



















Road to the Labyrinth

Opponent List









CHAPTER 1 ROUND 1

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes
1	Vision (Age of Ultron) 	★★	261	2/10 (2)	1270	94	
2	Ms. Marvel 	★★	268	2/11 (4)	1251	103	
3	Punisher 	★★	273	2/12 (6)	1308	96	
4	Colossus 	★★	292	2/13 (8)	1406	99	
5	Abomination 	★★	286	2/14 (10)	1453	107	
6	Scarlet Witch 	★★	297	2/16 (12)	1296	108	
7	Ant-Man 	★★	316	2/18 (14)	1532	108	
8	Deadpool (X-Force) 	★★	349	2/20 (20)	1481	116	Rainbow of Power Doubled Power Gain triggers all the way. Warning A third Special Attack has been activated!

CHAPTER 1 ROUND 2

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes
1	Hawkeye 	★★	303	3/1 (2)	1438	112	
2	Wolverine 	★★	326	3/3 (4)	1336	106	
3	Hulk 	★★	323	3/5 (6)	1668	119	
4	Star-Lord 	★★	348	3/7 (8)	1587	117	
5	Thor 	★★	348	3/9 (10)	1726	121	
6	Magik 	★★	382	3/11 (12)	1484	125	
7	Rhino 	★★	369	3/12 (14)	1837	128	
8	Unstoppable Colossus 	★★	447	3/15 (20)	1921	143	Power Gain Increase all Power Gain by 150%. Warning A third Special Attack has been activated!

CHAPTER 1 ROUND 3









Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes
1	Spider-Man (Classic) 	★★	367	3/15 (2)	1459	144	
2	Juggernaut 	★★	379	3/16 (4)	1960	136	
3	Magneto 	★★	390	3/17 (6)	1849	129	
4	Captain America 	★★	422	3/18 (8)	1882	138	
5	Daredevil 	★★	437	3/19 (10)	2008	148	
6	Iron Patriot 	★★	427	3/20 (12)	1779	135	
7	Captain Marvel 	★★	476	3/25 (14)	2074	172	
8	Deadpool (X-Force) 	★★	579	3/30 (20)	2350	185	Rainbow of Power Doubled Power Gain triggers all the way. Warning A third Special Attack has been activated!











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Opponent List









CHAPTER 1 ROUND 4

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Iso-Infused: +25% Attack and Health)
1	Iron Fist 	**	618	3/30 (2)	2396	237	
2	Joe Fixit 	***	380	1/1 (4)	1942	135	
3	Iron Man 	***	361	1/2 (6)	1687	127	
4	Electro 	***	410	1/3 (8)	1307	148	Adaptive Cycles between building up Physical Resistance or Energy Resistance every 8 seconds.
5	Gamora 	***	414	1/4 (10)	1792	150	Critical +28% Critical Rate
6	Wolverine (X-23) 	***	458	1/5 (12)	1662	151	Fury A 10% chance to gain Fury, boosting Attack by 100% for 8 seconds.
7	Winter Soldier 	***	468	1/7 (14)	2168	160	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.
8	Unstoppable Colossus 	***	478	1/10 (20)	2168	161	Power Gain Increase all Power Gain by 150%. Warning A third Special Attack has been activated!

CHAPTER 1 ROUND 5

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Iso-Infused: +25% Attack and Health)
1	War Machine 	***	549	2/1 (10)	2540	186	
2	Ronan 	***	553	2/3 (12)	2742	192	
3	Elektra 	***	594	2/5 (15)	2486	207	
4	Spider-Man (Miles Morales) 	***	676	2/7 (17)	2260	223	Enhanced Abilities All abilities trigger 20% more often.
5	Thor (Jane Foster) 	***	667	2/9 (20)	2983	212	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.
6	Cyclops (New Xavier School) 	***	726	2/12 (25)	3140	231	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.
7	Drax 	***	858	2/15 (30)	3638	255	Enhanced Bleed Bleed abilities are 40% more effective.
8	Deadpool (X-Force) 	***	986	2/20 (40)	4063	318	Rainbow of Power Doubled Power Gain triggers all the way. Warning A third Special Attack has been activated!

CHAPTER 1 ROUND 6

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Iso-Infused: +25% Attack and Health)
1	Deadpool 	***	977	3/1 (20)	3701	307	
2	Rocket Raccoon 	***	960	3/3 (25)	2831	360	
3	Guillotine 	***	969	3/5 (30)	3838	323	
4	Groot 	***	1045	3/7 (35)	4758	301	Critical +28% Critical Rate
5	Spider-Gwen 	***	1148	3/9 (40)	3882	325	Enhanced Abilities All abilities trigger 20% more often. Stun A 10% chance to inflict Stun for 1.5 seconds.
6	Falcon 	***	1381	3/12 (45)	4386	499	Attack +60% Attack Outlast Reduces damage by up to 20% proportionate to missing Health.
7	Superior Iron Man 	***	1138	3/15 (50)	4315	326	Armor +20% Armor Mystic Ward Enemy Nullify effects have a 65% chance to fail.
8	Unstoppable Colossus 	***	1126	3/20 (75)	4832	358	Power Gain Increase all Power Gain by 150%. Warning A third Special Attack has been activated!



