah | 6.8534E+36 | 23,800 | 51,800 | 80,600 |
| 27 | | Jazz Rockerfellow | | | 24.124aj | 2.4124E+43 | 24,600 | 52,600 | 81,400 |
| 28 | | Maple the Autumn Guardian | | | 6.793am | 6.7933E+51 | 25,400 | 53,400 | 82,200 |
| 29 | | Kin the Puffy Beast | | | 15.304ap | 1.5304E+61 | 26,200 | 54,200 | 83,000 |
| 30 | | Princess Titania of Fay | | | 2.758at | 2.7581E+72 | 27,000 | 55,000 | 83,800 |

| Order ▼ | Image ↕ | Name ↕ | Class ↕ | Type ↕ | Initial Cost ↕ | Initial Cost (Sci) ↕ | Ascend ↕ | Ascend 2 ↕ | Ascend 3 ↕ |
|------------|------------|-----------------------------|------------|-----------|----------------------|----------------------------|-------------|------------------|------------------|
| 31 | | Miki the Graceful Dancer | | | 3.977ax | 3.9767E+84 | 27,800 | 55,800 | 84,600 |
| 32 | | Mina the Priestess of Light | | | 4.587bb | 4.5868E+96 | 28,600 | 56,600 | 85,400 |
| 33 | | Yzafa the Fearsome Bandit | | | 2.645bf | 2.6453E+108 | 29,400 | 57,400 | 86,200 |
| 34 | | Zolom Blaster, Space Hunter | | | 762.76bj | 7.6279E+122 | 30,200 | 58,200 | 87,000 |
| 35 | | Finn the Funny Guard | | | 40.00bn | 4.00e133 | 31,000 | 59,000 | 87,800 |
| 36 | | Nohni the Spearit | | | 40.00bu | 4.00e154 | 31,800 | 59,800 | 88,600 |
| 37 | | Damon of the Darkness | | | 400.00cb | 4.00e176 | 32,600 | 60,600 | 89,400 |

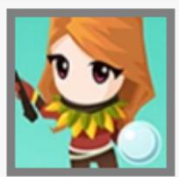
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Hero List

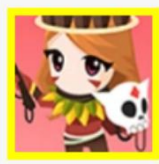
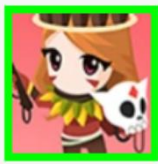
When Heroes reach a certain level they unlock passive abilities.



Maya Muerta the Wathcer



| No. | Class | Area |
|--------------|--------------------|----------------|
| 1 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 30 | 30 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 3,800 | 33,400 | 62,200 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|---------------------|-------------------------------|--------|------------------|
| 20 | Power Burst | Critical Damage | x1.1 | x1.21 |
| 60 | Toxic Gift | Critical Chance | +0.1% | +0.2% |
| 100 | Deathly Pursuit | Chesterson Gold | x1.1 | x1.21 |
| 200 | Cursed Scroll | Chesterson Chance | +0.1% | +0.2% |
| 500 | Unholy Book | Mana Capacity | +3 | +6 Mana Capacity |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Harmony Explosion | Tap Damage from Heroes | +0.01% | +0.02% |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Possessed Spirit | All Damage | x1.3 | x1.69 |
| 3,000 | Hollow Crux | Boss Gold | x1.4 | x1.96 |
| 4,000 | Ring of Destruction | All Hero Damage | x1.5 | x2.25 |
| 6,000 | Orb of Ashes | All Gold | x2 | x4 |

Lore

"Maya Muerta the Watcher is the blessed child of the Goddess of Death. Her powers grow stronger in times of great strife but, as of late, they have begun to grow uncontrollably. Due to her irrepressible power, Maya spends her time meditating in order to ensure that she does not harm those around her. Maya, through her deep connection to her mother, would act as a prophetess of the Goddess and often receive visions from her. The Goddess manifested herself through Maya's dreams until one night, as a grave prophecy was unfolding before her, the Goddess' voice was silenced. Even though she was the Guardian of her village, Maya was forced to leave when the power in her wand became frenzied and insurgent. Unable to return to her home, Maya wandered the land aimlessly, fearing she would never again have the Goddess' voice to guide her. One day, while asleep, she heard a soft, gentle voice whisper, "The **greet seer***, find her." Whoever this seer was, Maya knew that it was her only hope to regain control of her powers and once again hear the voice of her goddess. Perhaps, after this meeting, she could finally go home..."

*note: **Great Seer** is "The Great Madame Cass" Hero

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Hero List

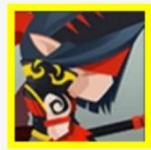
When Heroes reach a certain level they unlock passive abilities.



Zato the Blind Staff Master



| No. | Class | Area |
|--------------|--------------------|----------------|
| 2 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 180 | 180 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 4,600 | 34,200 | 63,000 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|---------------------|-------------------------------|-------|--------------|
| 20 | Daredevil's Barrage | Chesterson Gold | x1.1 | x1.21 |
| 60 | Quick Thrash | Chesterson Chance | +0.1% | +0.2% |
| 100 | Hypnotize | Critical Damage | x1.1 | x1.21 |
| 200 | The Staff's Path | Critical Chance | +0.1% | +0.2% |
| 500 | Blind Power | Basic Titan Gold | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Charge of Revenge | Mana Capacity | +4 | +8 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Fury Dab | All Gold | x1.3 | x1.69 |
| 3,000 | Heartstriker | All Damage | x1.4 | x1.96 |
| 4,000 | Double Swipe | All Hero Damage | x1.5 | x2.25 |
| 6,000 | Hurricane Sword | Boss Gold | x2 | x4 |

Lore

Zato the Blind Staff Master tirelessly spends his days training and perfecting his mastery of the staff. Though he cannot see, many have witnessed him eliminate hoards of enemies in the blink of an eye. His movements are as deadly as they are precise. Zato began practicing the art of the staff when he was a young boy and continued to perfect his craft as he grew older. Then one fateful day, while trading at the local market in town, hundreds of Titans descended from the sky forcing Zato to rush to defend his village. When he returned, nothing remained. He called out into the rubble for his family but was met with only silence. Filled with anger, he grabbed his staff and lashed out at the remaining Titans. Zato furiously battled the invaders, but with every Titan he defeated, another took its place, crushing his hopes of defeating them alone. Zato refused to accept his defeat. As the largest Titan loomed over him he cried out to the heavens, battered and exhausted, for a chance to avenge his family. In a flash of blinding light, the Titan fell to the ground and his vision faded into black. "You have fought well," said a voice. "Take this gift, there is more work to be done." Zato awoke with only darkness to greet him. His senses began to flood with information; the feel of the wind brushing his face, the faint crackling sound of every ember in the distance and the slow, calm beat of his heart. There, in the silence, Zato vowed that he would make use of this gift, and tirelessly train to one day avenge his family.

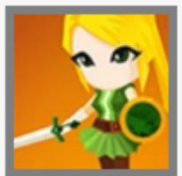
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Hero List

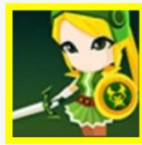
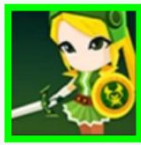
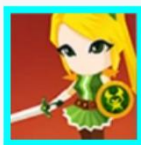
When Heroes reach a certain level they unlock passive abilities.



Sophia, Champion of Swords



| No. | Class | Area |
|--------------|--------------------|----------------|
| 3 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 800 | 800 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 5,400 | 35,000 | 63,800 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|--------------------|-------------------------------|-------|--------------|
| 20 | Thwart | Tap Damage | x1.1 | x1.21 |
| 60 | Battle Heart | Tap Damage | x1.1 | x1.21 |
| 100 | Diamond Block | Tap Damage | x1.1 | x1.21 |
| 200 | Champion Shield | Tap Damage | x1.1 | x1.21 |
| 500 | Dynamic Hit | Tap Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Quick Reflex | Critical Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Sword House Strike | Critical | x1.3 | x1.69 |
| 3,000 | Royal Seal | Critical Damage | x1.4 | x1.96 |
| 4,000 | United Arms | Critical Damage | x1.5 | x2.25 |
| 6,000 | Trinity's Power | Critical Damage | x2 | x4 |

Lore

Sophia, Champion of Swords is a loyal servant of the House of Swords. Cold and calculated, she carries out the King and Queen's bidding as quickly and efficiently as possible. The royals of the House of Swords wish for the unification of the four Houses - Cups, Coin, Staves and Swords - to combat the Titans and their ever-increasing strength. Sophia was sent out with orders not to return home until she was able to gain the support of the other royal houses. In this time of great despair, the King and Queen of Swords know that no matter how strong and powerful their house may be, the divided people of the Arcanas could not survive for much longer. In order to prove her strength, and the sincerity of her people's wish for unity, Sophia must retrieve the orbs of Earth, Water and Fire and offer them to the houses as a token of peace. These orbs are the Arcanas greatest treasure and are guarded by the strong magic in the darkest depths of the realm. As the prophecy states: to find the orbs, Sophia must first find the beast who breathes fire to light the way.

04

Hero List

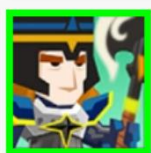
When Heroes reach a certain level they unlock passive abilities.



Lance, Knight of Cobalt Steel



| No. | Class | Area |
|--------------|--------------------|----------------|
| 4 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 4.0K | 4.0K | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 6,200 | 35,800 | 64,600 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|----------------------|-------------------------------|-------|--------------|
| 20 | King's Strength | Melee Hero Damage | x1.1 | x1.21 |
| 60 | Brute Force | Melee Hero Damage | x1.1 | x1.21 |
| 100 | Honourable Awakening | Melee Hero Damage | x1.1 | x1.21 |
| 200 | The Cobalt Shield | Melee Hero Damage | x1.1 | x1.21 |
| 500 | Victor's Circle | Melee Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Honor's Strike | All Hero Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Stomping Power | All Damage | x1.3 | x1.69 |
| 3,000 | Hammer of Prestige | All Hero Damage | x1.4 | x1.96 |
| 4,000 | Power of Loyalty | All Damage | x1.5 | x2.25 |
| 6,000 | Alexander's Agony | All Hero Damage | x2 | x4 |

Lore

Lance, Knight of Cobalt Steel served as a knight of the Royal Guard in King Alexander's army when the invasion from the north began. Chosen by King Alexander to lead the defence and repel the invaders from the cold country, his goal was to protect the land of Cobalt at all costs. Lance is fearless, even in the face of death itself. He longs for the chance to once again do battle with his mortal enemy, the **leader of the army*** that foolishly dares to invade his home. Believing that death in battle is the greatest honour a warrior can achieve, Lance pours his heart and soul into every duel. Lance longs for the sweet taste of victory and tirelessly seeks the glory found only after a long, hard-fought battle. Lance now wanders the lands alone, endlessly searching for the brave soldiers who disappeared defending the King, and the Titans that now hold his King prisoner. Lance has been forced to swallow his pride and join forces with his sworn enemy, the "Frost Demon," to fight their common enemy and rescue their people.

