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Idle heroes celestial island build guide

Players can build minefields and statues in their homes. Minefields can only be built in Pit, statues can only be built in their respective areas. The quantity of minefields is linked to the level of the Watchtower, while the number of authorized statues is constant. The celestial island is a kind of headquarters for the player and will be unlocked at level 30. The island is designed to be built and it begins with a level 1 watchtower and 1 empty space in the pit, on which various elements can be built. On the one hand, mines that produce different resources over time can be built in the pit. The expanse of your own island is controlled by the watchtower. Among other things, its level determines the difficulty and rewards of enemies, and how many buildings can be built. All buildings can be upgraded with Stone of Void to increase their performance or bonuses. If a building is improved over several stages, its appearance changes. The images below show the different buildings only on their first level. In addition to these resources and the usual resources, purple daffodils are used as combat currency. These two resources can only be acquired and spent on the celestial island. In addition, the player can go on an expedition. In doing so, enemy islands or the Void Nest can be attacked with purple daffodils to earn vacuum stones and other rewards. Enemy islands and vacuum nests are similar to boss marauders or guild raid bosses, in that they can be attacked repeatedly until they are destroyed, but they will be reset after certain time limits; the surrounding islands are reset every 6 hours and the Void Nest is reset every 8 hours. The Watchtower The Watchtower is the main building of each celestial island. Its level defines the size of your island and the surrounding area; the higher the level of the Watchtower, the more side buildings can be built. In addition, the number of adjacent islands, which can be attacked, increases with the expansion of the Watchtower. In addition, the maximum capacity of purple daffodils will also be increased. It also sets the maximum level for your buildings: their level is limited to twice the level of your watchtower. The following table shows upgrade costs, available construction locations and daffodil capacity per level. Level appearance Pit Holy Terrace Celestial Island Daffodils toplimit 1 1 1 6 10 144K 13 2 1 1 6 10 208K 3 3 1 1 7 10 272K 44 4 1 2 7 7 10 336K 72 5 2 2 8 11 568K 118 118 6 2 2 8 11 856K 189 7 2 3 9 11 1144K 268 8 2 3 11 1432 K 329 9 3 3 10 12 1720K 429 10 3 4 10 12 2512K 533 ► Develop to display more values Level Pit Holy Terrace Celestial Island Daffodils toplimit 11 3 4 11 12 3472K 620 12 4 4 11 11 13 443 2K 790 13 4 5 12 13 5392K 884 14 4 5 12 13 6352K 98 2 15 5 5 6 13 14 8752K 1143 16 5 6 13 14 11M 1317 17 5 7 14 14 14M 1,436 18 6 7 14 15 17M 1561 19 6 8 15 15 20M 1698 20 6 8 15 15 - - Since Opponents depends on the level of your watchtower, the chart below shows when enemies will be improved and its rewards when you defeat them completely. The enemy level applies to both the enemy islands and the Void Nest. It is highly recommended to read below before leveling your watchtower or you may be stuck with enemies that you are unable to defeat. Tower Level Enemy Level Boss Reward Island Reward 1 - 4 70 18x, 20x, 54K 4x, 5x, 12K 5 - 7,120 21x, 20x, 72K 5x, 5x , 16K 8 - 10 160 24x, 28x, 90K 6x, 7x, 20K 11 - 13,180 27x, 36x, 108K 7x , 9x, 24K 14 - 16,200 30x, 44x, 126K 8x, 11x, 28K 17 - 18,250 33x, 52x, 1.44K 9x, 13x, 32K 19 - 20 300 36x, 60x, 162K 10x, 15x, 36K Statues There are six different statues, three light and three dark ones. The three luminous statues provide buffs to the factions of Light, Fortress and Forest, while the three dark statues provide buffs to dark, abyssal and shadow factions. Each of them grants different bonuses to heroes of specific factions. The higher the level of the statue, the higher the values provided. The three types of bonuses awarded are the atk increase, the increase in HP% or a speed increase depending on the statue. Rather than building and leveling all the statues equally, it is recommended to invest in one to maximize its benefits. The statue you should focus on depends on what you enjoy and your current progression in the game (i.e. if you are a mid/end player and want to focus on PVP you would most likely level a speed statue). Mines There are three types of mines that can be built in the pit of your celestial island. Each of them allocates different resources over time. The higher the mine level, the higher the resources provided per day. The initial construction of a mine always costs 12K Gold and 50 Gems. It is recommended to prioritize mines in the order of Gems - Gold Mine The gold mine generates gold over time. You can build two mines of this type. The following table shows upgrade costs, capacity and production per day. Each level increases capacity and daily production. Appearance Level Power Output (per day) 1 11 21 18K 2 2 11 22 24K 2 3 12 23 30K 3 4 12 24 36K 5 5 12 25 42K 6 6 13 26 48K 8 7 13 27 54K 9 8 14 28 60K 13 9 14 