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| Noble bloodline | Increases the amount of experience gained by 1.2x. | [Special Class] Lv1 Dark Prince/Princess |
| Dragon wearing | When attacking, use Skill × 0.75% chance to add damage equal to half of your ATK. | [Special Class] Lv10 Dark Prince/Princess |
| Dragon Curse | After battle, the enemy's full ability is -4, and it recovers with the turn. (1 ability regeneration per turn) | [Night Troops] Lv5 Dark Blood |
| Night | When attacking, you can share the skills of the attack and defense formation when fighting. (You can share combat skills triggered by functional probabilities such as Dragon Piercing, Sun, Moonlight, and Great Shield, but you cannot share numerical skills such as Strength +2 and Sword Breaker) | [Night Troops] Lv15 Dark Bloods |
| Dragon shield | Activated with a 0.5% chance of being attacked by a companion'×s luck, halving the damage taken by nearby friendly units when attacked. | [White Night Troops] Lv5 White Blood |
| White night | Stunt Activation Rate +10%. | [White Night Troops] Lv15 White Blood |
| Luck +4 | Luck +4. | [Special Class] Lv1 Diva |
| Special song | For companions who receive the command [Sing (Re-move)], give them +3 to Skill, Speed, and Luck for one turn. | [Special Class] Lv10 Diva |
| Voices of peace | When fighting with enemy units within 2 surrounding tiles, the enemy deals -2 physical damage. | [Special Class] Lv25 Diva |
| A foreign princess | When fighting an enemy with the "Foreigner" faction within 2 squares around, the enemy deals -2 damage and takes +2 damage. ("Alien Army" is a unit that does not belong to the same faction, such as its own White Night Army, and takes effect when the enemy Dark Night/Demon Army is active) | [Special Class] Lv35 Singer |
| Wide road assault | When fighting on terrain with 0 terrain effect, damage dealt by itself +3. | [Dark Night Class] Lv1 Light Knight |
| rescue | You can use the [Rescue] command to make adjacent companions your guards. | [Night Troops] Lv10 Light Knight |
| Guardian | When you are the vanguard of the defense, your full ability is +1. (Excluding HP and Movement) | [Night Class] Lv5 Paladin |
| Holy Shield | Activates with a skill % chance to halve damage when attacked by bows, magic paths, hidden weapons, dragon stones, breaths, cannon carts, etc. | [Night Troops] Lv15 Paladin |
| Defense +2 | Own defense +2. | [Night Class] Lv1 Heavy Armored Knight |
| Narrow road defense | When fighting on terrain where the terrain effect is not 0, the damage taken is -3. | [Night Class] Lv10 Heavy Armored Knight |
| Defensive formation | During the battle, neither the enemy nor us can pursue. | [Night Troops] Lv5 General |
| Great shield | Activates with a % chance of Skill, halving damage taken when attacked by swords, guns, axes, beast stones, monsters, puppets, etc. | [Night Class] Lv15 General |
| moonlight | During battle, an attack that halves the enemy's defense and magic defense with a skill% probability. | [Night Troops] Lv5 Valiant Knight |
| King Kong striked | When attacking, self takes -10 Physical damage. | [Night Class] Lv15 Heroic Knight |
| Max HP +5 | Maximum HP +5. | [Dark Night Troops] Lv1 Axe Fighter |
| Big action | -10 hit, +10 kill. | [Night Troops] Lv10 Axe Fighter |
| A cry of strength | When using the [Support] command, give allies within 2 tiles +4 Power for 1 turn. | [Night Troops] Lv5 Berserker |
| Axe expert | When fighting with an axe equipped, attack +5. | [Night Troops] Lv15 Berserker |
| indomitable | Activated with a Lucky % chance to restore 20% of Max HP at the start of the round. | [Dark Night Class] Lv1 Mercenary |
| The second hand is undefeated | When an enemy attacks, deal +3 damage to yourself. | [Night Troops] Lv10 Mercenary |
| sun | Activates with a skill % chance to convert half of the damage dealt to enemies into HP. | [Dark Night Class] Lv5 Brave Soldier |
| Axe breaker | If the enemy is equipped with an axe/club during battle, their own hit and evasion will be +50. | [Dark Night Troops] Lv15 Brave |