***note the leader of the army is "Gulbrand the Destroyer" Hero**

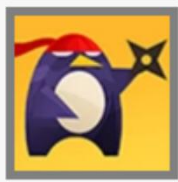
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Hero List

When Heroes reach a certain level they unlock passive abilities.



Pingo of the Tori



| No. | Class | Area |
|--------------|--------------------|----------------|
| 5 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 28.0K | 28.0K | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 7,000 | 36,600 | 65,400 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|-----------------|-------------------------------|-------|--------------|
| 20 | Quick Shot | Mana Capacity | +3 | +6 |
| 60 | Eagle Throw | Mana Capacity | +3 | +6 |
| 100 | Paralyze | Mana Capacity | +3 | +6 |
| 200 | Star Barrage | Mana Capacity | +3 | +6 |
| 500 | Blindside | Mana Capacity | +3 | +6 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Shuriken Strike | Mana Regeneration | +0.2 | +0.4 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Flare | Mana Regeneration | +0.2 | +0.4 |
| 3,000 | Flying Frenzy | Mana Regeneration | +0.3 | +0.6 |
| 4,000 | Slip and Slide | Mana Regeneration | +0.3 | +0.6 |
| 6,000 | Memory of Home | Mana Regeneration | +0.5 | +1.0 |

Lore

Pingo is the quick and deadly champion of the Tori Clan. Pingo trains constantly so that his small stature will not hinder his ability to fight. After learning all that he could, he left his home in search of new techniques to further evolve and perfect his unique fighting style. Pingo was first discovered outside of the Tori Clan's doors when he was just a small hatchling. Taking pity on the small penguin, the Clan decided to raise Pingo as their own and train him in the Tori Clan's traditional martial arts style. Although he was shorter and stumper than the typical birds born to the clan, he was able to hone his skills and even surpass many of the Tori Clan's most promising young birds. As he continued to study and train, Pingo soon surpassed his teachers' skills. However, Pingo knew that there was still so much more for him to learn and he yearned to improve upon the arts that the Tori Clan had taught him. When his training was complete, the Elder Birds told him that he must travel and train in the vastness of the outside world. So Pingo set out on the first of many adventures, and on one of these adventures, formed an unlikely friendship with a **bear*** and another bird.

***note: bear is "Lil' Ursa" Hero**

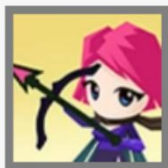
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Hero List

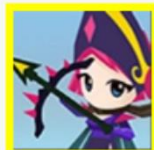
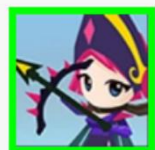
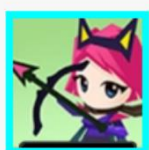
When Heroes reach a certain level they unlock passive abilities.



Rosabella Bonnie Archer



| No. | Class | Area |
|--------------|--------------------|----------------|
| 6 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 224.0K | 224.0K | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 7,800 | 37,400 | 66,200 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|----------------|-------------------------------|-------|--------------|
| 20 | Golden Arrow | Boss Gold | x1.1 | x1.21 |
| 60 | Leader's Bow | Boss Gold | x1.1 | x1.21 |
| 100 | Acute Senses | Boss Gold | x1.1 | x1.21 |
| 200 | Eagle Eye | Boss Gold | x1.1 | x1.21 |
| 500 | Ready | Boss Gold | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Aim | All Hero Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Fire! | All Damage | x1.3 | x1.69 |
| 3,000 | Targeted Enemy | All Hero Damage | x1.4 | x1.96 |
| 4,000 | Divine Pursuit | All Damage | x1.5 | x2.25 |
| 6,000 | Venomous Shot | All Hero Damage | x2 | x4 |

Lore

Rosabella Bonnie Archer is known as the Rose of the Sea. The self-proclaimed Queen of the Sea will take bloody contracts from the highest bidder as long as the cause is just. Rosabella's refusal to hurt anyone innocent is considered one of her greatest strengths by the people of the small town she rules. Her disgust for hurting the innocent stems from her **adopted father***, a famed pirate of the seas. One night, the old pirate ended up on shore in pursuit of a Titan that destroyed his ship. There was no sign of the Titan, but he heard a faint cry coming from a mound of sand. To his surprise, a small baby had washed up on shore. He decided to take her in and raise her as his own. Growing up on a pirate ship, she learned to fight for herself and was taught the ropes of pirate life from her dear old dad. Even though he was a pirate, he impressed on her that she should spend her life trying to "take gold and save the lives," and not the opposite. Wishing to make a name for herself, just as her father did, Rosabella left her father's pirate crew and set off to chart her own path in the world. Before she left, her father gave her a necklace with a small sword etched into the center. She had been wearing it the night he had found her. Rosabella would take her necklace, the only link to her **birth family****, and use her knowledge of the high seas to track them down and discover why they were separated.

***note: adopted father is "captain Davey Cannon" Hero **note: birth family is "Cosette, Jewel of House Sabre" Hero**

04

Hero List

When Heroes reach a certain level they unlock passive abilities.



Gulbrand the Destroyer



| No. | Class | Area |
|--------------|--------------------|----------------|
| 7 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 2.688M | 2.688M | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 8,600 | 38,200 | 67,000 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|--------------------|-------------------------------|-------|--------------|
| 20 | Frozen Blade | Chesterson Gold | x1.1 | x1.21 |
| 60 | Harden | Chesterson Gold | x1.1 | x1.21 |
| 100 | Merciless Blunder | Chesterson Gold | x1.1 | x1.21 |
| 200 | Terror Shock | Chesterson Gold | x1.1 | x1.21 |
| 500 | Icy Plague | Chesterson Gold | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Armor Strike | All Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Glare of Agony | Chesterson Gold | x1.3 | x1.69 |
| 3,000 | Gruesome Sword | All Damage | x1.4 | x1.96 |
| 4,000 | Dark Nightmare | Chesterson Gold | x1.5 | x2.25 |
| 6,000 | Destroyer's Thrash | All Damage | x2 | x4 |

Lore

Gulbrand the Destroyer travelled far from the cold country, in search of a new land to claim for his nomadic people. Gulbrand will use his destructive blade to raze the land and drive out its inhabitants, creating a new home for his warrior tribe. He is known by many names across the lands. "Some call him "Frost Demon", while others say "Ice Giant", but in this land they simply call him, "Invader." **The warriors of this land*** are flashy, loud and arrogant, but it does not save them on the battlefield. Their blood would run ice cold from fear of the Invader. The soothsayers had told Gulbrand of this land, that it was fertile and would lead to an age of prosperity for their people. He planned to make this their permanent home and put an end to the long, hard travel that his people are forced to constantly endure. Gulbrand's raiding parties were prepared to strike from all angles and, with superior tactics, would have the advantage. This, however, was before tragedy struck. Gulbrand watched as his people were torn from him by a colossal, grinning Titan. Gulbrand now carries on as his people always have, forced into an alliance with the very people whose homeland he planned to take for his own.

***note: warriors of this land is "Lance, Knight of Cobalt Steel" Hero**

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Hero List

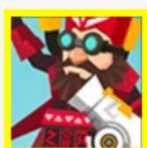
When Heroes reach a certain level they unlock passive abilities.



Captain Davey Cannon



| No. | Class | Area |
|--------------|--------------------|----------------|
| 8 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 21.504M | 21.504M | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 9,400 | 39,000 | 67,800 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|--------------------|-------------------------------|-------|--------------|
| 20 | Neutron Cannon | Ranged Hero Damage | x1.1 | x1.21 |
| 60 | Father's Strength | Ranged Hero Damage | x1.1 | x1.21 |
| 100 | Tremor | Ranged Hero Damage | x1.1 | x1.21 |
| 200 | Pirate's Booty | Ranged Hero Damage | x1.1 | x1.21 |
| 500 | Electron Modulator | Ranged Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Cluster Bomb | All Gold | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Energy Absorb | Boss Gold | x1.3 | x1.69 |
| 3,000 | Merciless Beam | Basic Titan Gold | x1.4 | x1.96 |
| 4,000 | Spite Of Scurvy | Chesterson Gold | x1.5 | x2.25 |
| 6,000 | Captain's Command | All Gold | x2 | x4 |

Lore

Captain Davey Cannon is the greatest pirate to ever have sailed the high seas. The special cannon that he carries on his back has famously taken out many a fearsome Titan. It is said that Captain Davey designed it after fighting a strange Titan that was impervious to harm from his blade. Terrified by his fight with the seemingly invulnerable beast, he spent hours crafting and perfecting a weapon that would obliterate any foe. His mind often wanders back to that dreaded Titan all those years ago, and worries for the safety of his **only daughter*** who sails the seas in search of answers. The Captain is terrified by the thought of that beastly monster running into his daughter on her journey, dragging her away into the depths of the ocean, while he is unable to protect her. Captain Davey obsesses day and night in search of the dreaded creature, to find and destroy it before it gets to his most precious treasure.

***note: only daughter is "Rosabella Bonnie Archer" Hero**

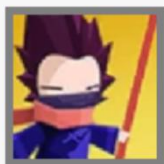
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Hero List

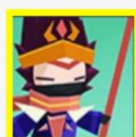
When Heroes reach a certain level they unlock passive abilities.



Rhys Mage of Order Evetga



| No. | Class | Area |
|--------------|--------------------|----------------|
| 9 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 236.54M | 236.54M | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 10,200 | 39,800 | 68,600 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|-------------------|-------------------------------|-------|--------------|
| 20 | Wither | Melee Hero Damage | x1.1 | x1.21 |
| 60 | Fire Flare | Melee Hero Damage | x1.1 | x1.21 |
| 100 | Evasion | Melee Hero Damage | x1.1 | x1.21 |
| 200 | Fury Meteor | Melee Hero Damage | x1.1 | x1.21 |
| 500 | Savior's Presence | Melee Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Spell of Golds | All Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Bending Time | All Hero Damage | x1.3 | x1.69 |
| 3,000 | Solar Call | Critical Damage | x1.4 | x1.96 |
| 4,000 | Suppress | Tap Damage | x1.5 | x2.25 |
| 6,000 | Ancient Hurricane | All Damage | x2 | x4 |

Lore

Rhys, Mage of Order Evetga is a quiet and observant boy. Although meek and easily frightened, he was allowed into the Order due to the immense magical power that lies dormant within him. When fueled by his emotions, he is able to harness an incredible amount of magical energy without exhausting himself. This untapped potential only manifests itself in times of dire need, and terrible danger. The goal of the Order was to help Rhys unlock his true potential and control these dangerous abilities, but they had failed to achieve success in their endeavour. The high elders of the Order have decided to allow Rhys to travel outside the academy in hopes that in the vastness of their world, he will find someone, or something, that will teach him what they could not. Rhys, though fearful, will always try his best to do the right thing. He hopes to find great and powerful spellcasters to study under and train with in order to hone his abilities.

