

SOLO LEVELLING

SYNOPSIS :

Solo Leveling (나 혼자만 레벨업) is a Korean web novel written by Chu-Gong (추공). It was first serialized by [Papyrus](#) on November 4, 2016 and ended with 14 volumes and 270 chapters. On April 13, 2018, a webtoon serialization was released on [KakaoPage](#), drawn by artists Gi So-Ryeong (기소령) and Jang Sung-Rak (장성락). It officially concluded on December 29, 2021 with 179 chapters released. A spin-off webtoon series based on the web novel's side stories was launched roughly 13 months later on January 20, 2023 and ended on May 31st, 2023, with 21 chapters released.

Its Korean webtoon series was released based on the web novel written by Chu-Gong and illustrated by Jang Su-Rak and adapted by Gi Si-Ryeong.

It follows the adventures of [Sung Jinwoo](#), a young and infamously incompetent Korean hunter, in his quest to become the strongest hunter of them all.

A sequel series entitled [Solo Leveling: Ragnarok](#) based on the novel written by Daul, was released on August 1st, 2024 and focuses on the events that occur after the end of the main series, with [Sung Suho](#), Jinwoo's son, serving as the main protagonist.

PREMISE :

In a world where [Hunters](#), human warriors who possess magical abilities, must battle deadly monsters to protect mankind from certain annihilation, a notoriously weak hunter named Sung Jinwoo finds himself in a seemingly endless struggle for survival. One day, after narrowly surviving an overwhelmingly powerful dungeon that nearly wipes out his entire party, a mysterious program called the [System](#) chooses him as its sole player and grants him the unique ability to level up in strength, possibly beyond any known limits. Follow Jinwoo's journey as he fights against all kinds of enemies, both man and monster, to discover the secrets of the dungeons and achieve his ambition of becoming the strongest hunter ever.

LINKS :

- Solo Leveling Webtoon (English - Tappytoon) : <https://www.tappytoon.com/en/book/solo-leveling-official>
- Solo Leveling Webtoon (English - Tapas) : <https://tapas.io/series/solo-leveling-comic/info>
- Solo Leveling Webtoon (Korean) : <https://page.kakao.com/content/50866481>

CHARACTERS :

1. Sung Jinwoo :

"I'm going to protect my family, even if it means turning all the hunters in the world against me." - Sung Jinwoo to [Liu Zhigang](#), Chapter 148 ([Webtoon](#))

Sung Jinwoo (성진우) is the main protagonist of [Solo Leveling](#). He is the strongest hunter in the world and the second Shadow

Monarch, having inherited the position from his predecessor [Ashborn](#).

Originally an infamously weak [E-Rank Hunter](#), Jinwoo got the chance of a lifetime when he was selected as the Player of the [System](#), giving him the unique ability to grow in strength without restraint. As a result, by taking advantage of the opportunities offered to him by the System, Jinwoo eventually rose to power as humanity's greatest hunter.

Appearance

Jinwoo is a tall, handsome, and muscular young man with gray eyes, sharp facial features, and black hair with bangs that dangle all the way down to his eyes. When using his powers or feeling intense emotions, his eyes glow purple and his facial features become more pronounced. He favors dark clothing and often seen in sleek and stylish outfits ranging from tailored suits to long hooded coats. After defeating the [Monarchs](#) in the revised timeline created by the [Cup of Reincarnation](#), he also starts wearing a black glove on his left hand to cover up the burn scars that he received there during his rematch with [Antares](#).^[5]

Before he was chosen as the Player of the System, Jinwoo had a very different appearance. He was shorter and had a noticeably thinner physique, with long, bushy hair that covered up his ears. His face was very boyish, which made him look even younger than his sister [Jinah](#) (who was still a teenager at the time), and he tended to dress in casual attire, favoring a simple blue hoodie and jeans. It was also common to see him wearing bandages on his arms and legs due to the frequent injuries that he received on raids.

Personality

Jinwoo is a humble and benevolent individual who cares deeply for his family and has an ardent desire to become stronger. As a result, he shares a close relationship with his sister and his mother, and rarely wastes an opportunity to refine his skills and gain more power. His deep bond with his family also makes him absolutely merciless towards anyone who dares to hurt them, as displayed when he massacred [Groctar](#) and his minions for attempting to kill Jinah, and murdered [Hwang Dongsoo](#) for torturing [Jinho](#).

It should be noted that despite being the strongest hunter in the world, Jinwoo is not particularly arrogant and is both polite and easygoing in-person. He is also mostly indifferent to materialistic desires and can be very selfless, as displayed when he teleported to [Jeju Island](#) without a second thought to save the other Korean S-Rank Hunters from certain death. In battle, however, he is ruthless, as he tends to slaughter his enemies indiscriminately, and even somewhat disdainful, as displayed when he taunted the [Ant King](#) by calling him a "mere insect" and mocked [Kandiaru](#) for the flaws he made in his design of the System.

In contrast, back when he was weak, Jinwoo was very timid and insecure due to his incompetence as a hunter and his troubled financial situation. Although he cared deeply for his family and spent years risking his life going on raids for their sake, he was secretly ashamed of his circumstances, as displayed when he lied to [Joohee](#) about why he had chosen hunting as his career path. However, his traumatizing experience in the [Double Dungeon](#) would give him everything he needed to become stronger, and being betrayed and left to die by his fellow hunters while trapped inside the dungeon would teach him the harsh lesson that his kindness could be exploited by others for their own benefit. As a result, from that point on, Jinwoo vowed to never again recklessly endanger his own life under the guise of the greater good and adopted a more self-preserving stance as a hunter, primarily focusing on amassing strength and eventually growing into the fearsome warrior that he is today.

Abilities

As the second Shadow Monarch, Jinwoo is the strongest hunter in the world and one of the strongest beings in existence.

- **Immeasurable Strength:** Jinwoo possesses tremendous amounts of physical strength. Even before obtaining his true power, he was strong enough to critically damage the [Statue of God](#) with just a few punches to its face and beat [Thomas Andre](#), one of the five [National Level Hunters](#), to the brink of death with just his bare hands. Upon being revived by Ashborn and receiving the full extent of the Shadow Monarch's powers, Jinwoo's strength was increased to the point that he was able to effortlessly repel [Sillad](#)'s attacks with one hand, kill [Rakan](#) in just four blows, and hold his own against Antares, the strongest and oldest of the nine Monarchs, in battle. After spending 27 years waging war against the Monarchs in the revised timeline, Jinwoo has appeared to have grown even more powerful than before, as shown by how he was able to kill Antares completely by himself instead of having to rely on the Rulers for support.^[6]
- **Immeasurable Speed:** Jinwoo is unfathomably fast and can move at speeds so great that most opponents are unable to track his movements. As a testament to this, he was agile enough to keep up with Sillad's attacks during their second confrontation and upon obtaining his true power, was able to strike at Rakan with such speed that the latter didn't even realize that he'd been attacked until after Jinwoo cut off one of his legs.
- **Immense Durability:** Jinwoo is incredibly resilient to physical damage. He was virtually unharmed when the Ant King punched him in the face, only sustaining a small cut on his lip, and was physically unscathed after [Baran](#) smashed him into the ground with great force.

- **Combat Mastery:** Jinwoo is a master of melee-based combat and his fighting skills are so refined that he can hold his own against enemies with far more combat experience than he does with little trouble. This was first demonstrated during his battle with Kandiaru in the [Double Dungeon](#); despite the fact that his opponent had been alive for hundreds of years and fought against numerous opponents in his time, Jinwoo was still able to match him in battle and eventually overpower him altogether. Later on, Jinwoo was also able to keep up and defend from Sillad's attacks, despite the fact that the latter had his Spiritual Body Manifestation activated and eons of fighting experience under his belt, and probably would've been able to land a killing blow had Rakan not ambushed him from behind.
- **Agelessness:** As an effect of having inherited Ashborn's powers, Jinwoo no longer ages naturally and has to biologically alter his body to look the age he wants.^[7] As a result, by the end of the series, he only appears to be in his thirties when he has actually been alive for over 80 years.
- **Accelerated Development:** Jinwoo's most astonishing ability is his explosive growth rate, a power unlike any other in the world. Not only does he grow stronger with every battle, but he also receives a massive boost in strength with each victory that he achieves. As a result of this, it only took him a few months of intensive training with the System to become one of the strongest hunters in Asia.
- **Umbrakinesis:** Jinwoo possesses absolute control over shadows and darkness, and can reshape them into any form he desires, as displayed when he created a layer of black armor made of shadows onto his body.^[8]
- **Memory Manipulation:** Jinwoo can manipulate the memories of other humans to a certain extent by making physical contact with them. So far, he has been shown to be able to erase certain memories from their minds, grant them their memories of the original timeline, and allow them to see into his own memories, as he did with [Woo Jinchul](#) to inform him of the existence of the Rulers and the Monarchs.
- **Hypnosis:** Jinwoo can hypnotize people into following the orders that he gives them by snapping his fingers, as displayed when he hypnotized [Kim Chul](#) into letting him go and becoming a better person when they encountered each other in the new timeline.^[9] However, since he has only ever been shown using this ability once, the limitations to it remain unknown.
- **Gate Creation:** Jinwoo can open gates to other worlds. These gates are black and purple in color, and he can open numerous gates at the same time.

- **Unlimited Inventory:** Jinwoo can store an unlimited number of items in his shadow and extract any number of those items for his own use at any point in time.
- **Monster Language Fluency:** Jinwoo can speak and understand monster tongue, which he uses to communicate with his shadow soldiers and the enemy monsters that he encounters in battle.
- **Indomitable Will:** Due to his loving relationship with his family and his intense drive to become strong for their sake, Jinwoo has an extraordinary level of willpower. He has exemplified this trait even before he became the Player of the System, as shown by how he spent four years going on dungeon raids to financially support both his sister and his mother even though he nearly died on almost every raid he ever went on. Jinwoo's resolve to continuously put his life at risk for the welfare of his family was also ultimately the reason why Ashborn selected him as his successor, as he knew that Jinwoo would never quit fighting for his family no matter how high the odds were stacked against him. [\[10\]](#)

Skills

Passive Skills

- **Will To Recover:** Jinwoo can regenerate from any kind of damage done to his body with the exception of fatal wounds, such as being stabbed through the heart. This also includes lost limbs, as shown by how Jinwoo was able to completely regenerate his right leg after he lost it during the first Double Dungeon Incident. [\[11\]](#)
- **Longevity:** Jinwoo is immune to all diseases, poisons, and any abilities that can be harmful to his status. His regeneration speed is also far faster than a normal human's and increases exponentially when he sleeps. [\[11\]](#)
- **Detoxification:** Jinwoo's body is able to automatically cleanse itself of any poisons once they are detected in his bloodstream. Unfortunately, alcohol is considered to be a poison and as a result, Jinwoo can't get drunk. [\[11\]](#)
- **Tenacity:** If Jinwoo's health drops below 30% in battle, any further damage that he receives will be reduced by 50% in order to keep him alive. [\[12\]](#)
- **Advanced Dagger Techniques:** If Jinwoo uses his daggers in battle, any damage he inflicts on his opponent will be increased by 33%. [\[13\]](#)

