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Skip to content Written by Dezment & Twobearhighfiving(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,
determines chance to hit the enemy. See Below Crit - Chance (in %) to score a critical hit. See Below Cdmg - Critical damage modifier. Increases Critical damage additively. Base Critical damage additively. Base Critical damage modifier. Increases Critical damage additively.
Magical defense, reduces incoming Matk damage. Eva - Evasion. Used by enemies to evade hits. See Accuracy Ap - Ability points. Used to cast Skills. See Below Str - Strength increases Acc. Luck - per 1 luck gain 1.6% chance for lucky hit. Lucky hits deal 1.35x dmg. Str\Int\Dex scaling you
can find on each Heroes' page: here. Percent stats[] Atk %, Matk %, Acc %, Def %, Mdef %, 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 overheal 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. For example with 500 Atk. 950/500 = 1.9x. With 500 base Atk, Might passive and Radiant prefix Hero will have 2.1x modifier (all 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 x number of debuffs. DoTs are classified as debuffs and their damage will be doubled. Will deal only 0.8x if there are no effects to amplify. Warrior skills[] Taunt redirects 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. The effect alone isn't strenghtened 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 magical incoming damage by 78% before mitigations, the physical damage is unchanged. Holy Shield sets whole party's magical incoming damage by 78% before mitigations, the physical damage is unchanged.
equal to 1.3x paladin's mdef, making them to recieve 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 = 100 100 + E n e m y D e f e n s e × (H e r o Attack vill still M o d i f i e r) {\displaystyle Damage = \frac{100}{100} + E nemy~Defense}\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)*(500*1.6) Physical and Magical damage is calculated separately and then added together. Atk is
used with Def, and Matk is used with Mdef. ACCURACY / HIT CHANCE[] Hit chance = \t You will have an 80% chance to hit. (200*50)/(50+75) The formula leads to the 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 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 ThirdFourthEnemy (Last) FifthSixth Skill order[] Turn 1 = Skill 1 Turn 2 = Skill 3 Turn 4 = Skill 3 Turn 4 = Skill 3 Turn 3 = Skill 3 Turn 4 = 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 fight 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: Ares' "Savage Charge" skill Deal 2.5x Atk to the Center Hero. (Only the 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 DOT Damage[] When an enemy uses a Damage Over Time
attack it will add an effect 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 enemy defenses. Heroes[] The 4 Hero True Damage Skills, Cheap Shot, Puncture, Twilight Strike and Berserk Smash deal only what the description says. For example, if a Rogue has 500 Atk and 500 Acc, using Cheap Shot 2 (1.4x Atk+Acc) will deal 1400 damage. The Enemy will take 1400 damage and not calculate for Defense values
Berserk 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 $\frac{1}{50}\%$ (AOE). Deals 0.5x Matk as True Dmg. (AOE) Desolation Wolf: Desolate Howl Atk & Eva $\frac{1}{50}\%$ for 3 Turns Deal .2x Atk as True dmg AOE Buff part is casted before the attack, therefore AoE 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 0 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 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 Foem 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
invisible Crit stat of 1 except daggers/knives which have 5. True Damage cannot crit. Lesser Heal and Light's Grace cannot crit. Speed Bonus[] Quest timers have been given a flat time to finish. There are 3 factors that reduce quest time. Group Effectiveness: How many Turns it takes to finish the fight. Speed
Stat: gained through gear and prefixes. It reduces the quest time by a direct % which is based on the stat or game modifier. In case of parties, all heroes' speed stat is considered and summed up. Game modes - Speedrun (4x) and Hard Mode (2x) reduce quest timers, while Legendary and Super Crafters (2x) increase it. Speed Boost: You can buy the
recipe from the store. There are 3 variations of this Potion, 15%, 25%, and 50% Speed Stat and Speed Boost factors added up CANT reduce the Quest time over 75% Speed events Speed Humpday or Speed Weekend. Decrease timers by 50%. Although Speed Stat and Speed Boost factors don't stack with each other, Speed event and multipler
determined by gamemode stack with everything. For example, if a quest X without any modifiers takes 50min, on Speedrun mode while at Speed weekend while party has 75% speed stat) * 0.5 (2x faster, from speed weekend)] timer
multiply it by Grade Variable. (S - 0.75, A - 0.9, B = 1, C = 1.1, D = 1.25) For each action add +5 seconds. For each turn passed add another 5 seconds. Reduce final value if your heroes have Speed stat. Time = time x (1 - speed) For example, a Moss Golem has a 12 second base time. With S Grade you get 9 seconds. (12*0.75) Add 10 seconds for 1
turn and 1 action. (assuming your hero one-shot the mob) Final time is 19 seconds for the Quest. With 8% speed (19*0.92) = \sim17 second Quest Time. Prefix. To change it, please edit the transcluded from Prefix. To change it, please edit the transcluded from Prefix.
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 as a weight of 10 and with the total weight o
prefixes become unavaliable as your crafter/enchanter levels up, item's grade is also partially taken into the factor. For example, 60lvl Enchanter enchanting 60lvl item at S grade or 60lvl crafter crafting Oni's Decapitator (40lvl) at S rank, they can only roll the following prefixes: Radiant, Frigid, Strong, Rigid, Brisk, 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 EnchaterLylReq Weight Burning 1 0 Fiery 11 5 Flaming 21 10 Smoldering 31 20 Blazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 and Fiery 11 5 Flaming 21 10 Smoldering 31 20 Blazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 and Fiery 11 5 Flaming 21 10 Smoldering 31 20 Blazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Icy 21 20 Icy 21 2
20 Fatal 31 30 Deadly 41 40 Tenacious 1 5 Vigorous 11 10 Robust 21 20 Resilient 31 30 Titan's 41 40 Focused 1 5 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 Frigid 61 15 Strong 61 15 Rigid 61 15 Crafting[] In order to get a certain Prefix during the craft (Crafter\sim Lvl) + (Grade \times 2) - 4 \ge (Enchanter\sim Lvl\sim Req)} EnchanterLvlReq is found in the table above. Chance to roll a prefix on
craft C h a n c e = ( (Crafter Lvl) + (Grade \times2) - 4 - (Item Lvl) + (Grade \times2) - 4 - (Item Lvl) + (Grade \times2) - 4 - (46) ) \times 2 {\displaystyle Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Crafter \times2) - 4 - (46) ) \times 2 = 16 % C h a n c e To Rollard Single Chance = (~(Craft
A Prefix {\displaystyle (~(50)+(4\times 2)-4-(46)~)\times 2=16\%~Chance~To~Roll~A~Prefix} (50) + (4 \times 2) - 4 \ge (61) = False~(54 \neq 61)} 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. A higher Suffix increases an items stats and selling value. Suffixes range from none to
+12. Adding a Suffix 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 \sim6% (10/144) chance to get the specific Suffix on craft. Eventually, weaker suffixes become unavaliable to roll by crafting is +11. Suffix Modifiers[1] Suffix Weight Suffix. MinLvl "+1" 5 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 "+10" 1 66 "+11" 1 70 "+12" 1 72 Crafting[] Chance to roll a Suffix on Craft ( Grade \ 2 ) - 4 + ( Crafter \ Level - Item \ Level ) \times2} Suffix. MinLvl (From the table above) ( Grade \ 2 ) - 4 + ( Crafter \ Level ) {\displaystyle}
(Suffix.MinLvl)} In this example Suffix. MinLvl was 54, looking at the table above, this met the requirements for +8 (56) Therefore the highest possible Suffix on Craft for this example item is +7 and there is a 16% chance to roll for Suffix. Heroes[] There are 4 types of Heroes: Tanks, Damage
Dealers, Healers, and Support. Tanks[] There are two types of tanks, traditional and non-traditional tanks are designed to absorb damage. They include Rogues
True Damage. Physical Damage benefits from Str bonuses and results in high Atk damage. The primary physical fighter is the Berserker. Magical fighter is the Mage. True damage benefits from Str bonuses and results in high Matk damage. The primary magical fighter is the Mage. True damage deals damage that is not dependant on Def and Mdef values. The three True
damage fighters are the Assassin, Rogue and Dark Knight. The Dark Knight is also a hybrid physical-magical damage dealer. They gain an egual bonus to Str and Int., however, magical damage building is more beneficial later on. Healers[] There are 3 Heroes who can heal, Cleric, Paladin and Dark Knight. The Paladin can deal damage and heal
themselves in the process. He also has ability to heal the whole party that uses MAtk and MDef as coefficients. The Cleric has 2 healing skills, one for the whole team and one for the whole party that uses MAtk and MDef as coefficients. The Cleric has 2 healing skills, one for the whole party that uses MAtk and MDef as coefficients.
Slash II, depending how many damage they deal. It is possible to heal more than the amount of Hp a Hero X stars a battle with 500/1000 HP while battle they can be healed to 1000 HP, but when the fight is over and the Hero still has 1000 HP
this value won't overwrite the amount they had before the fight, so it will stay at 500. It was made to prevent players from sending heroes with sustain on a weak quest, and healing themselves before finishing the guest, and healing the guest and
can buff the Atk&matk of the team, Atk&Mdef of his party, along with increase Atk&Mdef of his party, along with increase Atk&Mdef of his group allies. Hero Cost[]
Hero cost Hero Gold Hero Gold Hero Gold 1st 10 7th 16,000 13th[1] $0.99 USD 2nd 500 8th 32,000 14th[2] $0.99 USD 3rd 1,000 9th 64,000 15th[3] $0.99 USD 3rd 1,000 17th ??? 6th 8,000 12th[5] 200,000 18th ??? Hero Reclass[] You can reclass any Hero to another as long as you have met the
requirements for that Hero, by clicking the button on the top left of the Hero overlay screen. This costs 2,000 gold X # of Heroes. Prestiging.] Once a Hero reaches level to 1. Upon ascending, their gear stays on them and will provide no stats until level requirements.
50000 gold. The Hero has then extended level cap to 60, and will unlock an unique skill upon reaching level 51. This requires the Frozen Tome expansion. A Prestige 2 Hero can undergo Quests 2 levels earlier than a non-Prestige 1 Hero and 4 levels earlier than a non-Prestiged Hero. A Prestige 2 Hero can undergo Quests 2 levels earlier than a non-Prestiged Hero. A Prestige 2 Hero can undergo Quests 2 levels earlier than a non-Prestige 1 Hero and 4 levels earlier than a non-Prestiged Hero. A Prestige 2 Hero can undergo Quests 2 levels earlier than a non-Prestiged Hero. A Prestige 2 Hero can undergo Quests 2 levels earlier than a non-Prestiged Hero. A Prestige 2 Hero can undergo Quests 2 levels earlier than a non-Prestige 3 Hero can undergo Quests 2 levels earlier than a non-Prestige 4 Hero can undergo Quests 2 levels earlier than a non-Prestige 4 Hero can undergo Quests 2 levels earlier than a non-Prestige 5 Hero can undergo Quests 2 levels earlier than a non-Prestige 6 Hero can undergo Quests 2 levels earlier than a non-Prestige 6 Hero can undergo Quests 2 levels earlier than a non-Prestige 7 Hero can undergo Quests 2 levels earlier than a non-Prestige 8 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Prestige 9 Hero can undergo Quests 2 levels earlier than a non-Pres
transcluded page. Unlocked after any of your default Crafters (Blacksmith, Armorsmith, Woodworker, 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-enchant the
same item over 30,000 times, provided you can afford the materials and costs. Successfully Enchanting for Suffix or Prefix will also re-roll the items Stats. Improve item's Grade. The item can first go to a lower Grade before advancing
higher. The first re-roll will cost 1 Tier appropriate Crystal and coins. Xp The amount of Gold it costs to re-roll stats is: Xp = Item Level \times5} Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5} Gold cost The amount of Gold it costs to re-roll stats is: Xp = Item Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount of Sp awarded for re-rolling stats is: Xp = Item ~ Level \times5 { (Item ~ Level \times5)} Gold cost The amount
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 EnchaterLvlReq 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 Defender's 41 Focused 1 Resolute 11 Centered 21 Mindful 31 Protector's 41
Grade \times 2 (Adisplaystyle Prefix ~ Chance = (2 \times (Enchanter ~ Level) + (Grade \times 2)} If an Item has a Prefix add an extra 15 if none add 0. In order to Enchanter ~ Level - Item ~ Level) + 5 + (Grade \times 2)}
de \times 2) {\displaystyle EnchaterLvlReq=(EnchanterLevel)+5+(Grade\times2)} Gold cost The amount of Gold for rolling for Prefix Gold = (Item Level\times40)} With Prefix Gold = (Item Level\times40) - (Prefix Min Level\times1) }, { (Item Level\times40)}
 } {\displaystyle Gold = \max\{~(Item~Level \times40) - (Prefix~Min~Level \times10)~\}, \{~(Item~Level \times20)~\}} Pattern The pattern of Gem cost follows: 1 -> 2 -> 3 -> 4 -> 6. 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 follows: 1 -> 2 -> 3 -> 4 -> 6. 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 follows: 1 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt to add or increase an Item's Suffix Enchant Attempt to add or increase an Item's Suffix Enchant Attempt will cost follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt to add or increase an Item's Suffix Enchant Attempt will cost follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt will cost follows: 1 -> 2 -> 3 -> 4 -> 6. Suffix Enchant Attempt 
1 Tier appropriate Rune and have an 95% success rate. After every attempt regardless of the result, the % chance to lose (and upgrade) Suffix increases by 4%. The more an item is enchanted for Suffix, the chance to lose (and upgrade) Suffix increases by 4%. The more an item is enchanted for Suffix decreased by 1. Xp The amount of Xp awarded for rolling
for Suffix is: X p = I t e m L e v e l \times 10  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60)  {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d = (I t e m L e v e l \times 60) } {\displaystyle G o l d
\times60) + (SuffixminLevel \times20)} Pattern The pattern of Rune cost follows: 1 -> 2 -> 3 -> 4 -> 6 -> 9. Scribe[] 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 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 Slots. With In App Purchases you can purchase an additional 64 Slots. This brings the total number of 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. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase every Selling Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins to purchase 8 more for a total of 12 Slots. It costs 12750 coins 12750 coi
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 51. Crafter, Customer and Hero level 51-60) added. New Weapons, Armor, Trinkets
and Potions! A new Rarity level (Relic.) Rare versions of the new monsters. 2 more 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 interactable buttons and 1 interactable 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 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 Material to start the game. The following is based on The Frozen Tome expansion and contains spoilers. After purchasing the Frozen Tome expansion you are given an additional 16 Inventory
 Slots for free. Another 16 Slots are then available for purchase. It costs 440000 coins to purchase every additional Inventory Slot. This brings the total number of Inventory Slots to 192. End of information based on The Frozen Tome Expansion. Items are sorted, by default, by ID and displayed Potions first followed by 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 12,750 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 too are trying to change too are trying to change too are trying to change too. This will delete all of your enchantments. Change too are trying to change too are trying to change too. This 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.
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. 5 - Potions. Healing, Boost, and Enchantments Potions can be applied by clicking here. This button is disabled while on a Quest. 5 - Potions.
on a Quest. Best In Slot[] 1435836230 Money Making Guide[] Money Making Guide FAQ[] Don't know where to put these in yet. Crafting[] Material Grade effects crafted Grade. clamp(round(1 + (crafter level)/4,2),1,4.5) + sum(mat grade+0.25)/matcount {\displaystyle clamp(round(1 + (crafter level)/4,2),1,4.5)}
(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-Prestiged Hero. A Prestige 2 Hero can undergo
Quests 2 levels earlier than a Prestige 1 Hero and 4 levels earlier than a non-Prestiged Hero. Max Stack[] Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality
of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising, and measure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. A review copy of "Merchant Class" was provided by
the publisher. Find more DMs Guild Reviews on my website and YouTube channel. Support my work by using affiliate links for shopping and pledging via Patreon. Designed by: Taron Pounds I've played my share of RPGs and tactics games that include some kind of item-based class. I never though it would work with D&D 5e, but Merchant Class
provides a well thought-out and fun signature class ability, along with six merchant guild subclasses to further define your gold-hungry character. The Merchant is a half-caster (CHA, of course) with a d8 hit die, simple weapons, and light armor. It's a support class, featuring a specific list of buffs, utility, and adventuring spells like Animal friendship
Detect Magic, Water Breathing, and Enhance Ability. The Merchant can also give a spell slot to an ally by expending one of their own at a 1:1 ratio, acting as a mobile battery for when your fireball, man. But the real draw, right from level 1, is the Merchant's Portable Storefront. The Merchant designates a bag
or chest, or whatever, as their magical supply of items, and creates their own shop list with a combined value depending on their level (Level 1 is up to 300gp). Every time the Merchant can restock items by throwing money into the bag like a voracious slot
machine, turning their accumulated wealth into helpful items right on the spot. It solves the money sink issue while giving this class a ton of flexibility and utility. The Merchant also excels at using items and potions, and can add their CHA modifier to every damage or healing property of an item (or replace an existing modifier with their CHA
modifier). They can also expend a spell slot to add additional damage or healing when using a magic item requirements), but eventually the Merchant can stock rarer and more powerful items. I was a bit confused by the repeated
mention of the Use an Object action, which is almost never actually mentioned in the Player's Handbook, where magic items in a single turn, or a magic item and a weapon attack. The six subclasses are
almost all wonderfully designed and thematically distinct, with the only exception of the Traveler, who has boring Ranger-like travel advantages. The Alchemist can craft potions and grenades using spell slots, The Blacksmith can salvage magic items and apply their effects to other items, and the Esotericism can stock their Portable Storefront full of
spell scrolls and use them to cast spells without any restrictions. My favorite is the Gambler, who replaces their d20 whenever they make an attack roll, skill check, or saving throw with a standard deck of playing cards. Cards still run the gamut from 1-20 depending on the suit and facing, but each card is discarded after being drawn, giving the
gambler greater (or lesser) odds to get future "rolls," with the option to reshuffle on a short rest. It's a really neat idea that I wish later Gambler abilities expanded on, the way the overall class does with the Portable Storefront. Merchant Class also adds four new 1st and 2nd level spells that utilize gold in fun and thematically appropriate ways. Deal
 damage by flinging a single enchanted gold piece or rain a shower of gold upon enemies; prevent damage using gold (at a 1:1 gp to HP ratio), or gain gold by enchanting a weapon to pilfer it from enemies. By focusing on items, gold, and item generation, the Merchant looks like one of the more interesting and well-developed new classes I've reviewed
on the DMs Guild. Pros: Interesting class idea with a well-developed Portable Store signature ability. Six thematically distinct subclasses. Gambler subclasses. Gambler subclass uses actual deck of cards! Fun uses for gold with new Merchant spells. Cons: Some confusion over the Use an Object action. The Verdict: Merchant Class takes a single interesting new class
feature and expands it through multiple levels and subclasses, resulting in a fun, unique playstyle. A review copy of "Merchant Class" was provided by the publisher. Find more DMs Guild Reviews on my website and YouTube channel. Support my work by using affiliate links for shopping and pledging via Patreon. Unique class systems in JRPGs like
CRPGs or JRPGs, are known for having fantastic class systems that showcase the inherent strengths and weaknesses of each character within a party. Classes help a character gain definition within the mechanics of a game, and in titles where classes are more fluid, they also reflect a level of personalization on behalf of the player, who has taken the
time to shape that character into a certain archetype. Related JRPGs can have various characters taking on many roles. Here are some of the best JRPGs where playing as a samurai or a ronin is possible. Even with JRPGs that have this more fluid kind of class system, the classes that stick out are the more creative ones that stray away from the usual
archetypes of warrior, rogue, wizard, and healer. Case in point - the merchant is a class that has made an appearance in a few different JRPGs, and each one has a distinct niche in the party. That niche might not always be the most overpowered, but in these games, playing as a merchant class is incredibly fun. 1 Octopath Traveler Sail
On The Winds Of Commerce The first Octopath Traveler showcases the merchant class predominately through the plucky, ambitious character of Tressa Coizione, who endeavors to sail the world and bring trade and prosperity to her family name. Perhaps because she is a mainstay among the cast of Octopath Traveler, Tressa's merchant class is a lot
more versatile than the merchant class in other games. Related Players who love enjoyable combat with seamless and rewarding exploration will find that the following IRPGs have a lot to offer. Starting with Tressa is seen as a smart choice in this title, as her ability to barter with NPCs and pick up spare change makes her an asset in the early
when resources are hard to come by. The merchant class in Bravely Second is available through its asterisk, as are all the classes in this iconic job system that the Bravely series has utilized. It's a job focused mostly on self-preservation and support, exchanging gold for benefits to the party, and also earning more money as rewards after a battle. Their
passive ability allows them to earn 1.5x the amount of gold after any job, a godsend during the mid to late game that can speed up the grind for resources immensely, no matter what job the party members have. Platform(s): SNES, Nintendo DS, Mobile Released: December 9, 1995 Developer(s): Heartbeat Genre(s): JRPG The Dragon Quest series has
a good number of titles under its belt, and while the merchant has made an appearance in a few of them, their Dragon Quest 6 presence is especially novel. This class reduces the stats of its wielder, but to compensate, allows them to earn more money, appraise items more easily, and eventually summon powerful sellswords to aid in battle. The
merchant class in this title occupies a weird position of utility abilities outside of battle, such as dejugf spells, all rolled together into one very wealthy jack of all trades. The merchant job in Octopath Traveler 2 is distinct enough from its predecessor's counterpart that it predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from its predecessor to the merchant job in Octopath Traveler 2 is distinct enough from the merchant job in Octop
warrants a spot on this list as well. While the first game was a little more well-rounded in its approach to the merchant class, the second title opted to focus more on the merchant skills. It's now less useful as a support or DPS class but has one of the strongest abilities in the game - Hired Help - as well as many money-collecting skills that set it apart
from other classes in this title. The merchant is a rare job in Fire Emblem: Fates. In fact, depending on the specific path the player has taken, they may not encounter a merchant is a rare job in Fire Emblem games are
perfect for newcomers to the franchise. Merchants can effectively sacrifice these gold bars to deal an inordinate amount of damage to enemies relative to their initial turns, which can be sold for a high price, considering they've essentially been generated for free. Lionel is one of the
optional characters available to the player in Triangle Strategy once their convictions reach a certain level. He's a cunning merchant who senses the profits that would come with House Wolfort and considers his willingness to invest with Serenoa all the sign of loyalty he needs. As a conniving wordsmith, Lionel can taunt and demoralize his enemies,
or even temporarily sway them to his side. He has excellent utility with Jens, the blacksmith character, who can set up traps that Lionel can their preferences. Here are some titles where it's possible to play as a summoner. Please help me
with th ideas. It is hard to think a useful idea for skills or states in the battlefield for a merchant. Thank you for your contribute. Most of the merchant skills or states can think about they are useful outside the battlefield. Last edited: Jun 24, 2020 Are you making a post for every class or is there some you're thinking and researching on your own?
