



A Hero's Life

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Introduction

First off, those who consider going for hero must be prepared to put in quite a bit of work for their faction. To sum up;

- Being looked to as an example(!);
- Finishing the hero missions;
- Getting lead in instanced events;
- Taking care of the faction's castles;
- Grinding a lot of honor events;
- Investing blue salt bonds into the faction,
- Communicating with other heroes;
- Slowly losing your sanity.

Aside from this, it's useful to keep in mind when the leadership grind for the candidate rankings is finished. There's an explanation of the voting schedule on the next page.

It is highly recommended to be sufficiently geared before trying for hero, think of 18-20k gs.

The reason for this being you'll get a massive target on your back due to your duties, e.g. during sieges due to siege skills, or open world PvP due to your ability to activate Hero Nuis or use garden authorities.

Voting schedule

Every first weekend of the month is voting weekend. The **Wednesday** before this weekend is the last day to gain leadership to get in the top 16 of the rankings to be a candidate.

At the end of the ranking period, the top 16 characters in each faction become Hero Candidates.
Requirements: Lv55+, Leadership 500+ Heroes are elected for: 00 07.07.2024 - 23 03.08

Then, **Thursday** is the withdrawal day; those who do not want to be a hero candidate can remove themselves from the rankings.

Following that, the actual voting happens on **Friday** and **Saturday**, and then the new heroes will be announced on **Sunday**.

These timings of the first weekends can vary greatly, there are two examples shown below.

July 2024						
Mo	Tu	We	Th	Fr	Sa	Su
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	1	2	3	4

September 2024						
Mo	Tu	We	Th	Fr	Sa	Su
26	27	28	29	30	31	1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	1	2	3	4	5	6

This means that the **July** example is a very short hero month, as it has a late first weekend, while August has a slightly earlier one in comparison.

September has a very early first weekend, while October has another late one, making September a long hero month.

Why this matters:

- It affects flare and flag usage; it's easy to run out early during a long month.
- In a short month there is less time to complete the hero missions.

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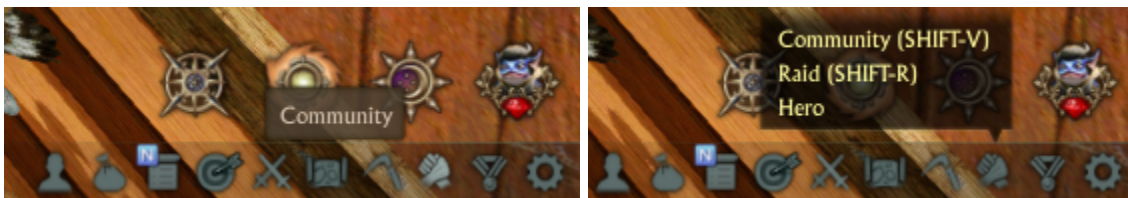
You're a hero, now what?

Once you manage to be eligible for voting and get through the voting rounds, you'll find a bunch of items in your mailbox, including the hero cloak. The amount of items depends on the grade of your cloak, see the table below.

Hero items			
Cloak grade	Erenor	Ayanad	Delphinad
Raid Flare	20	15	10
Peace Flag	12	8	5
War Flag	12	8	5
Zone Flag	5	2	0

Next up, make sure to **open the hero missions**, or any raid you lead will not count towards your progress required to acquire the reward at the end of the month. You can find the missions in the hero UI.

Each mission needs 30 gilda stars to unlock, and has a description of what to do.



Hero

Current Heroes

Candidates

Mission Status

Hero Missions

Server: ArcheRage_NA

Rewards

Active Period: 00:00 02.06.2024 - 23:59 06.07.2024

Hero

Missions made available to the heroes of the faction.

Complete quests to progress your missions and accumulate points. You will be rewarded for the total of points acquired at the end of your term.

Kill World Bosses
Lead a World Boss Raid
300

Defense Operation Support
Lead a Tower Defense Raid
300

Faction Support
Lead a raid and take a victory in the faction war, or activate the Str..
300

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In the hero missions tab you can find the rewards button to preview the rewards for the three quest completion stages.