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Opponent List

CHAPTER 2 ROUND 1

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Iso-Infused: +50% Attack and Health)
1	Ultron	***	1751	3/30 (30)	7219	505	Power Gain Increase all Power Gain by 200%.
2	Black Bolt	***	1538	3/30 (35)	6822	501	Stupefy Increase the duration of Stun effects by 100%.
3	Black Panther (Civil War)	***	1629	3/30 (40)	7219	501	Limber Each time this enemy is Stunned, they reduce the duration of Stuns by 10%
4	Yellowjacket	***	1623	4/1 (45)	7218	529	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.
5	Iron Fist (Immortal)	***	1807	4/2 (50)	6381	556	Critical +28% Critical Rate
6	Luke Cage	***	1677	4/4 (55)	7305	511	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked.
7	Magneto (Marvel Now)	***	1713	4/5 (60)	6934	508	Warning A third Special Attack has been activated! Power Gain Increase all Power Gain by 150%.
8	She-Hulk	***	1741	4/10 (99)	7678	543	Warning A third Special Attack has been activated! Stun A 10% chance to inflict Stun for 1.5 seconds.

CHAPTER 2 ROUND 2

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Iso-Infused: +50% Attack and Health)
1	Storm	***	1759	4/15 (30)	6867	573	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.
2	Venompool	***	2027	4/16 (35)	7926	586	Buff Duration All Buffs for this champion last 30% longer. Armor +45% Armor
3	Dr. Strange	***	1727	4/17 (40)	6390	522	Buff Duration All Buffs for this champion last 30% longer.
4	Black Panther	***	2022	4/18 (45)	7537	553	Fury A 10% chance to gain Fury, boosting Attack by 100% for 8 seconds. Enhanced Bleed Bleed abilities are 40% more effective.
5	Hulkbuster	***	2086	4/20 (50)	8257	573	Buff Duration All Buffs for this champion last 30% longer. Enhanced Armor Up Armor Up abilities are 40% more effective.
6	Ms. Marvel (Kamala Kahn)	***	2147	4/22 (55)	7264	606	Fissure Every attack tears and ruptures enemy Armor, inflicting a stacking 1% Armor Break. Enhanced Fury Fury abilities are 40% more effective.
7	Captain America (WWII)	***	2048	4/25 (60)	8398	616	Stun A 10% chance to inflict Stun for 1.5 seconds. Stun Immunity This Champion is immune to the effects of Stun.
8	Agent Venom	***	2392	4/30 (99)	8164	628	Enhanced Abilities All abilities trigger 20% more often. Enhanced Bleed Bleed abilities are 40% more effective. Warning A third Special Attack has been activated!

CHAPTER 2 ROUND 3

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Iso-Infused: +50% Attack and Health)
1	Vision (Age of Ultron)	***	2092	4/30 (30)	8409	616	Power Gain Increase all Power Gain by 200%. Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.
2	Spider-Man (Symbiote)	***	2117	4/30 (35)	6858	708	Enhanced Abilities All abilities trigger 20% more often. Stun A 10% chance to inflict Stun for 1.5 seconds.
3	Black Widow	***	2223	4/30 (40)	7837	652	Critical +28% Critical Rate Critical +100% Critical Damage
4	Red Hulk	***	2181	4/31 (45)	9156	648	Outlast Reduces damage by up to 20% proportionate to missing Health. Energy Resistance +40% Energy Resistance
5	Scarlet Witch	***	2187	4/32 (50)	8001	667	Critical +28% Critical Rate Enhanced Abilities All abilities trigger 20% more often.
6	Venom	***	2079	4/33 (55)	9517	673	Fissure Every attack tears and ruptures enemy Armor, inflicting a stacking 1% Armor Break. Adaptive Cycles between building up Physical Resistance or Energy Resistance every 8 seconds.
7	Cyclops (Blue Team)	***	2027	4/34 (60)	8767	643	Combo Shield The Combo Meter is not reset after being struck by an attack. Stun Immunity This Champion is immune to the effects of Stun.
8	She-Hulk	***	2286	4/40 (99)	10095	714	Stun A 10% chance to inflict Stun for 1.5 seconds. Warning A third Special Attack has been activated!