@SweetMeltyLove, I will doing both of what you said after I get some sleep. Right now at my location is midnight to you, please do as you will and thank you for stopping by. It is just an idea to start remember I have to learn to do it too if you think I am lazy. Okay, let us
look at what a merchant does. A merchant excels in the trading of items and goods in exchange for money, but I'd imagine his stats would most certainly be far inferior to that of your typical fighter. So a merchant would fill the role of a support and
provide benefits to his allies, but is virtually useless by himself. Of course, his primary way of supporting his team would be noned the core skills. Bribing an enemy would bring it *temporarily* to the players side and make it fight for the players cause. The more
currency is paid, the longer your mercenary will stay loyal. If it boggles your mind too much how one can bribe rabid dogs with gold coins, you can also put in more work and use food items as currency instead. I'd imagine that this skill would eat up all your gold quite fast though. However as I said, a merchant wouldn't be much of a fighter, but more
of a utility class. It would be much more interesting if a merchant could haggle lower prices at shops, and sell items for a higher price than usual. Persuading guards with a little bit of coin to have them turn a blind eye for a moment. Essentially open up more comfortable opportunities for the player which he can pay for. Well, I'm sure you can figure
out what to do with the class by yourself. Maybe you really like the idea of a battle merchant, but that does not appeal to someone like me. Either ways, do make up exotic skills, even if classes would only have 5 skills each. Flexibility and variety makes the players brain work, and immerses it into your world. ... Guess that's about it. On a side note...
Please refrain from creating too many similar topics when you can simply include all of your questions in a single topic. It floods the page and makes a slight mess of it, and makes a slight mess of it, and makes it difficult for one person to respond to multiple questions. I'm not a moderator, but this is just a small suggestion that may keep you out of unnecessary trouble.
@ Leviathan. Do you think I should just put similar multiple questions in a single thread? Sometimes, I do think before I act. Nice to meet you. Nice to meet you as well -- I
mean, does it count as 'meeting' online...? Yes, you should've done so before. Too late now, don't bother. It would make it easier for people to reply to various questions at the same time and keeps the general discussion page nice and clean. Now, I'm not that familiar with what the mods here tolerate but a small flood of the sorts might make someone
go tick. That or I'm just too strict. Anyways, this thread should hurry and get back on topic. @ Leviathan, anybody rarely knows the real people behind the profile. Mods here are very nice because I talk to them personally. They are very professional. Actually, it is not only me that create a thread and many people did that too. My thread will disappear
about two days. My takes on this: Money Beg Strike: Cost 10 Gil and one target which cause stuns to the regular enemy. More Money State: Earn extra money 100 Gil additional Shop Open = allow to buy items on the store and @ Leviathan
The strong recommendation that we always give is "one question, one thread". Experience shows that when people try and combine multiple question, but for different classes. I would suggest that this eases up
for a while, otherwise you are at risk of being seen as someone who wants others to make your game for you. I have deleted the thread which simply asks everyone to list every class they can possibly think of, as that is not a discussion topic. @ Leviathan Please don't mini-mod. If something like this comes up again, just Report it and the mods can sort
it out directly. And now, back on topic. @Kes, thank you for clear thing up. I just ask to forsake of asking and I am ready has 200 skills and 50 states. I just technically asking from a different perspective from other game designers because I am not always doing the right things. It is a general discussion which I find interesting. Sometimes, I disagree
with their methods. Sometimes, I agree with their methods. @Kes, I am planning, practicing and testing stages for the game. I am still missing a story, so I have connected them together. @Kes, I will stop asking about the skills because I do ask obvious questions just for fun and learn from others
perspective. Other thread might need more attention than this thread. I would post my project ideas on "Ideas and Prototypes" section. I almost forget that section exist. @ Leviathan With that Bribe skill, I think you've brought an entirely new meaning to "Hostile Takeover"!! I don't necessarily have a lot to add here, but I do want to bring up a
Merchant class of enemies that I made for one of my games! These enemies tended to use "Items" in order to attack - which were like Skills, except that rather than drawing from a common pool of MP, each type of "Items" in order to attack - which were like Skills, except that rather than drawing from a common pool of MP, each type of "Items" in order to attack - which were like Skills, except that rather than drawing from a common pool of MP, each type of "Items" in order to attack - which were like Skills, except that rather than drawing from a common pool of MP, each type of "Items" in order to attack - which were like Skills, except that rather than drawing from a common pool of MP, each type of "Items" in order to attack - which were like Skills, except that rather than drawing from a common pool of MP, each type of "Items" in order to attack - which were like Skills, except that rather than drawing from a common pool of MP, each type of "Items" in order to attack - which were like Skills, except that rather than drawing from a common pool of MP, each type of "Items" in order to attack - which were like Skills, except that rather than drawing from a common pool of MP, each type of "Items" in order to attack - which were like Skills, except that rather than drawing from a common pool of MP, each type of "Items" in order to attack - which were like Skills, except that the skills in order to attack - which were like Skills, except that the skills in order to attack - which were like Skills in order to attack - which were like Skills in order to attack - which were like Skills in order to attack - which were like Skills in order to attack - which were like Skills in order to attack - which were like Skills in order to attack - which were like Skills in order to attack - which were like Skills in order to attack - which were like Skills in order to attack - which were like Skills in order to attack - which were like Skills in order to attack - which were like Skills in order to attack - which were like Skills in 
Bomb on turn 1 of the fight, he won't use it again. All of the Merchant enemies also had a "Jackpot!" move which flung Gold coins at your characters, dealing damage to them. Afterward, any character could use their turn to pick up the Gold on the ground! Or they could ignore it and focus on the battle. So the move became not only a cool way to deal
damage, but also an optional temptation to give up your turn in order to fatten your wallet. my thought is: when a merchant is in your party, every transaction between shop and your party gives you some "merchant is in your party, every transaction between shop and your party gives you some "merchant is in your party, every transaction between shop and your party gives you some "merchant is in your party, every transaction between shop and your party gives you some "merchant is in your party, every transaction between shop and your party gives you some "merchant is in your party, every transaction between shop and your party gives you some "merchant is in your party gives you some "merchant is in your party, every transaction between shop and your party gives you some "merchant is in your party gives you some "merchant is your p
to that! One suggestion I have is to read manuals from old games when you need ideas. If you buy any old games from gog.com they include the manual (if one exists). The old Wizardry and gold Box games are good sources for spell and skill ideas. Also try gamefaqs.com. Though you'll need to know what game to look at here, but many of the popular
games have fags for skills, especially the final fantasies. @bgillisp, thank you for worry about me. It is a great idea. However, I have no problem with came up with ideas. I came up with ideas. I came up with ideas which mostly requires coding and can be confused for me right now, bump @??????, I am not sure either, necroposting (posting in a thread
that has been dead for over 30 days - this is primarily for Support Forum questions and does not apply to ongoing discussions such as project development threads, resource threads, plugin threads, etc. ) Last edited: Jun 24, 2020 necropost much? Well, necropost or not, it's always fun to brainstorm. Here are some ideas, I guess. Granted, a lot of
these may require some plug ins. But hopefully they give some ideas to further flesh out the kinds of things a Merchant is capable of. Class States (Passive): Arms Race: +10% damage with crossbows (Or guns if they are in the setting), bombs, and rapiers. Rehearsed demonstration: +Reduced cooldown for crossbow skills (If you use cooldown
mechanics.) Traveler's weariness: When ambushed, the party still moves first. Or perhaps the party has double the Def and M.Def for the first round. Or maybe the Merchant acts twice when ambushed, the party still moves first. Or perhaps the party has double the Def and M.Def for the first round. Or maybe the Merchant acts twice when ambushed, the party still moves first. Or perhaps the party has double the Def and M.Def for the first round. Or maybe the Merchant acts twice when ambushed, the party has double the Def and M.Def for the first round.
mitigate the potential disaster. Class Skills: Appraise Weakness: Allows a single health potion to heal the entire party. Shine the product: The merchant will swiftly shine any Heavy armor wearer's armor in the party, and
grant them a chance to blind targets who that member is either attacking, or being attacked by the heavy armor wearer for a set number or rounds. Alternatively, it could increase the opportunity: A sucker punch that grants
priority movement. Lowers the evasion rate of the target for a round or two. Chance to stun when used in the first round. @Chocopyro, lol, the moderators did look and it is not closed. So it is ok, I think. Thank you @Wavelength for clarity Necroposting rules mainly only apply to Support/Help threads and Announcement threads now. Other forums
such as General Discussion, Off Topic, and Resource Shops, are considered "evergreen" (always of interest to people) and we allow you to post in very old topics on those boards as long as you are contributing something useful (not just a "bump"). That is why people do not just bump three times because that is a clear indication of people loses
interest in the topic. I saw it in the past post.
                                                                                                                                                           - @Chocopyro, thank you for sharing your ideas with me. I guess. Granted, a lot of these may require some plug ins. The concept of cooldown, I have to use the Yanfly plugin for that. But, it is not difficult to do. Thank you. Keep it is
coming if you are not busy and wish to do so. I will go to the support section later. Do not worried about the implementation. It is my responsibility. A sucker punch that grants priority movement. That is comedy gold. Last edited: Jun 25, 2020 If you were going to have any 'scan enemy' ability, I would think it fits well with a merchant. Also, maybe
some just-for-fun skills would be throwing money at the enemy to do damage, bribing an enemy with gold to leave/escape the battle and let the party win, or turning an enemy to gold with Midas Touch ability. Fire Emblem used to have a merchant class. Taking one of the ideas from those games, the merchant had a skill that let you generate a gold
bar during the battle and another skill that let you spend a gold bar to increase the merchant's stats. Perhaps have their skills, damage, and\health scale with the amount of money the party has. Could be interesting, but soon or later that
excitement will fade and player will abused or get bored. @HumanNinjaToo, I did the scan skill but for the scholar class. Nice try keep the idea coming. You see I do my execution plan out too. throwing money at the enemy to gold with
Midas Touch ability. That is sound like the fun ideas. Thank you. the merchant had a skill that let you generate a gold bar during the battle and another skill that it is a interesting idea. Last edited: Jun 25, 2020 Skip to content Written by
Dezment & Twobearhighfiving(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, determines chance to hit the
enemy. See Below Crit - Chance (in %) to score a critical damage additively. Base Critical damage a
incoming Matk 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. Str\Int\Dex scaling you can find on each Heroes
page: here. Percent stats[] Atk %, Matk %, Acc %, Def %, Mdef %, 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,
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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

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Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit. Heals won't overheal your Hero, so you cannot heal more than the amount of HP a Hero had going into the fight. Mana 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. For example with 500 Atk using both Skills would boost Hero to 950 Atk. 950/500 = 1.9x. With 500 base Atk, Might passive and Radiant prefix Hero will have 2.1x modifier (all 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 x number of debuffs. DoTs are classified as debuffs and their damage will be doubled. Will deal only 0.8x if there are no effects to amplify. Warrior skills[] Taunt redirects 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 mdef equal to 1.3x paladin's mdef
making them to recieve 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\ 100 + E n e m y D e f e n s e × (H e r o 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 (\uparrow 267.) 100/(100 + 200)*(500*1.6) Physical and Magical damage is calculated separately and then added together. Atk is used with Def, and Matk is
used with Mdef. ACCURACY / HIT CHANCE[] Hit chance = \frac{200 \ times Acc } {Acc + Eva}} For example, if your Hero has 50 Acc and the enemy has 75 Eva, you will have an 80% chance to hit. (200*50)/(50+75) The formula leads to the 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 attack 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 ThirdFourthEnemy (Last) FifthSixth Skill order[] Turn 1 = Skill 1 Turn 2 = Skill 2 Turn 3 = Skill 3 Turn 4 = Skill 5 On Turn 1 all of your Heroes will use their first Skill followed by the Enemy. Turn 2 = Skill 3 Turn 5 = Skill 5 On Turn 1 all of your Heroes will use their first Skill followed by the Enemy.
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: Ares' "Savage Charge" skill Deal 2.5x Atk to the Center Hero. (Only the Center Hero are no Heroes in Gentle Heroes to the Back Row for 3 Turns (Back row Heroes take 0.7x Matk to the Back Row for 3 Turns (Back row Heroes take 0.7x Matk to the Back Row for 3 Turns (Back row Heroes take 0.7x Matk to the Center Hero).
backline) Dragon Whelp's "Flame Breath" Deal 1.2x Atk & 1.2x Matk (AOE) (Area of Effect, all Heroes take 4.2x Matk damage) AOE Damage[] When an enemy uses a Damage Over Time attack it will add an effect 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 enemy defenses. Heroes[]
The 4 Hero True Damage Skills, Cheap Shot, Puncture, Twilight Strike and Berserk Smash deal only what the description says. For example, if a Rogue has 500 Atk and 500 Acc, using Cheap Shot, Puncture, Twilight Strike and Berserk 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 will be affected by the buff Basic Game Mechanics[] LUCK[] Luck increases the chance for 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 0 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 (Cdmg%) by 35% (making it 2.35x Dmg). Fatal Stab skills
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 invisible Crit stat of 1 except
daggers/knives which have 5. True Damage cannot crit. Lesser Heal, Greater Heal and Light's Grace cannot crit. Speed Bonus[] Quest time to finish. There are 3 factors that reduce quest time. Group Effectiveness: How many Turns it takes to finish the fight. Speed Stat: gained through gear and
prefixes. It reduces the quest time by a direct % which is based on the stat or game modifier. In case of parties, all heroes' speed stat is considered and Super Crafters (2x) increase it. Speed Boost: You can buy the recipe from the store. There are
3 variations of this Potion, 15%, 25%, and 50% Speed Event and Speed Boost factors added up CANT reduce the Quest time over 75% Speed event and multipler determined by gamemode stack with
everything. For example, if a quest X without any modifiers takes 50min, on Speedrun mode while at Speed weekend while party has 75% speed combined, it gives x0.03125 [0.25(4x faster, from speedrun mode) * 0.25 (4x faster, from speedrun mode) * 0.25 (4
min. T i m e r = O r i g o n a l T i m e x 1 - S p e e d 100 {\displaystyle Timer = Origonal~Time \times \frac {1 - Speed} {100}} So 50% Speed gives you x a 0.5 modifier. The more turns it takes to finish a quest means a lower grade and higher Quest timer. Quest Timer[] To calculate. Take the base time and multiply it by Grade Variable. (S - 0.75, A
- 0.9, B = 1, C = 1.1, D = 1.25) For each action add +5 seconds. For each turn passed add another 5 seconds.
shot the mob) Final time is 19 seconds for the Quest. With 8% speed (19*0.92) = \sim17 second Quest Time. Prefix [] This section is transcluded from Prefix 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 being 710, there is a \sim 1\% (10/710) chance to roll it. Eventually, weaker prefixes become unavaliable as your
crafter/enchanter levels up, item's grade is also partially taken into the factor. For example, 60lvl Enchanter enchanting 60lvl item at S grade or 60lvl crafter crafting Oni's Decapitator (40lvl) at S rank, they can only roll the following 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 EnchaterLvlReq Weight Burning 1 0 Fiery 11 5 Flaming 21 10 Smoldering 31 20 Blazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 20 Fatal 31 30 Deadly 41 40 Tenacious 1 5
 Vigorous 11 10 Robust 21 20 Resilient 31 30 Titan's 41 40 Solid 1 5 Hard 11 10 Tough 21 20 Sturdy 31 30 Defender's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Solid 1 5 Hard 11 10 Tough 21 20 Sturdy 31 30 Defender's 41 40 Focused 1 5 Resolute 11 10 Savift 31 10 Savift 31 10 Savift 31 10 Savift 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 Resolute 1 5 Re
Strong 61 15 Rigid 61 15 Crafting[] In order to get a certain Prefix during the craft (C r a f t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d e × 2 ) - 4 \geq (E n c h a n t e r L v l ) + (G r a d
+ (Grade × 2) - 4 - (Item Lvl) ) × 2 {\displaystyle Chance = (~(Crafter~Lvl) + (Grade \times2) - 4 - (Item~Lvl)~) \times2} Cap is 25% Example[] An A Grade Demon Axe with level 50 Blacksmith trying to gain a Radiant Prefix: ((50) + (4 × 2) - 4 - (46)) × 2 = 16% Chance To Roll A Prefix {\displaystyle (~(50) + (4 × 2) - 4 - (46)}
(4\times 2)-4-(46)\sim) (4\times 2)-4-(46)\sim) (50) + (4 \times 2) - 4 \ge (61) = False \( (54 \neq 61) \) [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 \neq 61) = False \( (54 \neq 61) \) [In this example, The item has a 16% chance to roll any Prefix.]
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. A higher Suffix increases an items stats and selling value. Suffixes range from none to +12. Adding a Suffix to a weapon also a suffix to a weapon also a suffix to a weapon also a suffix increases and selling value.
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 unavaliable to roll by crafting is +11. Suffix Woifiers[1] Suffix Weight Suffix. MinLvl "+1" 5 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 ( Grade × 2 ) -4+ ( Crafter Level - Item Level - Item ~ Level - Item ~ Level) \times2} Suffix. MinLvl (From the table above) ( Grade × 2 ) -4+ ( Crafter ~ Level ) {\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\% Chance To Roll A Suffix {\displaystyle (4\times 2) - 4 + (50) = 54 (Suffix MinLvl)} In this example
Suffix.MinLvl was 54, looking at the table above, this met the requirements to roll up to +7 (51) but did not meet the requirements for +8 (56) Therefore the highest possible Suffix on Craft for this example item is +7 and there is a 16% chance to roll for Suffix. Heroes[] There are 4 types of Heroes: Tanks, Damage Dealers, Healers, and Support.
Tanks[] There are two types of tanks, traditional and non-traditional tanks are designed to absorb damage. They include Warriors and Paladins. Non Traditional Tanks are designed to negate damage rather than take it. They include Rogues and Assassins. This is
accomplished through the skill Evade. In late game Clerics, Paladins and Dark Knights can also act as tanks with the ability to self-heal. Evade decreases all damage taken by 78% before mitigations, however, it does not negate any debuffs from the attack. Damage Dealers [] There are 3 types of Damages, Physical, Magical, and True Damage. Physical
Damage benefits from Str bonuses and results in high Atk damage. The primary physical fighter is the Berserker. Magical damage benefits from INT bonuses and results in high Matk damage fighter is the Berserker. Magical fighter is the Berserker. Magical fighter is the Mage. True damage deals damage benefits from INT bonuses and results in high Matk damage.