The only reward for getting 100/100 on the missions is the 300 leadership for each.

Note: per 9.0, the amount of hero calls is reduced to 50, and leadership required to 3k.

Rewards		
Reward	Quest Objective	Acquisition Method
	World Bosses (100/90) Defense Operation Support (100/90) Faction Support (100/90)	Earning Leadership 3000 or above Using Mobilization Order 50 or above
	World Bosses (100/70) Defense Operation Support (100/70) Faction Support (100/70)	Earning Leadership 2500 or above Using Mobilization Order 50 or above
	World Bosses (100/50) Defense Operation Support (100/50) Faction Support (100/50)	Earning Leadership 2000 or above Using Mobilization Order 50 or above
Leadership ?	7142 ?	
Mobilization Orders Used	151	
The rewards will be distributed via Mail at the end of the hero's term.		
Confirm		

Generally, you will **acquire 3k leadership naturally** by just playing the game and performing your hero duties. In case you are still worried about the points, there's an overview of leadership sources on the next page.

Keep in mind that as a hero you **invest a lot of blue salt bonds** into the faction. Hero rewards therefore yield a big chunk of them for the following month, but there are many more quests to do for more. There's a table for this on the next page as well.

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Leadership sources

Events	Amount	Notes	Worldbosses	Amount	Notes	Back to Overview
Crimson Rift	10		Jola/Meina/Glenn	7	for a total of 21	
Crimson Rift 2	10		T2 JMG	7	for a total of 21	
Grimghast Rift	10		Kraken T1 / T2	20		
Grimghast Rift 2	10		Anthalon	10		
Aegis	30		Red Dragon	5	item drop	
Whalesong	30		Kadum	5	item drop	
Halcyona	10	3x a day, item drop	Black Dragon	20	and other fancy wb like Snake	
Lusca	10		Risopoda	10		
Abyssal	20	3x a week	Miscellaneous	Amount	Notes	
Yny/Cinder war	15		Thumbs up	2	twice a day	
Hero points			PvP	10	from kills and supports	
Siege win hero	100		Siege loss	30		
Siege win lead	150		Siege win player	50		
Hero mission	300	total of 900	Get thumbs	50	lowered from 50 to 10 per 9.0	
			Board quests	1	bsb required	

BSB quests

Blue Salt Bonds	Amount	Notes
Upgraded house quests	1 per house type	e.g. little witch, mushroom, beanstalk
CC quests	max 12 per day	uses lumber / iron ingot / fabric / leather
Residency quests	2 per zone	pack and material donation
Siege rewards	10 / 20 / 50	loss / win / hero win
Hero rewards	50 / 70 / 100	copper / silver / glorious reward
Yny/Cinder war	3 for winning	once per zone per day

Castle stuff

Most importantly, **only heroes can place castle parts**. The NPC in the center of the castle, next to the lodestone, has a shop where heroes can buy castle designs.



Once these designs are placed, the faction can help build the structures to gain some honor and castle contribution.