Active Skills

- **[Stealth](#):** Jinwoo can camouflage with his surroundings and hide all traces of his presence, essentially turning himself both physically and magically invisible.
- **[Bloodlust](#):** Jinwoo can magically intimidate an enemy combatant into submission, inducing intense fear into those who are targeted by this technique and decreasing their stats by 50%. It can also be used on multiple opponents at once. [\[14\]](#)

- **Quicksilver**: Jinwoo can increase his speed by 30% for a short period of time.
- **Mutilation**: Jinwoo aims for a target's vital points before slashing away at them with his daggers, inflicting critical damage.^[15]
- **Dagger Rush**: Jinwoo barrages a target with his daggers from all directions.^[16]
- **Ruler's Authority**: Jinwoo can move and control objects via telekinesis.^[17] He can also use this skill on the air around him, enabling him to move and dodge attacks while airborne.
- **Dragon's Fear**: Jinwoo releases a mana-infused shout from his soul, driving anyone weaker than him into a state of intense despair and panic.^[18]

Job Skills

- **Shadow Extraction**: Jinwoo can extract shadows from the corpses of his enemies and add them into his army.^[19]
- **Shadow Preservation**: Jinwoo can preserve his shadows in storage and monitor them by perceiving their senses.^[20]
- **Shadow Exchange**: Jinwoo can use shadows as portals to travel vast distances in an instant.^[21]
- **Monarch's Domain**: Jinwoo can increase the strength of all active shadow soldiers by 50% in battle.^[22]

Trivia

- In the Japanese version of the anime, Sung Jinwoo's name is changed to Shun Mizushino (水篠旬).
- In the anime, the skill Bloodlust is referred to as Murderous Intent.
- In a dream sequence that Jinwoo has in the revised timeline where Antares fully possesses his body, it is heavily implied that due to having successfully grown strong enough through the System to harness Ashborn's powers, he could have done the exact same thing with Antares and served as the latter's human vessel without any trouble.
 - Strangely enough, in Jinwoo's dream, he was pictured with the exact same stats that he had as an E-Rank Hunter and yet Antares was somehow able to fight at full power without causing any kind of blowback to his body

2. Cha Hae-In :

How I could ever tell him...I want you by my side until I draw my last breath? " - Hae-In's thoughts during her conversation with Sung Jinwoo , Chapter 112 (Webtoon)

Cha Hae-In (차해인) is a Korean [S-Rank Hunter](#) and the Vice-Guild Master of the [Hunters Guild](#). She is also the wife of [Sung Jinwoo](#) and the mother of their son [Sung Suho](#).

Appearance

Hae-In is an attractive young woman with gray eyes and blonde hair in a bob cut. She is short in stature with a slender build

and large chest. She typically wears red-themed armor on raids and carries a black sword with a silver hilt. When using her abilities, her eyes glow yellow.

Personality

Hae-In is a serious, calm, and caring woman who is known for being very meticulous in her line of work. This is seen by how she patrols the boss' lair during raids to ensure that the mining and hauling squads don't get hurt or killed by the monsters inside the dungeon. She is also diligent in her sword training, having continued to take kendo lessons two years after becoming a S-Rank, and perceptive enough to realize after her first meeting with [Sung Jinwoo](#) that there was something about him that wasn't quite right.

Unlike most high-ranking hunters, Hae-In does not show any bias or disdain towards lower-ranking hunters, and behaves in a very humble manner towards everyone she meets in the field regardless of their rank. However, despite how generous she is to other people, Hae-In is socially awkward when it comes to life outside of dungeon raiding. She also doesn't have many friends and is easily flustered, as displayed when she got extremely embarrassed when Jinwoo teased her over her pickaxe incident.

History

Before Hae-In became a hunter, she was a famous track athlete whose career unfortunately came to an end from a severe ankle injury. At some point after retiring from sports, she awakened and became a hunter, ultimately rising up to become the 9th S-Rank Hunter in Korea and joining the Hunters Guild as its Vice-Guild Master.

During her service in the Hunters Guild, Hae-In was nicknamed "The Dancer" by her teammates from the dance-like movements she made when she swiftly slaughtered monsters with her sword. However, she found that nickname to be embarrassing and later banned her guild members from using it.

[Hunters Guild Gate Arc](#)

Hae-In is seen participating in a raid on an A-Rank Gate with [Choi Jong-In](#) and several other hunters of their guild. After eliminating most of the monsters, partially clearing the dungeon, Hae-In is seen stepping out of the Gate with the rest of her team.^[2] As she was passing by the mining team, she sensed a powerful presence, [Sung Jinwoo](#), at first thinking it was Chairman [Go Gunhee](#). But dismissed the thought as the chairman would be too busy to bother her guild.^[3]

Later when the mining team was busy harvesting [mana crystals](#). Hae-In, while patrolling the dungeon, noticed Jinwoo who was on the mining team, getting too close to where the dungeon boss was.^[4] She warned him not to go near it, as it could awaken the boss and noticed that he had a weapon in his hand. Though, when it quickly vanished, she believed her eyes were mistaken. As Jinwoo apologized as he passed by her, Hae-In got a whiff of his scent, and noted that it wasn't foul smelling. The woman

demanded to see his ID, and saw that he was registered as an E-Rank hunter. Hae-In, composing herself, told the miner to return to his team. Wondering if the reason why he didn't smell so bad was due to him being low-ranked. In any case, Hae-In thought he smelled nice for a hunter.

At night, in her apartment, she called an acquaintance at the [Korean Hunters Association](#) to get some information on Jinwoo.^[5] At first thinking that Jinwoo was a spy from another guild, her contact to her surprise recognized the name of the E-Rank hunter as her superior Jong-In had made similar inquiries the day before. Sadly her contact had no information on Jinwoo as his file in the Association's database was classified. Knowing how suspicious it was for such high level security on a low level hunter, Hae-In believed that there was something more going on. After she ended her call, Hae-In laid in bed thinking of all the hunters, Jinwoo was the only one who smelled nice.^[6]

On her day off, Hae-In came to see Jinwoo when he was working as a miner at a [A-Rank Gate](#) that was being cleared by her guild. She noticed that he was absent, and wondered where he could be, when [Bae Yoon-Suk](#) noticed her and asked what she was doing at the gate. The hunter asked the mining team leader where Jinwoo was, to which he informed her that Jinwoo was serving as a substitute porter for the strike team. This came as a shock to her that an E-Rank hunter would willingly enter an A-Rank Gate. Hae-In remembering how she saw him near the territory of the boss at the previous Gate, suspected there was something going on. She decided to head into the A-Rank Gate herself, but lacking a weapon, she borrowed a miner's pick from Yoon-Suk.^[7]

Hae-In finding the corpses of [High Orcs](#) wondered how [Son Kihoon](#)'s party managed to defeat them. Upon sensing a strong waves of mana, Hae-In deduced that they were being produced by a boss. Knowing Kihoon's group would not survive, Hae-In prepared to assist them.^[8] The S-Rank Hunter having reached [Kargalgan](#)'s throne chamber, was met with a sight of Jinwoo's summons slaughter the High Orcs. She noticed Kihoon and his party, and asked what was going on though they were just as confused as her. When Kargalgan began to empower himself to confront Jinwoo himself, Hae-In ordered her juniors to flee.^[9]

[Woo Jinchul](#) and several agents from the Korean Hunters Association arrived witnessing Jinwoo's [Shadows](#) fight amongst the High Orcs, Hae-In informed them that they were summons of Jinwoo. The female Hunter noticing that Jinchul recognized Jinwoo. Confirming her suspicions that he, like her guildmaster were aware of Jinwoo. While they watched Jinwoo fight against Kargalgan, she took the opportunity to ask about Jinwoo, but Jinchul confessed he knew very little about the strange Hunter. After Kargalgan was defeated, Hae-In and the gathered Hunters

expressed shock at seeing Jinwoo use his power to turn the High Orc shaman into one of his Shadows, naming him [Tusk](#).

Shortly then Jinwoo was escorted away by Jinchul and the members of the Association. Hae-In had wanted to speak with Jinwoo but lost her chance, when [Lee Bora](#) asked her why she was carrying a pick axe. This made her wonder if Jinwoo had thought she was weird for carrying, much to Bora's puzzlement.^[10]

[Jeju Island Arc](#)

In preparation for the [Jeju Island Raid Party](#), all of the Korean S-Rank Hunters began training at the gym of the Korean Hunters Association. Hae-In who was resting at the side with [Lim Tae-Gyu](#) noticed Jinwoo on the balcony with Gunhee and Jong-In and noticed that the air around the new S-Rank Hunter was different. Due to the large number of powerful Hunters, Hae-In found the smell to be unbearable making her cover her nose with a handkerchief.^[11]

She later participated in a mock battle with Tae-Gyu, [Dongwook](#), [Yoonho](#) against the members of [Draw Sword Guild](#). While her fellow S-Rank Hunters were being defeated one by one by the Japanese Hunters, Hae-In easily defeated [Kanae Tawata](#) and moved onto assist Yoonho, when she was intercepted by [Atsushi Kumamoto](#). Hae-In sensed him approaching from behind and instinctively attacked him, punching him fourteen times drawing blood. This unfortunately caused the Japanese Hunter to go berserk and act with murderous intent. Hae-In's fight with Kumamoto was interrupted by Jinwoo who chastised the two for getting carried away reminding them it was a mock battle.^[12]

After this [Goto Ryuji](#) challenged Jinwoo to a mock duel, which the Korean Hunter accepted. Hae-In and the other S-Rank Hunters watched from the sidelines. She was initially worried if Jinwoo would be fine fighting against the strongest Hunter in Japan, though remember Jinwoo had recently defeated an A-Rank Boss and a hundred High Orcs. Hae-In was asked by Yoonho if she was fine being around so many Hunters, which the female S-Rank Hunter stated that she couldn't keep covering her nose all the time, especially at Jeju Island. Hae-In asked that since Yoonho was an acquaintance of Jinwoo, then why was he not stopping him from fighting? The other Hunter told her normally he would, but he like Hae-In was interested in seeing Jinwoo fight against Goto.

