

Click to prove  
you're human



























does lightning, teleport away and cast glacial spike. Fight the enemies. Repeat until Mor'duun dies. remember one hit kill lightning! Holy Barbaric Battlemage (HBB)[] Active Skills[] Divine Hammer (Paladin) - It's powerful, aoe damage is useful at any level Whirlwind (Barbarian) - Hitting multiple enemies at once helps a LOT with crowd control Power Infusion (Paladin) - The bonus damage is great for dealing masses of damage and taking down enemies Intimidate (Knight) - Stuns your target and sends everyone else into panic!! YAY Mana Strike (battlemage) - effects depend on your weapon type Fire Weapon (battlemage) - Useful for crowd control Arctic Weapon (battlemage) - Good for hitting a single target and doing a little damage to everyone in your way Thundering Weapon (battlemage) - Massive single target damage + stun = effective Passive[] Adrenaline Rush (Barbarian) Death Wish (Barbarian) Deep Wounds (Barbarian) Arcane Potency (Battlemage) Twin Disciplines (Battlemage) Grit (Knight) Required Equipment[] Colossal Weapon Heavy Armor Strategies[] Holy Barbaric Battlemage is a useful and fun kit for arena, as well as standard levels. In arena, it blows through multitudes of enemies at a time, which heals you simultaneously, easily allowing you to gain bucketloads of exp. When you encounter a food poisoned cyclops or a skeletal mage use the following. First activate Lightning weapon and Mana Strike to temporarily stun. This should give you enough time to use Fire Weapon and damage multiple enemies. As soon as the stun wears off, use Intimidate and then Divine Hammer. Assuming you did all this correctly, you should be able to use the Lightning Weapon strategy again, slaying your foe. HBB is helpful against waves of melee enemies. All you have to do is activate power infusion and fire weapon. As soon as the annoying bugs surround you, use whirlwind and mana strike. Unfortunately, this class is weak against multiple mages that are spread out among the battleground. In order to defeat them, you'll have to take each one out by one. From weakest to strongest. As tedious as that sounds, it is almost your only option. Variations[] Savage Pounce (Barbarian) can replace Divine Hammer, depending on the situation (mostly used in levels with lots of walls/chasms. If the wizards are REALLY getting you down, Silence (Battlemage) can replace Intimidate as it is just as effective if your fighting a large group of spread out mages. Victory Banner (Knight) can replace Power Infusion but it is only MORE effective when fighting enemies that are buffed against holy damage. Holy Ninja Variant (Ultimate Arena Build)[] This build mixes skills from primarily Ninja and Paladin, however, I recommend supplementing with a few skills from Bard, Battlemage, Barbarian, Knight, and Rogue to round it out and add balance. I started my character going full bard until I got Generalist (which if you equip it once you're in the academy, all skill requirements for other classes re reduced by 30%. That means a skill that needs 30 str to train, now only needs 21 str to train). This build is remarkably self sufficient and low concentration invested making it ideal for farming legendary weapons/armor in the arena. Active Skills[] Blade Rush (Ninja L.11) [Recommended] There is the option to swap this out with really any AE. I choose Blade Rush because it is strong AE on a short cooldown that can also be used as a gap closer for casters/healers. Radiance (Paladin L.13) In the early waves this is just a filler. After about wave 15 you will want to use this at the beginning of each wave to make sure you have your cooldowns rolling. Smoke Bomb (Ninja L.11) An obvious choice as it brings ranged into your point blank AE and gives you 30% dodge. Aura of Light (Paladin L.3) This is not 100% necessary if you use life-steal trinkets but using this frees up those slots for other itemization options. If you do not use life-steal trinkets, keep this up at all times. Wrath (Paladin L.6) This is your bread and butter. Keep this up at all times. Frenzy (Barbarian L.7) Heavy damage boost. Keep this up at all times. Power Infusion (Paladin L.4) Heavy damage boost. Keep this up as often as possible. Flame Weapon (Battlemage L.1) Bonus crit and damage, set it and forget it. Passive Skills[] Dual Wield (Ninja L.2) The extra damage from a second sword combined with Wrath is immense. Impending Doom (Ninja L.12) This reduces cool-downs every time you get a crit. It is the primary reason this build works. Lethality (Ninja L.5) Since this is a crit reliant build this just amplifies your damage. Favored Soul (Bard L.8) This skill, combined with Impending Doom, do the lion's share of the work to make sure Frenzy, Aura of Light, Wrath, etc. are