



ARENA
THE CONTEST

Heroes Gameplay
Compendium



DRAGORI
GAMES

Brute



**Count Blake
the Vampire**



**Morlogh
the Minotaur**



**Katar
the Barbarian**



**Sedrik
the Werewolf**

*Prepare for a quick death;
Nothing can stand against my mighty strength!*



Katar, the Barbarian



Efficient Brute at dealing damage, because he can make attacks that are more likely to hit the enemy. Ideal for those who want to deal large amounts of damage and not worry about complex strategies.

Attacks: Mighty Blow, Berserker Strike, Barbaric Rage, Whirlwind

OFFENSE



DEFENSE



MOBILITY



EFFECTS



HANDLING



Sedrik, the Werewolf



Brute with the highest damage potential in the game when he is injured. Ideal in teams that are able to protect him, because he can create havoc if not killed fast.

Attacks: Moonlight Rage, Death Claws, Bestial Fury, Bloodthirst

OFFENSE



DEFENSE



MOBILITY



EFFECTS



HANDLING



Morlogh, the Minotaur



Brute with good mobility and incredible damage potential, but his attacks come with drawbacks. Ideal for dealing fast and massive damage to enemies, if you are willing to pay the price.

Attacks: Mighty Charge, Reckless Blow, Labyrinth Fury, Trample

OFFENSE



DEFENSE



MOBILITY



EFFECTS



HANDLING



Count Blake, the Vampire



Mobile Brute with powerful offensive effects, but he deals less damage than others. Ideal for breaking through enemy defenses and attacking distant opponents.

Attacks: Life Drain, Night Cloak, Call of the Master, Blood Feast

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Tactician



**Myr
the Assassin**



**Carion
the Rogue**



**Rokaru
the Samurai**



**Liana
the Pirate**

*The best strike is not the strongest;
It's the one that hits the right spot!*



Garion, the Rogue



Tactician who can negate enemies' effects and steal their attacks. Deals massive damage when well positioned to flank enemies. Ideal for neutralizing the most important hero of the opposing team.

Attacks: Dirty Trick, Backstab, Master Stroke, Memory Theft

OFFENSE



DEFENSE



MOBILITY



EFFECTS



HANDLING



Rokaru, the Samurai



Tactician who is capable of strategically moving the enemy. He can maximize the versatility of his Passive Power, while negating those of his enemies. Ideal in strategies that take advantage of position.

Attacks: Tide of Blades, Ancestral Katana, Dragon Spirit, Ten Thousand Swords

OFFENSE



DEFENSE



MOBILITY



EFFECTS



HANDLING



Myr, the Assassin



Tactician who is capable of dealing great damage and devastating effects on a single target. She can also apply ongoing damage. Ideal for quickly assassinating the main hero of the opposing team.

Attacks: Nightshade Poison, Ambush, Shadow Dance, River of Blood

OFFENSE



DEFENSE



MOBILITY



EFFECTS



HANDLING



Liana, the Pirate



Tactician with great defensive and offensive powers. Dangerous when left by herself. She can debuff enemies and prevent them from receiving helpful effects. Ideal in survivor strategies.

Attacks: Blackwater Taint, Revenge of the Seas, Tide of Blood, Maelstrom

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Bruiser



**Vanarus
the Demon**



**Othris
the Monk**



**Renkyr
the Dragon Avenger**



**Ascaran
the Archangel**

*Thousands may perish around me;
But I shall stand and lead us to victory!*



Vanarus, the Demon



Bruiser with the best ability to reposition enemies, while also dealing massive damage and applying powerful debuffs. He's very important in strategies based on attacks in area and counter-healing.

Attacks: Blades of Agony, Dance of the Damned, Soul Corruption, Death Sentence

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Asearan, the Archangel



Bruiser with good defense and the power to heal. In addition, he can transfer his health to allies. Ideal for boosting and protecting an important hero. He's also a reliable healing source for teams with no healers.

Attacks: Exalted Strike, Wings of Justice, Holy Light, Celestial Armor

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Ohris, the Monk



Bruiser with good mobility, he can ignore debuffs and neutralize the effects of enemy's attacks. Ideal for avoiding permanent effects. With the ability to hit two enemies at once, he takes advantage of positioning strategies.

Attacks: Dashing Strike, Ki Barrier, Wrath of the Tiger, Path of Purification

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Renkyr, the Dragon Avenger



Bruiser with good defensive ability, he can focus on an enemy to deal more damage for the entire match. He's one of the few heroes that can revive a dead ally. Ideal in several strategies, due to his versatility.

Attacks: Dragon Blood, Searing Vengeance, Life Explosion, Mark of Death

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Tank



**Nakral
the Death Knight**



**Rurik
the Warrior**



**Jorana
the Amazon**



**Sir Erick
the Paladin**

*As long as I breathe,
I promise to protect you all with my life!*



Jorana, the Amazon



Tank with great mobility, she can deal massive damage and hit two enemies at once. Ideal in teams that want to deal quick damage or reposition enemies to take advantage of attacks in area.