While watching the fight against the two men, Dongwook commented that it seems that Jinwoo was hanging in there against Goto when avoiding his attacks which was impressive. Hae-In though correctly saw that Jinwoo was not simply hanging in the fight, but forcing Goto to intensify his attacks. The fight became more intense when Goto started launching attacks with the intent for fatal injury, but were easily countered by Jinwoo. The heightened aggression of attacks then caused both Hunters to go for the kill. Both Hae-In and Yoonho saw this and quickly restrained Jinwoo, while Goto was restrained by his teammates to prevent an international incident.^[13]

At the time of the raid, Hae-In was onboard a tandem-rotor aircraft with the other Korean S-Rank Hunters and cameraman who was an A-Rank Hunter and sent to film the Hunters raid at Jeju Island. Hae-In asked Yoonho if he had met with Jinwoo before boarding the aircraft but was informed that he did not. Later she watched Jong-In clear the drop site of area of [Ants](#), allowing her and the other Hunters to jump out and begin the raid to kill the [Ant Queen](#) in the mountain.^[14]

After Jong-In casted a fire barrier to the entrance of the nest to prevent the Ants from coming to the Ant Queens aid, Hae-In and the S-Rank Hunters found the egg chamber. Before Jong-In could cast a spell to incinerate the eggs, Hae-In pointed out an unusually large hatched egg. While it indicated that a powerful Ant was loose on the island, the Hunters agreed to focus on defeating the queen.^[15]

Hae-In and the raid party later defeated several Royal Guards of the Ant Queen. She and the Hunters were then refreshed with a healing spell by [Min Byung-Gyu](#). The group continued on deeper into the nest slaughtering any guards they found. Hae-In soon detected a strong smell of mana which she deduced to be the Ant Queen and her guards. Yoonho confirmed this that only eight guards were with the queen which was perfect for them. Hae-In and her comrades pushed forward to defeat the last obstacles to the boss. During the fight she witnessed Yoonho transform into his beast form.^[16]

While her comrades fought the Ant Queen, Hae-In kept the Royal Guards busy. Once she took care of them, she joined the fight and beheaded the Ant Queen. They soon were alerted that the Ants on the island had sensed the Ant Queen's death and were returning back to the nest. This shocked Hae-In and her team as the Japanese Hunters should have been guarding their rear to allow for their escape. The Hunters were not trapped, but the worse was when they sensed the powerful presence of the [Ant King](#) who arrived.^[17]

In the face of the menacing aura produced by the Ant King, Hae-In collapsed to her knees as it became too much for her mana sensitivity. The Ant King inspected the corpse of the Ant Queen, then roared in fury to the apprehension of the Hunters. Hae-In who was struggling to stand was targeted by the monster, who at blinding speeds punched her in the ribs, causing her to crash into a cave wall before the Ant King turned its attentions on the rest of her fellows.^[18] The blow rendered Hae-In unconscious leaving the other Hunters to contend with the Ant King. The Ant King later abandoned the attack on the Korean Hunters, after sensing Goto outside the nest. Dongwook carried the injured Hae-In on his back whilst Jong-In attempt to protect the rest of them with a fire barrier to hold back the incoming horde of Ants entering the chamber. They were assisted by a [Shadow Knight](#) that was hiding in Yoonho's shadow and called for aid from Jinwoo.^[19]

Jinwoo arrived shortly after via [Shadow Exchange](#) and summoned several of his Shadows to wipe away the attacking Ants. He then gave several bottles of healing potions for the surviving S-Rank Hunters to recover from their injuries. Hae-In who was put on the ground by Dongwook was still unconscious as her injuries were too severe for the healing potions. They needed to evacuate the nest before Hae-In grew anymore weaker, but were halted by the appearance of the returning Ant King.^[20] Once the Ant King was defeated by Jinwoo, the Hunter attended to Hae-In who was close to death. To save her life, Jinwoo used his power to turn Byung-Gyu into a Shadow to utilize his healing magic.^[21] Hae-In life was saved and at Yoonho's plea Jinwoo terminated his contract with Byung-Gyu to allow his soul to rest. Hae-In who was still asleep was carried by Dongwook to the aircraft transport that came to extract the Hunters.^[22]

Recruitment Arc

After the Jeju Island Raid, Hae-In is seen at a Kumdo school training under [Song Chi-Yul](#).^[23]

Ahjin Guild Arc

Hae-In came to visit Jinwoo's guild office to join his guild. The request puzzled Jinwoo since Hae-In was already in a prestigious guild. When he stated that the name of the guild is Solo Player, she found it weird. Jinwoo tried to talk her out of leaving the Hunters Guild, as it would breach her contract. But Hae-In was sure of her decision, confident she had enough money to pay for the breach in penalty. She even was fine with less pay at the newfound guild.

As it turns out, her real intentions for joining the guild was to get closer to Jinwoo, having developed an attraction to him. Upon awakening and being taken to the aircraft transport she was met by Gunhee who informed her she was being transferred to the hospital and that Jinwoo was the one who had saved her. Being brushed with death caused Hae-In to consider more about her personal feelings with Jinwoo as someone she wanted to be by her side to the end. However she could not reveal this to Jinwoo, being too embarrassed by his possible rejection of her. Jinwoo was oblivious to her feelings thought perhaps she was tired at her guild and decided to at least let her go through his guild's entrance exam which involved defeating one of his summoned beasts.^[24]

Since the facilities at the Hunter's Association would be more suitable, Jinwoo took Hae-In there using his Shadow Exchange. Hae-In though did not have a weapon, causing Jinwoo to ask if it was that pickaxe she was wielding last time they met, causing her to be flustered. A substitute was found in the spare weapons at the gym. Jinwoo then selected [Igris](#) to be her opponent with the knight wielding [Baran](#)'s sword. He didn't choose [Beru](#), because he thought the ant would give her trauma. The duel with [Igris](#) ended in Hae-In's victory. Hae-In finding the fight easy wanted Jinwoo to summon [Beru](#).

At the start of their duel, Beru attempted to land a sneak attack, the same way he did to her when he was alive on Jeju Island. Hae-In having learned from her previous experience managed to block him. However Beru still managed to best her in the fight, dodging all her attacks and pushing her back with a roar. Jinwoo gave her the option of pulling out, but Hae-In insisted that they continue. Beru's attack then grew more aggressive, feeling insulted for Hae-In not recognizing the differences in strength. Hae-In kept her distance from Beru's attacks and tried to launch her own attack using her skill Sword Dance. Her blade shattered when it made contact with Beru's body but she used Sword of Light to recreate her weapon. She succeeded in piercing Beru, though it caused the Shadow to revert to his primal instinct and crave to annihilate her. Hae-In was saved thanks to Jinwoo intervening. After scolding Beru, Jinwoo then asked again why Hae-In was pushing herself to go such lengths to join his guild. The female hunter remained silent to his queries, until he asked if she was interested in him, to which she said yes, blushing.^[25]

Later Hae-In in her apartment was rolling around in her bed, chiding herself for revealing to Jinwoo that she thinks she likes him. Evidently after he learned this, Jinwoo rejected her request to join his guild. She felt embarrassed by the whole situation. Though reasons to herself her interest in Jinwoo makes sense since he saved her, but then second guesses herself wailing everything is not alright. While thinking about Jinwoo's role in preventing her from dying at Jeju Island, Hae-In admits that her survival was technically due to Min Byung-Gyu's healing abilities. Just as she thinks about the deceased Byung-Gyu, she suddenly recalls a vague memory of when she was unconscious. It was in an abyss where her soul was floating, with the shadow of Byung-Gyu holding unto her hand. The deceased hunter implored Hae-In to tell Jinwoo to be careful with his powers that lie within him.^[26]

While checking on social media, Hae-In saw the photo of [Yoo Soohyun](#) posing with Jinwoo and [Yoo Jinho](#) announcing the formation of [Ahjin Guild](#). This causes her to shake in anger at the picture.^[27]

[Double Dungeon Arc](#)

Hae-In later came to the parking lot of the building where the Ahjin Guild was located. Jinwoo who was just pulling in his truck, noticed Hae-In, though she tried to hide her face and discretely walk away. Jinwoo though caught up with her asking why she was running away from him. Initially at a loss for words, Hae-In then told him that she left her car in the parking lot, last time she came to the guild, which was true. Hae-In though had other reasons for approaching Jinwoo, wishing to speak with him in private. Personally she had questions on Soohyun, such as what she was to Jinwoo. But in the end she relayed the message from Byung-Gyu. Jinwoo hearing this immediately took her inside the guild office.

The emptiness of the office, caused Hae-In to ask about it, and was told that the vice guildmaster was out on business. The fact that she was alone with Jinwoo flustered the female S-Rank hunter. Back on Byung-Gyu's message, Hae-In told Jinwoo about her memory of seeing the soul of Byung-Gyu, of how the deceased hunter described being made into a Shadow and became totally unnaturally loyal to Jinwoo. Byung-Gyu had told her to warn Jinwoo about his powers and also a mention of his true army. After her meeting with Jinwoo, Hae-In returned to her apartment to take a bath. Unknown to her Jinwoo through a Shadow assigned to her, he accidentally peeped on her naked body.^[28] Later when word was received from Jinwoo that a Double Dungeon had appeared at a C-Rank Gate and was entering it alone, the Korean Hunters Association sent out a call for aid from the top guilds, which the Hunters Guild responded to. Hae-In was among the hunters that agreed to investigate the dungeon.^[29] Hae-In and her guildmates led by Jong-In and Jinchul arrived in front of the mysterious doors leading into the Double Dungeon. She sensed that the mana behind the doors was not Jinwoo's. Upon opening the doors, the group were shocked to see that the rumored dungeon was exactly as described with giant statues and a strange chamber. But were more shocked when they met the [Architect](#) who proceeded to kill her fellow hunters and declared that they would be sacrifices to the new king.^[30] The statue was able to kill multiple enemies in a single dash, she tried facing it head on, even with her Sword Dance skill, she is utterly been outclassed by the Architect's superior combat experience.

[Monarchs War Arc](#)

While training in swordplay with Chi-Yul, Hae-In received a call from Jinwoo asking if she wanted to hang on, which she accepted. The two then went to an amusement park, where due to their identities caused a stir among many visitors at the park. Hae-In asked Jinwoo why he wanted her to come with him, to which he stated that she was his only friend, citing how he heard her declaration when she tried to rescue him in the Double Dungeon. Hae-In face turned red at realizing he heard her. On the topic of the Double Dungeon, she tried to inquire what exactly happened there, though Jinwoo was vague on the matter, but promised to tell her some other time when he could fully process the events that transpired there.

