Achlys Alice

A Mage with impressive durability, damage, and control abilities, capable of dealing AoE damage, Weakening enemies so that they can't deal damage, and stopping them from targeting her when she's about die.

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Achlys Alice



Type: Hybrid Dark/Chaos

Equipment: Light

Class: Mage

Specialty: Damage/Control

Lv. 250 Stats - Awakened 8*

P: 1016201

H: 2097437

A: 80249

D: 50553

Skills:

- Realm Skill: Abyssal Realm Lv.6
- Eternal Darkness Lv.3
- Abyssal Sanctions Lv.4
- Crimson Call Lv.3
- Blood Fiesta Lv.3

Skins:

- Default: The Executioner
- Epic: Messenger of Styx

Achlys Alice Story

The Executioner

"I'm not fighting my own demons. These are just illusions that hold me back."

For Alice, old memories are nothing but illusions that stop her from moving forward. Indeed, she was once held back by who she used to be, but now, she sees through the haze. Hate or desire isn't what drives her anymore.

When the world is once again an empty void. everything will disappear in the blink of an eye. Only the truly mighty endure in eternity.

Alice curls her lips mortals with the basest greed and lamest fantasies... how can they possibly achieve victory? Give it a try and see how far you can go.

Achlys Alice Skills

Realm Skill: Abyssal Realm

Realm Effect:

- Lv. 1:[Realm Skill I] Achlys Alice deals damage equal to 100% of her Attack to a random enemy once all allied units have been healed equal to 100% of the team's Max HP average. This effect can only be triggered once every 1.5s.
- Lv. 2:[All HP Boost] All allies in the same team gain HP +3%.
- Lv. 3:[Realm Skill II] Skill Damage is increased to 150% Attack.
- Lv. 4:[Realm Skill III] Weakens the target while dealing damage to them. Meanwhile, prevents them from dealing damage for 1.5s. The Weaken effect ignores most Control Immunity and Resistance.
- Lv. 5:[All Attack Boost] All allies in the same team gain Attack +3%.
- Lv. 6:[Realm Skill IV] Weakens the target while dealing damage to them. Meanwhile, prevents them from dealing damage for 2s. The Weaken effect ignores most Control Immunity and Resistance.

Eternal Darkness Lv. 4

Ultimate: Heal, AoE

Summons a circle that lasts 5s, dealing damage equal to 110% of her Attack per second to all enemies and healing all allies to 55% of her Attack per second.

- Lv. 2: Weakens two random enemies, preventing them from dealing damage for 3s. Weaken effects ignore most Control Immunity and Resistance.
- Lv. 3: Increases damage per second to 130% of her Attack and healing to 65% of her Attack.
- Lv. 4: Increases damage per second to 150% Attack and Healing to 75% Attack. (Requires Ancient Twilight Level 3.)

Abyssal Sanctions Lv.4

Skill: AoE

Deals damage equal to 180% of her Attack to two enemies. The damage next time is increased by 50% of her Attack each time she uses Abyssal Sanction. Stacks up to 4 times.

- Lv. 2: Base Damage is increased to 215% Attack.
- Lv. 3: Deals damage to one extra enemy after it is cast 3 times.
- Lv. 4: Increases Base Damage to 250% Attack.

Crimson Call Lv.3

Skill: Buff

At the start of the battle, summons an Abyssal Messenger at the cost of 30% HP that continuously grows and deals damage to enemies. The Abyssal Messenger returns to her side the first time she is about die, nourishing her and making her untargetable for at least 1s.

- Lv. 2: The untargetable effect provided by the Abyssal Messenger is extended to 3s.
- Lv. 3: Reduces the HP cost to 25%.
- Lv. 4: Reduces the HP cost to 20%. (Requires Ancient Twilight Level 1.)

Blood Fiesta Lv.3

Passive: Buff

Achlys Alice acquires 200 points of Lifesteal, and gains 20% extra Damage Reduction whine her HP falls under 50%.

- Lv. 2: Every 5s in battle, Achlys Alice gains 5% extra Attack Bonus, stacking up ot 50% Attack.
- Lv. 3: Increases Lifesteal to 250 and Damage Reduction to 30%.
- Lv. 4: Increases Lifesteal to 300 and Damage Reduction to 40%. (Requires Ancient Twilight Level 2.)