

# Behemoth

Some of your minions are masters of subterfuge and stealth, cunningly making their way through the enemy dungeon without even being noticed. The Behemoth isn't.

Once this living battering ram has found its way to your enemies, few things will withstand its charge, and even then, all those unfortunate lackeys who happen to stand in the way will be brushed aside like mere dolls, only to be set on fire a few seconds later.

This monstrosity is especially effective against heavily entrenched enemies – most traps can barely scratch its hide, while the Behemoth in turn is extremely competent at reducing said traps to rubble and heaps of twisted metal. Even the true and time-tested method of attrition warfare will barely slow down the Behemoth, for its wounds close with unnatural speed.

Truly, the only way to bring down this beast is to drown it in your own minions, for while the Behemoth may be a living weapon of mass destruction, its true intent is to create a breach for your other minions to enter through – it is better at scattering enemies than killing them all at once.

The Behemoth is so obsessed with blood and carnage that it will actually drag other beast minions into the arena to see them tear each other apart if there is no actual fighting to be done.

**Created by:** Wrath Summoning Stone.



**Works in:** Arena



## Abilities:

**Basic Attack** Smashes the target, dealing large amounts of damage

**Flame Breath** Sets all enemies in a cone-shaped area in front of the Behemoth on fire, dealing damage over time.

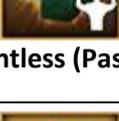
**Rampant Charge** Charges towards the target, knocking back, stunning and severely damaging all enemy units in its path. Defenses hit by rampant charge take extra damage.

**Immolation (Passive)** The flames surrounding the behemoth deal 75 points of area of effect-damage to all enemies adjacent to him every second

**Siege Weapon (Passive)** The Behemoth takes 50% less damage from and deals additional 250% damage to defenses

**Relentless (Passive)** The Behemoth regains 0,075% of its health every second.

**Regeneration Tissue (Passive)** Outside of combat, the Behemoth heals 1% of its health every second.

		
<b>Base</b>		
<b>HP</b>	20000	
<b>Speed</b>	6	
<b>Work Speed</b>	1	
<b>Abilities</b>		
 <b>Basic Attack</b>	Damage	350
	Cooldown	2
 <b>Flame Breath</b>	Damage (AOE)	300
	Cooldown	8
 <b>Rampant Charge</b>	Damage (AOE)	300?
	Cooldown	8
 <b>Immolation (Passive)</b>	Damage (AOE)	75
 <b>Siege Weapon (Passive)</b>	Incoming Damage	-50%
	Damage Buff	250%
 <b>Relentless (Passive)</b>	Heals	0.075 %
 <b>Regeneration Tissue (Passive)</b>	Heals	1,8%?

# Archon

The Archon is the pinnacle of arcane power, an immortal mage that has feasted on the essence of a long-vanished primal god. Though he may only wield a fraction of the old one's power, the air around the Archon is crackling with magical energy as he slowly floats over the battlefield, his perfectly calm disposition belying the destructive potential of his might.

In battle, the Archon will often summon projectiles of devastating dark energy that can instantly snuff out the lives of all but the strongest opponent. The Archon's true power, however, is his command over the spirits of the dead – whenever an enemy near the Archon falls in battle, the ancient mage will instantly tear out the souls of the dying and transform them into two revenants, allowing it to amass an entire army of malevolent Undead if given sufficient victims. Furthermore, the Archon also feasts on the very essence of his enemies with each attack. As a result, hostile Archons are best engaged when they are isolated, for the many corpses produced by large-scale battles will allow them to raise a nigh-endless stream of revenants.

**Created by:** Greed Summoning Stone.



**Works in:** Archive



## Abilities:

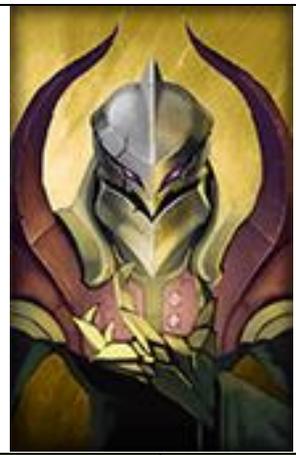
**Basic Attack** Fires a dark projectile, dealing large amounts of damage

**Exterminate** Fires a charge of dark energy that deals extremely high damage.

**Reaper of Souls (Passive)** Whenever an enemy near the archon is killed in battle, the Archon will raise two revenants from its corpse to fight for it.

**Vampirism (Passive)** The Archon heals itself for 350% of all damage it deals.

**Flight (Passive)** Ignores terrain obstacles (i.e. water or chasms) and is immune to movement-impairing effects



Base		
HP	20000	
Speed	6	
Work Speed	3,5	
Abilities		
 <b>Basic Attack</b>	Damage	400
	Cooldown	2.5
 <b>Exterminate</b>	Damage (AOE)	500
	Cooldown	20
 <b>Reaper of Souls (Passive)</b>	Cooldown	0.5
 <b>Vampirism (Passive)</b>	Heals	350%
 <b>Flight (Passive)</b>		

# Eternal

Time is an often underestimated foe – it has razed more castles and killed more men than anyone else could ever hope to achieve. Fittingly, those unaffected by time tend to be nigh-indestructible beings, and the Eternal definitely falls into that category.

