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Warning by Dezmert & Twobearhighiving(Updated by the community) If you have any questions or think of something to add feel free to message me on here or on Reddit or join us on Discord. Hero Stats and Skills[] Base stats[] Atk - Physical attack. Is reduced by Def. Matk - Magical attack. Is reduced by Mdef. Acc - Accuracy. Is reduced by Mdef. Crit - Chance (in %) to score a critical hit. See Below Cdmg - Critical damage modifier. Increases Critical damage additively. Base Critical damage is 2x damage. Cdmg +20% equals 2.2x Critical damage. Hp - Hit points, amount of Health. Def - Physical defense, reduces incoming Atk damage. Eva - Evasion. Used by enemies to evade hits. See Accuracy Ap - Ability points. Used to cast Skills. See Below Str - Strength increases Atk. Int - Intellect increases Matk. Dex - Dexterity increases Acc. Luck - per 1 luck gain 1.6% chance for lucky hit. Lucky hits deal 1.35x dmg. StrIntDex scaling you can find on each Heroes' page here. Percent stats[] Atk % Matk %, Acc %, Def %, Mde%, Hp % Xp % and Cdmg % all stack additively, including a Hero Passive modifier like Might/Intellect. For example, Might Passive + 2 Radiant Prefixes gives 1.3x Atk bonus. A Hero with 20% Cdmg and 15% Cdmg would deal 2.35x Critical damage. Plv Potions[] A non-Prestiged Hero can use 8 Enchantment Potions, a 1st Prestige Hero can use 12 and 2nd Prestige Hero can use 16. Prestiging removes all Enchantments. Reclassing does not. Regardless of a Hero's level when given the potion you will gain full benefits. The potions are retroactive. For example, a level 40 Hero will gain 4 points instantly, the Hero will then continue to gain 0.1 point each time they level up. Plv Potions give more stats than +X Potions. Skills[] The Skills page lists every skill in the game with a detailed explanation. At level 10 a Hero gains 5 Ap and unlocks Skills. Every 2 levels afterward they gain an additional Ability point. Heroes level 40 and higher have 20 Ap, which is the cap. Wisdom Passive, unique to Mages, Clerics, Dark Knight, and Bards raises the Ap cap by 2 for a total of 22. 2 Prefixes: Savvy and Master's, add 1 and 2 Ap respectively. Each Hero has 7 unique Skills (except for Bard who has 8), unlocked at levels 10, 15, 20, 25, 30, 35, and 51. Skills that deal direct damage can Crit and miss. True Damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit. Heals won't overdeal your Hero, so you cannot heal more than the amount of Hp a Hero had going into the fight. Mana Shield grants a shield equal to 0.6x of your hero's matk. Blocks only magical damage, physical and true damage will bypass it. Differently named buffs can stack. For example, Enrage and Vicious Strike gives 1.6x + 1.3x = 1.9x damage modifier. Paladins with 500 Atk and both Skills would boost Hero to 950 Atk. 950/500 = 1.9x. With 500 base Atk, Might passive and a Radiant prefix Hero will have 2.1x more damage modifiers stacks additively) Mage skills[] Silence cannot miss. Silence will not negate enemy Shields. Amplify Magic doubles the effects of all enemy's debuffs and deal 0.8x matk's number of debuffs. Dots are classified as debuffs and their damage will be doubled. Will shield only 0.8x if there are no effects to amplify. Warrior skills[] Taunt reduces all damage of a next enemy attack (so it does not need to be used right before the enemy attack) to a caster, debuffs, however, aren't taunted and will affect everyone who should be have hit by it. Reflect damage will also trigger the skill, even if it would have dealt 0 damage. Taunt is also considered as a debuff, and will cause Mage's Amplify Magic to deal more damage. The effect alone isn't strengthened by any way. Block will only reduce Physical incoming damage by 78% before mitigations, the magical damage is unchanged. Any debuffs applied by the Attack will still be applied to the Hero. Paladin skills[] Shield will only reduce Magical incoming damage by 78% before mitigations, the physical damage is unchanged. Holy Shield