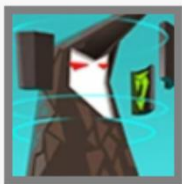
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Hero List

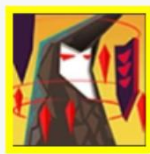
When Heroes reach a certain level they unlock passive abilities.



Keonus, Bringer of Judgement



| No. | Class | Area |
|--------------|--------------------|----------------|
| 10 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 1.892B | 1.892B | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 11,000 | 40,600 | 69,400 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|---------------------|-------------------------------|-------|--------------|
| 20 | Totem Blight | Spell Hero Damage | x1.1 | x1.21 |
| 60 | Anger of the Awoken | Spell Hero Damage | x1.1 | x1.21 |
| 100 | Intimidate | Spell Hero Damage | x1.1 | x1.21 |
| 200 | Ancient Torpedo | Spell Hero Damage | x1.1 | x1.21 |
| 500 | Wrath of the Awoken | Spell Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Dominate | All Gold | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Doomed Sun | All Hero Damage | x1.3 | x1.69 |
| 3,000 | Angry Slumber | All Gold | x1.4 | x1.96 |
| 4,000 | The Apocalypse | All Hero Damage | x1.5 | x2.25 |
| 6,000 | Might of Gods | All Gold | x2 | x4 |

Lore

Kronus was created by a primordial being and granted the power of the gods. He is a large, shape-changing mass capable of taking any form and his raw strength and power are unmatched. Kronus, due to his dangerous and godly power, was forced into a magical slumber and buried deep underground. After thousands of years, Kronus began to sense an ominous disturbance above ground. As his earthly prison violently groaned and shook, Kronus was wrenched from his magical slumber, and his powerful red eyes flashed open to search for the cause of his awakening. Slowly, Kronus felt his powers return and broke one of the sigils that was created to imprison him deep within the earth. Using only a fraction of his immense power, Kronus broke the remaining seals and erupted from the earth to roam the land in search of what awoke him and then thank and destroy it. It was time to once again bring balance to the land.

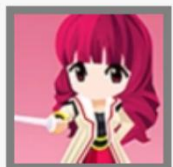
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Hero List

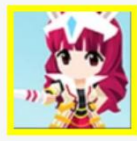
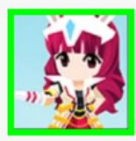
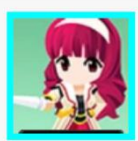
When Heroes reach a certain level they unlock passive abilities.



Cosette, Jewel of House Sabre



| No. | Class | Area |
|--------------|--------------------|----------------|
| 11 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 9.462B | 9.462B | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 11,800 | 41,400 | 70,200 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|---------------------|-------------------------------|-------|--------------|
| 20 | Tiger Blade | Tap Damage | x1.1 | x1.21 |
| 60 | Sharpen | Tap Damage | x1.1 | x1.21 |
| 100 | Essence of Fury | Tap Damage | x1.1 | x1.21 |
| 200 | Fanuky's Blessing | Tap Damage | x1.1 | x1.21 |
| 500 | Grand Aura | Tap Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Honourable Berserk | All Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Heart Of Gold | Chesterson Gold | x1.3 | x1.69 |
| 3,000 | Knowledge of Blades | All Damage | x1.4 | x1.96 |
| 4,000 | Soothe | Chesterson Gold | x1.5 | x2.25 |
| 6,000 | Oathkeeper | All Damage | x2 | x4 |

Lore

Cosette is the fiery-tempered daughter of the Sabre family, sole heir to the Sabre legacy. Quick with her blade - and even quicker to draw it against her enemies - she is known for thoughtlessly rushing into battle when innocent lives are in danger. One day, Cosette was instructed to read through the Sabre family records in the library to learn about their rich history and noble past. Cosette discovered that, strangely, all of the most recent records spoke of the Sabre family's "daughters." Cosette decided to confront her parents about what she found and, unable to hide the truth from their daughter, they broke down and told her of her **twin sister***. On the night of their birth, her sister vanished from her crib in the dead of night, never to be seen again. Cosette decided that she would embark on a journey to find her long-lost twin sister and bring her home. This would prove to be no easy task, as the Sabre family had gone through great lengths to conceal this kidnapping, as not to bring scandal upon the house's great name. Her search continued unsuccessfully until she received a mysterious letter, urging her to travel to the shady Smugglers' Port in the east. Cosette journeys to the port but just as she reaches the town, a hail of arrows flies towards her, cutting off her path. Enraged at such an attack, she shouts a challenge to her attacker and a fight ensues. After a few lightning quick parries and flourishes, both combatants stand rigid, sword and daggers pressed against each other's throats. The stranger laughs in apology and applauds Cosette's performance in the duel. At this standoff, the two realize that they are both in need of an ally and their combined skills could be useful in a place like the port.

***note: twin sister is "Rosabella Bonnie Archer" Hero**

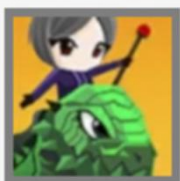
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Hero List

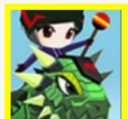
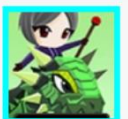
When Heroes reach a certain level they unlock passive abilities.



Kiki the Dragon Rider



| No. | Class | Area |
|--------------|--------------------|----------------|
| 12 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 85.156B | 85.156B | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 12,600 | 42,200 | 71,000 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|-----------------|-------------------------------|-------|--------------|
| 20 | Swift Strike | Spell Hero Damage | x1.1 | x1.21 |
| 60 | Rebirth | Spell Hero Damage | x1.1 | x1.21 |
| 100 | Dragon's Breath | Spell Hero Damage | x1.1 | x1.21 |
| 200 | Slash | Spell Hero Damage | x1.1 | x1.21 |
| 500 | Soul Morph | Spell Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Scaly Shield | All Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Heavy Claw | All Gold | x1.3 | x1.69 |
| 3,000 | Double-Team | All Damage | x1.4 | x1.96 |
| 4,000 | Shockwave | All Gold | x1.5 | x2.25 |
| 6,000 | Magical Crux | All Damage | x2 | x4 |

Lore

Kiki the Dragon Rider was born to ride untamable beasts. She is the first human to befriend the terrifying dragons, gaining their respect and allowed to ride atop one. One usually-menacing dragon is now a trusted steed and companion under Kiki's gentle guidance. As a child, Kiki was told to stay away from the deadly dragons that resided in the Dragon Clearing, but she would still secretly slip away in the mornings to watch the majestic creatures from afar. Kiki was always amazed seeing these legendary creatures walking right before her very eyes, so she would hide behind large rocks while watching them and dreamed of one day befriend them all. One morning, while walking through the Emerald Forest, Kiki stumbled upon a strange oval-shaped rock on the ground. Curious, she picked it up and examined its oddly smooth surface. Her eyes widened and she let out a sharp squeal when she realized what she had found. Kiki held in her hands a dragon egg. Panicked, she made a bonfire and placed the egg in the center, keeping the flame burning strong for several hours. Later that day, Kiki watched in amazement as a baby dragon emerged from the egg, untouched by the flames that danced around it. That day and every day after, she cared for the dragon and loved it with all her heart. She dubbed her tiny, winged treasure, Jade. Kiki could tell that Jade liked her new name and as the hatchling grew, she began responding to Kiki's calls and showing off with tricks. As Jade grew larger, Kiki was able to escape to the sky on the back of her dragon, just as she had always dreamed. Kiki and Jade decided to leave their home to learn more about each other and in search for other dragon riders.

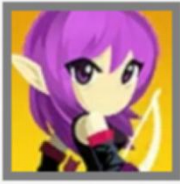
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Hero List

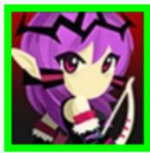
When Heroes reach a certain level they unlock passive abilities.



Maddie, Shadow Thief



| No. | Class | Area |
|--------------|--------------------|----------------|
| 13 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 851,56B | 851,56B | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 13,400 | 43,000 | 71,800 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|---------------------|-------------------------------|-------|--------------|
| 20 | Trick Shot | Ranged Hero Damage | x1.1 | x1.21 |
| 60 | Hunter's Hit | Ranged Hero Damage | x1.1 | x1.21 |
| 100 | Rain Maker | Ranged Hero Damage | x1.1 | x1.21 |
| 200 | Spin Out | Ranged Hero Damage | x1.1 | x1.21 |
| 500 | Light Bow | Ranged Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Decoy Arrow | All Hero Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Gift of Percision | All Gold | x1.3 | x1.69 |
| 3,000 | Swift Illusion | All Hero Damage | x1.4 | x1.96 |
| 4,000 | Call of the Shadows | All Gold | x1.5 | x2.25 |
| 6,000 | Midnight Barrage | All Hero Damage | x2 | x4 |

Lore

Maddie is a trickster and thief from the Nyx Forest. She is adept at manipulating the shadows and can release a hail of arrows from her bow to trap hapless victims and relieve them of their valuables. Maddie belongs to an ancient race of elves, hidden away in the forest and long forgotten. The elves were proud hunters, once known for their amazing skill and agility. Like all of her people, Maddie discovered at a young age that she was drawn to the shadows. When she concentrated, she could mold the darkness as she needed, bending it to her will. Over time, the elves began to notice something strange. It was as if the Nyx Forest itself was becoming sick. The Elders rushed to find the cause of the infection, and soon discovered that a foul horde of Titans was destroying the delicate balance of their ecosystem. The forest began to turn toxic, filling those who dwelled within it with the very same sickness that the Titans had brought. The Elders knew that the only cure would be to bring together the three sacred artifacts that had been scattered to far-off lands. Maddie, willing to do anything to save the forest, left her home in search of the sacred artifacts. Using all of her skills to survive in the strange lands outside of the forest, she would let nothing and no one stop her from saving her home.

04

Hero List

When Heroes reach a certain level they unlock passive abilities.