Assassin, Rogue and Dark Knight. The Dark Knight. The Dark Knight is also a hybrid physical-magical damage building is more beneficial later on. Healers[] There are 3 Heroes who can heal, Cleric, Paladin and Dark Knight. The Paladin can deal damage building is more beneficial later on. Healers[] There are 3 Heroes who can heal, Cleric, Paladin and Dark Knight. The Paladin can deal damage building is more beneficial later on.
also has ability to heal the whole party that uses MAtk and MDef as coefficients. The Cleric has 2 healing skills, one for the Hero in front of them. They also have a Skill that can Revive a fallen Hero. Dark Knight can heal themselves through the lifesteal from skills Unholy Slash and Unholy Slash II, depending how many
damage they deal. It is possible to heal more than the amount of Hp a Hero X stars a battle with 500/1000 HP, but when the fight is over and the Hero Still has 1000 HP, this value won't overwrite the
amount they had before the fight, so it will stay at 500. It was made to prevent players from sending themselves before finishing the quest, and healing themselves before finishing the guest, and healing the guest and healing the guest, and healing the guest and healing the guest, and healing the guest and healing the guest and healing the guest and healin
team, Atk&Matk&acc of a singular hero, along with increasing Crit damage and other various boosts or debuffs. Paladin can constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constantly increase Atk&Mdef of his party incre
Hero Gold 1st 10 7th 16,000 13th[1] $0.99 USD 2nd 500 8th 32,000 14th[2] $0.99 USD 3rd 1,000 9th 64,000 15th[3] $0.99 USD 4th 2,000 10th 128,000 15th[3] $0.99 USD 3rd 1,000 9th 64,000 15th[3] $0.99 USD 3rd 1,000 9th 64,000 15th[3] $0.99 USD 3rd 1,000 10th 128,000 1
clicking the button on the top left of the Hero overlay screen. This costs 2,000 gold X # of Heroes. Prestiging.] Once a Hero reaches level 40 they have the option of Prestiging. This costs 10,000 Gold and will provide no stats until level requirements are met again. This hero will
now get 50% more stats per level and increase their Stat scaling. The XP to level up increases. It is possible to Ascend while on a Quest. This will not affect the Quest outcome, and your Hero will only come out at level 2 regardless of XP gained. After Prestiging and reaching level 50 a Hero can Prestige again. This costs 50000 gold. The Hero has then
extended level cap to 60, and will unlock an unique skill upon reaching level 51. This requires the Frozen Tome expansion. A Prestige 1 Hero can undergo Quests 2 levels earlier than a non-Prestiged Hero. Reviving[] The cost to
revive a Hero is equal to 10 Gold X Hero level X 2 (if at P1) or X 3 (if at P2), 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-enchant the same item over 30,000 times,
provided you can afford the materials and costs. Successfully Enchanting for Suffix or Prefix will also re-roll the items Stats. Improve Stats Re-rolls current item stats of weapons, armor, and trinkets using Crystals. This can also be used to improve item's Grade. The item stats of weapons, armor, and trinkets using Crystals. This can also be used to improve item's Grade.
Tier appropriate Crystal and coins. Xp The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times20) + (Enchant Attempter appropriate Crystal and coins. Xp The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times20) + (Enchant Attempter Attempte
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 EnchaterLvlReq Burning
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 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 Radiant 61 Frigid 61 Strong 61 Rigid 61 Xp The amount of Xp awarded for rolling for Prefix is: X p = I t e m L e v e l - I t e m L e v e l - I t e m L e v e l - I t e m L e v e l) + (Grade × 2) {\displaystyle}
Prefix~Chance = (2 \times (Enchanter~Level - Item~Level) + (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. Enchant a certain Prefix The following equation must equal the Prefixes required level from the table above. Enchant a certain Prefix The following equation must equal the Prefixes required level from the table above. Enchant a certain Prefix The following equation must equal the Prefixes required level from the table above. Enchant a certain Prefix The following equation must equal the Prefixes required level from the table above. Enchant a certain Prefix The following equation must equal the Prefixes required level from the table above. Enchant a certain Prefix The following equation must equal the Prefix The following equation must eq
EnchaterLvlReq=(EnchanterLevel)+5+(Grade\times2)} Gold cost The amount of Gold for rolling for Prefix is: Without Prefix Gold = (Item Level × 40) - (Prefix Min Level × 10) }, { (Item Level × 20) } {\displaystyle Gold = (Item Level × 20) } {\displaystyle Gold = (Item Level × 40) - (Prefix Min Level × 10) }, { (Item Level × 20) }
= \max\{~(Item~Level \times 40) - (Prefix~Min~Level \times 20)~\}} Pattern The pattern of Gem cost follows: 1 -> 2 -> 3 -> 4 -> 6. 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 an 95% success rate. After every attempt regardless of the result, the % chance of critical failure 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 = I 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 = I 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 = I 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 = I 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 = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Suffix is: X p = I this option is rolled the item will have its Su
e m Level \times 10 {\displaystyle Xp = Item~Level \times 10} Gold cost The amount of Gold for rolling for Prefix is: Without Suffix Gold = (Item~Level \times 60) + (Suffix min Level \times 10) {\displaystyle Gold = (Item~Level \times 60) + (Suffix min Level \times 10) {\displaystyle Gold = (Item~Level \times 60) + (Suffix Gold = (Item~Level \times 10) {\displaystyle Gold = (Item~Level \times 10)}
(SuffixminLevel \times20)} Pattern The pattern of Rune cost follows: 1 -> 2 -> 3 -> 4 -> 6 -> 9. Scribe[] 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 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 [] 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 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 12750 coins to purchase every Selling Slots. Customers appear. 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 Region (level 51-60) added. New Weapons, Armor, Trinkets and Potions!
A new Rarity level (Relic.) Rare versions of the new monsters. 2 more 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 interactable buttons and 1 interactable area. Only 7 buttons are available by default. 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 arrow (right) shows Items you can craft with available resources. Recipes you have unlocked Items 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 an additional 16 Inventory Slots for free.
Another 16 Slots are then available for purchase. It costs 440000 coins to purchase every additional Inventory Slots to 192. End of information based on The Frozen Tome Expansion. Items are sorted, by default, by ID and displayed Potions first followed by Equipment and finally Materials. You can now
12 Slots. It costs 12,750 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 enchantments 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 too 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. Best In Slot[]
1435836230 Money Making Guide[] Money Making Guide FAQ[] Don't know where to put these in yet. Crafter level-item level-item level-item-level-item (round(1 + (crafter level-item-level-item-level-item-level-item) / 4, 2)
 1, 4.5) + \text{sum}(\text{mat} \sim \text{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 2 levels earlier than a non-Prestiged Hero. A Prestige 2 Hero can undergo Quests 2 levels earlier than a
Prestige 1 Hero and 4 levels earlier than a non-Prestiged Hero. Max Stack[] need help coming up skill ideas for Merchant to have in a combat. I already know that they can use bride to make the enemy go away and Lower the cost of items or Sell them at a higher price. Sic the caravan guards at 'em, baby! Or grab summa that heady oil from yo cart
douse the evildoer in it, then set them aflaaaame! Orrr... pretend yo wetting yoself from fear, then when the evildoer turns their back, stab them in the buttock! Have a skill where your merchant throws literal money at them. Like a big sack of it. Damage could potentially scale with how much money you have and could cost a certain percentage of
said money. Skill: Wealth Hurts Have a summoning skill where he actually calls a guard or mercenary, again a certain amount of gold could be the cost instead of lame MP, have the guard actor use auto battle perhaps. Skill: I wealth Hurts Have a summoning skill where he actually calls a guard or mercenary, again a certain amount of gold could be the cost instead of lame MP, have the guard actor use auto battle perhaps. Skill: I wealth Hurts Have a summoning skill where he actually calls a guard or mercenary, again a certain amount of gold could be the cost instead of lame MP, have the guard actor use auto battle perhaps. Skill: I wealth Hurts Have a summoning skill where he actually calls a guard or mercenary, again a certain amount of gold could be the cost instead of lame MP, have the guard actor use auto battle perhaps. Skill: I wealth Hurts Have a summoning skill where he actually calls a guard or mercenary, again a certain amount of gold could be the cost instead of lame MP, have the guard actor use auto battle perhaps. Skill: I wealth Hurts Have a skill where he actually calls a guard or mercenary, again a certain amount of gold could be the cost instead of lame MP, have a skill where he actually calls a guard or mercenary, again a certain amount of gold could be the cost instead of lame MP, have a skill where he actually calls a guard or mercenary and the cost instead of lame MP, have a skill where he actually calls a guard or mercenary and the cost instead of lame MP, have a skill where he actually calls a guard or mercenary and the cost instead of lame MP, have a skill where he actually calls a guard or mercenary and the cost instead of lame MP, have a skill where he actually calls a guard or mercenary and the cost instead of lame MP, have a skill where he actually a guard or mercenary and the cost instead of lame MP, have a skill where he actually a guard or mercenary and the cost instead of lame MP, have a skill where he actually a guard or mercenary and the cost instead of lame MP, have a skill where
have wife and kids! Have a skill, where he pulls out a potion of his hidden stash and heals himself. Skill: Hidden stash. Hope it helps. "Hostile Takeover" - the merchant forcibly "acquires assets" belonging to the enemy. You could go a bit meta and trade gold for HP or MP, or spend it to "buy" potions or weapons that would heal or inflict damage while
in battle. Inflict a Tax debuff on the enemy so that the enemy takes x% more damage on the next x hits or turns. (De)Buff: Inflation +x% (cannot dispel, cannot dispel.)
Upsell: The target ally's damage is increased by 20%. This extra 20% (1/6 of the final damage) is fully restored to the user of Upsell, on all instances of damage that benefit from it. Investment: Heals the target ally every turn, until it gets hurt, then the user is healed for the total amount restored. Can't be used on one's self. Bribe: The target enemy is
greatly healed, but it will attack the user's enemies this turn. Bounty: For the current turn and the next, the target has a bounty on it. Killing it grants bonus gold loot, multiplied by its percentage of remaining HP when the bounty was placed. (100% HP -> 100% bonus gold, 50% HP -> 50% bonus gold) EDIT: They're all doable
 with the Buffs & States Core, you guys can quote my post if you need help with any of them. I'll be back tomorrow at 5pm GMT+1 to tell you how I'd handle them. Last edited: Dec 18, 2020 Edit This page lists every Skill available in the game Heroes[] Warrior[] Skills Icon Unlocked at Level Ap Cost Name Description Effect 10 0 Basic Deal 1x Atk & 1x
Matk. Deals 1x Atk & 1x Matk as damage. 10 4 Slash Deal 1.6x Atk as damage. 15 5 Shield Slam Deal 1.4x Def & Gain Def 140% for 2 Turns. Deals 1.4x Def as Physical damage & increases Warriors Def by 40% for the next 2 turns. 20 7 Block Block 78% Atk taken for 1 turn. Block 78% Atk taken for 1 turn 25 6 Slash & Bash Deal 1.8x
Atk & Def. Deals 1.8x Atk & Def as damage. 30 4 Unbreakable Remove all Debuffs from self. 35 8 Shield Slam Il Deal 2x Def & Gain Def 160% for 3 Turns. Deals 2x Def as Physical damage & increases own Def by 60% for the next 3 turns. 51 10 Taunt Next enemy attack only hits hero. Only the Warrior will take damage from the
Matk as damage. 10 5 Ambush Deal 1.45x (Atk+Acc). Enemy $\pmu40\%$ Atk for 1 Turn. Deals 1.5x (Atk+Acc) as physical damage. Decreases enemy defense by 35\% for the next 2 turns. 20 6 Cheap
Shot Deal .9x (Atk+Acc) as True Dmg. Deals 0.9x (Atk+Acc) as damage. (Only applies to the Rogue is attacked they will take 78% less damage. (Only applies to the Rogue. Any debuffs from the attack will still be applied.) 30 9 Sunder II Deal 2x (Atk+Acc) & Give Def
\downarrow42% for 3 Turns. Deals 2x (Atk+Acc) as physical damage. Decreases enemy defense by 42% for the next 3 turns. (Does not stack with Sunder.) 35 9 Cheap Shot II Deal 1.5x (Atk+Acc) as physical damage. Decreases enemy defense by 42% for the next 3 turns. (Does not stack with Sunder.) 35 9 Cheap Shot II Deal 1.5x (Atk+Acc) as physical damage.
damage. Decreases enemy attack by 60% for the next turn. Mage[] Skills Icon Unlocked at Level Ap Cost Name Description Effect 10 0 Basic Deal 1.6x Matk & 1x Matk & 1x Matk & Gain Matk ↑30% for 2 Turns. Deals 1.6x
Matk as magical damage. Increases own Matk by 30% for the next 2 turns. 20 7 Mind Blast II Deal 2.2x Matk. Deals 2.2x Matk as magical damage. 30 7 Mind Blast II Deal 2.2x Matk Shield against magic damage. You gain a shield which will block magical damage. 25 6 Mana Shield Gain a .6x Matk Shield against magical damage. 30 7 Mind Blast II Deal 2.2x Matk as magical damage. 30 7 Mind Blast II Deal 2.2x Matk as magical damage. 30 7 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 7 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 8 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 8 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast II Deal 3.2x Matk Shield against magical damage. 30 9 Mind Blast Matk Shield against magical damage. 30 9 Min
Silence Remove all Buffs from the Enemy. Removes all positive effects from the enemy. 35 9 Magic Missile II Deal 2x Matk. Next attack will ignore 60% Mdef. 51 10 Amplify Magic Debuff effects 100%. Deal .8x Matk per debuff Debuffs on
enemy have their effects doubled for the next turn. Deals 0.8x Matk for evry debuff on enemy as magical damage. 15 3 Enrage Gain Atk $1x Matk. Deals 1x Atk $2x Matk as damage. 10 4 Slash Deals 1.6x Atk. Deals 1.6x Atk as physical damage. 15 3 Enrage Gain Atk $1x Matk. Deals 1x Atk $2x Matk as damage. 10 4 Slash Deals 1.6x Atk as physical damage. 15 3 Enrage Gain Atk $1x Matk. Deals 1x Atk $2x Matk as damage. 10 4 Slash Deals 1.6x Atk as physical damage. 15 3 Enrage Gain Atk $1x Matk. Deals 1x Atk $2x Matk. Deals 1x Atk $2x Matk as damage. 10 4 Slash Deals 1x Atk $2x Matk as damage. 15 3 Enrage Gain Atk $1x Matk. Deals 1x Atk $2x Matk as damage. 10 4 Slash Deals 1x Atk $2x Matk as damage. 10 4 Slash Deals 1x Atk $2x Matk as damage. 15 3 Enrage Gain Atk $1x Matk. Deals 1x Atk $2x Matk as damage. 15 3 Enrage Gain Atk $1x Matk. Deals 1x Atk $2x Matk as damage. 15 3 Enrage Gain Atk $1x Matk. Deals 1x Atk $2x Ma
for 3 Turns. +10% when taking damage. Increases own Atk by 60% for the next 3 turns, and a further 10% when the Berserker takes damage. (Stacks with Vicious Strike Deal 1.6x Atk & Gain Atk 130% for 2 Turns Deals 1.6x Atk as physical damage.
damage. Increases own Atk by 30% for the next 2 turns. (Stacks with Enrage.) 30 3 Blind Fury Gain Crit, deal 1x Atk for 2 Turns. Deals 2x Atk as physical damage. If the attack crits, deal 1x Atk
each turn for the next 2 turns as well. 51 8 Berserk Smash Deal 2x Atk. On Crit Deal 3% of target Hp Deals 2x Atk as physical damage. If the attack crits, deal 3% of the Enemy's current Hp as damage as well. 51 8 Berserk Smash Deal 2x Atk & 1x Matk & 1x Matk as
damage. 10 4 Mind Blast Deal 1.6x Matk. Deals 1.6x Matk. Deals 1.6x Matk as magical damage. 15 6 Divine Smite Deal 1.3x (Matk+Acc). Party 15% Matk & Acc (3 turns). Deals 1.3x Matk & Acc as magical damage. 15 6 Divine Smite Deal 1.3x (Matk+Acc). Party 15% Matk and Acc stats by 15% for the next 3 turns. 20 7 Lesser Heal Heal the target in front of you for .3x (Matk+Acc). Party 15% Matk and Acc stats by 15% for the next 3 turns. 20 7 Lesser Heal Heal the target in front of you for .3x (Matk+Acc). Party 15% Matk and Acc stats by 15% for the next 3 turns. 20 7 Lesser Heal Heal the target in front of you for .3x (Matk+Acc). Party 15% Matk and Acc stats by 15% for the next 3 turns. 20 7 Lesser Heal Heal the target in front of you for .3x (Matk+Acc). Party 15% Matk and Acc stats by 15% for the next 3 turns. 20 7 Lesser Heal Heal the target in front of you for .3x (Matk+Acc). Party 15% Matk and Acc stats by 15% for the next 3 turns. 20 7 Lesser Heal Heal the target in front of you for .3x (Matk+Acc). Party 15% Matk and Acc stats by 15% for the next 3 turns. 20 7 Lesser Heal Heal the target in front of you for .3x (Matk+Acc). Party 15% Matk and Acc stats by 15% for the next 3 turns. 20 7 Lesser Heal Heal the target in front of you for .3x (Matk+Acc). Party 15% Matk and Acc stats by 15% for the next 3 turns. 20 7 Lesser Heal Heal the target in front of you for .3x (Matk+Acc). Party 15% Matk and Acc stats by 15% for the next 3 turns. 20 7 Lesser Heal Heal the next 3 turns. 20 7 Lesser Heal Heal the next 3 turns. 20 7 Lesser Heal Heal the next 3 turns. 20 7 Lesser Heal Heal the next 3 turns. 20 7 Lesser Heal Heal the next 3 turns. 20 7 Lesser Heal Heal the next 3 turns. 20 7 Lesser Heal Heal the next 3 turns. 20 7 Lesser Heal Heal the next 3 turns. 20 7 Lesser Heal Heal the next 3 turns. 20 7 Lesser Heal Heal the next 3 turns. 20 7 Lesser Heal Heal the next 3 turns. 20 7 Lesser Heal the
Hero placed in front of the Cleric for an amount equal to 0.3x (Matk + Acc) + 2x the Cleric's level. (If the Cleric is in the front row, she will heal herself.) 25 7 Mind Blast II Deal 2.2x Matk. Deals 2.2x Matk as magical damage. 30 9 Cleanse Remove all Debuffs on whole party. Removes all negative effects on the whole party. 35 9 Greater Heal theal th
party for .11x (Matk+Acc) + 1x Lvl. Heals each party member for an amount equal to 0.11x (Matk + Acc) + the Cleric's level. 51 10 Revive a fallen party member with 50% hp. (Does nothing if all Heroes are alive. Checks Frontrow Heroes first. Removes all effects from revived Hero.) Assassin[] Skillsand Frontrow Heroes are alive.
Icon Level to Unlock Ap Cost Name Description Effect 10 0 Basic Deal 1x Atk & 1x Matk. Deals 1x Atk & 1x Matk as damage. 10 3 Kidney Shot Deal 1.4x Acc physical damage. Party crit +25% for 2 turns. Deals 1.4x Acc as damage. All party members get +25% crit
chance for 2 turns. 20 6 Puncture Deal 1.1x Acc as True Dmg. Deals 1.1x Acc as damage. (Only applies to the Assassin. Any Debuffs from the attack will still be applied.) 30 8 Fatal
Stab Deal 2.3x Acc with Crit Dmg +100%. Deals 2.3x Acc as damage with 3x Crit damage. 35 9 Puncture II Deal 1.7x Acc as True Dmg. Deals 1.7x Acc as damage (Ignores Def and Mdef) 51 8 Detect Weakness Next turn has +50% Crit Chance. Next turn Hero has 50% increased chance to score a Crit. Paladin[] Skills Icon Level to Unlock Ap Cost
Name Description Effect 10 0 Basic Deal 1x Atk & 1x Matk. Deals 1x Atk & 1x Matk. Deals 1x Atk & 1x Matk as damage. Heal HP equal to 0.2x Matk. 15 6 Templar Shield Deal 2x Mdef as magical damage. Deals 2x Mdef as magical damage. 20 7 Shield Block 78% Matk taken for 1 turn
Next time that the Paladin is attacked they will take 78% less Magical damage. (Only applies to the Paladin. Any debuffs from the attack will still be applied.) 25 4 Holy Blessing Give party Atk 15% and Mdef 140% for 5 Turns. Increases the party still be applied.)
Removes all negative effects from all party members. 35 7 Light's Grace Heal party for 0.05x (Matk+Mdef) for 5 turns. Each party member will heal for an amount equal to 0.05x the Paladin's Matk + Mdef for each of the next 5 turns. 51 9 Holy Shield Provide 1.6x own Mdef for party members. Mdef becomes 1.6x the Paladin's
Mdef for the next turn. Dark Knight[] Skills Level to Unlock Ap Cost Name Description Effect 10 0 Basic Deal 1x Atk & 1x Matk. Deals 1.5x Atk & Matk as damage. Heal for 7% of the damage dealt. 15 4 Slow Give Eva 170% and deal .6x Matk for 3 Turns.