The couple were soon surrounded by eager fans of theirs, but were kept at bay thanks to Jinwoo's Shadow Knights, allowing the two to enjoy their time at the park. The leisure time was enjoyed by Hae-In, having not recalled when she had some fun. Due to the rides being slower compared to what she experienced as a Hunter, Jinwoo took her on a ride upon [Kaisel](#) and then a quiet night out observing the stars.^[31]

The two having spent the night under the sky in the woods, then head to a hotel for a meal using Kaisel to take them. While having a meal, Jinwoo received a call from Jinchul alerting him

that a [powerful humanoid beast](#) was laying waste to the area just outside the Korean Hunters Association in Seoul.^[32] Hae-In observed Jinwoo's battle against the [Monarchs](#) in Seoul via a live broadcast, and was horrified to see him seemingly killed, having been fatally impaled.^[33]

[Final Battle Arc](#)

Shortly after Jinwoo killed the three Monarchs who came after him, Hae-In stood ready in Seoul, along side a massive army of Hunters assembled from all around the world, to confront whatever danger that stepped out of the massive Gate hanging over the city.^[34]

After [Antares](#) and his dragons wiped out Canada and was slowly making his way towards the [USA](#), Hae-In was seen at a airfield with several Hunters being deployed to reinforce the frontlines in North America. She received a call from Jinwoo with both acknowledging that they had been busy to see each other. Before ending the call, Hae-In made Jinwoo promise her that they would meet again in the future.^[35]

On the battlefield, Hae-In was seen standing atop a pile of monsters she slayed with several other Hunters.^[36] After the death of Antares, Hae-In was fighting the Monarch's remaining forces, fatally impaling a monster in the neck in one battle.^[37]

[Epilogue](#)

Hae-In whilst fighting the Monarchs monsters in the streets, witnessed the brilliant light of the [Rulers](#) activation of the [Cup of Reincarnation](#). As the light engulfed the world, time rewound ten years prior before the appearance of the Gates on Earth.^[38]

In the new timeline Hae-In lost all her memories as a Hunter. Jinwoo who had returned to Earth after defeating all the Monarchs, caught sight of Hae-In walking past the ice cream shop where he was having a meeting with the representative of the Rulers. The two briefly shared a glance with one another, with Jinwoo fulfilling the promise with her and leading him to eventually reestablish of his relationship with her in his new life on Earth.^[39]

During her youth on the preliminaries that she won at the cost of straining her leg, frustrated by her situation, she eventually met Sung Jinwoo, despite her memories being erased, her mana sensitivity is still functional as his scent more fragrant like before, after Jinwoo heals her leg, she asked as if she met him before, which Jinwoo replied to make a bet if she win against him, which she agreed as they spend a lot of time together.

Several years later, Jinwoo and Hae-In were married, as well giving birth to their son, [Sung Suho](#), it is implied that he gave her back her old memories during their dates, which she exhaustedly explained of his shadows' argument of Suho's future, mainly [Igris](#) and [Bellion](#).

Abilities

Hae-In is one of the strongest S-Rank Hunters in Korea, with Jinwoo initially believing that she could possibly be on the same level of power as [Go Gunhee](#). [Goto Ryuji](#), the greatest hunter in Japan, also considered her competent enough to give his guild's best hunters a run for their money and even the [Ant King](#) considered her to be the most dangerous out of all the Korean hunters in the [Jeju Island Raid Party](#), which lead him to attack her first.

In the revised timeline, Hae-In eventually regained her original abilities and successfully killed one of the [Apostles](#), which drastically increased her strength and made her as powerful as a [National Level Hunter](#). It is also revealed that being pregnant with Suho significantly boosted her mana capacity and turned her into a vessel capable of containing his powers, with Hae-In later joking that it was like giving birth to a dinosaur.

- **Mana Smell:** Hae-In is unusually sensitive to the smell of mana, causing hunters and monsters to smell foul to her. Jinwoo is the only known hunter who does not smell bad to her, due to his status as the Player of the System.
- **Sword Mastery:** Hae-In is proficient at swordsmanship and is able to come up with creative and unorthodox ways to kill monsters efficiently.
- **Enhanced Strength:** Hae-In possesses great physical strength, as displayed when she was able to easily defeat [Igris](#) during their sparring match, punch [Kumamoto](#) in the face with enough force to make him bleed, and decapitate the [Ant Queen](#) with one swing of her sword.
- **Enhanced Speed:** Hae-In can move at great speeds and is well-known amongst the Korean hunting community for how fast she is in battle. She was also able to easily dodge [Igris](#)' attacks (whose true power was actually sealed), punch Kumamoto in the face before he could even react, overwhelm [Kanae](#) with her movements, and even dodge some of [Beru](#)'s attacks during their sparring match (although it should be noted that he was holding back).
- **Enhanced Durability:** Hae-In possesses great physical durability, as displayed by how she was able to stay alive for a significant amount of time after the Ant King ruptured some of her organs and continue moving at top speed even after [Kandiaru](#) sliced through her shoulder.
- **Sword Dance:** Hae-In significantly increases her attack speed, giving her dance-like movements.
- **Sword of Light:** Hae-In transforms her sword into pure light, significantly increasing her cutting power.
- **Quake of Provocation:** Hae-In stabs her sword into the ground, creating a small earthquake that damages any enemies caught in its radius.

Trivia

- Hae-In's birthday is on December 24th.

- In the Japanese version of the anime, Hae-In's name is changed to Shizuku Kosaka (向坂雫).
- In the novel, Hae-In appears in an advertisement for a sports drink.
- Hae-In is one of the few people that Jinwoo considers to be a true friend.
- Hae-In's height is roughly estimated to be between 160-170 cm.
- Although she tends to joke about the circumstances about Suho's birth, in reality, Hae-In almost died while she was pregnant with him due to powerful he was. The only reason why she survived her pregnancy was because Jinwoo developed a magical barrier with his powers that sustained her body until their son was finally born.

References

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30. [Solo Leveling Webtoon](#): Chapter 128
31. [Solo Leveling Webtoon](#): Chapter 155
32. [Solo Leveling Webtoon](#): Chapter 156
33. [Solo Leveling Webtoon](#): Chapter 161
34. [Solo Leveling Webtoon](#): Chapter 166
35. [Solo Leveling Webtoon](#): Chapter 170
36. [Solo Leveling Webtoon](#): Chapter 174

- 37. [Solo Leveling Webtoon](#): Chapter 177
- 38. [Solo Leveling Webtoon](#): Chapter 178
- 39. [Solo Leveling Webtoon](#): Chapter 179

3. Sung Suho :

Sung Suho (성수호) is the son of the [Sung Jinwoo](#) and [Cha Hae-In](#). He is also the main protagonist of [Solo Leveling: Ragnarok](#).

Appearance

Suho is a tall, handsome, and muscular young man with gray eyes and black hair, both of which he inherited from his father. His facial features closely resemble his mother's and share the same softer traits. When using his powers or experiencing intense emotions, his eyes glow purple.

Personality

Suho is an assertive individual who is defined by his drive to become stronger, a trait that he shares with his father. He has also has a strong sense of justice, as demonstrated when he impulsively attacked the Hyena Guild after witnessing them kidnapping innocent people. However, unlike his father, Suho is more of a team player and is willing to form alliances with his father's former enemies in order to achieve his goals. He also sees the other future Monarchs as friends and genuinely cares for their well-being, as displayed when he hastily apologized to [Gray](#) for unintentionally overworking him.

It should be noted that despite sharing his father's desire for power, Suho's drive to become stronger comes from his wish to reunite with his parents after they abruptly vanished from his life when he was a child. Despite the fact that they basically abandoned him, Suho doesn't resent them for leaving him behind, especially after he found out the truth about why they left him from [Beru](#), and rarely ever wastes a chance to hone his skills and become stronger so that they can eventually see them again. Before he became a hunter, Suho was somewhat insecure. This came from being bullied in school for being abandoned by his parents and lacking the strength to fight back against his classmates who'd awakened as hunters. He had also a fascination with ants due to his childhood friendship with Beru and retained his interest in them even after Jinwoo erased his memories. This led to continue drawing them for fun even during his college years and make sure not to accidentally step on any ants that he encountered as a child.

Abilities

As the son of the Shadow Monarch, Suho is one of the strongest humans alive. By the time he was in high school, he had already far surpassed the average S-Rank Hunter in power and was so strong by that point that only Jinwoo could defeat him in an one-on-one fight. However, as powerful as he is, he has yet to reach his full potential. Most of his powers were also sealed away when he was a toddler, meaning that he must train to regain them all.

- **Immense Strength:** Suho possesses immense physical strength. As a testament to this, he overpowered Bellion during their first fight^[11] and even managed to hold on his own against his father for a brief period of time. He was also able to climb the floors of the Demon Castle at a significantly faster pace than Jinwoo did during his time as the Player of the System, despite having no soldiers to assist him, and kill Vulcan with just a few blows.^[12]
- **Immense Speed:** Suho is extremely fast and can move at incredible speeds. This was demonstrated by how he was agile enough to briefly keep up with his father's movements during their battle in the tutorial that Jinwoo created for him.
- **Immense Durability:** Suho is extraordinarily durable, having gained a tremendous amount of resilience from his brutal training with Ammut.
- **Combat Mastery:** Despite lacking formal training, Suho is highly skilled at hand-to-hand combat. He is also proficient with weapons such as swords and daggers, though he prefers fighting with his bare hands.
- **Accelerated Development:** Like his father, Suho possesses an extraordinary explosive growth rate and can significantly increase his strength through intensive training over a short period of time.
- **Fire Magic:** Suho can generate red and black flames and infuse them into his attacks, drastically increasing the amount of damage that he can deal to his opponents.
- **Monster Language Fluency:** Suho can speak and understand monster tongue, which he uses to communicate with his shadow soldiers, his other future Monarchs, and the enemy monsters that he encounters in battle.

Skills

Passive Skills

- **Longevity:** Suho is immune to all diseases, poisons, and any abilities that can be harmful to his status. His regeneration speed is also far faster than a normal human's and increases exponentially when he sleeps.^[13]
- **Resilience:** Suho's physical defense is increased by 160%, making it harder to beat him down in battle.^[14]
- **Martial Arts:** If Suho fights hand-to-hand, any damage he inflicts on his opponent will be increased by 33%.^[15]
- **Increased Strength:** Suho's physical strength is increased by 20%.^[16]
- **Advanced Dagger Techniques:** If Suho uses his daggers in battle, any damage he inflicts on his opponent will be increased by 33%.^[17]
- **Gluttony:** Suho's experience gains are increased by 300%.^[18]
- **Nightmare of The World Tree:** Suho is highly resistant to the life-draining effects of the [World Tree](#).^[19]
- **The Shadow of the World Tree:** Suho can spread his shadow to stop time and grant himself access to the [World of](#)

[Nothingness](#). This skill enables him to interact with the deceased Monarchs and connect with the residual soul flow of the World Tree.

Active Skills

- **Poison:** Suho is immune to all types of poison and can reproduce any poison he ingests to use against his opponents in battle.
 - **Frigid Blizzard:** Suho can create blizzards out of thin air. This skill also applies a debuff to his opponents that reduces their movement and attack speed.
 - **Elf's Steps:** By applying mana to the soles of his feet, Suho can ensure that he doesn't leave any tracks or footprints on any form of terrain.
 - **Bloodlust:** Suho can magically intimidate an opponent into submission, inducing intense fear into those who are targeted by this technique and decreasing their stats by 50%. It can also be used on multiple opponents at once.
 - **Grassland Gale:** Suho can increase his speed by 30% for a short period of time.
 - **Slaughter:** Suho can unleash a barrage of high-speed slashes that are so fast that they are invisible to the naked eye.
 - **Storm Slash:** Suho can generate fierce winds around his sword, enabling him to cut down multiple opponents at once over a wide area.^[20]
 - **Iron Body Reinforcement:** Suho can drastically increase his attack and defense power. This skill also significantly strengthens his soul, making him virtually immune to any kind of life-draining debuffs.^[21]
 - **Giant's Armor:** Suho can grow about twice as big in physical size. This skill also moderately increases his defense power.^[22]
 - **Ruler's Authority:** Suho can move and control objects via telekinesis.^[14]
 - **Shadow Extraction:** Suho can extract shadows from the corpses of his enemies and add them to his army.^[14]
 - **Form Change:** Suho can reshape his shadow soldiers into any form that he desires.^[23]
 - **Shadow Preservation:** Suho can preserve his shadows in storage and monitor them by perceiving their senses.
 - **Shadow Exchange:** Suho can use shadows as portals to travel vast distances in an instant.^[24]
 - **Shadow Creation:** Suho can turn a shadow soldier into any item that he can imagine.
 - **Monarch's Domain:** Suho can increase the strength of all active shadow soldiers by 50% in battle.
 - **Spiritual Body Manifestation**
- Job Skills
- **Breath of Destruction:** Suho can shoot blazing torrents of fire from his mouth or from his hands.