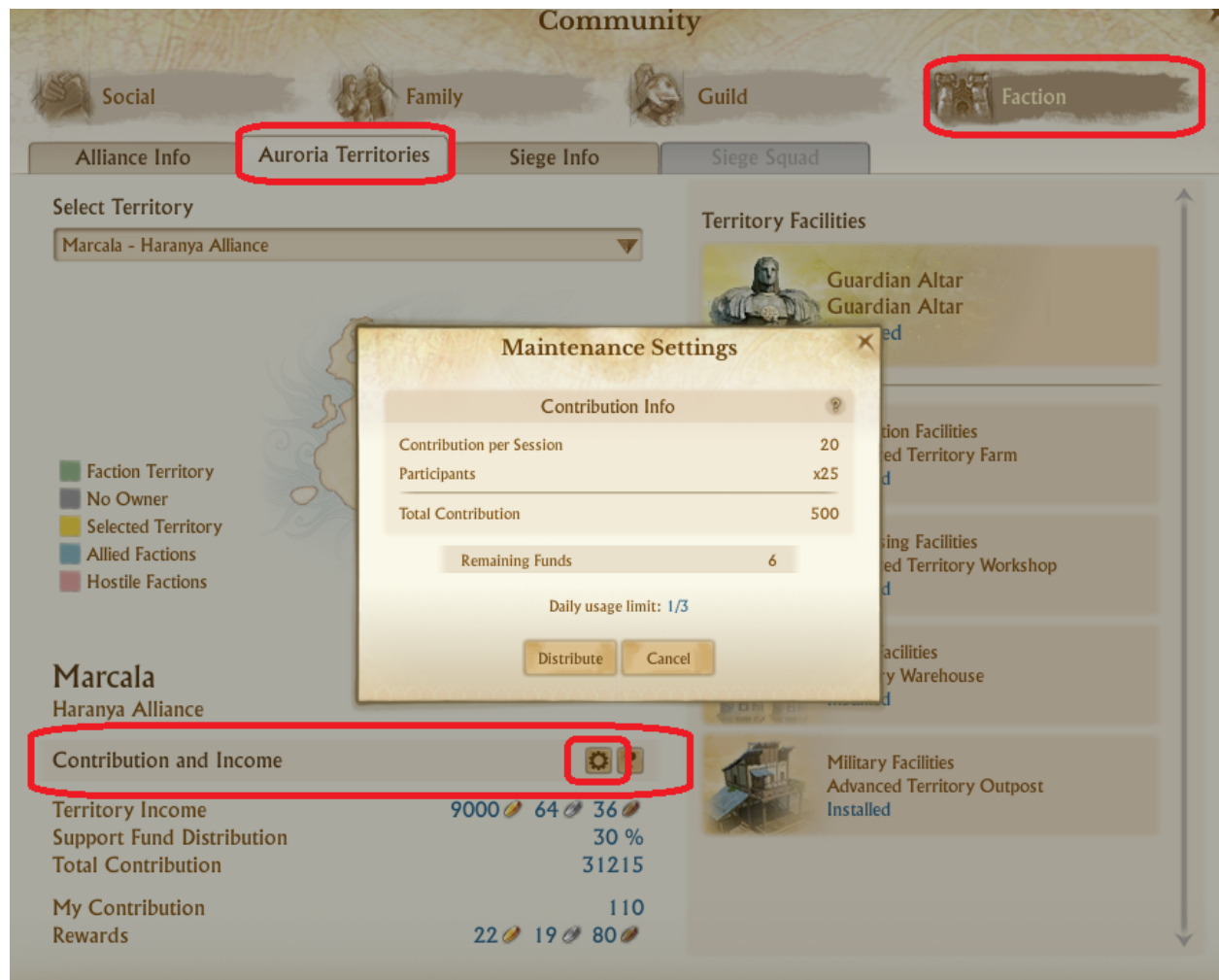
Side note: it is possible to hero call your fellow players to the faction's castles at the altar.

Activating events

There are various events that can only be activated by a hero:

- Mining event
- Warehouse event
- Water/Log event
- Polluted water event

And a hero can reward a raid with bonus contribution in the Faction UI as shown below:



Mining event

For this event, blue salt bonds need to be exchanged for a pack, which you then take to the area of the map that has all the ore nodes. Interact with the flag to start the mining event.



Players can mine unidentified ores and specific ore packs, such as copper ore packs, and bring them to the territory workshop to exchange for usable ores. It's a great event for those who still need to craft gems.

The enemy faction can steal packs and mine veins as well, so make sure people can defend their loot.

Warehouse event

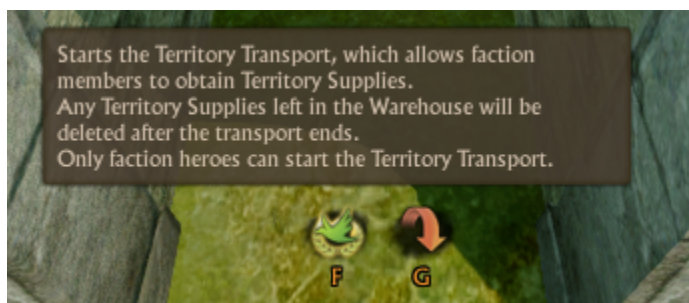
Every Wednesday an extra NPC will popup at every castle with **two quests**, next to the Territory Steward. There'll be one hero quest to activate the warehouse, and a regular quest for everyone to deliver a warehouse pack to the shore base.