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Opponent List

CHAPTER 2 ROUND 4

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Iso-Infused: +50% Attack and Health)
1	Beast	★★★★	2424	2/10 (50)	7990	932	Attack +100% Attack Stupefy Increase the duration of Stun effects by 100%. Critical +28% Critical Rate
2	Moon Knight	★★★★	1892	2/11 (55)	8442	564	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Enhanced Bleed Bleed abilities are 40% more effective.
3	War Machine	★★★★	1966	2/12 (65)	7852	576	Power Gain Increase all Power Gain by 200%. Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked. Special 2 Bias Defender is more likely to activate Special Attack 2
4	Spider-Man (Classic)	★★★★	2253	2/13 (70)	10385	646	Stun Immunity This Champion is immune to the effects of Stun. Enhanced Abilities All abilities trigger 20% more often. Health +100% Health
5	Guillotine	★★★★	2317	2/14 (75)	7567	637	Enhanced Bleed Bleed abilities are 40% more effective. Critical +28% Critical Rate Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked.
6	Superior Iron Man	★★★★	2715	2/15 (80)	7909	1007	Mystic Ward Enemy Nullify effects have a 80% chance to fail. Enhanced Armor Up Armor Up abilities are 40% more effective. Attack +100% Attack
7	Abomination	★★★★	2765	2/15 (85)	15085	688	Enhanced Poison Poison abilities are 40% more effective. Enhanced Abilities All abilities trigger 20% more often. Health +100% Health
8	Agent Venom	★★★★	2640	2/20 (99)	9190	721	Enhanced Abilities All abilities trigger 20% more often. Enhanced Bleed Bleed abilities are 40% more effective. Warning A third Special Attack has been activated!

CHAPTER 2 ROUND 5

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Iso-Infused: +50% Attack and Health)
1	Electro	★★★★	2601	2/20 (50)	6684	756	Power Gain Increase all Power Gain by 150%. Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked.
2	Wolverine (X-23)	★★★★	3802	2/20 (55)	12997	1180	Champion Boost +100% Attack & Health Enhanced Bleed Bleed abilities are 40% more effective.
3	Groot	★★★★	3063	2/20 (65)	17950	681	Health +100% Health Stun Immunity This Champion is immune to the effects of Stun. Starburst Suffer Degeneration proportionate to this Champion's missing Health.
4	Iron Patriot	★★★★	2512	2/20 (70)	8541	660	Strike Back When damaged by a Special Attack, this enemy gains 1 bar of Power. Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Energy Resistance +80% Energy Resistance
5	Juggernaut	★★★★	2850	2/20 (75)	17175	715	Heavy-Hitter Heavy Attacks are not interrupted. Special Lock 1 Attackers suffer from Power Lock after acquiring one bar of Power. Health +100% Health
6	Daredevil (Netflix)	★★★★	2936	2/20 (80)	9562	1170	Honed Radar Sense Daredevil's training in this environment has reached 100% perfect Radar Sense. Attack +100% Attack Limber Each time this enemy is Stunned, they reduce the duration of Stuns by 10%
7	Rhino	★★★★	3147	2/20 (85)	17175	715	Energy Resistance +80% Energy Resistance Health +100% Health Fissure Every attack tears and ruptures enemy Armor, inflicting a stacking 1% Armor Break.
8	She-Hulk	★★★★	2941	2/20 (99)	10305	1215	Attack +100% Attack Stun A 10% chance to inflict Stun for 1.5 seconds. Warning A third Special Attack has been activated!

CHAPTER 2 ROUND 6

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Iso-Infused: +50% Attack and Health)
1	Punisher	★★★★	2861	2/20 (50)	9562	1170	Attack +100% Attack Starburst Suffer Degeneration proportionate to this Champion's missing Health.
2	Drax	★★★★	2431	3/1 (55)	10120	708	Martial Mastery Every 6 hits inflicts Stun. True Strike Attacks ignore Armor, Resistance, and Evasion.
3	Ultron	★★★★	2683	3/2 (65)	10150	711	Power Gain Increase all Power Gain by 150%. Limber Each time this enemy is Stunned, they reduce the duration of Stuns by 10% Armor +20% Armor
4	Old Man Logan	★★★★	2601	3/3 (70)	8224	658	Enhanced Fury Fury abilities are 40% more effective. Critical +28% Critical Rate Recovery Healing and Regeneration abilities recover 200% more Health.
5	Hulk	★★★★	2399	3/4 (75)	10422	757	Enhanced Fury Fury abilities are 40% more effective. Outlast Reduces damage by up to 20% proportionate to missing Health. Warning A third Special Attack has been activated!
6	Thor (Jane Foster)	★★★★	2571	3/5 (80)	10003	712	Debilitate Detrimental status effects last 100% longer. Enhanced Abilities All abilities trigger 20% more often. Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.
7	Captain America	★★★★	2490	3/7 (85)	9844	721	Limber Each time this enemy is Stunned, they reduce the duration of Stuns by 10% Stupefy Increase the duration of Stun effects by 100%. Heal Block Special Attacks inflict Heal Block, preventing the target from recovering Health for 10 seconds.
8	Agent Venom	★★★★	2876	3/10 (99)	9694	762	Enhanced Abilities All abilities trigger 20% more often. Enhanced Bleed Bleed abilities are 40% more effective. Warning A third Special Attack has been activated!



