

## Best 2 stars heroes for PVP

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### Fire

#### Fire Hellhound / Sieq



**Pros:** Hellhound is one of the first heroes you get when the game starts, easy to max skills, its second skill hits hard and his third skill will buff attack and critical for the whole team.

**Cons:** Squishy.

**Role:** Attack and sometimes defense.

**For attack:** 9.

**For defense:** 5.

**Suggested sets:**

Fatal/Blade - runes: spd or atk/atk/atk.

#### Fire Yeti / Tantra



**Pros:** Fire yeti when built properly can be a good tanker, easy to max skills, first skill slow attack speed and third skill is a shield that absorbs damage.

**Cons:** There are better tankers out there, even in the 2 stars tier.

**Role:** Defense.

**For Defense:** 7.

**Suggested sets:**

3 Energy - runes: hp or def/hp/hp.

## Water

### Water Hellhound / Tarq



**Pros:** If you do not have a water heavy damage dealer, this one is for you. Easy to max skills, second skill deals damage based in speed and buffs speed for two turns (being maxed that means next time you use this skill again it will benefit from its own buff)

**Cons:** Nothing and has good survivability, more hp and speed than the fire version.

**Role:** Attack.

**For attack:** 9

**Suggested sets:**

Fatal/Blade - runes: spd or atk/atk/atk.

Swift/Blade - runes: atk/atk/atk

## Water Howl / Lulu



**Pros:** One of the quickest healers in game, this guy is going to heal the “sheet” out of all your team. Easy to max skills, second skill heals himself and another member, third skill heals the whole team and cleans harmful effects.

**Cons:** It is a little easy to kill, since people will target him first out of fear and his low hp doesn't help much.

**Role:** Defense

**For defense:** 8.

**Suggested sets:**

3 Energy - runes: hp /hp / hp.

Swift/Energy - runes: hp / hp / hp.

## Water Yeti / Kunda



**Pros:** Runed properly can be a decent tanker, easy to max skills. First skill debuffs attack speed and third skill reflects damage back to the enemy.

**Cons:** It is better than the fire version in hp, but it is not so bulky.

**Role:** Defense

**For defense:** 7.

**Suggested sets:**

3 Energy - runes: hp or def/hp/hp.

## Wind

### Wind Pixie / Shannon



**Pros:** Great buffer, good speed and easy to get, easy to max skills. Second skill debuffs the enemy team attack speed and third skill buffs attack and defense for the whole team, Shannon is a must have for all players and you see her a lot even in the 1700 points tier.

**Cons:** Often loses her place for the water mystic witch as team buffer, but it's in the same tier of usefulness.

**Roles:** Attack and defense.

**For attack:** 8.

**For defense:** 9.

**Suggested sets:**

3 Energy - runes: hp or spd/hp/hp or acc.

Swift/Energy - runes: hp /hp /hp or acc.

## Wind Imp / Ralph



**Pros:** Also known as “ugly terror of the arena” Ralph, if built properly (5-6\* runes) can wipe out an entire team with the second skill. Easy to max and abundant in unknown summons, second skill is a two hits AoE that hits very hard and third skill can reach over 17K damage (search youtube for videos) also has very good speed.

**Cons:** Squishy, does his job and dies a true martyr.

**Role:** Attack

**For attack:** 8,5.

**Suggested sets:**

Fatal/Blade - runes: spd or atk/atk or crit rate/atk.

Swift/Blade - runes: atk/atk or crit rate /atk.

## Wind Warbear / Ramagos



**Pros:** Also known as “the anti-Rina”, good tanker and good hitter if he builds up enough damage to use in third skill. Easy to max skills, second skill heals and buffs defense, third skill gets the same amount of damage you endured so far and unleash in one single shot (BOOOOM, headshot!!!) and gains another turn if the enemy dies. Since last patch, the AI in defense will use third skill only if Ramagos is at 50% or less health, avoiding wasting all that damage it can cause.

**Cons:** You need to wait the right moment to use the Clean Shot.

**Roles:** Attack and defense:

**For attack:** 7.5.

**For defense:** 8.5.

**Suggested sets:**

3 Energy - runes: hp or def/hp/hp.

## Light

### Light Imp / Taru



**Pros:** Amazing fast single hitter with decent hp and the best of all imps. Easy to max skills, second skill stuns, third skill ignores defense and has increased critical chance (1HK in anything if built properly).

**Cons:** Nothing and has more hp than the wind version.

**Role:** Attack

**For attack:** 8,5.

**Suggested sets:**

Fatal/Blade - runes: spd or atk/atk or crit rate/atk.

Swift/Blade - runes: atk/atk or crit rate/atk.

## Light Howl / Shushu



**Pros:** Very similar to the water version.

**Cons:** Very similar to the water version.

**Role:** Defense

**For defense:** 8.

**Suggested sets:**

3 Energy - runes: hp /hp / hp.

Swift/Energy - runes: hp / hp / hp.

## Light Hellhound / Shamar



**Pros:** The heavenhound, a little more attack than the water version and more hp than the fire version. Easy to max skills. Second skill deals a good amount of damage, third skill stuns and debuffs attack speed.

**Cons:** Nothing.

**Role:** Attack

**For attack:** 8.

**Suggested sets:**

Fatal/Blade - runes: spd or atk/atk/atk.

