

Introduction

Mining already has a skill tree, and it's been confirmed that Foraging is going to get one when the update drops. So, I figured Combat could use one too. So, the Heart of the Warrior was born. It's a somewhat generic name, but I wanted it to match up with Heart of the Forest and Heart of the Mountain.

Heart of the Warrior

Heart of the Warrior is a combat skill tree upgraded using Warrior Tokens, which are unlocked from major quests and from leveling the Combat skill.

The tree has 3 main branches - mage, berserk, and archer. These branches then have their own sub-classes. Before it splits up into 3 branches, though, there's the main body of the tree. This is a single path with optional sections to the side.

This main path is unlocked when reaching Combat I, with the split path being unlocked at Combat 30.

Warrior Tokens

By default, a token is unlocked every 5 Combat levels, which means that there are only 12 tokens unlocked from the skill. However, more tokens can be obtained for other sources. Notably, one token is obtained from every Reputation milestone in the Crimson Isle. So, this means an additional 8 tokens can be obtained from maxing out both factions.

Tokens can also be obtained from major quests. These include the Bartender's Kill Zombies quest, the Lone Adventurer's quest, and Grandma Wolf's quest. One token is also obtained after beating major bosses - Arachne, the Ender Dragon (any type), Kuudra, and Necron (both F7 and M7) all reward Warrior Tokens. Three additional tokens can also be obtained from upgrading one of the perks.

This means the total number of tokens obtainable is 23. This isn't that many - there are 58 perks available. Heart of the Mountain also has a maximum of 23 tokens available (50 from leveling, 4 from Peak of the Mountain). So, players should choose their perks carefully. Each token grants +1 Skyblock XP when used.

The Heart of the Warrior tree can be reset at any time, refunding all tokens. It costs 100,000 coins to reset. All Skyblock XP is removed. The Warrior's Peak is not reset, similarly to the Peak of the Mountain.

Unlike Heart of the Mountain, there is no powder associated with the Heart of the Warrior tree. So, perks cannot be upgraded. There is a Peak of the Mountain equivalent with 20 tiers, though, as well as three "Mastery" tiers that can be upgraded up to 50 times.

The Tree

The "Mastery" tiers can be upgraded up to 40 times for a coin and material cost. Mage uses Enchanted Glowstone, Wizard uses Enchanted Rotten Flesh, and Archer uses Enchanted Gunpowder. Each tier costs 1,000,000 + 1,000,000**Tier* coins and 16 + 16**Tier* materials. Every upgrade increases the damage by +0.5%, making the maximum buff +20% damage. All damage increases are multiplicative.

The Warrior's Peak is unlocked at Tier 1, and can be upgraded to Tier X for a cost of Combat XP. It costs 2,500,000 + NextTier XP to upgrade, with XP being deducted from your Combat Level (you can lose a combat level and the skyblock xp associated with it). Each tier grants a unique buff as well as Skyblock XP. These buffs are explained later.

Players are not locked to one tree - you can purchase perks from different trees. However, this is not really optimal because of how few tokens you get. It will also result in -10% damage of all types.

Berserk Mastery I
Grants +0.5% Melee Damage

	Mage Mastery I Grants +0.5% Magic Damage	
Increase Wither Impact's radius by +1 block.	All pets gain +5 Ability Damage.	Spirit Mask's Second Wind now also resets your Intelligence when activated.
	The Loving reforge provides an additional +80 Ability Damage.	
Cyrtokinetic Wand's Gravity Storm radius is increased by +1 block.	+20% Ability Mana Cost	Wither Shield takes 25% less of your mana when damaged.
	Gain +2 Intelligence per Alchemy and Enchanting level.	
Ice Spray Wand's Ice Spray effect	All Helmuets gain +10%	Reduce the mana cost of using

Midas Sword's Greed cap is increased by an additional 200 million coins.	The Withered reforge provides +1 additional Strength per Catacombs level.	Dark Claymore gains an additional +50 Critical Damage.
	+0.6 Swing Range	
Warden Helmet's Brute Force grants +24% Base Weapon Damage for every 50 Speed removed.	15 additional stacks of Dominus can be achieved while wearing full Crimson armor. These bonus stacks do nothing and decay twice as fast. Reaching 25 stacks causes Swope to cast twice.	Gain permanent Speed IV and Haste IV in all runes, including Instanced content.
	Gain +2 Strength per Mining and Foraging level.	
Lethality reduces defense by an additional 1% per health, per tier.	The Fabled reforge's random damage bonus now provides up to 25% extra damage.	Heat-Seeking Bone and Petal Barrage both bounce to one additional target, per projectile.
	+10% Melee Damage, +80% Mage Damage, +50% Bow Damage	
Your first hit on an enemy grants 1x Last for Blood stacks.	Grants +30% Bonus Attack Speed on all swords.	Increases the speed cap to 450.
Ragnarok spawns an additional 2 Zombie minions.		Venomous stacks an additional 8 times. The first hit counts as 1 stacks.
While using the Weapons Master		Halves the health cost of

