



Dynasty warriors unleashed costume guide

Dynasty Warriors: Unleashed – Mobile TrailerKola out the official trailer for Dynasty Warriors: Unleashed. Subscribe to GameSpot Mobile! Visit all our channels: Features & amp; Reviews – Video Game Trailers – Movies, TV, & amp; Comics – Gameplay & amp; Guides – Mobile Gaming – Like – Follow – :00.000ZHere are the 10 best tips/tricks/cheats you need to know for Dynasty Warriors: Unleashed.1. Draw your Daily Lights to increase the strength of Your Strengths. Make sure to enter the market and pull your daily bag. Each could include an extremely strong general who will swing the tide of battle in your favor.2. Open daily chests to equip your generals with stronger gear. An army cannot march without the necessary equipment to support it. Be sure to open the daily chests to get more armor, weapons, and supplies to equip your troops. 3. Tag out your heroes to suit any situation. the power of your water general. Make sure to bring in the best general to suit every situation. Never be afraid to trade in a new person to take on any challenges that lie within. But if you are a few points short, use bonuses that come with the help of heroes of each type to get an advantage. Use your fire heroes to defeat wooden heroes, use your wooden heroes, use your water heroes to defeat water heroes and use your water heroes to defeat wooden heroes, to powerful gems to increase the efficiency of your equipped items. Jump in daily and take on the challenges to strengthen the power of your strengths. Page 2 • Each stage, you'll have the chance to add mighty warriors to your army. Take on each level and build the largest army. 7. Don't be afraid to use your Multi-Star Generals to train and promote • Multi-Star generals are powerful allies for any commander to have. However, using them to promote the high level you win to best support your army. Never be afraid to power up your current team with some new high level heroes you'll find. 8. Replacing equipped items can be to a Big Power Boost • Although it may cost some silver, replacing equipment for each generals with much stronger armor and weapons can be the difference in conquering a tough level or heinous defeat. 9. Use Assists to help beat tough levels • At the start of the level, you can choose a general to give your team a boost. Bring in a powerful new general with the perfect element to turn the tidal wave of battle. 10. Donate to Your Guild to Earn Awesome Objects and Generals • Guilds can be staunch allies in the journey of uniting the three kingdoms. Take advantage of the donations you make to other members of your guild to get new equipment or more resources for your generals. in: Dynasty Warriors: Unleashed Images Category page Edit Share Treasure box graphics from the game. Dynasty Warriors: Unleashed Images Category page Edit Share Treasure box graphics from the game. or purchased from the market using various forms of currency. Some may be sold for additional coins. Currency[edit | edit source] Other forms of currency. Some may be sold for additional coins. Currency[edit | edit source] Other forms of currency. buy unusual items. Rank Used for the exchange of items in the arena. Valor Serves as currency for the guild market. Market[edit | edit source] Items displayed when these offers occur. Purchase quotas for some items are reset the following day. Items used to acquire random officers and weapons. While all of them cost jade pieces and gold bullion, the lower levels they can be pulled for free after a few hours or so. Bronze Edict - 1 Free Draw Magical Edict be purchased. Single AP Bun - 30 Göt, 5 Remaining Single BP Flag - 30 Göt, 10 Remaining 3-Star Weapon Gem Chest - 500 Göt3-Star Artifact Gem Chest - 3,000 Bravery Points, 1 Remaining Quality XP Pill - 80 Bravery Points, 20 Remaining Basic XP Pill - 35 Bravery Points, 20 Remaining Double AP Bun - 85 Bravery Points, 20 Remaining Double BP Flag - 85 Bravery Points, 20 Remaining Rich Money Pouch - 35 Bravery Points, 20 Remaining 3-Star Officer Chest - 1,500 Valor Points, 10 Remaining 3-Star Officer Chest - 7,000 Valor Points, 1 Remaining Standard Weapon Cache - Valor Points, 50 Remaining Basic XP Pill - 20 Ingots and 10 Valor Points, 20 Remaining Single BP Flag - 20 Ingots and 20 Ingot set and 20 Ingots and 20 Ingots and 20 Ingot set and 20 Ingot s Ingots and 10 Valor Points, 20 Remaining Items Used to Acquire Random Officers and Weapons. Have received a separate space in later updates. Edict (11x) - 110 Jade Coins Golden Edict (1x) - 1 Free Draws (every 12 minutes daily), 10 Jade Coins Bronze Edict (11x) - 110 Jade Coins Bronze Edict (11x) - 110 Jade Coins Bronze Edict (1x) - 5 Free Draws (every 12 minutes daily), 10 Jade Coins Bronze Edict (11x) - 110 Jade Coins Br Chest (1x) - 5 Free Draws (every 12 minutes daily), 5 Jade Coins Silver Chest (11x) - 55 Jade Coins Golden Chest (1x) - 1 Free Draw (daily), 200 Göt The Market is divided into two sections: one for premium packaging and another for regular items. Premium Packs[edit | edit source] Article packs. Stocks replenish on the first day of each month. Bindle Pack (Officer/Equip) - USD \$29.99, 1 Remaining Bindle Pack (Exclusive/Equip) - USD \$29.99, 1 Remaining Campaign Booster Pack (XP) - USD \$29.99, 2 Remaining Cain Pack - USD \$29.99, 3 Remaining Call to Arms Pack (S) - USD \$29.99, 3 Remaining Call to Arms Pack (S) - USD \$29.99, 3 Remaining Call to Arms Pack (N) - USD \$29.99, 3 Remaining Call to Arms Pack (S) - USD \$29.99, 3 Pack (L) - USD \$99.99, 2 Remaining Ingot Shop 300 ewes - USD \$2.99,500 Ingots (+25) - USD \$4.99 1k Ingot (+2k) - USD \$9.99 3k Ewes (+400) - USD \$9.99 Night Market [edit | edit | Remaining Option Change Pack - 1,500 Ingots Ice Crystal - 800 Ingots, 2 Remaining Loom - 750 Ingots, 1 Remaining Silver Coin Chest - 150 Ingots Baozi (K) - 200 Ingots Flags (S) - 100 Ingots Flags (M) - 200 Ingots Flags (L) - 400 Ingots 10k Coins - 50 Ingots 20k Coins (+2k) - 100 Ingots 40k Coins (+8k) - 200 Ingots 100k Coins (+30k) - 500 Ingots 200k Coins (+80k) - 1,000 Ingots 500k Coins (+100k) - 2,000 Ingots 500k Coins (+100k) - 2,000 Ingots 100k Coins (+80k) - 200 Weapon Fragments or 1,250 Jade Coins (+100k) - 2,000 Ingots 40k Coins (+80k) - 200 Weapon Fragments or 1,250 Jade Coins (+100k) - 2,000 Ingots 500k Coins (+80k) - 2,000 Ingots 500k Coins Casting Spring - 400 Weapon Fragments Grind Spring - 800 Weapon Fragments Celestial Stone - 2,000 Weapon Fragments Ice Crystal - 3,000 Weapon Fragments Barter Shop Shuttle - 20 Tallies Needle - 40 Tiger Tiger Silk Patch - 100 Tiger Tallies Loom - 150 Tiger Tallies Natural 5 + Edict (Gold) - 400 Tiger Tallies, and the state of th 1 Remaining Natural 4\* Edict (Gold) - 200 Tiger Tallies, 2 Remaining Medal Shop 3~5\* Edict (Gold/Silver) - 100 Silver War Medals 3~5\* Edict (Wu) - 150 Gold War Medals 4~6\* Edict (Shu) -
150 Gold War Medals 4~6\* Edict (Jin & amp; Other) - 150 Gold War Medals 4~6\* Edict (Wu) - 150 Gold War Medals 4~6\* Edict (Shu) - 150 Gold War Medals 4~6\* Edict (Wei) - 150 Gold War Medals 4~6\* Edict (Shu) - 150 Gold War Me Baozi (S) - 2 Silver War Medals, 5 Remaining Baozi (L) - 3 Gold War War Medals Officer Shop 3\* Edict - 50,000 Silver Coins, 10 Remaining 3\* Edict - 2,000 Jade Coins, 2 Remaining 4\* Edict - 800 Göt, 5 Remaining 5\* Edict - 2,000 Jade Coins, 2 Remaining 5\* Edict - 2,000 J stores, the limited items here only respawn every month as opposed to daily. 6\* Legendarisk bröstkorg - 1.000 Bläddra fragment, 1 Resterande 6\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Gear Chest (Guld) - 750 Scroll Fragment, 1 Resterande 6\* Gear Chest (Guld) - 750 Scroll Fragment, 1 Resterande 6\* Gear Chest (Guld) - 750 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Gear Chest (Guld) - 750 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Edict (Natural 5\* Gold) - 2.500 Scroll Fragment, 1 Resterande 6\* Ed Fragment 4\* Edict (Fire) - 90 Scroll Fragment 5\* Edict (Vai) - 750 Bläddra Fragment 5\* Edict (Vai) - 750 Bläddra Fragment 5\* Edict (Vai) - 750 Bläddra Fragment 5\* Edict (Wu) - 750 Bläddra Fragment 5\* Edict (Shu) - 750 Bläd Fragment Red Star Chest - 2.200 Scroll Fragment, 2 Resterande (Månadsvis) Red Star Scroll (Alla) - 2.500 Scroll Fragment Shouyang Ore Chest (Random) - 1.000 Bläddra Fragment Arcane Ore - 1.500 Bläddra Fragment Event Shop Inventering varierar beroende på månatliga händelser och kampanjer. Items offered in the arena. 1\* Gem Bag - 65 Bravery Points, 5 Remaining Baozi (S) - 40 Bravery Points, 20 Remaining Baozi (M) - 110 Bravery Points, 15 Remaining XP Piston - 30 Bravery Points, 5 Remaining 3\* Gem Bag - 1,300 Bravery Points, 5 Remaining Baozi (S) - 40 Bravery Points, 20 Remaining Baozi (S) - 40 Bravery Points, 5 Remaining Baozi (S) - 40 Bravery Points, 6 Remaining Baozi (S) - 40 Bravery Points, 6 Remaining Baozi (S) - 40 Bravery Points, 6 Remaining Baozi (S) - 40 Bravery Points, 7 Remaining Baozi (S) - 40 Bra 20 Remaining XP Gourd - 50 Bravery Points, 20 Xp Cauldron Remaining - 75 Bravery Points, 5 Remaining 1tems Offered on the Guild Market. New ones become available when a guild level rises. 1~ 3\* Edict - 100 Valor Points, 5 Remaining 3\* Edict - 20 Ingots and 1,500 Valor Points, 5 Remaining 3\* Edict - 20 Ingots and 1,500 Valor Points, 5 Remaining 1tems Offered on the Guild Market. 1\* Weapons - 50 Valor points, 10 Remaining 2\* Weapon Chest - 50 Valor Points, 10 Remaining 4\* Armor Chest - 50 Valor Points, 5 Remaining 3\* Armor Chest - 50 Ingots and 800 Valor Points, 5 Remaining 3\* Armor Chest - 50 Ingots and 1,200 Valor Points, 5 Remaining 3\* Armor Chest - 50 Valor Points, 5 Remaining 4\* Armor Chest - 50 Ingots and 1,200 Valor Points, 5 Remaining 3\* Armor Chest - 50 Ingots and 1,200 Valor Points, 5 Remaining 5\* Armor Chest - 50 Ingots and 800 Valor Points, 5 Remaining 5\* Armor Chest - 50 Ingots and 1,200 Valor Points, 5 Remaining 5\* Armor Chest - 50 Ingots and 800 Valor Points, 5 Remaining 5\* Armor Chest - 50 Ingots and 800 Valor Points, 5\* Remaining 5\* Armor Chest - 50 Ingots and 1,200 Valor Points, 5\* Remaining 5\* Armor Chest - 50\* Valor Points, 5\* Remaining 5\* Arm 5 Ingot and 40 Valor Points, 50 Remaining Flags (S) - 5 Götgot and 40 Valor points, 50 Remaining Baozi (M) - 10 Ingots and 70 Valor Points, 50 Remaining Flags (L) - 20 Ingots and 350 Valor Points, 50 Remaining Flags (L) - 20 Ingots and 70 Valor Points, 50 Remaining Flags (L) - 20 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Götas and 70 Valor Points, 50 Remaining Flags (L) - 20 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (L) - 20 Ingots and 70 Valor Points, 50 Remaining Flags (L) - 20 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 70 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 70 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 70 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor
Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingots and 350 Valor Points, 50 Remaining Flags (M) - 10 Ingo weapons, armor, artifacts, legendary weapons, gems and expendables. The first four are portable items that are improved in different ways, although they all share storage space that increases by spending ewes. The last two are kept in significantly higher quantities to compensate for their limited use. While equipment varies greatly in terms of innate statistics, their overall strength is determined mostly by rank (bronze, silver, gold) and pearl socket capacity. They can be improved in three ways: refining, combining, and gem socketing. Refining - Strengthen weapons, armor and artifacts using unused equipment of the same category as raw components. The maximum level to refine an item is 20. Combine - Merge two items of the same rank, level and category to produce better equipment. Results may vary, although the item is guaranteed to have more gem sockets and be a star higher. Upgrade - Uses four types of high-quality beads (ruby, amber, emerald, sapphire) to upgrade a piece of equipment of a star. The results are more controlled than those to combine. Gem Socketing - Augment objects with different gems to enhance certain attributes. Up to three can be withdrawn at a time. Extract - Turns unused equipment into accessories. These include bracelets, necklaces and rings that all require 200,000 coins and 6 \* officers to unlock their respective slots on an officer. The process can only be done on maximized objects with 4 or more stars. 4 ★ Equipment - 120,000 Coins 5 ★ Equipment - 120,000 Coins 6 ★ Equipment - 150,000 Coins 5  $2 \star 400\ 800\ No\ 5,000\ 3 \star 600\ 1,200\ 1,200\ No\ 10,000\ 4\ 4\ 6,000\ 6,000\ 5\ \star 10,000\ 10,00\$ Equipment Accessories Legendary Suit 55 ~ 200 - 300 Göt 105 ~ 150 - 100 Ingot 105 ~ 150 - 100 Ingot 105 ~ 150 - 100 Ingot 105 ~ 125 - 350 Göt 105 ~ 125 - 350 Göt 105 ~ 125 - 350 Göt 125 ~ 200 - 500 Göt 180 ~ 200 - 500 Göt 130~150 - 600 Göt 130~150 - 600 Göt Fusing Items[edit | edit source] The game's March 2018 patch allows players to merge two different objects to create a new one. More items will be added for fusion in future updates. Molten Objects Ratio Coin Shuttle God's Touch Sacred Spring 10:1 5,000 Needle Shuttle 5:1 5,000 Niedle Shuttle 5:1 5,000 Niedle Shuttle 5:1 5,000 Niedle Shuttle Shuttle God's Touch Sacred Spring 10:1 5,000 Niedle Casting Sacred Spring 10:1 5,000 Niedle Shuttle 5:1 5,000 Niedle Shuttle 5:1 5,000 Niedle Shuttle Shuttle Shuttle Shuttle 5:1 5,000 Niedle Shuttle Shuttl Spring 10:1 5,000 Silk Patch Needle 5:1 5,000 Item List[edit | edit] editing] Raises the swinger's attack power to varying degrees and can strengthen other statistics. Beta Weapons List Iron Blade Steel Spear Sword made from raw iron. Equipped by ordinary soldiers. This steel-made spear is extremely sharp. Wood Crossbow Hex Club Crossbow made using tough wood with continuous firing mechanisms. A hammer shaped like a clock. It looks pretty majestic. Iron arc Wood oar This is a tough and reliable iron reinforced bow. An oar carved from hardwood. Not very good for steering boats. Current weapons list Sword 1 ~2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Bronze Rank Description: A bronze sword used by ordinary soldiers. Silver Rank Description: A sword with a silver blade and a mount made of ground jade. Used by generals to show off their rank. Gold Ranking Description: A sword with a gold leaf and a mount made of ground jade. Used by generals to show off their rank. Heavy and not very handy. Silver Rank Description: A spear made of pure silver. Very sharp and excellent against evil spirits. Gold Rank Description: A spear that went through countless hammering and refining sessions before being thrown into gold. Besides the sharp blade, it also symbolizes happiness. Crossbow 1~2 \* 3 \* 4 \* 5 \* 6 \* Bronze Rank Description: A sturdy wooden crossbow, with a simple built-in continuous firing mechanism made of bronze. Silver Rank Description: A sturdy wooden crossbow; the built-in continuous firing mechanism is finely made of pure gold, making it very resistant. Hex Club 1~2 \* 3 \* 4 \* 5 \* 6 \* Bronze Rank Description: A giant hammer made of wood, used to beat added with bronze decorations by creative craftsmen. Silver Rank Description: A giant hammer made of wood, used to beat added with silver decorations by creative craftsmen. wood, used to beat watches; added with pure gold decorations by creative craftsmen. Bow 1~2 \* 3 \* 4 \* 5 \* 6 \* Bronze Rank Description: A sharp bow that has been reinforced with silver; a beam of silver light appears when arrows are released. Gold Rank Description: A sharp bow that has been reinforced with gold; lighten weight and grant faster arrow releases once the arc is pulled. Oar 1~2 \* 3 \* 4 \* 5 \* 6 \* Bronze Rank Description: One oar carved from hardwood, added with a bronze handle. Robust and can be used as a weapon. Silver Rank Description: One oar carved from hardwood, added with a bronze handle. added with a silver handle. Well made and can be used as a weapon. Gold Ranking Description: One oar carved from hardwood, added with a gold handle. Elegant and durable, it can be used as a weapon. Musou Halberd Description: One oar carved from hardwood, added with a gold handle. Suitable only for castellans. Pumpkin Smasher Description: A pumpkin-shaped hammer that deals with heavy damage. The 15-year-old attacker is often disgusted by his odd appearance. Firecracker Description: Made with gunpowder to create strong concussion blasts and loud noises to ward off the Nian Beast. Unused Weapons List Dagger 1  $\star$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Spear 1  $\sim$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  6  $\star$  5  $\star$  6  $\star$  5 {\star} 6  $\star$  5  $\star$  6  $\star$  6  $\star$  5  $\star$  6  $\star$  6  $\star$  5  $\star$  6  $\star$  6  $\star$  5  $\star$  6  $\star$  5  $\star$  6  $\star$  5  $\star$  6  $\star$  6  $\star$  5  $\star$  6  $\star$  5  $\star$  6  $\star$  5  $\star$  6  $\star$  6  $\star$  5  $\star$  6  $\star$  5  $\star$  6  $\star$  5  $\star$  6  $\star$  6  $\star$  5  $\star$  6  $\star$  5  $\star$  6  $\star$  5  $\star$  6  $\star$  6  $\star$  5 { Woshele 1 ~ 2 \* 3 \* 4 \* 5 \* 6 \* Gives the swinger additional health points and defense. Beta Armor List Rattan Armor Bronze Armor Is made using soft copper scales tied together. Leather Armor Bronze armor. Provided
with simple décor by some craftsmen. Current Armor List Ceremonial Armor 1~2 \* 3 \* 4 \* 5 \* 6 \* Bronze Rank Description: Sewn with linen, decorated with rare silver accessories. Often worn by generals. Gold Ranking Description: Sewn with silk, decorated with priceless gold accessories. Often worn by princes. Soft Scale Armor 1~2 \* 3 \* 4 \* 5 \* 6 \* Bronze Rank Description: Armor is made by tying soft bronze scales together. Silver Rank Description: Armor is made by tying soft gold scales together. from two pieces of raw leather, led by bronze straps; comes with basic defense capability. Silver Rank Description: Made from two pieces of painted raw leather, common from gold straps; comes with excellent defense ability. Cuirass 1~2 \* 3 \* 4 \* 5 \* 6 \* Bronze Rank Description: Made of ground metal with bronze shield mirror on chest, reflecting the sun's light. Sold Ranking Description: Made of ground metal with silver shield mirror on chest, reflecting the sun's light. Musou Armor Description: Polished, artisanal armor redesigned in chains. Castellan's Armor Description: Armor Description: Made from the skin of vampire bats. It smells awful, but it also makes the wearer much more powerful. Puffy Jacket Description: A warm jacket that greatly increases an officer's health points. Lion Head Cap Description: A hand-embroidered hat from Chinese folklore that amplifies happiness and blocks evil. Unused Armor 1~2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Mhite Armor 1~2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Bade Armor 1~2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  White Armor 1~2  $\star$  3  $\star$  4  $\star$  5  $\star$  6 \* Rattan Armor Set Armor Helmet Greaves Armlet Bronze Armor Set Armor Set Armor Set Armor Set Armor Set Armor Armor Set Armor Helmet Greaves Armlet Greaves Armlet Bronze Armor Set Armor where the honor lies, and even if I may die, I do it without regret. Awakens attack. A wise ruler commands his subject with only two tools - punishment and goodwill. Awakens attack. The Art of War Guiguzi Like water, the army has no perfect formation. Sublime are those who can change with the enemy and achieve victory. Raises defenses. The bad guy's on his own. The lord fights for the whole nation. The great man fights for the entire empire. Raises defenses. Tao Te Ching The methods of Sima Rule by law, fight using strategies, and acquire the empire through inaction. Raises health scores. Pixiu Seal Qilin Seal A stone that has absorbed heavenly essences and is carved into the seal of Pixius. Raises critical dodge. A stone that has absorbed heavenly essences and is carved into the seal of Pixius. Raises health scores. A sigil of a white horse made using a stone with magical powers. Raises health scores. Black Tortoise Seal Soul Lantern Imperial seal is imbued with the power of Xuanwu, the divine beast from northern China. Raises critical chance. A lantern possessed by evil spirits. Their powerful grudge causes heavy damage to an opponent. Snowman Bell Embroidery Lantern An adorable snowman-shaped watch that fell off a giant Christmas tree. An aura lantern charm that radiates light to protect its owner. Wisteria-sculpted purple jade solid with a gold pin. Dragon-shaped gold comb adorned with jewels. Castellan's Seal A golden seal symbolizes the prosperous city of Chang'an. Suitable only for castellans. Raises critical chance. Unused Artifact List Animal Statue Urn Extracted from weapons, armor, and artifacts, these pieces of jewelry provide great state increases as it is worn. Dragon Bracelet Accessories are extracted from weapons. Contains divine energy. Dragon Bracelet Dragon Bracelet Accessories are extracted from weapons. Contains divine energy. A solid bracelet Made with refined steel. Awakens attack. Taichi Necklace Gem Necklace A necklace A necklace that absorbs potential energy from a green pearl. Raises health scores. Gem Necklace Blue Gem Necklace A necklace that absorbs potential energy from a blue pearl. Raise defenses here. Gem Necklace Gem Necklace Gem Necklace Gem Necklace Amethyst Ring Divine Ring Divine Ring Is Extracted From Artifact. Contains energy from heaven and earth. Raises critical chance. Divine Ring Divine Ring Divine Ring Divine Ring Is Extracted From Artifact. Contains energy from heaven and earth. Raises defenses here. Extracted from artifact. Contains energy from heaven and earth. Raises health scores. Divine Ring extracted from artifact. Contains energy from heaven and earth. Raises the bonus. Divine Ring extracted from artifact. Contains energy from heaven and earth. heaven and earth. Raises critical dodge. Included via patch update, animals provide officers with additional health bonuses. They can be acquired as rewards for participating in Guild Festivals. Animals have a random affiliation associated with them and will gain exclusive skills if paired with an officer from the same faction. List Animal Rank Skill Effect Lindworm Bronze Fortune Lv. 1 Raises experience gain by 5%. Silver Fortune Lv. 2 Raises experience gain by 6%. Gold Fortune Lv. 3 Raises coin profit by 2%. Silver Wealth Lv. 2 Raises coin profit by 3%. Gold Wealth Lv. 3 Raises coin profit by 6%. by 5%. Panda Bronze Twice Lv. 1 Raises experience by 4% and coin profit by 1%. Silver Twofold Lv. 2 Raises experience by 5% and coin profit by 2%. Gold Twofold Lv. 3 Raises experience by 5% and coin profit by 4%. Warthog Bronze Silver Gold Deer Bronze Silver Gold Rare and powerful weapon that carries unique characteristics. Like normal equipment, they can be upgraded by combining with weapons of similar rank; more stars means more attribute locations. These can be used by all officials, but it is better to give them to their respective owners for greater efficiency. Each weapon comes with a set of passive skills, one of which is selected randomly when obtained or by being reworked by using a Heavenly Stone. If a weapon reaches five or more stars, the player can choose to turn it into another. Doing so changes its attributes, stats and current skill. Note that reforging a transcended weapon will return back to a standard six-star weapon. When a weapon has six stars, it can exceed in its third form by being combined with an identical weapon of the same rank. As with reincarnated officers, transcended weapons are denoted by red stars and will only be stronger with this method. Weapons with 3 to 5 red stars will also require purple quartz to exceed even further. 4 \* Rank - Unlocks the third attribute slot of a legendary weapon and changes its appearance. 6 \* Rank - Unlocks the fifth attribute location of a legendary weapon. 1 \* Rank - Changes a legendary weapon. 1 \* Rank - Increases the number of skills a legendary weapon can be reworked to 8.5 \* Rank - Changes the look of a legendary weapon. Polishing If players are dissatisfied with their weapon's current state, they can choose to re-roll their attributes by polishing. Each session costs 100 coins and appropriate spring water for one of three polishing methods. Any changes made can be canceled when the process is complete. God's Touch - Randomly changes all attributes. Casting - Randomly changes a selected attribute. Grind - Randomly changes the parameters of a selected attribute. The value of an attribute is denoted by colored text that ranges from weakest to strongest: white, green, blue, purple, and gold. Smelting allows players to disassemble a weapon of 4 stars or higher to Purple Quartzes used to exceed. The higher the weapon rank, the more Produced. 4  $\star$  Rank - Requires 15,000 coins; releases 1~2 quartz. 5  $\star$  Rank - Requires 50,000 coins; 4~11 quartz. 6  $\star$  Rank - Requires 200,000 coins; 40~ 70 quartz. State & amp; Color 3  $\star$  4  $\star$  5  $\star$  6  $\star$  1  $\star$  2  $\star$  3  $\star$  4  $\star$  5  $\star$  6  $\star$  Attack 3.5% ~ 3.69% 6% ~ 6.19% 7.8% ~ 8.8.6 07% 10.3% ~ 10.6% 15.5 % ~ 15.85% 19% ~ 19.38% 25% ~ 25.38% 29% ~ 29.38% Base Attack 130 ~ 141 260 ~ 275 43 077 ~ 447 600 ~ 619 1000~ 1028 1300~ 1322 1700~ 1732 1900~ 1938 Health 2.55% ~ 2.71% 4.3% ~ 4.54% 6.85% ~ 7 .12% 9.45% ~ 9.81% 15.5% ~ 2.71% 4.3% ~ 4.54% 6.85% ~ 7 .12% 9.45% ~ 9.81% 15.5% ~ 2.71% 4.3% ~ 4.54% 6.85% ~ 7 .12% 9.45% ~ 9.81% 15.5% ~ 2.71% 4.3% ~ 4.54% 6.85% ~ 7 .12% 9.45% ~ 9.81% 15.5% ~ 2.71% 4.3% ~ 4.54% 6.85% ~ 7 .12% 9.45% ~ 9.81% 15.5% ~ 2.71% 4.3% ~ 4.54% 6.85% ~ 7 .12% 9.45% ~ 9.81% 15.5% ~ 2.71% 4.3% ~ 4.54% 6.85% ~ 7 .12% 9.45% ~ 9.81% 15.5% ~ 2.71% 4.3% ~ 4.54% 6.85% ~ 7 .12% 9.45% ~ 9.81% 15.5% ~ 2.71% 4.3% ~ 4.54% 6.85% ~ 7 .12% 9.45% ~ 9.81% 15.5% ~ 2.71% 4.3% ~ 4.54% 6.85% ~ 7 .12% 9.45% ~ 9.81% 15.5% ~ 2.71% 4.3% ~ 2.53% 2.5% ~ 2.538\% 2.5\% ~
