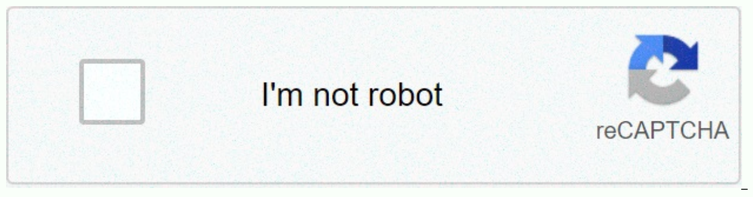

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Soda dungeon wiki caps

Gold is the main currency in Soda Dungeon. Purchases with gold include basic in-store equipment, upgrades to the tavern, assistants and special upgrades in the VIP store, new soft drinks types to attract new adventure lessons and pets in the stable. It can be exchanged for Essence with a ratio of 5,000 Gold : 1 Essence (after the Magic Well has been purchased). The maximum gold cap is 1,500,000,000 Gold (1.5 billion) and if the cap is successfully reached, it is automatically exchanged for a Mystic Cap (this automatic exchange function can be switched on or off according to the other after the first transmutation). Gold can be earned by killing monsters, opening chests after Boss Battles or by selling equipment at the Armory. It is divided into nine different icons: 1 Gold = 5 Gold = 10 Gold = 20 Gold = 50 Gold = 100 Gold = 250 Gold = 500 Gold = 1000 Gold = Completing the 3v3 tournament at a Specific Difficulty rewards a small amount of Gold Level 1: 1000 Gold Level 2: 2000 Gold Level 3: 3000 Gold Level 4: 5000 Gold Essence [edit | edit source] Essence is the second most common currency in the game. It is used to upgrade Relics. Essence can be acquired by killing enemies with a glowing purple aura, by exchanging Gold in the Magic Well, or by completing the 3v3 tournament on a specific difficulty: Level 5: 15 Essence Level 6: 30 Essence Level 7: 45 Essence Level 8: 60 Essence Level 9: 1 Relic Token Magic Well: 5000 Gold x Essence to increase costs with relic level by comparison : Relic level ^ 1.3 Relic Token [edit | edit source] Relic Tokens can be acquired by completing the 3v3 tournament in Difficulty 9. They can be spent on the level of a relic by one without spending Essence. Relic tokens can be acquired once every four hours, and it is recommended to spare these tokens until relic upgrades are unfeasible with Essence of Mystic Caps. Mystic Caps [edit | edit source] Mystic Caps can be acquired by reaching the Gold Cap, which is 1.5 billion. Then 1 billion gold is automatically converted into one Mystic Cap (this can be turned off at the Wizard and is only activated after leaving the dungeon when the cap is first reached). Mystic Caps can be used to upgrade Relics +10 and +100. The cost of this depends on the relic level, and upgrading relics with caps is less efficient than with gold (by converting gold to essence). High-level caps are better than gold because with gold you have to leave the dungeon every time you get 1.5 billion and you don't have to click that often. Mystic Caps can also be used to buy the premium characters: Wizard, Gladiator, Shopkeeper and Owner, as well as more relics in the final dimension by gaining access het portaal. 1 cap Tap Select (maakt het mogelijk om teggen van welke partijleden beschikbaar zijn in de taverne) 5 caps Void Cola (ontgrendelt Shifter party member) 25 caps Gladiator party member unlocked 50 caps Shopkeeper or Wizard party members unlocked 100 caps Owner party member unlocked The cost of mystic caps caps 100 relic levels are increased at intervals by one with certain relic levels. Cost of 100 Level Relic Increase For One to Six Cap Intervals Relic Level Cost Of 100 Level Increase 1-296 1 cap 297-540 2 caps 541-756 3 caps 757-955 4 caps 956-1144 5 caps 1145-1323 6 caps 1324-1496 7 caps 1497-1664 8 caps 1665-1826 9 caps 1827-1985 10 caps 1986-2139 11 caps 2140-2291 12 caps 2292-2440 13 caps 2441-2586 14 caps 2587-2729 15 caps 2730-2871 16 caps 2872-3010 17 caps 3011-3148 18 caps 3149-3284 19 caps 3011-3 3418 20 caps 3419-3550 21 caps 3551-3681 22 caps Item Bags[edit | edit source] Item Bags show that an Item dropped, the color of the Bag indicates what rarity the Item is : = normal Item = legendary Item = legendary Item = legendary Item = legendary Item = legendary Item From Soda Dungeon Wiki Share Comments Gold is the primary currency in the game. It is used to buy upgrades, items, and for crafting at the blacksmith. The dungeon is the main source of gold, because all enemies in the dungeon (except ores) will drop gold when defeated. As your party gets deeper into the dungeon, the golden drops will steadily increase. Enemy Gold Yield Equation as stated in the source code (before relic/item boosts): The equation caps on the max Int64 value in C# at 9,223,372,036,854,775,807. There are several ways to increase gold yields in the dungeon. Gold can also be obtained in the Arena, from quests, or by selling items. Gold is the only currency that is not preserved when traveling to a new dimension. With the inheritance upgrade you start each dimension with some gold. Gold drops appear as one of several icons, depending on the amount of gold dropped. Icon Amount 1 2 5 25 100 500 1,000 5,000 25,000 50,000 100.00 100 100 00 0 250,000 1,000,000 5,000,000 Essence With essence, you can upgrade Relics that are an important way to increase your party's power. From dimension 2 you can occasionally find enemies who carry essence in the dungeon, in the shade purple. Every 200 levels, essence dropped by enemies is increased by 1. There are a few ways to boost your essence to