There will be server notifications saying when 50, 100, 150, and 200 packs have been moved to the shore base; at every stage the castle funds will increase.

Be mindful of possible PvP as enemy factions can steal packs by salvaging them for territory pence.

Important: after a siege, the warehouse bugs out and will have the activation button available at the warehouse, do not mistakenly hit the wrong button if you do the regular quest to add a pack to the warehouse. No one will be able to do their warehouse event quest if popped after a siege.



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Water/log event

While in a castle zone it's possible to see an announcement that the workshop steward wants to talk to a hero; that is when the event can be activated. Simply interact with the NPC; it does not require any material.

To finish the event either **50 logs or 50 waters** need to be added to the crates next to the NPC. Finishing the event adds more gold to the castle funds for payouts after sieges.

Heedmar and Nuimari quests require logs, while Marcala and Calmlands quests ask for water.

Example: log event in Nuimari



[Territory Manager]
Workshop Steward

Smoldering Logs Crates
Contributions Required: 10
Owner: Haranya Alliance

Smoldering Logs for Nuimari

Collect a Smoldering Log Bundle and deliver it to the Workshop Steward. Smoldering Log Bundles can be found in Marcala or the Calmlands.

- Complete one:

- ✓ Deliver a Smoldering Log Bundle to the Workshop Steward 0/1
- ✓ Interact with the Resource Crates 0/1

Base

- ✓ XP 502
- ✓ Nuimari Territory Contribution 10

 200 Territory Pence

It is possible to add more logs or waters to the crates even without the quest active; if not enough people come to do their quest make sure to add the necessary packs to finish the event to maximize the gold output.

Polluted water event

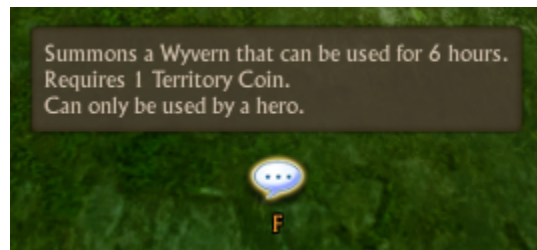
This event takes place at the same area as the mining event, lasts for seven days, and while it is active the mining event cannot take place for the entire duration. As the mining event is too good not to do, this event tends to be skipped entirely.



Castle items

Wyvern

Every 6h, one hero can grab a wyvern at their faction's castle for 1 Territory Coin.

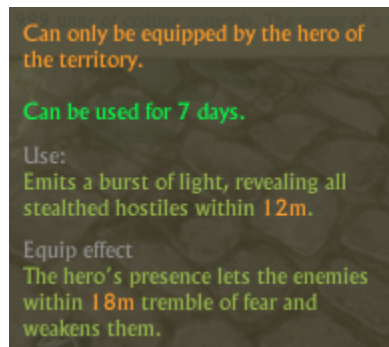


The wyvern comes with its own gear, which you could gem but you'd have to remember to remove the gems before the mount's timer of 6h is up. Then again, movement speed does not affect flying speed anyhow...

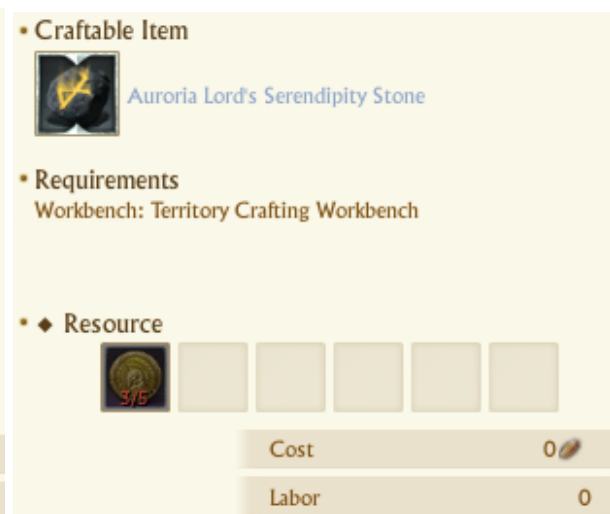
Costume

A hero can craft a special costume at the castle as well. A hero costume:

- Lasts for 7 days;
- Has slightly better stats than a regular costume;
- Requires special serendipities to choose a new stat;
- Grants an aura that debuffs the enemy;
- Can detect stealthed players when used on a skillbar.