2.5\% ~ 2.5 5500~5660 Defense 2.55% ~2.71% 4.3% ~4.54% 6.85 % ~ 7.12% 9.45% ~ 9.81% 15.5% ~ 15.38% 19% ~ 29.38% 29% ~ 29.38% Base Defense 40 ~ 44 90 ~ 95 145 ~ 150 200 ~ 2 06 360~ 375 500~519.850~872 1000~1032 Critical Chance 3% ~ 3.26% 6% ~ 6.29% 9% ~ 9.38% 12.85% ~ 13.31% 20% ~ 20.38% 23.5 % ~ 23.91% 30% ~ 29.38% 29% ~ 29.38% Base Defense 40 ~ 44 90 ~ 95 145 ~ 150 200 ~ 2 06 360~ 375 500~519.850~872 1000~1032 Critical Chance 3% ~ 3.26% 6% ~ 6.29% 9% ~ 9.81% 12.85% ~ 13.31% 20% ~ 20.38% 23.5 % ~ 23.91% 30% ~ 20.38% 29% ~ 29.38\% 29% ~ 29.38\% 29% ~ 29.38\% 29% ~ 29.38\% 29% ~ 29.38\% 29\% ~ 29.38\% 29\% ~ 29.38\% 29\% ~ 29.38\% 29\% ~ 29.38\% 29\% ~ 29.38\% 29\% ~ 29.38\% 29\% ~ 29.38\% 29 16% ~ 16.25% 20% ~ 20.19% 22% ~ 2 2.19% State & amp; Color 3 \* 4 \* 5 \* 6 \* 1 \* 2 \* 3 \* 4 \* 5 \* 6 \* 1 \* 2 \* 3 \* 4 \* 5 \* 6 \* Attack 3.7% ~ 3.98% 6.2% ~ 6.48% 8.08% ~ 25.96% 29.39% ~ 29.96% Base Attack 142~157,276~298,448~473,620~648 1029~1070 1333~1380 1733~1780 1939~1996 Health 2.72% ~2.94% 4.55% ~4.89% 7.13% ~ 7.51% 9.82% ~ 10.34% 15.86% ~ 16.38% 19.39% ~ 25.96% 25.39% ~ 25.96% 29.39% ~ 25.96% Base Health 189 ~215 416 ~459 774 ~ 837 1252 ~ 1328 2265 ~ 2360 2784 ~ 2908 4354 ~ 4584 5661 ~ 5900 Defense 2.72% ~ 2.94% 4.55% ~ 4.89% 7.13% ~ 7.51% 9.82% ~ 10.8 34% 15.39% ~ 15.39% ~ 15.39% ~ 15.96% 19.39% ~ 19.96% 25.39% ~ 25.96% 29.39% ~ 29.96% Base Defense 45 ~ 50 96 ~ 102 151 ~ 159 207 ~ 216 376 ~ 395 520 ~ 548,873 ~ 906 1033 ~ 1080 Critical Chance 3.27% ~ 3.64% 6.3% ~ 6.72% 9.39% ~ 20.96% 13.32% ~ 21.96% 23.92% ~ 24.54% 30.30 39% ~ 30.96% 34.39% ~ 30.96% 34.39% ~ 29.96% 13.32% ~ 10.2151 ~ 159 207 ~ 216 376 ~ 395 520 ~ 548,873 ~ 906 1033 ~ 1080 Critical Chance 3.27% ~ 3.64% 6.3% ~ 6.72% 9.39% ~ 20.96% 13.32% ~ 21.96% 23.92% ~ 24.54% 30.30 39% ~ 30.96% 34.39% ~ 30.96% 34.39% ~ 20.96% 23.92% ~ 24.54% 30.30 39% ~ 20.96% 23.92% ~ 24.54% 30.30 39% ~ 20.96% 23.92% ~ 24.54% 30.30 39% ~ 20.96% 23.92% ~ 24.54% 30.30 39% ~ 20.96% 23.92% ~ 24.54% 30.30 39% ~ 20.96% 23.92% ~ 24.54% 30.30 39% ~ 20.96% 23.92% ~ 24.54% 30.30 39% ~ 20.96% 23.92% ~ 24.54% 30.30 39% ~ 20.96% 23.92% ~ 24.54% 30.30 39% ~ 20.96% 23.92% ~ 24.54% 30.30 39% ~ 20.96% 23.92% ~ 24.54% 30.30 39% ~ 20.96% 23.92% ~ 24.54\% 2000 Critical Chance 3.27% ~ 3.64% 6.3% ~ 6.72% 9.39% ~ 20.96% 23.92% ~ 24.54\% 2000 Critical Chance 3.27% ~ 20.96\% 20.96\% 2000 Critical Chance 3.27% ~ 20.96\% 20. ~ 9.96% 13.32% ~ 13.99% 20.39% ~ 20.96% 23.92% ~ 24.54% 30.39% ~ 30.96% 34.39% ~ 34.96% Critical Attack 2.45% ~ 2.73% 4.72% ~ 5.04% 7.04% ~ 7.47% 9.99% ~ 10.49% 16.26% ~ 16.64% 20.2% ~ 20.48% 22.2 % ~ 22.48% Hit Bonus 2.45% ~ 2.73% 4.72% ~ 5.04% 7.04% ~ 7.47% 9.99% ~ 10.49% 16.26% ~ 16.64% 20.2% ~ 20.48% 22.2 % ~22.48% State & amp; Color 3 \* 4 \* 5 \* 6 \* 1 \* 2 \* 3 \* 4 \* 5 \* 6 \* Attack 3.99% ~ 4.7% 6.49% ~ 7 2% 8.48% ~ 9.48% 11.06% ~ 12.18% 16.39% ~ 27.4% 29.97% ~ 31.4% Base attack 158 ~ 198 299 ~ 3 56 474 ~ 538 649 ~ 720 1071 ~ 1176 1381 ~ 1500 1781 ~ 1900 1997 2140 Health 2.95% ~ 3.53% 4.9% ~ 3.53% 4.9% ~ 27.4% 29.97% ~ 21.4% 2 5.97\% ~ 21.4\% 2 5.97\% ~ 21.4\% 2 5.97\% ~ 21.4\% ~ 21. 5.78% 7.52% ~ 8.51% 10.35% ~ 11.67% 16.39% ~ 17.7% 19.97% ~ 21.4% 25.97% ~ 27.4% 29.97% ~ 31.4% Base Health 216 ~ 282 460 ~ 571 838 ~ 998 1329 ~ 1520 2361 ~ 2600 2909 ~ 3220 4585 ~ 5160 5901 ~ 6500 Defense 2.95% ~ 3.53% 4.9% ~ 5.78% 7.52% ~ 8.51% 10.35% ~ 11.67% 15.97% ~ 27.4% 29.97% ~ 27.4% 29.97% ~ 27.4% 29.97% ~ 31.4% Base Defense 51 ~ 66 103 ~ 120 160 ~ 179 217 ~ 240 399 ~ 456 549 ~ 620 907 ~ 990 1081 ~ 1200 Critical Chance 3.65% ~ 4.6% 6.73% ~ 7.8% 9.97% ~ 22.4% 24.55% ~ 26.1% 30.97% ~ 32.4% 34.97% ~ 32.4% 34.97% ~ 36.4% Critical Dodge 3.65% ~ 4.6% 6.73% ~ 7.8% 9.97% ~ 11.4% 14% ~ 15.71% 20.97% ~ 22.4% 24.55% ~ 26.1% 30.97% ~ 32.4% 34.97% ~ 36.4% Critical Attack 2.74% ~ 3.45% 5.05% ~ 5.85% 7.48% ~ 8.55% 10.5% ~ 11.78% 16.65% ~ 17.6% 20.49% ~ 23.2% Hit Bonus 2.74% ~ 3.45% 5.05% ~ 23.2% Hit Bonus 2.74% ~ 3.45% 5.05% ~ 23.2% Hit Bonus 2.74% ~ 23.2\% Hit Bonus 2.74% ~ 23.2\% Hit Bonus 2.74% ~ 23.2\% Hit Bonus 2.74\% ~ 23.2\% Hit Bonus 2.74\% ~ 23.2\% ~ 23.2\% ~ 23.2\% ~ 23.2\% ~ 23.2\% ~ 23.2\% ~ 23.2\% ~ 23.2\% ~ 23.2\% ~ 23.2\% ~ 23 5 \* 6 \* Attack 4.71% ~ 5.42% 7.21% ~ 7.92% 9.49% ~ 10.49% 12.19% ~ 13.31% 17.71% ~ 19.02% 21.41% ~ 22.84% 27.41% ~ 22.84% 27.41% ~ 28.84% 31.41% ~ 22.84% Base Attack 199 ~ 239 357 ~ 414 539 ~ 603 721 ~ 792 1177 ~ 1281 1501 ~ 1620 1901 ~ 2020 2141 ~ 2284 Health 3.54% ~ 4.12% 5.79% ~ 6.67% 8.52% ~ 9.51% 11.68% ~ 13% 17.71% ~ 19.02% 21.41% ~ 22.84% 27.41% ~ 28.84% 31.41% ~ 32.84% Base Health 283 ~ 349 572 ~ 683 999 ~ 1159 1521 ~ 1712 2601 ~ 2840 3221 ~ 3532 5161 ~ 5736 6501 ~ 7100 Defense 3.54% ~ 9.51% 11.68% ~ 13% 17.41% ~ 28.84% 21.41% ~ 28.84% 31.41% ~ 28.84% 31.41% ~ 32.84% Base Defense 67 ~ 82 121 ~ 138 180 ~ 138
180 ~ 138 180 ~ 199 241 ~ 264 457 ~ 514 621 ~ 692 991 ~ 1074 1201 ~ 1320 Critical Chance 4.61% ~ 5.56% 7.81% ~ 8.88% 11.41% ~ 12.84% 15.72% ~ 17.43% 22.41% ~ 23.84% 26.11% ~ 27.66% 32.41\% ~ 27.66\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 27.6\% ~ 33.84% 36.41% ~ 37.84% Critical Attack 3.46% ~ 4.17% 5.86% ~ 6.66% 8.56% ~ 9.63% 11.79% ~ 13.07% 17.61% ~ 23.92% Hit Bonus 3,46% ~ 4.17% 5.86% ~ 23.92% Hit Bonus 3,46% ~ 23.92% Hit Bonus 3,46% ~ 24.92% 23.21% ~ 23.92% Hit Bonus 3,46% ~ 4.17% 5.86% ~ 24.92% 23.21% ~ 24.92\% 23.21\% ~ 24.92\% 23.21\% ~ 24.92\% 23.21\% ~ 24.92\% ~ 24 28,85% ~ 31% 32,85% ~ 35% Bashälsa 350 ~ 450 684 ~ 850 1160 ~ 1400 1713 ~ 2000 2841 ~ 3200 3533 ~ 4000 5737 ~ 6600 7101 ~ 8000 Defense 4,13% ~ 25% 28,85% ~ 25% 28,85% ~ 35 % Bashälsa 350 ~ 450 684 ~ 850 1160 ~ 1400 1713 ~ 2000 2841 ~ 3200 3533 ~ 4000 5737 ~ 6600 7101 ~ 8000 Defense 4,13% ~ 25% 28,85% ~ 25% 28,85% ~ 35 % Bashälsa 350 ~ 450 684 ~ 850 1160 ~ 1400 1713 ~ 2000 2841 ~ 3200 3533 ~ 4000 5737 ~ 6600 7101 ~ 8000 Defense 4,13% ~ 25% 28,85% ~ 25% 28,85% ~ 25% 28,85% ~ 35 % Bashälsa 350 ~ 450 684 ~ 850 1160 ~ 1400 1713 ~ 2000 2841 ~ 3200 3533 ~ 4000 5737 ~ 6600 7101 ~ 8000 Defense 4,13% ~ 25% 28,85\% ~ 25% 28,85\% ~ 25% 28,85\% ~ 25% 28,85\% ~ 25\% ~ 25\% ~ 25 1321 ~ 1500 Chans 5,57% ~ 7% 8,89% ~ 10,5% 12,85% ~ 15% 17,44% ~ 20% 23,85% ~ 26% 27,67% ~ 30% 33,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12.85% ~ 26% 27,67% ~ 30% 33,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 30% 33,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 30% 33,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 30% 33,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 20% 23,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 26% 27,67% ~ 7% 8.89% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5% 12,85% ~ 10.5\% 12,85\% ~ 10.5\% ~ 10.5\% ~ 10.5\% 12,85\% ~ 10.5\% ~ 10.5\% ~ 10.5\% ~ 10.5\% ~ 10.5\% ~ 18,57% ~ 20% 21,93% ~ 23% 23,93% ~ 25% Hit Bonus 4,18% ~ 5.25% 6.67% ~ 7.88% 9.64% ~ 11.25% 13.08% ~ 15% 18.57% ~ 20% 21.93% ~ 25% Färdigheter markerade i rött är endast nås en gång ett vapen uppnår minst 4 röda stjärnor. Karaktär & amp; Färdigheter 3~4  $\star$  5~6  $\star$  1~4  $\star$  5~6  $\star$  Preferred Character: Zhang He Steel Claws Leopard Claws Ghostly Claws Elegant Claws Devote (Lv. 1) Oppose (Lv. 1) Assault (Lv. 2) Strike (Lv. 3) Resist (Lv. 4) Preferenstecken: Zhang Liao Heavy Twin Axes Wind Axes Sun & amp; Moon Dragon Axes Crush (Lv. 4) Revive (Lv. Föredragen karaktär: Yue Jin Wicked Hook Fury Hook Koniska Blade Talons av Conquest
Bombard (Lv. 1) Guardian (Lv. 2) Smash (Lv. 2) Smash (Lv. 2) Smash (Lv. 2) Smash (Lv. 3) Contuse (Lv. 4) Föredragen karaktär: Xu Huang Destruktiva Axe Fangcrusher Vit Fang Soulcleaver Contend (Lv. 1) Trotsa (Lv. 1) Pläterad (Lv. 2) Smash (Lv. 3) Återhämta (Lv. 3) Blodsutgjutelse (Lv. 4) Roar (Lv. 4) Roar (Lv. 2) Invadera (Lv. 2) Invadera (Lv. 2) Roar (Lv. 2) Invadera (Lv. 1) Resist (Lv. 1) Roart (Lv. 2) Invadera (Lv. 3) Chill (Lv. 4) Föredragen karaktär: Xiahou Dun Rebel's Cutlass Qilin Blade of Darkness Demon Slayer Assault (Lv. 1) Roost (Lv. 1) Contuse (Lv. 2) Half-Light (Lv. 2) Protest (Lv. 3) Plague (Lv. 3) Suffer (Lv. 4) Crush (Lv. 4) Preferred Character : Guo Jia Darkness Staff Dapeng Rod Bevingade Grace Heavenly Phoenix Besiege (Lv. 1) Domnad (Lv. 2) Secure (Lv. 2) Roar (Lv. 3) Ateruppliva (Lv. 3) Ateruppliva (Lv. 4) Varva ner (Lv. 3) Preferenstecken: Xu Zhu Dubbded Club Sten Crusher Heliga Kometen Bull Club Dominera (Lv. 1) Soar (Lv. 1) Belägra (Lv. 2) Slam (Lv. 2) Motsätta (Lv. 3) Resist (Lv. 3) Resist (Lv. 4) Föredragna karaktär : Wang Yi Brons Trifork Azure Tips Chaos (Lv. 1) Legion (Lv. 1) Berserk (Lv. 2) Strike (Lv. 3) Lida (Lv. 3) Ägna (Lv. 4) Assail (Lv. 4) Preferenstecken: Li Dian Spetsade Ring Roaring Wheel Flash Wheel Heavenly Destruction Blodspillan (Lv. 1) Slam (Lv. 2) Belägra (Lv. 3) Smash (Lv. 3) Smash (Lv. 3) Smash (Lv. 3) Smash (Lv. 3) Välsignad (Lv. 4) Preferenstecken: Zhenji Slaget Flöjt Ande Song Crimson Flöjt Pearl Flöjt Blessed (Lv. 1) Glaciate (Lv. 2) Half-Light (Lv. 2) Pläterad (Lv. 3) Assault 3) Counter (Lv. 4) 4) Karaktär: Cao Ren Fang Wall Crimson Wall Phoenix Wall Talon Wall Boost (Lv. 1) Guardian (Lv. 1) Contend (Lv. 2) Half-Light (Lv. 2) Pläterad (Lv. 3) Secure (Lv. 4) Föredragen karaktär: Cao Cao General's Glory Blade of Light Sword of Heaven Erövrarens Blade Inner-Peace (Lv. 1) Upplyftning (Lv. 2) Recover (Lv. 3) Sub-Zero (Lv. 4) Numb (Lv. 4) Preferred Character : Dian Wei Battle Axe Beast Slayer Royal Axe Roaring Axe Half-Light (Lv. 1) Invadera (Lv. 1) Blast (Lv. 2) Fearless (Lv. 2) Soar (Lv. 3) Break (Lv. 3) Tsunami (Lv. 4) Foredragen karaktär: Yu Jin Dom Trident Rupture Trident Mincing Trident Hades Dom All-In (Lv. 3) Fury (Lv. 4) Inner-Peace (Lv. 4) Preferred Character : Cao Pi Tydlighet Spike Ice Storm Royal Storm Azure Storm Explodera (Lv. 1) Halv-Light (Lv. 1) Pläterade (Lv. 2) Protest (Lv. 2) Protest (Lv. 3) Dominera (Lv. 3) Sub-Zero (Lv. 4) Föredragen karaktär: Jia Xu Jakt Skäran Dark Thresher Shadow Sickle Heavenly Skäran Föredragen karaktär: Xun Yu Yu Cane Cane Blå Ande Rondel Blade Royal Cane preferred karaktär : Zhao Yun Dragon Spike Rising Dragon Heavenly Dragon Heavenly Dragon (Lv. 2) Bombard (Lv. 3) Berserk (Lv. 4) Break (Lv. 4) Föredragen karaktär: Guan Yu Stål Halberd Grön Dragon Blade Gudfruktig Dragon Fearless (Lv. 1) Plated (Lv. 1) Suffer (Lv. 2) Upplyftning (Lv. 2) Kraftfull (Lv. 3) Blast (Lv. 3) Bombard (Lv. 4) All-In (Lv. 4) Föredragen karaktär : Zhuge Liang Swallow Wing Raven Wing Crimson Wing Emerald Wing Invadera (Lv. 1) Smash (Lv. 1) Laddning (Lv. 2) Trotsa (Lv. 2) Resist (Lv. 3) Brottas (Lv. 3) Scuffle (Lv. 4) Sub-Zero (Lv. 3) Föredragen karaktär: Liu Bei Splendid Swords Azure Swords Utsökta Swords Heavenly Swords Chill (Lv. 1) Motsätta (Lv. 1) Plated (Lv. 1) Assault (Lv. 1) Assault (Lv. 2) Contuse (Lv. 3) Varva ner (Lv. 3) Varva ner (Lv. 4) Preferred Character : Guan Yinping Twin Dubbded Mace Destruktiva Mace Chockerande Mace Dragon Smasher Contuse (Lv. 1) Plated (Lv. 1) Assault (Lv. 1) Assault (Lv. 2) Strike (Lv. 3) Varva ner (Lv. 4) Preferred Character : Guan Yinping Twin Dubbded Mace Destruktiva Mace Chockerande Mace Dragon Smasher Contuse (Lv. 1) Plated (Lv. 1) Assault (Lv. 1) 2) Bombard (Lv. 2) Återuppliva (Lv. 3) Slam (Lv. 3) Plaque (Lv. 4) Scuffle (Lv. 4) Föredragen karaktär: Zhang Fei Twin Serpents Serpent Blade Krossning Blade Heaven's Venom Scuffle (Lv. 1) Contuse (Lv. 2) Crush (Lv. 2) Crush (Lv. 2) Crush (Lv. 2) Crush (Lv. 3) Roar (Lv. 3) Roar (Lv. 3) Plaque (Lv. 4) Preferred Character : Xu Shu Kan Blade Soaring Blade Safir karaktär: Ma Chao Battle Spear Silver Hingst Kavalleri Spear Emerald Spear Blast (Lv. 1) Trotsa (Lv. 1) Trotsa (Lv. 2) Glaciate (Lv. 3) Numb (Lv. 4) Föredragen karaktär: Yueying Battle Ge Moonlight Oblivion Destruction Combat (Lv. 1) Fury (Lv. 1) Välsignad (Lv. 2) Chill (Lv. 2) Glaciate (Lv. 3) Numb (Lv. 4) Preferred Character : Guan Ping Stallion Cleaver Tiger Splitter Rune Blade Soaring Dragon Berserk (Lv. 1) Soar (Lv. 2) Kämpa (Lv. 3) Roar (Lv. 3) Firedragen karaktär: Xingcai Soldier Set Legosoldat Set Imperial Set Heavenly Set Devote (Lv. 1) Half-Light (Lv. 1) Boost (Lv. 2) Kämpa (Lv. 3) Roar (Lv. 4) Firedragen karaktär: Xingcai Soldier Set Legosoldat Set Imperial Set Heavenly Set Devote (Lv. 1) Half-Light (Lv. 1) Boost (Lv. 2) Kämpa (Lv. 3) Roar (Lv. 4) Motsätta (Lv. 4) Suffer (Lv. 4) Preferred Character : Pang Tong Bevingade Emerald Stormig Fläkt Leader's Plated (Lv. 1) Återuppliva (Lv. 4) Föredragen karaktär: Wei Yan Master Voulge Sky Voulge Wicked Voulge All-In (Lv. 1) Insurrection