gain in the dungeon. Essence is also rewarded in certain levels in the Arena, and some quests give essential rewards. You get essence in exchange for gold (7K gold per essence) at the fountain. Caps Caps are a currency you buy with real money. To do this, use the shopping cart next to the top left book or the added indicator of the currencies when you appear in the lower left corner. From time to time, package deals are offered that also include various upgrades. With caps, you can buy upgrades at the tavern or level relics. This is convenient, although not required, because you have everything you buy with caps with other in-game currencies. There is a quest with gives you 100 caps in exchange for 1500 essence. Battle Credits Battle credits are used to fight battles without spending the time doing x amount of floors. They are generated with 1 credit per minute while the game is closed. To collect the battle credits, you need to go to the added indicator in the lower left. Please note that you only collect 24 hours of battle credits in total. 720 max in one day and 1440 in total can be held. For mobile, watching an ad doubles the number of battle credits you get. To use them, go to the dungeon and turn on Quick Battle. Then the game will be talking to simulate battles 100 stories at a time until your team dies or you reach your maximum floor. Quick Battle uses your set scripts. However, Quick Battle will not simulate the use of portals. Fills Mobile Only Open fills to get random rewards, such as gold or essence. Like Battle Credits, these are claimed by pressing currencies in the lower left corner. Ads can be viewed to get additional fills. The Tavern has a Bonus Refill Reward upgrade. Community content is available under CC-BY-SA, unless otherwise stated. More Soda Dungeon 2 Wiki From Soda Dungeon Wiki * Only available during Christmas **Only drops in Lair of Despair ***Unique item of hiring Premium Characters Weapon Name & Rarity Level 1 Level 2 Level 3 Level 4 Level 5 Level 6 Level 6 Level 8 Level 9 Level 9 Level 10 Fork (Rare) 15 Attack +60% Crit Chance +200% Crit Damage Wooden Sword (Common) 2 Attack +10% Crit Chance +30% Crit Damage Lvl 1-10 7 Attack +11% Crit Chance +31% Crit Damage Lvl 201-409 17 Attack +13% Crit Chance +33% Crit Damage Lvl 301-510 22 Attack +14% Crit Chance +35% Crit Damage Lvl 501-710 32 Attack +16% Crit Chance +37% Crit Damage Lvl 7 01-910 42 Attack +18% Crit Chance +38% Crit Damage Lvl 801-1010 47 Attack +19% Crit Chance +39% Crit Damage Lvl 901-1110 Iron Sword (Sometimes) 3 Attack +15% Crit Chance +30% Crit Damage Lvl 1-20 8 Attack +1 6% Crit Chance +31% Crit Damage LVl 101-320 13 Attack +17% Crit Chance +32% Crit Damage Lvl 201-420 18 Attack +18% Crit Chance +33% Crit Damage Lvl 401-620 28 Attack +20% Crit 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(Mythic) 105 Attack +10% Crit Kans +20% Crit Damage +20 Status Resist Lvl 700-800 110 Attack +11% Crit Chance +21% Crit Damage +20 Status Resist Lvl 1200-- 2300 115 Attack +12% Crit Chance +22% Crit Damage +20 Status Resist Lvl 1700-2800 120 Attack +13% Crit Chance + 23% Crit Damage +20 Status Resist Lvl 2200-3300 125 Attack +14% Crit Chance +24% Crit Damage +20 Status Resist Lvl 2700-3800 130 Attack +15% Crit Chance +25% Crit Damage +20 Status Resist Lvl 3200-4300 135 Attack +16% Crit Chance +26% Crit Damage +20 Status Resist Lvl 3700-4800 140 Attack +17% Crit Chance +27% Crit Damage +20 Status Resist Lvl 4200-5300 145 Attack +18% Crit Chance +28% Crit Damage +20 Status Resist Lvl 4700-5800 150 Attack +19% Crit Chance +29% Crit Damage +20 Status Resist Lvl 5200-6300 Darkwhip** (Mythic) 120 Attack 30 Mana +40% Crit Chance +300% Crit Damage Lvl 500-600 125 Attack 35 Mana +41% Crit Chance +301% Crit Damage Lvl 1000-2100 130 Attack 40 Mana +42% Crit Chance +302% Crit Damage Lvl 1500-2600 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430 Attack +5% Damage Reduction +43% Evade Chance +62% Physical Damage Lvl 4000-6000 435 Attack +5% Schadebeperking +43% ontwijk kans +64% Fysieke schade Lvl 4500-6500 440 Attack +5% Schadebeperking +44% ontwijk kans +66% fysieke schade Lvl 5000-7000 445 Attack +5% Damage Reduction +44% Evade Chance +68% Physical Damage Lvl 5500-7500 T-Bone** (Mythic) 300 Attack +60 HP per turn +30 MP per turn +20 Status Resist Lvl 2000-3000 305 Attack +60 HP per Turn +30 MP per turn +30 MP per turn +30 MP Turn +20 Status Resist Lvl 2500-4500 310 Attack +60 HP per Turn +30 MP per Turn +20 Status Resist Lvl 3000-5000 315 Attack +60 HP per Turn +30 MP per Turn +20 Status Resist Lvl 3500-5500 320 Attack +60 HP per Turn +30 MP per Turn +20 Status Resist Lvl 4000-6000 325 Attack +60 HP per Turn +30 MP per Turn +20 Status Resist Lvl 4500-6500 330 Attack +60 HP per Turn +30 MP per Turn +20 Status Resist Lvl 5000-7000 335 Attack +60 HP per turn +30 MP per turn +20 Status Resist Lvl 5500-7500 340 Attack +60 HP per turn +30 MP per turn +20 Status Resist Lvl 6000-8000 345 Attack +60 HP per Turn +30 MP per Turn +20 Status Resist Lvl 65 000-8500 Ogre Club** (Mythic) 500 Attack +10% Crit Chance +100% Crit Damage +25% Physical Damage Lvl 3000-400 0 505 Attack +11% Crit Chance +101% Crit Damage +27% Physical Damage Lvl 3500-5500 510 