always up and running. Lethal Edge (Rogue L.5) [Recommended] This skill is optional and can be swapped based on preference. Crit (Knight L.8) [Recommended] This skill is optional and can be swapped based on preference. Equipment[] All items listed here are recommendations only. Weapons[] Mercurial Blade - 22 Attack Power \* 0.2(STR)+0.6(DEX)+0.4(SKI). Obsidian Soulcrusher - 26 Attack Power \* 0.6(STR)+0.2(DEX). Witherstrike - 36 Attack Power \* 0.6(STR)+0.2(DEX). Armor[] Battlemage Raiment - 24 Armor / 31 Spellpower / 6% attack/c.d. speed Greatly improves mana strikes damage if you use that instead of Blade rush. Even if you don't the CD and attack speed are nice and the spell power STILL improves the passive damage bonus provided by Flame Weapon. Duelist's Regalia - 26 Armor / +5% dodge/crit/move speed/attack speed Cowl of the Red Fang - 29 Armor / +5% crit / +50% crit effect Trinkets[] Ashes of Graz'bad x 2 - +7 Weapon Power, +7% Life Drain This is ideal because it allows you to not have to pay attention to your health until after wave 15. Antique Hourglass x 2 - +18% Attack Speed, +13% Cooldown Speed This ensures cooldowns are always up and gives a heavy boost to attack speed. Choker of the Red Feast x 2 - +10% Life Drain Two of these allows you to drop Aura of Light completely and get another skill instead. There is alot of personal preference tied up in trinket slots. It is really up to you based on how much you want to use Aura of Light or not. Strategy[] Wave 1-11[] The beginning waves are pretty easy with this build. You want to get into the habit of keeping Wrath, Frenzy, and Power Infusion (and Aura of Light if you have it) on cool-down ALL the time. At the beginning of each wave use smoke bomb to draw everything in and Wrath will cleave it down. Wave 12-16[] Still pretty easy, but you will want to start using Blade Rush to proactively single out healers. Wave 17-22[] You really need to start paying attention now. At the beginning of each wave smoke bomb right away and as soon as the first melee gets to you - use your Radiance immediately. THEN put all your cooldowns up while the field is stunned. If you fail to hit radiance at the right time you will want to stagger your cooldowns. You need to do this because while you are casting frenzy, wrath, power infusion - you are not hitting enemies and are thusly not healing yourself. In the late waves the creeps hit hard enough to kill you in a few seconds flat. After wave 22 you can let your hero die as you are \*almost guaranteed\* to have over 100 kills by then. \*99% likelihood but it depends on random wave generation so you could be a few short. I have still gotten legendsaries for only killing 96 creeps though.[] Dodge Master (rogue, ninja, monk)[] This build requires a lot of dexterity (and dodge), strength, skill, and a bit of endurance. You may need to do new game + to fully utilize this build to its max potential (JK you don't, you should be able to make this build by arctid hit 27 or so) ACTIVE SKILLS Smoke Bomb - Increases your dodge chance by 30% while in the clove. AND ranged enemies can't target you. Flame Weapon or Thundering Weapon - Increases damage, especially with dual wielding (see below). Flame increases crit. chance (Impending Doom), or if using Thundering can be used for stun. Blade Rush - This is extremely good. It can do insane damage and is good for movement. Shadowstep - Again, this really good, and is good for movement Empty Body - This lets you have 100% dodge chance for 4 seconds. Only use with Premeditate Premeditate - As said above, only use it with Empty Body, or maybe Smoke bomb Paralytic Knife or Traq Dart - Both are handy for stopping an enemy, or to take a breather. Your choice on which one you like/want to use. Ki Blast or Ki Shot - One deals really good damage to one target (Ki Shot), the other deals moderate damage to all enemies in the area, and knock them down (Ki Blast). PASSIVE SKILLS Evasion - Increases dodge chance by 10%. Impending Doom - Decreases cooldown by 1 sec. each crit hit. This is good with the amount of skill you will need, and also with Flame Weapon. Counter Strike - Every time you dodge an attack, deal damage to your attacker. This is the entire premise of the build. If you don't have this, then this build it kinda pointless. Dual Wield - This increases damage and attack speed. Also increases crit chance, especially with Flame Weapon Silent Assassin - Can be used for escape, movement, or to easily kill an enemy. Lethality - Extra 50% damage each time you crit. hit. EQUIPMENTS Weapon(s)- Tombcaller, and another weapon, either sword or dagger, your call. Armor - White Ninja Gi (22 armor, +6% attack/movement speed) or Garb of the west wind (25 armor, +4% dodge). It's your personal choice of which one you