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## Crusaders of the lost idols talent guide 2020

Card speed is 5% longer, 10,000 idols 1.13 40 10,137,060 click-tastrophe clicks continuously increase click damage by 1% per click to lid of 1 0% 2,500 Idol 1.2 40 18,359,659 Instant Gratification Idols have 10% chance of not calling their cooldown when used[2] 7,500 Idol 1.3333 21 9,433,592 Idol Health Supplement Increases The Health of the Crusaders by 10% 1,500 Idol 1.305 50 2,966,991,373 Idol Tier Name (per level) base multi-centenarys cost Up to the maximum 5 missions Adrenaline completes dps mission of total religious war by 10% for 8 hours Idol 125,000 1.153 50 1,007,701,715 Idol Lingering Buffs 1.153 provides an additional 1% of the results until your next set. Idol 1,000,000 Idol 2 10 1,023,000,000 Omniclicking Clicks manages 1% of all enemy damage on the screen. Idol Boss Round 75,000 1.322 25 249,796,890 Idol Boss Round Crossing First Wave Of Monsters in Space Boss (Two Waves at Level 2) 40,000,000 Idol (L2: 55.996T) 2 56,000,000,000, 000 Idol Tier Name Effect (per level) base costing multiple pliers, the highest maximum cost, level 6, 2% chance for the first undefeated monster in the non-boss area to complete the immediate space quest. 30,000,000 Idol 1.2 10 778,760,464 Weekend Warrior Idol increased the effect of the weekend buff by 50% 750,000,000 Idol 1 .31 25 2,065,254,141,492 Idol materials added craft materials obtained from the mission by 10% (rounded to the nearest full number: 3.6, the legendary catalyst became 4, For example) 300,000,000 Idol 1.2 40 2,203,157,351,954 Passive Idol Tier Name Effect (per level) Maximum Cost Base Maximum Pliers 1 Critical Chance Increase DPS by 1% 10 Idols Each Level 1.1 50 11665 Idol Set Bonus Crusader With all 3 slots equipment filled 20% DPS 25 Idol 1.1 50 29,120 Idol All The Last Gold Mission won 5% gold 50 idol 1.25 20 17,158 Idol Crafter Apprentice added DPS worldwide 1% for each common and unusual formula owned. 200 reviews Idol 1.1 ⇔ the title effect level (per level) base cost, maximum value, maximum to maximum level 2 Overenchanted, performance increased cast point, increased cast point 20% 100 idol 1.1 50 116,414 idols, excess cooldown each 1% Cooldown over the maximum cooldown from the rise of dps cooldown coolets by 0.25% 100 Idol 1.1 50 116,414 idols together as crusaders take care of the same bench slots share 5% more glamorous points 500 idols 1.1 25 14 43,480 Idol Specialist work increases click damage of 1.32 20 80,293 Idol Tier Name Effect (per level) base multi-cost pliers, maximum level 3, quick learning, reduced time to earn XP by 5% 25% 0 Idol 1.2 1 8 32035 Idol with added DPS of the Crusaders by 20% for each piece of epic or better gear, they have 500 Idol 1.075 50 241287 Idol Swap day added DPS's The Other Crusaders in the same bench field have 500 Idol 1.075 50 241287 Idol Synergy Multiplicatively added dps of all other Crusaders by 3% for each person to war with, with which they share at least one tag (ignoring the boys, 300 Idol 1.85 20 77,827,838 Idol Effect Level Name (Per Level) Base cost multiple pliers up to 4 levels, legendary benefits, increase YOUR DPS' Zaw Sander 1% for each legendary item (refill) 10,000 Idol 1.1 50 11,639,105 Idol During the period added idols received from reset 2.5% for each 2 hours since you last set (top) 4,000 Idol 1.4 20 8,356,833 Golden Age Idols increases DPS of all Crusaders by 1% of the gold bonus by the Crusaders' upgrades, Talent, and gift 7,500 idols 1.12 50 18,000,159 Idol(German Crafter increases DPS worldwide by 1% for each rare recipe owned 200,000 idols 1.061 ⇔ title-level results (per level), The top five cheersquads increase all Crusader's DPS, +1% for each crusader owner who is not in formation 166,000 idols 1.165 50 2,000 83,102,88 valuable experience of idols increased xp performance by 20% 500,000 idols 1.132 45 999,637.98 2 Idols every little bit boosts the DPS of all crusaders by 5%, this level of talent stacks 25,000 idols 1.022 500 60,388,891,3 68 Idol Jeweler