These can be crafted at the Advanced Workbench, which is situated on the territory workshop.



Siege

A hero's main role in a siege is to lead it. Heroes have to apply for the Siege Commander position to be able to siege an enemy castle as a faction, this can be done at the siege pedestal inside the hero hall.



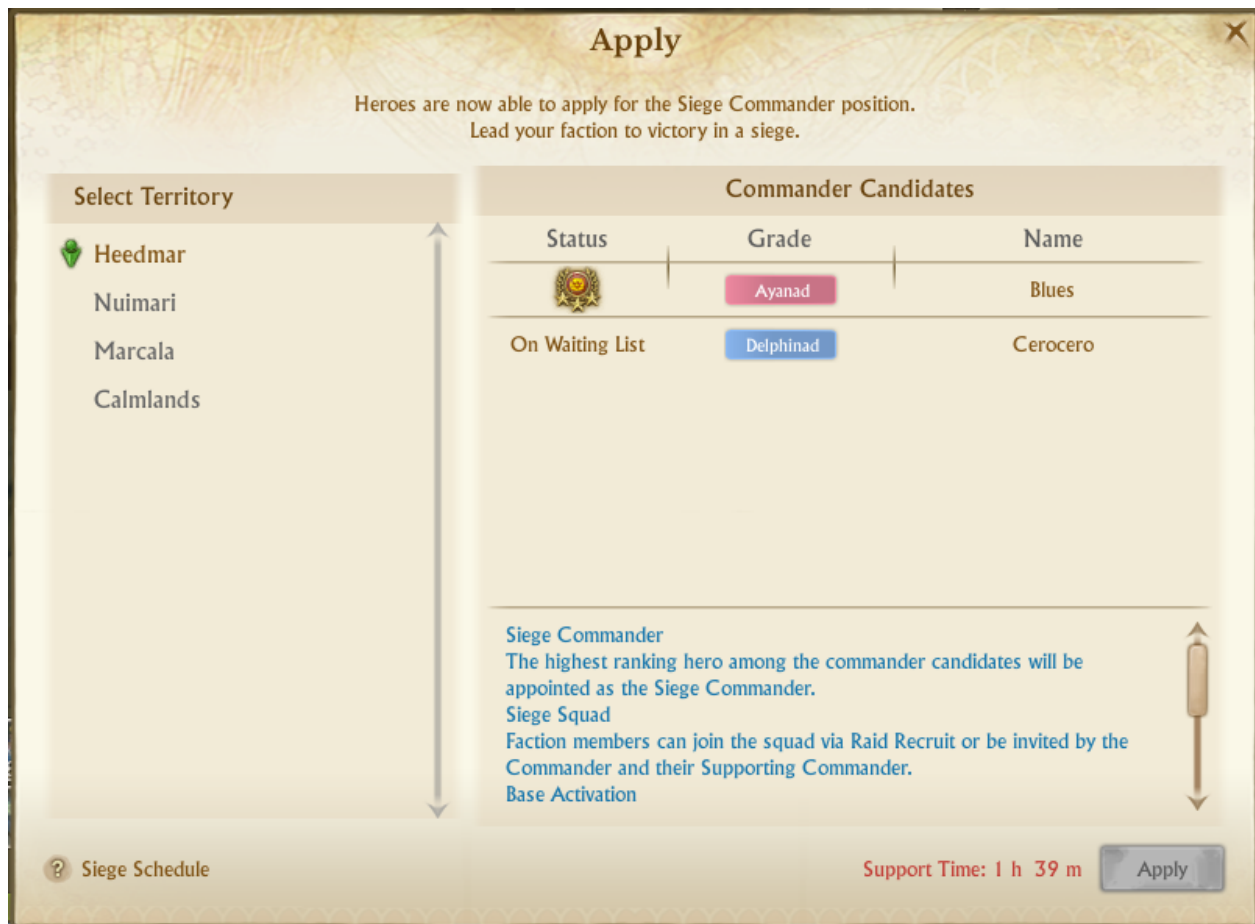
Applying can be done on Fridays from 12pm to 8pm server time.