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CHAPTER 3 ROUND 1

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Champion Boost: +100% Attack & Health and Warning: A third Special Attack has been activated!)		
							Enhanced Special 1	Enhanced Armor Up	Safeguard
1	Iron Patriot	★★★★	3359	3/10 (99)	12012	918	Special 1 deals 30% more damage and cannot be Blocked.	Armor Up abilities are 40% more effective.	Prevents champion from losing more than 1% Health from a single source.
2	Ant-Man	★★★★	3544	3/12 (99)	15042	1036	+80% Energy Resistance	Poison abilities are 40% more effective.	Prevents champion from losing more than 1% Health from a single source.
3	Iron Fist	★★★★	4050	3/14 (99)	11430	1128	Enhanced Armor Break Armor Break abilities are 40% more effective.	Critical +28% Critical Rate	Prevents champion from losing more than 1% Health from a single source.
4	Captain Marvel	★★★★	3787	3/16 (99)	14218	1176	+80% Energy Resistance	Enhanced Fury Fury abilities are 40% more effective.	Prevents champion from losing more than 1% Health from a single source.
5	Colossus	★★★★	3820	3/18 (99)	15598	1092	Enhanced Armor Up Armor Up abilities are 40% more effective.	Stun A 10% chance to inflict Stun for 1.5 seconds.	Prevents champion from losing more than 1% Health from a single source.
6	Falcon	★★★★	4508	3/20 (99)	22521	1156	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.	Health +100% Health	Prevents champion from losing more than 1% Health from a single source.
7	Groot	★★★★	4117	3/22 (99)	17594	1112	Recovery Healing and Regeneration abilities recover 200% more Health.	Armor +45% Armor	Prevents champion from losing more than 1% Health from a single source.
8	Vision	★★★★	4602	3/30 (99)	19338	1420	Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked.	Power Gain Increase all Power Gain by 150%.	Prevents champion from losing more than 1% Health from a single source.

CHAPTER 3 ROUND 2

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Champion Boost: +100% Attack & Health and Warning: A third Special Attack has been activated!)		
							Enhanced Fury	Stun	Safeguard
1	Drax	★★★★	4500	3/30 (99)	18904	1322	Fury abilities are 40% more effective.	A 10% chance to inflict Stun for 1.5 seconds.	Prevents champion from losing more than 1% Health from a single source.
2	Wolverine	★★★★	4077	3/30 (99)	15436	1220	Stun Immunity This Champion is immune to the effects of Stun.	Outlast Reduces damage by up to 20% proportionate to missing Health.	Prevents champion from losing more than 1% Health from a single source.
3	Iron Man	★★★★	4110	3/30 (99)	15956	1220	Mystic Ward Enemy Nullify effects have a 80% chance to fail.	Power Gain Increase all Power Gain by 150%.	Prevents champion from losing more than 1% Health from a single source.
4	Winter Soldier	★★★★	4499	3/30 (99)	17864	1310	Fury A 10% chance to gain Fury, boosting Attack by 100% for 8 seconds.	Enhanced Fury Fury abilities are 40% more effective.	Prevents champion from losing more than 1% Health from a single source.
5	Spider-Man (Miles Morales)	★★★★	4435	3/30 (99)	14568	1438	Enhanced Abilities All abilities trigger 20% more often.	Critical +28% Critical Rate	Prevents champion from losing more than 1% Health from a single source.
6	Juggernaut	★★★★	4092	3/30 (99)	19252	1336	Stun A 10% chance to inflict Stun for 1.5 seconds.	Stupely Increase the duration of Stun effects by 100%.	Prevents champion from losing more than 1% Health from a single source.
7	Abomination	★★★★	4350	3/30 (99)	19252	1490	Enhanced Poison Poison abilities are 40% more effective.	Immunity Immune to detrimental status effects.	Prevents champion from losing more than 1% Health from a single source.
8	Crossbones	★★★★	4749	3/30 (99)	19252	1342	Fury A 10% chance to gain Fury, boosting Attack by 100% for 8 seconds.	Buff Duration All Buffs for this champion last 30% longer.	Prevents champion from losing more than 1% Health from a single source.

CHAPTER 3 ROUND 3

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Champion Boost: +100% Attack & Health and Warning: A third Special Attack has been activated!)		
							Enhanced Fury	Attack	Safeguard
1	Hulk	★★★★	5021	3/30 (99)	19252	2100	Fury abilities are 40% more effective.	+100% Attack	Prevents champion from losing more than 1% Health from a single source.
2	Magik	★★★★	4487	4/1 (99)	15782	1322	Power Gain Increase all Power Gain by 150%.	Power Drain Special Attacks drain up to 100% Power.	Prevents champion from losing more than 1% Health from a single source.
3	Falcon	★★★★	4787	4/2 (99)	17726	1364	Critical +28% Critical Rate	Critical +100% Critical Damage	Prevents champion from losing more than 1% Health from a single source.
4	Magneto	★★★★	4325	4/3 (99)	17940	1252	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.	Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked.	Prevents champion from losing more than 1% Health from a single source.
5	Superior Iron Man	★★★★	4410	4/4 (99)	16940	1280	Mystic Ward Enemy Nullify effects have a 80% chance to fail.	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.	Prevents champion from losing more than 1% Health from a single source.
6	Rocket Raccoon	★★★★	5924	4/5 (99)	12260	2373	Attack +100% Attack	Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked.	Prevents champion from losing more than 1% Health from a single source.
7	Wolverine (X-23)	★★★★	4490	4/7 (99)	14108	1292	Fury A 10% chance to gain Fury, boosting Attack by 100% for 8 seconds.	Immunity Immune to detrimental status effects.	Prevents champion from losing more than 1% Health from a single source.
8	Vision	★★★★	4818	4/10 (99)	19908	1460	Power Gain Increase all Power Gain by 150%.	Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked.	Prevents champion from losing more than 1% Health from a single source.