sets whole party's ndef equal to 1.3x paladin's ndef, making them to receive the equal amount of damage. Physical damage is unchanged. Any debuffs applied by the Attack will still be applied to the team. Rogue and Assassin skills[] Evade will reduce all incoming damage (including true damage) for the Hero that used it by 78% before mitigations. Any debuffs applied by the Attack will still be applied to the Hero. Berserker skills[] True Damage part of Berserk Smash can Lucky Hit. Basic Combat Mechanics[] THE DAMAGE FORMULA[]  $D a m a g e = 100 \times 100 + E n e m y \text{ Defense} \times ( H e r o \text{ Attack} \times S k i l l \text{ Modifier} ) \{ \text{displaystyle Damage} = \text{vfrac{100}{100 + Enemy-Defense}} \times \text{times (Hero-Attack times Skill-Modifier)} \}$  For example, if a Berserker has 500 Atk and an enemy has 200 Def, using a Slash (1.6x Atk)-100/(100 + 200) = 0.33. The Hero will only be doing 33% of his damage, which in this case is 266.66 damage (1.267 \* 100/100 + 200)\*(500\*1.6) Physical and Magical damage is calculated separately and then added together. Atk is reduced by Def, and Matk is used with Mdef. ACCURACY / HIT CHANCE[]  $H i t \text{ Chance} = 200 \times A c c + E v a \{ \text{displaystyle Hit-chance} = \text{vfrac{200 \times Acc}}{Acc + Eva} \}$  For example, if your Hero has 50 Acc and the enemy has 75 Eva, you will have a 60% chance to hit. (200\*50)/(50+75) The formula it takes to find hit chance always being 100% if your accuracy is equal to the enemies' evasion. You need 250 Acc to 100% hit all enemies (in F2P). Attack Order[] Knowing who attacks first is crucial when planning Skill order. Your Heroes will always attack first unless fighting one of the Weekly bosses, they attack first. Regular Epic bosses and special map bosses do not attack first Order Follows this pattern: FirstSecond ThirdFourthEnergy (last) FifthSixth Skill order[] Turn 1 = Skill 1 Turn 2 = Skill 2 Turn 3 = Skill 3 Turn 4 = Skill 4 Turn 5 = Skill 5 On Turn 1 all of your Heroes will use their first Skill followed by the Enemy. Turn 2 Skill 2 and so on. If the light doesn't end after the 5th turn it will repeat the same actions starting at Skill 1. If the Fight doesn't end after 200 Turns, it will auto-complete and result in a failure with all of your Heroes dead. Enemy Damage[] When an enemy attacks, if the target for the attack is not specified the damage is split between the front row. If a monster's attack is to deal 1.8x Atk, with 2 heroes in front both will take 0.9x Atk. 3 heroes will take 0.6x Atk each. 3 examples of specified damage are: Areas "Savage Charge" skill Deal 2.5x Atk to the Center Hero. (Only the Center front Hero takes damage, does nothing if there is no center hero) Antares' "Deadly Venom" Deal .7x Matk to the Back Row for 3 Turns (Back row Heroes take 0.7x Matk ea, damage will be redirected to front row if there are no Heroes in backline) Dragon Whelp's "Flame Breath" Deal 1.2x Atk & 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Atk & 1.2x Matk damage) AOE Damage[] When an enemy uses an Area of Effect attack it follows this pattern: FourthFirst FifthSecond SixthThird D0t Damage[] When an enemy uses a Damage Over Time attack it will be equal to each Hero. This effect will activate when the Hero attacks and they will suffer damage afterward. This effect can be cleared with Cleanse. True Damage[] True Damage is a unique Skill of Assassins, Rogues, Dark Knight, Night Beast, Night Stalker, Fatalis and Desolation Wolf. True damage deals damage that is not dependent on either the Damage Skills, Cheap Shot, Punish, Twilight Strike, Smash deal only with the description says. For example, if a 2nd level Rogue has 500 Atk and 100 Acc using Cheap Shot 2 (1.2x Atk) will deal 140 damage and 100 Acc will deal 100 damage and 100 Acc will deal 100 damage. Berserker Smash on Crit deals 3% of enemy's current health as True Damage. Enemy[] Night Beast & Night Stalker. Swift Strike Deal 1x Atk as True Dmg. Deals 75 Atk and 75 Matk regardless of defense