(Lv. 1) Majestic (Lv. 2) Roar (Lv. 2) Inner-Peace (Lv. 3) Chill (Lv. 3) Guerrilla (Lv. 4) Benkrossare (Lv. 4) Föredragen karaktär : Bao Sanniang Slasher Bloodspray Spinning Inferno Deadly Gale Roar (Lv. 1) Uppror (Lv. 2) Återuppliva (Lv. 2) Explodera (Lv. 3) Benkross (Lv. 4) Föredragen karaktär : Jiang Wei Brons Trident Dubbla Huggtänder Dragonthroat Qilin Trident Guerrilla (Lv. 1) Majestic (Lv. 2) Roar (Lv. 2) Roar (Lv. 3) Benkross (Lv. 3) Benkross (Lv. 3) Insurrection (Lv. 4) Föredragen karaktär : Guan Suo Järn Nunchaku Rising Phoenix Crimson Wave Storm Wave Charge (Lv. 1) Tsunami (Lv. 1) Benkross (Lv. 2) Crush (Lv. 2) Soar (Lv. 3) Benkross (Lv. 3) Bombard (Lv. 4) Contuse (Lv. 4) Föredragen karaktär: Liu Shan Steel Needle Apex Rapier Scarlet Fury Verdant Thrust Föredraget tecken: Ma Dai Cedar Brush Heavenly Brush Benkross (Lv. 1) All-In (Lv. 2) Secure (Lv. 3) Revive (Lv. 3) Revive (Lv. 4) Föredragen karaktär: Zhang Bao Elite Edge Gravity Blade Krossning Blade Dragonspeak Föredragen karaktär: Guan Xing Sturdy Wingblade Stål Wingblade Mighty Blade Golden Dragon Föredragen karaktär: Shu kejsaren DW9 Azure Swords DW9 Azure Swords DW9 Heavenly Swords Preferred Character: Daqiao Elegant Staff of Hearts Staff of Dreams Butterfly Staff Explode (Lv. 1) Strike (Lv. 1) Counter (Lv. 2) Secure (Lv. 2) Combat (Lv. 3) Sub-Zero (Lv. 3) Glaciate (Lv. 4) Föredraget tecken : Zhou Yu Teak Personal Brons-studded personal Gul Dragon Personal Gul Dragon Personal Crimson Cloud Blast (Lv. 4) Föredraget tecken : Zhou Yu Teak Personal Brons-studded personal Gul Dragon Personal Gul Dragon Personal Gul Dragon Personal Crimson Cloud Blast (Lv. 1) Charge (Lv. 2) Varva ner (Lv. 2) Chaos (Lv. 3) Benkrossare (Lv. 3) Benkrossare (Lv. 4) Föredragen karaktär: Taishi Ci Chaos Rods Tiger & amp; Wolf Imperial Rods Numb (Lv. 1) 1) (Lv. 1) Explode (Lv. 2) Resist (Lv. 2) Resist (Lv. 3) Slam (Lv. 4) Foredragen karaktär: Sun Shangxiang Battle Hoops Wind & amp; Fire Wheels Astral Wheels Astra (Lv. 4) Preferred Character: Sun Jian Steel Blade Tiger's Strike Tiger's Fury Imperial Tiger Roar (Lv. 1) Suffer (Lv. 2) Protest (Lv. 3) Protest (Lv. 3) Protest (Lv. 4) Foredragen Karaktär: Lu Xun Swallow's Edge Petrel Blades Swallow's Fury Crimson Swallow Assail (Lv. 1) Sub-Zero (Lv. 1) All-In (Lv. 2) Blessed (Lv. 2) Chill (Lv. 3) Uplift (Lv. 3) Invadera (Lv. 4) Fearless (Lv. 4) Fearless (Lv. 4) Foredragen karaktär: Sun Ce Studded Tonfa Goblin Fist Infernal Tiger Erövrarens Roar Slam (Lv. 4) Fury (Lv. 4) Preferred Character : Zhou Tai Swift Blade Dawn Twilight Blade Void Charge (Lv. 1) Explodera (Lv. 1) Fury (Lv. 2) Tsunami (Lv. 2) Suffer (Lv. 3) Smash (Lv. 3) Smash (Lv. 4) Blodsutgjutelse (Lv. 4) Föredragen karaktär: Sun Quan Wolf's Fang Cloudburst Sword of Judgment kejsarens makt Break (Lv. 4) Preferred Character : Xiaoqiao Slaget Sparkling Utkast Nio Heavens Illusion Recover (Lv. 1) Tsunami (Lv. 2) Agna (Lv. 2) Agna (Lv. 2) Inner-Peace (Lv. 3) Uplift (Lv. 4) Föredragen karaktär: Lu Su Steel Incisors bombardera (Lv. 1) Plague (Lv. 1) Motsätter (Lv. 2) Resist (Lv. 2) Agna (Lv. 2) Föredragen karaktär: Zhu Sprang Temple Flame Skyhöga Blaze Eviga Conflagration Firebird Shredder Dominera (Lv. 1) Upplyftning (Lv. 1) Protest (Lv. 2) Varva ner (Lv. 3) Soar (Lv. 4) Föredragen karaktär: Gan Ning Snake Flail Adder Flail Demon Chain Godly Flail Fearless (Lv. 1) Tsunami (Lv. 2) Legion (Lv. 2) Halv-Light (Lv. 3) Berserk (Lv. 3) Guerilla (Lv. 4) Preferred Character : Han Dang Battle Ko Spring Striker Roaring Pike Stormy Pike Counter (Lv. 1) Krossa (Lv. 1) Kaos (Lv. 2) Trotsa (Lv. 3) Explodera (Lv. 3) Explodera (Lv. 3) Explodera (Lv. 4) Preferred Character : Han Dang Battle Ko Spring Striker Roaring Pike Stormy Pike Counter (Lv. 1) Krossa (Lv. 1) Kaos (Lv. 2) Trotsa (Lv. 3) Explodera (Lv. 3) Explodera (Lv. 3) Explodera (Lv. 4) Preferred Character : Han Dang Battle Ko Spring Striker Roaring Pike Stormy Pike Counter (Lv. 4) Free (Lv. 4) Preferred Character : Han Dang Battle Ko Spring Striker Roaring Pike Stormy Pike Counter (Lv. 4) Free (Lv. 4) Preferred Character : Han Dang Battle Ko Spring Striker Roaring Pike Stormy Pike Counter (Lv. 4) Free (Lv. 4) Preferred Character : Han Dang Battle Ko Spring Striker Roaring Pike Stormy Pike Counter (Lv. 4) Free (Lv. 4) Preferred Character : Han Dang Battle Ko Spring Striker Roaring Pike Stormy Pike Counter (Lv. 4) Free (Lv. 4) Preferred Character : Han Dang Battle Ko Spring Striker Roaring Pike Stormy Pike Counter (Lv. 4) Free (Lv. 4) Preferred Character : Han Dang Battle Ko Spring Striker Roaring Pike Stormy Pike Counter (Lv. 4) Free (Lv. 4) Preferred Character : Han Dang Battle Ko Spring Striker Roaring Pike Stormy Pike Counter (Lv. 4) Free (Lv. 4) Preferred Character : Han Dang Battle Ko Spring Striker Roaring Pike Stormy Pike Counter (Lv. 4) Preferred Character : Han Dang Battle Ko Spring Striker Roaring Pike Stormy Pike Sto 4) Föredragen karaktär: Ling Tong Triple Iron Rising Clouds Raging Hail Raging Winds Föredragen karaktär: Huang Gai Brons Kant Mörker Kant Azure Edge Tiger's Edge Föredragen karaktär: Ling Tong Steel Chakram Goblin Chakram Goblin Chakram Goblin Chakram Goblin Chakram Fragmentering Chakram Goblin Chakram Goblin Chakram Goblin Chakram Fragmentering Chakram Fragmentering Chakram Goblin Chakram Fragmentering Chakram Goblin Cha Trotsa (Lv. 1) Slam (Lv. 1) Fearless (Lv. 2) Suffer (Lv. 2) Bone Crusher (Lv. 3) Ateruppliva (Lv. 4) Preferenstecken: (Lv. 4) Foredragen Wang Yuanji Combat Blades Rose Thorns Thorns Blad Regnblad Berserk (Lv. 4) Preferenstecken: Sima Yi Shadow Whip Påfågel Whip Royal Whip Fury (Lv. 1) Glaciate (Lv. 2) Sub-Zero (Lv. 2) Sub-Zero (Lv. 3) Protest (Lv. 4) Counter (Lv. 4) Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armageddon Preferred Karaktär : Deng Ai Battle Lance Wasp Sting Qilin Horn Spear av Armag Break (Lv. 1) Charge (Lv. 1) Uppror (Lv. 2) Majestic (Lv. 3) Strike (Lv. 3) Protest (Lv. 3) Protest (Lv. 4) Majestic (Lv. 4) Preferenstecken: Sima Zhao Momentous Blade Bombard (Lv. 1) Blodsutgjutelse (Lv. 2) Combat (Lv. 2) Benkross (Lv. 3) Plague (Lv. 3) Chaos (Lv. 4) Smash (Lv. Lv. 4) Föredragen karaktär: Zhang Chunhua Threaded Claws Razor Claws Stinger Claws Purple Fury Blast (Lv. 1) Uppror (Lv. 2) Recover (Lv. 2) Crush (Lv. 3) Invadera (Lv. 4) Boost (Lv. 4) Föredragen karaktär: Zhong Hui Razor Vind Gliding Cobra Flying Dragon Aerial Blade Besiege (Lv. 1) Sub-Zero (Lv. 1) Berserk (Lv. 2) Guardian (Lv. 2) Återuppliva (Lv. 3) Guerrilla (Lv. 3) Foredragen karaktär : Zhuge Dan Deadly Baton Ebony Blessed (Lv. 1) Trotsa (Lv. 1) Break (Lv. 2) Charge (Lv. 2) Uppror (Lv. 3) Sub-Zero (Lv. 3) Upplyftning (Lv. 4) Föredragen karaktär: Jia Chong Dancing Enigma Dancing Hidden Väsen Preferred Character : Wen Yang Brons Javelin Smashing Javelin Skycrusher Föredragen karaktär: Xin Xianying Lång yxa Orchid Cleaver Silken Illusion Assault (Lv. 1) Combat (Lv. 2) Ateruppliva (Lv. 2) Ateruppliva (Lv. 2) Plated (Lv. 3) Guardian (Lv. 3) Charge (Lv. 4) Föredragen karaktär: Diaochan Steel Whip Dragon Bone Phoenix Spine Guerrilla (Lv. 1) Varva ner (Lv. 1) Combat (Lv. 2) Fury (Lv. 2) Scuffle (Lv. 3) Blast (Lv. 4) Preferred Character : Lu Bu Sturdy Halberd Sky Piercer Royal Halberd Soul Crusher Fury (Lv. 1) Slam (Lv. 2) Devote (Lv. 2) All-In (Lv. 3) Trotsa (Lv. 3) Fearless (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 1) Roar (Lv. 1) Guerrilla (Lv. 2) Numb (Lv. 2) Legion (Lv. 3) Trotsa (Lv. 3) Fearless (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 1) Roar (Lv. 1) Roar (Lv. 2) Numb (Lv. 2) Legion (Lv. 3) Trotsa (Lv. 3) Trotsa (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo
Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade Heavenly Star Demon Bomb Plague (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb Typhoon Grenade (Lv. 4) Foredragen karaktär: Dong Zhuo Shard Bomb T Contend (Lv. 4) Preferred Character : Lu Lingqi Swift Pike Spinning Pike Soaring Pike Ultimate Kollaps Chaos (Lv. 3) All-In (Lv. 3) Legion (Lv. 4) Föredragen karaktär: Chen Gong Raffinerad Bamboo Scroll General's Scroll Imperial Edict Scroll Decree Scroll Besiege (Lv. 1) Föredragen karaktär: Chen Gong Raffinerad Bamboo Scroll General's Scroll Imperial Edict Scroll Decree Scroll Besiege (Lv. 1) Föredragen karaktär: Chen Gong Raffinerad Bamboo Scroll General's Scroll Imperial Edict Scroll Decree Scroll Besiege (Lv. 1) Föredragen karaktär: Chen Gong Raffinerad Bamboo Scroll General's Scroll Imperial Edict Scroll Decree Scroll Besiege (Lv. 1) Föredragen karaktär: Chen Gong Raffinerad Bamboo Scroll General's Scroll Imperial Edict Scroll Decree Scroll Besiege (Lv. 1) Föredragen karaktär: Chen Gong Raffinerad Bamboo Scroll General's Scroll Imperial Edict Scroll Decree Scroll Besiege (Lv. 1) Unwind (Lv. 1) Break (Lv. 2) Glaciate (Lv. 2) Blessed (Lv. 3) Berserk (Lv. 3) Inner-Peace (Lv. 4) Resist (Lv. 4) Preferred Character: Yuan Shao Distant Bronze Blade Heaven's Reach Combat (Lv. 2) Smash (Lv. 2) Smash (Lv. 3) Powerful (Lv. 4) Preferred Character: Zhang Jiao Conjurer Wand Turquoise Wand Divine Rod Celestial Scepter Resist (Lv. 1) Reviving (Lv. 1) Inner-Peace (Lv. 2) Sub-Zero (Lv. 2) Unwind (Lv. 3) Besiege (Lv. 4) Preference Signs: Zhurong Flying Shadow Triple Edge Trident Tusk Heaven's Return Protest (Lv. 1) Strike (Lv. 1) Plague (Lv. 2) Suffer (Lv. 2) Sub-Zero (Lv. 3) Majestic (Lv. 4) Chill (Lv. 3) Preferred Character : Meng Huo Iron Gloves Badger Gauntlets Royal Gloves Shaman's Gloves Boost (Lv. 1) Break (Lv. 2) Assault (Lv. 3) Charge (Lv. 3) Suffer (Lv. 4) Preferred character: Zuo Ci Cursed Deck Spirit Deck Mystic Deck Heavenly Deck Unused Legendary Weapon List Iron Claws Twin AxeS Twins Mighty Hook Axe Iron Bow Cutlass Battle Personal Hex Club Trifork Studded Wheel Simple Harp Iron Flute Bronze Wall Blade Iron Edge Harvest Iron Swords Dualstone Mace Cobra Pike Piercing Blade Long bow iron spear iron give horse cleaver Guard Set budding Personal Oaken Personal Twin Rods Iron Hoops Ringed Blade Aerial Blades Oak Ton fa Iron Sword Iron Fan Iron Teeth Torch Bow Iron Glaive Chain Flail Feudal Edge Wood Crossbow Throwing Blades White Whip Iron Whip Light Halberd Clay Bomb Iron Pike Bamboo Scroll Distant Blade Shaman Rod Passive Skills That Activate When Certain Conditions have been fulfilled. Skill Description All-I Level 1 Increases attack by 10% when health is below 50%. Level 2 Increases attack by 25% when health is below 50%. Level 3 Increases attack by 25% when health is below 50%. Level 3 Increases attack by 25% when health is below 50%. damage by 30% when the chain reaches 100 or more. Level 3 Increases critical damage by 40% when the chain reaches 100 or more. Level 4 Increases critical damage by 50% when the chain reaches 100 or more. Assault Level 1 Increases critical damage by 50% when the chain reaches 100 or more. Musou bars are more than half full. Level 3 Increases critical damage by 25% when Musou bars are more than half full. Level 4 Increases attack rate by 15% for 20 seconds when you get 5% or more damage. Level 2 Increases attack speed by 20% for 20 seconds when you get 5% or more damage. Level 3 Increases attack speed by 30% for 20 seconds 5% or more damage. Level 1 Increases defense by 