

Hari*



Hari

Attack Type: Melee
Position: Jungle
Role: Warrior

Hit Points (HP)	700 (+80)	HP Regen	3.44 (+.38)
Energy Points (EP)	210 (+20)	EP Regen	1.2 (+0.15)
Weapon Damage	76 (+7)	Attack Speed	1 (+0.033)
Armor	20 (+5)	Shield	20 (+5)
Attack Range	1.8	Move Speed	3

Hari, a once infamous leader of mercenaries turned dark sorcerer cursed with undeath, is adept at catching enemies off guard and eliminating any who oppose him with a complex but masterful combination of speed and power. With a fighting style that changes as he wishes, Hari can target his opponent with single-minded ferocity and dispatch them with insidious tricks and lethal expertise.

Abilities



The Black Iye

Hero: Hari | Slot: Heroic Perk

Any enemy that falls below 25% Health is marked with The Black Iye, which grants Hari Vision of them as well as .3 Movement Speed when moving towards them so long as they remain below 25% Health.

Additionally, if Hari reaches 300 base **Crystal Power** or 400 base **Weapon Power**, his abilities, when fully upgraded, will gain additional effects.



Corrupted Blessing*

Hero: Hari | Slot: A | 30/26/22/18/10 | 55/75/85/95/105

Hari gains bonus Attack Speed and Cooldown Speed and increases his Crystal and Weapon Power for 3 seconds.

(**Weapon Power:** Corrupted Blessing also applies a stack of Phantom Step to Hari, which reduces the damage of the next basic attack that hits him to 0 and prevents all effects of that attack. Hari gains an additional stack of Phantom Step every time he damages an enemy affected by his B. When Phantom Step is triggered, Hari loses half of his current stacks and counterattacks for 100 (+ 50 per stack) damage (+30% **Weapon Power**). Hari loses all stacks of Phantom Step when Corrupted Blessing ends.)

(**Crystal Power:** Corrupted Blessing also causes a 2 meter explosion upon activation that deals 350 damage (+50% Crystal Power) and grants Hari 1 stack of Flaming Claw per enemy damaged by the explosion, which causes his next basic attack to deal 100 bonus damage (+40% Crystal Power) in a 2 meter area around him.)

DETAILS:

Bonus Attack Speed: 10%/15%/20%/25%/35%
Bonus Cooldown Speed: 5%/10%/15%/20%/30%
Bonus Crystal/Weapon Power: 5%/7%/9%/11%/15%
Boost Duration: 2/2.5/3/3.5/5



Blades of Shadow*

Hero: Hari | Slot: B | 3.5/3.2/2.8/2.5/2 | 50/55/60/65/70

Hari conjures and throws a dagger made of magic at a target enemy, damaging them and applying a stack of Wicked Blood, which deals a percent of the target's maximum health as Weapon Damage ever for 1.5 seconds (both per stack of Wicked Blood). Hari gains 5 stacks of Shade Dagger upon learning Blades of Shadow, one of which he consumes every time he uses Blades of Shadow, and which generate back when he kills a Hero, jungle monster, objective, or large minion.

(**Weapon Power:** Blades of Shadow also increases the damage affected enemies take from him by 3% and increases his Crit Chance against affected enemies by 1% (+5% Weapon Power) per stack of Wicked Blood while Corrupted Blessing is active.)

(**Crystal Power:** Wicked Blood deals Crystal Damage instead, and Blades of Shadow also deals 150 (+20% Crystal Power) splash damage in a 2 meter area, and grants Hari 1 Movement Speed for 1 second.)

DETAILS:

Blade Damage: 40/55/70/85/100 (+45% Crystal Power) (+ 35% Weapon Power)
Wicked Blood Damage: 1%/1.5%/2%/2.5%/4%



Heart of the Fire

Hero: Hari | Slot: C | 110/100/90 | 60/80/100

Hari summons an infernal totem that coats the ground around it in ethereal flame, dealing damage in an area around it for 5 seconds. While within range of the totem, Hari gains bonus Health and Energy Regen.