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Opponent List

CHAPTER 3 ROUND 4

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes		
							(All Champs* have Champion Boost: +100% Attack & Health and Warning: A third Special Attack has been activated! - *Hawkeye x2)		
1	Hawkeye	★★★★	6547	4/20 (99)	28422	2211	Enhanced Special 1 (x2) Special 1 deals 30% more damage and cannot be Blocked.	Special 1 Bias (x2) Defender is more likely to activate Special Attack 1 Power Gain (x2) Increase all Power Gain by 150%.	Safeguard (x2) Prevents champion from losing more than 1% Health from a single source.
2	Thor (Jane Foster)	★★★★	4978	4/22 (99)	20386	1452	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.	Stupefy Increase the duration of Stun effects by 100%.	Safeguard Prevents champion from losing more than 1% Health from a single source.
3	Thor	★★★★	5153	4/24 (99)	21298	1490	Stun A 10% chance to inflict Stun for 1.5 seconds.	Enhanced Armor Break Armor Break abilities are 40% more effective.	Safeguard Prevents champion from losing more than 1% Health from a single source.
4	War Machine	★★★★	5370	4/26 (99)	20464	1500	Outlast Reduces damage by up to 20% proportionate to missing Health.	Enhanced Armor Up Armor Up abilities are 40% more effective. Enhanced Fury Fury abilities are 40% more effective.	Safeguard Prevents champion from losing more than 1% Health from a single source.
5	Electro	★★★★	5166	4/28 (99)	14558	1646	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.	Special 1 Bias Defender is more likely to activate Special Attack 1	Safeguard Prevents champion from losing more than 1% Health from a single source.
6	Spider-Man (Classic)	★★★★	4951	4/30 (99)	16474	1708	Power Gain Increase all Power Gain by 150%. Special 2 Bias Defender is more likely to activate Special Attack 2	Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked.	Safeguard Prevents champion from losing more than 1% Health from a single source.
7	Ronan	★★★★	5235	4/35 (99)	13067	1136	Buff Duration All Buffs for this champion last 30% longer.	Enhanced Abilities All abilities trigger 20% more often.	Safeguard Prevents champion from losing more than 1% Health from a single source.
8	Crossbones	★★★★	6340	4/40 (99)	25296	1764	Fury A 10% chance to gain Fury, boosting Attack by 100% for 8 seconds.	Buff Duration All Buffs for this champion last 30% longer.	Safeguard Prevents champion from losing more than 1% Health from a single source.

CHAPTER 3 ROUND 5

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes		
							(All Champs have Champion Boost: +100% Attack & Health and Warning: A third Special Attack has been activated!)		
1	Scarlet Witch	★★★★	5791	5/1 (99)	21878	1822	Critical +28% Critical Rate Critical +100% Critical Damage	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.	Safeguard Prevents champion from losing more than 1% Health from a single source.
2	Captain America	★★★★	7049	5/3 (99)	35322	1726	Health +100% Health Martial Mastery Every 6 hits inflicts Stun.	Stun Immunity This Champion is immune to the effects of Stun.	Safeguard Prevents champion from losing more than 1% Health from a single source.
3	Vision (Age of Ultron)	★★★★	5918	5/5 (99)	23646	1734	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.	Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked. Power Start 2 Start with 2 bars of Power.	Safeguard Prevents champion from losing more than 1% Health from a single source.
4	Rhino	★★★★	6440	5/7 (99)	25610	2664	Fury A 10% chance to gain Fury, boosting Attack by 100% for 8 seconds.	Fissure Every attack tears and ruptures enemy Armor, inflicting a stacking 1% Armor Break.	Safeguard Prevents champion from losing more than 1% Health from a single source.
5	Elektra	★★★★	6375	5/10 (99)	22350	1862	Critical +100% Critical Damage	True Strike Attacks ignore Armor, Resistance, and Evasion.	Safeguard Prevents champion from losing more than 1% Health from a single source.
6	Ms. Marvel	★★★★	5862	5/12 (99)	24150	1978	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked.	Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked.	Safeguard Prevents champion from losing more than 1% Health from a single source.
7	Deadpool	★★★★	5789	5/15 (99)	21358	1844	Immunity Immune to detrimental status effects.	True Strike Attacks ignore Armor, Resistance, and Evasion.	Safeguard Prevents champion from losing more than 1% Health from a single source.
8	Vision	★★★★	6673	5/20 (99)	27102	1988	Power Gain Increase all Power Gain by 150%.	Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked.	Safeguard Prevents champion from losing more than 1% Health from a single source.