values. (Cannot be blocked, can be partially mitigated through Evade and Song of Defense skills) Fatalis: Dark Flame Deal .5x Matk as True Dmg & Def 150% (AOE). Deals 0.5x Matk as True Dmg. (AOE) Desolation Wolf: Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg AOE Buff part is casted before the attack, therefore AOE buff will be affected by the buff Basic Game Mechanics[] LUCK[] Luck increases the chance for increased quantities of items to drop from quests. Luck value is equal to a direct percentage increase. For slots 1 and 2, Luck increases the number of materials dropped. Every 10 Luck gives +1 guaranteed item drop, up to 5 materials cap. (Slots 1 and 2 only) For slots 3 and 4, Luck increases the chance to receive a drop from this Slot for each item by % (multiplicatively, by amount equal to party's combined luck). For slots 3 and 4 the cap depends on the Quest. See each Quest page for the cap. Per 1 Luck of combined party's amount, gain 1% more essence from maps. This has no cap. All Heroes have a Luck except for the Bard who has build-in Luck bonus of 10, and can extend it by another 5 via one of his passives. Per 1 luck, gain 1.6% for lucky hit chance. Lucky hits deal 1.35x damage and work with True Dmg. Luck also increases chance for rare monster to spawn, by 4% per 1 Luck. Max chance is 50%, including base chance. CRITICAL HITS[] Critical hits deal 2x Damage. Skills that deal direct damage can Crit. The Critical Strike Passive can increase critical damage (Cdmg%) by 35% (making it 2.35x Dmg). Fatal Stab skill attacks with an additional 100 Cdmg%, making it 3x Dmg. These two can stack, so a critical hit with the Fatal Stab Skill + Critical Strike passive will deal 3.35x Dmg. With the Poem of Focus skill Heroes deal 4.75x Crit damage. (5.1x with Critical strike passive). Assassin's skill Fatal Stab deals 6.1x. All weapons have an Affix as noted by False above. (54 was not greater than or equal to 61) Suffix[] This section is transcluded from prefix. To change it, please edit the transcluded page. All Weapons and Armor in the game have a chance for rolling a Suffix when crafting or buying. Adding a prefix to a weapon also increases the Rarity of the item. Once you have unlocked the Enchanter you can use them to try and add or reroll Prefix. All Prefixes are weighted, with some being 5/10 or 20. Fortunate prefix has a weight of 10 and with the total weight of all Prefixes being 710, there is a ~1% (10/710) chance to roll it. Eventually, weaker prefixes become unavailable as your crafter/enchanter levels up. Item's grade is also partially taken into the factor. For example, 60LV Enchanter enchanting 60LV item at S grade or 60LV crafter crafting Onix's Decapitator (40LV) at S rank, they can only roll the following prefixes: Radiant, Bright, Strong, Rigid, Risk, Master's, Swift, Fortunate, Expert's. Total weight of these prefixes is at 107, that means chance for rolling a satisfactory % prefix is at 9.3%, and rolling Master's at 1.8%. Prefixes[] 1 Name EnchanterLvReq Weight Burning 10 Fiery 11 5 Flaming 21 10 Smoldering 31 20 Blazing 41 40 Cold 15 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 15 Accurate 11 10 Sharp 21 20 Fatal 31 30 Deadly 41 40 Tenacious 15 Vigorous 11 10 Robust 21 20 Resilient 31 30 Titan's 41 40 Solid 15 Hard 11 10 Tough 21 20 Sturdy 31 30 Defender's 41 40 Focused 15 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Lucky 21 5 Fortunate 41 10 Quick 11 5 Swift 31 10 Skilled 11 5 Expert's 31 10 Savvy 61 5 Master's 66 2 Brisk 61 15 Radiant 61 15 Frigid 61 15 Strong 61 15 Rigid 61 15 Crafting[] In order to get a certain Prefix during the craft ( C r a f t e r \text{Lv} + \text{Grade} \times 2 ) - 4 \geq ( \text{Enchanter} \text{Lv} \text{Req} ) \{ \text{displaystyle (Crafter-Lvl) + (Grade times2)} - 4 \geq (\text{Enchanter-Lvl Req}) \} EnchanterLvReq is found in the table above. Chance to roll a prefix on craft C h a n c e = ( ( C r a f t e r \text{Lv} + \text{Grade} \times 2 ) - 4 - ( \text{Item} \text{Lv} ) ) \times 2 \{ \text{displaystyle