| unlock | You don't need a key to open doors and chests. | [Night Troops] Lv1 Rogue [White Night Troops] Lv1 Ninja |
| Move +1 | Own movement +1. | [Dark Night Troops] Lv10 Rogue |
| Skill shout | When using the [Support] command, give allies within 2 tiles +4 Skill for 1 turn. | [Dark Night Troops] Lv5 Bow Knight |
| Breaking the hidden weapon | If the enemy is equipped with a hidden weapon/shuriken during battle, their own hit and evasion will be +50. | [Night Class] Lv15 Bow Knight |
| Lucky Seven | Before the end of 7 rounds, your own hit and evasion +20. | [Dark Night Class] Lv5 Adventurer |
| Through | Can move through enemies. | [Dark Night Class] Lv15 Adventurer |
| Strength +2 | Own Strength +2. | [Night Troops] Lv1 Dragon Knight |
| incise | You can use the [Cut] command to swap yourself with the enemy's position after attacking. | [Dark Night Class] Lv10 Dragon Knight |
| Defensive shouts | When using the [Support] command, cause allies within 2 tiles to defend by +4 for 1 turn. | [Dark Night Troops] Lv5 Dragoon Commander |
| Sword breaker | If the enemy is equipped with a sword/sword during battle, their own hit and evasion will be +50. | [Dark Night Troops] Lv15 Dragoon Commander |
| Breath of death | When you actively attack, reduce the HP of enemy units within 2 tiles around you by 20% of their maximum HP. | [Dark Night Troops] Lv5 Dragon Knight |
| Condescending | When an enemy is not a mounted unit, deal +5 damage to itself. | [Night Troops] Lv15 Dragon Knight |
| Curse binding | When fighting enemy units adjacent to you, enemy units have -20 evasion. | [Dark Night Troops] Lv1 Dark Demon Taoist |
| Magic wind | When there are enemy units in the surrounding 2 squares in battle, the enemy takes +2 magic damage. | [Dark Night Troops] Lv10 Dark Daoist |
| revenge | Activates with a 1.5% chance of Skill ×, dealing damage equal to half of your own HP reduction. | [Night Troops] Lv5 Wizard |
| 破弓者 | If the enemy is equipped with a bow/bow during battle, their own hit and evasion will be +50. | [Night Class] Lv15 Wizard |
| Mana blockade | After battle, the enemy has -6 mana, recovering with turns. (1 ability regeneration per turn) | [Night Class] Lv5 Dark Knight |
| Life absorption | When you attack and kill an enemy, recover 50% of your maximum HP. | [Dark Night Class] Lv15 Dark Knight |
| Magic Defense +2 | Own magic defense +2. | [Dark Night Troops] Lv1 Priest Knight |
| He was a young master from a famous family | When a female companion fights within 2 squares, the damage she takes is -2. | 【Night Troops】Lv10 Priest Knight (Men Only) |
| A daughter in the deep boudoir | When fighting with a male companion within 2 squares, the damage taken is -2. | 【Night Troops】Lv10 Priest Knight (Women Only) |
| Magic defense scream | When using the [Support] command, cause allies within 2 tiles to gain +4 Magic Resistance for 1 turn. | [Night Troops] Lv5 Command Knight |
| Combat command | When fighting with allies within 2 squares, they deal +2 damage and -2 damage. | [Dark Night Class] Lv15 Command Knight |
| The joy of giving | When you use your staff to restore your HP, your HP will also be restored by the same amount. | [Dark Night Class] Lv5 Butler/Maid |
| Demon Breaker | If the enemy is equipped with a grimoire/spell during battle, their own hit and evasion will be +50. | [Dark Night Troops] Lv15 Butler/Maid |
| Surprise Tooth | On odd turns, self-inflicted damage +4. | [Dark Night Troops] Lv1 Werewolf |
| Beast special effects | When you transform into a werewolf/fox and fight, your attack has an effective effect of [Horse Riding/Beast]. (Gives enemy units with the [Horse/Beast] trait twice the power of the weapon) | [Dark Night Troops] Lv10 Werewolf [White Night Troops] Lv10 Demon Fox |
| Wonderful cry | At the start of an odd turn, recover 40% of your maximum HP. | [Dark Night Troops] Lv5 Moon Chase Werewolf |
