

## 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
Lagendary	7d	Lagendary 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"> <li>• Number of points earned in Dungeons + 100%</li> </ul>	
	Rare Statue of Dungeons	<ul style="list-style-type: none"> <li>• Number of points earned in Dungeons + 100%</li> <li>• Reduces the waiting time of a new experience chest in Dungeons - 25%</li> </ul>	
	Legendary Statue of Dungeons	<ul style="list-style-type: none"> <li>• Number of points earned in Dungeons + 100%</li> <li>• Reduces the waiting time of a new experience chest in Dungeons - 50%</li> </ul>	
	Common Statue of Defense	<ul style="list-style-type: none"> <li>• Increases wall capacity +3</li> </ul>	
	Rare Statue of Defense	<ul style="list-style-type: none"> <li>• Increases wall capacity +6</li> </ul>	
	Legendary Statue of Defense	<ul style="list-style-type: none"> <li>• Increases wall capacity +9</li> </ul>	
	Common Statue of Speed	<ul style="list-style-type: none"> <li>• Marching speed + 10%</li> <li>• Marching speed in the Woods of Wonders+ 10%</li> <li>• Marching speed in water in the Woods of Wonders+ 10%</li> </ul>	

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

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

	Legendary Statue of <i>Experience</i>	<ul style="list-style-type: none"> <li>Amount of experience earned in battle +200%</li> </ul>	
	Common Statue of <i>Hunt</i>	<ul style="list-style-type: none"> <li>Energy spent on battle with monster -2.5%</li> </ul>	
	Rare Statue of <i>Hunt</i>	<ul style="list-style-type: none"> <li>Energy spent on battle with monster -5%</li> <li>Energy restoration speed +25%</li> </ul>	
	Legendary Statue of <i>Hunt</i>	<ul style="list-style-type: none"> <li>Energy spent on battle with monster -10%</li> <li>Energy restoration speed +50%</li> <li>Maximum energy +100%</li> </ul>	
	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> .	