Chance} = \frac{( \text{Crafter-Lvl} + \text{Grade times2} ) - 4 - (\text{Item-Lvl}) \times 2}{60} \} Cap is 25% Example[] An A Grade Demon Axe with level 50 Blacksmith will trigger to gain a Radiant Prefix: ( ( 50 + 4 \times 2 ) - 4 - ( 46 ) ) \times 2 = 16 \% C h a n c e \text{To Roll a Prefix} \{ \text{displaystyle Chance} = \frac{(50 + (4 \times 2) - 4) - (46) \times 2}{60} \} In this example, the item has a 16% chance to roll any Prefix. The item, however, does not meet the requirement to roll a Radiant Prefix as noted by False above. (54 was not greater than or equal to 61) Suffix[] This section is transcluded from Suffix. To change it, please edit the transcluded page. All Weapons and Armor in the game have a chance for rolling a Suffix when crafting or buying. Adding a prefix to a weapon also increases the Rarity of the item. Once you have unlocked the Enchanter you can use them to try and increase Suffix by 1. Doing so also has a chance to critically fail and decrease the Suffix by 1 from the item being enchanted. All Suffixes are weighted. If a Suffix has a weight of 10 and with the total weight of all Suffixes being 144, there will be a ~6% (10/144) chance to get the specific Suffix on craft. Eventually, weaker suffixes become unavailable to roll as your crafters level up. Currently, maximum suffix available to roll by crafting is +11. Suffix Modifiers[] 1 Suffix Weight Suffix.MinLvFrom the table above + "1" 2 10 11 + "3" 20 21 + "4" 30 31 + "5" 40 41 + "6" 20 46 + "7" 10 51 + "8" 5 56 + "9" 1 60 + "10" 1 66 + "11" 1 70 + "12" 1 72 Crafting[] Chance to roll a Suffix on Craft ( G r a d e \times 2 ) - 4 + ( C r a f t e r \text{Level} - \text{Item} \text{Level} ) \times 2 \{ \text{displaystyle (Grade times2)} - 4 + (\text{Crafter-Level} - \text{Item-Level}) \times 2 \} (displaystyle (Grade times2) - 4 + (Crafter-Level) Example[] An A Grade Demon Axe with level 50 Blacksmith: ( 4 \times 2 ) - 4 + ( 50 - 46 ) \times 2 = 16 \% C h a n c e \text{To Roll a Suffix} \{ \text{displaystyle (4 times2) - 4 + (50 - 46) times2} = 16\% \} Chance To Roll a Suffix Suffix.MinLvFrom the table above + "1" 2 10 11 + "3" 20 21 + "4" 30 31 + "5" 40 41 + "6" 20 46 + "7" 10 51 + "8" 5 56 + "9" 1 60 + "10" 1 66 + "11" 1 70 + "12" 1 72 Crafting[] Chance to roll a Suffix on Craft ( G r a d e \times 2 ) - 4 + ( C r a f t e r \text{Level} - \text{Item} \text{Level} ) \times 2 \{ \text{displaystyle (Grade times2)} - 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[illegible]



**Change earlier than a non-Prestige Hero. Reviving[]** The cost to revive a Hero is equal to 10 Gold X Hero Level X 2 (if at P) or X 3 (if at FZ), alternatively Hero can be revived for free upon watching an ad [requires Internet connection] Unlocks[] Crafters[] There are 3 Crafters that can be unlocked. Jeweler[] This section is transcluded from Jeweler. To change it, please edit the transcluded page. Unlocked after any of your default Crafters (Blacksmith, Armorsmith, Woodworker, Clothworker, or Alchemist) is leveled to 15, they cost 15,000 coins to unlock. This crafter turns Crystals into Gems and creates jewelry such as earrings, necklaces, medallions, and trinkets. Enchanter[] This section is transcluded from Enchanter. To change it, please edit the transcluded page. The Enchanter is a Crafter who is unlocked after purchasing the Jeweler and leveling any crafter to 25, they cost 60,000 coins to unlock. They turn Gems into Runes and use Crystals, Gems, and Runes to modify the stats of weapons, armor, and trinkets. Don't unlock till the very end, after getting 10 Heroes to level 50 P1 and stock up on all Crystals and Runes. This is a massive money sink - ~750k coins needed to raise to level 50 (might be a little less with XP events). Gear Enhancement[] There is no reachable limit on how many times you can re-enhance gear. The only limit is you providing the materials and coin. For example, you can re-enhance a sword from level 30 to level 50 by spending 200k coins. Successfully enchanting for Suffix or Prefix will