

Statues

Statues are special buildings in the city which allow players to obtain significant temporary bonuses.

Statues can be built in 5 slots:












There are 3 types of each statue:











Statue type	Action time	Requires
Common	2 h	Common Rune
Rare	1 d	Rare Rune
Legendary	7d	Legendary Rune












- The action time of any statue can be extended with the Heavenly Marble item.
- After the bonus is over the statue remains in place, but it brings nothing.
- The statue can be destructed to build a new one in its place.








- After the destruction of the statue, the player gets an item for the construction of the next level statue. The Legendary statue give 1 The Heavenly Marble item.
- If you have an active statue and want to build exactly the same, the first statue will be canceled.

Statue List

Picture	Name	Description	Rune
	Common Statue of Dungeons	<ul style="list-style-type: none"> • Number of points earned in Dungeons + 100% 	
	Rare Statue of Dungeons	<ul style="list-style-type: none"> • Number of points earned in Dungeons + 100% • Reduces the waiting time of a new experience chest in Dungeons - 25% 	
	Legendary Statue of Dungeons	<ul style="list-style-type: none"> • Number of points earned in Dungeons + 100% • Reduces the waiting time of a new experience chest in Dungeons - 50% 	
	Common Statue of Defense	<ul style="list-style-type: none"> • Increases wall capacity +3 	
	Rare Statue of Defense	<ul style="list-style-type: none"> • Increases wall capacity +6 	
	Legendary Statue of Defense	<ul style="list-style-type: none"> • Increases wall capacity +9 	
	Common Statue of Speed	<ul style="list-style-type: none"> • Marching speed + 10% • Marching speed in the Woods of Wonders+ 10% • Marching speed in water in the Woods of Wonders+ 10% 	

	Rare Statue of <i>Speed</i>	<ul style="list-style-type: none"> • Marching speed + 25% • Marching speed in the Woods of Wonders+ 25% • Marching speed in water in the Woods of Wonders+ 25% 	
	Legendary Statue of <i>Speed</i>	<ul style="list-style-type: none"> • Marching speed + 50% • Marching speed in the Woods of Wonders+ 50% • Marching speed in water in the Woods of Wonders+ 50% 	
	Common Statue of <i>Seas</i>	<ul style="list-style-type: none"> • Obtains tablets in the Port +1 • Reduces the ship waiting time -10% 	
	Rare Statue of <i>Seas</i>	<ul style="list-style-type: none"> • Obtains tablets in the Port +1 • Reduces the ship waiting time -20% 	
	Legendary Statue of <i>Seas</i>	<ul style="list-style-type: none"> • Obtains tablets in the Port +1 • Reduces the ship waiting time -30% 	
	Common Statue of <i>Edicts</i>	<ul style="list-style-type: none"> • Allows you to issue the following level I edicts instantly: Personal Edicts 	
	Rare Statue of <i>Edicts</i>	<ul style="list-style-type: none"> • Allows you to issue the following level I, II, III edicts instantly: Personal Edicts • Allows you to issue the following level I edicts instantly: Alliance Edicts • Allows you to issue the following level I edicts instantly: VIP Edicts • Additional Personal Edicts when edicts are renewed or added +1 	
	Legendary Statue of	<ul style="list-style-type: none"> • Allows you to issue the following level I, II, III, IV edicts instantly: 	

	Edicts	<p>Personal Edicts</p> <ul style="list-style-type: none"> Allows you to issue the following level I, II edicts instantly: <p>Alliance Edicts</p> Allows you to issue the following level I, II edicts instantly: VIP Edicts Additional Personal Edicts when edicts are renewed or added +2 	
	Common Statue of Treasures	<ul style="list-style-type: none"> Increases resource income from capturing outposts +150% 	
	Rare Statue of Treasures	<ul style="list-style-type: none"> Increases resource income from capturing outposts +250% 	
	Legendary Statue of Treasures	<ul style="list-style-type: none"> Increases resource income from capturing outposts +400% 	
	Common Statue of Recruitment	<ul style="list-style-type: none"> Unit recruitment speed + 50% Cheaper army restoration in the camp - 5% 	
	Rare Statue of Recruitment	<ul style="list-style-type: none"> Unit recruitment speed + 75% Cheaper army restoration in the camp - 10% 	
	Legendary Statue of Recruitment	<ul style="list-style-type: none"> Unit recruitment speed + 100% Cheaper army restoration in the camp - 15% 	
	Common Statue of Experience	<ul style="list-style-type: none"> Amount of experience earned in battle +50% 	
	Rare Statue of Experience	<ul style="list-style-type: none"> Amount of experience earned in battle +100% 	

	Legendary Statue of <i>Experience</i>	<ul style="list-style-type: none"> Amount of experience earned in battle +200% 	
	Common Statue of <i>Hunt</i>	<ul style="list-style-type: none"> Energy spent on battle with monster -2.5% 	
	Rare Statue of <i>Hunt</i>	<ul style="list-style-type: none"> Energy spent on battle with monster -5% Energy restoration speed +25% 	
	Legendary Statue of <i>Hunt</i>	<ul style="list-style-type: none"> Energy spent on battle with monster -10% Energy restoration speed +50% Maximum energy +100% 	
	Common mysterious rune	The player gets 1 any Common rune randomly. Exception: <i>Hunt, Experience, and Recruitment runes.</i>	
	Rare mysterious rune	The player gets 1 any Rare rune randomly. Exception: <i>Hunt, Experience, and Recruitment runes.</i>	
	Legendary mysterious rune	The player gets 1 any Legendary rune randomly. Exception: <i>Hunt, Experience, and Recruitment runes.</i>	