Attack +12% Crit Chance + 102% Crit Damage +29% Physical Damage Lvl 4000-6000 515 Attack +13% Crit Chance +103% Crit Damage +31% Physical Damage Lvl 4500-16500 520 Attack +14% Crit Chance +104% Crit Damage +33% Physical Damage Lvl 5000-7000 525 Attack +15% Crit Chance +105% Crit Damage +35% Fysieke schade Lvl 5500-7500 530 Attack +16% Crit Chance +106% Crit Damage +37% Physical Damage Lvl 6000-800 0 535 Attack +17% Crit Chance +107% Crit Damage +39% Physical Damage Lvl 6500-8500 540 Attack +18% Crit Chance +108% Crit Schade +41% Fysieke schade Lvl 7000-9000 545 Attack +19% Crit Chance +109% Crit Damage +43% Physical Damage Lvl 7500-1 9500 Rainbow Brand** (Mythic) 30 HP 150 Attack 100 Mana +50% Magic Damage +30% Magical Crit Chance +50% Magical Crit Damage Lvl 400 00-5000 35 HP 155 Attack 105 Mana +52% Magic Damage +30% Magical Crit Chance +50% Magical Crit Damage Lvl 4500-650 0 40 HP 160 Attack 110 Mana +54% Magic Damage + 30% Magical Crit Chance +50% Magical Crit Damage Lvl 5000-7000 45 HP 165 Attack 115 Mana +56% Magic Damage +30% Magical Crit Chance +50% Magical Crit Damage Lvl 5500-7500 50 HP 170 Attack 120 Mana Magic Damage +30% Magical Magical Chance +50% Magical Crit Damage Lvl 6000-8000 55 HP 175 Attack 125 Mana +60% Magic Damage +30% Magical Crit Chance +50% Magical Crit Damage Lvl 6500-8500 60 HP 180 Attack 130 Mana +62% Magic Damage +30% Magical Crit Chance +50% Magical Crit Damage Lvl 7000-9000 65 HP 185 Attack 135 Mana +64% Magic Damage +30% Magical Crit Chance +50% Magical Crit Damage Lvl 7500-9500 70 HP 190 Attack 140 Mana +66% Magic Damage +30% Magical Crit Chance +50% Magical Crit Schade Lvl 8000-10000 75 HP 195 Attack 145 Mana +68% Magic Damage +30% Magical Crit Chance +50% Magical Crit Damage Lvl 85 000-10500 Quantum Saber** (Mythic) 200 Attack 100 Mana +30% Crit Chance +60% Crit Damage +60% Magic Damage +20% Physical Damage +25% Magical Crit Chance Lvl 6000-7000 205 Attack 105 Mana +31% Crit Chance +61% Crit Damage +62% Magic Damage +2 2% Fysieke schade +25% Magical Crit Chance Lvl 6500-8500 210 Attack 110 Mana +32% Crit Chance +62% Crit Damage +64% Magic Damage +24% Physical Damage +25% Magical Crit Chance Lvl 7000-9000 215 Attack 115 Mana +33% Crit Chance +63% Crit Damage +63% Crit Damage +63% Crit Damage +215 Attack 115 Mana +33% Crit Chance +63% Crit Damage +63% Crit Damage +63% Crit Damage +63% Crit Damage +63% Crit Damage +63% Crit Damage +63% Crit Damage +63% Crit Damage +63% Crit Damage +63% Crit Damage +63% 66% Magic Damage +26% Physical Damage +25% Magical Crit Chance Lvl 7500-9500 220 Attack 120 Mana +34% Crit Chance +64% Crit Damage +68% Magic Damage +28% Physical Damage +25% Magical Crit Chance Lvl 8000-10000 225 Attack 125 Mana +35% Crit Chance +65% Crit Damage +70% Magic Damage +30% Physical Damage +25% Magical Crit Chance Lvl 8500-10500 230 Attack 130 Mana +36% Crit Chance +66% Crit Damage +72% Magic Damage +32% Physical Damage +25% Magical Crit Chance Lvl 9000-11000 235 Attack 135 Mana +37% Crit Chance +67% Crit Damage +74% Magic Damage +34% Physical Damage +25% Magical Crit Chance Lvl 9500-11 500 240 Attack 140 Mana +38% Crit Chance +68% Crit Damage +76% Magic Damage +36% Physical Damage +25% Magical Crit Chance Lvl 10 0000-12000 245 Attack 145 Mana +39% Crit Chance +69% Crit Damage +78% Magic Damage +38% Physical Damage +25% Magical Crit Chance Lvl 10500-12500 Stick of Truth** (Mythic) 200 Attack 200 Mana +80% Magic Damage +20 MP regen per beurt +240% Magical Crit Chance +75% Magical Crit Damage Lvl 10000-11000 205 Attack 205 Mana +82% Magic Damage +20 MP regen per beurt +40% Magical Crit Chance +75% Magical Crit Damage Lvl 10500-12500 210 Attack 210 Mana +84% Magic Damage +2 0 MP regen per beurt +40% Magical Crit Chance +75% Magical Crit Damage Lvl 11000-13000 215 Attack 215 Mana +86% Magic Damage +20 MP regen per beurt +40% Magical Crit Chance +75% Magical Crit Damage Lvl 11500-13500 220 Attack 220 Mana +88% Magic Damage +20 MP regen per beurt +40% Magical Crit Chance +75% Magical Crit Damage Lvl 12000-14000 1 225 Attack 225 Mana +90% Magic Damage +20 MP regen per beurt +40% Magical Crit Chance +75% Magical Crit Damage Lvl 12500-14500 230 Attack 230 +92% Magic Damage +20 MP regen per beurt +40% Magical Crit Chance +75% Magical Crit Schade Lvl 13000-15000 235 Attack 235 Mana +94% Magic Damage +20 MP regen per turn +40% Magical Crit Chance +75% Magical Crit Damage Lvl 13500-15500 240 Attack 240 Mana +96% +96% Schade +20 MP regen per beurt +40% Magical Crit Chance +75% Magical Crit Damage Lvl 14000-16000 245 Attack 245 Mana +98% Magic Damage +20 MP regen per beurt +40% Magical Crit Chance +75% Magical Crit Damage Lvl 145 000-16500 Soda Stein *** 40 Attack 10% kans op 1 random relikwie niveau te krijgen op hit Legendary van Eigenaar Widowmaker *** 140 Attack Wielder kan aanvallen niet ontwijken Legendarisch van Shopkeeper Ganalar*** 40 Attack 40 Mana +20% Damage Reduction +40% boost to mag aanvallen +2 MP regen per beurt Legendary from Wizard Gladius*** 55 Attack 20% crit chance for +400% damage +80% Damage Reflection Legendary from Gladiator *Only obtainable during Christmas **Only drops in Lair of Despair ***Unique item from hiring Premium characters Armor Name & Rarity Level 1 Level 