Beany Sprout the 1st



| No. | Class | Area |
|--------------|--------------------|----------------|
| 14 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 15.328T | 15.328T | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 14,200 | 43,800 | 72,600 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|-------------------|-------------------------------|-------|--------------|
| 20 | Sprout | Mana Capacity | +3 | +6 |
| 60 | Nature's Disguise | Mana Capacity | +3 | +6 |
| 100 | Solar Vision | Mana Capacity | +3 | +6 |
| 200 | Flower Power | Mana Capacity | +3 | +6 |
| 500 | Fury of the Bean | Mana Capacity | +3 | +6 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Gaia's Grenade | Fairy Gold | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Sunny Side Up | All Gold | x1.3 | x1.69 |
| 3,000 | Brave Little Bean | Boss Gold | x1.4 | x1.96 |
| 4,000 | Emerging Power | All Gold | x1.5 | x2.25 |
| 6,000 | Bloom | Boss Gold | x2 | x4 |

Lore

Beany Sprout the 1st is the first plant able to speak and communicate with humans in over 1,000 years. Though the circumstances of his birth and evolution is unknown, Beany continues to grow with every new person he meets. Beany lived in the Garden of Eden and, while it was beautiful, Beany grew bored of just sitting in the sun all day. It felt like if he stayed any longer, he was going to grow roots! Like the inquisitive sprout that he was, Beany decided to make like a tree and leave. So Beany said goodbye to the garden and set off in search of adventure. Unfortunately for Beany, the adventures were not always fun and the outside world was full of scary, terrible creatures. The leaves on Beany's head wilted a little after every scare; Beany would need to grow stronger if he were to survive. He wanted to be brave, and needed some bite to match his bark! Beany soon realized that he missed the Garden of Eden and the **friendly gardener*** who always played with him. To combat his loneliness, Beany decided that his new quest would be to find another friend.

***note: friendly gardener is "Saje the Garden Keeper" Hero**

04

Hero List

When Heroes reach a certain level they unlock passive abilities.



Sawyer the Wild Gunslinger



| No. | Class | Area |
|--------------|--------------------|----------------|
| 15 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 183.94T | 183.94T | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 15,000 | 44,600 | 73,400 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|------------------|-------------------------------|-------|--------------|
| 20 | Barrel Charge | Tap Damage | x1.1 | x1.21 |
| 60 | Sheriff's Honour | Tap Damage | x1.1 | x1.21 |
| 100 | Trigger Happy | Tap Damage | x1.1 | x1.21 |
| 200 | Bite the Bullet | Tap Damage | x1.1 | x1.21 |
| 500 | Relentless Fire | Tap Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Dire Shooter | All Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Clear Shot | Chesterton Gold | x1.3 | x1.69 |
| 3,000 | Ace-High Shooter | All Damage | x1.4 | x1.96 |
| 4,000 | Ambush | Chesterton Gold | x1.5 | x2.25 |
| 6,000 | Head Shot | All Damage | x2 | x4 |

Lore

Sawyer the Wild Gunslinger is a foul-mouthed gunman with an itchy trigger finger. Known for doing the right thing but in the wrong way, his actions are often characterized as shady despite having good intentions. Sawyer tends to get on the wrong side of the law, and the even wronger side of most people's guns. Growing up in a small town, he dreamed of being a sheriff and helping to rid the town of riff-raff and bandits. Eventually Sawyer travelled to the big city to join the local law enforcement. A bigger city meant bigger criminals, and an even bigger name for Sawyer. He soon realized, however, that doing things by the book was getting him nowhere when it came to helping people. Always scolded by his superiors, he decided to start shooting first and apologize later. Fed up with his behavior, the city wanted him out and tasked him with finding a man known for his expert swordsmanship that went missing on a case. He was called the lightning something, something or other... Sawyer couldn't remember the rookie's name for the life of him. All he had was a picture and the place he was last spotted so he figured it would be a simple assignment.

04

Hero List

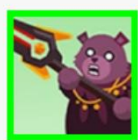
When Heroes reach a certain level they unlock passive abilities.



Lil' Ursa



| No. | Class | Area |
|--------------|--------------------|----------------|
| 16 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 1.679aa | 1.6787E+15 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 15,800 | 45,400 | 74,200 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|-----------------------|-------------------------------|-------|--------------|
| 20 | Bear Claw | Mana Regeneration | +0.2 | +0.4 |
| 60 | Charm | Mana Regeneration | +0.2 | +0.4 |
| 100 | Strengthen | Mana Regeneration | +0.2 | +0.4 |
| 200 | Brute Berserk | Mana Regeneration | +0.2 | +0.4 |
| 500 | Rest | Mana Regeneration | +0.2 | +0.4 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Ursa Major's Blessing | Mana Capacity | +5 | +7.5 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Fearful Tremor | Mana Capacity | +10 | +12 |
| 3,000 | Bear Justice | Mana Capacity | +12 | +15 |
| 4,000 | Emerald of Beasts | Mana Capacity | +15 | +20 |
| 6,000 | Agonize | Mana Capacity | +30 | +35 |

Lore

Lil' Ursa is a ferociously cute bear who was considered the runt of the litter. Lil' Ursa dreams of one day being the bear that reclaims the homeland of the Great Bear race. When he was a young cub, mother bear would tell him the story of how the Great Bears once thrived in a beautiful and lush land. One night, the terrible Titans flooded into their homeland and the Great Bears, taken by surprise, were soon overwhelmed. The members of the Great Bear tribe fled for their lives and became scattered across the land. Ursa decided it was he who would redeem the honor of his bear people and reunite the clan. Lil' Ursa set out in search of more bears to take up his cause. He quickly found that most bears had done their best to form a new life and were too frightened to risk it all by fighting the Titans. He continued his journey nonetheless and one day, the Titans that he had escaped many years ago found him once again. This seemed like the end for Lil' Ursa, but just as he was ready to give up hope, a **small penguin*** zipped in as quick as lightning and began battling the Titans. With the help of the small, brave bird, he survived. Lil' Ursa decided that he would follow the small bird as thanks for saving his life, while continuing to find the remaining members of the Great Bear tribe.

***note: small penguin is "Pingo of the Tori" Hero**

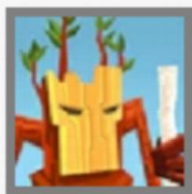
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Hero List

When Heroes reach a certain level they unlock passive abilities.



Saje the Garden Keeper



| No. | Class | Area |
|--------------|--------------------|----------------|
| 17 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 23.109aa | 23.109E+16 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 16,600 | 46,200 | 75,000 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|------------------|-------------------------------|-------|--------------|
| 20 | Genesis | Ranged Hero Damage | x1.1 | x1.21 |
| 60 | Nature's Essence | Ranged Hero Damage | x1.1 | x1.21 |
| 100 | Growth Spur | Ranged Hero Damage | x1.1 | x1.21 |
| 200 | Sun Power | Ranged Hero Damage | x1.1 | x1.21 |
| 500 | Photosynthesis | Ranged Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Stiking Leaves | Chesterson Chance | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Nurture | 10 x Gold Chance | x1.3 | x1.69 |
| 3,000 | Quick Grow | Chesterson Gold | x1.4 | x1.96 |
| 4,000 | Oak's Wrath | Boss Gold | x1.5 | x2.25 |
| 6,000 | Rooted Fury | All Gold | x2 | x4 |

Lore

Saje the Garden Keeper was once a small sapling that lived in the Garden of Eden. Saje grew from a tiny sprout to a mighty tree, and continued to grow taller and stronger every day. Soon he was able to uproot himself from the earth, free to explore the world. Saje saw his brothers and sisters growing in the garden and wished to help them, so he tended to all of the other plants and took great pleasure in his work. One day, amongst the newest seedlings born, Saje found that **one of the smallest plants*** began to speak. Saje loved listening to the little thing talk endlessly and watched it hop happily from place to place in the Garden. However, on one dewy morning Saje could not find the tiny plant and discovered that the sapling had snuck out of the Garden. Fearing for its safety, Saje immediately gave chase to look for the little plant, worried that such a young one would not survive in the outside world.

***note: one of the smallest plants is "Beany Sprout the 1st" Hero**

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Hero List

When Heroes reach a certain level they unlock passive abilities.



Wally Wat, the Magician Keeper



| No. | Class | Area |
|--------------|--------------------|----------------|
| 18 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 791.91aa | 791.91E+17 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 17,400 | 47,000 | 75,800 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|----------------------|-------------------------------|-------|--------------|
| 20 | Sorceror's Lightning | Spell Hero Damage | x1.1 | x1.21 |
| 60 | Artic Storm | Spell Hero Damage | x1.1 | x1.21 |
| 100 | Cavern Doom | Spell Hero Damage | x1.1 | x1.21 |
| 200 | Ice Barrage | Spell Hero Damage | x1.1 | x1.21 |
| 500 | Call of Light | Spell Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Council's Curse | All Gold | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Sudden Pierce | Boss Gold | x1.3 | x1.69 |
| 3,000 | Petrify | All Gold | x1.4 | x1.96 |
| 4,000 | Evade | Boss Gold | x1.5 | x2.25 |
| 6,000 | Power Rebirth | All Gold | x2 | x4 |

Lore

Wally, a powerful magician, once performed spells that could destroy entire cities. However, due to Wally's arrogance with these powers, half of his strength was sealed away by the Great Council. Wally was further sentenced to travel the land and perform good deeds to fuel the magical jewel embedded into his staff. Teased by young magicians of one town, Wally made the brash decision of attempting to perform a forbidden dark spell to prove his strength to the hecklers. Wally only made it half way through the incantation before a member of the Great Council stopped him. For his actions, Wally would be tried by the Council an almost assuredly punished for them. When asked his excuse for engaging in forbidden magic, Wally defensively lied that he was merely trying to banish a creature that another magician had summoned as a spectacle. The council, angered by his arrogance, decided upon a punishment that would teach Wally some much-needed humility. In the months afterwards, Wally continued to travel the land, once again performing small good deeds. However, Wally found that no matter how many good deeds he performed, the jewel on the staff would not change. While resting in a small village one day, an **injured bear*** broke through the wall of his hut, holding a small, **unconscious bird*** and calling for help. Wally, though confused, healed the peculiar pair, hoping to fill the jewel. After they had recovered, the two apologized for the intrusion and told Wally that they would be on their way. Wally, concerned for the health of the two creatures, decided to follow them in case they got themselves into even worse trouble. Unbeknownst to him, the jewel in his staff glimmered with a small twinkle as they set out on a new journey.

*note:injured bear is "Lil' Ursa" Hero

**note:small, unconscious bird is "Pingo of the Tori" Hero

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Hero List

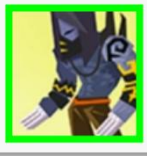
When Heroes reach a certain level they unlock passive abilities.