Bond Skills

- **Beast Possession:** By magically fusing with Gray, Suho's strength and speed are both significantly enhanced. This skill also boosts his senses to animalistic levels, making it easier for him to dodge incoming attacks, and causes him to undergo a slight transformation, with white hair, white claws, wolf-like ears, and golden-black armor on his forearms.^[15]
- **Demon Strike:** Suho infuses charged energy supplied to him by Esil into his body, drastically enhancing the destructive power of his next attack.^[26] This energy is red and black in color, completely covers one of his forearms almost like a layer of armor, and causes his entire body to glow bright red while this skill is active.^[27]
- **Spirit Armament:** By having his shadow soldiers absorb the spirits of Sirka's slaves, Suho can significantly increase their strength for an extended period of time.

Trivia

- Suho's birthday is November 21st.^[28]
- Suho is currently in line to succeed [Antares](#) as the Monarch of Destruction.^[29]
- Suho's first fight in the novel is against a giant wolf instead of a Mist Burn like it is in the webtoon.^[30]
- Due to having powers similar to his father's ever since he was born, Suho unknowingly increased his mother's mana capacity when she was pregnant with him and indirectly enabled her to become as strong as a [National Level Hunter](#).

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6. [Ragnarok Novel](#): Chapter 153
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15. [Ragnarok Webtoon](#): Chapter 13 Note: Unlike the webtoon, Suho learns this skill in Chapter 152.
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4. Sung Il-Hwan :

Don't you ever set foot in Korea. I'm not saying this for my son's sake, I'm saying it for yours. You will never rest in peace, even in death. " - Sung Il-Hwan to Hwang Dongsoo, Chapter 64 (Webtoon)

Sung Il-Hwan (성일환) was the father of [Jinwoo](#) and [Jinah](#). new mission of protecting his son from the Monarchs, which he was more than happy to accept.

[International Guild Conference Arc](#)

During their investigation of [Christopher Reed](#)'s murder, the Bureau discovered mana traces within the ruins of his home that were very similar to Il-Hwan's. As a result, they came to consider him as the primary suspect in Chris' murder and issued a red notice for him during the [International Guild Conference](#), exposing the truth to Jinwoo that his father was still alive.^[7]

[Monarchs War Arc](#)

When three Monarchs appeared in Seoul to hunt down and kill Jinwoo, Il-Hwan arrived in the city shortly afterwards and watched as Jinwoo engaged them in battle and was ultimately killed by [Rakan](#), but not before taking out [Querehsha](#) on his own. The two surviving Monarchs then attempted to finish Jinwoo off for good when the latter's black heart suddenly began to beat and he started breathing again, but before they could deliver the killing blow, Il-Hwan intercepted their attack and slammed his foot into Rakan's face, sending him flying into Sillad and causing the two of them to crash through several buildings.^[8]

Despite being outnumbered 2-1, Il-Hwan was able to gain the upper hand against his adversaries and stall them long enough for Rakan to realize that all was lost and flee the battlefield. Unwilling to accept defeat, Sillad summoned a massive ice storm, which sliced off Il-Hwan's left arm, and attempted to crush both him and Jinwoo with a giant meteor made by ice. Beaten, Il-Hwan prepared for death, but before Sillad could drop the meteor on the city, [Beru](#) shattered it in one blow and Jinwoo finally returned from the dead, having been granted the true powers of the Shadow Monarch by Ashborn. Knowing that his son could easily handle the rest, Il-Hwan fled to safety while Jinwoo resumed his battle with Rakan and Sillad, and effortlessly killed them both.^[9]

After finding shelter, Il-Hwan realized that he had used too much power in his battle with the Monarchs and his body was literally crumbling away as a result. Accepting his fate and noting to himself that he had done enough, Il-Hwan prepared for

the end. However, Jinwoo showed up and asked Il-Hwan why he had just vanished without a word.^[10]

With little time left, Il-Hwan recounted to his son as to what happened to him after he got trapped in the dungeons, and how the Rulers had found him and entrusted him with their mission. He then tearfully embraced Jinwoo, noting that he had grown well in his absence, and apologized to his son for not being a better father right before his body dissolved into shards of light and floated away in the wind.

Epilogue

After the Rulers used the Cup of Reincarnation one last time at Jinwoo's request, this created a new timeline where humanity never learned of the existence of magic beasts. As a result, in this timeline, Il-Hwan never became a hunter and continued working as a firefighter to support his family.^[11] Il-Hwan would later regain his memories of the original timeline several years before Jinwoo waged war against the Monarchs and successfully killed them all, but instead of holding onto them, he had the Rulers erase them from his mind so that he could have a normal life with his family.^[12]

Ragnarok

After Jinwoo had to leave to go fight the Itarim, this led Il-Hwan to once again regain his memories of the original timeline. Since he was the only one who was aware of the real reason behind his son's disappearance, Il-Hwan chose to use that knowledge into keeping his family calm by assuring them that he'd eventually come back. However, his seemingly indifferent attitude did not go well with his grandson Suho, who believed that Il-Hwan simply didn't care. As a result, they eventually became estranged.

Abilities

As the vessel of a Ruler, Il-Hwan was one of the strongest hunters in the world and quite possibly the second strongest hunter in existence after Jinwoo. However, unlike his son, his body was not adapted to the powers that the Rulers had granted him and as a result, he died shortly after he overexerted himself in his battle with Sillad and Rakan.

- **Immense Strength:** Il-Hwan possessed immense physical strength. He was strong enough to effortlessly overpower Hwang Dongsoo in battle, leaving the latter with injuries so severe that he took months to fully recover from them, and kick Rakan hard enough in the face to send him flying through several buildings. He was also able to easily stab right through Rakan's upper jaw and incapacitate Sillad for a prolonged period of time just by kicking him in the chin.
- **Immense Speed:** Il-Hwan was incredibly fast and could move at immense speeds. He was agile enough to dodge and counter Sillad's and Rakan's attacks at the same time, and deflect Sillad's barrage of icicles with little trouble.

- **[Stealth](#)**: Il-Hwan was able to camouflage with his surroundings and hide all traces of his presence, essentially turning himself both physically and magically invisible.
- **[Ruler's Authority](#)**: Il-Hwan was able to control and move objects via telekinesis.

Trivia

- Unlike in the webtoon or the novel, Il-Hwan is seen wearing his wedding ring as a necklace in the anime.

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5. Sung Jinah :

Sung Jinah (성진아) is [Jinwoo](#)'s younger sister.

Appearance

Jinah is a young girl with large gray eyes and brownish-black hair that she typically wears in a ponytail.^[1]

Personality

Jinah is a cheery, playful, and diligent girl with a strong sense of family and a close relationship to her brother, as he supported her financially and virtually raised her after their father went missing and their mother fell into a coma. A running gag to her character is her bad habit of hitting Jinwoo with her foot out of irritation only to end up hurting herself due to how durable he is.^[2]

History

Jinah was born about 15-17 years before the events of the main storyline to [Sung Il-Hwan](#) and [Park Kyung-Hye](#). Ten years prior to the first Double Dungeon Incident, her father was presumed dead when he mysteriously disappeared inside a dungeon during a raid. Six years later, her mother suddenly developed symptoms of [Eternal Slumber](#) and fell into a coma soon after.

With both of their parents out of the picture, Jinwoo was forced to raise Jinah in their place and take over as the breadwinner of the family. Although Jinah did her part and got top marks in school, her brother proved to be incompetent as a hunter and nearly died on just about every raid he went on for the next four years. This caused her to worry about him whenever he went to work and she eventually prepared to drop out of school and get a job if there was ever a day that Jinwoo got injured so badly that he wouldn't be able to support the two of them anymore.

References

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6. Park Kyung-Hye :

Park Kyung-Hye (박경혜) is the mother of [Jinwoo](#) and [Jinah](#).

Appearance

Kyung-Hye is a middle-aged woman with a slender build, long black hair, slight wrinkles, gray eyes, and a small burn scar on the left side of her neck.

Personality

Kyung-Hye is a very selfless and loving woman who cares about her children more than anything else, as displayed when she asked Jinwoo as to how Jinah was doing almost immediately after waking up from her coma. She was also very faithful towards her husband and deliberately chose not to move out of her family's longtime apartment in the hopes that he would eventually come back to her.

History

During her youth, Kyung-Hye fell in love with a firefighter named Sung Il-Hwan. They eventually got married and had two kids, Jinwoo and Jinah, both of whom they deeply cherished. Several years later, when [gates](#) started to appear around the world, Il-Hwan decided to quit being a firefighter and started working as a [hunter](#) instead. However, everything went wrong when he mysteriously disappeared inside a [dungeon](#) during a raid one day. Although he was presumed dead, Kyung-Hye refused to believe that he was gone for good and took to raising their two children on her own.

At one point when he was still a child, Jinwoo attempted to wash his mother's hair but accidentally used boiling hot water and scalded her neck, much to his horror. Despite this, she did not get angry at him and made sure that he was alright first before attending to herself.^[1]

Four years before the start of the main storyline, Kyung-Hye suddenly developed symptoms of [Eternal Slumber](#). Shortly before she fully succumbed to the effects of the disease and fell into a coma, she made Jinwoo promise to take care of Jinah while she was asleep.

[Return to Demon Castle Arc](#)

After killing [Baran](#), Jinwoo successfully crafted the [Holy Water of Life](#), a consumable that could cure any ailment, and used it on his mother, successfully curing her of Eternal Slumber and any other health problems she sustained during her coma. Upon waking up, Kyung-Hye immediately asked her son as to how Jinah was doing and was relieved to hear that she was alright and that Jinwoo had kept his promise to her.

Although the doctors initially wanted to keep Kyung-Hye at the hospital to figure out how she was cured, they quickly changed their minds after learning that Jinwoo was a S-Rank Hunter and discharged her immediately, allowing her to reunite with Jinah and return home the very next day.^[2]

Monarchs War Arc

About a week after the death of Chairman [Go Gunhee](#), Jinah suddenly asked Kyung-Hye if they could move out. As she still believed that her husband was alive somewhere, Kyung-Hye kindly told her daughter no and went back to doing her chores. Several days later, when Jinwoo was seemingly killed on live television by [Rakan](#), Kyung-Hye was seen hugging Jinah and sobbing in despair.