also re-roll the items Stats. lower Grade before advancing higher. The first re-roll will cost 1 Tier appropriate Crystal and coins. Xp The amount of Xp awarded for re-rolling stats is:  $X_p = \text{Item Level} \times \text{Level} \times 5$  (displaysyle Xp = Item-Level Times5) Gold Cost The amount of Gold it costs to re-roll stats is:  $\text{Gold} = (\text{Item Level} \times \text{Level} \times 2) + (\text{Enchant Attempt} \times 20)$  (displaysyle Gold = (Item-Level Times20) + (Enchant-Attempt Times20)) Pattern With a B grade item, if the Enchanter's level is the same as enchanted item's level, it will follow this pattern of Grades: B > C > C> B> B> A> A> S. The Crystal cost pattern follows: 1->2->2->3->4->6. Every additional attempt will cost 6 Crystals. Prefix Enchant Re-roll or attempt to add a Prefix to weapons, armor, and trinkets using Gems. A success will also re-roll the items stats. The first attempt will cost 1 Tier appropriate Gem and have a varied success rate. After every attempt regardless of the result, the % chance of critical failure increases by 4%. If this option is rolled the item will have its Prefix removed. Prefixes Name EnchanterLvlReq Burning 1 Fiery 11 Flaming 21 Smoldering 31 Blazing 41 Cold 1 Chilled 11 Icy 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Fatal 31 Deadly 41 Tenacious 1 Vigorous 11 Robust 21 Resilient 31 Titan's 41 Solid 1 Hard 11 Tough 21 Sturdy 31 Defender's 41 Focused 1 Resolute 11 Centered 21 Mindful 31 Protector's 41 Lucky 21 Fortunate 41 Quick 11 Swift 31 Skilled 11 Expert's 31 Savvy 61 Master's 66 Brisk 61 Gradiant 61 Frigid 61 Strong 61 Rigid 61 Xp The amount of Xp awarded for rolling for Prefix is:  $X_p = \text{Item Level} \times \text{Level} \times 10$  (displaysyle Xp = Item-Level Times10) Formula Prefix Chance =  $(2 \times (\text{Enchanter Level} - \text{Item Level}) + (\text{Grade} \times 2)) / (\text{displaysyle Prefix-Chance} = (2(\text{Times}(\text{Enchanter-Level}-\text{Item-Level})) + (\text{Grade Times} 2)))$  If an Item has a Prefix add an extra 15 if none add 0. In order to Enchant a certain Prefix The following equation must equal the Prefixes required level from the table above. EnchanterLvlReq =  $(\text{Enchanter Level} - \text{Item Level}) \times 2 + (\text{Grade} \times 2)$  (displaysyle Prefix-Chance = (2(Times(Enchanter-Level-Item-Level))+ (Grade Times 2))) Gold Cost The amount of Gold it costs to re-roll stats is:  $\text{Gold} = (\text{Item Level} \times \text{Level} \times 2) + (\text{Enchant Attempt} \times 20)$  (displaysyle Gold = (Item-Level Times20) + (Enchant-Attempt Times20)) Pattern With a B grade item, if the Enchanter's level is the same as enchanted item's level, it will follow this pattern of Grades: B > C > C> B> B> A> A> S. The Crystal cost pattern follows: 1->2->2->3->4->6. Every additional attempt will cost 6 Crystals. Suffix Enchant Attempt to add or increase an Item's Suffix for weapons, armor using Runes. A success will also re-roll the items stats. The first attempt will cost 1 Tier appropriate Rune and have a 95% success rate. After every attempt regardless of the result, the % chance of critical failure increases by 4%. The more an item is enchanted for Suffix, the chance to lose (and upgrade) Suffix increases. If this option is rolled the item will have its Suffix decreased by 1. Xp The amount of Xp awarded for rolling for Suffix is:  $X_p = \text{Item Level} \times \text{Level} \times 10$  (displaysyle Xp = Item-Level Times10) Gold Cost The amount of Gold for rolling for Prefix is: Without Suffix Gold =  $(\text{Item Level} \times \text{Level} \times 60)$  (displaysyle Gold = (Item-Level Times60)) With Suffix Gold =  $(\text{Item Level} \times 60) + (\text{Suffix min Level} \times 20)$  (displaysyle Gold = (Item-Level Times60) + (SuffminLevel Times20)) Pattern The pattern of Rune cost follows: 1->2->2->3->4->6->9. Scribble[] Upon buying Merchant: The Scribe Expansion , player gains access to Scribe, who can craft maps as well as scrolls providing one-time benefit on