Jayce the Ruthless Cutter



| No. | Class | Area |
|--------------|--------------------|----------------|
| 19 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 25.555ab | 25.555E+19 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 18,200 | 47,800 | 76,600 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|------------------|-------------------------------|-------|--------------|
| 20 | Crimson Claw | Melee Hero Damage | x1.1 | x1.21 |
| 60 | Deceive | Melee Hero Damage | x1.1 | x1.21 |
| 100 | Fury Swipe | Melee Hero Damage | x1.1 | x1.21 |
| 200 | Change of Heart | Melee Hero Damage | x1.1 | x1.21 |
| 500 | iron Clasp | Melee Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Quick Grab | All Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Spark | Tap Damage | x1.3 | x1.69 |
| 3,000 | Change of Heart | All Damage | x1.4 | x1.96 |
| 4,000 | Piercing Spike | Tap Damage | x1.5 | x2.25 |
| 6,000 | Unstoppable Rage | All Damage | x2 | x4 |

Lore

Jayce the Ruthless Cutter is a deadly and unscrupulous bandit that will do anything for fame, glory and wealth. His razor sharp claws are feared by many and he is known for his love of blood and mayhem. Once in a gang of merciless bandits, Jayce craved the power that **the leader*** held, and plotted to kill him and take his place. After Jayce's attempt on the leader's life failed, he fled to a far away land to avoid ever crossing paths with the bandit leader again and face the shame of his defeat. One night while stalking his patron's chosen victim, he came upon a **frail, blind man with a walking stick****, and decided that he would make for an easy target to top off his coin purse. But that night, Jayce was defeated for a second time. In exchange for his life, Jayce swore to serve the blind man and aid him on his quest. Although Jayce despised heroics, he soon found himself enjoying his adventures and travels as a hero, saving innocent lives and no longer forced to skulk in dark alleys to live. Maybe it wasn't so bad being the good guy? Though he can never outrun his reputation or his bloody past, Jayce chooses to use his notoriety to instill fear in criminals and cutpurses alike.

*note:the leaderis is "Yzafa the Fearsome Bandit" Hero

**note:frail, blind man with a walking stick is "Zato the Blind Staff Master" Hero

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Hero List

When Heroes reach a certain level they unlock passive abilities.



The Great Pharaoh



| No. | Class | Area |
|--------------|--------------------|----------------|
| 20 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 1.311ac | 1.3111E+21 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 19,000 | 48,600 | 77,400 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|-------------------------|-------------------------------|-------|--------------|
| 20 | Rain of Frogs | Fairy Gold | x1.1 | x1.21 |
| 60 | Resurrection | Fairy Gold | x1.1 | x1.21 |
| 100 | Throne of Ra | Fairy Gold | x1.1 | x1.21 |
| 200 | Hieroglyphs of the Gods | Fairy Gold | x1.1 | x1.21 |
| 500 | Pharaoh's Wrath | Fairy Gold | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Slumber | Chesterson Gold | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Cold Plague | Chesterson Gold | x1.3 | x1.69 |
| 3,000 | Eternal Prison | Chesterson Gold | x1.4 | x1.96 |
| 4,000 | Cursed Hand | Chesterson Gold | x1.5 | x2.25 |
| 6,000 | Ancient Plague | Chesterson Gold | x2 | x4 |

Lore

The Great Pharaoh is a wise and powerful immortal who only awakens once every 200 years. A firm but kind leader, he lives amongst his people as one of their own for a century before resting once again. When the Pharaoh awoke this time around, he was shocked to find that the city he rested in had been completely abandoned. He found himself as a ruler without any subjects, in a land in no need of rule. In the city, streets and buildings were torn asunder, as if a great battle had taken place, and houses were left full of important possessions that its inhabitants were forced to abandon. The Pharaoh now travels from town to town, city to city, in search of clues that could reunite him with his people. The world he now walks in has lost its kind, gentle nature and turned into a very dangerous and unwelcoming place. At times he fears that it is too late for his people, but still finds the strength to persevere. His only hope now is to seek an audience with the **powerful royals*** that reside deep within the Sacred Forest

***note: powerful royals "Princess Titania of Fay" Hero**

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Hero List

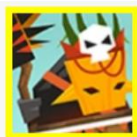
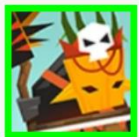
When Heroes reach a certain level they unlock passive abilities.



Boomoh Doctor



| No. | Class | Area |
|--------------|--------------------|----------------|
| 21 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 19.667ac | 1.9667E+22 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 19,800 | 49,400 | 78,200 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|----------------------|-------------------------------|-------|--------------|
| 20 | Death's Doorstep | 10xGold Chance | +0.1% | +0.2% |
| 60 | Graveyard Apprentice | 10xGold Chance | +0.1% | +0.2% |
| 100 | Enthrall | 10xGold Chance | +0.1% | +0.2% |
| 200 | Blood Blade | 10xGold Chance | +0.1% | +0.2% |
| 500 | Eternal Fear | 10xGold Chance | +0.1% | +0.2% |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Terror Telepathy | Boss Gold | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Poison | Fairy Gold | x1.3 | x1.69 |
| 3,000 | Acid Scythe | Boss Gold | x1.4 | x1.96 |
| 4,000 | Rage Pursuit | Fairy Gold | x1.5 | x2.25 |
| 6,000 | Incinerate | Boss Gold | x2 | x4 |

Lore

Boomoh Doctor awoke one night in a cold sweat, gripping his chest. Grabbing his staff, he gazed out the window of his hut and felt the looming presence of the Old One across the night sky. Made of dust and starlight, the awakening of the Old One meant that terrible evils were roaming the lands. Boomoh's tribe was created to help the Old One, but as centuries passed, many of the tribe migrated to towns and cities, eventually losing their powers. As one of the few with remaining magical abilities, Boomoh knew that it was now time to leave and fulfill his duties - Boomoh must search for the Old One to help with its fight. He walked into the next hut and took a long look at his children and grandchildren peacefully sleeping. He did not know how long he would be away from his beloved family but wanted to remember every detail of their faces before embarking on his journey. As the early signs of dawn touched the windows, he gathered his things quietly and left on his search to help the Old One restore peace to the world, while hoping to one day to see the happy faces of his family again

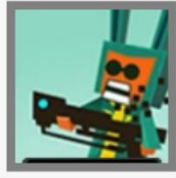
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Hero List

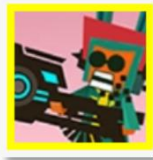
When Heroes reach a certain level they unlock passive abilities.



Dex-1000



| No. | Class | Area |
|--------------|---|---|
| 22 |  |  |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 1.77ad | 1.77E+24 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 20,600 | 50,200 | 79,000 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|---------------------|-------------------------------|-------|--------------|
| 20 | Flux Disintegrator | Critical Chance | +0.1% | +0.2% |
| 60 | Explosives Detector | Critical Chance | +0.1% | +0.2% |
| 100 | Laser Sniper | Critical Chance | +0.1% | +0.2% |
| 200 | Heavy Phase Shooter | Critical Chance | +0.1% | +0.2% |
| 500 | Detonate | Critical Chance | +0.1% | +0.2% |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Magnetize | Critical Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Decoy | All Damage | x1.3 | x1.69 |
| 3,000 | Might of Mystery | Critical Damage | x1.4 | x1.96 |
| 4,000 | Mage Rage | All Damage | x1.5 | x2.25 |
| 6,000 | Anti-Matter Blast | Critical Damage | x2 | x4 |

Lore

Dex-1000 was once a filing droid in the Metallic City. He now spends most of his time gathering data by erratically firing his new weapons with little regards for safety. When he's not piecing himself back together after an experiment, he is making a digital index of everything around him. This filing droid once worked at the great library, but accidentally stumbled into the exploration pod while scanning some books. He soon found himself flying high above the earth, rocketing away from the city. This was quite a curious predicament. Dex could only watch from the window as the actual exploration bot waved happily from the ground. Dex blankly waved back. He knew that he would not be allowed back into the city until he had collected and digitally indexed every specimen within his landing zone. With nothing but his latest prototype blaster to defend himself with, he exited the pod and headed into the world. He would begin at index 0.

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Hero List

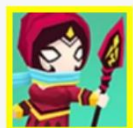
When Heroes reach a certain level they unlock passive abilities.



The Great Madame Cass



| No. | Class | Area |
|--------------|--------------------|----------------|
| 23 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 354.0ad | 3.54E+26 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 21,400 | 51,000 | 79,800 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|---------------------|-------------------------------|-------|--------------|
| 20 | Corrosive Magic | Chesterson Chance | +0.1% | +0.2% |
| 60 | Teleport | Chesterson Chance | +0.1% | +0.2% |
| 100 | Eye Of Truth | Chesterson Chance | +0.1% | +0.2% |
| 200 | Sun's Prodigy | Chesterson Chance | +0.1% | +0.2% |
| 500 | Medusa's Glare | Chesterson Chance | +0.1% | +0.2% |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Gift of Prophecy | All Gold | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Disfiguring Senses | Chesterson Gold | x1.3 | x1.69 |
| 3,000 | Haunting Magic | All Gold | x1.4 | x1.96 |
| 4,000 | Mad Hallucination | Chesterson Gold | x1.5 | x2.25 |
| 6,000 | Earthly Destruction | All Gold | x2 | x4 |

Lore

The Great Madame Cass is a powerful sorceress with eyes said to be kissed by the God of Sun himself. With her all-seeing eyes, she was chosen as the saviour that would defeat the mythical Titans who threaten to destroy the city. Undeclared in battle and trusted by the King of Yort, Madame Cass acts as both his most trusted advisor and one of his holy protectors. One day, while divining the King's future, Madame Cass is met with a terrible vision of the city ablaze. With the sight of her city in ruins at the hands of the Titans, she immediately rushes to warn the King of this grave danger. The King does everything in his power to prepare the city for the attack and selects the city's strongest warriors as champions to fight the Titans. Despite this effort, Madame Cass continues to see the same vision of her home being destroyed. She has no choice but to leave and face the Titans herself; it was the only chance for Yort to survive. Madame Cass' reputation precedes her while on her journey, and she soon finds a **talented apprentice** that seeks Cass' help to once again hear the voices in her dreams that fell silent.

***note: talented apprentice is "Maya Muerta the Watcher" Hero**

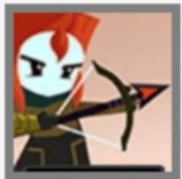
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Hero List

When Heroes reach a certain level they unlock passive abilities.



Lala Quickshot



| No. | Class | Area |
|--------------|--------------------|----------------|
| 24 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 141.6ae | 1.416E+29 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 22,200 | 51,800 | 80,600 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|----------------|-------------------------------|-------|--------------|
| 20 | One Shot | Boss Gold | x1.1 | x1.21 |
| 60 | Torpedo | Boss Gold | x1.1 | x1.21 |
| 100 | Heavenly Arrow | Boss Gold | x1.1 | x1.21 |
| 200 | Forest Crawl | Boss Gold | x1.1 | x1.21 |
| 500 | Dodge | Boss Gold | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Shadow Trap | All Hero Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Earthquake | All Damage | x1.3 | x1.69 |
| 3,000 | Meditate | Tap Damage | x1.4 | x1.96 |
| 4,000 | Sharp Shooter | Critical Damage | x1.5 | x2.25 |
| 6,000 | Heart Strike | All Hero Damage | x2 | x4 |

Lore

Lala Quickshot knows nothing about her past and sometimes feels as if her body moves on its own accord. The shot from her bow is so quick and precise that it often even catches Lala by surprise. Lala awoke one day in a strange, foreign land with nothing but her bow and quiver. Her only memories are fragmented and unclear: a palace high up in the mountains; a great battle... her people were losing; a wish... What did they mean? How did she learn how to shoot so well and how did she get to this place? As she wandered in search of answers, she began calling herself Lala when a traveller demanded her name. It was the first thing that popped into her head. Others would call her "Quickshot," due to her unmatched speed and accuracy with a bow. Lala is determined to regain her lost memories and find out the truth about her past.