CHAPTER 3 ROUND 6

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes		
							(All Champs have Champion Boost: +100% Attack & Health and Warning: A third Special Attack has been activated!)		
1	Gamora	★★★★	6318	5/20 (99)	23334	1944	Critical +28% Critical Rate Critical +100% Critical Damage	Stun Immunity This Champion is immune to the effects of Stun.	Safeguard Prevents champion from losing more than 1% Health from a single source.
2	Joe Fixit	★★★★	6484	5/22 (99)	27276	1892	Enhanced Special 1 Special 1 deals 30% more dmg and can't be Blocked. Mystic Ward Enemy Nullify effects have a 95% chance to fail.	Fury A 10% chance to gain Fury, boosting Attack by 100% for 8 seconds.	Safeguard Prevents champion from losing more than 1% Health from a single source.
3	Guillotine	★★★★	6182	5/25 (99)	23758	2000	Immunity Immune to detrimental status effects.	Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked.	Safeguard Prevents champion from losing more than 1% Health from a single source.
4	Daredevil (Netflix)	★★★★	6486	5/27 (99)	26084	1912	Honed Radar Sense Daredevil's training in this environment has reached 100% perfect Radar Sense.	Stun Immunity This Champion is immune to the effects of Stun. Critical +28% Critical Rate	Safeguard Prevents champion from losing more than 1% Health from a single source.
5	Cyclops (New Xavier School)	★★★★	6200	5/30 (99)	26612	1952	Strike Back When damaged by a Special Attack, this enemy gains 1 bar of Power.	Special 1 Bias Defender is more likely to activate Special Attack 1 Enhanced Special 1 Special 1 deals 30% more dmg and can't be Blocked.	Safeguard Prevents champion from losing more than 1% Health from a single source.
6	Spider-Gwen	★★★★	6537	5/32 (99)	24106	2018	Enhanced Abilities All abilities trigger 20% more often.	Heavy-Hitter Heavy Attacks are not interrupted.	Safeguard Prevents champion from losing more than 1% Health from a single source.
7	Ultron	★★★★	7037	5/35 (99)	29202	2042	Stun Immunity This Champion is immune to the effects of Stun.	Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked.	Safeguard Prevents champion from losing more than 1% Health from a single source.
8	Crossbones	★★★★	8527	5/50 (99)	33752	2352	Fury A 10% chance to gain Fury, boosting Attack by 100% for 8 seconds.	Buff Duration All Buffs for this champion last 30% longer.	Safeguard Prevents champion from losing more than 1% Health from a single source.



Road to the Labyrinth

Opponent List

REGAL
EMPIRE
{OG Walvz}

CHAPTER 4 ROUND 1

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Health: +300% Health, Champion Boost: +100% Attack & Health and Warning: A third Special Attack has been activated!)
1	Black Panther (Civil War)	*****	14640	3/35 (200)	8895	2258	Stun Immunity This Champion is immune to the effects of Stun. Critical +28% Critical Rate Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
2	Magneto (Marvel Now)	*****	12370	3/36 (200)	77860	2284	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
3	Vision (Age of Ultron)	*****	13150	3/37 (200)	78710	2308	Power Start 2 Start with 2 bars of Power. Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
4	Black Bolt	*****	12750	3/38 (200)	79580	2334	Enhanced Fury Fury abilities are 40% more effective. Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
5	Thor (Jane Foster)	*****	15260	3/39 (200)	82815	2360	Energy Resistance +80% Energy Resistance Power Gain Increase all Power Gain by 200%. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
6	Venompool	*****	14160	3/40 (200)	86920	2492	Buff Duration All Buffs for this champion last 40% longer. Stun Immunity This Champion is immune to the effects of Stun. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
7	Spider-Man (Classic)	*****	12020	3/40 (200)	60278	2620	Enhanced Abilities All abilities trigger 20% more often. Critical +28% Critical Rate Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
8	Nightcrawler	*****	15200	3/45 (200)	83105	2556	Enhanced Abilities All abilities trigger 20% more often. Critical +100% Critical Damage Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.

CHAPTER 4 ROUND 2

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs* have Health: +300% Health, Champion Boost: +100% Attack & Health and Warning: A third Special Attack has been activated! - *Except Thanos)
1	Abomination	*****	13910	3/45 (200)	92900	2878	Enhanced Poison Poison abilities are 40% more effective. Debilitate Detrimental status effects last 100% longer. Safeguard Prevents champion from losing more than 1% Health from a single source.
2	Rocket Raccoon	*****	14690	4/5 (200)	58975	4566	Attack +100% Attack Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Safeguard Prevents champion from losing more than 1% Health from a single source.
3	Black Widow	*****	13590	4/10 (200)	81815	2726	Critical +28% Critical Rate Stun Immunity This Champion is immune to the effects of Stun. Safeguard Prevents champion from losing more than 1% Health from a single source.
4	Old Man Logan	*****	15459	4/15 (200)	74490	2386	Mystic Ward Enemy Nullify effects have a 95% chance to fail. Power Gain Increase all Power Gain by 150%. Safeguard Prevents champion from losing more than 1% Health from a single source.
5	Electro	*****	12770	4/20 (200)	63670	2880	Outlast Reduces damage by up to 20% proportionate to missing Health. Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Safeguard Prevents champion from losing more than 1% Health from a single source.
6	Juggernaut	*****	15970	4/25 (200)	100640	2792	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked. Safeguard Prevents champion from losing more than 1% Health from a single source.
7	Groot	*****	16920	4/30 (200)	108250	2736	Mystic Ward Enemy Nullify effects have a 95% chance to fail. Stun Immunity This Champion is immune to the effects of Stun. Safeguard Prevents champion from losing more than 1% Health from a single source.
8	Thanos	*****	24750	4/40 (200)	151026	4836	Champion Boost +200% Attack & Health Kinetic Reactor This enemy generates Power when striking a Blocking target. Safeguard Prevents champion from losing more than 1% Health from a single source.

