

Epic Units

Unit:



Description:

Lava scorpion

These monstrous creatures, outfitted with a rock-hard shell, powerful claws and a deadly poisonous barb, are rare on this world. This makes them into all the more imposing of reinforcement for any army.

Can be acquired through: The chosen one of the Sianedan (boss)

Phoenix

Much legend and lore surround the origins of this mythical creature. As it rises high into the air, it sinks friend and foe with its mighty fire breath.

Can be acquired through: Mysx - The Fallen of the Firelands (boss)

Lindworm

This age-old creature lives hidden in the depths of the mountains. When hunting it plunges from the skies like an oversized arrow, striking its prey light a bolt from the blue. Its incredible endurance allows it to cull one victim after another.

Can be acquired through: Chiranoy (Boss)

Earth demon

Summoned and unchained many years ago, he serves as a powerful herald for the cult of necromancers. Since the dissolution of the cult he has wandered masterless and merciless through the world, crushing to dust anything crossing that crosses his path.

Can be acquired through: Demonologist Xinth (boss)

Unit:



Description:

Fallen angel

The nameless leader of the archangels, who denounced him (them!) in an attempt to find a path back to the heavens, has been kept as a trophy captive by unknown powers. Only the fealty he (she) has sworn to you impels him to support your deeds.

Can be acquired through: Prisoner of the Quar (Boss)

Moor Skulker

The swamps ringing the fireland are the home of the moor skulker(s). These thoroughly tenacious beasts hunt anything that moves and grind their victims between their monstrous jaws. There are few opponents unable to look upon a moor skulker without fleeing immediately in terror.

Can be acquired through: Beastmaster

Medium of the Steppes

Despite its harmless appearance, the (besser: a) Medium of the Steppes is anything but. They are true masters of the elemental powers, capable of summoning fireballs, earthquakes or protective shields of ice as needed.

Can be acquired through: Beastmaster

Templehound

The mightiest rule(r)s of the land once used Temple Hounds as their personal bodyguards. These unflinching sentinels have incredible instincts and almost unmatched reflexes that allow them to mow down their enemies mercilessly with powerful, sickle-shaped cut and thrust weapons.

Can be acquired through: Beastmaster

Baradyn

This monstrosity is a true killing machine. There are few options for countering it. Tall as a tree, with

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Description:

countless tentacles, a Baradyn can keep an entire army in check. It's best used as either as (as löschen) an opening attack or as the final deathblow, since it makes no differentiation between friend and foe.

Can be acquired through: Beastmaster



Stone golem

This giant colossus knows no pity. Called to life through magic, he crushes his opponents with hands the size of anvils and throws them back into the enemy ranks. Because he knows no pain and is jacketed with a stony and nearly impenetrable armor, he is among the mightiest creatures wandering on this world.

Can be acquired through: Achievements



Daughter of Rage

For generations chosen women have been trained from childhood into fearless warriors.

Thanks to their physical skill build in years of training and their magical skills, they are among the strongest warriors found anywhere in this world.

Can be acquired through: Attainment of level 25



Chorion

The High Priests of Kuntaia demand three artifacts to summon this monster - the Achath Chalice, the Dragon Tooth Chain and the Essence Trove. If luck smiles upon you, you will find the artifacts in dungeons, during battles in the arena and when producing goods.

Can be acquired through: Ticket Event

Malygorn

Once known as the Mounts of the Heavenly Peoples, these poison-spewing dragons have now

Unit:



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Description:

retreated to the mountains. This beast is a rarity, the possession of which demonstrates immense power and greatness.

Can be acquired through: Ticket Event