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Hero List

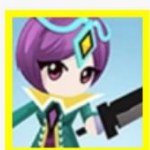
When Heroes reach a certain level they unlock passive abilities.



Aya the Lightning Violet



| No. | Class | Area |
|--------------|--------------------|----------------|
| 25 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 155.76af | 1.5576E+29 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 23,000 | 52,600 | 81,400 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|---------------------|-------------------------------|-------|--------------|
| 20 | Total Accuracy | Fairy Gold | x1.1 | x1.21 |
| 60 | Soldier's Shield | Fairy Gold | x1.1 | x1.21 |
| 100 | Battle Spirit | Fairy Gold | x1.1 | x1.21 |
| 200 | Dual Blade | Fairy Gold | x1.1 | x1.21 |
| 500 | Ancestor's Blessing | Fairy Gold | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Snake Bite | All Gold | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Infuse | Chesterson Gold | x1.3 | x1.69 |
| 3,000 | Swift Speed | All Gold | x1.4 | x1.96 |
| 4,000 | Soldier's Will | Chesterson Gold | x1.5 | x2.25 |
| 6,000 | Lightning Sword | All Gold | x2 | x4 |

Lore

Lala Quickshot knows nothing about her past and sometimes feels as if her body moves on its own accord. The shot from her bow is so quick and precise that it often even catches Lala by surprise. Lala awoke one day in a strange, foreign land with nothing but her bow and quiver. Her only memories are fragmented and unclear: a palace high up in the mountains; a great battle... her people were losing; a wish... What did they mean? How did she learn how to shoot so well and how did she get to this place? As she wandered in search of answers, she began calling herself Lala when a traveller demanded her name. It was the first thing that popped into her head. Others would call her "Quickshot," due to her unmatched speed and accuracy with a bow. Lala is determined to regain her lost memories and find out the truth about her past.

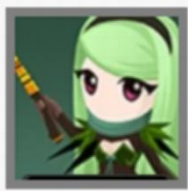
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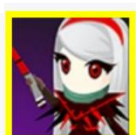
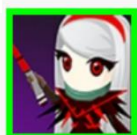
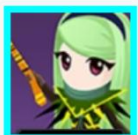
When Heroes reach a certain level they unlock passive abilities.



Lady Lucy the Night Caster



| No. | Class | Area |
|--------------|--------------------|----------------|
| 26 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 6.853ah | 6.8534E+36 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 23,800 | 53,400 | 82,200 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|--------------------|-------------------------------|-------|--------------|
| 20 | Light the Night | Critical Damage | x1.1 | x1.21 |
| 60 | Dreamstate | Critical Damage | x1.1 | x1.21 |
| 100 | Moonshine | Critical Damage | x1.1 | x1.21 |
| 200 | Soul Corruption | Critical Damage | x1.1 | x1.21 |
| 500 | Blood Moon | Critical Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Bewitching Sensor | All Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Gem of Delusion | All Gold | x1.3 | x1.69 |
| 3,000 | Beast's Allegiance | All Damage | x1.4 | x1.96 |
| 4,000 | Essence of Blood | All Gold | x1.5 | x2.25 |
| 6,000 | Eclipse | All Damage | x2 | x4 |

Lore

Lady Lucy the Night Caster once wielded the power of light. However, during a great battle, Lucy was bitten by a Titan of the night. Tried as she did, there was nothing she could do to stop its venom from coursing through her veins and soon even her powerful light magic was transformed by the darkness. Terrified by this change, she fled her home leaving behind her family and her **beloved sister***. She knew that she could not bring herself to face them now that she belonged to the darkness. Her magic no longer healed and protected, but wreaked havoc and brought desolation. It felt as if everything that her family once stood for - light, justice, hope - was now ruined because of her. For a long time, Lucy hid high up in the mountains, frantically trying to bring her newly dark magic back to the light. She hated herself. What she allowed to happen to her was unforgivable. Lucy fell into despair. Her only comfort was the tireless training she put herself through every day. Even though Lucy was now a night caster, she vowed to not stop practicing until she found a way to use her magic for good. She would use this magic to protect others from suffering, instead of bringing it upon them. They would call her Queen of the Night and she would use the dark forbidden magic that she once feared to stop the true evils of the world.

***note: beloved sister is "Mina the Priestess of Light" Hero**

04

Hero List

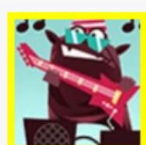
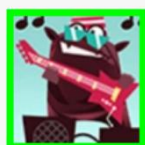
When Heroes reach a certain level they unlock passive abilities.



Jazz Rockerfellow



| No. | Class | Area |
|--------------|--------------------|----------------|
| 27 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 24.124aj | 2.4124E+43 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 24,600 | 54,200 | 83,000 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|---------------------|-------------------------------|-------|--------------|
| 20 | Strings of Peace | All Damage | x1.1 | x1.21 |
| 60 | Musical Enchantment | All Damage | x1.1 | x1.21 |
| 100 | Locked Sounds | All Damage | x1.1 | x1.21 |
| 200 | Disco Fever | All Damage | x1.1 | x1.21 |
| 500 | Body Beats | All Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Shockwave | All Hero Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Electric Boost | All Gold | x1.3 | x1.69 |
| 3,000 | New Momentum | All Hero Damage | x1.4 | x1.96 |
| 4,000 | Mesmerize | All Gold | x1.5 | x2.25 |
| 6,000 | Star Power | All Hero Damage | x2 | x4 |

Lore

Jazz Rockerfellow found a guitar on the floor one day and discovered its beautiful sounds as he strummed the strings. He later realized that the instrument had magical powers and the sounds it emanated allowed him to defend himself against predators. He was so taken with the instrument that he soon spent all his waking hours playing it. The random notes became sweet melodies and thunderous riffs brought the attention of all those passing by him in the forest. One day, he ventured into the city and the songs that he had composed became instant hits with the locals. People began to journey from great distances just to see him play and he was hailed as a musical legend. After one performance, a fan from a distant village recounted to him the story of a legendary song that no ordinary instrument could play. It was known as "The Song of the Gods." With this magical guitar, and his righteous chops, Jazz knew that he would be the one to finally learn the legendary tune. The man went on to explain that Jazz would require the aid of a **legendary dancer*** for the song to reach its full potential. Whatever, he would worry about that later.

***note: Legendary dance is "Miki the Graceful Dancer" Hero**

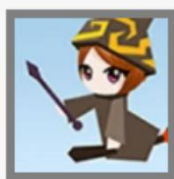
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Hero List

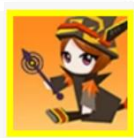
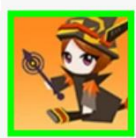
When Heroes reach a certain level they unlock passive abilities.



Maple the Autumn Guardian



| No. | Class | Area |
|--------------|--------------------|----------------|
| 28 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 6.793am | 6.7933E+51 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 25,400 | 55,000 | 83,800 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|----------------|-------------------------------|-------|--------------|
| 20 | Vision Staff | Boss Gold | x1.1 | x1.21 |
| 60 | Autumn Storm | Fairy Gold | x1.1 | x1.21 |
| 100 | Shadowcaster | 10x Gold Chance | +0.1% | +0.2% |
| 200 | Light Caster | Chesterson Gold | x1.1 | x1.21 |
| 500 | Broom of Eras | All Gold | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Memory Gain | Boss Gold | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Countless Eyes | 10x Gold Chance | +0.4% | +0.5% |
| 3,000 | Sands of Time | All Gold | x1.4 | x1.96 |
| 4,000 | Memory Steal | 10x Gold Chance | +0.6% | +0.8% |
| 6,000 | Magic Negation | All Gold | x2 | x4 |

Lore

Maple the Autumn Guardian is the ever vigilant sentry, tasked with keeping a close eye on the Twilight portals. To carry out this task, the Autumn Goddess has granted her the ability to see the world that lies in the in-between. Maple has always been considered more dangerous than the Spring, Summer and Winter watchers and has thus been assigned to the Twilight portals, the thinnest veil that lies between the light and the dark. Maple is able to channel the power of the in-between through her staff, giving her both the offensive magic that lurks in dark and the defensive power that shines in the light. While patrolling, Maple noticed one of the Twilight portals beginning to shudder violently. Without warning, the portal burst open, sending hundreds of Titans flooding outwards. Maple looked around frantically for help as a large shadow formed where she stood. Above her was a huge, winged beast with green scales and sapphire eyes. Atop the flying beast sat a girl, eyes fixed on the monsters spewing from the portal. Maple was the Autumn Guardian, and it was her job to defend against whatever came through the portals. As Maple charged the growing Titan horde, a loud roar echoed through the sky and **the girl and her beast*** dove into the fight. With their help, Maple forced the Titans back through the portal, drawing enough energy from the in-between to seal it once again. She inspected the portal and noticed large cracks beginning to form. The portal would need to be repaired to prevent another outbreak of Titans, or anything worse. To thank the beast rider, Maple would allow her to stay among the Guradians and the rest of her company, keeping watch with her until the portal could be fully repaired.

***note: the girl and her beast is "Kiki the Dragon Rider" Hero**

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Hero List

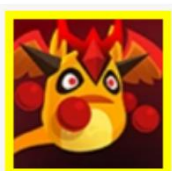
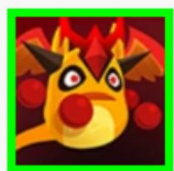
When Heroes reach a certain level they unlock passive abilities.



Kin the Puffy Beast



| No. | Class | Area |
|--------------|--------------------|----------------|
| 29 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 15.304ap | 1.5304E+61 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 26,200 | 55,800 | 84,600 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|------------------|-------------------------------|-------|--------------|
| 20 | Beast;s Trickery | Chesterson Gold | x1.1 | x1.21 |
| 60 | Hypnotic Chant | Chesterson Chance | +0.1% | +0.2% |
| 100 | Burning Torpedo | Chesterson Gold | x1.1 | x1.21 |
| 200 | Surge | Chesterson Chance | +0.1% | +0.2% |
| 500 | Curse of Wishes | Chesterson Gold | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Wing Strike | Chesterson Chance | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Devil's Tail | Chesterson Gold | x1.3 | x1.69 |
| 3,000 | Fallen Dreams | Chesterson Chance | +0.4% | +0.5% |
| 4,000 | Blinding Flare | Chesterson Gold | x1.5 | x2.25 |
| 6,000 | Solar Eclipse | Chesterson Chance | +0.6% | +0.8% |

Lore

Kin the Puffy Beast is known by many as "The Wish Granter." It listens to hear strongest desires of others and grants their wishes. However, wishes granted by this cute beast come at a price with each gift, Kin takes something most precious from the wisher. Kin's conditions for wish-granting include that the wisher be on the brink of death, possess a strong heart, and have something precious that they hold dear. So that it can be taken as payment, of course. Kin spends his days happily wandering the land in search of people to "help." Kin needs to keep finding people. Keep taking their things. One day it will meet the only other of its kind and it cannot come empty-handed. Kin will keep "granting wishes," and someday, meet **the Prince*** again. But Kin is no rush - it will take his time to find his friend. Kin needs more presents for him anyway.