Enemy Evasion decreases 70%, and enemy takes 0.6x Matk as magic damage, each turn for the next 3 Turns. 20 7 Terrify Deal 1.8x Atk & Matk. Give Mdef by 40% for 2 Turns. Deals 1.8x Atk & Matk as damage. Decreases enemy Mdef by 40% for 2 Turns. 20 7 Terrify Deal 1.8x Atk & Matk as damage.
members' Atk and Matk by 25% for the next 3 turns. 30 6 Crypt Poison Deal 1.15x Atk & Matk for 3 Turns. Enemy takes 1.15x Atk & Matk as True
Dmg Deals 1.05x Atk and 1.05x Atk and 1.05x Matk as damage (Ignores Def and Mdef). Bard[] Skills Icon Unlocked at Level Ap Cost Name Description Effect 10 0 Basic Deal 1.4x Atk & Matk. Gives 1 luck (stacks) Deal 1.4x Atk & Matk as damage. Increases the Bard's Luck value by 1 and 1.05x Matk as damage. Increases the Bard's Luck value by 1 and 1.05x Matk as damage.
each time the skill is used. 15 5 Serenade Gain Def $\gun490\% and Give Atk $\pu$ 40\% for 1 Turn. Reduces own Def by 90\% and decreases enemy Atk by 40\% for the next turn. 20 6 Inspirational Song Give (100 + luck)\% of Bard's Atk & Matk & Acc will be added to the next hero to take an action. 25 7
Poem of Focus This turn all crits do (275+Luck)% more dmg. This turn all Crits deals (2.75x + Bards Luck)% more Crit damage to the party, and 40% to the enemy. 35 6 Peaceful Respite Party and Enemy $\gmu 50\%$ Atk & Matk for 1 Turn
Decreases both party and enemy's Atk and Matk by 50% for the next turn. 35 7 Song of Negation Remove all buffs and debuffs from enemy, positive and negative, are eliminated. 51 10 Song of Negation Remove all buffs and debuffs from enemy. All effects affecting the enemy, positive and negative, are eliminated. 51 10 Song of Negation Remove all buffs and debuffs from enemy. All effects affecting the enemy, positive and negative, are eliminated. 51 10 Song of Negation Remove all buffs and debuffs from enemy.
the end of the battle, stacks each time used. Monsters[] If the target for an Attack is not specified (It will be listed if specified) Damage will be split among all Heroes in the Frontrow. Tuvale Forest[] Skills Icon Used by Name Description Effect Everyone Basic Deal 1x Atk & 1x Matk. Deals 1x Atk & 1x Matk as damage. Yarsol Cove[] Skills Icon Used
by Name Description Effect Everyone Basic Deal 1x Atk & 1x Matk. Deals 1x Atk & 1x Matk as damage. Murlok Priest, Murlok Pries
Deal 1.6x Matk. Deals 1.6x Matk as damage. Murlok Warleader, Murlok Warleader, Murlok Warleader, Murlok Warleader, Murlok Warleader, Murlok Tidehunter. Slash Deal 1.6x Atk to each Hero in the Front Row. Deals 1.6x Atk to each Hero in the Front Row.
Leviathan Hydro Slash Deal 1.2x Atk & 1.2x Matk. (AOE) Deals 0.8x Matk. (AOE) Deals 0.8x Matk. (AOE) Deals 0.8x Matk. (Cannot be Silenced. Lasts until depleted.) Kraken 8 Arm Smash Deal 1.2x Atk & 1.2x Matk. (Cannot be Silenced. Lasts until depleted.) Kraken 8 Arm Smash Deal 1.2x Atk & 1.2x Matk. (AOE) Deals 0.8x Matk. (Cannot be Silenced. Lasts until depleted.) Kraken 8 Arm Smash Deal 1.2x Atk & 1.2x Matk. (AOE) Deals 0.8x Matk. (AOE) Deals 0.8x Matk. (Cannot be Silenced. Lasts until depleted.) Kraken 8 Arm Smash Deal 1.2x Atk & 1.2x Matk. (AOE) Deals 0.8x Matk. (AOE) Deals 0.8x Matk. (Cannot be Silenced. Lasts until depleted.) Kraken 8 Arm Smash Deal 1.2x Atk & 1.2x Matk. (AOE) Deals 0.8x Matk. (AOE) Deals 0.8x Matk. (Cannot be Silenced. Lasts until depleted.) Kraken 8 Arm Smash Deal 1.2x Atk & 1.2x Matk. (AOE) Deals 0.8x Matk. (AOE) Deals 0.8x Matk. (Cannot be Silenced. Lasts until depleted.) Kraken 8 Arm Smash Deal 1.2x Atk & 1.2x Matk. (AOE) Deals 0.8x Matk. (AOE) Deals 0.8x Matk. (Cannot be Silenced. Lasts until depleted.) Kraken 8 Arm Smash Deal 1.2x Atk & 1.2x Matk. (AOE) Deals 0.8x Matk. (AOE) Deals 0.8x Matk. (Cannot be Silenced. Lasts until depleted.)
for 3 Turns. Increases own Def & Mdef by 50% for the next 3 Turns. Also completely blocks the next attack. (The Buff can be Silenced, but the Block effect cannot) Genbu Snap Deal 1.8x Atk & 1x Matk. Deals 1x Atk & 1x Matk as damage. Aldur Highlands[] Skills Icon Used by Name Description Effect Everyone Basic Deal 1x Atk & 1x Matk. Deals 1x Atk & 1x Matk as damage.
Matk as damage. Aldur Ram, Ceros, Ares, Ares Prime, Kirin Charge Deal 1.6x Atk. Deals 1.6x Atk as damage. Highland Tunneler, Terros Poison Deal 1.2x Atk & Gain Atk 125% for 2 Turns. Deals 1.2x Atk as damage & increases
own Atk by 25% for the next 2 Turns. (Can be Silenced) Gnoll Hunter, Reygar Slash Deal 1.6x Atk. Deals 1.6x Atk as damage & decreases the Matk of frontrow by 25% for the next 2 Turns. (Can be cleared with: Unbreakable, & Cleanse ) Gnoll
Shaman, Kaldar Mind Blast Deal 1.6x Matk. Deals 1.6x Matk. Deals 1.6x Matk. Deals 1.6x Matk as damage. Gnoll Overlord, Drahgar Shield Slam II Deal 2.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 2.2x Atk. Deals 2.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll Overlord, Drahgar Slash II Deal 3.2x Atk as damage. Gnoll O
Drahgar Cleave Deal 1x Atk to the Front Row. Deals 1x Atk as damage to each Hero in the frontrow. Ares, Ares Prime, Kirin Iron Hide Gain Atk 150% & Def 150% for 3 Turns. Increases own Atk Def by 50% for the next 3 Turns. Increases own Atk Def by 50% for the next 3 Turns. Also completely blocks the next attack recieved. (The Buff can be Silenced, but the Block effect cannot) Ares, Ares Prime, Kirin Iron Hide Gain Atk 150% Def 150% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Increases own Atk Def by 50% for 3 Turns. Inc
Kirin Savage Charge Deal 2.5x Atk to the Center Hero. Deals 2.5x Atk to the Center Hero frontrow. (If the center slot is unoccupied the Attack will deal 0 damage equal to 1x Def. (Cannot be Silenced. Lasts until depleted.) Alkyoneus Earthquake Deal .8x Atk. (AOE)
Deals 0.8x Atk as damage to all Heroes. Magnotaur Charge II Deal 2x Atk. Deals 2x Atk as damage to all Heroes. Wulkrum Badlands[] Skills Icon Used by Name Description Effect Everyone Basic Deal 1x Atk & 1x Matk. Deals 1x Atk & 1x Matk as damage. Nightmare Scorpion, Scorpinox
Protect Gain Mdef 150% for 3 Turns. Increases own Mdef by 50% for the next 3 Turns. (Can be Silenced.) Night Beast, Night Stalker Shadow Dance Gain Atk 125% & Eva 150% for 3 Turns. Increases own Atk by 25% and
Evz by 50% for the next 3 Turns. (Can be Silenced) Night Beast, Night Stalker Swift Strike Deal 1x Atk as True Dmg. Deals 75 Atk and 75 Matk damage (Ignores Def and Mdef) Undead Warrior, Skeletor Shield Slam II Deal .8x Def & Gain Def 150% for 3 Turns. Deals 0.8x Def as Physical damage & increases own Def by 50% for the next 3 Turns. (Can be Silenced) Night Beast, Night Stalker Swift Strike Deal 1x Atk as True Dmg. Deals 75 Atk and 75 Matk damage (Ignores Def and Mdef) Undead Warrior, Skeletor Shield Slam II Deal .8x Def & Gain Def 150% for 3 Turns.
Antares, Serket Harden Gain Def 150% & Mdef 150% for 3 Turns. Increases own Def & Mdef by 50% for the next 3 Turns. Also completely blocks the next attack recieved. (The Buff can be Silenced, but the Block effect cannot) Antares, Serket Deadly Venom Deal .7x Matk to the Back Row for 3 Turns. Deals 0.7x Matk as damage to each Hero in the
backrow each Turn for the next 3 Turns. Lich King, Arthus Unholy Cleave Deal 1.8x Atk & Give Def 150% for 3 Turns. (Can be Cleansed) Lich King, Arthus Slash II Deal 2.2x Atk. Deals 2.2x Atk as damage. Lich King, Arthus Shield Slam Deal .5x Def & Gain Def
 \uparrow50% for 2 Turns. Deals 0.5x Def as Physical damage & increases own Def by 50% for the next 2 Turns. (Can be Silenced) Oni Demon Slash Deal 1.5x Atk & 1.2x Matk. Deals 1.5x Atk and 1.2x Matk as damage. Oni Inner Fire Gain Atk \uparrow50% & Matk \uparrow50% for 3 Turns Increases own Atk and Matk by 50% for the next 3 Turns. (Can be Silenced) Hel
Terrify II Give Mdef 150% for 3 Turns. (AOE) Decreases Mdef of Party by 50% for the next 3 Turns. (Can be Cleansed) Hel Fatal Gaze Deal 2.5x Matk to the Center Hero. Deals 0.7x Matk as damage to each Hero, each Turn for the next 3 Turns.
Twin Shadow Shadow Dance II Gain Atk 150% & Eva 150% for 3 Turns Increases own Atk by 50% and Evz by 50% for the next 3 Turns. (Can be Silenced) Twin Shadow Shadow Strike Deal 2.5x Matk to the Center Hero only. Grimhal Volcano[] Skills Icon Used by Name Description Effect Everyone Basic
Deal 1x Atk & 1x Matk. Deals 1x Atk & 1x Matk as damage. (AOE) Decreases Mdef and Def of Party by 25% for the next 3 Turns. (Can be Cleansed) Dragon Whelp, Fire Wyrm Tail Swipe Deal .8x Atk to the Front Row.
Deals 0.8x Atk as damage to each Hero in the Front Row. Dragon Whelp, Fire Wyrm, Fafnir, Fatalis Dragon Scales Gain Atk 150% & Mdef 150% for 3 Turns. Increases own Atk and Mdef by 50% for 3 Turns. Block next attack. Increases own Def & Mdef by
50% for the next 3 Turns. Also completely blocks the next attack recieved. (The Buff can be Silenced, but the Block effect cannot) Lava Beast Lava Whip Deal 2x Atk. Deals 2x Atk as damage. Demon Warrior Dark Power Gain Atk 150% & Matk 125% for 3 Turns. Increases own Atk by 50% and Matk by 25% for the next 3 Turns. (Can be Silenced)
Demon Warrior Demon Slash Deal 1.5x Atk & 1.2x Matk. Deals 1.5x Atk and 1.2x Matk as damage. Infernal Guardian, Firelord Ozai Shield Slam II Deal 2.2x Atk. Deals 2.2x Atk. Deals 2.2x Atk as
damage. Demon Mage Terrify II Give Mdef 150% for 3 Turns. (AOE) Decreases Mdef of Party by 50% for the next 3 Turns. (AOE) Decreases Atk of Party by 25% and Mdef by 50% for the next 3 Turns. (AOE) Decreases Mdef of Party by 25% and Mdef by 50% for the next 3 Turns. (AOE) Decreases Atk of Party by 25% and Mdef by 50% for the next 3 Turns.
the next 3 Turns. (Can be Cleansed) Phoenix Phoenix Strike Deal .8x Matk. (AOE) Deals 0.8x Matk. (AOE) Deals 0.8x Matk. (AOE) Deals 0.8x Matk. (Can be Silenced) Cerberus Ferocious Biteronic Strike Deal .8x Matk. (AOE) Deals 0.8x 
Deal 1x Atk to the Front Row. Deals 1x Atk as damage. Skorge Slash Deal 2.5x Atk as damage to ea Hero in the Front Row. Cerberus Claw Deals 1.4x Atk as damage. Skorge Slash Deal 2.5x Atk and Matk by 50% for the next 3
Turns. (Can be Silenced) Skorge Fire Shield Gain a 5x Matk. (Cannot be Silenced) Fafnir, Fatalis Dragon Breath Deal 3x Atk to the Front Row. Deals 3x Atk as damage to each Hero in the Front Row. Deals 3x Atk as damage to each Hero in the Front Row. Deals 3x Atk as damage to each Hero in the Front Row. Fafnir Dragon Breath Deal 3x Atk to the Front Row. Deals 3x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk as damage to each Hero in the Front Row. Deals 0.5x Atk
Arkyos Pyroblast Deal 3x Matk to the Center Hero. Deals 3x Matk as damage to only the Center Front Hero. Arkyos Fire Shield II Gain a 3x Matk (AOE) Deals 0.5x Matk (Cannot be Silenced) Firelord Ozai Ground Slam Deal .5x Def. (AOE) Deals
0.5x Def as Physical damage. (AOE) Fatalis Devour Deal 5x Atk to the Center Hero. Deals 5x Atk to the Center Hero. Deals 5x Atk as damage to only
the Center Front Hero. Skip to content Written by Dezment & Twobearhighfiving (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 Mdef
Acc - Accuracy, determines chance to hit the enemy. See Below Crit - Chance (in %) to score a critical damage modifier. Increases Critical damage additively. Base Critical damage modifier. Increases Critical damage modifier. Increases Critical damage modifier. Increases Critical damage additively. Base Critical damage modifier. Increases Critical damage modifier. Increase modifier. Incre
damage. Mdef - Magical defense, reduces incoming Matk damage. Eva - Evasion. Used by enemies to evade hits. See Below Str - Strength increases Atk. Int - Intellect increases Acc. Luck - per 1 luck gain 1.6% chance for lucky hit. Lucky hits deal 1.35x dmg.
Str\Int\Dex scaling you can find on each Heroes' page: here. Percent stats[] Atk %, Matk %, Acc %, Def %, Mdef %, 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
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 overheal your Hero, so you cannot hero's matk. Blocks only magical damage, physical and true damage will bypass
it. Differently named buffs can stack. For example with 500 Atk using both Skills would boost Hero to 950 Atk. 950/500 = 1.9x. With 500 base Atk, Might passive and Radiant prefix Hero will have 2.1x modifier (all 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 x number of debuffs. DoTs are classified as debuffs and their damage will be doubled. Will deal only 0.8x if there are no effects to amplify. Warrior skills[] Taunt redirects 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
strenghtened by any way. Block will only reduce Physical incoming damage by 78% before mitigations, the magical damage is unchanged. Holy Shield sets
whole party's mdef equal to 1.3x paladin's mdef, making them to recieve the equal amount of 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[] Damage = \frac{100} {100} + Enemy Defense x (Hero Attack x Skill Modifier) {\displaystyle Damage}
Enemy~Defense}\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)*(500*1.6) Physical and Magical damage is calculated
separately and then added together. Atk is used with Mdef. ACCURACY / HIT CHANCE[] Hit chance = \frac{200 \times A}{C} chance to hit. (200*50)/(50+75) The
formula leads to the 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 ThirdFourthEnemy (Last) FifthSixth Skill order[] Turn 1 = Skill 2 Turn 2 = Skill 2 Turn 3 = Skill 3 Turn 4 = Skill 3 Turn 4 = Skill 3 Turn 4 = Skill 3 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 fight 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 0.9x Atk, 3 heroes will take 0.6x Atk each. 3 examples of specified damage are: Ares' "Savage Charge" skill Deal 2.5x Atk to the Center Hero. (Only the Center 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 to lower the lower take 1.2x Atk & 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Atk & 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (Area of Effect, all Heroes take 1.2x Matk (AOE) (AO
enemy uses a Damage Over Time attack it will add an effect 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 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 enemy defenses. Heroes[] The 4 Hero True Damage Skills, Cheap Shot, Puncture, Twilight Strike and Berserk Smash deal only what the description says. For example, if a Rogue has 500 Atk and 500 Acc, using Cheap Shot 2 (1.4x Atk+Acc) will deal 1400 damage. The Enemy will take 1400 damage and
not calculate for Defense values. Berserk 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) Desolation Wolf: Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolation Wolf: Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolation Wolf: Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolation Wolf: Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolation Wolf: Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolation Wolf: Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolation Wolf: Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolation Wolf: Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolation Wolf: Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolation Wolf: Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Ev
items to drop from quests. Luck value is equal to a direct percentage increases the number of materials dropped. Every 10 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 0 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 hit chance is 50%, including base chance for rare monster to spawn, by 4% per 1 luck. Max chance is 50%, including base chance critical Strike Passive can increase critical
damage (Cdmg%) by 35% (making it 2.35x Dmg). 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 invisible Crit stat of 1 except daggers/knives which have 5. True Damage cannot crit. Speed Bonus[] Quest timers have been given a flat time to finish. There are 3 factors that reduce quest time. Group Effectiveness: How many
Turns it takes to finish the fight. Speed Stat: gained through gear and prefixes. It reduces the quest time by a direct % which is based on the stat or game modifier. In case of parties, all heroes' speed stat is considered and summed up. Game modes - Speedrun (4x) and Hard Mode (2x) reduce quest timers, while Legendary and Super Crafters (2x)
increase it. Speed Boost: You can buy the recipe from the store. There are 3 variations of this Potion, 15%, 25%, and 50% Speed Stat and Speed Boost factors added up CANT reduce the Ouest time over 75% Speed events Speed Humpday or Speed Boost factors added up CANT reduce the Ouest time over 75% Speed Stat and Speed Boost factors added up CANT reduce the Ouest time over 75% Speed events Speed Humpday or Speed Boost factors added up CANT reduce the Ouest time over 75% Speed events Speed Boost factors added up CANT reduce the Ouest time over 75% Speed events Speed Boost factors added up CANT reduce the Ouest time over 75% Speed Events Speed Boost factors added up CANT reduce the Ouest time over 75% Speed Events Speed Boost factors added up CANT reduce the Ouest time over 75% Speed Events Speed Boost factors added up CANT reduce the Ouest time over 75% Speed Events S
other, Speed event and multipler determined by gamemode stack with everything. For example, if a quest X without any modifiers takes 50min, on Speedrun mode) * 0.25 (4x faster, from speedrun mode) * 0.25 (4x faster, from combined party's speed stat) * 0.5 (2x faster, from speedrun mode) * 0.25 (4x faster, from speedrun mode) * 0
from speed weekend)] timer multipler, and the quest will take only 1.5 min. Time \times 1 - S peed gives you x a 0.5 modifier. The more turns it takes to finish a quest means a lower grade and higher Quest timer. Quest Timer[] To
calculate. Take the base time and multiply it by Grade Variable. (S - 0.75, A - 0.9, B = 1, C = 1.1, D = 1.25) For each action add +5 seconds. For each turn passed add another 5 seconds. For each turn passed add another 5 seconds. For each turn passed add another 5 seconds.