CHAPTER 4 ROUND 3

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Health: +300% Health, Champion Boost: +100% Attack & Health and Warning: A third Special Attack has been activated!)
1	Iron Patriot	*****	16330	4/40 (200)	91895	2750	Power Start 1 Start with 1 bars of Power. All Or Nothing This Champion stores Power until it's third Special Attack is ready. Spite While opponents have active Buffs, this champion activates Power Flood out of Spite, granting 18% Power per second and Special Attacks a 100% chance to be Unblockable.
2	Drax	*****	17130	4/42 (200)	110530	3092	True Strike Attacks ignore Armor, Resistance, and Evasion. Strike Back When damaged by a Special Attack, this enemy gains 1 bar of Power. Spite While opponents have active Buffs, this champion activates Power Flood out of Spite, granting 18% Power per second and Special Attacks a 100% chance to be Unblockable.
3	Moon Knight	*****	17160	4/44 (200)	116375	3110	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Special 1 Bias Defender is more likely to activate Special Attack 1 Spite While opponents have active Buffs, this champion activates Power Flood out of Spite, granting 18% Power per second and Special Attacks a 100% chance to be Unblockable.
4	Dr. Strange	*****	17060	4/46 (200)	92080	3006	All Or Nothing This Champion stores Power until it's third Special Attack is ready. Stun Immunity This Champion is immune to the effects of Stun. Spite While opponents have active Buffs, this champion activates Power Flood out of Spite, granting 18% Power per second and Special Attacks a 100% chance to be Unblockable.
5	Cyclops (Blue Team)	*****	17740	4/48 (200)	109540	3212	Combo Shield The Combo Meter is not reset after being struck by an attack. Power Gain Increase all Power Gain by 150%. Spite While opponents have active Buffs, this champion activates Power Flood out of Spite, granting 18% Power per second and Special Attacks a 100% chance to be Unblockable.
6	Spider-Man (Symbiote)	*****	16060	4/50 (200)	90835	3746	Buff Duration All Buffs for this champion last 40% longer. Stun Immunity This Champion is immune to the effects of Stun. Spite While opponents have active Buffs, this champion activates Power Flood out of Spite, granting 18% Power per second and Special Attacks a 100% chance to be Unblockable.
7	Red Hulk	*****	22550	4/50 (200)	120030	5139	Attack +100% Attack Energy Resistance +80% Energy Resistance Spite While opponents have active Buffs, this champion activates Power Flood out of Spite, granting 18% Power per second and Special Attacks a 100% chance to be Unblockable.
8	Nightcrawler	*****	20640	4/55 (200)	111985	3442	Enhanced Abilities All abilities trigger 20% more often. Critical +100% Critical Damage Spite While opponents have active Buffs, this champion activates Power Flood out of Spite, granting 18% Power per second and Special Attacks a 100% chance to be Unblockable.



Road to the Labyrinth

Opponent List

CHAPTER 4 ROUND 4

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs* have Health: +300% Health, Champion Boost: +100% Attack & Health and Warning: A third Special Attack has been activated! - Except Thanos)
1	Ms. Marvel (Kamala Kahn)	*****	20590	5/10 (200)	109720	3654	Enhanced Fury Fury abilities are 40% more effective. Outlast Reduces damage by up to 20% proportionate to missing Health. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
2	Punisher	*****	17830	5/12 (200)	118230	3466	Starburst Suffer Degeneration proportionate to this Champion's missing Health. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
3	Superior Iron Man	*****	19900	5/14 (200)	111890	3382	Mystic Ward Enemy Nullify effects have a 80% chance to fail. Enhanced Armor Up Armor Up abilities are 40% more effective. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
4	War Machine	*****	20650	5/16 (200)	119460	3502	Enhanced Armor Up Armor Up abilities are 40% more effective. Enhanced Fury Fury abilities are 40% more effective. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
5	Scarlet Witch	*****	21920	5/18 (200)	112015	3730	Critical +100% Critical Damage Critical +28% Critical Rate Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
6	Yellowjacket	*****	19000	5/20 (200)	128015	3756	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Special 1 Bias Defender is more likely to activate Special Attack 1 Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
7	Wolverine	*****	19520	5/22 (200)	102900	3256	Stun Immunity This Champion is immune to the effects of Stun. All Or Nothing This Champion stores Power until it's third Special Attack is ready. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
8	Thanos	*****	36460	5/25 (200)	180912	11586	Champion Boost +200% Attack & Health Kinetic Reactor This enemy generates Power when striking a Blocking target. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.