| Four teeth | After combat, enemy HP is reduced by 20% of their maximum HP. | [Dark Night Troops] Lv15 Moon Chasing Werewolf [White Night Troops] Lv15 Nine-tailed Demon Fox |
| A blow from the clear stream | When attacking, your Evasion +30. | [White Night Troops] Lv1 Samurai |
| ambush | If HP is below 50%, you can attack first when attacked by enemies. | [White Night Troops] Lv10 Samurai |
| meteor | With a skill × 0.5% probability, perform 5 consecutive attacks that halve damage while attacking. | [White Night Troops] Lv5 Juggernaut Saint |
| Swordsmanship expert | When fighting with a sword equipped, attack +5. | [White Night Troops] Lv15 Juggernaut Saint |
| Good growth | When leveling up, the growth rate of all abilities is +10%. | [Special Class] Lv1 villager |
| The following is the top | When the enemy's level is higher than you, your hit and evasion are +15. (Advanced class level is calculated as +20) | [Special Class] Lv10 Villager |
| Power blockade | After battle, the enemy has -6 Strength and recovers with the turn. (1 ability regeneration per turn) | [White Night Soldiers] Lv5 War Strategist |
| Deadline | While fighting, deal +10 damage to enemies and take +10 damage from enemies. | [White Night Soldiers] Lv15 The Art of War |
| specific | Increases the effectiveness of HP recovery and ability boosters by 50%. | [White Night Class] Lv1 Medicine Merchant |
| Medicine is always available | When using HP recovery potions and ability enhancement medicines, the action is not completed, and the action can continue. (Not movable, but other commands can be used) | [White Night Troops] Lv10 Medicine Merchant |
| There is no need to worry about food and clothing | Before the end of Round 7, there is a chance to get 1 [Nuggets] with a Lucky % chance at the end of each action. | [White Night Troops] Lv5 Great Merchant |
| Millionaire | When you hold a small gold nugget and attack, you will consume 1 [Gold Nuggets] to deal +10 damage and -10 damage received. | [White Night Soldier] Lv15 Great Merchant |
| unlock | You don't need a key to open doors and chests. | [White Night Troops] Lv1 Ninja [Dark Night Troops] Lv1 Rogue |
| Snake venom | When attacking yourself, the enemy's HP is reduced by 20% of their maximum HP after battle. | [White Night Troops] Lv10 Ninja |
| Kill | When attacking, on the premise that it can cause at least 1 damage to the enemy, it has a 0.25% chance to kill enemy units with a skill ×. | [White Night Troops] Lv5 Jonin |
| Hidden weapon expert | When fighting with a hidden weapon equipped, attack +5. | [White Night Troops] Lv15 Jonin |
| Doll destruction | Attacks have an effective effect of [Doll]. (Gives enemy units with [Doll] characteristics, such as Puppeteers, Puppeteers, Gargoyles, etc., twice the power effect of weapons) | [White Night Troops] Lv5 Puppeteer |
| Stand doll | You can use the [Stand-in] command to duplicate a combat unit like yourself, sharing HP, limited to 1 time per battle | [White Night Troops] Lv15 Puppeteer |
| Skill +2 | Own Skill +2. | [White Night Troops] Lv1 Archer |
| The first move will win | When attacking, deal +4 damage to enemies. | [White Night Troops] Lv10 Archer |
| A fierce bird strikes | When you attack yourself, your own Hit is +40. | [White Night Soldiers] Lv5 Bow Saint |
| Archery expert | When fighting with a bow equipped, attack +5. | [White Night Troops] Lv15 Bow Saint |
| Feiyan struck a blow | When attacking itself, it is easier to pursue. (Chase Factor +5) | 【White Night Troops】Lv1 Pegasus Warrior |
| The heart of harmony | At the beginning of the round, if there is a companion within 2 squares around, restores 10% of your maximum HP. | [White Night Soldiers] Lv10 Pegasus Warrior |
| Speed shout | When using the [Support] command, give allies within 2 squares +4 Speed for 1 turn. | [White Night Troops] Lv5 Holy Pegasus Warrior [Special Troops] Lv25 Pegasus Knight (DLC) |
| A blow of the mirror | When attacking itself, take -20 magic damage. | 【White Night Troops】Lv15 Holy Pegasus Warrior 【Special Troops】Lv35 Pegasus Knight (DLC) |