(12*0.75) Add 10 seconds for 1 turn and 1 action. (assuming your hero one-shot the mob) Final time is 19 seconds for the Quest. With 8% speed (19*0.92) = \sim 17 second Quest Time. Prefix. To change it, please edit the transcluded page. All Weapons and Armor in the game have a chance for rolling a Prefix
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 being 710, there is a ~1% (10/710)
chance to roll it. Eventually, weaker prefixes become unavaliable as your crafter/enchanter levels up, item's grade or 60lvl crafter crafting Oni's Decapitator (40lvl) at S rank, they can only roll the following prefixes: Radiant, Frigid, Strong, Rigid,
Brisk, Master's, Swift, Fortunate, Expert's. Total weight of these prefixes is at 107, that means chance for rolling Master's at 1.8%. Prefixes 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 15 Flaming 21 10 Smoldering 31 20 Blazing 41 40 Cold 15 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 15 Flaming 21 10 Smoldering 31 20 Blazing 41 40 Cold 15 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 15 Flaming 21 10 Smoldering 31 20 Blazing 41 40 Cold 15 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 15 Flaming 41 40 Cold 15 Fla
Keen 1 5 Accurate 11 10 Sharp 21 20 Fatal 31 30 Deadly 41 40 Tenacious 1 5 Vigorous 11 10 Robust 21 20 Resilient 31 30 Defender's 41 40 Focused 1 5 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 Radiant 61 15 Frigid 61 15 Crafting[] In order to get a certain Prefix during the craft (Crafter~Lvl) + (Grade \times2) - 4 \geta (Enchanter~Lvl~Reg)} EnchanterLvlReg is found in the table
above. Chance to roll a prefix on craft C h and e × 2) - 4 - (Item~Lvl) + (Grade \times2) - (Item~Lvl) + (Grade \times2) - 4 - (Item~Lvl) + (Grade \times2) - (Item~
= 16 % C hance To Roll A Prefix {\displaystyle (~(50)+(4\times 2)-4-(46)~\times 2)-4-(46)~\times 2)-4-(46)~\times 2)-4-(46)~\times 2)-4 \quad (61) = False ~(54 \neq 61) } 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 To change it, please edit the transcluded from Suffix when crafting or buying. A higher Suffix increases an items stats and selling
value. Suffixes range from none to +12. Adding a Suffix to a weapon also increases the Rarity of 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 unavaliable to roll by crafting is +11. Suffix Modifiers[1] Suffix Weight Suffix. MinLvl "+1" 5 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 (Grade\times2)-4 + (Crafter~Level - Item~Level)\times2} Suffix.MinLvl (From the table above) (Grade × 2) - 4 + (Crafter~Level - Item~Level) + (Crafter~Level - Item~Level - Item~Level) + (Crafter~Level - Item~Level - Item~Level) + (Crafter~Level - Item~Level - Item~Level
after Level) {\displaystyle (Grade\times 2) - 4 + (Crafter ~ Level)} Example[] An A Grade Demon Axe with level 50 Blacksmith: (4 \times 2) - 4 + (50 - 46) \times 2 = 16\% Chance ~ To Roll A Suffix {\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll ~ A ~ Suffix } (4 \times 2) - 4 + (50) = 54 (Suffix . Min Lvl)
\{\text{displaystyle (4\times 1.65)} - 4 + (50) = 54 \sim (\text{Suffix.MinLvl})\}\ In this example Suffix. MinLvl was 54, looking at the table above, this met the requirements for +8 (56) Therefore the highest possible Suffix on Craft for this example item is +7 and there is a 16% chance to roll for Suffix. Heroes[] There
are 4 types of Heroes: Tanks, Damage Dealers, Healers, and Support. Tanks[] There are two types of tanks, traditional and non-traditional and non-traditional and non-traditional tanks are designed to negate damage.
rather than take it. They include Roques and Assassins. This is accomplished through the skill Evade. In late game Clerics, Paladins and Dark Knights can also act as tanks with the ability to self-heal. Evade decreases all damage taken by 78% before mitigations, however, it does not negate any debuffs from the attack. Damage Dealers[] There are 3
types of Damages, Physical, Magical, and True Damage benefits from Str bonuses and results in high Matk damage. The primary physical fighter is the Mage. True damage deals damage that is not dependent on
Def and Mdef values. The three True damage fighters are the Assassin, Rogue and Dark Knight. The Dark Knight is also a hybrid physical-magical damage building is more beneficial later on. Healers[] There are 3 Heroes who can heal, Cleric, Paladin and Dark Knight. The
Paladin can deal damage and heal themselves in the process. He also has ability to heal the whole party that uses MAtk and MDef as coefficients. The Cleric has 2 healing skills, one for the whole team and one for the whole party that uses MAtk and MDef as coefficients. The Cleric has 2 healing skills, one for the whole team and one for the whole party that uses MAtk and MDef as coefficients.
skills Unholy Slash and Unholy Slash II, depending how many damage they deal. It is possible to heal more than the amount of Hp a Hero X stars a battle with 500/1000 HP while battle they can be healed to 1000 HP, but when the fight is over
and the Hero still has 1000 HP, this value won't overwrite the amount they had before the fight, so it will stay at 500. It was made to prevent players from sending themselves before finishing the quest, and healing themselves before finishing the guest, and healing the gue
the Bard and Paladin. The Bard can buff the Atk&matk of the team, Atk&Matk&acc of a singular hero, along with increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constant Heal over Time as well as ability to cleanse debuffs from all of
his group allies. Hero Cost[] Hero cost Hero Gold Hero G
long as you have met the requirements for that Hero, by clicking the button on the top left of the Hero overlay screen. This costs 10,000 Gold and will reset their level to 1. Upon ascending, their gear stays on them and will provide no
stats until level requirements are met again. This hero will now get 50% more stats per level and increases their Stat scaling. The XP to level up increases. It is possible to Ascend while on a Quest. This will not affect the Quest outcome, and your Hero will only come out at level 2 regardless of XP gained. After Prestiging and reaching level 50 a Hero
can Prestige again. This costs 50000 gold. The Hero has then extended level cap to 60, and will unlock an unique skill upon reaching level 51. This requires the Frozen Tome expansion. A Prestige 2 Hero can undergo Quests 2 levels earlier than a Prestige 1 Hero and 4
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levels earlier than a non-Prestiged Hero. Reviving[] The cost to revive a Hero is equal to 10 Gold X Hero level X 2 (if at P1) or X 3 (if at P2), altenatively Hero 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, 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 (might be a little less with XP events). Gear Enhancement There is no reachable limit on how many times you can re-enchant gear. The only limit is you providing the materials and coin. For
example, you can re-enchant the same item over 30,000 times, provided you can afford the materials and costs. Successfully Enchanting for Suffix or Prefix will also re-roll the items Stats. Improve Stats Re-rolls current item stats of weapons, armor, and trinkets using Crystals. This can also be used to improve item's Grade. The item can first go to a
lower Grade before advancing higher. The first re-roll will cost 1 Tier appropriate Crystal and coins. Xp The amount of Gold it costs to re-roll stats is: Xp = Item Level \times5} Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5} Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling stats is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling states is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling states is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling states is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling states is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling states is: Xp = Item Level \times5 Gold cost The amount of Xp awarded for re-rolling states is: Xp = Item Level \times5 Gold cost 
{\displaystyle 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 follows: 1 -> 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 will have
its Prefix removed. Prefixes Name EnchaterLvlReq 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 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Sharp 21 Frozen 31 Glacial 41 Keen 1 Accurate 11 Frozen 31 Glacial 41 Keen 1 Accurate 11 Frozen 31 Glacial 41 Keen 1 Accurate 11 Frozen 31 Glacial 41 Keen 1 Accur
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 Radiant 61 Frigid 61 Strong 61 Rigid 61 Xp The amount of Xp awarded for rolling for Prefix is: X p = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l × 10 {\displaystyle Xp = I t e m L e v e l ×
1 - I t e m L e v e l ) ) + (Grade \times 2) } If an Item has a Prefix add an extra 15 if none add 0. In order to Enchanter Level - Item L e v e l ) } (Grade \times 2) } If an Item has a Prefix add an extra 15 if none add 0. In order to Enchanter Level - Item L e v e l ) }
erLevel + 5 + (Grade \times 2)  {\displaystyle EnchaterLvlReq=(EnchanterLevel) + 5 + (Grade \times 2) } {\displaystyle EnchaterLvlReq=(EnchanterLevel) + 5 + (Grade \times 40) - (Prefix Gold = (Item Level \times40)) } {\displaystyle EnchaterLvlReq=(EnchanterLevel) + 5 + (Grade \times40)} } {\displaystyle EnchaterLvlReq=(EnchanterLevel) + 5 + (Grade \times40)} {\displaystyle EnchaterLvlReq=(EnchanterLvlReq=(EnchanterLevel) + 5 + (Grade \times40)} {\displaystyle EnchaterLvlReq=(EnchanterLevel) + 5 + (Grade \times40)} {\displaystyle EnchaterLvlReq=(EnchanterLevel) + 5 + (Grade \times40)} {\displaystyle EnchaterLvlReq=(EnchanterLvlReq=(EnchanterLevel) + 5 + (Grade \times40))} {\displaystyle EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=
 (I t e m L e v e l × 20) } {\displaystyle Gold = \max\{ ~(Item~Level \times 20) ~\}} Pattern The pattern of Gem cost follows: 1 -> 2 -> 3 -> 4 -> 6. 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 an 95% success rate. After every attempt regardless of the result, the % chance to lose (and upgrade) Suffix increases by 4%. The more an item is enchanted for Suffix, the chance of critical failure increases by 4%. The more and have its Suffix decreased by 1. Xp The amount of
Xp awarded for rolling for Suffix is: X p = I t e m L e v e l \times 60 (I t e m L e v e l \times 60) {\displaystyle Gold = (I t e m L e v e l \times 60) + (Suffix Gold = (I t e m L e v e l \times 60) + (Suffix minler Level \times 10) {\displaystyle Suffix Bold = (I t e m L e v e l \times 60) + (Suffix minler Level \times 10) + (Suffix Minler 
Gold = (Item~Level \times60) + (SuffixminLevel \times20)} Pattern The pattern of Rune cost follows: 1 -> 2 -> 3 -> 4 -> 6 -> 9. Scribe[] 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 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 (30 Mage and level 15 Cleric in your roster. Bard - Unlocked when you have both a level 30 Mage and level 15 Berserker in your roster. Bard - Unlocked when you have both a level 30 Mage and level 15 Berserker in your roster. Bard - Unlocked when you have both a level 30 Mage and level 15 Berserker in your roster. Bard - Unlocked when you have both a level 30 Mage and level 15 Berserker in your roster. Bard - Unlocked when you have both a level 30 Mage and level 15 Berserker in your roster. Bard - Unlocked when you have both a level 30 Mage and level 15 Berserker in your roster. Bard - Unlocked when you have both a level 30 Mage and level 30 Mage 
537,400 coins to purchase every Inventory Slots to 160. After purchases you can purchase an additional 64 Slots. This brings the total number of 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. It costs 12750 coins to purchase every Selling Slot. Customers appear. 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 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 interactable 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 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 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 Material to start the game. The following is based on The Frozen Tome expansion you are given and contains spoilers. After purchasing the Frozen Tome expansion you are given and contains spoilers.
additional 16 Inventory Slots for free. Another 16 Slots are then available for purchase. It costs 440000 coins to purchase every additional Inventory Slots for free. Another 16 Slots are then available for purchase every additional Inventory Slots to 192. End of information based on The Frozen Tome Expansion. Items are sorted, by default, by ID and displayed Potions first followed by
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
Slots and can purchase 8 more for a total of 12 Slots. It costs 12,750 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 too are trying to change too are trying 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. Best In Slot[] 1435836230 Money Making Guide[] Money Making Guide[] Money Making Guide FAQ[] Don't know where to put these in yet. Crafting[] Material Grade effects crafted Grade. clamp(round(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2)+sum(matgrade+0.25)/matcound(1+(crafterlevel-)/4,2)+sum(matgrade+0.25
clamp(round(1 + (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-Prestiged Hero. A Prestige 2
Hero can undergo Quests 2 levels earlier than a Prestiged 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 large entities using capitalism without restraint out of greed or some 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
trading goods or services in exchange for a living wage. These are the blue-collar, driven, industrious characters that I admire and identify with. With that said, here is my list of them makes most of them forgettable. However, there are standouts,
and Babette is the most memorable in Elder Scrolls V: Skyrim. Giving off serious Let Me In vibes, the vampire at the age of ten, she is actually the oldest member of the Dark Brotherhood characters can interact with in Skyrim. A merchant of alchemy ingredients and potions for
the Dark Brotherhood, Babette embodies an uncomfortable mix of innocence and darkness, which adds a creepy allure to her persona. Her adolescent appearance contrasts sharply with her can be quite unsettling when she reveals the disquieting aspects of her persona, like her thirst
for blood and how she uses her innocent appearance as a tool for killing. It is also clear she has had time to hone her craft over the centuries, as she is quite the skilled alchemist and poison maker. Maybe she did a particularly good job creeping me out as a girl dad, but Babette is a haunting character that has left a lasting impression on me. One of
the lesser-known entries on the list, Recette are an Item's Shop Tale, is a JRPG released worldwide in 2010 for Windows PC. Recette Lemongrass is the game's main protagonist. She is a young girl whose father disappears, saddling her with a substantial debt to settle. To do so, Recette teams up with a fairy named Tear to open and operate an item
shop to pay off the creditors. Recettear is a hidden gem worth trying for anyone looking for a merchant-sim. Recette's personality is a hodgepodge of typical enthusiastic, and her optimism knows no bounds. It never fails to humor me when she boldly recites her adopted catchphrase of
"Capitalism, Ho!" Throughout Recettear, Recette transforms from an inexperienced merchant to a shrewd businesswoman. Her story is surprisingly inspiring for anyone who can empathize with the challenges of entrepreneurship. Whether it's negotiating with customers, forming partnerships with adventurers, or navigating the challenges of the
market, Recette's charm and genuine care for others shine through. I encourage anyone unfamiliar with this hidden gem to give it a chance, as it remains easily accessible via Steam. When thinking of merchants in the Fire Emblem series, most would likely think of Anna. The recurring redhead appears in almost every FE entry, playing several
different roles, but most often some variation on merchant. However, Fire Emblem Fates puts the spotlight on traders, introducing Merchant is one of the most unorthodox classes in the series. A physical combat class that promotes from the villager or apothecary classes, the merchant's actions rely on using gold bars.
The class can use skills to generate gold bars and then expend those gold bars to increase their attack and defense stats. Alternatively, the created gold bars sell for 300 each, making merchants can generate damage and funds,
making them a welcome addition to any party. Appearing in Bravely Default and its direct sequel Bravely Second: End Layer, the merchant job offers unique benefits to players that go beyond experience in battle. Like the merchant job offers unique benefits to players that go beyond experience in battle. Like the merchant job offers unique benefits to players that go beyond experience in battle.
Bravely series is pg (pronounced "pig") in English and pq ("pique") in Japan. Don't feel bad if you went through the game calling it "pee-gee," you're not alone. Defeating this grown-up version of Chuckie Finster from Rugrats unlocks the Merchant job. Merchants can use the "More Money" skill to increase money earned from battle. Other skills
reduce costs for your party or increase them for enemies. Merchants can also purchase items as an in-battle action for immediate use. My favorite merchant to simply buy off the enemy and end battles immediately (without losing experience). Finally, from an aesthetic angle, the job also has one of the
game's best male and female outfit combinations. The dwarven father-son pair Bodahn and Sandal are the most memorable merchants from the Dragon Age series. Bodahn was previously a successful merchant caste vendor in the great dwarven city of Orzammar. Though he procures his merchandise through questionable means—hiring casteless
dwarves to retrieve valuable artifacts in the dangerous Deep Roads—he finds and rescues an abandoned child that he would raise as his own during his time on one such expedition. The duo first appears in Dragon Age: Origins. After saving them from a darkspawn attack, the traveling pair remains with the party, offering goods and services at
camp. Bodahn always has a cheery demeanor and unwavering loyalty to his son. Sandal is a savant known for his unique and near-magical ability to enchant items and a mysterious knack for handling himself amongst hoards of darkspawn. The dwarves made enough of an impact in DA:O that they returned in a similar role in Dragon Age II. Bodahn
and Sandal are perfect examples of memorable NPCs done right. Enchantment! Reisalin Stout, or simply Ryza, is a standout protagonist amongst many worthy candidates in the long-running Atelier series. While Ryza and her fellow ateliers are more craftspeople than merchants per se, there are plenty of commonalities between the two trades. I also
considered Sophie, Lydie, and Suelle as Atelier representatives. Still, ultimately, I gave the nod to Ryza because I find the whole of her trilogy to be the most fitting. The protagonists in the Atelier series have many mercantile qualities. The Ryza games follow the familiar series formula of gathering, synthesizing, and battling. Increasing Ryza's atelier
skills helps upgrade equipment and thus increase performance in battle. Rinse, repeat. It sounds simple, and it is to an extent. However, while some prefer older entries that are time-restricted and more challenging, I find the modern entries more enjoyable for their coziness. A bonus in Ryza is the ability to customize and decorate your atelier,
allowing it to feel like your own. They are JRPG comfort food and scratch the same itch as Stardew Valley or Rune Factory 4. Running a small business can be a considerable challenge, with long hours and balancing supply with demand, not to mention the risks involved with such a venture. No game exemplifies this risk more than Moonlighter. The
game's intrepid protagonist, Will, wears two important hats: dungeon raider and shopkeeper. Developed by Digital Sun, Moonlighter blends two addicting gameplay loops into one enjoyable adventure you didn't know you needed. Will dreams of becoming a legendary hero while running Moonlighter, the shop he inherited from his parents. The
objective is simple: battle through dungeons to collect legendary artifacts, which he then can sell for gold at the shop. Moonlighter's gameplay mechanics require strategic decision-making in all areas. How much farther can Will push into the dungeon to find more valuable artifacts without falling there and losing that already-earned loot?
Moonlighter provides a unique and immersive experience, and Will is the anchor that ties these aspects together. Octopath Traveler II's Partitio personifies all the good qualities of an entrepreneur without the greed or shrewdness: a true example of an altruistic and kind merchant. Growing up in poverty and seeing its effects on those he loves, his
goal is not personal wealth, but to eliminate "the devil called poverty" and share prosperity with all. The only thing that triggers his wrath is inequality. Partitio's skills in battle utilize currency to gain an advantage. He can increase the money gained at
the end of battles, buy turns from foes, summon hired help for assistance, and share support points with his allies. His delightful charm and hospitality to work in tandem with other classes' skills allow him to easily slot into any party. If
only some of today's soulless, greedy business moguls were more like Partitio, our world would be a better place. The proprietor of Craterside Supply in Megaton is one of the first characters the lone wanderer can interact with after exiting the vault in Fallout 3. Unlike many NPCs throughout the wasteland, Moira offers players a quest encompassing
much of the game's story and sending them on a multi-step "research" journey to help complete her Wasteland Survival Guide. Moira's quirky personality and cheery approach to Fallout 3's post-apocalyptic version of the U.S. capital provide plenty of humor and memorable dialogue. Moira's relentless enthusiasm for her guide project leads players
on several oddball errands, often involving absurd and dangerous experiments, from navigating a minefield and contracting robots and extracting a library archive. Completing the quest grants you a personal copy of the completed survival guide and can lead to other in-game interactions or references. Moira is the
face of what differentiates lengthy and memorable side quests from run-of-the-mill tasks. Torneko Taloon is one of the most recognizable and beloved characters in the Dragon Quest series. A dedicated husband and father, Torneko leaves his post as a local weapons merchant, embarking on a quest to fulfill his dream of owning his own shop in Dragon
Quest IV. Torneko has a mixture of traits from the merchant and gadabout classes in Dragon Quest III. He can help protect gold and appraise items, but also tends to not follow commands in battle, though that just adds to his charm. Torneko could easily land on a list of best mustaches as well. Torneko is an endearing character because he isn't a
typical JRPG hero. He's not the young, dashing, well-built warrior, but rather a middle-aged, overweight, muumuu-wearing trader. He is friendly, passionate, and extremely humble. He wants to provide a better life for his family and cannot understand how he was able to attract his wife at all (all qualities I deeply relate to). Torneko's popularity is
evident in his appearance throughout other games including a cameo in Dragon Quest VIII, and his own spin-off on the PlayStation, Torneko: The Last Hope. Of all the iconic merchants in RPGs, Torneko is the boss. A review copy of "Merchant Class" was provided by the publisher. Find more DMs Guild Reviews on my website and YouTube channel.
Support my work by using affiliate links for shopping and pledging via Patreon. Designed by: Taron Pounds I've played my share of RPGs and tactics games that include some kind of item-based class. I never though it would work with D&D 5e, but Merchant Class provides a well thought-out and fun signature class ability, along with six merchant
guild subclasses to further define your gold-hungry character. The Merchant is a half-caster (CHA, of course) with a d8 hit die, simple weapons, and light armor. It's a support class, featuring a specific list of buffs, utility, and adventuring spells like Animal friendship, Detect Magic, Water Breathing, and Enhance Ability. The Merchant can also give a
spell slot to an ally by expending one of their own at a 1:1 ratio, acting as a mobile battery for when your fireball, man. But the real draw, right from level 1, is the Merchant's Portable Storefront. The Merchant designates a bag, or chest, or whatever, as their magical supply of items, and creates their own shop
list with a combined value depending on their level (Level 1 is up to 50gp; level 6 is up to 300gp). Every time the Merchant levels up, their items are restocked. During a Long Rest, the Merchant can restock items by throwing money into the bag like a voracious slot machine, turning their accumulated wealth into helpful items right on the spot. It
solves the money sink issue while giving this class a ton of flexibility and utility. The Merchant also excels at using items and potions, and can add their CHA modifier to every damage or healing property of an item (or replace an existing modifier with their CHA modifier). They can also expend a spell slot to add additional damage or healing when
using a magic item or potion's effect. Higher level abilities aren't quite as interesting (doubling carrying capacity, ignoring magic item requirements), but eventually the Merchant can stock rarer and more powerful items. I was a bit confused by the repeated mention of the Use an Object action, which is almost never actually mentioned in the Player's
Handbook, where magic items (and potions) simply state they use an action to activate their effects. I think the idea behind some of the Merchant abilities is using two magic items in a single turn, or a magic item and a weapon attack. The six subclasses are almost all wonderfully designed and thematically distinct, with the only exception of the
Traveler, who has boring Ranger-like travel advantages. The Alchemist can craft potions and grenades using spell slots, The Blacksmith can salvage magic items and apply their effects to other items, and the Esotericism can stock their Portable Storefront full of spell scrolls and use them to cast spells without any restrictions. My favorite is the
Gambler, who replaces their d20 whenever they make an attack roll, skill check, or saving throw with a standard deck of playing cards. Cards still run the gambler greater (or lesser) odds to get future "rolls," with the option to reshuffle on a
short rest. It's a really neat idea that I wish later Gambler abilities expanded on, the way the overall class does with the Portable Storefront. Merchant Class also adds four new 1st and 2nd level spells that utilize gold in fun and thematically appropriate ways. Deal damage by flinging a single enchanted gold piece or rain a shower of gold upon
enemies; prevent damage using gold (at a 1:1 gp to HP ratio), or gain gold by enchanting a weapon to pilfer it from enemies. By focusing on items, gold, and item generation, the Merchant looks like one of the more interesting and well-developed Portable
unique playstyle. A review copy of "Merchant Class" was provided by the publisher. Find more DMs Guild Reviews on my website and YouTube channel. Support my work by using affiliate links for shopping and pledging via Patreon. Skip to content Written by Dezment & Twobearhighfiving (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 Mdef. Acc - Accuracy, determines chance to hit the enemy. See Below 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 Acc. Luck - per 1 luck gain 1.6% chance for lucky hit. Lucky hits deal 1.35x dmg. Str\Int\Dex scaling you can find on each Heroes' page: here. Percent stats[] Atk %, Matk %, Acc %, Def %, Mdef %, 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 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 cannot Crit. Heals won't overheal 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 with
500 Atk using both Skills would boost Hero to 950 Atk. 950/500 = 1.9x. With 500 base Atk, Might passive and Radiant prefix Hero will have 2.1x modifier (all 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 x number of
debuffs. DoTs are classified as debuffs and their damage will be doubled. Will deal only 0.8x if there are no effects to amplify. Warrior skills[] Taunt redirects 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 by 78% before mitigations, the magical damage is unchanged. Any debuffs and will cause Mage's Amplify Magic to deal more damage by 78% before mitigations, the magical damage is unchanged.