want. I personally like Garb of the West wind more, however. Accessories - Double Ghost Stone (+15% Dodge each). GAMEPLAY You will want 65 dexterity (+30% dodge), and the rest in skill (for crit hits). With all this dodge, you will get 70% dodge (30% (dexterity),+30% (2x Ghost Stones), and +10% (evasion)). That way, when you smoke bomb, with that +30% dodge, you will have 100% dodge, for about 10 seconds. In case you haven't noticed, there is no life gain in this build. So you will need to rely on the dodge, which considering that you have anywhere from 70%-100% dodge, it's easy to win. God-Slayer's Apollo Strike[] By: Chocolatemilk1234 (Chocolate) An arrow made from the Seven Deadly Sins that can pierce even a god. With this power you can win against the malevolent god threatening Haggerdom, you shall be the one to restore freedom to Haggerdom and save the land from ruin. Just kidding this is actually an overkill joke build I made while it was bored. When it comes to the equipment, skills and passives focus on raising your damage as much as you can before letting loose with an Apollo Strike. Equipment - Hurricane (strongest bow in the game) - Cowl Of The Red Fang (crit damage/chance increase) - 2x Black Candle (crit damage) - One-handed melee weapon of choice Skills - Apollo Strike (main source of damage, it also pushes away and knocks down anything that survives) - Song Of Inspiration (rapid recharge, allows for consecutive Apollo Strikes and resets the cooldown on other buffs) - Holy Word (needs "Word Of Retribution", provides damage increase) - Power Infusion (damage increase) - Enrage (damage increase) - Victory Banner (damage increase, crit chance increase) - Blood Magic (skill damage increase, crit chance increase) - Flame Weapon (damage increase, crit chance increase) Passive Skills - Archery (for obvious reasons) - Grit (damage increase) - Dragon Style (damage increase) - Lethality (crit damage increase) - Word Of Retribution (requires "Holy Word", provides damage increase) - Might (damage increase) Method Simply activate all your buffs and let loose with the Apollo Strike, if it does not kill the target use Song Of Inspiration, reactivate Blood Magic and fire another Apollo Strike. if the second strike does not kill the target either finish off the target with auto attacks or wait for the third Blood Magic/Apollo Strike. I haven't seen a single target that could survive more than three of these strikes (most enemies end up dying by the first strike) and if done correctly a single Apollo Strike can deal roughly 8000-11000 damage per hit. The key is to be fast since the damage buffs will only last for 10 seconds before they deactivate and begin cooldown (the third arrow only needs the "Blood Magic" buff), also this build only works on single targets like bosses and will be nearly useless on multiple enemies. In short take down your enemies quickly so they can't kill you or heal afterwards. Overall just be creative with how the skills in this build are used and make sure to be aware of the situation. Critical Generalist[] By a random guy on the internet called Luzeldin This is an all purpose build that can do just about anything. Arena, final boss, quest, beating goblins, you name it, this build got tools for it, and most of all, it is fun to play. You need to fully master 3 classes, so it seems it would take forever to build, but the process is much faster than what you might have assumed because Generalist is along the path of the build. The build should be complete around level 30 in a single playthrough if you go for Generalist first. How the build works[] Flame Weapon at all times, use Blood Magic(will be referred to as BM from this point on) before using any of your skills, and use Song of Inspiration(will be referred to as Sol from this point) to refresh them. Impending Doom+BM+Sol makes it so that this build has little to no downtime. Against single targets, BMKarma Kick into BMAssassinate outright kills them. BMRadiance>BMMana strike>Sol>repeat will wipe crowds of smaller enemies, or even weaker big ones. Against bosses or single target high HP mobs, use BMWandering Plague on them to get cooldown reduction off every poison tick. All of these is made possible with Choker of the Red Feast, a Life Drain accessory that mitigates the cost of BM and makes Radiance a full heal when used. There will be situations where you will have to use your skills without BM, especially past round 20 in arena, but you'd have to learn that yourself. Active[] Song of Inspiration(Bard 13) - Reset cooldown. You usually use this to spam Radiance because Impending Doom will get all other activities off cooldown real quick. Karma Kick(Monk 3) - Gap closer. Also mad powerful when near death. Synergize super well with BM. Assassinate(Ninja 