After Il-Hwan died from using too much power in his battle with [Sillad](#), Kyung-Hye, as if somehow sensing her husband's death, finally agreed to her daughter's request to move out of their old apartment. When Jinwoo later came back home alive and well after being resurrected by [Ashborn](#), Kyung-Hye and Jinah both hugged him out of relief that he had survived his battle with the Monarchs.

References

1. [Solo Leveling Webtoon](#): Chapter 89
2. [Solo Leveling Webtoon](#): Chapter 90
3. [Solo Leveling Webtoon](#): Chapter 166

7. Bellion :

Bellion (벨리온) is a servant of [Ashborn](#) and the strongest [shadow](#) in existence.

Appearance

Bellion is a large and muscular shadow warrior with two pairs of black wings on his back, jagged black armor, blank white eyes, and glowing purple skin with a single horned helmet atop his head. He also carries a massive blade that looks like a centipede, which he wields both like a whip and a sword.

Personality

Bellion comes off as composed and does not show much emotion. However, he is deeply loyal to the Shadow Monarch, both past and present, and has never once doubted their decisions. This would later lead him to note that his two masters had similar character traits and genuinely believe that Ashborn made the right choice in selecting Jinwoo to be his successor.

As a lifelong warrior, Bellion believes that combat ability is the most important skill to have, as displayed when he argued with Igris that [Suho](#) should be learning how to use a sword instead of going to school. Like [Beru](#), he is very fond of Suho and was very pleased to see how strong Suho had become after the latter soundly defeated him in battle.

As the Grand Marshal of the shadow army, Bellion takes his position very seriously, as shown by how he promised Jinwoo that he would personally discipline [Iron](#) for his lack of respect if he was to ever return to their ranks.

History

Bellion was born eons ago from the fruit of the [World Tree](#), a mystical tree so large that it could blanket the entire sky with its branches alone. Following this, he became Ashborn's lieutenant, a position that he retained after his death, and

was the first shadow soldier to ever be created from Ashborn's power.^[1]

Final Battle Arc

Shortly after [Jinwoo](#) killed the three Monarchs who came after him, Bellion arrived in the human world with the rest of Ashborn's original shadow army through a gigantic gate in Seoul that was mistaken by the [Korean Hunters Association](#) to be a threat that needed all of the world's S-Rank Hunters to handle.^[2] He then proved himself worthy of his rank of Grand Marshal by easily defeating [Beru](#) in a sparring match.

Abilities

As the Grand-Marshal Grade shadow, Bellion is an immensely powerful individual and the strongest shadow under Jinwoo's command.

- **Immense Strength:** Bellion possesses immense physical strength. As a testament to this, he was able to effortlessly swat aside Beru's attacks and smash him into the ground with enough force to make him cough up blood.
- **Immense Speed:** Bellion can move at immense speeds, as displayed by how he was able to easily keep up with Beru's movements and easily counter his strikes during their sparring match.
- **Sword Mastery:** Bellion has been shown to possess a high degree of skill in swordsmanship, though it has been noted that Igris is the better swordsman.
- **Whip Mastery:** Bellion possesses great proficiency in wielding whips, as shown by how he was easily able to ensnare Beru with his weapon during their sparring match.
- **Flight:** Bellion can use his wings to fly at high speeds.
- **Conversation:** As a Grand-Marshal Grade shadow, Bellion is capable of talking to others.
- **Regeneration:** Like all shadows, Bellion can completely regenerate his body as long as his master still has mana

References

1. [Solo Leveling Webtoon](#): Chapter 168
 2. [Solo Leveling Webtoon](#): Chapter 167
8. Igris :

Igris (이그리트) is the [shadow](#) of [Blood-Red Commander Igris](#).

Appearance

Igris is a large knight with a light purple glow, jet-black armor covering him from head to toe, a tattered black cape, and a long red hair-like ornament extending out of the back of his helmet. His left eye still bares the scar from [Jin-Woo](#) during their battle while in the anime is the right eye that has the scar.

Personality

Igris is loyal, respectful, and chivalrous, to the point that he tends to kneel to his master every time he finishes a battle for him. A running gag with his character is that he always brings the head of his kills back to [Jin-Woo](#), which ultimately

became a problem when [Iron](#) started to copy him. Much like Jin-Woo, Igris also does not approve of [Iron](#)'s dumb antics and typically gets irritated whenever [Iron](#) goes overboard in battle. He is also capable of being nervous and anxious that he's acting a bit too arrogant and thinks that he would seem disrespectful sitting on the throne before his liege. In addition, despite his love for battle, Igris believes in the importance of education, as displayed by how he argued with [Bellion](#) that [Suho](#) would be better off studying in school instead of learning how to fight. Likewise, he is also fond of [Suho](#), as he is pleased thoughtfully when the boy surpassed and defeated him during [Suho](#)'s training.

History

Igris once served the Shadow Monarch [Ashborn](#) during his war with the [Rulers](#) eons ago. After [Ashborn](#) decided to retire and find a human successor, he tasked Igris with testing his successor in battle when the time was right.

After obtaining the [Shadow Extraction](#) skill, [Jin-Woo](#) successfully used it on BRCI (Blood Red Commander Igris) by appealing to his loyal personality. However, as he thought the knight's original name was too long, [Jin-Woo](#) decided to simply name the shadow **Igris** instead.

Although he was the first major shadow that [Jin-Woo](#) extracted, Igris initially played a minor role in the storyline and his position as [Jin-Woo](#)'s strongest shadow was eventually taken over first by [Tusk](#) and then by [Beru](#). However, after [Jin-Woo](#) was reborn as the new Shadow Monarch, Igris obtained his true powers and jumped two grades from Elite Knight to Marshal.

Abilities

As a Marshal-Grade ranked [shadow](#), Igris is an immensely powerful individual. He is one of the strongest [shadows](#) in [Jin-Woo](#)'s army and is only rivaled by [Beru](#) and surpassed by [Bellion](#). The Frost Monarch, [Sillad](#), stated that with his power now restored, Igris is a troublesome opponent and considers him a greater threat than [Beru](#).^[8] Even [Jin-Woo](#)'s son, [Sung Suho](#), acknowledges Igris as an extraordinary being.^[9] During his time under [Ashborn](#)'s command, Igris was known as one of the "Two Wings" of the army of shadows".^[10]

- **Master Swordsman:** Igris is extremely proficient at swordsmanship and has eons of experience at wielding blades in battle, making him the most skilled swordsman in the shadow army.^[11]
- **Superior Intelligence:** It was revealed that Igris possess an intellectual mind that makes him not only a tutor towards [Jin-Woo](#), but towards other [shadows](#) as an academic teacher, which implies Igris' tactical and strategic mindset gave him an edge in his combat skills.
- **Master Hand-to-Hand Combatant:** Igris is highly proficient in hand-to-hand combat, displaying remarkable fighting prowess when unarmed. He likely would've defeated [Jin-Woo](#) had the

latter not managed to land on a surprise attack on him at the last second.^[12]

- **Immense Strength:** Igris possesses immense physical strength, as shown by how he was able to hold off the [Frost Monarch](#) on his own long enough for [Jin-Woo](#) to return to the battlefield.^[13]
- **Immense Speed and Agility:** Igris displays extremely fast movements, along with his acrobatic style in evading his enemies in one spot, and blitzed them with his unparalleled speed.^{[14][15]}
- **Dominator's Touch:** Igris is able to move and control objects without physically touching them.^[16]
- **Communication:** As a Marshal Grade ranked [shadow](#), Igris is capable of communicating with others.^{[17][18]}
- **Regeneration:** Igris can constantly regenerate from damage until [Jin-Woo](#)'s [mana](#) is completely depleted.

References

1. [Solo Leveling Webtoon](#): Chapter 45
2. [Solo Leveling Webtoon](#): Chapter 84
3. [Solo Leveling Webtoon](#): Chapter 164
4. [Solo Leveling Novel](#): Chapter 221
5. [Solo Leveling Webtoon](#): Chapter 164
6. [Solo Leveling Novel](#): Chapter 224
7. [Solo Leveling Novel](#): Chapter 173
8. [Solo Leveling Webtoon](#): Chapter 165
9. [Solo Leveling Webtoon](#): Chapter 195
10. [Solo Leveling Webtoon](#): Chapter 165
11. [Solo Leveling Webtoon](#): Chapter 113
12. [Solo Leveling Webtoon](#): Chapter 45
13. [Solo Leveling Webtoon](#): Chapter 165
14. [Solo Leveling Webtoon](#): Chapter 45
15. [Solo Leveling Webtoon](#): Chapter 195
16. [Solo Leveling Webtoon](#): Chapter 45
17. [Solo Leveling Webtoon](#): Chapter 164
18. [Solo Leveling Novel](#): Chapter 224
19. [Solo Leveling Webtoon](#): Chapter 165

9. Greed :

Greed was the [shadow](#) of [Hwang Dongsoo](#).

Appearance

Greed is a muscular humanoid shadow with a light purple glow, glowing red eyes, long, smoke-like purple hair, sharp claws, and a fractured, horned skull mask that exposes the upper right portion of his face.^[1]

Personality

Due to being fully aware of the crimes he committed when he was alive, Greed is humble, quiet, and servile towards his master, often asking for permission to speak and addressing him with honorifics.^[1] However, much like his human self, he displays a thirst for blood in battle.

History

Following his victory against [Thomas Andre](#), [Jinwoo](#) murdered Hwang as revenge for torturing [Jinho](#), extracted the shadow from his corpse, and named it **Greed**. After using [Shadow Exchange](#) to return to [Korea](#), Jinwoo then punished Greed on his first day as a shadow by ordering him to bow his head to the ground.^[1]

[Epilogue](#)

After the [Rulers](#) used the [Cup of Reincarnation](#) one last time on Jinwoo's request, Greed was erased from his existence and his human self, Hwang Dongsoo, was brought back to life in the new timeline with no memory of his death in the original timeline.

[Woojin Guild Arc](#)

Abilities

As a General Grade Shadow, Greed is one of the stronger shadows in Jinwoo's army and an immensely powerful individual. Even when becoming considerably weaker due to the change in Shadow Authority, he still had enough power to match [Liu Zhigang](#), who was also weaker due to not being the vessel of a Ruler in the revised timeline.^[2]

- **Immense Strength:** Greed was able to break out of [Sillad](#)'s ice prison by just flexing his biceps.
- **Immense Speed:** Greed can move at immense speeds.
- **Conversation**
- **Regeneration**

References

1. [Solo Leveling Webtoon](#): Chapter 147
2. [Ragnarok Novel](#): Chapter 205

10. Tusk :

Tusk (어금니) is the [shadow](#) of [Kargalgan](#).

Appearance

Tusk is a large orc with glowing red skin and glowing blue eyes. He wears a long black hooded cloak and a necklace of skulls.

Personality

Tusk is obedient, quiet, and shy, as displayed when he sheepishly scratched the back of his head upon encountering a group of awed reporters during the [Ahjin Guild](#)'s first dungeon raid. However he can also be competitive and a bit of a show-off, as displayed during his contest with the three dragons in [Ashborn](#)'s shadow army.