 Every Friday 12:00 ~ 20:00	Apply for Commander Heroes can apply for the Siege Commander position during the application period, in order to form a Siege Squad. The application window will be activated on the Siege Pedestal or on the Siege Commander application button during this time. At 8:00 PM the hero with the highest ranking will be appointed Siege Commander and announced.
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Only if multiple heroes apply, the one with the highest grade cloak will get the commander position, if just one applies it's whoever applied no matter the grade.

If no hero applies for commander to attack, there will be no siege.

The application UI



Aside from leading, all heroes will also have **siege specific skills** which are vital in siege combat, such as an aoe freeze and an aoe damage reduction buff.

Before the siege starts, make sure to remove the status sensitivity keybinds so that you do not accidentally use hero skills before the fighting starts.



When on the **offensive** side of a siege, heroes have to channel orbs during the second phase, which starts after the lodestone dies. When sufficient orbs have been channeled, the siege is won. These orbs will be spread around the sieging area, outside the castle.

After a **defensive** siege, make sure to pray at the altar statue to reactivate the mailbox, workbench, etc. Provided the enemy faction did not destroy the altar, if so it needs to be rebuilt first.



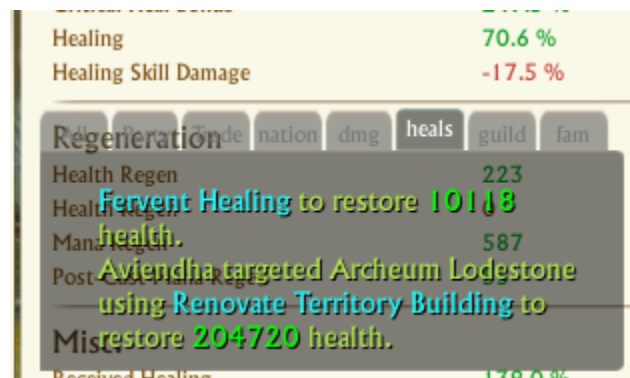
Healing the castle

After a tough siege, you will want to heal parts of the castle that took a bit of damage.

First option: use the Auroran repair tool on the lodestone, buildings, and on walls with low damage.



As you can see, the base heal is 120k, but **any hero can stack the healing % stat** to increase the heal amount on a building, a wall, or the stone.



Check the next page of how to stack the healing stat.

Second option: Any wall or tower that took heavy damage should be demo'd to build a new one in its place, as the blue salt bond cost is cheaper for rebuilding versus healing.

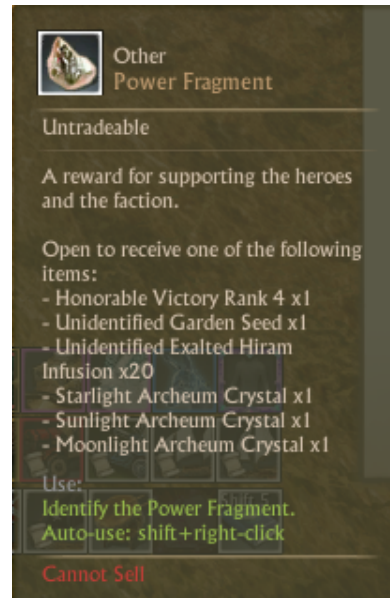
Overview of where to get healing %

Healing % sources		amount	notes
Serpentis rings		2%	possible to wear two
Orange soda		10%	doesn't stack with ancient pot
Ancient's potion		7%	doesn't stack with orange soda
Dancer happy passive		20%	apply 8 skillpoints for full effect, spam heal skills to trigger.
Soul guardian		2.10%	get a basic necklace to equip while healing the castle.
Costume		0.30%	at basic
and Undies		2.30%	at celestial
Ynys ring		2.50%	questline starts in Howling Abyss
Equipping 2H		3%	get any explorer's 2h
Honorbold's Confessor frost		3%	add lunafrost to said explorer's weapon
custom healer guild buff (lv8)		4%	change at any guild manager
Bloodthirst stacks		30%	use stealth (shadowplay) until you reach 10 stacks

