

Global Nodes

- Warning: A 3rd Special Attack has been Activated
- Champion Boost - 200% Attack & Health
- Health - 400% Health
- No Retreat - When the attacker dashes back they gain a degen timer for 1.2 seconds. Dashing back again while the degen timer is active causes a passive degen, dealing 200% of the defender's attack as direct damage over 5 seconds

Path1

Joe-Fixit (22180)

- Stacked Deck
 - Joe Fixit's Double Down ability becomes permanent
- True Strike
 - Attacks ignore Armor, Resistance, and Evasion

Mordo (21980)

- Explosive Personality
 - When the Defender Blocks an attack, they activate an Armor Up Buff, boosting Armor by 25%. Upon reaching 5 stacks of Armor Up generated by Explosive Personality, Armor Up stacks explode and remove 25% of the Attacker's Max Health
- Feats of Power
 - When above 1 bar of power, gain a Fury. When at 2 bars of power, gain Precision. When at 3 bars of power, gain Cruelty.

Hawkeye (22480)

- Bloodletting
 - Increased durations of bleeds by 100%
- Do You Bleed
 - This defender takes 100% less damage from any sources except Bleed.

Hulk (22620)

- Aggression Fury
 - Every 2 seconds on a timer, gain a fury passive increasing attack by 50% per stack. When struck, reset the timer and remove a fury
- Aspect of Genesis
 - Once per fight when this defender drops below 15% health, they regenerate 24% health over 6 seconds and nearby attackers and nearby Attackers Degenerate or Regenerate the inverse amount.

Civil Warrior (23330)

- Arc Overload
 - Every 20 seconds, this defender triggers an arc overload, gaining an armor up buff, which increases armor by 25%, and a regen buff that heals 25% of max health. These buffs last six seconds.
- Bubbleshield

- Each blocked attack reduces block proficiency by 6%, after 10 attacks the next attack is unblockable

Winter Soldier (23020)

- Limber
 - Each time the defender receives a stun debuff they reduce the duration of further stun debuffs by 20%
- Masochism
 - Every 7 seconds, the next debuff triggered on this champion is immediately removed, each time this effect triggers, they regenerate 5% max health

BOSS (Sabretooth) (54400)

- Decimation
 - Starts the fight with a Fury Buff against Mutant Champions granting 15%+ Attack Rating
- Oscillate
 - Every 15 seconds, the Defender alternates between a Fury passive and an Armor Up/Crit Resistance passive increasing armor and Crit Resist by 300%
- Optimist
 - Gains Fury, Armor Up and Health Steal as long as they remain below 25% HP
- Indomitable
 - Whenever the Defender's healing abilities would be reversed, they are instead only Heal Blocked

Path 2

Joe Fix-It (22180)

- Stacked Deck
 - Joe Fixits Double Down ability becomes permanent
- True Strike
 - Attacks ignore Armor, Resistance, and Evasion

Rocket (21730)

- Enhanced Special 2
 - Special 2 deals 20% more damage and cannot be blocked
- Power Start 2
 - Start with 2 bars of power

Rhulk (22650)

- Pessimist
 - Gain fury, armor up and health steal, as long as they are above 75% health.
- Vigor
 - Every 15 seconds after the start of the fight, the defender regenerates 50% of base health over 5 seconds. The timer refreshes when the defender reaches intervals of 25% missing health.

Sym Supreme (22940)

- Aspect of Evolution
 - Whenever the defender fills a bar of power, they raise their attack, armor, critical rating, critical resistance, block penetration, power rate and ability accuracy by 5% for the remainder of the fight
- All or Nothing
 - This champion stores power until their third special attack is ready

Abomination (23120)

- Toxic Splash
 - Activating a special attack allows the defender to remove all poison stacks on the attacker, dealing 65% of attack as direct damage for each debuff immune
- Sadist
 - This defender gains 50% attack for each debuff

Domino (23350)

- Strike back
 - When damaged by a special attack, this enemy gains one bar of power
- Static Blast
 - An aura of electricity drains 50% of the attackers power whenever the defender launches a special. Special attacks power burn 100% of the attackers power. Blocking the special attack reduces the power burn damage by half.