Attacks: Dance of Steel, Whirling Spear, Thunderous Charge, Lightning Reflexes

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Rurik, the Warrior



Tank with the best defensive ability in the game. He can expand his influence to draw enemies' attacks to himself. Ideal in strategies where you focus all power on a single hero that must survive at all costs.

Attacks: War Cry, Crushing Blow, Iron Wall, Epic Shield

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Sir Erick, the Paladin



Tank with great defensive abilities and ability to heal his allies. He's best at keeping others alive. Ideal in healing-focused strategies or teams that lack healers, but want a reliable healing source.

Attacks: Holy Sword, Shield of Faith, Barrier of Light, Divine Sacrifice

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Nakral, the Death Knight



Tank with powerful effects that pull, debuff and prevent enemies from regaining health. Ideal for countering healing-focused strategies and eliminating distant ranged heroes.

Attacks: Evil Sword, Death Grip, Creeping Darkness, Spectral Lance

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Healer



**Uster
the Necromancer**



**Thalia
the Druid**



**Taram
the Cleric**



**Jade
the Bard**

*Fear not their power;
My magic won't let you fall!*



Taram, the Cleric



Healer with the best healing potential of the game, including ongoing healing. He also applies great defensive effects and removes debuffs. Ideal in healing strategies that focus on buffing and protecting a single hero.

Attacks: Sacred Flame, Sanctuary, Miracle, Divine Grace

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Thalia, the Druid



Powerful healer with the rare ability to revive an ally. Her greatest power is to prevent damage before it happens. Ideal in strategies based on a single hero that must stay alive at any cost.

Attacks: Kiss of a Nymph, Shield of Nature, Seeds of Spring, Breath of Life

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Uster, the Necromancer



Healer who deals good damage and applies debuffs. He gets stronger every time a combatant dies, being ideal in the endgame for teams that protected and buff him.

Attacks: Life Siphon, Death Ray, Vengeful Wraith, Harvest of Souls

OFFENSE



DEFENSE



MOBILITY



EFFECTS



HANDLING



Jade, the Bard



Very versatile and strategic Healer, she is vital in many combos because she can reposition all of her allies and apply buffs according to the team's needs. Ideal in complex and varied strategies.

Attacks: Angelic Voice, Heroic Melody, Inspire Greatness, Requiem of Spirit

OFFENSE



DEFENSE



MOBILITY



EFFECTS



HANDLING



Shooter



Juliet the Ice Sorcerer

Diary the Hunter

Roelum the Wizard

Zanac the Fire Sorcerer

*Just give me a target;
My deadly shots will do the rest!*



Roelum, the Wizard



Shooter optimized for attacking multiple targets, he deals reduced damage against single combatants. His attacks have tactical and defensive effects. The most productive hero in strategies based on attacks in area.

Attacks: Magic Missile, Arcane Blast, Counter Spell, Shock Wave

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Niary, the Hunter



Shooter with good accuracy and versatility. She can shoot multiple targets at once, or focus on a single target to deal extra damage. Ideal as a powerful source of damage that adapts to the opposing team.

Attacks: Twin Shot, Explosive Arrow, Perfect Hunt, Rapid Fire

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Zanae, the Fire Sorcerer



Shooter focused on the simple strategy of burning health down, he excels in attacking a single target. Ideal in teams that need to damage fast, including out-of-turn.

Attacks: Flame Blast, Inferno Shield, Fireball, Eternal Blaze

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Juliet, the Ice Sorcerer



Shooter with high single-target damage capacity and the most accurate attack of the game. Very effective against Tanks and Bruisers. Ideal in fast damage strategies and situations that require accurate shots.

Attacks: Icy Wind, Winter Breath, Frost Hurricane, Blizzard

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Controller



**Zafara
the Fallen Angel**



**Catharina
the Witch**



**Zund
the Illusionist**



**Elarine
the Telepath**

*Oh, yes, I will kill our enemies;
Just watch me punish them first!*



Catharina, the Witch



Controller with powerful debuffs and effects that amplify the damage taken by enemies. She has the fearsome power to swap the health of two combatants. Ideal in fast damage (or protection against fast damage) strategies.

Attacks: Black Plague, Blood Curse, Soul Link, Dark Ritual

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Zafara, the Fallen Angel



Controller with good debuffing effects, she can also heal allies. Holds the best resurrection power of the game. Ideal in strategies that try to maintain a hero alive at any cost, she is a good source of healing in teams with no Healer.

Attacks: Dark Light, Hungry Spirits, Revenge of the Dead, Purgatory

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Elarine, the Telepath



Controller with the ability to force enemies to attack their allies. With one of the best attacks in the game, she is also the worst one-on-one hero. Ideal in several combos that break the enemy team's strategies.

Attacks: Mind-Link, Puppet Dance, Lobotomy, Cerebrokinesis

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING

Zund, the Illusionist



Controller with versatile powers that prevent some enemy attacks and cause devastating debuffs, while also creating good defensive effects. Ideal in strategies that remove and diminish opposing powers.

Attacks: Rainbow Ray, Dangerous Choice, Mirage, Nightmare

OFFENSE

DEFENSE

MOBILITY

EFFECTS

HANDLING