


Afk arena the divine realm

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one of the various characters and their associated tropes in AFK Arena. Currently under construction.

directly use light in their battle techniques. Medieval Stasis: Of the factions, they're the closest to the standard medieval fantasy setting and seemingly have been for millennia. Tactical Rock-Paper-Scissors: Their attacks are super effective against Maulers, who they've historically clashed with. Hogan, Knight of the Kingdom "You dare stand against me?" Starter Monks: He's the first hero that the player gets in the tutorial. Angelo, Song of Dawn "So it begins...Morus, The Far Stalker" Do you like my shiny gun? Expy: A dwarf with a rifle that fights at long range, capable of slowing enemies in an area, sniping weakened enemies, and stunning on attack? Sounds a lot like Sniper. Mirael, The Burning Light "I am the heir of ash and fire." Exposition Fairy: She's in charge of the Arenas of Trials. She'll also be responsible for introducing certain aspects of the game to the player. Playing with Fire Starter Monks: She's one of the first heroes that the player gets, and her Ultimate, being clearly far more effective if used from the center of the back row, is a testament to the importance of the back row. Light of the King and Countess: Her King and Countess are the last surviving members of the famous House of Beldina. Most of her family were killed by the monster, Beldina, Beldina of Hope? May the light protect us. The second daughter of a noble family, Belinda was born with a natural affinity for the light. From childhood she and her mother and her company of knights were constantly on the move, searching for a way to defeat the monster. Light of the King and Countess: Her King and Countess are the last surviving members of the famous House of Beldina. Most of her family were killed by the monster, Beldina, Beldina of Hope? May the light protect us. The second daughter of a noble family, Belinda was born with a natural affinity for the light. From childhood she and her mother and her company of knights were constantly on the move, searching for a way to defeat the monster. Light of the King and Countess: Her King and Countess are the last surviving members of the famous House of Beldina. Most of her family were killed by the monster, Beldina, Beldina of Hope? May the light protect us. The second daughter of a noble family, Belinda was born with a natural affinity for the light. From childhood she and her mother and her company of knights were constantly on the move, searching for a way to defeat the monster.

Light. Beware the Nice Ones: Belinda is a sweet, soft-spoken young woman who works to lead and defend those around her. She also has absolutely no qualms about using the Light to resolve any demon or other hostile party should the need arise, as the Earl of Eo discovered the hard way. Expy: Of Jaina Proudmoore. Both women are the daughters of noble families who displayed an innate talent for magic from a young age, and who devoted the majority of their lives to studying and improving upon that talent. Belinda also mirrors Jaina's originally much gentler temperament. Interestingly enough, Belinda gets paired off in a Union with Arthas-Expy Lucius. Hair of Gold, Heart of Gold: Blonde, and by far one of the kindest characters playing for the Lightbearers. Hidden Depths: When giving visiting players a gift at the Oak Inn, Belinda's comment suggests that she suspects the people around her aren't terribly fond of her. Holy Hand Grenade: Despite using light magic and having the temperament of a White Magician Girl, Belinda is one of the most devastating nukes available; her ultimate alone can easily destroy half an enemy team. Silk Hiding Steel: Was raised to be a proper noblewoman, and it shows in her demeanor and wardrobe. This will not save you if you make the mistake of forcing her hand in battle. Squishy Wizard: All of her moves are intelligence-based, and she goes down rather swiftly in direct combat against heavy hitters like Brutus or assassins like Silvina. Team Magician Girl: Played with. Despite having the typical appearance and temperament for this trope, she's functionally one of the biggest pain-bringers in the entire game. Raine, Death's Denier "I'm the only shot you've got." Fawkes, Death's Defeat "It's hunting time. Tomorrow, it's your cross to bear." Crossed with the idea of a phoenix. Light of the King and Countess: Her King and Countess are the last surviving members of the famous House of Beldina. Most of her family were killed by the monster, Beldina, Beldina of Hope? May the light protect us. The second daughter of a noble family, Belinda was born with a natural affinity for the light. From childhood she and her mother and her company of knights were constantly on the move, searching for a way to defeat the monster. Light of the King and Countess: Her King and Countess are the last surviving members of the famous House of Beldina. Most of her family were killed by the monster, Beldina, Beldina of Hope? May the light protect us. The second daughter of a noble family, Belinda was born with a natural affinity for the light. From childhood she and her mother and her company of knights were constantly on the move, searching for a way to defeat the monster.

