HERO LIST

Stats & Abilities

|  |  |
| --- | --- |
| Damage: | The max amount of damage an attack or ability can deal. The minimum amount an ability can deal is 66% of the listed damage. Healing abilities have this changed to 80%. |
| Slowed | Slowed enemies have their AP reduced to 1. |
| Rooted | Rooted enemies cannot move, but can still attack. |
| Sleeping | Sleeping enemies cannot move or attack unless woken up first by being attacked. |
| Stunned | Stunned enemies cannot move or attack. |

# THE ANCIENT ONE

MUER

JORDESH TANK

MELEE

HP: 600 HP

DAMAGE: 40 dmg

AP: 4 actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| DEVOURING SPIN | 60/  30 | 1 | 3 | The Ancient One lashes out at both friend and foe, dealing damage and healing for 50 HP per hero hit. |
| HYPNOTIC GAZE | 100 | 2 | 3 | The Ancient One hypnotizes the target and lures them forward, then strikes out with tooth and claw. Ability does not deal damage if target is not brought within melee range. |
| INSATIABLE |  |  |  | When an enemy hero is killed, The Ancient One gains 75 max HP. On death, the Ancient One loses 100 HP. |

# THE ARCANE SMITH

URENAR

KAI’SHIR SUMMONER

MAGIC

HP: HP

DAMAGE: dmg

AP: actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| ARCANE WELL |  |  |  |  |
| MANA MINE |  |  |  |  |
|  |  |  |  |  |

# THE ARCHMAGE

ETHRANOS

EARTHBORN MAGE

MAGIC

HP: 300 HP

DAMAGE: 60 dmg

AP: 3 actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| FIRE BOLT | 150 | 3 | 3 | Hurl a ball of fire at a target to deal damage. |
| ICE BLAST | 150 | 2 | 3 | Blast ice up to 2 tiles in a direction. First target hit is slowed. |
| OVER FLOWING MANA |  |  |  | When the Archmage kills an enemy, abilities are taken off of cooldown. |

# THE BATTLE PRIEST

ALNIA

EARTHBORN HEALER

MELEE

HP: 300 HP

DAMAGE: 40 dmg

AP: 3 actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| RESTORING LIGHT | 125 | 2 | 3 | Bathes the target ally in light, healing them. |
| BLESSED MACE | 65 | 1 | 3 | The Battle Priest’s mace glows with holy light, smiting an enemy with holy magic. |
| SALVATION | 75 | 3 |  | At the end of each turn, the closest ally within range receives a burst of healing. |

# THE CHAMPION OF THE ELEMENTS

FOLMOS

JORDESH FIGHTER

MELEE

HP: HP

DAMAGE: dmg

AP: actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| VOLCANIC FISSURE |  |  |  |  |
| HURRICANE |  |  |  |  |
| WRATH OF THE ELEMENTS |  |  |  |  |

# THE FIRE LORD

RU’THARGAS

MOR’DENAI BRAWLER

MELEE

HP: 1000 HP

DAMAGE: 40 dmg

AP: 4 actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| INFERNAL SMITE | 60 | 1 | 3 | The Fire Lord sets his sword ablaze and swings it at the target, dealing damage. |
| INCEDIARY BLAST | 45 | 2 | 2 | Blasts a wave of heat in the target direction, healing for 50 HP per target hit. |
| SEARING STEPS | 32 |  |  | As the Fire Lord walks, he leaves behind a trail of fire that damages enemies that walk over it. Trail dissipates at the beginning of your turn. |

# THE FROST KNIGHT

VARIOS

NECARU BRAWLER

MELEE

HP: 800 HP

DAMAGE: 60 dmg

AP: 4 actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| DEADLY SLICE | 75 | 1 | 3 | The Frost Knight aims for a vital, area and slices, dealing damage and leeching up to 75HP |
| FREEZING BLADE | 80 | 1 | 3 | The Frost Knight chills her sword and strikes out, slowing the target. |
| PATH OF FROST |  |  |  | The Frost Knight freezes nearby water tiles, allowing her to walk across it. |

# THE KEEPER OF THE POOLS

NUNKE

JORDESH HEALER

MAGIC

HP: 250 HP

DAMAGE: 40 dmg

AP: 2 actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| SOOTHING WATERS | 100 | 3 | 3 | A refreshing stream of water heals the target ally. |
| STRANGLING ALGAE | 40 | 3 | 2 | Cords of algae and seaweed ensnare the target, rooting them. |
| REJUVENATION | 30 | 5 |  | At the end of each turn, all allies within range receive a small burst of healing. |

# THE LICH

OZIEL

NECARU MAGE

MAGIC

HP: 300 HP

DAMAGE: 60 dmg

AP: 3 actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| DARK CLOUD | 75 | 3 | 3 | A choking cloud of gas falls over the target, dealing damage to it and nearby enemies. |
| SHADOW RAY | 150 | 3 | 3 | The Lich fires a beam in a target direction, hitting the first enemy in its path. |
| LICH’S PHYLACTERY |  |  |  | When the Lich dies, he retreats into and drops his Phylactery. Upon respawning, he emerges from the Phylactery, where it had fallen. |

# THE NECROMANCER

YULSO

NECARU FIGHTER

MAGIC

HP: 300 HP

DAMAGE: 60 dmg

AP: 3 actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| SKULL BOMB | 60 | 3 | 3 | The Necromancer throws a skull and detonates it, dealing damage to the target and nearby enemies. |
| GRASPING TOMB | 80 | 3 | 2 | Grasping skeletal hands emerge from the ground and grabs the target’s legs, rooting them in place. |
| RISEN DAMNED | 32 |  |  | When the Necromancer kills a target or is killed, a skeleton is risen in their place. The skeleton falls apart after 1 turn, or after attacking an enemy at melee range. |