2 Level 3 Level 4 Level 5 Level 6 Level 7 Level 8 Level 9 Level 10 Bib (Rare) 30 HP Iron Armor (Common) 8 HP 1 Attack Lvl 11-25 13 HP 6 Attack Lvl 111-325 18 HP 11 Attack Lvl 211-425 23 PK 16 Attack Lvl 311-525 28 HP 21 Attack Lvl 411-625 33 HP 26 Attack Lvl 51 11-725 38 HP 31 Attack Lvl 611-825 43 HP 36 Attack Lvl 711-925 48 HP 41 Attack Lvl 811-1025 5 3 HP 46 Attack Lvl 911-1125 Ashen Armor (Common) 20 HP Lvl 31-40 25 HP Lvl 131-340 30 HP Lvl 231-44 0 35 PK LVL 331-540 40 PK Lvl 431-640 45 PK LVL 531-740 50 PK LVL 631-840 55 PK Lvl 731-940 60 HP Lvl 831-1040 65 HP Lvl 931-1140 Santa Suit* (Ongewoon) 19 PK +15% Magic Damage Lvl 31 -40 24 PK +17% Magic Damage Lvl 131-340 29 HP +19% Magic Damage Lvl 231-440 34 PK +21% Magic Damage Lvl 33 11-540 39 PK +23% Magic Damage Lvl 431-640 44 HP +25% Magic Damage Lvl 531-740 49 PK +27% Magic Damage Lvl 631-840 54 PK +29% Magic Damage Lvl 731-940 59 PK + 31% Magic Damage Lvl 831-1040 64 HP +33% Magic Schade Lvl 931-1140 Coral Plate (Soms) 25 PK Lvl 41-60 30 HP LVL 141-360 35 HP Lvl 241-460 40 PK Lvl 341-560 45 PK Lvl 441-660 50 HP LVL 541-760 55 HP Lvl 641-860 60 HP Lvl 741-960 65 PK Lvl 841-1060 70 HP Lvl 941-1160 Ninja Suit (Ongewoon) 28 HP 5 Attack 5 Mana +15% Ontwijk kans Lvl 60-75 33 HP 10 Attack 10 Mana +15% Ontwijk Chance Lvl 160-375 38 HP 15 Attack 15 Mana +16% Ontwijk chance Lvl 260-475 43 HP 20 Attack 20 Mana +16% Evade Chance Lvl 360-575 48 HP 25 Attack 25 Mana +17% Evade Chance Lvl 460-675 53 HP 30 Attack 30 Mana +17% Evade Chance Lvl 560-775 58 HP 35 Attack 35 Mana +18% Evade Chance Lvl 660-875 63 HP 40 Attack 40 Mana +18% Evade Chance Lvl 760-975 68 HP 45 Attack 45 Mana +19% Evade Chance Lvl 860-1075 73 HP 50 Attack 50 Mana +19% Evade Chance Lvl 960-1175 Golem Gear (Uncommon) 45 HP -10 Attack Lvl 68-85 50 HP -5 Attack Lvl 168-385 55 HP Lvl 268-485 60 HP 5 Attack Lvl 368-585 65 HP 10 Attack Lvl 468-685 70 HP 15 Attack Lvl 568-785 75 HP 20 Attack Lvl 668-885 80 HP 25 Attack Lvl 768-985 85 HP 30 Attack Lvl 868-1085 90 HP 35 Attack Lvl 968-1185 Snow Suit* (Uncommon) 30 HP 10 Mana Lvl 60-75 35 HP 15 Mana Lvl 160-375 40 HP 20 Mana Lvl 260-475 45 PK 25 Mana Lvl 360-575 50 PK 30 Mana Lvl 460-675 55 PK 35 Mana Lvl 560-775 60 40 Where Lvl 660-875 65 PK 45 Where 760-975 70 PK 50 Mana Lvl 860-1075 75 HP 55 Mana Lvl 960-1175 Demon Armor (Uncommon) 75 HP -1 0 Mana +10% Crit kans +40% Crit Damage Lvl 85-95 80 HP -5 Mana +11% Crit kans +41% Crit Damage Lvl 185-1 395 85 PK +12% Crit kans +42% Crit Damage Lvl 285-495 90 HP 5 Mana +13% Crit kans +43% Crit Damage Lvl 3 85-595 95 PK 10 Mana +14% Crit kans +44% Crit Damage Lvl 485-695 100 HP 15 Mana +15% Crit kans +45% Crit Damage Lvl 585-795 105 HP 20 Mana +16% Crit kans +46% Crit Damage Lvl 685-895 11 0 HP 25 Mana +17% Crit kans +47% Crit Damage Lvl 785-995 115 HP 30 Mana +18% Crit kans +48% Crit Schade Lvl 885-1095 120 HP 35 Mana +19% Crit kans +49% Crit Damage Lvl 985-1195 Angelic Mail (Zeldzaam) 8 0 HP 10 Mana +5 PK per Turn Lvl 100-200 85 HP 15 Mana +5 PK per Turn Lvl 600-1700 90 HP 20 Mana +5 PK per Turn Lvl 1100-2200 95 PK 25 Mana +5 PK per turn Lvl 1600-2700 100 HP 30 Mana +5 PK per Turn Lvl 2100-3200 105 PK 35 Mana +5 PK per turn Lvl 2600-3700 110 HP 40 Man a +5 PK per Turn Lvl 3100-4200 115 HP 45 Mana +5 PK per turn Lvl 3600-4700 120 HP 50 Man a +5 PK per beurt Lvl 4100-5200 125 PK 55 Mana +5 PK per beurt Lvl 4600-5700 Skeletis (Zeldzaam) 90 HP 5 Attack 5 Mana +25% Schadebeperking Lvl 200-300 95 HP 10 Attack 10 Mana +25% Schadebeperking Lvl 700-1800 1 000 HP 15 Attack 15 Mana +25% Schadebeperking Lvl 1200-2300 105 HP 20 Attack 20 Mana +25% Schadebeperking Lvl 1700-2800 110 HP 25 Attack 25 Mana +25% Schadebeperking Lvl 2200-3300 115 HP 30 Attack 30 Mana +25% Damage Reduction Lvl 2700-3800 120 HP 35 Attack 35 Mana +25% Damage Reduction Lvl 3200-4300 125 HP 40 Attack 40 Mana +25% Schadebeperking Lvl 3700-4800 130 HP 45 Attack 45 Mana +25% Schadebeperking Lvl 4200-5300 1 35 HP 50 Attack 50 Mana +25% Schadebeperking Lvl 4700-5800 Strange Suit (Zeldzaam) 97 HP 3 Attack +40% Crit Damage +10% Magic Damage Lvl 301-402 102 HP 8 Attack +41% Crit Damage +12% Magic Damage Lvl 801-1902 107 HP 13 Attack +42% CriT Schade +14% Magic Damage Lvl 1301-2402 112 HP 18 Attack +43% Crit Damage +16% Magic Damage Lvl 1801-2902 117 HP 23 Attack +44% Crit Damage +18% Magic Damage Lvl 2301-3402 122 HP 28 Attack +45% Crit Damage +20% Magic Damage Lvl 2801-3902 127 HP 33 Attack +46% Crit Damage +22% Magic Damage Lvl 3301-4402 132 HP 38 Attack +38 Attack +22% Magic Damage Lvl 3301-4402 132 HP 38 Attack + 47% Crit Damage +24% Magic Damage Lvl 3801-4902 137 HP 43 Attack +48% Crit Damage +26% Magic Damage Lvl 4301-54 02 142 HP 48 Attack +49% Crit Damage + 28% Magic Damage Lvl 4801-5902 Midas Plate (Rare) 95 HP 20 Mana +100% Gold Lvl 400-500 100 HP 25 Mana +105% Gold Lvl 900-2000 105 HP 30 Mana +110% Gold Lvl 1400-2500 110 HP 35 Mana +115% Gold Lvl 1900-3000 115 HP 40 Mana +120% Gold Lvl 2400-3500 120 HP 45 Mana +125% Goud Lvl 2900-4000 125 HP 50 Mana +130% Gold Lvl 3400-4500 130 HP 55 Mana +135% Gold Lvl 3900-5000 135 PK 60 Mana +140% Gold Lvl 4400-5500 140 HP 65 Mana +145% Gold Lvl 4900-6000 Mekh's Garb (Zeldzaam) 110 PK 20 Mana +40% Magic Damage Lvl 500-600 115 