29 66K 14 10 15 30 93K 20 ► Expand to show more values Level Capacity Output (per day) 1 11 21 18K 2 2 11 22 24K 2 3 12 23 30K 3 4 12 24 36K 5 5 12 25 42K 6 6 13 26 48K 8 7 13 27 54K 9 8 14 28 60K 13 9 14 29 66K 14 10 15 30 93K 20 ► Expand to show more values Level Capacity Output (per day) 11 15 31 120K 25 12 16 32 147K 30 13 16 33 174K 41 14 17 34 201K 47 15 17 35 228K 53 16 18 36 255K 60 17 18 37 282 K 64 18 19 38 309K 78 19 19 39 336K 83 20 20 40 426K 95 21 20 41 41516K 0 105 22 21 42 606K 112 23 21 43 696K 120 24 22 44 786K 144 25 22 45 876K 153 26 23 46 966K 161 27 23 47 1056K 170 28 24 48 1146K 180 29 24 49 1236K 189 30 25 50 1506K 198 31 25 51 1776K 231 32 266K 241 241 33 26 53 2316K 252 34 27 54 54 54 554 542586K 264 35 27 55 2856K 275 36 28 56 3126K 286 37 28 57 38 29 58 3666K 312 39 40 Magic Dust Mine Magic Dust Mine generates magic dust over time. You can build two mines of this type. The following table shows upgrade costs, capacity and production per day. Each level increases capacity and daily production. Appearance Level Capacity Output (per day) 1 50 100 18K 2 2 60 120 24K 2 3 70 140 30K 34 80 2 160 36K 5 5 90 180 42K 6 6 100 200 48K 8 7 110 22 0 54K 9 8 120 240 60K 13 9 130 260 66K 14 10 140 280 93K ► Expand to show more output capacity level values (per day) 11,145 290 120K 25 12 150 300 147K 30 13 155 310 174K 41 14 160 320 201K 47 15 165 330 228K 53 16 170 340 255K 60 17 175 350 282 K 64 18 180 360 309K 78 19 185 370 336K 83 20 190 380 426K 95 21 21 195 390 516K 0105 22 200 400 606K 112 23 205 410 696K 120 24 210 420 786K 144 144 25 215 430 876K 153 26 220 440 966K 161 27 225 450 1056K 170 28 230 460 1146K 180 29 235 470 30 240 480 31 245 490 32 250 500 33 255 510 34 260 520 35 265 530 530 36 270 540 37 275 550 38 280 560 39 285 570 40 290 580 Expeditions Represent the militant part of the celestial island. On the one hand, it is possible to fight against one of the many bosses chosen at random. On the other hand, you can attack the small enemy islands around your main island. When you attack the Void Nest, you will receive small rewards when you are defeated and a great reward when you are victorious (similar to Boss Marauder). In small islands, the player receives a reward only when he is victorious, but both places can be attacked several times until they are victorious (or up to deadline). Rewards can include Gold, Stone of Void and Monster Souls. As usual, the power of the targets and the rewards received depend on the level of the Watchtower. Main Island Principal is your head office. A click on it takes you back to the big picture of your island. Nothing special. Empty Nest The Void Nest is similar to a fight against a Marauder. There are several different bosses that can be fought. Every 8 hours, the current opponent is reset, regardless of whether he is still alive or has already been defeated. The new boss is chosen at random. However, each of them has different abilities and characteristics. The following table shows the possible enemies against whom to fight. Shadow Fortress Abyss Forest Dark Light Class Mage Mage Assassin Warrior Mage Priest Special Reduce attack Burn High Damage Stun Skill Damage Counterattack Every attack on the Void Nest costs a purple daffodil, but every time you get a small reward, consisting of golden souls, empty stone or monster. It doesn't matter if you win or lose the fight. If the boss is defeated, on the other hand, you get a slightly larger reward per mail in the game. This still contains the three resources mentioned above. If the monster level is at least 180 (watchtower level 11) and you are very lucky, you can also receive Universal skin bursts. In addition, the size of the reward, like the monster level, depends on the level of the Watchtower. Enemy Islands On enemy islands, the player always encounters a group of six identical enemy heroes. If these are completely defeated, the player receives a reward. This includes Gold, Stone of Void and Monster Souls. You can attack several times if necessary. Each attack on an island requires a purple daffodil and the number of attackable islands is defined by the level of the Watchtower. Sometimes the island will contain a rainbow combination of enemy heroes. It is significantly stronger than typical but also gives universal skin bursts. After a fixed time, enemies on the islands are reset. It doesn't matter if the enemy heroes are alive or already defeated. This time it's six hours counting from the first time you looked at the islands after a reset. Hopefully, a small chest will appear instead of a group of enemies once the time has elapsed. It grants a small random reward. If you open the chest either a new chest or a group of enemies appears immediately, you don't have to wait for the reset. Smash Cannon Even if this feature is explained roughly, it is useful to know Smash will never use more purple daffodils than it is necessary to kill all enemy islands. So, for example: If you break 10 ordinary enemy islands, with a team that is able to destroy each of them in a fight and got 12 purple daffodils in your Smash will only use 10 of them. These. These.

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