	Archer Mastery I Grants +0.5% Bow Damage	
Duplex has a 50% chance, per level, to fire an additional arrow.	+50% additional chance to not consume arrows.	Critical Chance is 30% effective while using a Terminator.
	All headshots now deal an additional +15% damage.	
Having 10 Hydra Strike stacks increases your Ferocity by +50.	+30% additional chance to not consume arrows.	Last Breath shots reduce a mob's defense by 12%.
	Gain +2 Critical Damage per Fishing and Farming level.	
All damage dealt in Hits is	All shortbows have their Shot	All bows can hit Endermen.

Increases damage dealt by an additional 5%.	Intelligence.	Jerry-Chine Gun by 50%.			perk as Berserk. Ferocity works but is 50% effective.		abilities.	doubled.			Cooldown reduced by 0.1s.	
	+10% Mage Damage, -10% Melee Damage, -10% Bow Damage				Throwing Axe deals an additional 50% damage.	+1.4 Swing Range	Increases the effectiveness of First Strike and Triple Strike by 50%.				+10% Bow Damage, -10% Melee Damage, -10% Mage Damage	
Reduce all ability cooldowns by 15%.	Your abilities deal +10% damage to Minibosses.	Increases your Mana Regen by +15% while outside of Dungeons.	Your magic damage ignores 20% of a mob's Magic Damage resistance.			+10% Melee Damage, -10% Mage Damage, -10% Bow Damage		The Snipe enchantment's damage bonus is doubled.	Deal +10% damage to bosses.	Your arrows deal +5% damage to mobs on fire.	All legendary bows gain +5 Magic Find. All epic bows gain +5 Magic Find.	
Damage dealt by Thunderstorm is now multiplied by (1 + INT/5,000).				-10% Ability Mana Cost	+10% Mage Damage, -10% Melee Damage, -10% Bow Damage	The Warrior's Peak I	+10% Bow Damage, -10% Melee Damage, -10% Mage Damage	+10% chance to not consume arrows.				Rapid Fire fires 1 additional arrow per second.
Reduces Thunderstorm's cooldown by 200 seconds.	Increases your Mana Regen by +10% while in Dungeons.	Increase Mage Staff's damage by +10%.	Reduce Gilded Sheep's cooldown by 15s.		Grants +50 Critical Damage.			Reduces Explosive Shot's cooldown by 10s.	Doubledshot now provides a 0.5% (base), 1% chance to fire a third arrow.	Explosive Shot fires two additional arrows.	While in Dungeons, gain +1.2 Critical Chance per Archer class level.	
					Grants +5 Combat Wisdom.							
					Decreases the cost of applying Reforge Stones by 5%.							
					Grants +1 Accessory Bag slot.							
					Grants +10 Strength.							
					+Warrior Talisman If common accessory - grants +1.2 Combat Wisdom per Warrior Token spent)							

The Warrior's Peak

The Warrior's Peak is similar to the Peak of the Mountain. It has 10 tiers, and is upgraded using Combat XP. Each tier grants a new perk as well as Skyblock XP. The Warrior's Peak 1 provides no Skyblock XP and has no Combat XP cost. It also does not require a Warrior Token to unlock.

Tier	Perk	Skyblock XP	Cost
I	+2 Combat Wisdom	0	FREE
II	+1 Magic Find	50	5,000,000 Combat XP
III	+2% damage against bosses.	75	7,500,000 Combat XP
IV	+1% essence from all sources while in Dungeons.	75	10,000,000 Combat XP
V	+1 Warrior Token	100	12,500,000 Combat XP
VI	+4 Combat Wisdom	100	15,000,000 Combat XP
VII	+2 Magic Find	125	17,500,000 Combat XP
VIII	+4% damage against bosses.	150	20,000,000 Combat XP
IX	+2% essence from all sources while in Dungeons.	175	22,500,000 Combat XP
X	+2 Warrior Tokens	200	25,000,000 Combat XP