HP 25 Mana +42% Magic Lvl 1000-2100 120 HP 30 Mana +44% Magic Damage Lvl Lvl 125 PK 35 Mana +46% Magic Damage LVL 2000-3100 130 HP 40 Mana +48% Magic Damage Lvl 2500-3600 1 35 HP 45 Mana +50% Magic Damage Lvl 3000-4100 140 HP 50 Mana +52% Magic Damage Lvl 3500-4600 145 HP 55 Mana +54% Magic Damage Lvl 4000-5100 150 HP 60 Mana +56% Magic Damage Lvl 4500-5600 155 HP 65 Mana +58% Magic Damage Lvl 5000-6100 Power Suit (Legendary) 120 HP 5 Attack 25 Mana +10% Magic Damage +30 HP per Turn Lvl 600-700 125 HP 10 Attack 30 Mana +12% Magic Damage +30 HP per Turn Lvl 1100-2200 130 HP 15 Attack 35 Mana +14% Magic Damage +30 HP per Turn Lvl 1600-2700 125 HP 20 Attack 40 Mana +16% Magic Damage +30 PK per Turn Lvl 2100-3200 130 HP 25 Attack 45 Mana +18% Magic Damage +30 HP per Turn Lvl 2600--3700 135 HP 30 Attack 50 Mana +20% Magic Damage +30 HP per Turn Lvl 3100-4200 140 HP 35 Attack 55 Mana +22% Magic Damage +30 HP per Turn Lvl 3600-4700 145 HP 40 Attack 60 Mana +24% Magic Damage +30 HP per Draai Lvl 4100-5200 150 HP 45 Attack 65 Mana +26% Magic Damage +30 HP per Turn Lvl 4600-5700 155 HP 50 Attack 70 Mana +28% Magic Damage +30 HP per Turn Lvl 5100-6200 Serpent Skin (Legendary) 121 HP +50% Damage Reflection Lvl 7 000-800 126 PK +53% Schade Reflectie Lvl 1200-2300 131 HP +56% Damage Reflection Lvl 1700-2800 136 PK +59% Schade reflectie Lvl 2200-3300 141 HP +62% Schade Reflectie Lvl 2700-3800 146 HP +65% Schade Reflectie Lvl 3200 -4300 151 PK +68% Schade Reflectie Lvl 3700-4800 156 PK +71% Schade Reflectie Lvl 4200-5300 161 HP +74% Schade Reflectie Lvl 4700-5800 166 HP +77% Damage Reflection Lvl 5200-6300 Demonlord Armor (Legendary) 150 HP -10 Mana-5 Attack +20% Crit Kans +50% Crit Damage Lvl 800-900 155 HP -5 Mana +21% Crit Chance +51% Crit Damage Lvl 1300-2400 160 HP 5 Attack +22% Crit Chance +52% Crit Damage Lvl 1800-2900 165 HP 5 Mana 10 Attack +23% Crit Chance +53% Crit Damage Lvl 2 300-3400 170 HP 10 Mana 15 Attack +24% Crit Chance +54% Crit Damage Lvl 2800-3900 175 HP 15 Mana 20 Attack +25% Crit Chance +55% Crit Damage Lvl 3300-4400 180 HP 20 Mana 25 Attack +26% Crit Chance +56% Crit Schade Lvl 3800-4900 185 HP 25 Mana 30 Attack +27% Crit Chance +57% Crit Damage Lvl 4300-5400 190 HP 30 Mana 35 Attack +28% Crit Chance +58% Crit Damage Lvl 4800-5900 195 HP 35 Mana 40 Attack +29% Crit Damage Lvl 4800-5900 195 HP 35 Mana 40 Attack +29% Cri Kans +59% Crit Damage Lvl 5300-6400 Firemech Suit (Legendary) 130 HP Can Self-Destruct Lvl 900-1000 Dragon Armor (Legendary) 200 HP 30 Attack 15 Mana +25% Schadebeperking +25% Ontwijk kans Lvl 1100-1200 205 HP 35 Attack 20 Mana +20 25% Schadebeperking +25% Ontwijk kans Lvl 1600-2700 210 HP 40 Attack 25 Mana +25% Schadevermindering +26% Ontwijk chance Lvl 2100-3200 215 HP 45 Attack 30 Mana +25% Schadebeperking +26% Evade Chance Lvl 2600-3700 22 0 HP 50 Attack 35 Mana +25% Schadebeperking +27% Ontwijk kans Lvl 3100-4200 225 HP 55 Attack 40 Mana +2 25% Schadebeperking +27% Ontwijk kans Lvl 3600-4700 230 HP 60 Attack 45 Mana +25% Schadevermindering +28% Ontwijk kans Lvl 4100-5200 235 HP 65 Attack 50 +25% Damage Reduction +28% Dodge chance Lvl 4600-5700 4600-5700 HP 70 Attack 55 Mana +25% Schadebeperking +29% Ontwijk kans Lvl 5100-6200 245 HP 75 Attack 60 Mana +25% Schadereductie +29% Ontwijk kans Lvl 5600-6700 Cupido Kostuum** (Mythic) 250 HP 30 Mana +50 PK per beurt +1 0 Status Resist Lvl 200-300 255 HP 35 Mana +50 HP per Turn +10 Status Resist Lvl 700-1800 260 HP 40 Mana +50 HP per Turn +10 Status Resist Lvl 1200-2300 265 HP 45 Mana +50 HP per Turn +10 Status Resist Lvl 1200-2300 265 HP 45 Mana +50 HP per Turn +10 Resist Lvl 1200-2300 265 HP 45 Mana +50 HP per Turn +10 Resist Lvl 1200-2300 265 HP 45 Mana +50 HP per Turn +10 Stand Resist Lvl 1200-2300 265 HP 45 Mana +50 HP per Turn +10 Resist Lvl 1200-2300 265 HP 45 Mana +50 HP per Turn +10 Stand Resist Lvl 1200-2300 265 HP 45 Mana +50 HP per Turn +10 Stand Resist Lvl 1 Lvl 1700-2800 270 HP 50 Mana +50 PK per turn +10 Status Resist Lvl 2200-3300 275 HP 55 Man a +50 PK per turn +10 Status Resist Lvl 2700-3800 280 HP 60 Mana +50 HP per Turn +10 Status Resist Lvl 3200 -4300 285 PK 65 Mana +50 PK per beurt +10 Status Resist Lvl 3700-4800 290 HP 70 Mana +50 HP per turn Turn +10 Status Resist Lvl 4200-5300 295 HP 75 Mana +50 HP per Turn +10 Status Resist Lvl 4700-5800 Fabulous Armor ** (Mythic) 300 HP 50 Mana +10% Schadereductie +35% Ontwijk kans +30% Essence Chance Lvl 1000-2000 305 HP 55 Mana +10% Schadebeperking +35% Ontwijk kans +30% Essence Chance Lvl 1500-3500 310 HP 60 Mana +10% Schadereductie +36% Ontwijk kans +30% Essence Chance Lvl 2000-4000 315 HP 65 Mana +10% Schadereductie +36% Ontwijk kans +30% Essence Chance Lvl 25 000-4500 320 HP 70 Mana +10% Schadereductie +37% Ontwijk kans +30% Essence Chance Lvl 3000-5000 325 HP 75 Mana +10% Schadebeperking +37% Ontwijk kans +30% Essence Chance Lvl 3500-5500 330 HP 80 Mana +10% Schadebeperking +38% Ontwijk kans +30% Essence Chance Lvl 4000-6000 335 HP 85 Mana +10% Schadereductie +38% Ontwijk kans +30% Essence Chance Lvl 4500-6500 340 PK 90 Mana +10% Schadereductie +39% Ontwijk kans +30% Essence Chance Lvl 5000-7000 345 HP 95 Mana +10% Schadereductie +39% Ontwijk kans +30% Essence Chance Lvl 5500-7500 