13) - BM this right after Karma Kick for an almost guaranteed kill. Radiance(Paladin 13) - Ultimate AoE. Follow this up with a Mana Strike on the knocked down enemies, then Sol do it again for overkill. Mana Strike(Battlemage 2) - This is your nonliner skill. When your Radiance is on cooldown, or when it is not, but there are too few enemies around and it's not worth it, BM this. It is really only used for crowd control. Wandering Plague(Necromancer 3) - When there's only a single target, like when facing a boss, Blood Matic+this will constantly cut your cooldowns. Makes your abilities much more spammable. Flame Weapon(Battlemage 1) - You kinda need this if you wanna use Mana Strike. Also boost your Karma Kick and Assassinate. Blood Magic(Witch 4) - Core ability. Makes evething crits. With so many critical damages in the build, you would feel useless if your skills doesn't crit. Also synergize well with Karma Kick and Death Wish. Passive[] Impending Doom(Ninja 12) - Core passive. This, with Blood Magic, allows you to reduce cooldowns like mad and spam Radance like a boss. Death Wish(Barbarian 5) - With Blood Magic to constantly reduce your HP, you are guaranteed to get a boost out of this. It also makes all your skills go crazy when near death. Arcane Potency(Battlemage 3) - Since your skills will crit 100% of the time via Blood Magic, this is a direct 50% increase to your damage output. Lethality(Ninja 5) - Look above, except it's for everything, not just spells. Grit(Knight 8) - 50% status effect duration. You kinda need this to survive all the poisons. Shield Training(Knight 3) - Since you are not using any defensive abilities and are constantly reducing your health by BMing, you'd want all the armor you can get, otherwise, everything past round 20 in arena would most likely one shot you.\*\*\*\*\*If you are using Mor'dooh Doomplate, you already have enough armor. You can completely forego this for more offensive abilities. Be creative. Equipment[] Use whatever you want, it matters little. The only must here is the Choker of the Red Feast, or you would suicide real quick with all the BM spamming. Personally, I use: Witherstrike - Because it looks cool. Draconic Bulwark - You need the armor. Cowl of the Red Fang - Critical damage increase. Read Lethality. Black Candle - Look above. Choker of the Red Feast - Build enabler. You would've killed yourself many times over with all the Blood Magic spamming without this. But really, as long as it allows you to use skills in the build, use anything you want. I tried this build with all 3 legendary armor, and it worked fine. Robe of the Shadowmancer gives you 10% chance to instant cooldown, which is super useful. Mor'dooh Doomplate allows you to forego shield and frees up a passive slot. Honestly, as long as the build can still physically function, gear is entirely up to you. Build Path[] If you want to be efficient, go Bard/Paladin first, but grab Knight abilities up to defend isn't a bad idea since Bard/Paladin lack offensive skills. After you hit Generalist, just leisurely grab every skill you need, in any order you want, it is trivial to learn skills after that point. Any stats after completing the build should go to INT. Investing in CHA would result in more powerful Radiance, but INT, while not as prominent, still DOES increase Radiance damage, and that literally everything else you do scales with INT via Flame Weapon. STR will do the same, but without the fire element attached and does not increase Radiance damage at all, so I suggest going all INT. Flame Ranger[] Submitted by Drew This is an extremely powerful, but unconventional Ranger built on using INT and not DEX. You will need to be in NG+ mode as several skills are high level from different classes and the attributes are different. Attributes[] STR 5 DEX 10 INT The rest SKL 20 END 5 CHA 5 You need DEX10/SKL20 to be able to wield the hurricane bow. All other points go into INT. Skills[] Active Flame Weapon - Battlemage (The key to this build) Incendiary Arrow - Ranger Apollo Strike - Ranger (use a different skill in the arena if desired) Wandering Plague - Necromancer Victory Banner - Knight Aegis - Battlemage Radiance - Paladin Summon Pet - Ranger Passive Lethality - Ninja Adrenaline Rush - Barbarian (can substitute others) Life Leech - Witch Leader - Ranger Archery - Ranger Impending Doom - Ninja Equipment[] Main weapon - any legendary weapon, doesn't matter Bow - Hurricane Armor - Robes of the Shadowmancer 2x Howling Sickle How to Play[] This build is extremely good in the arena and against all foes (I played this build on the Insane difficulty without much of a challenge). The damage from this build is huge even at low levels . When leveling, use mage armor to boost spell power and go for critical