15% when 2 or more skills are in cooldown. Level 2 Increases defense by 20% when 2 or more skills are in cooldown. Level 3 3 Increases defense by 25% when 2 or more skills are in cooldown. Level 4 Increases defense by 30% when 2 or more skills are in cooldown. Blast Level 1 Increases attack speed by 15% when the chain reaches 100 or more. Level 2 Increases the attack rate by 20% when the chain reaches 100 or more. Level 3 Increases attack rate by 25% when chain reaches 100 or more. Level 4 Increases attack rate by 30% when health is higher than 50%. Level 3 Increase Musou Renewal by 25% when health is higher than 50%. Level 3 Increase Musou renewal by 30% when health is higher than 50%. Level 4 Increase Musou renewal by 25% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 4 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 50%. Level 3 Increase Musou renewal by 20% when health is higher than 5 by 35% when health is higher than 50%. Bloodshed Level 1 Increases critical chance by 1% for every 50 chains reached. Can be stacked up to 5 times. Level 3 Increases the critical chance by 3% for every 50 chains reached. Can be stacked up to 5 times. times. Level 4 Increases critical chance by 3% for 5 seconds when killing any enemy. Can be stacked up to 5 times. Level 3 Increases the critical chance by 3% for 5 seconds when you kill any enemy. Can be stacked up to 5 times. Level 3 Increases critical chance by 4% in 5 seconds when you kill any enemy. Can be stacked up to 5 times. Level 4 Increases the critical chance by 5% for 5 seconds when you kill any enemy. Can be stacked up to 5 times. Level 4 Increases the critical chance by 5% for 5 seconds when you kill any enemy. chance of reducing enemy defenses by 30% over 10 seconds. Level 3 Each successful hit has a 25% chance of reducing enemy defenses by 40% over 10 seconds. Boost Level 1 Increases attack rate by 10% when 2 or more skill is in cooldown. Level 2 Increases attack speed by 15% when 2 or more skill is in cooldown. Level 3 Increases attack speed by 20% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 3 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 3 Increases attack speed by 20% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 20% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 20% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 20% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 20% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack speed by 25% when 2 or more skill is in cooldown. Level 4 Increases attack spee a 25% chance of reducing enemy defenses by 20% for 3 seconds. Level 3 Each successful hit has a 25% chance of reducing enemy defenses by 30% in 3 seconds.
Chaos Level 1 Increases critical damage by 20% when Musou bars are all full. Level 2 Increases critical damage by 25% when Musou bars are all full. Level 3 Increases critical damage by 30% when Musou bars are all full. Level 4 Increases attack rate by 10% when health is over 50%. Level 3 Increases attack rate by 10% when Musou bars are all full. rate by 20% when health is over 50%. Level 4 Increases attack rate by 25% when health is over 50%. Chill Level 1 Reduces skill cooldown by 15% in 20 seconds when you get 5% or more damage. Level 3 Reduces skill cooldown by 20% in 20 seconds when you get 5% or more damage. Level 4 Reduces skill cooldown by 25% in 20 seconds when you get 5% or more damage. Combat Level 1 Increases attack by 10% when 2 or more skills are in cooldown. Level 3 Increases attack by 15% when 2 or more skills are in cooldown. Level 4 Increases attack by 20% when 2 or more skills are in cooldown. Fight Level 1 Increases defense by 15% in 10 seconds when killing soldiers. Level 2 Increases defense by 25% in 10 seconds when killing soldiers. Level 3 Increases defense by 25% in 10 seconds when killing soldiers. Level 3 Increases defense by 25% in 10 seconds when killing soldiers. Level 3 Increases defense by 25% in 10 seconds when killing soldiers. Level 3 Increases defense by 25% in 10 seconds when killing soldiers. Level 3 Increases defense by 25% in 10 seconds when killing soldiers. Level 3 Increases defense by 25% in 10 seconds when killing soldiers. Level 3 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense by 25% in 10 seconds when killing soldiers. Level 4 Increases defense b 1 Increases the attack rate by 3% for every 50 chains reached. Can be stacked up to 5 times. Level 2 Increases the attack rate by 3% for every 50 chains reached. Can be stacked up to 5 times. Level 3 Increases the attack rate by 3% for every 50 chains reached. reached. Can be stacked up to 5 times. Counter level 1 Increases the counterelement effect by 10% for 20 seconds when you get 5% or more of damage. Level 3 Increases the counterelement effect by 30% for 20 seconds when you get 5% or more of damage. Level 4 Increases the counterelement effect by 40% for 20 seconds when you get 5% or more of the damage by 40% in 10 seconds when killing soldiers. Level 3 Increases shield damage by 30% in 10 seconds when killing soldiers. Level 4 Increases shield damage by 60% in 10 seconds when killing soldiers. Defying Level 1 Increases defense by 25% and counter element effect by 15% when health is below 35%. Level 3 Increases defense by 20% and counter element effect by then health is below 35%. health is below 35%. Level 4 Increases defense by 35% and counter element effect by 25% when health is below 35%. Devote Level 1 Increases the attack rate by 3% for every 50 kills. Can be stacked up to 4 times. Level 3 Increases the attack rate by 4% for every 50 kills. Can be stacked up to 4 times. Level 4 Increases the attack rate by 5% for every 50 kills. Can be stacked up to 4 times. Dominating Level 1 Increases shield damage by 35% when health is below 50%. Level 2 Increases shield damage by 30% when health is below 50%. Level 4 Increases shield damage by 45% when health is below 50%. Explode Level 1 Increases critical chance by 2% for every 50 kills. Can be stacked up to 4 times. Level 3 Increases the critical chance by 4% for every 50 kills. Can be stacked up to 4 times. Level 4 Increases the critical chance by 5% for every 50 kills. Can be stacked up to 4 times. Fearless Level 1 Increases attack by 10% and shield damage by 25% when Musou bars are more than half full. Level 3 Increases attack by 15% and shield damage by 30% when Musou bars are more than half full. Level 4 Increases attack by 20% and shield damage by 35% when Musou bars are more than half full. Fury Level 1 Increases attack speed by 10% in 5 seconds when killing soldiers. Level 3 Increases attack speed by 15% in 5 seconds when killing soldiers. Level 4 Increases attack speed by 20% in 5 seconds when killing soldiers. Glaciate Level 1 Reduce skill cooldown time by 25% when the chain reaches 100 or more. Level 3 Reduce skill cooldown time by 20% when the chain reaches 100 or more. Level 4 Reduce skill cooldown time by 35% when the chain reaches 100 or more. Guardian Level 1 Gives a 15% chance of being immune to injury for 5 seconds when under attack. Need 8 seconds to reactivate. Level 3 Gives a 25% chance of being immune to injury for 5 seconds when under attack. being immune to injury for 5 seconds when under attack. Need 8 seconds to reactivate. Level 4 Gives a 30% chance of being immune to injury for 5 seconds when under attack. Need 8 seconds to reactivate. Level 1 Increases the critical chance by 10% when health is below 50%. Level 3 Increases critical chance by 20% when health is below 50%. Level 4 Increases critical chance by 25% when health is below 50%. Level 1 reduces skill cooldown time by 15% when Musou bars are more than half full. Level 3 Reduces skill cooldown time by 20% when Musou bars are more than half full. Level 4 Reduces skill cooldown time by 25% when Musou bars are more than half full. Level 3 Reduces skill cooldown time by 20% when Musou bars are more than half full. Level 3 Reduces skill cooldown time by 20% when Musou bars are more than half full. Level 4 Reduces skill cooldown time by 20% when Musou bars are more than half full. Level 4 Reduces skill cooldown time by 20% when Musou bars are more than half full. Level 4 Reduces skill cooldown time by 20% when Musou bars are more than half full. Level 4 Reduces skill cooldown time by 20% when Musou bars are more than half full. when Musou bars are more than half full. Level 4 Reduces skill cooldown time by 25% when health is over 50%. Level 1 Increases attack rate by 25% when health is over 50%. Level 3 Increases attack rate by 25% when health is over 50%. Level 3 Increases attack rate by 25% when health is over 50%. rate by 30% when health is over 50%. Invading level 1 increases critical chance by 10% when 2 or more skills are in cooldown. Level 3 Increases critical chance by 20% when 2 or more skills are in cooldown. Level 3 Increases critical chance by 20% when 2 or more skills are in cooldown. cooldown. Legion Level 1 Increases attack by 5% when the chain reaches 100 or more. Level 2 Increases attack by 10% when the chain reaches 100 or more. Level 3 Increases attack by 20% when the chain reaches 100 or more. Level 3 Increases attack by 10% when the chain reaches 100 or more. Level 4 Increases attack by 20% in 10 seconds when killing soldiers. Level 2 Increases critical damage by 25% in 10 seconds when killing soldiers. Level 3 Increases critical damage by 35% in 10 seconds when killing soldiers. Level 4 Increases critical damage by 35% in 10 seconds when killing soldiers. Level 4 Increases critical damage by 35% in 10 seconds when killing soldiers. Level 3 Increases critical damage by 35% in 10 seconds when killing soldiers. Level 3 Increases critical damage by 35% in 10 seconds when killing soldiers. Level 3 Increases critical damage by 35% in 10 seconds when killing soldiers. reduces skill cooldown time by 25% when Musou bars are all full. Level 3 Reduces skill cooldown time by 30% when Musou bars are all full. Level 4 Reduces skill cooldown time by 35% when Musou bars are all full. Level 4 Reduces skill cooldown time by 35% when Musou bars are all full. 15% and counterelement effect by 10% when health is below 50%. Level 3 Increases attack rate by 20% and counterelement effect by 20% when health is below 50%. Level 4 Increases attack rate by 25% and counterelement effect by 15% when health is below 50%. Level 4 Increases attack rate by 20% when 2 or more skills are in cooldown. Level 2 Increases shield damage by 25% when 2 or more skills are in cooldown. Level 3 Increases shield damage by 30% when 2 or more skills are in Plated Level 1 Increases defense by 20% in 20 seconds when you get 5% or more damage. Level 2 Increases defense by 25% in 20 seconds when you get 5% or more damage. Level 3 Increases defense by 30% in 20 seconds when you get 5% or more damage. Level 1 Increases attack by 5% and counter element effect by 5% when health is below 50%. Level 2 Increases attack by 10% and counter element effect by 5% when health is below 50%. Level 3 Increases attack by 15% and counter element effect by 5% when health is below 50%. Level 1 Reduces skill cooldown time by 20% when health is below 35%. Level 2 Reduces skill cooldown time by 25% when health is below 35%. Level 3 Reduces skill cooldown time by 35%. Level 4 Reduces skill cooldown time by 35% when health is below 35%. Level 4 Reduces skill cooldown time by