Teddy Suit** (Mythic) 350 HP 75 Attack + 30% Magic Damage +30% Physical Damage Lvl 4000-5000 355 HP 80 Attack +32% Magic Damage +32% Physical Damage Lvl 4500-6500 360 HP 85 Attack +34% Magic Damage +34% Physical Damage Lvl 5000-7000 365 HP 90 Attack +36% Magic Damage +36% Physical Damage Lvl 5500-7500 370 HP 95 Attack +38% Magic Damage +38% Physical Damage Lvl 6000-8000 375 HP 100 Attack +40% Magic Damage +40% Physical Damage Lvl 6500-8500 380 HP 105 Attack +42% Magic Damage +42% Physical Damage Lvl 7000-9000 385 HP 110 Attack +44% Magic Damage +44% Physical Damage Lvl 7500-9500 390 HP 115 Attack +46% Magic Damage +46% Physical Damage Lvl 80 000-10000 395 HP 120 Attack +48% Magic Damage +48% Physical Damage Lvl 8500-10500 Megabot Mk 1** (Mythic) 500 HP 1 00 Attack +30% Damage Reduction Lvl 9000-10000 505 HP 105 Attack +30% Damage Reduction Lvl 9500-11500 510 HP 110 Attack +30% Schadebeperking Lvl 10000-12000 HP 115 Attack +30% Damage Reduction Lvl 10500-12500 520 HP 120 Attack + 30% Schadebeperking Lvl 11000-13000 525 HP 125 Attack +30% Schadebeperking Lvl 11500-13500 530 HP 130 Attack +30% Schadebeperking Lvl 12000-140 00 535 HP 135 Attack +30% Damage Reduction Lvl 12500-14500 540 HP 140 Attack +30% Damage Reduction Lvl 13000-15000 545 HP 145 Attack +30% +30% Reductie Lvl 13500-15500 *Alleen verkrijgbaar tijdens kerstmis **Only drops in Lair of Despair ***Uniek item van het inhuren van Premium personages Shield Name & Rarity Level 1 Level 2 Level 3 Level 4 Level 5 Level 6 Level 7 Level 8 Level 9 Level 10 Stool (Uncommon) 4 HP Lvl 1-9 9 HP Lvl 101-309 9 14 HP Lvl 201-409 19 HP Lvl 301-509 24 PK Lvl 401-609 29 HP Lvl 501-709 34 PK Lvl 601-809 39 HP Lvl 701-909 44 PK Lvl 801-1009 49 HP LVL 901-1109 Wooden Shield (Common) 5 HP LVL 1-9 10 HP LVL 101-309 15 HP LVL 201-409 20 HP LVL 301 -509 25 HP LVL 401-609 30 HP LVL 501-709 35 HP Lvl 601-809 40 HP Lvl 701-909 45 PK Lvl 801-1009 50 HP LVL 901-1109 Iron Shield (Ongewoon) 6 HP Lvl 1-20 11 HP LVL 101-320 16 HP LVL 201--420 21 HP LVL 301-520 26 PK LVL 401-620 31 HP LVL 501-720 36 PK LVL 601-820 41 PK Lvl 701-920 46 PK LVL 801-1020 51 HP LVL 901-1120 Turtle Shield (Common) 7 HP Lvl 11-25 12 HP LVL 111-3 25 17 PK LVL 211-425 22 PK LVL 311-525 27 PK LVL 411-625 32 PK LVL 511-725 37 PK LVL 611 -825 42 HP LVL 711-925 47 HP LVL 811-1025 52 HP Lvl 911-1 Magma Shield (Common) 15 HP Lvl 21-40 20 HP Lvl 121-340 25 PK LVL 221-440 30 HP LVL 321-540 35 HP LVL 421-640 40 HP LVL 521-740 45 PK LVL 621-840 50 HP LVL 721-940 55 HP Lvl 821-1040 60 HP Lvl 921-1140 Shark Shield (Common) 20 HP +15% Damage Reflection Lvl 41-60 25 HP +18% Damage Reflection Lvl 141-360 30 HP +21% Damage Reflection Lvl 241--460 35 PK +24% Schade Reflectie Lvl 341-560 40 HP +27% Damage Reflection Lvl 441-660 45 HP +30% Damage Reflection Lvl 5 41-760 50 PK +33% Schade reflectie Lvl 641-860 55 HP + 36% Schade Reflectie Lvl 741-960 60 HP +39% Schade Reflectie Lvl 841-1060 65 PK +42% Schade Reflectie Lvl 941-1160 Peperkoekschild* (Ongewoon) 17 PK +2 PK per draai Lvl 21-40 22 PK +2 PK per Turn Lvl 121-340 27 PK +2 PK per Turn Lvl 221-440 32 PK +2 PK per Turn Lvl 321-540 37 PK +2 PK per Turn Lvl 421-640 42 PK +2 HP per Turn Lvl 521-740 47 PK +2 HP per Turn Lvl 621-840 52 HP +2 HP per Turn Lvl 721-940 57 HP +2 HP +2 HP +2 HP +2 HP per Turn Lvl 821-1040 62 PK +2 PK per Turn Lvl 921-1140 Frost Shield (Common) 25 HP 5 Attack Lvl 61-80 30 HP 10 Attack Lvl 161-380 35 HP 15 Attack Lvl 261-480 40 HP 20 Attack Lvl 361-580 45 HP 25 Aanval Lvl 461-680 50 HP 30 Attack Lvl 561-780 55 HP 35 Attack Lvl 661-880 60 HP 40 Attack Lvl 761-980 65 HP 45 Attack Lvl 861-1080 70 HP 50 Attack Lvl 961-1180 Gold Shield (Soms) 20 PK + 35% Gold Lvl 71-80 25 PK +40% Gold Lvl 171-380 30 PK +45% Gold Lvl 271-480 35 PK +50% Gold LVl 371-580 40 PK +55% Gold Lvl 471-680 45 PK +60% Gold Lvl 571-780 50 HP +65% Gold Lvl 671-880 55 PK +70% Gold Lvl 771-980 60 PK +75% Gold Lvl 871-1080 65 PK +80% Gold Lvl 971-1180 Demon Shield (Common) 40 HP -10 Attack 20 Mana Lvl 80-90 45 HP -5 Attack 25 Mana Lvl 180-390 50 HP 30 Mana Lvl 280-490 55 HP 5 Attack 35 Mana Lvl 380-590 60 HP 10 Attack 40 Mana Lvl 480-690 65 HP 15 Attack 45 Mana Lvl 580-790 70 HP 20 Attack 50 Mana Lvl 680-890 75 HP 25 Attack 55 Mana Lvl 780-990 80 HP 30 Attack 60 Mana Lvl 880-1090 85 35 Attack 65 Mana Lvl Lvl Spike Shield (Common) 30 HP 1 Attack +35% Damage Reflection Lvl 94-100 35 HP 6 Attack +38% Damage Reflection Lvl 194-400 40 HP 11 Attack +41% Damage Reflection Lvl 294-500 45 HP 16 Attack +44% Damage Reflection Lvl 394-600 50 HP 21 Attack +47% Damage Reflection Lvl 494-700 55 HP 26 Attack +50% Damage Reflection Lvl 594-800 60 HP 31 Attack +5 3% Damage Reflection Lvl 694-900 65 HP 36 Attack +56% Damage Reflection Lvl 794-1000 70 HP 41 Attack + 59% Damage Reflection Lvl 894-1100 75 HP 46 Attack +62% Damage Reflection Lvl 994-1200 Snowflake Shield* (Uncommon) 25 PK +10% Crit Damage Lvl 61 -80 30 PK +11% Crit Damage Lvl 161-380 35 PK +12% Crit Damage Lvl 261-480 40 PK +13% Crit Damage Lvl 361-580 45 PK +14% Crit Damage Lvl 461-680 50 HP +15% Crit Damage Lvl 561-780 55 HP +16% CriT Schade Lvl 661-880 60 PK +17% Crit Damage Lvl 761-980 65 PK +18% Crit Damage Lvl 861-1080 70 HP +19% Crit Damage Lvl 961-1180 