CHAPTER 4 ROUND 5

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Health: +300% Health, Champion Boost: +100% Attack & Health and Warning: A third Special Attack has been activated!)
1	Rhino	*****	22200	5/25 (200)	132810	5526	Attack +100% Attack Immunity Immune to detrimental status effects. Safeguard Prevents champion from losing more than 1% Health from a single source.
2	Guliotine	*****	20160	5/30 (200)	116165	3910	Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked. Power Start 2 Start with 2 bars of Power. Safeguard Prevents champion from losing more than 1% Health from a single source.
3	Superior Iron Man	*****	20940	5/35 (200)	121565	3674	Mystic Ward Enemy Nullify effects have a 95% chance to fail. Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Safeguard Prevents champion from losing more than 1% Health from a single source.
4	Venom	*****	23640	5/40 (200)	145530	4118	Buff Duration All Buffs for this champion last 40% longer. Anamnesis Break the normal limitations of a Genetic Memory with perfect recollection of up to 20 effects. Safeguard Prevents champion from losing more than 1% Health from a single source.
5	Daredevil (Netflix)	*****	24540	5/45 (200)	136655	4006	Honed Radar Sense Daredevil's training in this environment has reached 100% perfect Radar Sense. Stun A 10% chance to inflict Stun for 1.5 seconds. Safeguard Prevents champion from losing more than 1% Health from a single source.
6	Storm	*****	22400	5/50 (200)	131500	4380	Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked. Special 2 Bias Defender is more likely to activate Special Attack 2 Safeguard Prevents champion from losing more than 1% Health from a single source.
7	Ultron	*****	27170	5/55 (200)	154460	4322	Power Gain Increase all Power Gain by 200%. Stun Immunity This Champion is immune to the effects of Stun. Safeguard Prevents champion from losing more than 1% Health from a single source.
8	Nightcrawler	*****	28270	5/65 (200)	151200	4648	Enhanced Abilities All abilities trigger 20% more often. Critical +100% Critical Damage Safeguard Prevents champion from losing more than 1% Health from a single source.

CHAPTER 4 ROUND 6

Fight #	Champion	Tier	PI	R/Lvl (Sig)	Health	Attack	Nodes (All Champs have Health: +300% Health, Champion Boost: +100% Attack & Health and Warning: A third Special Attack has been activated!)
1	Superior Iron Man	*****	26329	5/65 (200)	147845	4468	Mystic Ward Enemy Nullify effects have a 95% chance to fail. Enhanced Armor Up Armor Up abilities are 40% more effective. Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
2	Abomination	*****	25670	5/65 (200)	169185	5234	Enhanced Poison Poison abilities are 40% more effective. Debilitate Detrimental status effects last 100% longer. Safeguard Prevents champion from losing more than 1% Health from a single source.
3	Cyclops (Blue Team)	*****	25610	5/65 (200)	156990	4602	Combo Shield The Combo Meter is not reset after being struck by an attack Critical +28% Critical Rate Spite While opponents have active Buffs, this champion activates Power Flood out of Spite, granting 18% Power per second and Special Attacks a 100% chance to be Unblockable.
4	Rocket Raccoon	*****	22450	5/65 (200)	106695	5506	Enhanced Special 1 Special 1 deals 30% more damage and cannot be Blocked. Enhanced Special 2 Special 2 deals 20% more damage and cannot be Blocked. Safeguard Prevents champion from losing more than 1% Health from a single source.
5	Venompool	*****	28000	5/65 (200)	167660	4806	Buff Duration All Buffs for this champion last 40% longer. Stun Immunity This Champion is immune to the effects of Stun. Spite While opponents have active Buffs, this champion activates Power Flood out of Spite, granting 18% Power per second and Special Attacks a 100% chance to be Unblockable.
6	Black Panther (Civil War)	*****	30520	5/65 (200)	184425	4602	Stun Immunity This Champion is immune to the effects of Stun. Critical +28% Critical Rate Spiked Armor Spiked armor provides further protection when struck by a Critical hit, increasing this champion's Physical Resistance by 20% for 5 seconds. Additionally, 6% Attack as Physical Damage is dealt back to the opponent.
7	Scarlet Witch	*****	28040	5/65 (200)	146320	4874	Buff Duration All Buffs for this champion last 30% longer. Critical +28% Critical Rate Spite While opponents have active Buffs, this champion activates Power Flood out of Spite, granting 18% Power per second and Special Attacks a 100% chance to be Unblockable.
8	Thanos	*****	30560	5/65 (200)	192045	4918	Kinetic Reactor This enemy generates Power when striking a Blocking target. Immunity Immune to detrimental status effects. Safeguard Prevents champion from losing more than 1% Health from a single source.