(**Weapon Power:** Heart of the Fire reduces the Attack Speed of all enemies within range by 40% and Cooldown Speed by 20% while increasing Hari's Attack Speed by 25% for 3 seconds. The radius of Heart of the Fire is reduced by half.)

(**Crystal Power:** Instead of dealing damage over time, Heart of the Fire explodes when summoned, dealing 450 damage (+120% Crystal Power) and rooting enemies for 1.5 seconds.)

DETAILS:

Damage at Center: 60/80/120 (+50% Weapon Power)
Damage at Edge: 30/50/70 (+ 30% Weapon Power)
Bonus Health Regen: 3/4/5
Bonus Energy Regen: 3/4/5

Dialogue

Combat

- "Only a fool would fight me."
- "Face me and perish."
- "Always sharp, always silent, always lethal."
- "You make a fatal mistake."

Movement

- "Come and go. Never stay."
- "Silent as the blade flies."
- "What purpose does this serve?"
- "Such strange eons these have been."
- "I once marched across the world."

Idle

- "When my ultimate goal comes to fruition, everyone will serve me."
- "I will never be dead; the most I will do is lie for all eternity."
- "Black magic is a boring name. I prefer eldritch knowledge of ancient and sinister power."
- "Motionless, I prepare."
- "There is a charm to the forbidden that I will never resist."

Special

- "Shadows and whispers, come to me now." - Idle in brush
- "At least I know that I will be there to see death die." - Slaying an enemy
- "Perhaps now I can change these rags out ." - Idle at shop
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Death

- "Bring me back."
- "Nothing permanent."

Skin

Imperial Hari: If Hari had accepted the king's offer instead of refusing it.

Tier I



Required Cards

- Aether Fuse x8
- Grimoire Page x8
- Iron and Leather: "You must look the part." x8
- King's Decree: "His most royal swordsman." x8

Tier II



Required Cards

- Aether Fuse x8
- Grimoire Page x8
- Iron and Leather: "You must look the part." x8
- King's Decree: "His most royal swordsman." x8
- Tattered Robes: "Infused with ancient secrets." x4
- Eldritch Science: "Dead knowledge now revived." x4

Tier III



Required Cards

- Aether Fuse x8
- Grimoire Page x8
- Iron and Leather: "You must look the part." x8
- King's Decree: "His most royal swordsman." x8
- Tattered Robes: "Infused with ancient secrets." x4
- Eldritch Science: "Dead knowledge now revived." x4
- Chronicle of Gears: "Pieces of a greater plan." x3
- Sacrificial Gains: "To corruption we fall." x3

Overview

Canon: Hari, the leader of a once mysterious and brutal clan of assassins, kills the general of an ancient and powerful king, who hunts him down, kills all of his clansmen, and offers him the position of royal assassin. Hari declines and kills the king. Hari then learns that the king was versed in ancient and dark magic, and takes the grimoire that he found on the king, learns the magic within it, and applies it to his weapons and tactics. Hari, with the help of the tome, eventually finds a ritual that will make him invincible, returning him to life should he ever die. After he gains this technical immortality, he begins searching for other sources of power and magic for hundreds of years before learning that his immortality has to be recharged by a powerful source of energy. With the knowledge that his immortality will run out soon, and the single-minded desire to continue his existence, he departs to the Halcyon Fold to ensure his life does not end permanently.

