

Summoners War: Dimension Guardians (12th Anniversary Concept)

A comprehensive master design document detailing the integration of the six Dimension Hole bosses as exclusive, playable PvP/PvE units. This document covers the universal mechanics, prerequisites, and specific kits for each Guardian.

Universal Mechanics & Prerequisites

The Prerequisite: Dimensional Monuments

Before a player can access a Guardian's fusion recipe, they must construct the Guardian's specific monument (e.g., Monument of the Beast, Monument of the Spirit) on their Sky Island. These require claiming victory from Level 5 of their respective dimensions.

The "Guardian Limit" Rule

Only **ONE** Dimension Guardian can be placed on any team (Arena Offense/Defense, Guild Siege, RTA, Dungeons). Their overlapping synergies are too powerful to allow multiple Guardians on the same battlefield.

Universal Base Skills (Applicable to all Guardians)

Skill Name	Effect Description
Ancient Strike (Skill 1)	Attacks all enemies . The attack ignores all effects that resist death (Endure, Soul Protection, etc.). <i>Each Guardian applies a unique debuff/effect with this attack.</i>

Skill Name	Effect Description
<p>Principle of Causality (Skill 2 - Passive)</p>	<p>Your Attack Speed increases each time you or your allies are attacked by an enemy. The accumulated Attack Speed increase resets at the start of your turn. Additionally, your Attack Power permanently increases by 5% each time you take a turn (Stacks up to a maximum of 100%).</p>
<p>Dimensional Shift (Skill 5 - Passive)</p>	<p>Revival 1: Upon receiving a fatal blow, instantly revives with 60% HP, clears all debuffs, immediately gains a turn, and enters Phase 2.</p> <p>Revival 2: Upon receiving a second fatal blow, instantly revives with 30% HP, clears all debuffs, immediately gains a turn, and enters Phase 3.</p> <p>Upon reviving this way a second time, the guardian cannot be revived again by any means for the rest of the battle if it is dealt a third fatal blow</p> <p><i>Note: Does not activate if killed by an Anti-Revive skill or while under the Oblivion effect.</i></p>

1. Karzhan (The Beast Guardian)

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 Element: Wind

- **Role:** HP / Bruiser
- **Fusion Recipe:** 2A Belladeon, 2A Ursha, 2A Bernard, 2A Lulu

Unique Mechanics

- **Ancient Strike:** Decreases Defense for 2 turns (50% chance). Damage scales with MAX HP.
- **Unity of Karzhan (Passive):** Allies have a 50% chance to remove 1 beneficial effect on the enemy when attacking. Your attacks will not land as Glancing Hits as long as you have living allies.

Phase Evolutions

Phase 1: Power of Beast - Soar (Passive)

Stuns the enemy for 1 turn if your attack lands as a Critical Hit. Additionally, increases the Attack Bar of one random ally by 30% after you attack an enemy.

Phase 2: Power of Beast - Hunt (Active - 4 Turn CD)

Attacks the targeted enemy alongside two allies. The damage inflicted by Karzhan during this attack is increased proportionate to his lost HP.

Phase 3: Power of Beast - Vigor (Active - 5 Turn CD)

Attacks all enemies to decrease their Attack Power for 2 turns and stun them for 1 turn. The cooldown time of this skill resets if an enemy is defeated by this attack. Damage scales with MAX HP.

2. Ellunia (The Spirit Guardian)

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Element: Water
- **Role:** Support / Speed Controller
- **Fusion Recipe:** 2A Fairy, 2A Pixie, 2A Living Armor, 2A Frankenstein

Unique Mechanics

- **Ancient Strike:** Decreases Attack Power for 2 turns (50% chance).
- **Unity of Ellunia (Passive):** Decreases the skill cooldown times of all allies by 1 turn

whenever you get a turn. When an ally takes a turn, there is a 30% chance to decrease ally cooldowns by 1 turn. If an ally is defeated, you immediately gain a turn.

Phase Evolutions

Phase 1: Power of Fairy - Protection (Passive)

Your Attack Power and Defense are increased by 25% for each beneficial effect granted on you. At the start of your turn, recovers your HP proportionate to your Attack Power.

Phase 2: Power of Fairy - Nightmare (Active - 7 Turn CD)

Attacks all enemies 2 times, with each attack having a 50% chance to put them in the Oblivion state for 2 turns. Damage increases by 10% for each harmful effect on the enemies.

Phase 3: Power of Fairy - Force (Active - 6 Turn CD)

Attacks the enemy 3 times to inflict damage that ignores Defense. Grants an effect that increases your Attack Power for 2 turns after the attack.

3. Lumel (The Desert Guardian)

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Element: Fire
- **Role:** AoE Cleave / Debuff Enabler
- **Fusion Recipe:** 2A Werewolf, 2A Martial Cat, 2A Vagabond, 2A High Elemental

Unique Mechanics

- **Ancient Strike:** Inflicts Continuous Damage for 1 turn (50% chance).
- **Unity of Lumel (Passive):** Increases the Critical Damage of you and your allies by 50%. Your attacks will not land as Glancing Hits if you have living allies. Team Critical Rate increases by 15% for each living ally.

Phase Evolutions

Phase 1: Power of Beast Men - Wild (Passive)

Recovers your HP by 10% at the start of your turn. If your attack lands as a Critical Hit, recovers the HP of all allies by 15% of their MAX HP.