Note: healers with erenor gear and erenor greatclub with 8/8 ocean frost set ofc do not need to get another 2h with the healing frost, they will have 4.5% bonus from the erenor frosts.

Garden

At the start of every war cycle, a mini boss called Salazar has the chance to spawn. If killed, a hero can pick up a power fragment, which will show as a buff which lasts an hour. Every hero in range will acquire the consumable power fragment to open for a small reward:



The flags on this map show Salazar's possible spawn locations:



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Once Salazar dies a few orbs of Authority will spawn around the map, these will yield the aforementioned power fragment.

- Heroes need to wear their cloak prior to entering Garden to be able to interact with orbs.
- Only one hero per faction can take an orb at a time.
- Not all orbs will spawn at one time.

Example orb: Shatigon's Authority



On the **previous map**, the **red** marks are possible spawns for Perdita's Authority, and the **blue** marks are for Rampolis' Authority. The other authorities spawn around the thrones in the Circle of Authority.

Once you acquire a fragment, you have to bring it to its corresponding throne. The thrones can be found at the four main garden entrances and at the Circle of Authority.

Active skill orbs:, in a circle around the thrones

Passive skill orbs: possible spawns all over Garden

Circle of Authority thrones

- Shatigon's throne
- Dahuta's throne
- Kyrios' throne
- Rampolis' throne

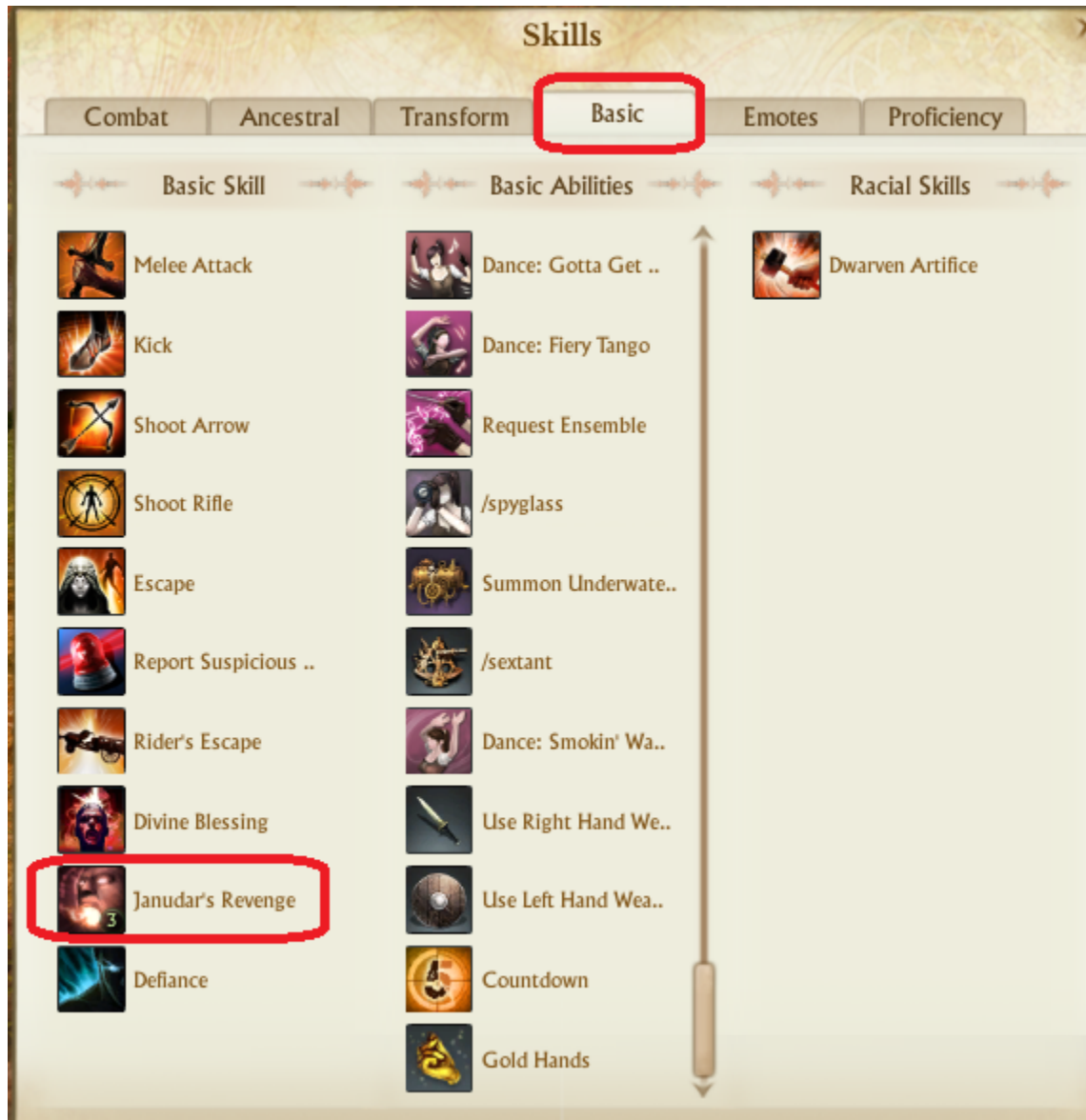
Portal thrones

Amber Ridge	Janudar's Throne
Shimmering Glade	Nebe's Throne
Radiant Ridge	Perdita's Throne