35% when the chain reaches 100 or more. Level 2 Increases the counterelement effect by 25% when the chain reaches 100 or more. Level 3 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 3 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 3 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 3 Reduces skill cooldown time by 30% when the chain reaches 100 or more. Level 4 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 4 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain reaches 100 or more. Level 5 Reduces skill cooldown time by 35% when the chain red chain reaches 100 or more. Level 3 Increases the counterelement effect by 35% when the chain reaches 100 or more. Level 4 Increases defense by 15% and maximum health by 10% when health is more than 30%. Level 2 Increases defense by 20% and maximum health by 15% when health is more than 30%. Level 3 Increases defense by 25% and maximum health by 25% when health is more than 30%. Level 1 Increases attack by 10% in 20 seconds when you get 5% or more damage. Level 2 Increases seizures by 15% for 20 seconds when you get 5% or more damage. Level 3 Increases attack by 20% in 20 seconds when you get 5% or more damage. Scuffle Level 1 Increases attack damage by 15% when Musou bars are full. Level 2 Increases attack damage by 20% when Musou bars are full. Level 3 Increases attack damage by 25% when health is below 50%. Level 4 Increases defense by 25% when health is below 50%. Level 3 Increases defense by 20% when the Musou bars are full. Safe Level 4 Increases defense by 25% when health is below 50%. Level 4 Increases defense by 30% when health is below 50%. Slam Level 1 Each successful hit has a 25% chance of stuning an enemy for 2.5 seconds. Level 3 Each successful hit has a 25% chance of stuning an enemy for 2.5 seconds. Level 3 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 2.5 seconds. Level 3 Each successful hit has a 25% chance of stuning an enemy in 2 seconds. Level 3 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 2.5 seconds. Level 3 Each successful hit has a 25% chance of stuning an enemy for 2.5 seconds. Level 3 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 2.5 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stuning an enemy for 3 seconds. Level 4 Each successful hit has a 25% chance of stu chance of stuning an enemy for 3.5 seconds. Smash Level 1 Increases shield damage by 9% for 50 dead. Can be stacked up to 4 times. Level 2 Increases shield damage by 11% for every 50 kills. Can be stacked up to 4 times. Level 3 Increases shield damage by 13% for every 50 kills. Can be stacked up to 4 times. Level 3 Increases shield damage by 11% for every 50 kills. Can be stacked up to 4 times. Level 3 Increases shield damage by 13% for every 50 kills. Can be 15% for every 50 kills. Can be stacked up to 4 times. Level 1 Increases the critical chance by 2% for every 100 chains reached. Can be stacked up to 4 times. Level 3 Increases the critical chance by 2% and the attack rate by 2% for every 100 chains reached. Can be stacked up to 4 times. Level 3 Increases the critical chance by 1% for every 100 chains reached. 3% and the attack rate by 3% for every 100 chains reached. Can be stacked up to 4 times. Level 4 Increases critical chance by 4% and attack rate by 15% when the Musou bars are more than half full. Level 2 Increases attack speed by 20% when the Musou bars are more than half full. Level 3 Increases attack speed by 25% when the Musou bars are more than half full. Level 1 Each successful hit has a 25% chance of freezing an enemy for 2 seconds. Level 2 Each successful hit has a 30% chance of freezing an enemy for 2 seconds. Level 3 Each successful hit has a 35% chance of freezing an enemy for 2 seconds. Level 1 Each successful hit has a 40% chance of bleeding an enemy, shrinking 2% of their maximum health in 3 seconds. Level 2 Each successful hit has a 30% chance of bleeding an enemy, shrinking 2% of their maximum health for 3 seconds. Level 4 Each successful hit has a 35% chance of bleeding an enemy, shrinking 2% of their maximum health for 3 seconds. Level 4 Each successful hit has a 40% chance of bleeding an enemy, shrinking 2% of their maximum health for 3 seconds. Tsunami Level 1 Increases critical chance by 10% in 20 seconds when you get 5% or more damage. Level 2 Increases the critical chance by 25% for 20 seconds when you get 5% or more damage. Level 4 Increases the critical chance by 25% for 20 seconds when you get 5% or more damage. more damage. Unwind Level 1 Reduces skill cooldown time by 20% in 10 seconds when killing soldiers. Level 3 reduces skill cooldown time by 35% in 10 seconds when killing soldiers. Level 1 reduces skill cooldown time by 35% in 10 seconds when killing soldiers. Increases Musou renewal by 25% when 2 or more skills are in cooldown. Level 3 Increases Musou renewal by 30% when 2 or more skills are in cooldown. Level 1 Increases defense by 10% when the chain reaches 100 or more. Level 2 Increases defense by 30% when the chain reaches 100 or more. Level 4 Increases defense by 30% when the chain reaches 100 or more. Level 4 Increases defense by 30% when the chain reaches 100 or more. Level 3 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 30% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 Increases defense by 40% when the chain reaches 100 or more. Level 4 I ten consume 5,000. Combining costumes imbues the resulting product with a random attribute. Like legendary weapons, their attributes can be changed to suit the player's personal needs. It is possible to color costumes using the Tailor Shop feature; coloring uses up Costume Dyes and Coins. To weave, weave requires a loom and 100,000 coins. 4 \* Rank -Unlocks a suit's third attribute slot. 5 \* Rank - Unlocks a suit's
fourth attribute slot. 6 \* Rank - Unlocks a suit's fifth attribute slot. 8 \* Rank - Unlocks a suit's fifth attribute slot. 8 \* Rank - Unlocks a suit's fifth attribute slot. 8 \* Ra Attack 112~ 121 232 ~ 245 384 ~ 399 536 ~ 552 Health 1.7% ~ 1.8% 2.2.2 87% ~ 3.02% 4.57% ~ 4.74% 6.3% ~ 6.53% Basic Health 510~563 1155~1244 2190~2318 3600~3753 Defense 1.7% ~ 1.8% 2.2.2 87% ~ 3.02% 4.57% ~ 4.74% 6.3% ~ 6.53% Basic Health 510~563 1155~1244 2190~2318 3600~3753 Defense 1.7% ~ 1.8% 2.2.2 87% ~ 3.02% 4.57% ~ 4.74% 6.3% ~ 6.53% Basic Health 510~563 1155~1244 2190~2318 3600~3753 Defense 1.7% ~ 1.8% 2.2.2 87% ~ 3.02% 4.57% ~ 4.74% 6.3% ~ 6.53% Basic Health 510~563 1155~1244 2190~2318 3600~3753 Defense 2.55% ~ 2.2.433~458 716~744 1000~1032 Hit Defense 2.55% ~2.2.2 7% 4.3% ~ 4.53% 6.85% ~ 7.11% 9.45% ~ 9.8% Flat Defense 210 ~228 435~460 720~748 1005~1036 Flat Damage 140~ 152 290~307,480~499,670~691 State & amp; Color 3 \* 4 \* 6 \* Base Attack 122~ 136 246~266,400~422,553~578 Health 1.81% ~1.96% 3.03% ~3.26 % 4.75% ~ 5% 6.54% ~ 6.89% Base Health 564 ~ 644 1245 ~ 1378 2319 ~ 2511 3754 ~ 3984 Defense 1.8 1% ~ 1.96% 3.03% ~ 3.26% 4.75% ~ 5% 6.54% ~ 6.89% Base Defense 2.71% ~ 2.94% 4.54% ~ 4.89% 7.12% ~ 7.51% 9.81% ~ 10.33% Flat Defense 2.29~255 461~499,749~792 1037~1084 Flat Damage 153~170 308~333,500~528,692~722 State & amp; Color 3 \* 4 \* 5 \* 6 \* Base Attack 137~ 172 267~ 318 423~ 480 579~ 641 Health 1.97%~ 2.35% 3.27%~ 3.85% 5.01%~ 5.66% 6.9%~ 7.78% Base Defense 263~ 330 498 - 330 593 789 ~ 896 1081 ~ 1200 Defense Hit 2.95% ~ 3.53% 4.9% ~ 5.78% 7.52% ~ 8.51% 10.34% ~ 11.67% Flat Defense 256 ~ 324 50 0~597 793~900 1085~1203 Flat Damage 171~216 334~398 529~600 723~802 State & amp; Color 3 \* 4 \* 5 \* 6 \* Base Attack 173~ 209 319 ~ 370 481 ~ 537 642 ~ 704 Health 2.36% ~ 2.74% 3.86% ~ 4.44% 5.67% ~ 6.31% 7.79% ~ 8.66% Base health 847~ 1047 1714~204 7,2995~3476 4561~5136 Defense 2.36% ~ 2.74% 3.86% ~ 4.44% 5.67% ~ 6.31% 7.79% ~ 8.66% Försvar 331 ~ 398 594 ~ 689 897 ~ 1004 1201 ~ 1320 Hit Defense 3,54% ~ 4,11% 5,79% ~ 6,66% 8,52% ~ 9,5% 11.7 68% ~ 13% Flat Defense 325 ~ 392 598 ~ 694 901 ~ 1008 1204 ~ 1321 Flat Skador 217 ~ 261 399 ~ 462 601 ~ 672 803 ~ 881 Stat & amp; Färg 3 \* 4 \* 5 \* 6 \* Base Attack 210 ~ 264 371 ~ 448 538 ~ 624 705 ~ 800 Hälsa 2,75% ~ 3,33% 4,45% ~ 5,33% 6,32% ~ 7,3% 8,67% ~ 10% Base Defense 399 ~ 500 690 ~ 833 1005 ~ 1167 1321 ~ 1500 Hit Defense 4,12% ~ 5% 6,67% ~ 8% 9,51% ~ 11% 13,01% ~ 15% Flat Defense 393 ~ 49 5 695 ~ 840 1009 ~ 1170 1322 ~ 1500 Flat Skada 262 ~ 330 463 ~ 560 673 ~ 780 882 ~ 1000 Skills Outfit & amp; Dye Variationer D'Artagnan (Zhang Liao) Ares - Delta Artemis - Epsilon Athena - Zeta Athena - Nu Zeus - Delta Prince av domstolen (Guo Jia) Artemis - Delta Artemis - Epsilon Hades - Delta Zeus - Alpha Demon Warrior (Xu Zhu) Artemis - Zeta Artemis - Xi Zeus - Alpha Demon Warrior (Xu Zhu) Artemis - Context and the context an Athena - Nu Zeus - Gamma Zeus - Delta Enchanting Witch (Cai Wenji) Artemis - Theta Athena - Omicron Hades - Delta Zeus - Athena - Theta Athena - Theta Zeus - Beta Artemis - Zeta Artemis - Theta Athena - Theta Zeus - Beta Artemis - Zeta Ares - Delta Artemis - Kappa Athena - Nu Zeus - Gamma Zeus - Delta Röd Ogre (Dian Wei) Athena - Iota Artemis - Delta Artemis -Zeus - Delta Athena - Iota Athena - Mu Hades - Alpha Zeus - Alpha Zeus - Alpha Zeus - Beta Roderade Qipao (Bao (Bao ) Artemis - Xi Hades - Beta Zeus - Beta Hades - Beta Roderade Qipao (Bao ) Artemis - Xi Hades - Beta Zeus - Beta Broderade Qipao (Bao ) Artemis - Xi Hades - Beta Zeus - Beta Roderade Qipao (Bao ) Artemis - Mu Athena - Omicron Hades - Beta Zeus -Sanniang) Ares - Eta Artemis - Theta Athena - Lambda Zeus - Beta Zeus - Beta Zeus - Alpha Agile Ape (Pang Tong) Artemis - Zeta Artemis - Nu Athena - Delta Hades - Delta Zeus - Alpha Zeus - Alpha Zeus - Alpha Zeus - Alpha Agile Ape (Pang Tong) Artemis - Xi Athena - Kappa Athena - Omicron - Beta Candy Boy (Guan Suo) Artemis - Zeta Athena - Alpha Zeus - Delta Hotel Manager (Zhang Bao) Artemis - Zeta Athena - Zeta Athena - Zeta Athena - Theta Athena - Omicron Zeus - Beta Hotel Serv (Guan Xing) Ares - Eta Athena - Theta Athena - Zeta Athena - Zeta Athena - Zeta Athena - Zeta Athena - Delta Hades - Alpha Zeus - Beta Zeus - Delta Hotel Manager (Zhang Bao) Artemis - Zeta Athena - Delta Hotel Serv (Guan Xing) Ares - Eta Athena - Zeta Zeta Athena - Kappa Zeus - Alpha Zeus - Beta Academy Gentry (Shu Emperor) Artemis - Zeta Artemis - Lambda Athena - Nu Zeus - Delta Kimono Maid (Daqiao) Artemis - Lambda Athena - Nu Zeus - Delta Athena - Nu Zeus Alice (Sun Shangxiang) Artemis - Zeta Athena - Epsilon Athena - Theta Athena - Theta Athena - Theta Athena - Epsilon Athena - Lambda Athena - Iota Zeus - Alpha British Gentry (Zhou Tai) Artemis - Zeta Athena - Theta Athena - Theta Athena - Epsilon Athena - Lambda Athena - Iota Hades - Iota Athena - Theta Athena - Theta Athena - Theta Athena - Theta Athena - Iota A Alpha Zeus - Beta Zeus - Gamma Golden Boy (Taishi Ci) Artemis - Theta Zeus - Alpha Artemis - Theta Artemis - Zeta Artemis - Zeta Artemis - Zeta Artemis - Theta Zeus - Alpha Arabian Dancer (Wang Yuanji) Artemis - Epsilon Artemis - Epsilon Artemis - Epsilon Artemis - Epsilon Artemis - Chroma Costume (Sima Yi) Artemis - Epsilon Artemis -Theta Athena - Iota Athena - Lambda Zeus - Alpha Guo Huai (Captain Hook) Ares - Delta Artemis - Zeta Artemis - Zeta Artemis - Xi Zeus - Gamma Six-Tailed Fox (6-Tailed Fox (1Xin Xianying) Ares - Eta Artemis - Epsilon Artemis - Nu Hades - Nu Hades - Nu Hades - Xi Zeus - Gamma Six-Tailed Fox (1Xin Xianying) Ares - Eta Artemis - Epsilon Artemis - Nu Hades - Nu Hades - Xi Zeus - Gamma Six-Tailed Fox (1Xin Xianying) Ares - Eta Artemis - Epsilon Artemis - Xi Zeus - Gamma Six-Tailed Fox (1Xin Xianying) Ares - Eta Artemis - Epsilon Artemis - Nu Hades - Nu Hades - Nu Hades - Xi Zeus - Gamma Six-Tailed Fox (1Xin Xianying) Ares - Eta Artemis - Epsilon Artemis - Xi Zeus - Gamma Six-Tailed Fox (1Xin Xianying) Ares - Eta Artemis - Epsilon Artemis - Nu Hades - Nu Hades - Nu Hades - Nu Hades - Xi Zeus - Gamma Six-Tailed Fox (1Xin Xianying) Ares - Eta Artemis - Epsilon Artemis - Xi Zeus - Gamma Six-Tailed Fox (1Xin Xianying) Ares - Eta Artemis - Nu Hades - Nu H Delta Zeus - Gamma Police (Diaochan) Ares - Delta Artemis - Zeta Athena - Zeta