***note: the Prince is "Damon of the Darkness" Hero**

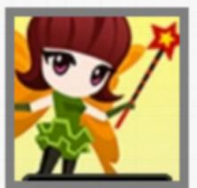
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Hero List

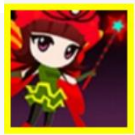
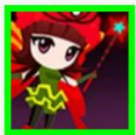
When Heroes reach a certain level they unlock passive abilities.



Princess Titania of Fay



| No. | Class | Area |
|--------------|--------------------|----------------|
| 30 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 2.758at | 2.7581E+72 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 27,000 | 56,600 | 85,400 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|----------------------|-------------------------------|-------|--------------|
| 20 | Fairy's Brilliance | Mana Capacity | x1.1 | x1.21 |
| 60 | Rainbow Luck | Mana Regeneration | +0.2 | +0.4 |
| 100 | Illuminate | Mana Capacity | x1.1 | x1.21 |
| 200 | Echantment Inversion | Mana Regeneration | +0.2 | +0.4 |
| 500 | Mana Burst | Mana Capacity | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Unicorn's Gift | Mana Regeneration | +0.2 | +0.4 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Ritual Enchantment | Mana Capacity | +10 | +12 |
| 3,000 | Sweet Deception | Mana Regeneration | x1.4 | x1.96 |
| 4,000 | Metamorphosis | Mana Capacity | +15 | +20 |
| 6,000 | Spell of Ancestors | Mana Regeneration | x2 | x4 |

Lore

Princess Titania of Fay is the daughter of the Fay King and Queen, and a descendant of the Great Fay of olde. Despite being so young, Titania displays the power and wisdom of the Golden Fay folk that hide within their impenetrable fortress. Being the sole heir to the Fay throne, Titania sometimes grows frustrated with how long she must wait to ascend as the leader of her people. The Fay are near immortals that live deep within the Sacred Forest. Their secluded home has allowed their people to enjoy thousands of years of peace and prosperity. Bored with the politics within the royal court, Titania yearns to leave the gilded walls of the Fay castle and help those outside. One day, a royal* from outside the wall pleaded to the King and Queen for their aid in finding something dear that had been taken from him. Titania felt pity for the royal and stepped forward as volunteer to assist them with their plight. The King and Queen were baffled, but conceded when they saw the fire in their daughter's eyes. A look of relief passed over the royal as the King and Queen gave their approval. As each layed a gentle kiss on their daughter's cheek, the King and Queen handed her the Starry Wand, a powerful artifact that would focus her power and remind all of her noble lineage.

*note: a royal is "The Great Pharaoh" Hero

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Hero List

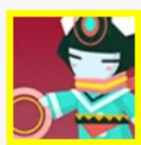
When Heroes reach a certain level they unlock passive abilities.



Miki the Graceful Dancer



| No. | Class | Area |
|--------------|--------------------|----------------|
| 31 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 3.977ax | 3.9767E+84 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 27,800 | 57,400 | 86,200 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|------------------------|-------------------------------|-------|--------------|
| 20 | The One Ring | Critical Damage | x1.1 | x1.21 |
| 60 | Vision of Clairvoyance | Critical Damage | x1.1 | x1.21 |
| 100 | Time Freeze | Critical Damage | x1.1 | x1.21 |
| 200 | Symbiosis | Critical Damage | x1.1 | x1.21 |
| 500 | Energy of the Wind | Critical Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Illusive Movement | Critical Chance | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Lunar Veil | Critical Damage | +0.4% | +0.5% |
| 3,000 | Hypnotize | Critical Chance | x1.4 | x1.96 |
| 4,000 | Dance's Rapture | Critical Damage | +0.6% | +0.8% |
| 6,000 | Rhythm of the Ring | Critical Chance | x2 | x4 |

Lore

Miki the Graceful Dancer was taught throughout her childhood how to harness the magnificent power of dance. Born to an ancient clan that lived high up in the mountains, she learned their ancient and graceful movements, allowing her to move in harmony with the life force of every living creature. This grants Miki the ability to gracefully predict the movements of those around her and even manipulate their movements through the power of her magical ring; an artifact passed down from generation to generation by the most talented dancers of her clan. One day, a **strange little creature*** claiming to be the master of music visited her village and challenged her to dance to his fastest and most complex song. Miki accepted this challenge of music and dance to prove how incredible her clan's ancient dances truly were. Miki kept time with the little musician, elegantly matching every note with beautiful movements of her own. The music master suddenly stopped, overjoyed with Miki's performance. Barely able to contain his excitement, he hurriedly told her of his quest to learn the legendary, "Song of the Gods," and his need of a dance master to harness its full potential. The idea of dancing to the "Song of the Gods" thrilled Miki and she agreed to leave her village, joining the little creature's quest.

***note: strange little creature is "Jazz Rocker fellow" Hero**

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Hero List

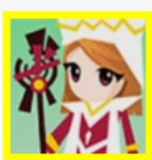
When Heroes reach a certain level they unlock passive abilities.



Mina the Priestess of Light



| No. | Class | Area |
|--------------|--------------------|----------------|
| 32 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 4.587bb | 4.5868E+96 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 28,600 | 58,200 | 87,000 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|-----------------------|-------------------------------|-------|--------------|
| 20 | Spiritual Assistance | All Damage | x1.1 | x1.21 |
| 60 | Orb of Light | All Hero Damage | x1.1 | x1.21 |
| 100 | Sanctify | Melee Hero Damage | x1.1 | x1.21 |
| 200 | Heal | Ranged Hero Damage | x1.1 | x1.21 |
| 500 | Summon Angels | Spell Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Staff of Hope | Tap Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Cloak | All Damage | x1.3 | x1.69 |
| 3,000 | Enchantment of Purity | All Hero Damage | x1.4 | x1.96 |
| 4,000 | Spellbinder | All Damage | x1.5 | x2.25 |
| 6,000 | Ray of Sickening | All Hero Damage | x2 | x4 |

Lore

Mina the Priestess of Light was an orphan adopted into a family of prestigious light magic practitioners. It was discovered that she has tremendous healing abilities and is able to create impenetrable magical barriers to protect others. Mina hadn't been the same ever since her **dear sister*** left the village and no matter who she asked, no one had any idea as to where her sister had gone. Months passed and in her sadness one night, Mina slept in her sister's room, comforted by the memories of her. In the middle of the night, Mina heard a strange sound a loud fluttering of giant wings outside her sister's window. A terrible feeling washed over her. She wanted whatever was outside to come closer, to come inside and be with her. Mina forced these thoughts from her mind and with all the strength in her body, whispered the words of a protective incantation. A huge barrier of light grabbed hold of her and pushed the wretched thing away, retreating it into the darkness of the night. When she finally caught her breath, Mina shuddered at the thought of her sister being drawn out into the night by this evil force. Mina thought of her sister lost outside, surrounded by darkness and all alone. Mina needs to find her dearest sister, before something terrible happens.

***note: dear sister is "Lady Lucy the Night Caster" Hero**

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Hero List

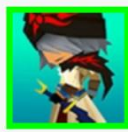
When Heroes reach a certain level they unlock passive abilities.



Yzafa the Fearsome Bandit



| No. | Class | Area |
|--------------|--------------------|----------------|
| 33 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 2.645bf | 2.6453E+108 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 29,400 | 59,000 | 87,800 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|-------------------|-------------------------------|-------|--------------|
| 20 | Steel Sabre | Chesterson Gold | x1.1 | x1.21 |
| 60 | Force Absorption | Fairy Gold | x1.1 | x1.21 |
| 100 | Blinkstrike | Chesterson Gold | x1.1 | x1.21 |
| 200 | Sunning Swipe | Fairy Gold | x1.1 | x1.21 |
| 500 | Shadow Step | Chesterson Gold | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Assassin's Hymn | Tap Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Black Out | Boss Gold | x1.3 | x1.69 |
| 3,000 | Ruthless Sever | Tap Damage | x1.4 | x1.96 |
| 4,000 | Vengeful Piercing | Boss Gold | x1.5 | x2.25 |
| 6,000 | Daze | Tap Damage | x2 | x4 |

Lore

Yzafa the Fearsome Bandit is a ruthlessly brutal bandit who targets the rich and corrupt. He takes everything from his victims, leaving them as nothing more than a mere memory to the rest of the world. Some members of Yzafa's crew fear that he's been slowly losing his sanity ever since his run-in with that mysterious, bubbling pool. He called them all cowards as he waded in it. Yzafa tries really hard to control the manic episodes that have been taking control ever since then... Well, not too hard. With each passing day, more and more of his actions seem like they're controlled by something else. He's become so erratic that **some of his men*** talk of mutiny, even challenging him for control of the crew. They say he can't be trusted. Some of the crew have even tried to fight him They all lost, of course. It was a mess after. It looked like he couldn't stop the rush of excitement he got from brutally pummeling them, even after they were beat. Some survived these fights, while others didn't. He says he feels terrible about it after, hates it even. I wonder if he realizes that every fight just makes him more bloodthirsty and uncontrollable. He tries to keep the sickness to himself and lets everyone think it is all a part of his act, to instill fear in others. He told a few of us to find a healer that can stop the darkness from creeping into his head. Now we steal more and more to so we can pay a healer, once found.

*note: some of his men is "Jayce the Ruthless Cutter" Hero

04

Hero List

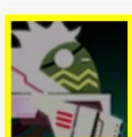
When Heroes reach a certain level they unlock passive abilities.