Once summoned into our realm, the Eternal will be attuned to your dungeon core, causing almost all damage your core may suffer to be transferred to the titan instead – a very handy life insurance should the enemy make it through your defenses. Should your rivals opt to attack the Eternal itself instead, their unfortunate minions will have it none the easier – the Eternal's frame is made out of material that easily withstands time itself, so it takes more than a good amount of firepower to seriously wound it – all while the Eternal is fighting back. This can get particularly troublesome if the Eternal should receive backup from allied minions, as he is capable of stunning enemies for several seconds, making them easy prey for its little helpers. For all its defensive potential, the Eternal (unlike you) quite literally has all the time in the world and moves and attacks as fast as you would hence expect it to do. Unless you are willing to give it copious amounts of time, don't expect it to lead the charge or kill entire armies on its own – the Eternal is significantly better at taking damage than dishing it out.

**Created by:** Sloth Summoning Stone.



**Works in:** Foundry



## Abilities:

**Basic Attack** Smashes the target, dealing large amounts of damage

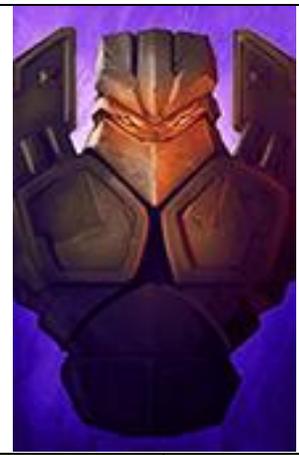
**Suspension** Freezes all nearby enemies for five seconds

**Timeless (Passive):** The Eternal takes halved damage from all sources

**Time Vortex** All enemies near the Eternal move and attack 50% slower

**Protector of the Core (Passive)** While the Eternal is alive, it will absorb 80% of all damage dealt to its owner's dungeon core.

**Flight (Passive)** Ignores terrain obstacles (i.e. water or chasms) and is immune to movement-impairing effects



Base		
HP	20000	
Speed	4	
Work Speed	3,5	
Abilities		
 <b>Basic Attack</b>	Damage	450
	Cooldown	2.5
 <b>Suspension</b>	Duration (AOE)	5
	Cooldown	12
 <b>Timeless (Passive)</b>	Incoming damage	-50%
 <b>Time Vortex (Passive)</b>	Attack speed (AOE)	-50%
	Movement speed (AOE)	-50%
 <b>Protector of the Core (Passive)</b>	Incoming damage	-80%
 <b>Flight (Passive)</b>		

# Colossus

The colossus is an immense creature entirely made from and hungering for gold. Originally serving in the Aureate army of the Dukedom of Phaestus, the Collosi were abandoned and forgotten by their former allies, and now willingly serve any Underlord that manages to summon them,

True to its appearance, the Colossus is the ideal titan for those Underlords who are fond of gold. It's first remarkable ability lies in absorbing all nearby forms of gold and sending it directly to your vault, regardless of whether said gold comes in the form of regular ore veins or in the form of statues made via the blood money spell. The Colossus even can steal gold directly from the enemies vault!

Even more astonishing; the colossus projects a permanent aura that causes all fighters - friend or foe - around it that fall in battle to be turned into golden statues as if they had been struck by the blood money spell. As the Colossus also absorbs these statues, this means that a colossus on the battlefield will be a constant source of income for you.

But for all of its economic use, the Colossus was never meant to act as a frontline fighter. It is much weaker than the other titans in direct combat, and will easily be destroyed if left to fight alone. Furthermore, its ability to turn all fallen minions around it into gold is a two-edged sword - although you can use it to prevent your enemy from rescuing his unconscious minions, the Colossus will also turn your minions to gold, so be careful when you decide in which battles you want to use it.

**Created by:** Greed Summoning Stone.



**Works in:** Vault



## Abilities:

**Basic Attack** Smashes the target, dealing large amounts of damage

**Aureate Aura (Passive)** Absorbs all gold tiles in a three-tile radius and sends them to the player's vault instantly. Absorbed gold can come from gold veins, golden blood money statues, and even enemy vaults. Only fool's gold created by a transmutation potion is not absorbed.

**Blood Money (Passive)** All units that die near the colossus are instantly turned into golden statues and absorbed by the Colossus' aureate aura.

**Empowered (Passive)** The Colossus is empowered by the summoning stone, enhancing its strength and resilience.

**Flight (Passive)** Ignores terrain obstacles (i.e. water or chasms) and is immune to movement-impairing effects

**Gilded (Passive)** The Colossus can only be healed with the Gild spell or by dropping gold onto it.



Base		
HP	20000	
Speed	5,5	
Work Speed	Over 9000	
Abilities		
 <b>Basic Attack</b>	Damage	1200
	Cooldown	2.5
 <b>Aureate Aura (Passive)</b>		
 <b>Blood Money (Passive)</b>		
 <b>Empowered</b>		
 <b>Gilded (Passive)</b>		
 <b>Flight (Passive)</b>		