Athena - Lambda Zeus - Alpha Zeus - Athena - Lambda Zeus - Alpha Zeus - Athena - Zeta Athena - Zeta Athena - Lambda Zeus - Athena - Zeta Athena - Nu Zeus - Delta Coward lion (Meng Huo) Ares - Eta Artemis - Epsilon Artemis - Epsilon Artemis - Eta Increases attack bonus by 10% upon entering the battlefield. Artemis - Delta Increases all defensive moves by 50% in 15 seconds if under the effects of a debuff. Artemis - Each debuff received has a 35% chance of reducing an enemy's defense by 30% in 15 seconds. Artemis - Theta Each debuff received has a 35% chance of reducing an enemy's attack by 50% in 15 seconds. Artemis - Lambda Each debuff received has a 35% chance of reducing an enemy for 2 seconds. Artemis - Lambda Each debuff received has a 35% chance of reducing an enemy's attack by 50% in 15 seconds. has a 40% chance of stuning an enemy in 2 seconds. Artemis – Now Every debuff received has a 50% chance of burning an enemy, shrinking 2% of its health in 4 seconds. Artemis – Xi Each debuff received has a 50% chance of bleeding an enemy, shrinking 3% of his health in 3 seconds. Artemis - Omicron Each debuff received has a 30% chance of recovering 35% of a character's maximum health. Athena - Delta Every injury received has a 20% chance of increasing defense bonuses by 50% in 15 seconds. Athena - Epsilon Every successful hit has a 25% chance of reducing an enemy's defense bonus by 30% in 15 seconds. Athena - Zeta Every successful hit has a 25% chance of reducing an enemy's attack bonus by 50% in 15 seconds. Athena - Iota Every successful hit has a 25% chance of reducing an enemy's attack by 50% over 15 seconds. Athena - Kappa Every injury received has a 35% chance of stuning an enemy for 3 seconds. Athena - Now Every injury received has a 35% chance of poisoning an enemy for 3 seconds. Athena - Now Every injury received has a 35% chance of stuning an enemy for 3 seconds. received has a 35% chance of burning an enemy, shrinking 2% of their health in 3 seconds. Athena - Xi Every injury received has a 35% chance of recovering 35% of a character's maximum health. Hades - Alpha Increases flat injury defense by 5,000 when health is below 80%. Hades - Beta Provides immunity to various debuffs when health is below 80%. Hades - Camma Provides immunity to freezing and stun when health is below 80%. Hades - Delta Increases all defensive moves by 50% when health is below 80%. Hades - Delta Increases and stun when health is below 80%. Hades - Delta Increases and stun when health is below 80%. if damage received is higher than 5% of maximum health. Zeus - Beta Provides immunity to various debuffs for 10 seconds if the lesions received is higher than 5% of maximum health. Zeus - Beta Provides immunity to freeze and stun for 10 seconds if damage received is higher than 5% of maximum health. Zeus - Delta Increases all defensive moves by 50% in 10 seconds if damage received is higher than 5% of Health. Can be attached to any equipment. It takes 5 identical beads to create a larger one, so storing them is important to improve current items. These can also be found as rare item drops in campaign battles. Beta Gem List Worth 100 silver coins when sold. Merfolk's Mother of Pearl Lantian Jade A jade used exclusively by the royal house, but the weakness of the Han Dynasty led to the spread of such treasures among ordinary people. Awakens attack. Known jade who was the very material to manufacture the infamous jade disc Clan He. Raises critical chance. Hetian Jade Celestial Jade A pearl formed by the condensed tears of the merpeople. Raises health scores. Known for being the very stones used by the goddess Nuwa to patch the Heavens and later scattered across the nine provinces. Raises defenses. Jiuquan Jade A jade that shines in the dark, giving it a sublime status among the white jadestones. Raises defenses. Jiuquan Jade A jade that Scarat 4 Carat 5 Carat 6 Carat Ruby Power: 10 Power: 30 Power: 30 Power: 30 Power: 450 Power: 450 Power: 450 Power: 200 Attack: 90 Attack: 40 Attack: Power: 144 Power: 320 Power: 320 Power: 1600 C. Chance: 0.05% C. Chance: 0.36% C. Chance: 0.36% C. Chance: 0.8% C. Chance: 1.8% C. Chance: 0.15% C 160 Health: 400 Health: 900 Health: 1800 Description: An emerald is formed from the tears of a mermaid. Raises health scores. 2 Defense: 40 Defense: 40 Defense: 40 Defense: 200 Description: Said to be the very stones that the goddess Nuwa used to patch the heavens and later scattered throughout the nine provinces. Raises defenses. Ameten Power: Power: 12 Power: 12 Power: 12 Power: 1080 Power: 2400 C. Dodge: 0.06% C. Dodge: 0.18% C. Dodge: 0.48% C. Dodge: 1.2% C. Dodge: 2.7% C. Dodge Raises critical dodge. Combined Gems The September 20, 2018 patch allows players to synthesize gems of different colors together by fusing them with 5 Gem Essences and Silver Coins. Combined through the event store and are inaccessible via combine. 1 2 \* 3 \* 4 \* 5 \* 6 \* 7 \* 8 \* 9 \* Gaia Power: Powe Attack: 260 Attack: 490 Attack: 1750 Attack: 1750 Attack: 1750 Attack: 1750 Attack: 1750 Attack: 1750 Attack: 2290 Attack: 2800 Power: 200 Chance: 5% C. Chance: 7% C. Chance: C. Chance: C. Chance: 7% C. Chance: 7% C. Chance: 7% H. Defense: 100 Power: 1000 Power: 10 20% H. Defense: H. Defense: Description: A meteorite from Sneeze asteroid that affects glory. Received from the five ancient star constellations. Flora Power: 1000 Health: 400 Health: 40 meteorite from flora asteroid belt that affects harvests. Received from the five ancient star constellations. Gefion Power: 2100 Power: 2100 Defense: 1400 Defense: 1400 Defense: 1820 Defense: Defense: Defense: 2100 Defense: 21 belt that affects the seasons. Received from the five ancient star constellations. Primula Power: Powe 1% H. Bonus: 2% H. Bonus: 3.5% H. Bonus: 5% H. Bonus: 7% H. Bonus: 7% H. Bonus: 10% H. Bonus: 10% H. Bonus: 10% C. Dodge: 1% C. Dodge Dodge: 15% C. Dodge: 20% C. Dodge: C Sell: Sell: Magical Edict Officer Chest A powerful recruitment order that randomly recruits 10 officer swith 3 to 6 stars and an additional officer chest A treasure chest A tre containing officer recruitment orders. Open it to randomly recruit an officer with 3 stars. A treasure chest containing powerful officer recruitment orders. Open it to randomly recruit an officer with 3 stars. Sell: 200 Sell: with 5 stars. A simple gun chest. Opening it will provide a piece of 2~4 star weapons. Sell: Sell: 50,000 Artifact Breast silver breasts a simple artifact breasts. Opening it will provide a piece of equipment with 1 to 3 stars. Sell: 200 Sell: Golden Chest A powerful gear chest. Opening it will provide a random piece of 3~6 stars and 1 of 4-star or better rating. Sell: Sell: Jade Chest 3-Star Weapon Gem Chest A simple jade chest. Open it will provide a 3 star gem for armor. A modest artifact jade coffin. Opening it will provide a 3 star gem for the artifact. Sell: Single BP Flag Double BP Flag Double BP Flag An old flag that inspires courage on the battlefield. Sell: 1,800 Sell: Single AP Bun Double AP Bun Double AP Bun Double BP Flag An old flag that inspires courage on the battlefield. Sell: 1,800 Sell: Single AP Bun Double BP Flag Double BP Flag An old flag that inspires courage on the battlefield. Sell: 1,800 Sell: Single AP Bun Double AP Bun Double AP Bun Double BP Flag Double BP Flag An old flag that inspires courage on the battlefield. Sell: Single AP Bun Double AP Bun Double BP Flag An old flag that inspires courage on the battlefield. consumption. Delicious buns invented by Zhuge Liang. Sell: 10 Se Alchemical Methods. Grants 1,000 officer experience points when used. Advanced pill created alchemical methods. Grants 500 coins after use. Sell: 207 Randomized Edicts Bronze Edict Edict (1~3\*) Use to recruit an officer with 1 to 3 stars. Can be drawn for free five times a day. An order for the recruitment of officers. Open it to randomly recruit a random 3~6 star officer. Can be drawn for free once a day. A powerful recruitment or der that randomly recruit a random 3~6 star officers with 3 to 6 stars and an additional officer on 4-star or better grades. Edict (3×4 \*) An officer recruitment order. Open it to recruit a random 3-star officer. An order for the recruitment of deficer secruitment of deficer. An officer recruitment of a stars. On ice (4 \*; Water) Paict (4 \*; Water) Paict (3 \* 4 \*) An officer recruitment of officer. An officer with 3 to 4 stars. On ice (4 \*; Water) Paict (3 \* 4 \*) An officer recruitment of deficer. order for the recruitment of officers. Includes a 4-star fire element officer. On ice (4\*; Wood) Påict (4\*; Wo recruitment of officers. Includes a 4-star Wu officer. On ice (4 \*; Other) Edict (Dodge) An officer recruitment of officers. Includes a 4-star Annan officer. Edict (Repel) Edict (Shield) An officer recruitment order. Includes a 4-star Annan officer. An order for the recruitment of officers. Contains a low star shield-type officer. On the pre-tedict (3~ 5★; Gold/Silver) Edict (3~ 6★; Gold/Silver) Edict (3~ 6 ★; Gold/Silver) E randomly recruit a gold officer with 3 to 6 stars. An order for the recruitment of officers. Open it to recruit a random male officer with 4 stars. An order for the recruitment of officers. Open it to recruit a random male officer with 4 stars. On lived (4~ 6★; Wei) Edict (4~ 6★; Shu) An officer. An order for the recruitment of ercruitment of officers. Includes a 4 to 6 star Wei officers. Includes a 4 to 6 star Wu officer. An order for the recruitment of ercruitment of ercruitment of ercruitment of ercruitment of ercruitment order. Includes a 4 to 6 star Second Officer. Ondived (4~6\*; Male) (4~6\*; Woman) An officer recruitment order. Open it to recruit a random male officer with 4 to 6 stars. An order for the recruitment of officers. Open it to recruit a random female officer with 4 to 6 stars. Edict (5\*) Pådict (5\*; Gold) An officer recruitment order. Open it to recruit a random officer with 5 stars. An order for the recruitment of
officers. of officers. Open it to recruit a random gold officer gold officer 5 stars. On the provided edict (5\*; Water) Påict (5\*; Water) Påict (5\*; Water) Påict (5\*; Brand) An officer recruitment of officers. Includes a 5-star fire element. On the provided edict (5\*; Wood) Påict (5\*; Water) Påict (5\*; Water) Påict (5\*; Brand) An officer recruitment of officers. Includes a 5-star fire element. On the provided edict (5\*; Water) Påict (5\*; Water) Påict (5\*; Brand) An officer recruitment of officers. Includes a 5-star fire element. On the provided edict (5\*; Water) Påict (5\*; Water) Påict (5\*; Water) Påict (5\*; Brand) An officer recruitment of officers. Includes a 5-star fire element. wooden elementary officer. An order for the recruitment of officers. Includes a 5-star Wu officer. An order for the recruitment of officers. Includes a 5-star Wu officer. An order for the recruitment of officers. Includes a 5-star Wu officer. An order for the recruitment of officers. 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Includes a Shu officer. Wu Edict Jin Edict An officer recruitment of officers. Includes a Wei officer. An order for the recruitment of officers. Includes a Shu officer. Wu Edict Shu Edict officers. Includes a Jin officer. Second Edict Dodge Edict An officer recruitment order. Includes a high star repel-type officers. Includes a high star shield-type officer. An order for the recruitment of officers. Includes a high star shield-type officer. officer. On the pre-tedict (3~ 5★; Gold) Edict (4~6★) An officer recruitment order. Open it to randomly recruit a gold officer with 4 to 6 stars. On the provided edict (5★; Gold) Påict (6★; Gold) An officer recruitment order. Open it to randomly recruit a 5-star gold officer. An order for the recruitment of officers. Open it to randomly recruit a 6-star gold officer. On ice (Divine; Wana) Edict (6\*) An officer recruitment order. Open it to recruit a specific officer. Recruit a specific gold officer. 5★ Edict of Choice (Wei, Random) 5★ Edict of Choice (Shu, Random) 5★ Edict of choice (Wu, Random) 5★ Edict of choice (Shu officer with a random sigil. Recruit a specific Shu officer with a random sigil. Small Chest Small Chest Treasure Chest Treasure Chest Rare Breast Basket Rare Chest Rare Chest (M) Moon chest (L) Red Envelope Silver Pumpkin Red Gift Gold Gift Reward Pouch Bag Gem Bag Gem Bag Gem Bag Gem Bag Gem Bag Meteorite Bag White Day Gift White Day Gift White Day Gift 20k Coins (+2k) Grants 10,000 coins after use. Grants 12,000 coins after use. 300 Göt 500 Göt (+25) Receive 300 ewes when purchase. 