acromancer in his youth, however, thanks to training in the ways of the hunters that he saved him, he contains no ill will towards them, and instead merely envies them. Control his power himself. Demon Slaying: It's pretty much his only skill. The dragons give him a lot of trouble, but he's able to get them back on an even away in his coffin, rendering them unable to attack or be attacked for a lengthy period of time. Killing Fawkes will end the effect prematurely, and he will also end the ability himself if all other enemies are dead. Status-Buff Dispel: His ultimate ability does a token amount of debuff. His ultimate also removes most of the buffs from allies and buffs from enemies - including shields like the one granted by Lucius's ultimate and Brutus's death-preventing barrier. The StoicLucius, Lightbringer"Breathe the free air again, my friend." The eldest son of the noble house of Lanward, Lucius learned the art of war from an early age, swiftly becoming an adept swordsman and only narrowly avoiding being drafted by way of his young age. Despite his skill, however, Lucius was a kind, gentle boy, and grew into an equally kind and gentle young man. His compassionate nature made him unwelcome among his comrades, who viewed him as weak and worthless - until the day he turned a horde of war horses loose upon an attacking Mauler tribe, saving the Lightbearer cavalry and rekindling their will to fight. All-Loving Hero: One of the reasons Lucius initially made so many enemies among his own comrades was the fact that he was so compassionate he would even heal enemy soldiers. One fellow Lightbearer decided to turn this against him by slaughtering a stable full of injured horses that Lucius had been nursing back to health. Barrier Warrior: Both in his own story and in gameplay. Lucius is able to deflect physical and psychic attacks with the massive shield he carries, and his ultimate Heaven's Protection allows him to cast a divine shield over all of his allies for a short period of time. Berserk Button: Though he appears to have it well under control, it seems the more he is provoked, the more he is provoked. He is, however, a very patient man, and he is able to control his anger with the ability to draw upon the Light to aid him in battle, and he will use everything he has against you if you push him to it. Expy: Of Arthas Menethil - at point of least. Both are noble young men with golden hair and compassionate natures, raised to wield a sword from an early age and shouldering the expectations of their families and peoples, who ultimately become paladins of the Light and inspirations to their comrades. They even both have traumatic experiences involving dead horses... Hair of Gold, Heart of Gold: Lucius truly is an exceptionally kind young man, and it's heavily implied that he only engages in combat at all in order to defend those who can't defend themselves. Even his more aggressive dialogue is spoken with a softer voice; the sole exception is his line when he casts Divine Strike, which he delivers with a harder, more serious tone."Go back to the hell that spawned you!" Healing Hands: His ability Divine Blessing allows him to heal the ally with the lowest health and give them a temporary boost to their attack rating. In lore, he initially made enemies among his comrades by stopping to tend to the wounded before the fighting stopped, sometimes even healing fallen enemies; between battles, he splits his time between praying at the Temple of Dura and tending to wounded warhorses. Helmets Are Hardly Heroic: He does seem to wear some sort of protective headgear, though it more closely resembles a crown than a helmet and leaves the top of his head and his face completely exposed. At least his forehead won't get hurt? Made of Iron: Lucius is capable of withstanding attacks that apparently cause him extreme pain while defending Belinda in their union story. Men Are Strong, Women Are Pretty: Has shades of this dynamic with Belinda in their union story. Downplayed, as Belinda is still fully capable of raining the hurt down on her enemies with the help of the Light. Shield Surf: His alternate skin The Mariner has him use his shield as a surfboard for his movement animation. Stone Wall: Lucius excels at soaking up damage, both by his high health and his ability to deflect attacks. 