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Path 3

Elektra (23930)

- Enhanced Special 1
 - Special 1 deals 30% more damage and can't be blocked
- No Loose Ends
 - Elektra's signature ability is enhanced against enemies with 50% or less health

Void (24660)

- Overcoming Fear
 - Fear of the Void activates at the start of the fight for 30 seconds against Avengers
- Enhanced Special 2
 - Special 2 deals 20% more damage and cannot be blocked

Killmonger (24860)

- Fearless
 - 70% chance to purify debuffs and instantly regenerate 4% health per debuff if Vibranium armor is active
- Empathetic Lock 2
 - All heal block, power lock, and fate seal debuffs are automatically shared with the attacker for 7 seconds. Attacker begins the fight with these three for 15 seconds

Netflix Daredevil (25050)

- Honed Radar Sense
 - Daredevil's training in the environment has reached 100% perfect radar sense
- Limber
 - Each time the defender receives a stun debuff they reduce the duration of further stun debuffs by 20%

Thor Jane Foster (25460)

- Power Leak
 - 50% for critical hits to cause power to leak from opponents over time
- Resistor
 - When struck with an energy or physical attack, activate a corresponding resistance buff, increasing respective resistance by 20%. When an energy resistance buff is activated, remove a physical resistance buff and vice versa

Ronan (25250)

- Enhanced Special 1
 - Special 1 deals 30% more damage and can't be blocked
- Stun Immunity
 - Immune to stun

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 - Every 15 seconds, the Defender alternates between a Fury passive and an Armor Up/Crit Resistance passive increasing armor and Crit Resist by 300%
- Optimist
 - Gains Fury, Armor Up and Health Steal as long as they remain below 25% HP
- Indomitable
 - Whenever the Defender's healing abilities would be reversed, they are instead only Heal Blocked

Path 4

Elektra (23930)

- Enhanced Special 1
 - Special 1 deals 30% more damage and can't be blocked
- No Loose Ends
 - Elektra's signature ability is enhanced against enemies with 50% or less health

MorningStar (24820)

- Master of the Sword
 - If Morningstar has less than 2 souls, she gains 1
- Oppressive Curse
 - When Morningstar is blocked she gains a soul charge. Slight delay between oppressive curse activations

Archangel (24590)

- Caustic Temper
 - The defender has a 50% chance to inflict poison when struck, dealing 15% of the attackers max health over 10 seconds. Additionally, if the attacker has no fury buffs, the defender takes 90% less damage
- Bloodletting
 - Increased durations of bleeds by 100%

Punisher (OG) (24870)

- Aggression Fury
 - Every 2 seconds on a timer, gain a fury passive increasing attack by 50% per stack. When struck, reset the timer and remove a fury
- Bane 2
 - Whichever champion lands the first hit, will place a Curse on the opposing champion. Which deals 1% of their current health as direct damage per second. Whenever the champion with the curse strikes the other champion, or if the curse has been on the same champion for 10 seconds, it passes to the other champion

Bishop (25550)

- Chronal Anchor
 - Opponents are petrified for 1 second after they fill a bar of power, reducing their regeneration and power gain effectiveness by 80%
- Energy Conduit
 - Start the fight with +2 prowess, and 8% power

Ghost (25460)

- Opportunist 3
 - This defender gains 50%+ for each buff on them
- Aggression Fury
 - Every 2 seconds on a timer, gain a cruelty passive increasing critical damage by 150% per stack. When struck, reset the timer and remove a cruelty

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- Optimist
 - Gains Fury, Armor Up and Health Steal as long as they remain below 25% HP
- Indomitable
 - Whenever the Defender's healing abilities would be reversed, they are instead only Heal Blocked

Path 5

Elektra (2393)