Zolom Blaster, Space Hunter



| No. | Class | Area |
|--------------|--------------------|----------------|
| 34 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 762.76bj | 7.6279E+122 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 30,200 | 59,800 | 88,600 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|--------------------|-------------------------------|-------|--------------|
| 20 | Starry Blast | 10x Gold Chance | +0.1% | +0.2% |
| 60 | Planet's Sacrifice | Boss Gold | x1.1 | x1.21 |
| 100 | Driod Shock | 10x Gold Chance | +0.1% | +0.2% |
| 200 | Star Nova | Boss Gold | x1.1 | x1.21 |
| 500 | Robotic Eye | 10x Gold Chance | +0.1% | +0.2% |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Recharge | Boss Gold | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Titanium Shield | All Gold | x1.3 | x1.69 |
| 3,000 | Memory Wipe | Boss Gold | x1.4 | x1.96 |
| 4,000 | Clobber | All Gold | x1.5 | x2.25 |
| 6,000 | Eternal Darkness | Boss Gold | x2 | x4 |

Lore

Zolom Blaster crash-landed on a planet, stranded with nothing but his star shooter. His mission was to survey the planet and either deem it a suitable part of the solar system, or sentence it to be destroyed. After the crash, his mission directives now include finding compatible parts to repair his broken ship. Zolom walked for what felt like lightyears until he came upon an alien civilization. Unfortunately, Zolom's communicator was damaged in the crash and couldn't understand a word these aliens said - File that under the "reasons-I-destroyed-this-planet" section of the mission archives. As Zolom explored Soon-To-Be-Exploded-Ville, he came across a **droid*** that appeared to be scanning everything in sight. As an act of good faith, Zolom decided to download whatever data the droid had gathered to better understand the place. After what felt like nanoseconds, Zolom finally decoded the alien language and began going through the data to try and better understand this strange, not-yet-blown-up world. In the data, Zolom stumbled across reports of several other large extraterrestrials running rampant on the planet, terrorizing the humanoids that lived there. It seems that these so-called "Titans" were worth investigating, and possibly exploding. It was probably best to keep the droid nearby, in case he needed it for more information.

*note: droid is "Dex-1000" Hero

04

Hero List

When Heroes reach a certain level they unlock passive abilities.



Finn the Funny Guard



| No. | Class | Area |
|--------------|--------------------|----------------|
| 35 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 40.00bn | 4.00e133 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 31,000 | 60,600 | 89,400 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|--------------------|-------------------------------|-------|--------------|
| 20 | Driod Laser | Ranged Hero Damage | x1.1 | x1.21 |
| 60 | Interrogation | Ranged Hero Damage | x1.1 | x1.21 |
| 100 | Quick Legs | Ranged Hero Damage | x1.1 | x1.21 |
| 200 | battlemind Link | Ranged Hero Damage | x1.1 | x1.21 |
| 500 | Attack Delay | Ranged Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Ghostly Disguise | All Hero Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Armor Restore | All Hero Damage | x1.3 | x1.69 |
| 3,000 | Defensive Shock | All Hero Damage | x1.4 | x1.96 |
| 4,000 | Holy Shield | All Hero Damage | x1.5 | x2.25 |
| 6,000 | Funny Bone Blaster | All Hero Damage | x2 | x4 |

Lore

Finn the Funny Guard is a peculiar human who lives with the droids inside the safe walls of Metallic City. Finn has only ever lived with the droids in this city. The droids have equipped him with the best possible weaponry and put him through multiple training programs to overcome the downfalls of his frail human body. His reflexes have been trained to overcome his human limitations and mimic the speed of the perfect droids around him. They have made him the only human to achieve such a feat. Despite the droids' best efforts, Finn cannot escape his humanity. Finn constantly tries to make jokes and the droids do not find this amusing. But Finn will not give up, as he is determined to one day get a chuckle out of them. Finn will leave the city to find the **index droid*** he witnessed become accidentally ejected out of the Metallic City library. With all of its information stored, Finn has faith that this particular droid would get his jokes. He leaves the only city he's ever known to venture out into the unknown lands and look for this droid a potential new friend.

***note: index droid is "Dex-1000" Hero**

04

Hero List

When Heroes reach a certain level they unlock passive abilities.



Nohni the Spearit



| No. | Class | Area |
|--------------|--------------------|----------------|
| 36 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 40.00bu | 4.00e154 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 31,800 | 61,400 | 90,200 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|---------------------|-------------------------------|-------|--------------|
| 20 | Haunted Summoning | Melee Hero Damage | x1.1 | x1.21 |
| 60 | Submission Control | Melee Hero Damage | x1.1 | x1.21 |
| 100 | Staff of Torment | Melee Hero Damage | x1.1 | x1.21 |
| 200 | Kindle | Melee Hero Damage | x1.1 | x1.21 |
| 500 | Mask of the Unknown | Melee Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Blind Barrage | Tap Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | ignite | Tap Damage | x1.3 | x1.69 |
| 3,000 | Cascade | Tap Damage | x1.4 | x1.96 |
| 4,000 | Stun | Tap Damage | x1.5 | x2.25 |
| 6,000 | Spirit Control | Tap Damage | x2 | x4 |

Lore

Nohni the Spearit was once nothing but an empty vessel, a neutral being neither good nor evil. One fateful day, Nohni's peaceful home became flooded with dark thoughts and malicious intent, turning this once shapeless being into a faceless shadow warrior. The spear Nohni holds is its emotional pain manifested into a physical form. Nohni was shaped by anger and pain, causing it to lash out at all without any reason or remorse. The once peaceful spirit that dwells inside Nohni does not wish to harm others, but due to the twisted corruption of its malleable form, now acts on the only emotions it knows: Hate. Pain. Anger. The only thing that can stop Nohni is a creature with an equally strong spirit. Whoever can defeat Nohni in battle will become its new master, able to change the only actions Nohni knows: Fight. Destroy. Kill. Nohni slowly absorbs the intentions of its master and can grow to become either kind or even more vile. Nohni was one day defeated by a **terrified mage** who, in his fear, unleashed incredibly powerful magic from within himself. Since then, Nohni began to follow the small mage on his journey: Afraid. Master. Friend.

***note: terrified mage is "Rhys Mage of Order Evetga" Hero**

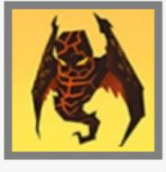
04

Hero List

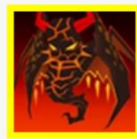
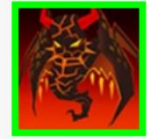
When Heroes reach a certain level they unlock passive abilities.



Damon of the Darkness



| No. | Class | Area |
|--------------|--------------------|----------------|
| 37 | | |
| Initial Cost | Initial Cost (Sci) | Hero Abilities |
| 400.00cb | 4.00e176 | |
| Ascend | | |
| 1st | 2nd | 3rd |
| 32,600 | 62,200 | 91,000 |



Skills

| Level | Ability | Effect | Bonus | Bonus Ascend |
|-------|--------------------|-------------------------------|-------|--------------|
| 20 | Seal of Power | Spell Hero Damage | x1.1 | x1.21 |
| 60 | Combustion | Spell Hero Damage | x1.1 | x1.21 |
| 100 | Protective Aura | Spell Hero Damage | x1.1 | x1.21 |
| 200 | Cursed Fire | Spell Hero Damage | x1.1 | x1.21 |
| 500 | Plague Carrier | Spell Hero Damage | x1.1 | x1.21 |
| 999 | Evolve I | Gain a huge increase in power | | |
| 1,000 | Volcanic Storm | Shadow Clone Damage | x1.2 | x1.44 |
| 1,999 | Evolve II | Gain a huge increase in power | | |
| 2,000 | Titan's Curse | Shadow Clone Damage | x1.3 | x1.69 |
| 3,000 | Book of Revelation | Shadow Clone Damage | x1.4 | x1.96 |
| 4,000 | Calamity | Shadow Clone Damage | x1.5 | x2.25 |
| 6,000 | Mind Control | Mana Capacity | +100 | +120 |

Lore

Damon of the Darkness was once the Prince of all Titans until he was overthrown by his own subjects. His rage is so overwhelming that anything which draws close to him bursts into flames; reduced to ash in the blink of an eye. Damon would never again let anyone take him lightly or doubt his power. This furious ruler longs for revenge on those who fought against him and seeks to bring order to the Titans even if it means teaching every single one of them a lesson. Banished to the upperworld, Damon crafted a scheme to take back his throne. He needed an army, pawns that would fight for his cause. It was sickening Damon to even think about allying with mortals, but necessary if he were to ever sit atop his throne once again. He would show those who usurped him the repercussions of their foolish actions, and the punishment that awaits for exiling him from his own home. Damon thought he could never bring himself to respect these soft, weak beings called mortals. However, something about how hard they fought for Damon and fearlessly trusted him, an outsider, began to grow on him. Maybe it was just the air in the upper world. He was beginning to feel sick again.

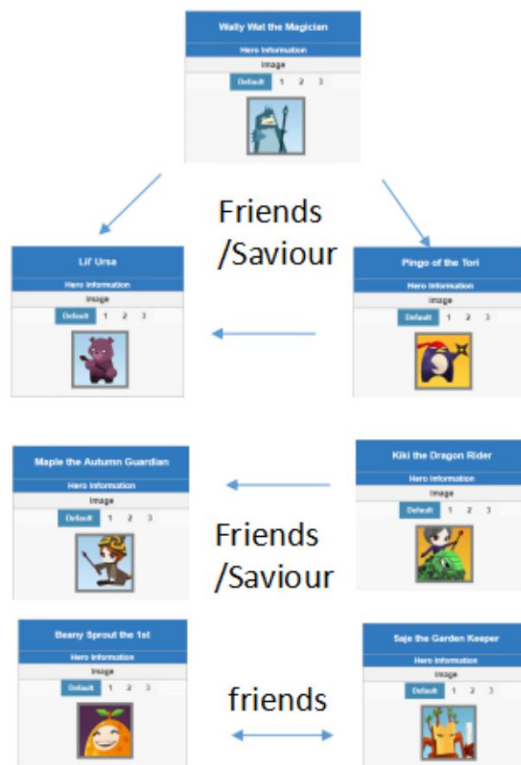
05

Hero Connections

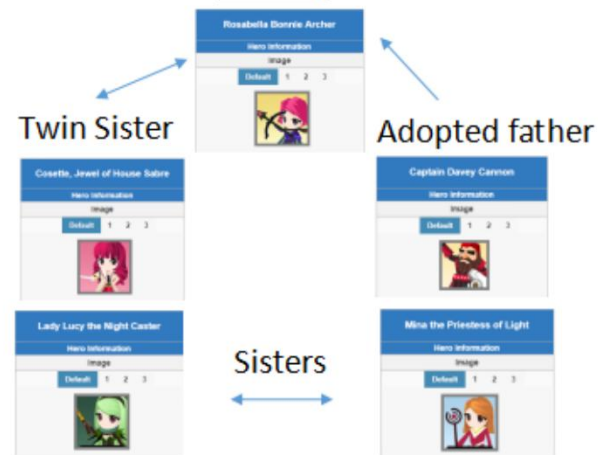
Searching



Friends



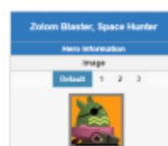
Family



Enemies



Friends/Allies



Defeated by.



Defeated by.





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