History

Tusk was originally a High Orc Shaman [Kargalgan](#), a powerful creature that Jinwoo encountered during the Demon Castle Arc. This arc occurs after Jinwoo accepts a quest to raid a dungeon, which turns out to be a hidden dungeon within the Demon Castle. Tusk, in his original form, was a formidable opponent, especially because of his powerful magic and shamanistic abilities.

[Hunters Guild Gate Arc](#)

After defeating Tusk, Jinwoo attempts to extract his shadow. Initially, the extraction fails multiple times, indicating Tusk's strong will even after death. However, Jinwoo eventually

succeeds, and Tusk becomes one of his Shadow Soldiers. As a Shadow, Tusk retains his magical abilities and shamanistic skills, which makes him a valuable asset to Jinwoo's army.

Jeju Island Arc

Tusk is one of the key Shadow Soldiers deployed during the Jeju Island Raid, one of the most critical arcs in *Solo Leveling*. This raid involves a joint operation by the strongest hunters in Korea to eliminate the S-rank ants that have overrun Jeju Island. Tusk's powerful magic is used to support the raid. His area-of-effect spells help in clearing large groups of ants, significantly reducing their numbers. Tusk's contribution is vital in the eventual success of the raid, particularly in dealing with the overwhelming ant forces.

International Guild Conference Arc

Tusk is part of Jinwoo's demonstration of power during the International Guild Conference in the United States. Here, Jinwoo showcases his Shadow Army to the world, intimidating various international guilds and hunters. Tusk, along with other elite shadows, acts as one of Jinwoo's protectors, ensuring his safety during his time in the United States. His presence is a testament to Jinwoo's growing influence and the fearsome nature of his Shadow Army.

Tusk plays a supporting role during Jinwoo's investigation into the mysterious Dragon Kamish and the subsequent dungeon raids. His magic continues to be an asset, particularly in battles where large-scale destruction is required.

Monarchs War Arc

As the Monarchs start to make their move against Jinwoo, Tusk is increasingly involved in battles against these powerful enemies. His magic proves effective against some of the Monarchs' forces, though the battles become increasingly difficult as the true strength of the Monarchs is revealed. During the confrontations with the Monarchs, Tusk fights alongside other high-ranking shadows like Beru and Igris, forming a formidable team that supports Jinwoo in these high-stakes battles.

Abilities

As a Marshal Grade shadow, Tusk is far beyond the level of a basic S-Rank Hunter and is an immensely powerful individual with a wide variety of powerful spells. As a testament to this, he was able to slaughter hundreds of demons with a single fire spell and kill a giant in one hit.

- **Gravitation Magic:** Tusk is able to levitate a target. He can also use this spell offensively by throwing a target around and smashing into the ground repeatedly until their bodies break from the repeated strain.
- **Regeneration**
- **Hymns:** Tusk can use a large number of hymns, basically spells with various effects. These hymns are an essential part of Tusk's abilities, making him a versatile and powerful member

of Sung Jin-Woo's shadow army. Each hymn has a unique effect that can turn the tide of battle in different ways.

- **Hymn of Protection:** Tusk conjures a shield around himself or around a target.
- **Hymn of the Fire Dragon:** Tusk shoots a massive beam of fire from his mouth. With the Orb of Avarice, this skill is so enhanced in strength that it was able to completely negate [Baran](#)'s breath attack and blast a giant hole right through Hallasan.
- **Hymn of the Blazing Fire:** Tusk shoots off a wave of fireballs.
- **Hymn of Agony:** Tusk curses a target with intense pain.
- **Hymn of Frenzy:** Tusk weakens a target's defense, increasing the amount of damage they take from attacks.
- **Hymn of Blindness:** Tusk blinds a target.
- **Hymn of Slumber:** Tusk drains a target of their stamina.
- **Hymn of Lethargy:** Tusk petrifies a target in place.
- **Hymn of Rage:** This hymn might boost the anger and aggression of allies, increasing their attack power or making them more relentless in battle. It could also have a berserk-like effect, making those affected lose control but gain immense power.
- **Hymn of Strengthening:** Tusk buffs himself or a target in strength.
- **Hymn of Giants:** Tusk drastically grows in size using mana.
- **Hymn of Combustion:** This hymn apparently causes enemies to spontaneously combust or creates explosions, dealing fire damage to enemies. It could be an offensive spell with a wide area of effect.

Trivia

- Tusk is one of the few monsters that required multiple attempts to extract his shadow. This highlights his strong will and the power he held in his original form as a High Orc Shaman.
- Tusk stands out in Jinwoo's Shadow Army due to his focus on magic and shamanistic abilities. While most of Jinwoo's other Shadows, like Igris and Beru, rely on physical strength and combat skills, Tusk's specialty lies in casting powerful spells, making him a crucial asset for magical attacks.
- Tusk is known for his signature spell, "Hellfire," an immensely powerful area-of-effect attack that can decimate large groups of enemies at once. This spell is often used in large-scale battles where Jinwoo needs to quickly reduce enemy numbers.
- Unlike many other Shadows who primarily rely on brute force, Tusk retains a high level of intelligence from his original form. This makes him particularly valuable for complex strategies that require more than just raw power.

- Tusk is one of the few Shadows in Jinwoo's army who gets promoted to General Grade, one of the highest ranks within the Shadow Army. This promotion is a testament to his power and importance within Jinwoo's forces.
- For a long time, Tusk always held the Orb of Avarice in his hand while using magic. It wasn't until after the final battle that Beru pointed out how inconvenient it was to hold the orb in his palm and suggested forging it into a staff instead.
- In the English Novel, anime, comic by Yen Press, Tusk is referred to as "Fang." However, in the official webtoon by Tappytoon and the video game Solo Leveling: ARISE, he is known as "Tusk."

11. Iron :

Iron (아이언) was the [shadow](#) of [Kim Chul](#).

Appearance

Iron takes after his appearance in life, wearing the same armor and wielding the same weapons. As a shadow, he also has a light purple glow. When he evolved to Elite Knight Grade, his axe became larger and gained a smoky quality to it.

Personality

Iron is a loose cannon and has a tendency to go overboard in battle, usually causing excessive destruction with his antics. He also takes pride in his kills and gets easily frustrated when his opponents prove to be immune to his **Taunt** skill. Although [Jinwoo](#) regards Iron as a dunce, he still keeps him around, as the latter always gets the job done well in battle.

History

During Jinwoo's fight with [Baruka](#), a crazed Kim Chul attempted to kill Jinwoo only to be killed himself by [Igris](#). Knowing that he would have a hard time defeating Baruka only with Igris' help, Jinwoo quickly extracted Kim Chul's shadow from his corpse and named him **Iron**. Now a loyal shadow to Jinwoo, Iron helped his master in his fight against Baruka and ultimately killed the ice elf by smashing him into the ground with his battle axe.^[1]

Despite the fact that he was the second major shadow that Jinwoo ever extracted, Iron only played a minor role as the story progressed. However, he never lost his dim-witted attitude and he eventually ranked up to Elite Knight Grade shortly after the second Double Dungeon Incident.

Epilogue

Due to the revision of history caused by the [Cup of Reincarnation](#), Iron was erased from his existence and his human self, Kim Chul, was reborn in the new timeline with no memory of his death in the previous timeline.

Ragnarok

While under the influence of the [Itarim](#) he was a priest of the foreign religion, he fought [Suho](#) as Kim Chul and died the same day which reverted him to Iron, where he remembered everything and has been pissed at the Itarim ever since he reverted to a

shadow. His stats due to the change in master has been lowered compared to his time with [Sung Jinwoo](#).^[2]

Abilities

As an Elite Knight Grade Shadow, Iron is on the level of a S-Rank Hunter. However, he is not as strong as Igris.

- **Enhanced Strength:** As a Elite Knight-grade Shadow Soldier, Iron was able to restrain Baruka and create craters in the ground. After his promotion, Iron was able to kill a giant with a single well-placed strike to its head. In addition, he was able to effortlessly drag the head of a lifeless Vulcan with one hand.
- **Enhanced Durability:** As a Elite Knight-Grade Shadow Soldier, Iron was able endure and survive the full blast of three Shadow Mages and was able to withstood Baruka's attacks.
- **Shout of Provocation:** Iron is able to taunt his enemies, prompting them to attack him without thinking. It should be noted that this skill does not work against enemies who are stronger than him.
- **Regeneration**

References

1. [Solo Leveling Webtoon](#): Chapter 54
2. [Ragnarok Novel](#): Chapter 190

12. Kaisel :

Kaisel (카이셀) is the [shadow](#) of [Kaisellin](#), a wyvern that [Baran](#) used as his battle mount.

Appearance

Kaisel is a large wyvern with black scales, sharp teeth, a glowing purple neck and underbelly, glowing purple wings, glowing purple horns, and a long black tail.

History

[Return to Demon Castle Arc](#)

After he killed Baran, [Jinwoo](#) extracted the shadow from Kaisellin's corpse and named it **Kaisel**, as he didn't remember the wyvern's original name. After leaving the [Demon Castle](#), Jinwoo used Kaisel to head to the hospital where his mother [Park Kyung-Hye](#) was a patient.^[1]

[Jeju Island Arc](#)

While out flying with his master, the wyvern was seen spotted in the night sky, with pictures appearing on social media. There were questions from the public on the origin of the monster and what the [Korean Hunters Association](#) was doing to address the threat. Jinwoo saw the news on his phone, and was amused by the hysteria caused by his summon. When Chairman [Go Gunhee](#) called him, the Hunter thought if he was calling about the wyvern and offered an apology for the panic. However it Gunhee was calling about the upcoming raid to [Jeju Island](#).^[2] Later after Jinwoo saved the Korean S-Rank Hunters in the [Jeju Island Raid Party](#) and escorted them to the retrieval helicopter, he summoned Kaisel to take to the skies to deal with the [Ants](#) and clear the way for them.^[3]

[Ahjin Guild Arc](#)

Jinwo while in the midst of a raid with the [Knights Guild](#) at the [Busan Gate](#) sensed his sister [Sung Jinah](#) was in danger. The hunter abandoned the attempts to clear the dungeon, leaving it to the [Beru](#) and his other summons. Jinwoo rushed out of the Gate and once outside, summoned Kaisel to take him to Jinah's school.^[4] Kaisel made it to the school in time when the [Orc Groctar](#) was about to kill Jinah, but the wyvern and Jinwoo burst through the classroom.^[5]

[Japan Crisis Arc](#)

Kaisel was part of the assault on the [giant](#) boss guarding the [Tokyo S-Rank Gate](#). The wyvern was cut down while Jinwoo was riding him into battle, but Jinwoo was then able to land on the giant to continue his attacks.^[6]

[Monarchs War Arc](#)

Kaisel flew to the massive Gate that appeared over Seoul to allow his master to try and attempt to enter it, but the two found the way in was barred.^[7] Later while Jinwoo was on a date with [Cha Hae-In](#) at an amusement, after the two found the rides to be less than exhilarating, the two went on a ride on Kaisel's back in the sky, enjoying the view of the setting sun.^[8]

The couple stayed the night in the forest, and by the morning the two decided to go to a restaurant which Jinwoo summoned Kaisel to bring them there.^[9]

During [Rakan](#) attack outside the Korean Hunters Association, just when he was about to kill [Lennart Niermann](#), the wyvern saved the hunter biting down on the Monarch with his jaws. After the shadow released Rakan, Jinwoo used [Shadow Exchange](#) to switch places with Kaisel.^[10]

Trivia

- In the anime Kaisel appears in the battle in the ant nest, unlike webtoon or novel.
- Unfortunately, due to the fact that Kaisel was only good for flying and not fighting, Jinwoo rarely ever used him as the story progressed and only ever summoned the wyvern whenever he needed to travel somewhere by air and couldn't use Shadow Exchange.
- In Solo Leveling: Ragnarok, Kaisel is one of two Shadows, the other being Beru, from Jinwoo's Shadow Army from the revised timeline to be on Earth.