- Enhanced Special 1
 - Special 1 deals 30% more damage and can't be blocked
- No Loose Ends
 - Elektra's signature ability is enhanced against enemies with 50% or less health

Doc Ock (26529)

- Aggression Regeneration
 - Every 2 seconds on a timer gain a regeneration passive that heals for .25% of health every second per stack. When struck, reset the timer and remove a passive regen stack
- Stun Immunity
 - Immune to Stun

Night Thrasher (26420)

- Utility Belt
 - Night Thrasher's Special 1 releases all three gadget debuffs at once and can be inflicted when blocked
- Insecurity
 - Whenever taunt is applied on the attacker, it drains 50% of their power over 3 seconds

Kingpin (26679)

- Oscillate
 - Every 15 seconds, the Defender alternates between a Fury passive and an Armor Up/Crit Resistance passive increasing armor and Crit Resist by 300%
- Redoubled Determination 3
 - For each debuff the defender gains +65% attack and +20% power gain. Bleed, poison and armor break debuffs count twice for this effect

Yellowjacket (26960)

- Power Sting 3.0
 - Opponents of Yellowjacket face an upgraded power sting that lasts forever
- Enhanced Special 1 & Special 1 bias
 - Special 1 deals 30% more damage and can't be blocked

Ghost Rider (27310)

- Spirit of Justice
 - Ghost Rider gains +50% judgment accuracy
- Aspect of Evolution
 - Whenever the defender fills a bar of power, they raise their attack, armor, critical rating, critical resistance, block penetration, power rate and ability accuracy by 5% for the remainder of the fight

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- Optimist
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- Indomitable
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Path 6

Agent Venom (23500)

- Overreach (Fury) 3
 - When the attacker has 2 or more fury buffs, the defender slowly accumulates power over time and gains 150% attack. While the attacker has 0 fury buffs, the defender gains 20% ability accuracy
- Bane of Damballah
 - The defender deals 50% additional damage and has 10% lifesteal as long as the attacker is under a beneficial

IMIW (23530)

- Oscillate
 - Every 15 seconds, the Defender alternates between a Fury passive and an Armor Up/Crit Resistance passive increasing armor and Crit Resist by 300%
- Redoubled Determination 3
 - For each debuff the defender gains +65% attack and +20% power gain. Bleed, poison and armor break debuffs count twice for this effect

Gwenpool (23430)

- Biohazard
 - When struck, 20% chance to inflict bleed, dealing 100% of attack as direct damage over 7.5 seconds. When blocking an attack, 50% chance to inflict poison, dealing 100% of their attack over 7.5 seconds
- Safeguard
 - Prevents champion from losing more than 1% health from a single source

Green Goblin (23700)

- Power Start 2
 - Start with 2 bars of power
- Cornered 2
 - Whenever a damage over time debuff is applied to the defender, they gain 200% more power for the duration of that debuff

War Machine (24190)

- Protection Shielding 2
 - If the defender would lose more than 4% health from a single source, that damage is capped and the protection shield shuts down for 8 seconds
- Transducer
 - The defender awards more power when struck, but its presence drains the attackers power

Hood (24320)

- Dismay
 - Whenever the attacker loses their achieved combo they gain a degeneration debuff that deals damage every second equal to 10x the lost combo
- Bane 2
 - Whichever champion lands the first hit, will place a Curse on the opposing champion. Which deals 1% of their current health as direct damage per second. Whenever the champion with the curse strikes the other champion, or if the curse has been on the same champion for 10 seconds, it passes to the other champion

BOSS (Sabretooth) (54400)

- Decimation
 - Starts the fight with a Fury Buff against Mutant Champions granting 15%+ Attack Rating
- Oscillate
 - Every 15 seconds, the Defender alternates between a Fury passive and an Armor Up/Crit Resistance passive increasing armor and Crit Resist by 300%
- Optimist
 - Gains Fury, Armor Up and Health Steal as long as they remain below 25% HP
- Indomitable
 - Whenever the Defender's healing abilities would be reversed, they are instead only Heal Blocked

