

Origin of Reckoning

Part 1: Urf's Creation

*Eons before our flippered friend
Was met with his demise,
Urf ventured from the ocean deep
Toward blue Convergence skies.*

*Urf fashioned then a proving grounds—
Gold spatula in hand,
He built the world of Reckoning:
Where rivals make their stand.*

*Here, Good and Evil took up arms
To fight for fame and pride,
But so well-matched these fighters were,
The score was always tied.*

Part 2: The Great Imbalance

*Forgotten, Ironclad, and more
Played Urf's most fateful game.
Their perfect balance persevered—
Until the Black Mist came.*

*As cold as death and darker still,
Those swirling tendrils sought
To capture heroes strong of heart
And turn their souls to rot.*

*With darkness lurking everywhere
Did Evil turn the fight.
Before too long they'd plunge the world
Into eternal night...*

Part 3: Order Prevails

*But suddenly the storm clouds broke,
The world was struck by awe:
A hero swathed in dazzling sun
Descended with a "wah!"*

And everywhere this savior went

*(Or waddled, one could say)
They cast the darkness out with light—
From night, brought back the day.*

*Though all this happened long ago,
And no one's certain when,
Do call upon this hero should
The balance break again.*

Origins of Order

- Redeemed

*When hope is dead, morale is low,
The battle all but lost,
Then call upon the fair Redeemed
To fight—at any cost.*

*Position weaker units where
They're sure to perish fast,
Empowering your carries so
Each foe they will outlast.*

- Dawnbringer

*When night has reached its darkest hour,
They hear the harried cries,
And from the din of hard-fought war,
The Dawnbringers arise.*

*From searing spell, to twirling axe,
There's no wound they can't mend;
But armed with gear that grants HP,
They're certain to ascend.*

- Verdant

*From forests lush and endless green
The splendid Verdant grew.
They move through moss and memory
To shield and shelter you.*

*When placed alongside carries, these
Devoted druids seek*

*To keep all crowd control at bay—
Quicksilver's for the weak!*

- Draconic

*When winged beasts take mortal form
And lay siege to the board,
Draconic champs will fill your ranks
With hatchlings from the horde.*

*But cautious seek these dragon folk
Else your bench pay the toll—
Gold eggs take over every space,
Thus thwarting your reroll.*

- Ironclad

*The Ironclad take to the front,
Each armored head to toe,
With fearless wrath and thund'ring might
They withstand any blow.*

*They'll lend protection to your team—
Steadfast and iron-willed—
To fend off physical attacks
Ensuring you're not killed!*

- Revenant

*The gods of old awaken from
An ancient, buried sleep.
They shamble through the hallowed wood
In search of souls to reap.*

*If value ye your hopes, your dreams,
Your health, your livelihood:
Beware the vengeful Revenant,
Who don't stay dead for good.*

Origins of Chaos

- Forgotten

Forgotten haunt the in-between,

*Each lost and lonely soul.
Yet treasures wait beyond the veil—
Relics to make them whole.*

*Equipped with shadowed sword and shield,
These specters dominate.
If blessed—er, cursed!—with items, stack
This grim and ghostly trait.*

- Nightbringer

*The sun sets on a dying land,
The stars go cold and stark.
Nightbringers shroud themselves in steel
To hunt you in the dark.*

*Pair night-blessed fighters with sustain
To counter damage burst
And heal up in-between each cast—
To prepare for the worst.*

- Coven

*An eye of newt and lizard's leg
In blackest cauldron burn,
While at its wicked leader's whim
The Coven takes its turn.*

*To utilize these witches three,
Take care to place them well.
With crooked carry center stage,
They'll cast their nasty spell.*

- Hellion

*Hellions charge into the fray—
They just can't keep their cool.
They're feisty, flighty, fickle fiends:
Adorable... but cruel.*

*Still, if you should recruit these imps
To rep you in a round,
Don't level up too eagerly—
Wait 'til your three-star's found.*

- Dragonslayer

*Ferocious beasts with wings and tails
Will stalk the world once more,
Lest Dragonslayers take up arms
To cut down drakes of yore.*

*They'll grant AP to your whole team
When their first foe is slain,
So step one: arm the slayers quick,
And step two: BRING THE PAIN.*

- Abomination

*Green ghouls with oozing guts and fangs
Embrace death happily,
For once they're slain—oh no, don't look!
It's The Monstrosity!*

*The creature borrows sword and steel
From all its fondest friends;
Gear three Abominations up
To bring foes to their ends.*