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ability. Historical Domain Character: The first hero to be added to the game based on a historical figure. Reinarned as a warrior in Leo's backstory for the game has him waking up in Esperia after passing away in the real world (still as an old man, although probably healthier than he was at the time). Bosses Recurring BossesWrizzA Mauler boss enemy that appears as the target of Guild Hunt. Bonus Boss: Wrizz can appear in hard mode of the labyrinth as a boss that provides a hefty reward when beaten. Damage-Sponge Boss: His Guild Hunt version is the most straightforward boss enemy in the game. At a high enough level, he does negligible damage, so all that matters is racking up the DPS. Even in the labyrinth, he's still a straight-forward tank-and-spank fight. Molotov Cocktail: Literally the name of one of his abilities, which sets the target on fire for damage over time. Throw Down the Bomblet: He attacks by throwing bombs, with his Bombs Away ability showering the enemy with bombs periodically. Soren, The SoulbladeA Graveborn boss that can only be challenged periodically in Guild Hunt. To unlock Soren, guild members must contribute a certain number of activity points, and then a Guild Master or Guild Deputy must open the hunt. Empathic Weapon: Numerous ones gathered in a singular form. Puzzle Boss: Soren does far more damage with Frighten than his attacks or fireballs by turning the player's heroes against each other. Finding a way around this is the only way to rack up a high score in his encounter. Set a Mook to Kill a Mook: On the giving end of this with his Frighten ability, making the player's heroes attack each other. Shout-Out: Though hidden, Soren is referred to in the game's files as "SoulCalibur". Two Beings, One Body: Is an amalgamation of an entire army regiment who fought for Bantus, slaughtered after a stunning victory due to being seen as a potential political threat, along with their weaponry.Demonic Entity"This time, no one escapes."Nemora's darkness given form. The first boss in the Twisted Realm. Gaia's Revenge: It was Nemora temporarily falling into this mindset that created the darkness Demonic Entity was born from. Enemy Without Evil Doppelgänger The Medic: Just like the real Nemora, she has the ability to heal her entire team at once. Mook Maker: Instead of fighting directly, she creates an infinite army of Dreafts.The UnhingedArden's darkness given form. One of the bosses in the Twisted Realm. Contractual Boss Immunity: The only boss (aside from the Dreaft enemies summoned by the Demonic Entity) that doesn't have it, being fully vulnerable to all disables. You'll want to take full advantage of this, since his abilities pack a wallop if he isn't stopped from casting them and he takes greatly reduced damage when he isn't stunned. Enemy Without: An evil demonic version of Arden. Evil Doppelgänger Immortality Immorality: Arden began to fear that he would die before his work was finished, so the corrupting influence tempted him with the prospect of eternal youth. Arden realized what was happening and kept the darkness at bay for a while, but his fears didn't go away and it took hold of him at a moment when he was too exhausted to resist anymore. If Nemora didn't talk him out of it, there's no telling what he might have done.Ice Shemira, The Frozen EnchantressA variation on Shemira brought on by the agony of her memories. One of the bosses in the Twisted Realm.Idre, the Grotesque MageA renowned stage magician once named Gaston whose act went horribly wrong, returning as a powerful Graveborn. One of the bosses in the Twisted Realm. Doppelgänger Attack: The phantoms he creates are much more dangerous than him. Escape Battle Technique: After your team uses a total of six Ultimate skills, he'll disappear and end the battle. Fighting him is one of the only times in the game where the Auto battle option is not a very good idea. Fatal Method Acting: In-universe. During one of his shows, he was supposed to make it look like he decapitated himself, then miraculously reattach his head. Unfortunately, something went wrong and he actually decapitated himself by mistake. Identical Stranger: His sprites are an edited version of Oden's, despite his having absolutely no connection to Oden in his backstory or even abilities. Power Parasite: Most buffs that your heroes give themselves, his phantoms will take. This makes some usual Twisted Realm bread-and-butter heroes like Elijah & Lailah useless against him.Burning BruteA strange and highly destructive creature that appeared in the same kind of rips in spacetime that the Guest Fighters came through, and causes untold destruction wherever it roams. One of the bosses in the Twisted Realm. Barrier Warrior: The Burning Brute comes with a barrier that greatly reduces the damage of most ranged attacks, and only goes down when it drops unconscious. Gameplay and Story Segregation: It supposedly hibernates for most of the year, but it appears in the Twisted Realm every other week. Giant Space Flea from Nowhere: Both in-universe and out. Outside-Context Problem: Part of what makes it so dangerous is that it's a Dimensional that nobody has the slightest idea what world it came from. Public Domain Character: It's the Nian/Year Beast from Chinese mythology in all but name. In the Chinese translation, they don't even pretend it's anything else. Playing with Fire: If the name "Burning Brute" didn't tip you off. Turns Red: Twice per battle, when it takes enough damage, the Burning Brute will be briefly knocked out and lose its barrier, but when it wakes up, its attacks become even more powerful.Kane"You dare enter my realm? Well... let's hope you don't get lost!"The owner of the Arcane Labyrinth and the last boss of the Twisted Realm before the cycle repeats. Armor-Piercing Attack: Anything hit by Kane's attacks will instantly lose all of their shields before taking damage. Assist Character: One of Kane's abilities will summon a dragon that breathes fire across the battlefield to deal damage. Flaming Sword: His signature weapon. The Kingslayer: He was once a knight who served a king. It didn't turn out well for that king. One-Hit Kill: Periodically, Kane will instantly kill the enemy that has dealt the most damage to him thus far. The Unfought: Despite seemingly being the Arcane Labyrinth's owner, Kane can't actually be encountered in it. He could only be fought when the Twisted Realm was introduced. Warm-Up Boss: Kane is fought once in the campaign at the end of the tutorial chapter. This being the tutorial, he's at a fairly low level, and goes down fairly easily.Event BossesGouldos, the DevourerAn unfathomably powerful demonic being, Gouldos is the root of much evil in Esperia. Gouldos has yet to be added to the Twisted Realm, but served as the Final Boss of an Abyssal Expedition, as well as the enemy faced in the Chasmic Altar. Combat Tentacles: Can periodically summon tentacle enemies that attack nearby heroes, and can inflict Insanity stacks if not dealt with quickly. It also uses its own tentacles to swat at enemies. Cthulhumanoid: It appears as a floating head that vaguely resembles a nautilus; given that there's always a portal behind it, it's entirely possible that this is not Gouldos's entire body. Eldritch Abomination: An ancient, powerful Ultimate Evil responsible for sowing madness and corruption across Esperia. Hearing Voices: A common symptom of victims unfortunate enough to be in its presence is the sound of whispers in their mind. Mind Rape: In lore, Gouldos's whispers are known to inflict insanity. It's heavily implied that it's the one that turned Khazard into the Hypogean he is today. In-game, Gouldos's attacks can place stacks of an undisPELLable Insanity debuff on its enemies. Each Insanity stack on a hero reduces the damage it deals, and if stacked 5 times on a hero, Gouldos permanently takes control of it. Outside-Context Problem: There is very little indication of how Gouldos fits into the Hypogean conflict instigated by Annih, though the descriptions of later campaign chapters heavily imply that it is responsible for sowing madness in areas beyond Esperia's shores.Adrax, God of the HuntEsperia's god of hunting as well as the ruler and Final Boss of the Hunting Grounds, who long ago led a bloody hunting campaign across the land. His domain was thus sealed away with him inside it, though periodically, it opens for heroes to confront him. Bears Are Bad News: He has an overall ursine appearance and build much like that of Warek. Outside-Context Problem: While his origins are in Esperia, Adrax is treated as a Dimensional for the purposes of damage matchups, meaning he doesn't take increased damage from any faction. Purple Is Powerful: His enraged form has a red-and-purple color scheme not unlike that of most Hypogean. Sequential Boss: Adrax's raid-boss encounter comes with three distinct phases. In his first phase, he uses his regular form with defensive and disabling abilities, making him take greatly reduced damage until a percentage of his health has been chipped away. Then, several beacons around his settlement become active, and the teams in them can be attacked to disable the beacons. Once enough beacons have been taken down, the rest deactivate and Adrax enters his final phase where he gains a new form and much stronger damaging abilities. Others The goddess of life, killed during the first Hypogean invasion.AnnihThe god of death and the creator of the Hypogean. Blood Magic: He created the Hypogean using his own blood. Death