# THE PROPHET

XAKAZA

ZHAKAJII FIGHTER

MELEE

HP: 500 HP

DAMAGE: 50 dmg

AP: 4 actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| SHIFTING SANDS | 80 | 2 | 3 | The Prophet moves the ground beneath the target, rooting them. |
| SUBMISSION | 60 | 1 | 3 | The Prophet unleashes a shockwave to force nearby enemies to kneel before him. Damage increases by 20 for every Acolyte past 5. Minimum 5 Acolytes. |
| LOYALISTS |  |  |  | At the beginning of each turn, The Prophet gains 1 Acolyte. Each Acolyte following The Prophet grants a bonus 50 HP and 10 basic attack damage. These bonuses are lost on the death of the Acolyte. Max 20 Acolytes. |

# THE REAPER

CA’SHALL

NECARU FIGHTER

MELEE

HP: 600 HP

DAMAGE: 60 dmg

AP: 3 actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| SHRED SOUL | 80 | 1 | 2 | The Reaper slices and tears a piece of the target’s soul, dealing damage. |
| SPECTRAL GRASP | 30 | 3 | 3 | The Reaper throws out a ghostly hand and drags the target to the closest tile between him and the target. |
| DEATH’S TOLL |  |  |  | The Reaper’s blade siphons a portion of the target’s soul, dealing 10% of target’s max health as damage on basic attacks, and 6% when using an ability. |

# THE SIN LORD

VASHTA

MOR’DENAI MAGE

MAGIC

HP: 300 HP

DAMAGE: 60 dmg

AP: 3 actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| HELL SHOT | 100 | 3 | 2 | The Sin Lord throws a ball of fire and shadow at the target to deal damage. |
| DARK LIGHTNING | 100 | 3 | 2 | The Sin Lord launches a volley of shadowy lightning at the target to deal damage. |
| GIFT OF SIN |  |  |  | At the beginning of each turn, the Sin Lord draws strength from one of the stones in his body, calling upon the power of one of 7 sins. |
| GIFT OF SIN – IRA |  |  |  | Unleashes the Sin Lords rage, letting abilities deal an additional30% damage. |
| GIFT OF SIN – AVARITIA |  |  |  | Abilities cost no AP but deal 50% damage (Requires a talent in an upcoming build) |
| GIFT OF SIN – LUXURIA |  |  |  | Appear to enemies as their ideal partner to receive 25% less damage (Requires a talent in an upcoming build) |
| GIFT OF SIN – INVIDIA |  |  |  | The Sin Lord gives what is received, reflecting 30% of the damage back at the attacker (Requires a talent in an upcoming build) |
| GIFT OF SIN – GULA |  |  |  | The Sin Lord gives in to his hunger, leeching 30% of damage done as HP (Requires a talent in an upcoming build) |
| GIFT OF SIN – ACEDIA |  |  |  | The Sin Lord reduces his AP to 1 to prepare for enemy attacks, gaining 200 temporary HP (Requires a talent in an upcoming build) |
| GIFT OF SIN -- SUPERBIA |  |  |  | The Sin Lord unleashes the power of all his sins (Does not reduce AP to 1 from Acedia or 50% damage reduction from Avaritia) (Requires a talent in an upcoming build) |

# THE TIMELESS ONE

CHRONOS

ELVEN SUPPORT

MAGIC

HP: 280 HP

DAMAGE: 50 dmg

AP: 3 actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| NAME | DMG | RNG | CD | DESCRIPTION |
| FAST FORWARD | 60 | 3 | 2 | The Timeless One compresses the target’s future to an instant, causing them to take damage. When used, switches with REWIND. |
| REWIND | 60 | 3 | 2 | The Timeless One rewinds time on an ally, restoring health and removing a status effect. When used, switches with FAST FORWARD. |
| TEMPORAL SHIFT | 30 | 3 | 3 | Traps the target in a bubble of frozen time, stunning them. |
| GEARS OF TIME |  |  |  | The flow of time shifts around the Timeless One, increasing the player’s AP |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | TANK | BRAWLER | FIGHTER | MAGE | SUMMONER | SUPPORT | HEALER |
| DWARF |  |  |  |  |  | -Forge Lord |  |
| EARTHBORN |  |  | -Lupine Soldier | -Archmage  -Watcher |  | -Travelling  Bard | -Battle Priest |
| ELF |  |  | -Master  Hunter |  |  | -Timeless  One |  |
| GOBLIN |  |  | -Goblin Mafia |  |  |  |  |
| JORDESH | -Ancient One | -Spirit | -Champion |  |  | -Archdruid | -Keeper |
| KAI’SHIR |  | -Angel  Sovereign | -Demon  Hunter |  | -Arcane Smith |  | -Lore Keeper |
| MOR’DENAI | -Fire Lord |  | -Hound  Master  -Vengeful One | -Demon  Chief  -Sin Lord |  |  |  |
| NECARU | -Frost Knight | -Vampire King | -Necromancer  -Reaper | -Lich |  |  | -Plague Doctor |
| ZHAKAJII | -Scarab King | -Warrior King | -The Prophet  -Shepard  -Undying  Horror |  | -Swarm  Mother |  |  |