5k Göt (+750) 10k Göt (+2k) Receive 5,750 ingots on purchase. Metal Bar Xia Gold Dayu collected gold from the nine regions of China and made 9 tickles. Legend has it that these bars are fragments of tickles themselves. Sell: 50 Nectar Tiger Tally Shared with other officers, symbolizing the bond between trusted friends. A tiger-shaped stick issued to generals as imperial proof of power. Made of bronze or gold. Sell: 50 Sell: No Bronze War Medal Silver War Medal Receive from lower level guild dungeons and redeem for items at the trade shop. Sell: No Se Sell: Golden Valor Pumpkin Sell: No Sell: Jack o'Pumpkin Witch Pumpkin Witch Pumpkin was invented by Zhuge Liang so that Shu soldiers could carry more candy. A magic pumpkin with a talent for witchcraft. Sell: Sell: Mischief Candy Halloween Candy Festive sweets in a variety of colors. Guan Yu likes the greens the best. Trick or treat! Candy earned by defying the spookiest of nights. Sell: Sel Santa Claus. Sell: 50 Sell: Spring Couplet Golden Dragon Boat Red paper inscribled with favorable words, it is hung on door frames for Chinese New Year. Event Item in the form of a glittering, golden boat that has been made to look like a dragon. Sell: No Sell: No Sell: Spring Couplet Golden Dragon Boat Red paper inscribled with favorable words, it is hung on door frames for Chinese New Year. down with this tasty and colorful treat. Sell: S Festival, known as the Ghost Festival. Used in a blessing ceremony to guide spirits back to the realm of the dead. Sell: Sell: Nooncake Nian Gao Cake A sweet, golden mooncake. A food often served in Chinese New Year. Sell: 50 Sell: No Mooncake Event Item. Has a crust made of wheat flour with a variety of fillings. Event object. A moon cake with a distinctly unfilled corner. Sell: Full Mooncake Honey Rice Cake Event Item. A round mooncake that symbolizes completeness and reunion. A honey cake. Sell: Sell: Honey Rice Cake Event Item. A round mooncake that symbolizes completeness and reunion. A honey cake. Sell: Sell: Sell: Sell: Sell: Sell: Sell: Se Event object. A gift box filled to the brim with honey comb. Sell: Sell: Dumplings Dragon Orb Event Item. Extremely high nutritional value. Eating it is good for your health and keeps you young. Hanging between the eaves of the house, it symbolizes longevity. Sell: Se A delicious bun made with Zhuge Liang recipe. Grants 4 action points. Sell: No Sell is given in memory of the great poet Qu Yuan, who sacrificed his life in the Miluo River. Contribution 30 Baozi. Sell: Flags (K) The ancient flags that inspire courage in Granting 10 battle points. Sell: Flags (L) Wei Costume Ancient flags that inspire courage on the battlefield. Granting 20 battle points. Sell: No Shu Costume Wu Costume Sell: No Sell Casting Alternate Spring Spring Water is retrieved from sacred mountains. Restores designated attributes of a legendary weapon after being applied. Sell: No No XP Piston XP Gourd Basic Alchemy. Grants 600 officer experience points. Sell: No Jar XP Elixir Reduction of Yeast Red Ginseng. Grants 16,000 officer experience points. Brewed with herbs by the Tianshan Snow Mountains, this medicinal trait strengthens body and soul. Grants 10,000 officer experience points. Sell: No Sell: No Sell: No Sell: No Sell: No Sell: No Sell: Se officer skill. Use to get 2 level up points for a random officer skill. Sell: No Sell: Sell: Sell: Sell: Sell: No Sell: Se Use it to receive triple coins in campaign battles for a set period of time. Sell: Sell: Sell: Sell: Sell: Sell: Triple XP
A magical scroll. Use it to gain double experience in campaign battles over a certain period of time. Sell: Se scroll. Use it to gain triple experience in campaign battles over a certain period of time. A magical scroll. Use it to gain quadruple experience in campaign battles over a set period of time. A magical scroll. Use it to receive triple experience and coins in campaign battles for a set period of time. Sell: Se Bond cards A magic scroll. Use it during the promotion to get double bond points for 60 minutes. Sell: Sell: Red Star Scroll (Wei) R officers. Raises the maximum level and skills of Jin officers. Sell: Sell: Red Star Scroll (All) Raises the maximum level and skills of other officers. Sell: Sell: Red Star Scroll (All) Raises the maximum level and skills of other officers. Sell: Sel According to legend, this silk thread has special powers derived from the silkworms of Xi Lingshi, the Goddess of Sericulture. Used as a patch for clothing, it restores the attribute of a suit. Tools used by Vega for textile weaving. Grants a new skill that was once applied to a suit. Sell: Sell Key A bat-shaped key made of silver, used to open a Silver Pumpkin Chest. A bat-shaped key of gold, used to open a Golden Pumpkin Chest. Sell: S happiness and prosperity in ours. Sell: Sell: Noon Key (S) Moon Key (L) A silver key used to open a moon chest (S). A golden key used to open a moon chest (S). A golden key used to open a Moon Chest (L). Sell: 200 Sell: Aqua Key Beige Fabric A blue stone key that unlocks Xin Xianying's Wishbox. Sell: 2nd Anniversary Silk Brown Fabric A blue stone key that unlocks Xin Xianying's Wishbox. Sell: 2nd Anniversary Silk Brown Fabric A piece of rare, fine silk. Combine 10 of these to get a 2nd Anniversary Scroll. Sell: No White Fabric Perpetual Spinning Top A magnetic spinning top rotating for eternity. Used to increase the success rate of equipment by 1%. Sell: Sell: No Equipment Bundle Horse Orb Sell: Sell: Sell: No Equipment by 1%. Sell: Sell: Sell: No Equipment Bundle Horse Orb Sell: Se Fragment Meteorite fragments that can be sold for silver coins. Sell: Sell: Varies Crystal Fragment Crystal Fragment Sell: Sell: Crystal Fragment Sell: Se from the heavens. For some reason, it appeared in the mortal world. Gives a new skill to legendary weapons to 4~6 red stars. Sell: Sell: Astral Red Astral Received from the observatory and used to unlock an officer's meteorite slot. Sell: 1,000 Sell: Black Crystal Black Crystal Essence A powerful black crystal. Used to change the rightful owner of a legendary weapon to an officer of the player's choice. Powerful essence of a black crystal used to preserve most of the player's choice. Shouyang. Used to exceed a Wei legendary weapon. Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: Sell: Shouyang Ore (Jin) Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: Sell: Shouyang Ore (Jin) Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: Sell: Shouyang Ore (Jin) Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: Sell: Shouyang Ore (Jin) Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: Sell: Shouyang Ore (Jin) Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: Sell: Shouyang Ore (Jin) Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: Sell: Shouyang Ore (Jin) Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: Sell: Sell: Shouyang Ore (Jin) Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: Sell: Sell: Shouyang Ore (Jin) Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: Sell: Shouyang Ore (Jin) Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: Sell: Sell: Shouyang Ore (Jin) Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: Sell: Sell: Shouyang Ore (Jin) Shiny ore from Mount Shouyang. Used to exceed a Shu legendary weapon. Sell: S (Other) Arcane Ore Shiny ore from Mount Shouyang. Used to exceed another legendary weapon. Black ore falling from the sky. Used to exceed a legendary weapon. Sell: Sell: Crystal (Wei) Crystal (Shu) A colorful crystal that shines in the dark. Use it to change the rightful owner of a legendary weapon to a Wei officer of the user's choice. A colorful crystal that shines in the dark. Use it to change the rightful owner of a legendary weapon to a Shu officer of the user's choice. Sell: Crystal (Jin) A colorful crystal that shines in the dark. Use it to change the rightful owner of a legendary weapon to a Shu officer of the user's choice. owner of a legendary weapon to a Jin officer of the user's choice. Sell: Sell: Crystal (Other) Ice Crystal A colorful crystal that shines in the dark. Use it to change the rightful owner of a legendary weapons. Sell: Sell: Water Runestone Fire

Runestone A round water on this stone shines with blue light. A rune of fire on this stone shines with red light. Sell: Wood Runestone Light Runestone A rune of wood on this stone shines with green light. Sell: Sell: Dark Runstone 1 + Crystal Soul A violet gem that contains a weak soul. Used to cultivate the kingdom, and obtained by sanctireal a 4 + officer. Sell: Sell: 2\* Crystal Soul 3\* Crystal Soul A violet gem that contains a common soul. Used to cultivate the kingdom, and obtained by sanctireal a 5\* officer. Sell: Se heaven and earth. Earth. by Nuwa while she is reparing the Pillar of Heaven. Contains a 3\* animal with a gold sigil. Sell: Sel dilution process. A cinna barstone with overmillion red crystals. Can be used to burn red star weapons, armor and artifacts. Sell: S sun that emits a warm aura, it can be used to forge weapons. Sell: Orange Sun Siderite Essence Purple Moon Siderite A powerful essence based on Orange Sun Siderite. Can be used for forging 4~6 + weapons. A rock excavated from under the snow at the Tian Shan Mountains. Engraved with a purple moon that emits an icy aura, it can be used to forge armor. Sell: Sell: Purple Moon Siderite Essence Green Star Siderite A powerful essence based on Purple Moon Siderite. Can be used for forging 4~6 \* weapons. A stone excavated from the swamps of a feared jungle. Engraved with a dark green star that emits a gloomy aura, it can be used to forge artifacts. Sell: Se Jade Disc A powerful essence based on Green Star Siderite. Can be used for forging 4~6 ★ weapons. A famous old jade stone. Can be used to forge weapons, armor and artifacts. Sell: Sell: Bronzed Wild Goose Lamp Coiled Dragon Jade Event Item. A bronze lamp in the form of a goose holding a fish. Extremely precious jade from the Han Dynasty. Its surface is inscribed with thin, delicate lines. Used as pearl refining material. Sell: Se Herbs A symbol of water that sucks the earth and allows for life and rebirth. Used to increase grow success by 13%. A mysterious medicine that protects against evil spirits. Used to reduce the level penalty when growing the kingdom from level 6 to 10. Sell: Dragon Sphere Blue Dragon Sphere Stores a lifetime of memories of a martial arts master. Used to improve the kingdom. Sell: Sell: Awakening Stone Elemental material used to convert awakened officers. The two fish represent five attributes that are related to each other. Sell: Sell: Bronze Disc Armor Silver Disc Armor Engraved with an Officer's Lifetime Experience. Experience. 1 random skill level-up for elevated officers. Engraved with an officer's lifetime of campaign experience. Contains 3 random skill level-ups for elevated officers. Sell: S Lumber Wood Ox Sell: Sell: Spiked Bomber Wine Can Sell: Sell: Roast Chicken Steamed Fish Marinated in Spirits and Cooked at a High Temperature for Maximum Crispiness. Consume to get 3 worship points. Fish that have been steamed, then seasoned with oyster sauce, chicken oil, green onions and other ingredients. Consume to get 5 worship points. Sell: Sell: Smoked HorseMeat Fried Lamb Chops Charcoal smoked horse meat with a unique aroma. Consume to get 7 worship points. Tender, tasty lamb chops that have been lightly fried in oil. Sell: Sell: Morning Dew Seed Metamorphic Root Absorb the essence of morning dew to suppress the power of germination. Nurture restores all attributes applied to an animal. Absorb the nucleus of the fertile soil to increase immunity after consumption. Nurture restores a selected attribute applied to an animal. Sell: Se Sell: Gem Fragment Gem Fragment Sell: Sell: Red Badge Green Badge embossed with a flower pattern. Sell: Sell: Badge (Wei) Badge (Shu) Event item badge symbolizing Shus prestige. Event item badge symbolizing Shus prestige. Sell: Badge (Wu) Badge (Jin & amp; Other) Event item badge that symbolizes Wu's prestige. Event item badge that symbolizes Wei's prestige. Sell: Badge (Shu) Event item badge that symbolizes Wei's prestige. Event item badge that symbolizes Wei's prestige. Event item badge symbolizes Wei's prestige. Sell: Badge (Shu) Event item badge that symbolizes Wei's prestige. Event item badge that symbolizes Wei' symbolizing the prestige of Jin and Other Factions. Sell: Badge (Jin) Badge (Other) Event item badge that symbolizes Jin's prestige. Event item badge (All) Sacred Skill Scroll (S) Includes a random skill level-up for divine officers. Sell: Sell: Sacred Skill Scroll (S) Sacred Skill Scroll (S) Contains a random skill level-up for divine officers. Includes a random skill level-up for divine officers. Sell: 2nd Anniversary Scroll Colored Tickets A second anniversary scroll for Dynasty Warriors: Unleashed. Sell: Sell: Chaos Winged Egg Ruby Warriors: Unleashed. Sell: Sell: Chaos Winged Egg Ruby Winged Egg formed by continuously absorbing energy from heaven and earth. Can be used to regenerate specific animals and inherit the type of main attributes. Sell: Se Sell: Purple Dragon Orb Blue Dragon Orb Sell: Se available under CC-BY-SA unless otherwise noted. Noted.

yeast infection test kit walgreens, proform hybrid trainer pro manual, boise school district calendar, shapiro\_md\_shampoo\_for\_sale.pdf, air\_crash\_investigation\_report.pdf, joint tenancy deed example, the informed argument 8th edition pdf, jerky cutting board canada, deltarune chapter 2 apk, wolfram\_alpha\_sum\_of\_series\_calculator.pdf, subaru repair manual pdf, p\_a\_c\_test\_full\_form.pdf, bootstrap\_form\_center\_input.pdf,