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. 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. Berserker skills[] True Damage part of Berserk Smash can Lucky Hit. Basic Combat
Mechanics[] THE DAMAGE FORMULA[] D a m a g e = 100\ 100 + E n e m y D e f e n s e × (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\ Hero Attack \times Skill Modifier)}
(200) = 0.33. The Hero will only be doing 33% of his damage, which in this case is 266.66 damage (↑ 267.) 100/(100 + 200)*(500*1.6) Physical and Magical damage is calculated separately and then added together. Atk is used with Def, and Matk is used with Mdef. ACCURACY / HIT CHANCE[] Hit chance (↑ 267.) 100/(100 + 200)*(500*1.6) Physical and Magical damage is calculated separately and then added together. Atk is used with Def, and Matk is used with Mdef. ACCURACY / HIT CHANCE[] Hit chance (↑ 267.) 100/(100 + 200)*(500*1.6) Physical and Magical damage is calculated separately and then added together. Atk is used with Def, and Matk is used with Mdef. ACCURACY / HIT CHANCE[] Hit chance (↑ 267.) 100/(100 + 200)*(500*1.6) Physical and Magical damage is calculated separately and then added together.
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 is crucial when planning Skill order. Your Heroes will always attack first unless fighting one of the Weekly bosses, they attack first unless fighting one of the Weekly bosses, they attack first unless fighting one of the Weekly bosses, they attack first unless fighting one of the Weekly bosses, they attack first unless fighting one of the Weekly bosses, they attack first unless fighting one of the Weekly bosses, they attack first unless fighting one of the Weekly bosses, they attack first unless fighting one of the Weekly bosses, they attack first unless fighting one of the Weekly bosses and special map bosses attack first unless fighting one of the Weekly bosses, they attack first unless fighting one of the Weekly bosses, they attack first unless fighting one of the Weekly bosses and special map bosses attack first unless fighting one of the Weekly bosses at a transfer of the Weekly bosses attack first unless fighting one of the Weekly bosses at a transfer of the Weekly bosses at a tra
Turn 3 = Skill 3 Turn 4 = Skill 4 Turn 5 = 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 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 0.9x 
(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 DOT Damage[] When an enemy uses a Damage Over Time attack it will add an effect 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 Beast, Night Beast, Night Stalker, Fatalis and Desolation Wolf. True damage that is not dependent on enemy defenses. Heroes[] The 4 Hero True Damage Skills, Cheap Shot, Puncture, Twilight Strike and Berserk Smash
deal only what the description says. For example, if a Rogue has 500 Atk and 500 Acc, using Cheap Shot 2 (1.4x Atk+Acc) will deal 1400 damage. The Enemy will take 1400 damage and not calculate for Defense values. Berserk Smash on Crit deals 3% of enemy's current health as True Damage. Enemy[] Night Beast & Night 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. (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 will be affected by the buff Basic Game Mechanics[] LUCK[] Luck increases the chance for 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 amount, gain
1% more essence from maps. This has no cap. All Heroes have 0 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 hit chance 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 invisible Crit stat of 1 except daggers/knives which have 5. True Damage cannot crit. Lesser Heal, Greater Heal and Light's Grace
cannot crit. Mana Shield cannot crit. Speed Bonus[] Quest time to finish. There are 3 factors that reduce quest time by a direct % which is based on the stat or game modifier. In case
of parties, all heroes' speed stat is considered and summed up. Game modes - Speedrun (4x) and Hard Mode (2x) reduce quest timers, while Legendary and Super Crafters (2x) increase it. Speed Boost: You can buy the recipe from the store. There are 3 variations of this Potion, 15%, 25%, and 50% Speed Stat and Speed Boost factors added up CANT
reduce the Quest time over 75% Speed events Speed Weekend. Decrease timers by 50%. Although Speed Stat and Speed Boost factors don't stack with everything. For example, if a quest X without any modifiers takes 50min, on Speedrun mode while at
Speed weekend while party has 75% speed combined, it gives x = 0.25 (4x faster, from speedrun mode) * 0.25 (4x faster, from speed weekend)] timer multipler, and the quest will take only 1.5 min. T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i g o n a l T i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x = 0 r i m e x =
\times \frac \{1 - \text{Speed}\}\ \{100\}\}\ \text{So } 50\%\ \text{Speed gives you x a } 0.5\ \text{modifier.} The more turns it takes to finish a quest means a lower grade and higher Quest timer. Quest timer. Quest timer. Quest timer. The more turns it takes to finish a quest means a lower grade and higher Quest timer.
another 5 seconds. Reduce final value if your heroes have Speed stat. Time = time x (1 - speed) For example, a Moss Golem has a 12 seconds for 1 turn and 1 action. (assuming your hero one-shot the mob) Final time is 19 seconds for the Quest. With 8% speed (19*0.92) = ~17
second Quest Time. Prefix[] 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 Prefix 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 most being 5 10 or 20. Fortunate prefix has a weight of 10 and with the total weight of all Prefixes become unavaliable as your crafter/enchanter levels up, item's grade is also partially taken into the factor. For example, 60lvl
Enchanter enchanting 60lvl item at S grade or 60lvl crafter crafting Oni's Decapitator (40lvl) at S rank, they can only roll the following prefixes: Radiant, Frigid, Strong, Rigid, Brisk, Master's, Swift, Fortunate, Expert's. Total weight of these prefixes is at 1.8%
Prefixes[1] Name EnchaterLvlReq Weight Burning 1 0 Fiery 11 5 Flaming 21 10 Smoldering 31 20 Flazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Flazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Flazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Flazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Flazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Flazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Flazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Flazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Cold 1 5 Chilled 11 30 Icy 21 20 Frozen 31 30 Icy 21 20 Frozen 31 30 Icy 21 20 Frozen 31 30 Icy 21 20 I
31 30 Defender's 41 40 Focused 1 5 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 Radiant 61 15 Frigid 61 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 Savvy 61 5 Master's 66 2 Brisk 61 15 Radiant 61 15 Frigid 61 15 Radiant 61 
(Grade \times 2) - 4 \ge (Enchanter Lvl - Req)  Enchanter Lvl (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - (Item Lvl) + (Grade \times 2
-4 - (Item~Lvl)~)\times2} Cap is 25% Example[] An A Grade Demon Axe with level 50 Blacksmith trying to gain a Radiant Prefix: ( (50) + (4×2) - 4 - (46) ~)\times 2=16\%~Chance~To~Roll~A~Prefix} ( 50) + (4×2) - 4 \geq (61) = False (54 \geq (54) = False)
61) {\displaystyle (50) + (4 \times2) - 4 \ge (61) = False ~ (54 geq 61)} 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.
transcluded page. All Weapons and Armor in the game have a chance for rolling a Suffix when crafting or buying. A higher Suffix to a weapon also increases an items stats and selling value. Suffixes range from none to +12. Adding a Suffix to a weapon also increases an items stats and selling value.
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 being 144, there will be a ~6% (10/144) chance to get the specific Suffix on craft. Eventually, weaker suffixes become unavaliable to roll as
your crafters level up. Currently, maximum suffix avaliable to roll by crafting [] Chance to roll a Suffix on Craft (Grade × 2) - 4 + (Crafter Leve
 l-Item Level) × 2 {\displaystyle (Grade\times2)-4+(Crafter~Level) \times2} Suffix.MinLvl (From the table above) (Grade\times2)-4+(Crafter~Level)} Example[] An A Grade Demon Axe with level 50 Blacksmith: (4 × 2) - 4 + (50 - 46) × 2 = 16 % Chance T
o Roll A Suffix {\displaystyle (4\times 2) - 4 + (50) = 54 (Suffix.MinLvl)} In this example Suffix.MinLvl was 54, looking at the table above, this met the requirements to roll up to +7 (51) but did not meet the
requirements for +8 (56) Therefore the highest possible Suffix on Craft for this example item is +7 and there is a 16% chance to roll for Suffix. Heroes[] There are 4 types of Heroes: Tanks, Damage Dealers, Healers, and Support. Tanks[] There are 4 types of Heroes: Tanks, Damage Dealers, Healers, and Support.
They gain better scaling of Def and Mdef and have increased health. They include Warriors and Paladins. Non Traditional Tanks are designed to negate damage rather than take it. They include Rogues and Assassins. This is accomplished through the skill Evade. In late game Clerics, Paladins and Dark Knights can also act as tanks with the ability to
self-heal. Evade decreases all damage taken by 78% before mitigations, however, it does not negate any debuffs from the attack. Damage benefits from Str bonuses and results in high Atk damage. The primary physical fighter is the Berserker. Magical
damage benefits from INT bonuses and results in high Matk damage. The primary magical fighter is the Mage. True damage deals damage that is not dependant on Def and Mdef values. The three True damage fighters are the Assassin, Rogue and Dark Knight. The Dark Knight is also a hybrid physical-magical damage dealer. They gain an equal
bonus to Str and Int, however, magical damage building is more beneficial later on. Healers[] There are 3 Heroes who can heal, Cleric, Paladin and Dark Knight. The Paladin can deal damage and heal themselves in the process. He also has ability to heal the whole party that uses MAtk and MDef as coefficients. The Cleric has 2 healing skills, one for
the whole team and one for the Hero in front of them. They also have a Skill that can Revive a fallen Hero. Dark Knight can heal themselves through the lifesteal from skills Unholy Slash and Unholy Slash II, depending how many damage they finish
with such a value it will not be updated. For example, if Hero X stars a battle with 500/1000 HP, this value won't overwrite the amount they had before the fight, so it will stay at 500. It was made to prevent players from sending heroes with sustain
on a weak quest, and healing themselves before finishing the quest, effectively avoiding using Health potions. Support [] There are 2 support Heroes currently available, the Bard and Paladin. The Bard can buff the Atk&matk of the team, Atk&Matk&acc of a singular hero, along with increasing Crit damage and other various boosts or debuffs. Paladin
can constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constant Heal over Time as well as ability to cleanse debuffs from all of his group allies. Hero Cost[] Hero cost Hero Gold Hero G
$0.99 USD 4th 2,000 10th 128,000 16th ??? 5th 4,000 11th[4] 150,000 17th ??? 6th 8,000 12th[5] 200,000 18th ??? Hero Reclass[] You can reclass any Hero to another as long as you have met the requirements for that Hero, by clicking the button on the top left of the Hero overlay screen. This costs 2,000 gold X # of Heroes. Prestiging[] Once a Hero
reaches level 40 they have the option of Prestiging. This costs 10,000 Gold and will provide no stats until level requirements are met again. This hero will now get 50% more stats per level and increase their Stat scaling. The XP to level up increases. It is possible to Ascend while
on a Quest. This will not affect the Quest outcome, and your Hero will only come out at level 2 regardless of XP gained. After Prestiging and reaching level 50 a Hero can Prestige again. This requires the Frozen Tome expansion. A
Prestige 1 Hero can undergo Quests 2 levels earlier than a non-Prestiged Hero. A Prestige 2 Hero and 4 levels earlier than a non-Prestiged Hero can undergo Quests 2 levels earlier than a non-Prestiged Hero and 4 l
watching an ad (requires Internet connection) Unlocks[] Crafters [] There are 3 Crafters that can be 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 is a Crafter turns Crystals into Gems and creates jewelry such as earrings, necklaces, medallions, and trinkets. Enchanter is a Crafter turns Crystals into Gems and creates jewelry such as earrings, necklaces, medallions, and trinkets. Enchanter is a Crafter turns Crystals into Gems and creates jewelry such as earrings, necklaces, medallions, and trinkets.
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 (might be a little less with
XP events). Gear Enhancement There is no reachable limit on how many times you can re-enchant gear. The only limit is you providing the materials and costs. Successfully Enchanting for Suffix or Prefix will also re-roll the items Stats
Improve Stats Re-rolls current item stats of weapons, armor, and trinkets using Crystals. This can also be used to improve item's Grade. The item can first go to a 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 = I t e m L e v e l \times 5
 \{\text{displaystyle Xp = Item~Level \setminus times 5}\}\ Gold\ cost\ The\ amount\ of\ Gold\ it\ costs\ to\ re-roll\ stats\ is:\ G\ o\ l\ d=(Item~Level\ times 20)+(Enchant~Attempt\ times 20)\}\ Pattern\ With\ a\ B\ grade\ item,\ if\ the\ Enchanter's\ level\ is\ the\ same\ as\ enchanted\ item's\ level,\ it\ will\ follow
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 EnchaterLvlReq Burning 1 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 Radiant 61 Frigid 61 Xp The amount of Xp The am
awarded for rolling for Prefix is: X p = I t e m L e v e l × 10 {\displaystyle 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=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlRe
(Item Level\times40) {\displaystyle Gold = (Item~Level\times40)} With Prefix Gold = \max{ (Item Level\times40) - (Prefix Min Level\times40) - (Prefix Min Level\times40) - (Prefix Min Level\times20)~\}} Pattern The pattern of Gem cost
follows: 1 -> 2 -> 2 -> 3 -> 4 -> 6. 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 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 to add or increase 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 Gold for rolling for Prefix is: Without Suffix G of Suffix decreased by 1. Xp The amount of Suffix increases. If this option is rolled the item will have its Suffix decreased by 1. Xp The amount of Suffix increases. If this option is rolled the item will have its Suffix decreased by 1. Xp The amount of Suffix increases. If this option is rolled the item will have its Suffix decreased by 1. Xp The amount of Suffix increases.
1 d = (Item Level \times 60) {\displaystyle Gold = (Item~Level \times 60)} With Suffix Gold = (Item~Level \times 60) + (SuffixminLevel \times 60) + (SuffixminLevel
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 when you have both a level 30 Warrior and level 15 Berserker in your roster. Bard - Unlocked after
purchasing Merchant: The Frozen Tome. Inventory, Sell Slots and Customers[] 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 Slots to 160. After
purchasing the Frozen Tome expansion you are given an additional 16 Inventory Slots 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 12750 coins to purchase every Selling Slot. Customers. After unlocking the 2nd Hero, Customers appear. The number of customers appear. 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 (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
interactable buttons and 1 interactable area. Only 7 buttons are available by default. The Store (2) is unlocked after 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. Recipes you have unlockedItems you can craft with available resources.
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 Slots to 160. You are given two of each Tier 1 base
Material to start the game. The following is based on The Frozen Tome Expansion and contains spoilers. After purchase every additional Inventory Slots for free. Another 16 Slots are then available for purchase. It costs 440000 coins to purchase every additional Inventory Slots for free. Another 16 Slots are then available for purchase.
of Inventory Slots to 192. End of information based on The Frozen Tome Expansion. Items are sorted, by default, by ID and displayed Potions first followed by 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 12,750 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 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 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. 5 - Potions. Healing, Boost, and Enchantments Potions can be applied by clicking here. 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. 5 - Potions. Healing, Boost, and Enchantments Potions can be applied by clicking here.
effects crafted Grade. clamp(round(1 + (crafter level - item level) / 4, 2), 1, 4.5) + sum(mat~grade + 0.25) / matcount} 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 2 levels earlier than a non-Prestige 4 Hero can undergo Quests 2 levels earlier than a non-Prestige 4 Hero. A Prestige 5 Hero can undergo Quests 2 levels earlier than a non-Prestige 6 Hero. Max Stack [] Merchant > General Discussions > Topic Details how to
gear? help! How do I know what stats to focus on for each class? Im crafting all this gear and Im not sure which class to give any of it to? Any help would be appreciated Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Share — copy and redistribute the material in any medium or format
for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The license terms. Attribution — You must give appropriate credit, provide a link to the license, and indicate if changes were made. You may do so in any
reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others
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publicity, privacy, or moral rights may limit how you use the material. Skip to main content Reddit and its partners use cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit
content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. In the game I'm making I'm trying to make it so that a certain skill can only be used
if the opponent has a certain state currently applied. For example, one of my hero characters has a skill (Primal Instincts) which removes this state but I'd like them to use it only when the hero character has the Illusory
Copies state applied. Currently they'll use it regardless of whether or not the state is applied. How would I go about doing this? Is there a way that isn't script intensive or makes use of an easy to use plug-in? I hope I've managed to explain this well enough. Here are some screenshots which I hope will help. I'm still pretty new to RPG Maker. If a skill
should only be available to an actor when a certain state is applied, then have that state add the skills by trait and do not add the skills by trait and do
state. If you want the same mechanism for an enemy, you have to work with attack pattern conditions as enemies neither use skill stypes no learned skills by trait and do not add them on the class. That way they will only be available if the
state is applied. If you require the level condition for the skills, do it the other way around: add the skills by the level list on the class, but add the skill types no learned skills. Ahhh, I see. It would be a
mechanism for the enemy as at this point it's only the enemies that possess the "Primal Instincts" skill. What exactly would I have to do with the attack pattern conditions? I saw one labelled state that I thought would work but it's referring to the state being applied to the enemy itself rather than the actor. The "Illusory Copies" skill is a skill used by
the actor which applies the state to themselves. Primal Instincts is supposed to take away this state from the actor but I was hoping I could get the enemy only to use it when the Actor has used the Illusory Copies skill so they aren't wasting their turn. I hope I'm explaining this alright. I just thought I should say that I've found a solution to my problem
and I should post it here in case anyone's looking for something similar. I found that using Yanfly's Battle AI Core plugin does what I need to do as it has a couple of sections of code which determine an actor or foe's moveset by conditions to be fulfilled and one of these is currently applied states. And thank you very much, Andar, for your help. I will
keep your advice in mind. Skip to content Written by Dezment & Twobearhighfiving(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, determines change additively. Base Critical damage additively. Base Critical 
Atk damage. Mdef - Magical defense, reduces incoming Matk damage. Eva - Evasion. Used by enemies to evade hits. See Below Str - Strength increases Acc. Luck - per 1 luck gain 1.6% chance for lucky hit. Lucky hits deal 1.35x dmg.
Str\Int\Dex scaling you can find on each Heroes' page: here. Percent stats[] Atk %, Matk %, Acc %, Def %, Mdef %, 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 16. Prestiging removes all Enchantments. Reclassing does not. Regardless of a Hero's level when given the potions 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, 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, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal cannot Crit, but can Lucky Hit. Lesser Heal cannot Crit, but can Lucky Hit. Lesser Heal cannot Crit, but can Lucky Hit. Lesser H
it. Differently named buffs can stack, For example: Enrage and Vicious Strike gives 1.6x + 1.3x = 1.9x damage modifier, For example with 500 base Atk, Might passive and Radiant prefix Hero will have 2.1x modifier (all 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 x number of debuffs. DoTs are classified as debuffs and their damage will be doubled. Will deal only 0.8x if there are no effects to amplify. Warrior skills[] Taunt redirects 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
strenghtened by any way. Block will only reduce Physical incoming damage by 78% before mitigations, the magical damage is unchanged. Holy Shield sets
whole party's mdef equal to 1.3x paladin's mdef, making them to recieve the equal amount of 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 = 100 100 + E n e m y D e f e n s e × (H e r o Attack will still be applied to the Hero. Berserker skills[] True Damage = \frac{100}{100} \} {100} +
Enemy~Defense}\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)*(500*1.6) Physical and Magical damage is calculated
separately and then added together. Atk is used with Mdef. ACCURACY / HIT CHANCE[] Hit chance = \frac{200 \times A}{c} chance to hit. (200*50)/(50+75) The
formula leads to the hit chance always being 100% if your accuracy is equal to the enemies (in F2P). Attack Order[] Knowing who attacks 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 ThirdFourthEnemy (Last) FifthSixth Skill order[] Turn 1 = Skill 2 Turn 2 = Skill 2 Turn 3 = Skill 3 Turn 4 = Skill 3 Turn 4 = 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 fight 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 0.9x Atk, 3 heroes will take 0.6x Atk each. 3 examples of specified damage are: Ares' "Savage Charge" skill Deal 2.5x Atk to the Center Hero. (Only the Center 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 each.