| soar | If the enemy is a flying unit during battle, it will hit and evade +30. | [White Night Troops] Lv5 Golden Owl Warrior |
| Amaterasu | At the beginning of the turn, the HP of your companions within 2 tiles around you is restored to 20% of their maximum HP. | [White Night Soldiers] Lv15 Golden Owl Warrior |
| Magic blockade | After battle, the enemy's magic defense is -6, and it is restored with the turn. (1 ability regeneration per turn) | [White Night Soldiers] Lv1 Ghost |
| strike | You can use the [Impact] command to knock an adjacent ally away by 1 square. | [White Night Troops] Lv10 Ghost |
| The ghosts and gods struck | When you attack yourself, your Kill +20. | [White Night Troops] Lv5 Shura |
| counterattack | When taken from adjacent enemy attack damage, bounces the same damage. (When a friendly unit meets and counterattacks, it does not trigger the enemy's counterattack stunt) | [White Night Troops] Lv15 Shura |
| The craftsmanship of the craftsman | When you attack and kill an enemy, you have a lucky % chance to randomly get an iron knife, naginata, golden rod, bow, and shuriken. | [White Night Troops] Lv5 Forging |
| Gun breaker | If the enemy is equipped with a gun/sword during battle, their own hit and evasion will be +50. | [White Night Troops] Lv15 Forge |
| Defensive blockade | After battle, the enemy defends -6 and recovers with the turn. (1 ability regeneration per turn) | [White Night Soldier] Lv1 Lancer |
| replacement | You can use the [Replace] command to swap positions with an adjacent friendly unit. | [White Night Troops] Lv10 Lancer |
| Speed blocking | After battle, the enemy speed is -6, regenerating with the turn. (1 ability regeneration per turn) | [White Night Soldiers] Lv5 Gun Saint |
| Marksmanship expert | When equipped with a gun in combat, attack +5. | [White Night Troops] Lv15 Gun Saint |
| Breaking the sky | When attacking, it has a 1.5% chance to activate Skill ×, and when performing a physical attack, it deals damage equal to half the enemy's Strength, and when performing a Magic Attack, it adds damage equal to half the enemy's Mana. | [White Night Soldiers] Lv5 Posara |
| Curiosity | During battle, both sides have +30% hits and +15% skill activation rate. | [White Night Troops] Lv15 Bosara |
| Mana +2 | +2 your own mana. | [White Night Troops] Lv1 Sorcerer |
| Divine sign | When you attack and kill an enemy, there is a % chance to gain 2x XP. | [White Night Troops] Lv10 Spellcaster |
| Magic scream | When using the [Support] command, give allies within 2 tiles +4 Mana for 1 turn. | 【White Night Troop】Lv5 Onmyoji |
| Magic expert | When fighting with a grimoire equipped, attack +5. | 【White Night Troops】Lv15 Onmyoji |
| prayer | When HP ≥ 2, even if you take damage that reduces HP to 0, you will have a lucky % chance of not dying and 1 HP remaining. | [White Night Troops] Lv1 Miko/Cultivator |
| Lucky cry | When using the [Support] command, give allies within 2 tiles +8 luck for 1 turn. | [White Night Troops] Lv10 Shrine Maiden/Cultivator |
| Reply | At the beginning of each turn, restores 30% of your maximum HP. | [White Night Troops] Lv5 War Shrine Maiden/Yamafushi |
| Magic counterattacks | When taking magic attack damage, bounces the same damage. | [White Night Troops] Lv15 War Shrine Maiden/Yamabushi |
| The illusion of idols | On even turns, self-inflicted damage +4. | [White Night Troops] Lv1 Demon Fox |
| Beast special effects | When you transform into a werewolf/fox and fight, your attack has an effective effect of [Horse Riding/Beast]. (Gives enemy units with the [Horse/Beast] trait twice the power of the weapon) | [White Night Troops] Lv10 Demon Fox [Dark Night Troops] Lv10 Werewolf |
| Occasional nap | At the start of an even round, recover 40% of your maximum HP. | [White Night Troops] Lv5 Nine-tailed Demon Fox |
| Four teeth | After combat, enemy HP is reduced by 20% of their maximum HP. | [White Night Troops] Lv15 Nine-tailed Demon Fox [Dark Night Troops] Lv15 Moon Chasing Werewolf |