them. Maps are source of essence, which is essential in order to craft prestiged equipments that provide more both base and secondary stats. In addition to buying the proper expansion, player must have at least one crafter at 40 or more level in order to have Scribe unlocked. Heroes[] There are 2 hidden Heroes that can be unlocked and 1 that is unlocked through DLC. Paladin - Unlocked when you have both a level 30 Warrior and level 15 Cleric in your roster. Dark Knight - Unlocked when you have both a level 30 Mage and level 15 Berserker in your roster. Bard - Unlocked after purchasing Merchant: The Frozen Tome. Inventory, Sell Slots and Customers[] Inventory[] You start with 16 Slots and can purchase 80 more for a total of 96 Slots. It costs 537,400 coins to purchase every Inventory Slot. With In App Purchases you can purchase an additional 64 Slots. This brings the total number of Inventory Slots to 160. After purchasing Merchant: The Frozen Tome expansion you are given an additional 16 Inventory Slots for free. Another 16 Slots are then available for purchase. By buying the Scribe expansion, you get another 16 for free and 16 to buy. This brings the total number of Inventory Slots to 224. Selling Slots[] You start with 4 Slots and can purchase 8 more for a total of 12 Slots. It costs 127,500 coins to purchase every Selling Slot. Customers[] The number of customers available is equal to the number of heroes unlocked + 2 (Max of 12 Customers). DLC[] Merchant: The Frozen Tome[] The first DLC expansion costs \$2.99 USD and includes the following: A new Hero class: Bard. A new Prestige level. Each Hero unlocks a new Skill at level 51. Crafter, Customer and Hero level cap raised to 60. A new Region (level 51-60) added. New Weapons, Armor, Trinkets and Potions! A new Rarity level (Relic): Rare versions of the new monsters. 2 more purchasable with gold Hero Slots added. 16 Free Inventory slots (16 more can be purchased for 32 total). Merchant: The Scribe Expansion[] The second DLC expansion costs ??? USD and includes the following: A new Crafter: Scribe. You can now prestige crafters. You can now prestige items. A whole new batch of bosses to deal with. 2 more purchasable with gold Hero Slots added. Interface[] The Home Screen has eight interactive buttons and 1 interactable area. Only 7 buttons are available by default. The Store (2) is unlocked after purchasing the second Hero. If you have previously purchased anything from the Store and have switched devices, there is now a Restore Purchases' option under Settings. (3) Main Menu[] Crafters[] There are 3 options found under this menu. Clicking the Crafters' icon (left) shows available recipes. Clicking the arrow (right) shows Items you can craft with available resources. Recipes you have unlockedItems you can craft with available resources Stock[] This section is transcluded from Stock. To change it, please edit the transcluded page. All Items your Heroes collect and Crafters craft are displayed here. You start with 16 Slots and can purchase 80 more for a total of 96 Slots. It costs 537,400 coins to purchase every Inventory Slot. With In App Purchases you can purchase an additional 64 Slots for \$0.99 USD for 16 at a time. This brings the total number of Inventory Slots to 160. You are given two of each Tier 1 base Equipment and finally Materials. You can now sort the Inventory by Type, Value, Level, or Rarity. There is no reachable limit to how high a stack of items can go. Pressing and holding a stack will display the number of Materials of each Grade. Shop[] This section is transcluded from Shop. To change it, please edit the transcluded page. You start with 4 Slots and can purchase 8 more for a total of 12 Slots. It costs 127,500 coins to purchase every Selling Slot. When an Item has sold the icon will change to an envelope with an exclamation point. To cancel a sale press and hold on the item. At the bottom are four Slots for visiting Customers. There can be more than four at a time but only four will be displayed at a time. Hero[] 