chance accessories. The flame weapon not only grants 10% critical chance, it adds spell damage to all attacks and skills, even with the bow. Using impending doom of the ninja, the idea is to lower cooldowns of skills to basically zero. With a high critical chance, especially with the victory banner, the constant damage of the incendiary arrow and the DOT of wandering plague will ensure that you can constantly use skills. The pet keeps aggro and radiance does massive damage and keeps you and your pet from taking damage. In the arena radiance will be your main damage spell, easily doing over 1000 damage per cast to each enemy on the screen at level 30. For non-arena, the Apollo strike skill pummels enemies, making even the boss characters a joke to defeat. Due to the high intelligence of the character, Aegis is extremely effecting at later levels (use healing skills before level 15 until it is higher). With this build, achieving wave 30 of the arena is very easy even at level 30. I usually quit at wave 20 or so to farm for legendary items which is not much of a challenge with the build. Knight of the Morning Star[] This build takes advantage of the morningstar's unique property of increasing damage based on "END", as well the powerful "grit" passive, to merge offense and defense together. Having all attribute points invested into END with this setup results in a monstrous knight with simulatiously high health and high damage. You will need to have unlocked all the necessary skills on a previous save file, then carry them over into a new character to use this without wasting attribute points. Equipment[] Morningstar (Blunt Weapon) \* Draconic Bulwark (Legendary Shield) Mor'dooh Doomplate (Legendary Armor) Gatekeeper's Sigil (Armor Accessory) x2 \* The morningstar is the focus of this build, but it's quite easy to get legendary equipment early. I've personally found that you can start farming for legendary equipment by level 15, so you can use a legendary weapon until level 29, when the morningstar becomes stronger. Actives[] Power Attack (Knight) - You can never go wrong with the classics. The incredibly low cooldown on this attack makes it your bread and butter for single target damage. Shield Rush (Knight) - Movement, damage and stun! OH MY! Avoid deadly attacks with ease or simply stun the culprit to interrupt it with this amazingly versatile attack. Savage Pounce (Barbarian) - With yet another rush attack, you'll always have a way to instantly escape dangerous attacks and narrow the gap to those pesky ranged enemies. This attack features area damage, which is important for the arena. Cleave (Knight) - Even more area damage, lets you literally cut those enemy groups down in size. This attack synergizes great with savage pounce, since jumping behind an enemy horde leaves you in a great position to turn around and chop them all to bits. Frenzy (Barbarian) - Cooldown reduction is very important for all strong builds, including this one. Frenzy helps make sure you'll always have a skill available, and lets you activate your buffs as often as possible. Aura of Light (Paladin) - The best defense is a perfect offense. This skill is a must-have, since high lifesteal and damage is an extremely effective strategy for surviving in the arena, and againts powerful bosses. Power Infusion (Paladin) - You always want as much damage output as possible. Due to the 35% lifesteal from your skills and armor, this skill also helps keep you alive in difficult fights. Revenge (Knight) - This skill is an obvious pick, since it has great synergy with the other skills in the lineup. Your high health allows you to survive hard hitting enemies, then with this skill, you can hit them back harder, and recover your health. Passives[] Grit (Knight) - When you have enough END, this passive turns the morningstar into the strongest one-handed weapon in the entire game. This combo is honestly overpowered, especially considering that you can get the morningstar insanely early. Shield Training (Knight) - If you're a knight, you obviously need a shield. The damage reduction from the armor bonus will ensure that your lifesteal keeps up with your health loss. Chivalry (Knight) - You want as much armor as possible. Your damage and health can always be increased by leveling up, but there's a limit to the amount of armor you can have. Favored Soul (Bard) - This build uses many buff skills, so it benefits greatly from this passive. Favored soul leaves you extra time before your buffs needs to be re-activated, giving you more room to attack. Student of the Mind (Wizard) - Cooldown reduction is essential for both damage and survivability. Impending doom is the better skill for cooldown reduction, but mandates a high crit-rate and isn't needed, due to the inherently low