Takes a Holiday: An indefinite holiday. People still die, but Annih abandoning his duties meant that instead of resting, lost souls tend to wander aimlessly in rogue dimensions, growing ever-more obsessed with what they were chasing in life until that obsession is all that remains of them. Characters with supernatural connections like Niru and Elijah & Lallah try to pick up the slack and guide these souls on when they can, but they can only do so much. Everybody Hates Hades: In-universe. He used to be the type of death god who was just doing his job, but the mortals shunned him anyway. This was the source of his jealous rage. Face-Heel Turn: He used to be just doing his job, but then he got jealous. Greater-Scope Villain: He's never encountered directly, but he's directly responsible for the conflict in Esperia. Green-Eyed Monster: Before creating the Hypogean, he grew jealous of Dura getting all the mortals' admiration. Then Let Me Be Evil: Everybody Hates Hades, so he snapped and gave everybody a very good reason to hate him.Dolly "I'm your one and only lucky charm. Dolly. Trust me for the best elite cards."Rigby's daughter and the shopkeeper of the Noble Tavern in his stead.AncelotThe founding emperor of the Lightbearers, who by unknown means is still alive. Every Scar Has a Story: He lost his left eye during the first Hypogean war, and is still scarred from it. The narrator of the Final Choice Union story took note of it after realizing that the strange old man he was talking to was telling him things that, due to happening in another dimension, only Ancelot and his last two bodyguards could have possibly known. Heroic Sacrifice: Attempted. He used himself as bait to lure the Hypogean into the Bitter Rift, and was about to be killed by Lucretia, but Zaphrael appeared to save him by sacrificing himself instead. King Incognito: His only direct appearance is relaying Zaphrael and Lucretia's Union story. With most Lightbearer records wiping most mentions of Zaphrael from the pantheon, he — and whoever he tells — is the only one left who knew what actually happened or even Lucretia's true identity. Time Abyss: He fought in the First Hypogean War when Dura was still alive, which was thousands of years prior to when the game takes place.Prince EdwinThoran and Theowyn's brother, whose sudden treachery singlehandedly destroyed the prosperous kingdom of Bantus. Face-Heel Turn: Theowyn's story revealed that he used to be a very kind man. Hoist by His Own Petard: Thoran's family weren't the only ones who died during the fateful coup. Manipulative Bastard: How he pulled off his plan, luring Theowyn — who he knew greatly missed him — into his grasp by claiming he wanted to reconcile with the rest of his family, which led Thoran to temporarily lift Edwin's house arrest for Theowyn's sake, leading them all to gather in one place to be slaughtered. You Killed My Father: He has this attitude towards Mortas, who he thinks murdered his son and turned him into a Graveborn.Lord Qaedam "From this point on, you are neither living nor dead, and you will be more powerful than you have ever been... just as you wished..."One of the most powerful mages to ever live in Esperia and the inventor of necromancy. He now wanders as an ancient spirit, granting the restless dead his "blessing" by resurrecting them as Graveborn. As a result, the majority of Graveborn are bound under him. Deal with the Devil: He grants the dead the ability to deal with their unfinished business in exchange for their soul. The Power of Hate: Studying the resentment of the dead and learning to harness it is how he perfected his craft. Straw Nihilist: While not one himself, he encourages this attitude among his followers, as the Despair Event Horizon makes people more vulnerable to his influence.Markiplier "Two lucky charms are way better than one, almost twice as good! I'm Markiplier, this is Chica, and you can trust us, for the... uh... better best elite cards."Famous youtuber who could act as an alt for Dolly in the tavern when summoning until Spring 2021. He was joined by his dog, Chica. Gratuitous English: His lines are always in English regardless of the language setting. Sand In My Eyes: He acts this way after recommending that the player read some of the Graveborn backstories. Special Guest: The only guest from the real world instead of a fictional universe so far. Though he insists he's a Lightbearer instead of a Dimensional. And that his dog Chica's a Mauler. Stop Poking Me!: Tap Mark enough times, and he will get mad.Markiplier: Stop toUUUCHING MEE!!Related Pages

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