Meaty Shield (Zeldzaam) 35 PK +5% Schadereductie +7 PK per Beurt Lvl 200-300 40 HP +5% Schadereductie +7 PK per beurt Lvl 700-1800 45 HP +5% Reductie +7 per HP Turn Lvl 1200 -2300 50 PK +5% Schadereductie +7 PK per Turn Lvl 1700-2800 55 HP +5% Schadereductie +7 PK per Beurt Lvl 2200-3300 60 HP +5% Schadebeperking +7 PK per beurt Lvl 2700-3800 65 PK +5% Schadereductie + Reductie + 7 PK per Turn Lvl 3200-4300 70 PK +5% Schadereductie +7 PK per Turn Lvl 3700-4800 75 PK +5% Schadereductie +7 PK per Turn Lvl 4200-5300 80 HP +5% Schadebeperking +7 PK per draai per Lvl 4700-4 5800 Dragon Shield (Legendary) 50 HP 10 Attack 10 Mana +20% Crit Damage +40% Damage Reflection Immune to Status Effect Lvl 400-500 55 HP 15 Attack 15 Mana +21% Crit Damage +43% Damage Reflection Immune to Status Effect Lvl 900-2000 60 HP 20 Attack 20 Mana + 22% Crit Damage +46% Damage Reflection Immune to Status Effect Lvl 1400-2500 65 HP 25 Attack 25 Mana +23% Crit Damage +49% Damage Reflection Immune to Status Effect Lvl 1900-3000 70 HP 30 Attack 30 Mana +24% Crit Damage +52% Damage Reflection Immune to Status Effect Lvl 2400-3500 75 HP 35 Attack 35 Mana +25% Crit Damage +55% Damage Reflection Immune to Status Effect Lvl 2900-4000 80 HP 40 Attack 40 Mana +26% Crit Damage +58% Damage Reflection Immune to Status Effect Lvl 3400-4500 85 HP 45 Attack 45 Mana +27% Crit Damage +61% Damage Reflection Immune to Status Effect Lvl 3900-5000 90 HP 50 Attack 50 Mana +28% Crit Damage +64% Damage Immune Reflection to Status Effect Lvl 4400-550 0 95 HP 55 Attack 55 Mana +29% Crit Damage +67% Damage Reflection Immune to Status Effect Lvl 4900-6000 Armor Shield (Legendary) 80 HP Lvl 600-700 85 HP Lvl 1100-2200 90 HP Lvl 1600-2700 95 HP Lvl 2100-3200 100 HP Lvl 2600-3700 105 HP Lvl 3100-4200 110 HP Lvl 3600-4700 115 PK Lvl 4100-5200 120 PK Lvl 4600-5700 125 HP Lvl 5100-6200 Force Shield (Zeldzaam) 62 HP 20 Mana +30% Magic Damage Lvl 800-900 67 HP 25 Mana +32% Magic Damage Lvl 1300-2400 72 HP 30 Mana +34% Magic Damage Lvl 1800-2900 77 HP 35 Mana +36% Magic Damage Lvl 2300-3400 82 HP 40 Mana +38% Magic 87 HP 45 Mana +40% Magic Damage Lvl 3300-4400 92 HP 50 Mana +42% Magic Damage Lvl 3800-4900 97 HP 55 Mana +44% Magic Damage Lvl 4300-5400 102 HP 60 Mana +46% Magic Damage Lvl 4800-5900 107 HP 65 Mana +48% Magic Damage Lvl 5300-6400 Royal Shield (Legendary) 55 PK +55% goud +20% Betere items Lvl 700-800 60 HP +60% goud +2 23% Betere items Lvl 1200-2300 65 PK +65% goud +26% Betere items Lvl 1700-2800 70 PK +70% goud + 29% Betere items Lvl 2200-3300 75 HP +75% goud +32% Betere items Lvl 2700-3800 80 HP +80% goud +35% Betere items Lvl 3200-4300 85 PK +85% goud +38% Betere items Lvl 3700-4800 90 HP +90% goud +41% Betere items Lvl 42 000-5300 95 PK +95% goud +44% Betere items Lvl 4700-5800 100 HP +100% goud +47% Betere items Lvl 5200-6300 Shield of Qinix (Legendary) 65 HP 5 Attack 10 Mana +10% Damage Reflection +15% Magic Damage +15% Physical Damage Lvl 900-1000 70 HP 10 Attack 15 Mana +13% Schade Reflectie +17% Magic Damage +17% Physical Damage Lvl 1400-2500 75 HP 15 Attack 20 Mana +16% Damage Reflection +19% Magic Damage +19% Physical Damage Lvl 1900-3000 80 HP 20 Attack 25 Mana +19% Damage Reflection +21% Magic Damage +21% Physical Damage Lvl 2400-3500 85 HP 25 Attack 30 Mana +22% Damage Reflection +23% Magic Damage +23% Physical Damage Lvl 2900-4000 90 HP 30 Attack 35 Mana +25% Damage Reflection +25% Magic Damage +25% Magic Damage Physical Damage Lvl 3400-4500 95 HP 35 Attack 40 Mana +28% Damage Reflection +27% Magic Damage +27% Physical Damage Lvl 3900-3900 5000 100 HP 40 Attack 45 Mana +31% Schade Reflectie +29% Magic Damage +29% Physical Damage Lvl 4400-5500 105 HP 45 Attack 50 Mana +34% Damage Reflection +31% Magic Damage +31% Physical Damage Lvl 4900-6000 110 HP 50 Attack 55 Mana +37% Schade Reflectie +33% Magic Damage +33% Physical Damage Lvl 5400-6500 Bunny Shield** (Mythic) 90 HP 50 Mana +30% Magic Damage +30% Physical Damage Lvl 100-200 95 HP 55 Mana +32% Magic Damage +32% Physical Damage Lvl 600-1700 100 HP 6 0 Mana +34% Magic Damage +34% Physical Damage Lvl 1100-2200 105 HP 65 Mana +36% Magic Damage +36% Physical Damage Lvl 1600 -2700 110 HP 70 Mana +38% Magic Damage +38% Physical Damage Lvl 2100-3200 115 HP 75 Mana +40% Magic Damage +40% Magic Damage +38% Physical Damage Lvl 2100-3200 115 HP 75 Mana +40% Magic Damage +40% Magic Damage +40% Magic Damage +38% Physical Damage Lvl 2100-3200 115 HP 75 Mana +40% Magic Damage +40% Magic Damage +38% Physical Damage Lvl 2100-3200 11 40% Fysieke schade Lvl 2600-3700 120 HP 80 Mana +42% Magic Damage +42% Physical Damage Lvl 3100-4200 125 HP 85 Mana +44% Magic Damage +44% Physical Damage Lvl 3600-4700 130 HP 90 Mana +46% Magic Damage +46% Physical Damage Lvl 4100-5200 135 HP 95 Mana +48% Magic Damage +48% Physical Damage Lvl 4600-5700 Candyshell** (Mythic) 150 HP +100% Goud +25% betere items +30% Essence Chance Lvl 600-700 155 HP +105% Gold +28% Better Items +30% Essence Chance Lvl 1100-22 00 160 PK +110% Goud +31% Betere items +30% Essence Chance Lvl 1600-2700 165 HP +115% Goud +34% Betere items + Essence Chance Lvl 2100-3200 170 HP +120% Gold +37% Better Items +30% Essence Chance Lvl 2600-3700 175 HP +125% Gold +40% Better Items +30% Essence Chance Lvl 3100-4200 180 HP +130% Gold +43% Betere items +30% Essence Chance Lvl 3600-4700 185 PK +135% Goud +46% +46% Items +30% Essence Chance Lvl 4100-5200 190 HP +140% Gold +49% Better Items +30% Essence Chance Lvl 4600-5700 195 HP +145% Goud +52% Betere items +30% Essence Chance Lvl 5100-6200 Heart Piece** (Mythic) 125 HP 10 Mana +50% Schadereductie +40 PK per turn Lvl 1000-2000 130 HP 15 Mana +50% Schadereductie +40 PK per beurt Lvl 1500-350 0 135 PK 20 Mana +50% Schadereductie +40 PK per Turn Lvl 2000-4000 140 HP 25 Mana +50% Schadereductie +40 HP per Turn Lvl 2500-4500 145 PK 30 Mana