References

1. [Solo Leveling Webtoon](#): Chapter 88
2. [Solo Leveling Webtoon](#): Chapter 90
3. [Solo Leveling Webtoon](#): Chapter 105
4. [Solo Leveling Webtoon](#): Chapter 118
5. [Solo Leveling Webtoon](#): Chapter 119
6. [Solo Leveling Webtoon](#): Chapter 136
7. [Solo Leveling Webtoon](#): Chapter 154
8. [Solo Leveling Webtoon](#): Chapter 155
9. [Solo Leveling Webtoon](#): Chapter 156
10. [Solo Leveling Webtoon](#): Chapter 158

13. Jima :

Jima (지마) is the [shadow](#) of the [Boss Naga](#).

Appearance

Jima is a giant naga with black scales, sharp claws, glowing purple shoulder fins, and a glowing purple underbelly. He also wields a pair of large black tridents.

Abilities

As a General Grade shadow, Jima is on the level of the advanced S-Rank Hunter.

- **Enhanced Strength:** Jima possesses great physical strength, as displayed by how he was able to strike down a giant in one hit.
- **Growth:** Jima can grow drastically in size using mana.
- **Regeneration**

14. Tank :

Tank (탱크) is the [shadow](#) of an alpha [ice bear](#) that [Jinwoo](#) encountered during the [Red Gate Incident](#).

Appearance

Tank is a shadow bear about the size of an army tank and has a light purple glow, visible scratch marks on his left eye, a thin flaming strip of hair along his head and back, and a large X-shaped scar on his chest.

Personality

As an ice bear, Tank typically behaves in an animalistic manner, plowing through enemies with brute force and ripping them apart with his teeth and claws. However, he does have intelligence, as displayed when he successfully worked together with [Iron](#) to kill one of [Kargalgan](#)'s generals.

Abilities

As a Knight Grade Shadow, Tank is about as powerful as an A-Rank Hunter. He was also strong enough to plow his way through a horde of demons like they were bowling pins and kill a [naga](#) in one hit.

15. Beru :

The Ant King, Beru (왕) was the hidden boss of the [Jeju Island S-Rank Gate](#) and one of the most powerful monsters to appear in the entire series. He was single-handedly responsible for the deaths of over eight of the 16 S-Rank Hunters who took part in the 4th Jeju Island Raid, including [Goto Ryuji](#), the greatest hunter in [Japan](#).

Appearance

The Ant King was a large and muscular humanoid ant with a black armored exoskeleton, glowing red eyes, sharp claws, two small pincers extending from his abdomen, and four transparent ant wings.

Personality

The Ant King was an arrogant and bloodthirsty individual who desired to fight a worthy opponent above anything else, as demonstrated when he repeatedly demanded the Korean and Japanese hunters for their "king." He took great pride in his

status as an apex predator and was stunned when he discovered the truth that there were others out there who were even stronger than him. Unlike the other ants, he possessed human-level intelligence, which enabled him to fight against his opponents strategically and effectively target their weak spots. He was also smart enough to know when he was outmatched, as displayed when he gave up trying to kill [Jinwoo](#) after realizing that he couldn't win and tried to run away.

History

During the 4th Jeju Island Raid, the Ant King targeted the Japanese hunters first, beheading [Akari](#), [Kenzo](#), [Tatsumi](#), [Kei](#), and [Ippei](#) all with one attack each.^[1] However, before he could continue the slaughter, he was drawn back to the queen's chamber upon hearing her death cry.

When he made it back to the nest, the Ant King discovered that a band of Korean hunters had killed the queen and brutally overpowered them in a fit of rage.^[2] When Min Byung-Gyu attempted to heal his colleagues so that they could keep fighting, the Ant King viciously killed him by devouring his head, absorbing both his language skills and healing techniques through his **Gluttony** ability.

With the Korean hunters having been defeated, the Ant King flew back out to fight Goto, as he was the strongest hunter on the island at the time, but was disappointed when he only lasted one hit longer than the rest.^[3] However, before he could finish off the three remaining Japanese hunters, the Ant King sensed Jinwoo's presence on the island and flew back to the queen's chamber for a second time to deal with this new enemy.^[4]

Upon locating Jinwoo inside tending to the other Korean hunters, the Ant King wasted no time in getting the fight started and punched him square in the face. Much to his surprise, not only did Jinwoo survive the attack, but he was barely hurt, having only sustained a small cut on his lip.^[5] Finally having found a worthy opponent, the Ant King started to exchange blows with Jinwoo and used just every ability in his arsenal in an attempt to win - strength, poison, speed, and even his army of ants - to no avail, as Jinwoo easily countered every one with his superior strength.^[6] As he watched Jinwoo's [shadow army](#) easily slaughter his brethren, the Ant King finally realized that he couldn't win and tried to flee, but Jinwoo stopped him by telekinetically smashing him into the ground with [Ruler's Authority](#). Scared for his life, the Ant King desperately tried to crawl away, but Jinwoo used his [Mutilation](#) skill on him, finally killing the creature once and for all.^[7] After the raid was over and the other Korean hunters had safely departed the island, Jinwoo decided to revive the Ant King as one of his shadow soldiers and gave him the new name of [Beru](#).

Abilities

As the strongest child of the Ant Queen and the hidden boss of a S-Rank gate, the Ant King was an immensely powerful individual and one of the most powerful magic beasts ever encountered by humanity. He also possessed human-level intelligence, which made him much more dangerous than the rest of his kind, and was said by Jinwoo to be about as strong as the clone of [Baran](#) that he fought in the [Demon Castle](#), if not slightly stronger.^[6]

- **Immense Strength:** The Ant King possessed immense physical strength. As a testament to this, he was able to knock out and injured Cha Hae-In in a single blow, kill Goto Ryuji in just two hits, slaughter six Japanese S-Rank Hunters with one attack each, and punch Jinwoo hard enough in the face to make him bleed from his mouth.^[5]
 - **Immense Speed:** The Ant King could move at immense speeds, as shown by how he was able to keep up with Jinwoo's movements during their fight.^[6]
 - **Immense Durability:** The Ant King possessed immense physical durability, as demonstrated by how he was able to withstand Jinwoo's attacks for a considerable amount of time.^[6]
 - **Gluttony:** The Ant King was able to absorb the skills and knowledge of those he consumed.^[3]
 - **Paralysis Poison:** Due to having consumed a cone snail at some early point in his life, the Ant King was able to spit an extremely concentrated poison from his mouth. Due to the magical nature of this poison, it was exponentially more toxic than its original version and could kill a target in a matter of seconds.^[6]
 - **Healing Magic:** Due to having consumed Min Byung-Gyu's head, the Ant King was a master healer and was able to heal back both his left arm and his wings after Jinwoo sliced them off.^[7]
 - **Ice Magic:** Due to having consumed part of Kei's body, the Ant King was able to generate massive swaths of ice to use in battle.
 - **Conversation:** Due to having consumed Min Byung-Gyu's head, the Ant King was able to speak and understand both Korean and Japanese perfectly.^[4]
 - **Flight:** The Ant King could use his wings to fly at high speeds.^[4]
 - **Size Manipulation:** The Ant King was able to increase his raw strength at the cost of his agility and speed by growing in size, and vice versa by compressing his body.^[6]
- Trivia
- The Ant King may have been inspired by the villain [Meruem](#) from the manga/anime series [Hunter x Hunter](#).

- The Ant King's ability to use ice magic is unique to the anime. He is never shown to have that ability in the webtoon or the novel.

References

1. [Solo Leveling Webtoon](#): Chapter 97
2. [Solo Leveling Webtoon](#): Chapter 99
3. [Solo Leveling Webtoon](#): Chapter 100
4. [Solo Leveling Webtoon](#): Chapter 101
5. [Solo Leveling Webtoon](#): Chapter 102
6. [Solo Leveling Webtoon](#): Chapter 103
7. [Solo Leveling Webtoon](#): Chapter 104

16. Monarchs :

1. Antares - King of Dragons and the Monarch of Destruction. He was also the strongest and the oldest of the nine Monarchs, as well as the final antagonist of [Solo Leveling](#).
2. Ashborn - King of the Dead and the Monarch of Shadows. He was also the Greatest Fragment of Brilliant Light and the strongest of them all.
3. Baran - King of [Demons](#) and the Monarch of White Flames.
4. Rakan - King of Beasts and the Monarch of Fangs.
5. Sillad - King of Snow Folk and the Monarch of Frost.
6. Tarnak - King of Monstrous Humanoids and the Monarch of Iron Body.
7. Legia - King of Giants and the Monarch of the Beginning. He was also the hidden boss of the [Tokyo S-Rank Gate](#).
8. Querehsha - Queen of Insects and the Monarch of Plagues.
9. Yogumunt - King of [Demonic Spectres](#) and the Monarch of Transfiguration.

17. Humans :

1. Adam White
2. David Brennon
3. Laura
4. Matsumoto Shigeo
5. Norma Selner
6. Park Kyung-Hye
7. Sung Jinah
8. Yoo Myunghan

18. A-E Rank Hunters :

1. Woo Jinchul
2. Yoo Jinho
3. Park Jongsoo
4. Kim Chul
5. Lee Minsung
6. Hanekawa
7. Jung Yerim
8. Jung Yoontae
9. Yoo Soohyun
10. Park Heejin
11. Lee Joohee
12. Kang Taeshik
13. Song Chi-Yul

14. Hwang Dongsuk
15. Kim Sangshik
16. Han Song-Yi

19. S-Rank Hunters :

1. Sung Jinwoo
2. Cha Hae-In
3. Thomas Andre
4. Liu Zhigang
5. Christopher Reed
6. Sung Il-Hwan
7. Sung Suho
8. Go Gunhee
9. Goto Ryuji
10. Lennart Niermann
11. Hwang Dongsoo
12. Baek Yoonho
13. Choi Jong-In
14. Lim Tae-Gyu
15. Ma Dongwook
16. Min Byung-Gyu

20. Magic Beasts :

1. Architect
2. Ant King
3. Baruka
4. Blood-Red Commander Igris
5. Cerberus
6. Esil Radiru
7. Groctar
8. Kamish
9. Kargalgan
10. Vulcan