cooldown of the attacks used here. Life Leech (Witch) - You'll want this skill for sure. Even higher lifesteal makes "Revenge" incredibly powerful in the arena, where it offsets the increased damage of every wave. Alternative Options[] High weapon power, high health, over 80 armor, 35% lifesteal and fast cooldowns make this build a beast to be reckoned with. Keep in mind however, that this setup can be adjusted for the situation, such as with the "Premeditate" skill, "Death Wish" passive or "Choker of the Red Feast" accessory. There is a different version of this build optimized for arena. Infinity Mage[] Greetings Battleheart Legacy wike! I'm just a random fan of this game who stumbled on something hilarious and wanted to share. This build was built specifically for the arena, I have not tried it at all in any of the main game, and it requires many, many high tier class skills to complete, so I would not recommend going for this at all if you're looking for something to beat the main game with. What is this?[] This first came into existence when I wondered how far you could push the Instant Cooldown mechanic (as far as I know 45%), and how to be best abuse not having cooldowns. The end result is Infinity Mage, a variant of wizard/witch which focuses on packing as many high impact spells as possible, and spamming the living hell out of them. I can get to around 200 kills in the arena consistently, and I've found I only ever actually die when I'm spamming too hard and forget about my CC/healing, so I'm sure it can go farther. The Build[] Skills[] Aura of Light (Paladin)- Extremely overpowered source of healing, combos with any damage sources you have, particularly Tornado, with 2-3 tornadoes up you are pretty much unkillable. Tornado (Witch)- Amazing crowd control, combos nicely with Aura of Light for massive healing and meteor for damage. I'm 100% sure there is no spell that does this ones job better, completely necessary in my book. Glacial Spike (Wizard)- Another high impact spell that works well with our many sources of Instant Cooldown. Pretty good, but perhaps replaceable if there is something more unfair Horror (Witch)- Worse than tornado, but provides lots of breathing room, especially when cast multiple times in a row. Wouldn't cut this. Meteor (Wizard)- My latest addition, not entirely sure if this one is worth it but it seems to work great for now, mostly put in to combo with Tornado, but gives the build a little bit more damage that it really needed. Not sure if key yet. Song of Inspiration (Bard)- This might be a little overkill, but has saved me many many times when I brick on Instant Cooldowns at the end of a round, though with the addition of Impending Doom that happens far less now. Teleport (Wizard)- Mobility woo. Calamity woo. Calamity woo. Similar to Glacial Spike, but with what seems like more damage and is teleport cancelable. Nice to have, but same case as Glacial Spike. Passives[] Staff Master (Wizard)- Duh Life Leech (Witch)- This might not be impactful enough, and I would not be surprised if I swapped this out in a future change, but for now it provides a more consistent source of heals than Aura of Light, though much much weaker Time Warp (Battlemage)- More Instant Cooldown! Might not be worth the Passive slot, but it's hard to judge how effective this is. Impending Doom (Ninja)- Wow this is amazing. In case you weren't already convinced spamming tornadoes was a good idea heres another reason to spam tornadoes. Definitely required Mass Destruction (Wizard)- Another one I'm not sure is entirely worth it, but since Tornado is out a lot this is probably not too bad. Withering (Necromancer)- It's at about this point while writing this guide I realized this build is probably far from perfect, and lots of these abilities I could likely replace. I'm not even sure this actually works with tornado. Equipment[] The Scouring Inferno (Staff)- Best staff as far as I know Robes of the Shadowmancer (Armor)- Best mage armor, good thing they also help with Instat Cooldown x2 Azamoth's Cursed Eyeball (Trinkets)- The biggest source of Instant Cooldown, +15% from each is pretty much why this style of play is allowed to exist. How to Play[] Spam everything. This is an absolutely hilarious build to watch play out and for the most part very easy, generally you want to have a tornado out at all times, preferably two or three or even more if you feel like it. The only thing you actually have to worry about is usage of Aura of Light/Horror. In the later waves these are your main ways of not taking immense damage, so make sure you remember to use them often before randomly clicking other buttons mindlessly. Avoid hits, do lots of damage, blah blah blah. Hope you all enjoyed, and good luck counting those tornado resets.