1 - Share. Generates a screenshot to showcase Gear. (See directly Below) Screenshot 2 - Hero options. Change Hero Class It won't affect gear, level, or enchantments. Remember to manually reset your enchants and apply those corresponding to the Class change if needed. It will cost 2000 gold X # of Heroes owned each. You must meet the requirements for the unlocking the Hero you are trying to change too. This will also change the name back to default. Passive will be reset as well in order to avoid abuses such as giving an access to Wisdom passive for classes like Rogue/Assassin/etc.. Reset Enchants. This will delete all of your enchantments. Change Name Can be either randomly generated or a custom input. 3 - Prestige/Ascend Hero. Upon reaching level 40 you can Prestige your hero, taking it back to level 1 and resetting their enchants. 4 - Skills. Available after level 10. This button is disabled while on a Quest. 5 - Potions. Healing, Boost, and Enchantments Potions can be applied by clicking here. This button is disabled while on a Quest. 1435836210 Money Making Guide[] Money Making Guide FAQ[] Don't know where to put these in yet. Crafting[] Material Grade effects crafted Gear. cl a m p r o u n d ( l + ( c r a f t e r l e v e l - i t e m l e v e l ) \* 4 , 2 , 1 , 4 , 5 ) + s u m ( m a t g r a d e + 0 . 2 5 ) / m a t c o u n t (displaysyle clampround(l+(crafter-level-item-level)/4,2,1,4,5)+sum(mat-grade+0.25)/mat-count) Divide by 2 Round if you get 5 it is S rank Enchantments, Prefix, and Suffix do not carry over when using a piece of equipment as a Material. Early Quests[] A Prestige 1 Hero can undergo Quests 2 levels earlier than a non-Prestige Hero. A Prestige 2 Hero can undergo Quests 2 levels earlier than a non-Prestige Hero. Max Stack[] Top Lists In roleplaying games, the most popular roles are the usual suspects: warriors, rogues, wizards, or clerics. Most playable characters are a variant of the typical RPG trinity of tank, DPS, and healers. Unfortunately, adventuring isn't free. For a character or party to advance, they need not just experience, but better gear. That gear costs money (unless you stole it, and if so, shame on you). After all, what are you supposed to do with all that currency you collect from the enemies you trounce? Who can help solve this problem? Have no fear; the merchants are here! Merchants are one of the most overlooked and undervalued classes in roleplaying. They are essential in any quest, from building a simple homestead to saving an entire planet from destruction. While many NPC vendors can be run-of-the-mill, there are plenty who create a lasting impact. What every RPG shopkeeper is thinking. Maybe it's my agonizing years of experience in retail or my business degree, but I felt it was time for RPG merchants to get their due. I am not talking about corporations or other large entities using capitalism without restraint out of greed or some other evil (looking at you, Joja Corporation). I mean the working-class entrepreneurs. The ones fairly and sustainably earning or semi-sustainably making a living wage. These are the folks who sell food, drink, inn, intricate crafts, and services. They're the people who make the world feel alive. And they're the ones who make the world feel like a place worth staying in. And they're the ones who make the world feel like a place worth coming home to. And they're the ones who make the world feel like a place worth loving. And they're the ones who make the world feel like a place worth protecting. And they're the ones who make the world feel like a place worth fighting for. And they're the ones who make the world feel like a place worth dying for. And they're the ones who make the world feel like a place worth living in. And they're the ones who make the world feel like a place worth being a part of. And they're the ones who make the world feel like a place worth being a merchant in.



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- pipokici
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