Path 7

Agent Venom (23500)

- Overreach (Fury) 3
 - When the attacker has 2 or more fury buffs, the defender slowly accumulates power over time and gains 150% attack. While the attacker has 0 fury buffs, the defender gains 20% ability accuracy
- Bane of Damballah
 - The defender deals 50% additional damage and has 10% lifesteal as long as the attacker is under a beneficial

Red Skull (23700)

- Aspect of Death
 - As this defender activates a special attack, their successful hits become lethal for 4 seconds, plus 1 additional second for each knocked out hero on the attackers team
- Tyranny
 - Villains in this arena gain absolute power. Heroes cannot gain power.

Iron Patriot (23600)

- Aggression Armor
 - Every 2 seconds on a timer, gain an armor up passive increasing armor by 50% per stack. When struck, reset the timer and remove an armor
- Enhanced Special 1
 - Special 1 deals 30% more damage and can't be blocked

Punisher 2099 (23970)

- Maximum Overdrive
 - When Punisher 2099's battery reaches intervals of exactly 25%, he gains 25% of his max power over 5 seconds.
- Overreach (Fury) 3
 - When the attacker has 2 or more fury buffs, the defender slowly accumulates power over time and gains 100% attack. While the attacker has 0 fury buffs, the defender gains 20% ability accuracy

Nebula (24000)

- Power Drain
 - Special Attacks drain up to 100% power
- Power Gain
 - Increase all power gain by 100%

Gambit (24270)

- Aggression Regeneration
 - Every 2 seconds on a timer gain a regeneration passive that heals for .25% of health every second per stack. When struck, reset the timer and remove a passive regen stack
- Pessimist

- Gain fury, armor up and health steal, as long as they are above 75% health.

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- Oscillate
 - Every 15 seconds, the Defender alternates between a Fury passive and an Armor Up/Crit Resistance passive increasing armor and Crit Resist by 300%
- Optimist
 - Gains Fury, Armor Up and Health Steal as long as they remain below 25% HP
- Indomitable
 - Whenever the Defender's healing abilities would be reversed, they are instead only Heal Blocked

Path 8

Moon Knight (25540)

- Can't Touch This
 - The defender has a passive 50% chance to evade all attacks in addition to any base ability
- Critical
 - +100% critical damage

Howard the Duck (27660)

- Aspect of War
 - At the start of the fight, the attacker's block proficiency begins to decay to 0 over 50 seconds and this defender is unblockable against attackers with 0 block proficiency. Additionally, this defender gains unstoppable and stun immunity for 6 seconds when activating a special. The unstoppable is removed prematurely if the player intercepts any dash or heavy attack
- Backup Recover 3
 - When brought below 50% health the defender gains a burst of 30% power. If a reduction to ability accuracy prevents this the defender instead recovers 25% of their max health

Luke Cage (27970)

- Reborn
 - Luke's soul still has some kick, providing indestructibility every 5 combo hits
- Encroaching Stun
 - Every 20 seconds the attacker becomes stunned for 3 seconds unless they are performing a special attack when the timer expires. During the stun the attackers armor rating is doubled

Korg (28070)

- Feats of Power
 - When above 1 bar of power, gain a Fury. When at 2 bars of power, gain Precision. When at 3 bars of power, gain Cruelty
- Force of Will
 - The defender is immune to ability accuracy modifications

Vulture (28290)

- Prey on the Weak
 - Gains power whenever an opponent's beneficial effects expire
- Aspect of Nightmares
 - Attackers degenerate 50% health over 12 seconds but then regenerate 50% health instantly

Omega Red (28100)

- Aggression Regeneration
 - Every 2 seconds on a timer gain a regeneration passive that heals for .25% of health every second per stack. When struck, reset the timer and remove a passive regen stack
- Cornered 2
 - Whenever a damage over time debuff is applied to the defender, they gain 200% more power for the duration of that debuff