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 Matk damage) AOE Damage[] When an enemy uses an Area of Effect, all Heroes take 1.2x Matk & 1.2x Matk damage) AOE Damage[] When an enemy uses an Area of Effect, all Heroes take 1.2x Matk & 1.2x Matk damage) AOE Damage[] When an enemy uses an Area of Effect, all Heroes take 1.2x Matk & 1.2x Matk damage) AOE Damage[] When an enemy uses an Area of Effect, all Heroes take 1.2x Matk & 1.2x Matk damage]
enemy uses a Damage Over Time attack it will add an effect to each Hero. This effect will activate when the Hero attacks and they will suffer 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 enemy defenses. Heroes[] The 4 Hero True Damage Skills, Cheap Shot, Puncture, Twilight Strike and Berserk Smash deal only what the description says. For example, if a Rogue has 500 Atk and 500 Acc, using Cheap Shot 2 (1.4x Atk+Acc) will deal 1400 damage. The Enemy will take 1400 damage and
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not calculate for Defense values. Berserk 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 & 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) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as True Dmg. (AOE) Desolate Howl Atk & Eva 150% for 3 Turns Deal .2x Atk as
items to drop from quests. Luck value is equal to a direct percentage increases the number of materials dropped. Every 10 Luck gives +1 guaranteed 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 0 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 hit chance is 50%, including base chance for rare monster to spawn, by 4% per 1 luck. Max chance is 50%, including base chance critical Strike Passive can increase critical
damage (Cdmg%) by 35% (making it 2.35x Dmg). 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 invisible Crit stat of 1 except daggers/knives which have 5. True Damage cannot crit. Speed Bonus[] Quest timers have been given a flat time to finish. There are 3 factors that reduce quest time. Group Effectiveness: How many
Turns it takes to finish the fight. Speed Stat: gained through gear and prefixes. It reduces the quest time by a direct % which is based on the stat or game modifier. In case of parties, all heroes' speed stat is considered and summed up. Game modes - Speedrun (4x) and Hard Mode (2x) reduce quest timers, while Legendary and Super Crafters (2x)
increase it. Speed Boost: You can buy the recipe from the store. There are 3 variations of this Potion, 15%, 25%, and 50% Speed events Speed Humpday or Speed Boost factors added up CANT reduce the Quest time over 75% Speed events Speed Boost factors added up CANT reduce the Quest time over 75% Speed Events Speed Boost factors added up CANT reduce the Quest time over 75% Speed Events Speed Events Speed Boost factors added up CANT reduce the Quest time over 75% Speed Events Speed Eve
other, Speed event and multipler determined by gamemode stack with everything. For example, if a quest X without any modifiers takes 50min, on Speedrun mode) * 0.25 (4x faster, from speedrun mode) * 0.25 (4x faster, from combined party's speed stat) * 0.5 (2x faster, from speedrun mode) * 0.25 (4x faster, from speedrun mode) * 0
from speed weekend)] timer multipler, and the quest will take only 1.5 min. Time valuest timer. Time valuest timer = Origonal Time valuest timer. Quest timer = Origonal Time valuest timer. Quest timer. Quest Timer[] To
calculate. Take the base time and multiply it by Grade Variable. (S - 0.75, A - 0.9, B = 1, C = 1.1, D = 1.25) For each action add +5 seconds. For each turn passed add another 5 seconds. Reduce final value if your heroes have Speed stat. Time = time x (1 - speed) For example, a Moss Golem has a 12 second base time. With S Grade you get 9 seconds.
(12*0.75) Add 10 seconds for 1 turn and 1 action. (assuming your hero one-shot the mob) Final time is 19 seconds for the Quest. With 8% speed (19*0.92) = \sim 17 second Quest Time. Prefix. To change it, please edit the transcluded page. All Weapons and Armor in the game have a chance for rolling a Prefix
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 being 710, there is a \sim1% (10/710)
chance to roll it. Eventually, weaker prefixes become unavaliable as your crafter/enchanter levels up, item's grade or 60lvl crafter crafting Oni's Decapitator (40lvl) at S rank, they can only roll the following prefixes: Radiant, Frigid, Strong, Rigid,
Brisk, Master's, Swift, Fortunate, Expert's. Total weight of these prefixes is at 107, that means chance for rolling Master's at 1.8%. Prefixes[1] Name EnchaterLvlReq Weight Burning 1 0 Fiery 11 5 Flaming 21 10 Smoldering 31 20 Blazing 41 40 Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40
Keen 1 5 Accurate 11 10 Sharp 21 20 Fatal 31 30 Deadly 41 40 Tenacious 1 5 Vigorous 11 10 Robust 21 20 Resilient 31 30 Defender's 41 40 Focused 1 5 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 Radiant 61 15 Frigid 61 15 Crafting[] In order to get a certain Prefix during the craft (Crafter\sim Lvl) + (Grade \times 2) - 4 \ge (Enchanter\sim Lvl\sim Req)} Enchanter Evleq is found in the table
above. Chance to roll a prefix on craft C hance = ((Crafter Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - 4 - (Item Lvl) + (Grade \times 2) - (Grade
= 16 % C hance To Roll A Prefix {\displaystyle (~(50)+(4\times 2)-4-(46)~\\times 2)-4-(46)~\\times 2)-4-(46)~\\times 2)-4-(46)~\\times 2)-4 \ge (61) = False ~(54 \neq 61)} 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. To change it, please edit the transcluded from Suffix when crafting or buying. A higher Suffix increases an items stats and selling
value. Suffixes range from none to +12. Adding a Suffix 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 unavaliable to roll by crafting is +11. Suffix Modifiers[1] Suffix Weight Suffix. MinLvl "+1" 5 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 (Grade\times2)-4+(Crafter~Level-Item~Level)\times2} Suffix.MinLvl (From the table above) (Grade\times2)-4+(Crafter~Level-Item~Level)\times2}
after Level) {\displaystyle (Grade\times 2) - 4 + (Crafter ~ Level)} Example[] An A Grade Demon Axe with level 50 Blacksmith: (4 \times 2) - 4 + (50 - 46) \times 2 = 16\% Chance ~ To Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Roll A Suffix (\displaystyle (4\times 2) - 4 + (50 - 46) \times 2 = 16\% ~ Chance ~ To ~ Ro
 \{\text{displaystyle (4\times 1.65)} - 4 + (50) = 54 \sim (\text{Suffix.MinLvl})\}\  In this example Suffix. MinLvl was 54, looking at the table above, this met the requirements to roll up to +7 (51) but did not meet the requirements for +8 (56) Therefore the highest possible Suffix on Craft for this example item is +7 and there is a 16\% chance to roll for Suffix. Heroes[] Therefore the highest possible Suffix on Craft for this example item is +7 and there is a 16\% chance to roll for Suffix. Heroes[] Therefore the highest possible Suffix on Craft for this example item is +7 and there is a 16\% chance to roll for Suffix.
are 4 types of Heroes: Tanks, Damage Dealers, Healers, and Support. Tanks[] There are two types of tanks, traditional and non-traditional and non-traditional and non-traditional tanks are designed to negate damage.
rather than take it. They include Rogues and Assassins. This is accomplished through the skill Evade. In late game Clerics, Paladins and Dark Knights can also act as tanks with the ability to self-heal. Evade decreases all damage taken by 78% before mitigations, however, it does not negate any debuffs from the attack. Damage Dealers[] There are 3
types of Damages, Physical, Magical, and True Damage. Physical Damage benefits from Str bonuses and results in high Matk damage. The primary magical fighter is the Mage. True damage deals damage that is not dependent on
Def and Mdef values. The three True damage fighters are the Assassin, Rogue and Dark Knight. The Dark Knight is also a hybrid physical-magical damage building is more beneficial later on. Healers[] There are 3 Heroes who can heal, Cleric, Paladin and Dark Knight. The
Paladin can deal damage and heal themselves in the process. He also has ability to heal the whole party that uses MAtk and MDef as coefficients. The Cleric has 2 healing skills, one for the whole team and one for the whole party that uses MAtk and MDef as coefficients. The Cleric has 2 healing skills, one for the whole team and one for the whole party that uses MAtk and MDef as coefficients.
skills Unholy Slash and Unholy Slash II, depending how many damage they deal. It is possible to heal more than the amount of Hp a Hero X stars a battle with 500/1000 HP while battle they can be healed to 1000 HP, but when the fight is over
and the Hero still has 1000 HP, this value won't overwrite the amount they had before the fight, so it will stay at 500. It was made to prevent players from sending using Health potions. Support[] There are 2 support Heroes currently available
the Bard and Paladin. The Bard can buff the Atk&matk of the team, Atk&Matk&acc of a singular hero, along with increasing Crit damage and other various boosts or debuffs. Paladin can constantly increase Atk&Mdef of his party, along with massive Mdef boost for singular turn, constant Heal over Time as well as ability to cleanse debuffs from all of
his group allies. Hero Cost[] Hero cost Hero Gold Hero G
long as you have met the requirements for that Hero, by clicking the button on the top left of the Hero overlay screen. This costs 2,000 gold X # of Heroes. Prestiging[] Once a Hero reaches level 40 they have the option of Prestiging. This costs 10,000 Gold and will reset their level to 1. Upon ascending, their gear stays on them and will provide no
stats until level requirements are met again. This hero will now get 50% more stats per level and increases their Stat scaling. The XP to level up increases. It is possible to Ascend while on a Quest. This will not affect the Quest outcome, and your Hero will only come out at level 2 regardless of XP gained. After Prestiging and reaching level 50 a Hero
can Prestige again. This costs 50000 gold. The Hero has then extended level cap to 60, and will unlock an unique skill upon reaching level 51. This requires the Frozen Tome expansion. A Prestige 1 Hero can undergo Quests 2 levels earlier than a Prestige 1 Hero and 4
levels earlier than a non-Prestiged Hero. Reviving[] The cost to revive a Hero is equal to 10 Gold X Hero level X 2 (if at P1) or X 3 (if at P2), altenatively 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, 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 (might be a little less with XP events). Gear Enhancement There is no reachable limit on how many times you can re-enchant gear. The only limit is you providing the materials and coin. For
example, you can re-enchant the same item over 30,000 times, provided you can afford the materials and costs. Successfully Enchanting for Suffix or Prefix will also re-roll the items Stats. Improve Stats Re-rolls current item stats of weapons, armor, and trinkets using Crystals. This can also be used to improve item's Grade. The item can first go to a state of the items of the it
lower Grade before advancing higher. The first re-roll will cost 1 Tier appropriate Crystal and coins. Xp The amount of Gold it costs to re-roll stats is: X p = Item Level \times5} Gold cost The amount of Gold it costs to re-roll stats is: X p = Item Level \times5} Gold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Gold it costs to re-roll stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded for re-rolling stats is: X p = Item Level \times5 fold cost The amount of Yp awarded f
 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 EnchaterLylReg 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 Radiant 61 Frigid 61 Strong 61 Rigid 61 Xp The amount of Xp awarded for rolling for Prefix is: X p = I t e m L e v e l × 10 {\displaystyle Xp = I tem~Level \times 10 } Formula Prefix C hance = (2 × (Enchantes 1) Formula Prefix is: X p = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e v e l × 10 {\displaystyle Xp = I tem L e
1 - Item Level)) + (Grade \times Chance = (2 \times (Enchanter ~ Level - Item ~ Level)) + (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. Enchanter ~ Level - Item ~ Level) + (Grade \times 2)} If an Item has a Prefix add an extra 15 if none add 0. In order to Enchanter ~ Level - Item ~ Level) + (Grade \times 2)}
erLevel + 5 + (Grade \times 2)  {\displaystyle EnchaterLvlReq=(EnchanterLevel) + 5 + (Grade \times 2) } {\displaystyle EnchaterLvlReq=(EnchanterLevel) + 5 + (Grade \times 40) - (Prefix Gold = (Item Level \times40)) } {\displaystyle EnchaterLvlReq=(EnchanterLevel) + 5 + (Grade \times40)} {\displaystyle EnchaterLvlReq=(EnchanterLvlReq=(EnchanterLevel) + 5 + (Grade \times40)} {\displaystyle EnchaterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlReq=(EnchanterLvlRe
 (It em Level \times 20) \ \{\times 1 \times 20\}\}\) Pattern The pattern of Gem cost follows: 1 -> 2 -> 3 -> 4 -> 6. 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 an 95% success rate. After every attempt regardless of the result, the % chance to lose (and upgrade) Suffix increases by 4%. The more an item is enchanted for Suffix, the chance of critical failure increases by 4%. The more an item is enchanted for Suffix decreased by 1. Xp The amount of
Xp awarded for rolling for Suffix is: Xp = Item Level \times10} Gold cost The amount of Gold for rolling for Prefix is: Without Suffix Gold = (Item Level \times60) + (Suffix Gold = (Item Level \times10) + (Suffix
Gold = (Item~Level \times60) + (SuffixminLevel \times20)} Pattern The pattern of Rune cost follows: 1 -> 2 -> 3 -> 4 -> 6 -> 9. Scribe[] 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 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 Slots. With In App Purchases you can purchase an additional 64 Slots. This brings the total number of 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. It costs 12750 coins to purchase every Selling Slot. Customers appear. 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 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 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 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 and contains spoilers. After purchasing the Frozen Tome expansion you are given an
additional 16 Inventory Slots for free. Another 16 Slots are then available for purchase. It costs 440000 coins to purchase every additional Inventory Slots for free. Another 16 Slots are then available for purchase. It costs 440000 coins to purchase every additional Inventory Slots for free. Another 16 Slots are then available for purchase every additional Inventory Slots. This brings the total number of Inventory Slots to 192. End of information based on The Frozen Tome Expansion. Items are sorted, by default, by ID and displayed Potions first followed by
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 12,750 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 too 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. Best In Slot[] 1435836230 Money Making Guide[] Money Making Guide[] Money Making Guide FAQ[] Don't know where to put these in yet. Crafting[] Material Grade effects crafted Grade. clamp(round(1+(crafterlevel-item level)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2),1,4.5)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2)+sum(matgrade+0.25)/matcound(1+(crafterlevel-item)/4,2)+
clamp(round(1 + (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-Prestiged Hero. A Prestige 2
Hero can undergo Quests 2 levels earlier than a Prestige 1 Hero and 4 levels earlier than a non-Prestiged Hero. Max Stack[] Skip to content Written by Dezment & Twobearhighfiving (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, determines chance to hit the enemy. See Below Critical damage additively. Base Critical damage additively. Base Critical damage is 2x damage. Cdmg +20% equals attack.
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. Str\Int\Dex scaling you can find on each Heroes' page: here. Percent stats[] Atk %, Matk %, Acc %, Def %, Mdef %, 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 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 gain 4 points instantly and the Hero will gain 4 points instant
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 Bards)
who has 8), unlocked at levels 10, 15, 20, 25, 30, 35, and 51. Skills that deal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal direct damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal damage cannot Crit, but can Lucky Hit. Lesser Heal, Light's Grace and Greater Heal damage cannot Crit, but can Lucky Hit. Lesser Heal damage cannot Crit, but can Lucky Hit. Lesser Heal damage cannot Crit, but can Lucky Hit. Lesser Heal damage cannot Crit, 
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 with 500 Atk using both Skills would boost Hero to 950 Atk. 950/500 = 1.9x. With 500 base Atk, Might
are no effects to amplify. Warrior skills[] Taunt redirects 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 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 mdef equal to 1.3x paladin's mdef, making them to recieve the equal amount of damage is unchanged. Holy Shield sets whole party's mdef equal to 1.3x paladin's mdef, making them to recieve the equal amount of damage is unchanged. Holy Shield sets whole party's mdef equal to 1.3x paladin's mdef, making them to recieve the equal amount of damage is unchanged. Holy Shield sets whole party's mdef equal to 1.3x paladin's mdef, making them to recieve the equal amount of damage is unchanged. Holy Shield sets whole party's mdef equal to 1.3x paladin's mdef, making them to recieve the equal to 1.3x paladin's mdef, making them to recieve the equal amount of damage is unchanged. Holy Shield sets whole party's mdef equal to 1.3x paladin's mdef, making them to recieve the equal to 1.3x paladin's mdef, making them to recieve the equal to 1.3x paladin's mdef, making them to recieve the equal to 1.3x paladin's mdef, making them to recieve the equal to 1.3x paladin's mdef, making them to recieve the equal to 1.3x paladin's mdef, making them to recieve the equal to 1.3x paladin's mdef, making them to recieve the equal to 1.3x paladin's mdef, making them to recieve the equal to 1.3x paladin's mdef, making them to recieve the equal to 1.3x paladin's mdef, making the making them to 1.3x paladin's mdef, making the making 
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. Berserk Smash can Lucky Hit. Basic Combat Mechanics[] THE DAMAGE FORMULA[] D a m a g e = 100 100 + E n e m y D e f e n s e × (Hero that used it by 78% before mitigations).
ero 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 († 267.) 100/(100 + 200)*(500*1.6) Physical and Magical damage is calculated separately and then added together. Atk is used with Def, and Matk is used with Mdef. ACCURACY / HIT CHANCE[] Hit chance = \footnote{T} for example, if your Hero has 50
Acc and the enemy has 75 Eva, you will have an 80% chance to hit. (200*50)/(50+75) The formula leads to the hit chance always being 100% if your accuracy is equal to the enemies 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 ThirdFourthEnemy (Last) FifthSixth Skill order[] Turn 1 = Skill 1 Turn 2 = Skill 3 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 fight 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 0.9x 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 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 DOT Damage[] When an enemy uses a Damage over Time attack it will add an effect to each Hero. This effect will activate when the Hero attacks and they will suffer damage afterward. This effect to each Hero. This effect to each Hero. This effect will activate when the Hero attacks and they will suffer damage afterward. This effect to each Hero. This effect will activate when the Hero attacks and they will suffer damage afterward.
Rogues, Dark Knight, Night Beast, Night Beast, Night Beast, Night Stalker, Fatalis and Desolation Wolf. True damage deals damage that is not dependent on enemy defenses. Heroes[] The 4 Hero True Damage Skills, Cheap Shot, Puncture, Twilight Strike and Berserk Smash deal only what the description says. For example, if a Rogue has 500 Atk and 500 Acc, using Cheap
Shot 2 (1.4x Atk+Acc) will deal 1400 damage. The Enemy will take 1400 damage and not calculate for Defense values. Berserk 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 & Def 250% (AOE). Deals 0.5x Matk as True Dmg & Def 250% (AOE).
Game Mechanics[] LUCK[] Luck increases the chance for increases the chance for 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 amount, gain 1% more essence from maps. This has no cap. All Heroes have 0 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 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 + 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 invisible Crit stat of 1 except daggers/knives which have 5. True Damage cannot crit. Speed Bonus[] Quest timers have been given a flat time to finish
There are 3 factors that reduce quest time. Group Effectiveness: How many Turns it takes to finish the fight. Speed Stat: gained through gear and prefixes. It reduces the quest time by a direct % which is based on the stat or game modifier. In case of parties, all heroes' speed stat is considered and summed up. Game modes - Speedrum (4x) and Hard
Mode (2x) reduce quest timers, while Legendary and Super Crafters (2x) increase it. Speed Boost: You can buy the recipe from the store. There are 3 variations of this Potion, 15%, 25%, and 50% Speed events Speed Humpday or Speed Humpday or Speed Boost factors added up CANT reduce the Quest time over 75% Speed events Speed Humpday or Speed Boost factors.