Phase 2: Power of Beast Men - Fiery Spear (Active - 5 Turn CD)

Attacks all enemies to inflict Continuous Damage for 2 turns and decreases their Attack Bar by 30%. Critical Damage increases by 20% for each harmful effect on the enemy. Decreases the cooldown of this skill by 1 turn for each Critical Hit landed.

Phase 3: Power of Beast Men - Arrow Attack (Active - 7 Turn CD)

Attacks all enemies 4 times. Each attack has a chance to increase Glancing Hit rate, weaken Attack Power, decrease Attack Speed, and grant Silence for 1 turn. If the attack lands as a Critical Hit, it ignores Immunity effects and cannot be resisted.

4. Khalderun (The Death Guardian)

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Element: Dark
- **Role:** Anti-Heal / Executioner
- **Fusion Recipe:** 2A Reaper, 2A High Elemental, 2A Howl, 2A Vagabond

Unique Mechanics

Custom Debuff: Aura of Death

A 1-to-100 percentage meter. Each stack decreases the enemy's damage dealt by 1% and increases damage received by 1%. Healing reduces stacks by the % of MAX HP recovered.

- **Ancient Strike:** Recovers your HP proportionate to the damage dealt.
- **Unity of Khalderun (Passive):** You and your allies apply *Aura of Death* to the enemy proportionate to the damage inflicted (Allies apply 50% of the normal amount). Enemies defeated under *Aura of Death* cannot be revived. Enemy HP recovery is decreased by 10% for each living ally on your team.

Phase Evolutions

Phase 1: Power of Death - Soul (Passive)

Your attacks inflict Continuous Damage for 1 turn. If an enemy is defeated on your turn, instantly gain another turn. Recovers your HP by 10% at the end of your turn.

Phase 2: Power of Death - Exploit (Active - 4 Turn CD)

Steals HP from the targeted enemy proportionate to your Attack Power, increased by the target's Aura of Death percentage. Creates a Shield on yourself for 2 turns equal to the HP recovered.

Phase 3: Power of Death - Requiem (Active - 6 Turn CD)

Attacks all enemies 3 times. (1) Removes 1 beneficial effect. (2) Blocks beneficial effects for 2 turns. (3) Decreases target's Current HP by their Aura of Death percentage. Stuns targets with 50% or lower HP for 1 turn.

5. Sacreon (The Artifact Guardian)

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Element: Light (Dynamic)
- **Role:** Utility / Anti-Meta
- **Fusion Recipe:** 2A Inugami, 2A Martial Cat, 2A Griffon, 2A Pixie

Unique Mechanics

- **Ancient Strike:** Ignores damage-reducing effects (Shields, Invincibility, Defend) alongside death-resist effects.
- **Unity of Sacreon (Passive):** At the moment of a Dimensional Shift (entering Phase 2 and Phase 3), you change your Element to gain an elemental advantage over the enemy that has dealt the most damage to your team. You and your allies deal 50% increased damage to enemies with elemental disadvantage against you, and receive 20% less damage from them.

Phase Evolutions

Phase 1: Heroic Power - Strength (Passive)

Increases your Attack Power and Defense by 50%. Your attacks have a 50% chance to decrease the enemy's Attack Power for 2 turns.

Phase 2: Heroic Power - Windblade (Active - 4 Turn CD)

Attacks all enemies 2 times to decrease their Defense for 2 turns. Damage increases proportionate to your Attack Speed.

Phase 3: Heroic Power - Bladestorm (Active - 6 Turn CD)

Attacks enemies randomly 12 times. Each attack decreases the target's Attack Bar by 10%. Creates a Shield on yourself for 2 turns equal to 20% of the total damage dealt.

6. Inferath (The Inferno Guardian)

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Element: Fire
- **Role:** Sustained Bruiser / Stat Throttler
- **Fusion Recipe:** 2A Hellhound, 2A Inferno, plus two additional 2A units.

Unique Mechanics

Custom Debuff: Heat

Stacks up to 15 times. Decreases Attack Power and Attack Speed by 2% per stack. If the target is under an "Increased Defense" buff, Heat does not stack and existing stack effects are suppressed.

- **Ancient Strike:** Blocks beneficial effects for 1 turn (50% chance).
- **Unity of Inferath (Passive):** Grants 1 stack of Heat whenever an enemy gains a turn, or whenever your team attacks. When an enemy's turn ends, recovers your team's HP by 1% of MAX HP per Heat stack on that enemy.

Phase Evolutions

Phase 1: Power of Hell - Blaze (Passive)

Increases your Attack Power and Critical Rate by 20%. At the end of your turn, stuns the enemy with the fewest stacks of Heat for 1 turn and grants them 1 additional stack of Heat.

Phase 2: Power of Hell - Obliterate (Active - 4 Turn CD)

Attacks all enemies to grant Oblivion for 2 turns (50% chance). Attacks up to 3 more times based on the target's Heat stacks (1 additional hit per 5 stacks). Ignores death-resist.

Phase 3: Power of Hell - Infinity (Active - 6 Turn CD)

Attacks all enemies 3 times with guaranteed elemental advantage. (1) Block Cleanse for 2 turns. (2) Glancing for 2 turns. (3) Defense Break for 2 turns. Damage scales with Heat stacks. Enemies with 10+ stacks are Stunned for 1 turn.