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- Decimation
 - Starts the fight with a Fury Buff against Mutant Champions granting 15%+ Attack Rating
- Oscillate
 - Every 15 seconds, the Defender alternates between a Fury passive and an Armor Up/Crit Resistance passive increasing armor and Crit Resist by 300%
- Optimist
 - Gains Fury, Armor Up and Health Steal as long as they remain below 25% HP
- Indomitable
 - Whenever the Defender's healing abilities would be reversed, they are instead only Heal Blocked

Path 9

Moon Knight (25540)

- Can't Touch This
 - The defender has a passive 50% chance to evade all attacks in addition to any base ability
- Critical
 - +100% critical damage

Guillotine (25580)

- Well of Souls
 - Guillotine's soul charges never expire and new souls join her cause throughout the fight
- Power Seal
 - One touch of the Soul Sword seals the flow of power in opponents almost permanently

Psylocke (25580)

- Power Drain
 - Special Attacks drain up to 100% power
- Power Gain
 - Increase all power gain by 100%

Mephisto (26390)

- Spite
 - While opponents have active buffs, this champion activates Spite, generating 18% power per second, and Special Attacks have a 100% chance to be unblockable
- Fire of Hades
 - At the start of the fight and every 30 seconds, Mephisto activates aura for 10 seconds

Rhino (26570)

- Aggression Armor
 - Every 2 seconds on a timer, gain an armor up passive increasing armor by 50% per stack. When struck, reset the timer and remove an armor
- Vigor
 - Every 15 seconds after the start of the fight, the defender regenerates 50% of base health over 5 seconds. The timer refreshes when the defender reaches intervals of 25% missing health.

Sentry (26820)

- Other Half
 - After a Special 3, Sentry inflicts Fear of the Void. Fear of the Void combines agility, weakness and petrify debuffs as well as increasing Sentry's attack rating by 50% for 40 seconds
- All or Nothing
 - This champion stores power until their third special attack is ready

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- Oscillate
 - Every 15 seconds, the Defender alternates between a Fury passive and an Armor Up/Crit Resistance passive increasing armor and Crit Resist by 300%
- Optimist
 - Gains Fury, Armor Up and Health Steal as long as they remain below 25% HP

- Indomitable
 - Whenever the Defender's healing abilities would be reversed, they are instead only Heal Blocked

Path 10

Moon Knight (25540)

- Can't Touch This
 - The defender has a passive 50% chance to evade all attacks in addition to any base ability
- Critical
 - +100% critical damage

Cable (25550)

- Extinction Protocol
 - The inevitable extinction protocol grants the defender up to 200% attack based on how full the attackers power bar is. Each time the defender activates a special attack, their power rate increases by 15% for the remainder of the fight
- Kinetic Transference 3
 - Blocked attacks cause the defender to gain 10% power. If the blocked attack dealt zero damage, the amount of power gained is doubled

Cyclops (Red) (25690)

- Enhanced Special 1
 - Special 1 deals 30% more damage and can't be blocked
- Kinetic Reaction
 - This enemy generates power when striking a blocking target

X-force Deadpool (25740)

- Enhanced Special 2
 - Special 2 deals 20% more damage and cannot be blocked
- Redoubled Determination 2
 - For each debuff the defender gains +50% attack and +15% power gain. Bleed, poison and armor break debuffs count twice for this effect

Magneto (Red) (26040)

- Masochism
 - Every 7 seconds, the next debuff triggered on this champion is immediately removed, each time this effect triggers, they regenerate 5% max health
- Strike back
 - When damaged by a special attack, this enemy gains one bar of power

Taskmaster (26140)

- Termination Contract
 - Gains a 30% chance to evade against his current Exploit Weakness target
- Thunderbolt

- Current Exploit Weakness target attack becomes Unblockable

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- Optimist
 - Gains Fury, Armor Up and Health Steal as long as they remain below 25% HP
- Indomitable
 - Whenever the Defender's healing abilities would be reversed, they are instead only Heal Blocked