Secret Grotto	Minera's Throne

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Notes:

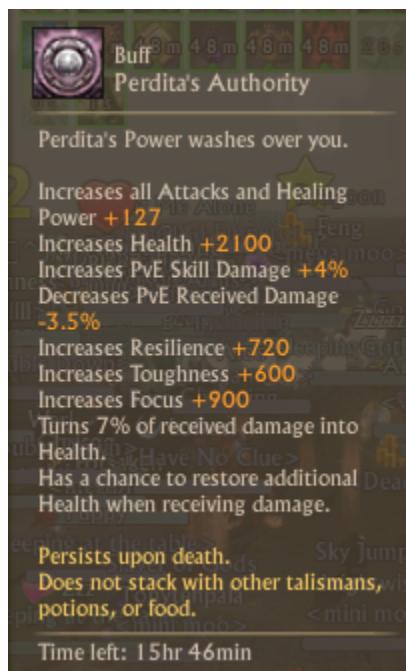
- Grants the respective authority buff which lasts 18 hours;
- The corresponding skill can be found in the basic skill tab;
- There are active and passive skills.
- Active skills have 3 charges, and a 24h period to recharge one.
-> don't pick up the same active skill within 72h if all charges have been used.



Examples of active skill:



Example of passive skill:



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Miscellaneous

Heroes can activate;

- a set amount of hero nuis per week which prevents the trauma debuff when players die and increases the nui buff granted after a PvE death. This has no cost.
- the Strength of the Faction buff to give the faction a good PvE buff. This costs 1 Blue Salt Bond per activation and it has a 4h cooldown shared with WT. Activate it in the hero hall.
- the War Time (WT) buff to grant the faction a PvP buff. This costs 1 Blue Salt Bond per activation and it has a 4h cooldown shared with SotF. Activate it in the hero hall.

Achievements

There are a few achievements related to being a hero but they only reward you with gilda.



Custom hero things

Longest sitting heroes get a special statue in Diamond Shores on the Heroes Alley. Anyone who's been a hero for 12 full months will get special custom rewards as well, such as a special cloak and furniture items.

For detailed info, check out the [Heroes Alley forum page](#).

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Per 9.0, the hero cloak has been adjusted to where players can choose the cloak skin and which five stats they want on their cloak.