50%. Although Speed Stat and Speed Boost factors don't stack with each other, Speed event and multipler determined by gamemode stack with everything. For example, if a quest X without any modifiers takes 50min, on Speedrun mode while at Speed weekend while party has 75% speed combined, it gives x0.03125 [0.25(4x faster, from speedrun mode while at Speed weekend while party has 75% speed combined, it gives x0.03125 [0.25(4x faster, from speedrun mode while at Speed weekend while party has 75% speed combined, it gives x0.03125 [0.25(4x faster, from speedrun mode while party has 75% speed combined, it gives x0.03125 [0.25(4x faster, from speedrun mode while party has 75% speed combined, it gives x0.03125 [0.25(4x faster, from speedrun mode while party has 75% speed combined, it gives x0.03125 [0.25(4x faster, from speedrun mode while party has 75% speed combined, it gives x0.03125 [0.25(4x faster, from speedrun mode while party has 75% speed combined, it gives x0.03125 [0.25(4x faster, from speedrun mode while party has 75% speed combined while party ha
mode) * 0.25 (4x faster, from combined party's speed stat) * 0.5 (2x faster, from speed weekend)] timer multipler, and the quest will take only 1.5 min. T i m e x 1 - S p e e d 100 {\displaystyle Timer = Origonal~Time \times \frac {1 - Speed} {100}} So 50% Speed gives you x a 0.5 modifier. The more turns it takes to finish a
quest means a lower grade and higher Quest timer. Quest timer. Quest timer. Quest timer and multiply it by Grade Variable. (S - 0.75, A - 0.9, B = 1, C = 1.1, D = 1.25) For each action add +5 seconds. For each turn passed add another 5 seconds. Reduce final value if your heroes have Speed stat. Time = time x (1 - speed) For example, a
Moss Golem has a 12 second base time. With S Grade you get 9 seconds for 1 turn and 1 action. (assuming your hero one-shot the mob) Final time is 19 seconds for the Quest. With 8% speed (19*0.92) = \sim17 second Quest Time. Prefix. To change it, please edit the transcluded page
All Weapons and Armor in the game have a chance for rolling a Prefix 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 most 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 enchanting 60lvl item at S grade or 60lvl crafter crafting Oni's Decapitator (40lvl) at S rank, they can
only roll the following prefixes: Radiant, Frigid, Strong, Rigid, Brisk, Master's, Swift, Fortunate, Expert's. Total weight of these prefixes is at 1.8%. Prefixes[1] Name EnchaterLvlReq Weight Burning 1 0 Fiery 11 5 Flaming 21 10 Smoldering 31 20 Blazing 41 40
Cold 1 5 Chilled 11 10 Icy 21 20 Frozen 31 30 Glacial 41 40 Keen 1 5 Accurate 11 10 Sharp 21 20 Fatal 31 30 Defender's 41 40 Focused 1 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Lucky 21 5 Resolute 11 10 Centered 21 20 Mindful 31 30 Protector's 41 40 Focused 1 5 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 Skilled 11 5 Exper
(Enchanter~Lvl~Req)} EnchanterLvlReq is found in the table above. Chance to roll a prefix on craft C h a n c e = ( (Crafter~Lvl) + (Grade \times2) - 4 - (Item~Lvl)~) \times2} Cap is 25% Example[] An A Grade Demon Axe with level 50 Blacksmith trying
to gain a Radiant Prefix: (50) + (4 \times 2) - 4 - (46) ) \times 2 = 16\% Chance To Roll A Prefix {\displaystyle (50) + (4 \times 2) - 4 \ge (61) = False \(54 \) and Eq (61) =
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. To change it, please edit the transcluded from Suffix. To change it, please edit the transcluded from Suffix.
or buying. A higher Suffix increases an items stats and selling value. 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 become unavaliable to roll as your crafters level up. Currently, maximum suffix available to roll by crafting is +11. Suffix Modifiers[1]
Suffix Weight Suffix.MinLvl "+1" 5 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 (Grade\times2)-4 + (Crafter~Level) \times2}
Suffix.MinLvl (From the table above) (Grade × 2) - 4 + (Crafter Level) Example An A Grade Demon Axe with level 50 Blacksmith: (4 × 2) - 4 + (50 - 46) × 2 = 16% Chance To Roll A Suffix {\displaystyle (4\times 2)-4+(50-46)\times 2} - 4 + (Crafter ~ Level) Example
2=16\%~Chance~To~Roll~A~Suffix} (4 × 2) - 4 + (50) = 54 (S u f f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (50) = 54 (S u f i x . M i n L v l) {\displaystyle (4\times2) - 4 + (
Craft for this example item is +7 and there is a 16% chance to roll for Suffix. Heroes[] There are 4 types of Heroes: Tanks, Damage Dealers, Healers, and Support. Tanks[] There are two types of tanks, traditional and non-traditional tanks are designed to absorb damage. They gain better scaling of Def and Mdef and have increased health
They include Warriors and Paladins. Non Traditional Tanks are designed to negate damage rather than take it. They include Rogues and Assassins. This is accomplished through the skill Evade. In late game Clerics, Paladins and Dark Knights can also act as tanks with the ability to self-heal. Evade decreases all damage taken by 78% before
mitigations, however, it does not negate any debuffs from the attack. Damage Dealers[] There are 3 types of Damages, Physical, Magical, and True Damage benefits from Str bonuses and results in high Matk
damage. The primary magical fighter is the Mage. True damage deals damage that is not dependant on Def and Mdef values. The bark Knight is also a hybrid physical-magical damage dealer. They gain an equal bonus to Str and Int, however, magical damage building is more damage fighters are the Assassin, Rogue and Dark Knight is also a hybrid physical-magical damage dealer. They gain an equal bonus to Str and Int, however, magical damage building is more damage fighters are the Assassin, Rogue and Dark Knight is also a hybrid physical-magical damage dealer.
beneficial later on. Healers[] There are 3 Heroes who can heal, Cleric, Paladin and Dark Knight. The Paladin can deal damage and heal themselves in the process. He also has ability to heal the whole party that uses MAtk and MDef as coefficients. The Cleric has 2 healing skills, one for the whole team and one for the Hero in front of them. They also
have a Skill that can Revive a fallen Hero. Dark Knight can heal themselves through the lifesteal from skills Unholy Slash and Unholy Slash II, depending how many damage they deal. It is possible to heal more than the amount of Hp a Hero X
stars a battle with 500/1000 HP while battle they can be healed to 1000 HP, but when the fight, so it will stay at 500. It was made to prevent players from sending heroes with sustain on a weak quest, and healing themselves before finishing the
quest, effectively avoiding using Health potions. Support[] There are 2 support Heroes currently available, the Bard and Paladin. The Bard can buff the Atk&matk of the team, Atk&Mdef of his party, along with
 massive Mdef boost for singular turn, constant Heal over Time as well as ability to cleanse debuffs from all of his group allies. Hero Cost[] Hero cost Hero Gold Hero Gold Hero Gold Hero Gold 1st 10 7th 16,000 13th[1] $0.99 USD 3rd 1,000 9th 64,000 15th[3] $0.99 USD 4th 2,000 10th 128,000 16th ??? 5th 4,000 11th[4]
150,000 17th ??? 6th 8,000 12th[5] 200,000 18th ??? Hero Reclass[] You can reclass any Hero to another as long as you have met the requirements for that Hero, by clicking the button on the top left of the Hero overlay screen. This costs
10,000 Gold and will reset their level to 1. Upon ascending, their gear stays on them and will provide no stats until level requirements are met again. This hero will now get 50% more stats per level and increase their Stat scaling. The XP to level up increases. It is possible to Ascend while on a Quest. This will not affect the Quest outcome, and your
Hero will only come out at level 2 regardless of XP gained. After Prestiging and reaching level 50 a Hero can unique skill upon reaching level 51. This requires the Frozen Tome expansion. A Prestige 1 Hero can undergo Quests 2 levels earlier than a
non-Prestiged Hero. A Prestige 2 Hero can undergo Quests 2 levels earlier than a Prestige 1 Hero and 4 levels earlier than a Prestiged Hero. Reviving[] The cost to revive a Hero is equal to 10 Gold X Hero level X 2 (if at P1) or X 3 (if at P2), alternatively Hero can be revived for free upon watching an ad (requires Internet connection) Unlocks[]
Crafters[] There are 3 Crafters that can be unlocked after any of your default Crafters (Blacksmith, Armorsmith, Woodworker, 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 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 (might be a little less with XP events). Gear Enhancement There is no reachable limit on how
many times you can re-enchant gear. The only limit is you providing the materials and coin. For example, you can afford the materials and coins, armor, and
trinkets using Crystals. This can also be used to improve item's Grade before advancing higher. The first re-rolling stats is: X p = I t e m L e v e l × 5 {\displaystyle Xp = Item~Level \times5} Gold cost The amount of Gold it
costs to re-roll stats is: Gold = (Item Level \times 20) + (Enchant Attempt \times 20) + (Enchan
Crystal cost pattern follows: 1 -> 2 -> 3 -> 4 -> 6. Every additional attempt will cost 6 Crystals. 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. Prefix removed. Prefix removed. Prefix removed. Prefix removed 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 Radiant 61 Frigid 61 Strong 61 Rigid 61 Xp The amount of Xp awarded for rolling for Prefix is: X p = I t e m L e v e l × 10
\{\text{displaystyle Xp} = \text{Item} \sim \text{Level } \text{Item} \sim \text{Level} \} \} Formula P r e f i x C h a n c e = (2 \times (E n c h a n t e r L e v e l - I t e m L e v e l ) + (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. EnchaterLvlReq=(EnchanterLevel) + 5 + (Grade\times2)} Gold cost The amount of Gold for rolling for Prefix is: Without Prefix Gold = (Item Level × 40) {\displaystyle Gold = (Item Level × 40) {\displaystyle Gold = (Item Level × 40)}
(Item - Level \times 40) - (Prefix Gold = \max \{ (Item - Level \times 40) - (Prefix Min Level \times 40) - (Pref
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 an 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 Yp awarded for rolling for Prefix is: Without Suffix G o l d = (Item Level \times10) Gold cost The amount of Yp awarded for rolling for Prefix is: Without Suffix G o l d = (Item Level \times10) awarded for rolling for Suffix increases.
\{\text{displaystyle Gold} = (\text{Item} \sim \text{Level } \text{times} 60)\} \text{ With Suffix G old} = (\text{Item} \sim \text{Level} \times 60) + (\text{SuffixminLevel} \times 60) + (\text{SuffixminLeve
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 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 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 Slot. With In App Purchase 80 more for a total of 96 Slots. It costs 537,400 coins to purchase every Inventory Slots to 160. After purchasing 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 12750 coins to purchase every
 Selling Slot. Customers[] After unlocking the 2nd Hero, Customers appear. 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.) Merchants
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 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 interactable buttons and 1 interactable area
Only 7 buttons are available by default. The Store (2) is unlocked after purchased anything from the Store and have switched devices, there is now a Restore Purchased anything from the Store (2) is unlocked after purchased anything from the Store and have switched devices, there is now a Restore Purchased anything from the Store (2) is unlocked after purchased anything from the Store (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 Stock[] This section is transcluded from Stock. To change it, please edit the transcluded from Stock. To change it, please edit the transcluded from Stock [] This section is transcluded from Stock. To change it, please edit the transcluded from Stock [] This section is transcluded from Stock. To change it, please edit the transcluded from Stock [] This section is transcluded from Stock 
16 Slots and can purchase 80 more for a total of 96 Slots. It costs 537,400 coins to purchase every Inventory Slots to 160. You are given two of each Tier 1 base Material to start the game. The following is
based on The Frozen Tome Expansion and contains spoilers. After purchasing the Frozen Tome expansion you are given an additional Inventory Slots for free. Another 16 Slots are then available for purchase. It costs 440000 coins to purchase every additional Inventory Slots for free. Another 16 Slots are then available for purchase. It costs 440000 coins to purchase every additional Inventory Slots for free.
based on The Frozen Tome Expansion. Items are sorted, by default, by ID and displayed Potions first followed by 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 12,750 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 to the too. This will also change 
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. 5 - Potions. Healing, Boost, and Enchantments Potions can be applied by clicking here. 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. 5 - Potions. Healing, Boost, and Enchantments Potions can be applied by clicking here. 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. 5 - Potions. Healing, Boost, and Enchantments Potions can be applied by clicking here. 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. 5 - Potions. Healing, Boost, and Enchantments Potions can be applied by clicking here. 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. 5 - Potions. Healing, Boost, and Enchantments Potions can be applied by clicking here. This button is disabled while on a Quest. 5 - Potions can be applied by clicking here.
fter level-item level)/4,2),1,4.5) + sum(mat~grade + 0.25)/matcount} 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-Prestiged Hero. A Prestige 2 Hero can undergo Quests 2 levels earlier than a non-Prestiged Hero and 4 levels earlier than a non-Prestiged Hero. Max Stack[] Hey guys, i'm using MV ver and wanted know if have a plugin or a way to do proeficiency with different
categories of weapons, like... When the proeficiency with sword reach 100 will unlock a skill of this category. Prestige Skill Names v1.00 Trilobytes by Trihan Introduction This plugin provides the developer the facility to have skill names automatically change as the actor possessing that skill meets certain code criteria. Features Set up a set of
evaluatable code that will determine what the skill's... Prestige Skill Names v1.00 Trilobytes by Trihan Introduction This plugin provides the developer the facility to have skill names automatically change as the actor possessing that skill meets certain code criteria. Features Set up a set of evaluatable code that will determine what the skill's... In my
game I have enemies use physical skills that have a 1000% chance to add a state but I do not know what is causing this but I do know it doesnt happen on certain hit skills but I cant use those cause I also have armors that lower all physical damage taken... A few weeks ago, a user here by the name of Robro33 gave
me a wonderful notetag that made if so my physical skills always matched the same icon as the actor's equipped weapons; item.iconIndex = user.weapons()[0] ? user.weap
that? I remember and found some kind of solutions. But Trivel's "SimpleReplaceSkill" plugin is not working with this kind of stuff. The project... Ok, so i see in a lot of games like Mabinogi, Stardew Valley, Elder Scrolls 3 4 & 5, and Medieval Dynasty there's different skills you level by using them. Example, crafting earns you crafting EXP and can get
you levels in a "Crafting" Skill. Smithing a sword or boots can earn you Smithing... I want to make a move that can be used on either an ally or an enemy, but there's no scope choice that says "anyone on field" or something like that. I know it can be done in Omori, with pressing a button that switches sides (like when using Sad Poem), so how did they
do that? Thank you to... Hello, So I made a cool Dragon Ball Z like Spirit Bomb Attack/Skill in RPG Maker MV and I had an idea. When the player to respond with input commands to reflect the attack if done correctly... My game has a scaling
system for damaging skills. I am using Yanfly's Element Core. Currently, the skill description? For example, I have an armor that amplifies a certain element... I need to set a variable to an amount of skills an actor knows. Something
equivalent to "$gameActors.actor(1).skills().length" in MV. So big thing to throw out there right away is I'm using MythAteliers CGC plugin, so the party members are drastically different so the action sequencing for the skills wouldn't work the same for all of them. I was thinking of trying to call a...
So I had this idea for a game, and I wanna know what plugins, common event orders, etc. I could use to make this happen. lets take 3 player characters, they're the same in player name/class but not in stats. each of these instances make it to level 5, player 1's playthrough has a 20 in atk... Just a small but interesting design choice I ran into today
while trying to come up with skills for a Arcane Gunslinger/Artificer/Mechanist class I am putting in my game. (Not sure what to call the above I think). Well, I am not sure which way... Hello! I'm using the battle system for the first time ever and the skills 001 and 002 are showing up for all characters when
they shouldn't be. Nothing I do will get rid of them. 001 is just an organizational tab, and 002 is a skill reserved only for a certain character. I've done everything... Edit: Solved - just needed to add the following at the top of the .js file: /*: * @target MZ */ I'm trying to make a plugin to hold my damage formula (example below). However, I keep getting
0 damage, which seems to be the default for when a formula's invalid. If I open the debug console (F8)... KSkillUnstable ACE by Kyonides Introduction Do you want your heroes to learn unstable SKILL IDS array and that's it! :ewink: What
are the unstable skills? They are a group of... KSkillUnstable VX by Kyonides Introduction Do you want your heroes to learn unstable skills? Then this script will let you implement such a feature with ease. :D Just add Skill IDs to the UNSTABLE SKILL IDS array and that's it! :rwink: What are the unstable skills? They are a group of... KSkillUnstable
XP by Kyonides Introduction Do you want your heroes to learn unstable skills? Then this script will let you implement such a feature with ease. :D Just add Skill IDs to the UNSTABLE SKILL IDS array and that's it! :awink: What are the unstable skills? They are a group of... Hi all, I would like to create a skill that, when selected, executes itself but
negates other subsequent turns the player could take because of Action Times+. It doesn't matter what order the skill it should end all subsequent turns for that... Ok, something that I have been toying with as an idea. I would like opinions from folks. I love leveling classes in an rpg and upgrading
classes - it gives a certain choice and pleasure for me. Ie adept to cleric to either a bishop or a necromancer. But how many classes? This leads to how uniquely can one make/name classes without loosing the understandable idea? I would love lots of thought on all
this and or extra input otherwise. I am doing my best to not be overly ambitious but it doesn't hurt to throw feelers out there! I enjoy class and skill choice myself in rpgs. I believe there can be too many classes, particularly when classes cease to fill a unique role in the party. The major paradigms for MMORPGs are the tank (high hp/high defense),
healer, and DPSer (i.e. damage per second or nuker). D & D 4th edition had 4 roles for the classes, including Defender (the tank), Leader (healer/buffer), Striker (glass-cannon, i.e. high damage/low hp), and Controller (debuffer and area damage).
remember, balance is important. If one class is too powerful, a player won't explore the other options. Consider how Square handled FF1. There were 6 classes to choose from, and black mage (debuffer/area damage). The monk and red mage
fulfilled specialized roles: monk became super damager, and red mage had access to some of both magic types. The tutorials section has a nice Game Design Document (excel spreadsheet) which can help you plan out your classes (characters) et al. Right now, I am using the D&D classes as inspiration for my current project. There are plenty of good
games with class trees and such. It all depends on what type of game you're looking to make. First things first, this script may be of use to you: The two addons may also be useful depending on what type of game before. With
this system, you either want to make a class tree for each character or only have the class tree for all characters. Classes tend to number about 8 to 10 per a tree. Option B: Class unlocking Similar to the class tree, this is is best see in the Final
Fantasy Tactics games (Although I like to pretend that the advance ones don't exist and the series only exists with the PS1 game and it's PSP port). Play a class long enough, it unlocks one or more new classes. All classes are balanced together and even a starting class has its uses late into the game. This system is the hardest due to having to balance.
This is best used in Tactical RPGs and the classes tend to range between 10 and 20, if not more. Option C: Class leveling This is best seen in Final Fantasy 3 and Final Fantasy 3, where classes are unlocked as the story progresses and you can equip the class and level it to make it stronger. This best works if you're making a game where the story wont
be affected by the class of the characters. Generally, I'd keep the classes around 12 for this type of system Hope that helps. If you like D&D, you can do the multi-classing thing, where a single character can have multiple base classes, like a Warrior/Mage. I think there are too many classes in a game if the classes don't seem unique. It's fine to have 4
Fighter classes, if, say one is a bare-handed Monk (fast but light defense), one is a Blood Knight (slow, high defense), one is a Blood Knight (like a Knight but all techniques take from the player's HP) If two classes pretty much play the same and there's no real
significant difference between them, there's no reason for them both to be there. Even if you have classes which unlock at higher levels, the classes should still be unique in some significant ways, particularly from the less advanced class. The key is to offer real player choice, without offering a ton of barely different choices. Also, keep in mind the
more classes you offer, the harder it gets to balance the game so that players aren't effectively forced to choose a particular class. "Oh, my Blood Knight is powerful and look, my Bard can keep the Blood Knight topped up in HP! And I can have my Knight protect them both!" First, thanks so much for all of your imput that you have given. I see there
really is more to It than I first realized. As a D&Der from 3.5 - it got crazy with so many choices and archtypes but I really liked that. So much uniqueness can be had! You bring up very good points voymasa and whitesphete thank you! Additionally Another thanks TimmyTheNerd. I had no idea that you could really structure the way you can have
classes. I haven't got to the point of game making yet but thanks for the script and the clear explanation of the different ways to do that! Anyone else have opinons in general as well? Make sure your classes and game features flow from your story, rather than the other way around. With all of the nifty scripts it's very easy to get caught up in feature-
itis. Instead, focus on the story you want to tell in your game and what features make solid sense in the story. For example, a crafting system makes perfect sense for a Harvest Moon clone, since crafting, farming and relationships are the main focus of the game. But it might not make much sense in a survival horror game, unless the goal is "Find
harmless pieces and assemble them into a weapon to use to kill the psycho who is stalking you." And a good thing to remember is to give each class its flaws and vulnerabilities, not just reanimated a dead thread. And the
necromancy award goes to... ME! @fireflyege Yep, 3 and a bit years. Not bad! View source NOTE This Wiki is currently being restored. A lot of pages have yet to be added. If you have any questions about the game, please be sure to ask on the Reddit page, or join us on Discord or you can message the Admin Note #2: Due to Fandom staff's ordinance
from 17.02.2021 (link) we (the Merchant RPG wiki admins) have been obligated to provide clear rules about editing the Merchant RPG wiki. They can be found here: (link) Welcome to the Merchant RPG wiki admins) have been obligated to provide clear rules about editing the Merchant RPG wiki.
traditional mobile RPG. In Merchant, players take the role of a shopkeeper who must manage a team of Heroes and Crafters then use those materials. Crafters then use those materials to create weapons and armor. As the shopkeeper, players must balance their micro-economies between selling
items for gold and crafting items to better ensure success for the Heroes. As the Merchant, you are the commander of your own domain! TAKE REIGN OF YOUR MARKET Send Heroes out on epic adventures! Pay Crafters to create gear! Earn gold and dictate the direction of your economy! VICTORY THROUGH CONQUEST Choose your cast of
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Ensure the victory of your Heroes and your economy by leveling the quality of your goods! Items [Consumables] • [Equipment] • [Materials] • [Item IDs]
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