+50% Schadereductie +40 PK per beurt Lvl 3000-5000 150 HP 35 Mana +50% Schadereductie +40 PK per beurt Lvl 3500-5500 155 PK 40 Mana +50% Schadereductie +40 PK per Draai Lvl 4000-6000 160 PK 45 Mana +50% Schadereductie +40 PK per turn Lvl 4500-6500 165 PK 50 Mana +50% Schadereductie +40 PK per beurt Lvl 5000-7000 170 HP 55 Mana +50% Schadereductie +40 PK per Draai Lvl 5500-7500 X-Factor** (Mythic) 50 PK +50% Crit Chance +150% Crit Damage Lvl 2000-3000 55 HP +51% Crit Chance +51% Crit Chance +150% Crit Damage Lvl 2000-3000 55 HP +51% Crit Chance +51% Crit Chance +150% Crit Damage Lvl 2000-3000 55 HP +51% Crit Chance +51% Crit Chance +150% Crit Damage Lvl 2000-3000 55 HP +51% Crit Chance +51% Crit Chance +150% Crit Damage 151% Crit Damage Lvl 2500-4500 60 HP +52% Crit Chance +152% Crit Damage Lvl 3000-5000 65 HP +53% Crit Chance +53% Crit Chance + 152% Crit Damage Lvl 3000-5000 65 HP +53% Crit Chance +153% Crit Damage Lvl 3500-5500 70 HP +54% Crit Chance +154% Crit Damage Lvl 4000-6000 75 HP +55% Crit Chance +1 155% Crit Damage Lvl 4500-6500 80 HP +56% Crit Chance +156% Crit Damage Lvl 5000-7000 85 HP +57% Crit Chance + 157% Crit Damage Lvl 5500-7500 90 HP +58% Crit Chance +158% Crit Damage Lvl 6000-8000 95 HP +59% Crit Chance +159% Crit Damage Lvl 6500-8500 Mirror Shield** (Mythic) +300% Damage Reflection Lvl 3000-4000 +303% Damage Reflection Lvl 3500-5500 +306% Damage Reflection Lvl 4000-36000 +309% Schade Reflectie Lvl 4500-6500 +312% Damage Reflection Lvl 5000-7000 +315% Damage Reflection Lvl 5500-7500 +318% Damage Reflection Lvl 6000-8000 +321% Schade Reflectie Lvl 6500-8500 +324% Damage Reflection Lvl 7000-9000 +327% Damage Reflection Lvl 7500-9500 Item Naam & Rarity Item Stats Rock (Common) 1 gebruik per fightSchade 1 targetLvl 1-10 Coal* (Ongewoon) 1 gebruik per fightSchade 1 targetLvl 1-10 Poison Shroom (Uncommon) -5 HP-5 Attack-5 ManaDrops van Sick Shroom Green Slime (Uncommon) 15 HPDrops van Slime Blue Slime (Uncommon) 15 ManaDrops van Slimey Purple Slime (Uncommon) 10 AttackDrops van Chaotic Goo Monster Meat (Uncommon) +2 HP per TurnLvl 50-950 Stone of Sight (Uncommon) See Enemy HP during BattlePurchased from Armory Heal Stone (Uncommon) 1 use per fightHeal 1 Ally HPLvl 11-30 Fire Gem (Common) 1 Gebruik per FightDamage All EnemiesLvl 21-40 Magic Lamp (Uncommon) +15% Magic DamageDrops van Genie , Veldara Hero Blood (Soms) Immuun voor statuseffectenLvl 41-60 Magic Bottle (Soms) 1 Gebruik per FightRestore 1 Ally ManaLvl 51-70 Shades (Soms) +10% Crit Chance+15% ChanceDrops van Vacation Lobster Ice Gem (Common) 20 HP+10% Damage ReductionLvl 65-77 Gold Star* (Ongewoon) 10 AttackLvl 47-59 Spectral Draught (Uncommon) +15% Evade ChanceDrops from Pike's Ghost Dark Gem (Uncommon) Use te verwarren vijandenLvl 80-95 Anti-Magic Bottle (Soms) Verlaag MP kosten tot 1 voor doel doel 92-99 Stocking* (Ongewoon) +20% Betere ItemsLvl 80-99 Demon Horn (Soms) -6 HP-6 Attack26 ManaDrops van Jondar Holy Cannon (Rare) Schade Alle VijandenLvl 100-200 Eggnog* (Soms) +30% Magic Damage+3 15% Essence ChanceLvl 100-120 Vaan's Magnet (Zeldzaam) +45% goud+10% Betere ItemsLvl 200-300 Dragon Blood (Zeldzaam) +20 PK/ATK/MP+15% Fysieke schade+5 HP Per TurnL 300-4 00 Essence Token (Zeldzaam) +25% Essence ChanceLvl 400-500 Femora's Feather (Legendary) +20% Damage Reduction+5% Evade ChanceLvl 500-600 Hecate's Bottle (Legendary) +1 MP Per TurnLvl 700-800 ArcAne Quartz** (Mythic) +60% Magical Crit Chance+20% Magical Crit DamageLvl 20-15000 Enigmatic Scroll** (Mythic) +40% boost to mag attacks.+40% mag crit DamageLvl 900-150000 Dice**. (Mythic) +35% Better ItemsLvl 400-500 Spiraled Steel** (Mythic) 999 ATKLvl 3000-4000 Rainbow Shard** (Mythic) +200% Crit Damage+100% essence chanceLvl 2000-3000 Wishbone** (Mythic) +10 MP regen per turn+20% mag crit chanceLvl 1000-2000 Golden Coal* (Uncommon) +40% Magic Damage+2 MP Per TurnPurchased from Armory (unlocks after 100 kills w/Coal) Ring of Triumph** (Mythic) Earn 1 cap for every dungeon boss defeated. Lvl 15000-16000 Ring of Masques (Legendary) +3% Halloween vinden. Lvl 1000-2000 Ring of Peril** (Mythic) +2 ATK voor elke val die je tegenkomt. Lvl 12000-14000 Ring of Riches** (Mythic) +1 Gold Find voor elke geopende kist. Lvl 12000-14000 Ring of Siphoning** (Mythic) +1 Crit Bonus wanneer een baas wordt verslagen. Lvl 12000-14000 Ring of Revenge** (Mythic) +1 Base HP wanneer een teamlid schade oploopt. Lvl 12000-14000 * Alleen verkrijgbaar tijdens Kerstmis **Alleen druppels in Lair of Despair ***Uniek item van het inhuren van Premium karakters karakters

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