Skin: Hari accepts the king's offer and is welcomed as a noble guard of the king by the people. Hari finds it odd that he was hired as a killer, but spoke of as a hero to the public, but he disregards it (Tier I). He trains with the king's other assassins until one day he is told that he has been selected to partake in a specific mission—to retrieve an ancient cloak worn by a forgotten demonist. He retrieves it, and when he returns as the only surviving member of the party, he is told not only to don the cloak and keep its power, but also that he will have modifications made to his outfit to facilitate the power he will gain (Tier II). Hari continues to go on more retrieval missions, and eventually he gains so much power that his mortal form cannot fully support it, and so he is taken and merged with corrupted technology that allows him to access the full extent of his power. Eventually, Hari learns that he is being made as powerful as possible so that the king, whose body is aged and dying, can possess it and live eternally. Hari, enraged at this idea and twisted utterly by the power within him, kills the king, destroys his kingdom, and makes himself immortal by sustaining himself off of the life forces of the king's subjects. Hari, after consuming as much power as possible, departs from the ruined kingdom to search for another powerful enough to serve and eventually feed upon (Tier III).

Chapter 1: The Stranger and the General

"So what's your name, stranger?" inquires the general from atop his horse.

"My name is Sa'led," replies the stranger curtly.

"Sa'led. Since when has that been a name?" asks the soldier to the right of the general.

"Since it was given to me by my father," spits the stranger.

"How do you spell that?" questions the general as he steers his horse down the dirt road.

"S-A-apostrophe-L-E-D," says the stranger as he digs his hands into his pockets.

"Why's it got a 'postrophe in it? I've never heard of someone with a 'postrophe in their name before.

Where you from?" asks the soldier to the general's left.

"Nowhere you would know," replies the stranger as he eyes the sides of the path.

"Come on now, boy. We were kind enough to allow you to travel with us, so you best be kind and appreciative of our actions, because we can easily leave you at the next stop we may happen to come across," says the general with a biting tone.

"The next stop is several days travel with no rest. You'll never reach it in time," says the stranger as he smirks beneath the fabric that covers his mouth.

"Now what do you mean by that?" asks the general as he places a hand on his sword.

"I mean that, with the amount of rests you've taken within the last three days and with the amount of equipment you're carrying, it would take you well over a week to arrive there," says the stranger as he reaches down to scratch an itch on his leg.

"How do you know we've been traveling for three days prior to our meeting you?" solicits the lefthand soldier as he watches the general grasp his hint.

"My eyes are in many places," says the stranger as he flashes light from a piece of glass hanging from his hip.

"And what are they doing now?" asks the righthand soldier as he turns to face the stranger.

"Aiming," says the stranger as he leaps for the general.

"Stop him!" shouts the general as the stranger leaps over the horse and tackles him off of it.

"I got him!" the righthand soldier shouts before an arrow drops him to the ground.

"General!" shouts the lefthand soldier as he thrusts his spear at the stranger.

"You'll regret that," says the stranger calmly as the spear tears into his arm.

"Kill him, you fool!" shouts the general as the stranger stabs a knife into his side.

"AHHH!" shouts the soldier as he swings his spear again.

"Your attacks are as weak as your mind," says the stranger as the spears break on impact.

"What magic is this?" asks the frightened soldier as the stranger's clothing glows with a burst of blue.

"Nothing like what you're going to experience," laughs the stranger as his eyes narrow.

"What are you do--" whimpers the soldier before the stranger cuts him down with his sword.

"What do you want from me?" asks the general in panic as he struggles to his feet.

"I want you to run," says the stranger as he sheathes his blade.

"Gladly," shouts the general as he turns and flees.

"3," counts the stranger as he eyes the path ahead.

"2," counts the stranger as he unsheathes a dagger from a chest pocket.

"1," counts the stranger as he flips the dagger into attack position.

"GAH!" screams the general as the dirt beneath him explodes.

"You've got nowhere left to run now," whispers the stranger as he appears before the general.

"Who--- Who are you?" asks the general between painful gasps.

"Know me as Hari. Know me as the leader of the secret army. Know me as the man who will bring your empire to its knees. Know me as the one who will claim ultimate power. Know me as a god. But for now, Know me as your killer," declares Hari as he throws the dagger.