increases the chances of silver chest upgraded to a jewel box by 5% 80,000 Idol 1.5 20 531,881,880 Idol Effect Level (per level) Base cost multiple pliers, maximum maximum level 6, Big Earner increase the cap of free play bonus by 5% and multiply the Idol Buff event by 10% 250,000,000 Idol 1.9 10 170,029,618,273 Idol Max! Global DPS increase 1% for each capability, maximum layer stacking 75,000,000 idols 1.3 50 124,482,055,744,782 idols respected global DPS increase by 20% for every power of the 10 idols you own multiple layers (10 idols are 1 stack, 100 Idol 50,000,000 Idol 1.5 20 332,425,673,013 Idol Master Crafter increases DPS globally by 1% for each epic formula owned. Idol 1.28 ⇔ Tier Name Effect (per level) Base cost multiple pliers maximum maximum level 7 legendary friendships, increase dps of the Crusaders by 5% for each piece of legendary gear belonging to other Crusaders in the same bench. 697 Golden Friendship Idol increases DPS of the Crusaders by 5% for each piece of golden gear belonging to the other Crusaders in the same bench compartment, stacked multi-layered 8,000,000,000 idols 1.395 25 83,318,707,810,273 idols assistant friendly added DPS globally by 10% for each Melon 500,000,000 Idol 1.26 50 200,687,235,560,768 Benefit level effect name (per level) cost base, maximum cost multiplier, level 1 Scavenger Gold found in silver chests increased by 10% 25 idol 1.1 50 29120 idol impatience increase the price of short receiver and Mission Gold EP (3 hours or less) by 10% 25 Idol 1.25 20 8,585 Idol level all the way, add DPS worldwide 1% for each purchased talent level (including this level of ability), Idol 1.11 50 83,439 Missions Success Add DPS Global 1% for each mission you have completed 500 idols 1.19 ⇔ result name level (per level) base cost multiplied maximum cost level up to the highest level 2 effective level, crusading balance reduced for idol by 10 50 Idol 1.1 25 4 Idol Nurturing increases the number of Crusader levels that can be purchased with each click by 5[5] 1,000 idols 1.06 20 36794 Idol Prospector increases the odds of earning epic craft materials earned by 10% 300 idols 1.6 10 54,479 Idol do it again. Unlock Tier 2 Objective 1,000 Idols N/A 1 1,000 Idol Tier Name Effect (per level) Maximum Base Cost Multiplier, Maximum Cost Level 3, Idol Level Deep Scavenger Increase Idol earned by 2% for every 100 areas unlocked when reset 500 Idol 1.15 25 106,407 idol added special training war level 25 1,000 idol 1.075 40 10 [6] During the sprint mode, the local boss hit in less than 10 seconds, allowing you to jump to the boss. Idol 2 10 25,575,000 Idol Superior Trender[8] 50,807,203 Kilo Leveling Idol multiplies each war damage 10 for every 1000 levels, they have 500,000 idols 4 5 170,500,000 idols, the fourth time of charm. Objective 25,000 Idols N/A 1 25,000 Idol Tier Name Effect (per level) Top Base Cost Multiplier Maximum Cost Maximum 5 Idol Champions Increase Idol Earned (before idol bonus is applied) by 25% 50,000 idols 1.211 40 501,473,652 Trainer Idol 10K increases the maximum war level by 25 [10] 140,000 Idol 1.083 80 992,176,176 idols Training Bonus increased the maximum level of crusaders by 25 starting from the first bench seat each level to add another seat, while adding the highest level of the previous seat by a further 25. 225,000 Idol 1.31 34 7,829,925,661 Idol Scrap Hoarder increases the volume of general craft materials received from duplicates. Gear by 1 15,000,000 idols 2 3 105,000,000 idol effect name level (per level) base multiplication cost maximum level 6 marathon 123,000,000 Idol 1.5 20 817,767,155,606 Idol Editing Training Crusader Level Boost 35,000,000 Idol 1.065 120 1,030,103,026,227 Idol Maximise the maximum number by a factor of 1.5 (+0.017) 19 8,693,488,335,430 IDOL. Cash on hand instantly receive 5 token challenges at any start of the challenge. 40,000,000 idols 2.5 10 254,286,484,375 idols named (per level) base cost, highest cost multiplier, highest cost Level 7 runner-up[15] 558 Magical Idol Training increases the maximum war level by 25 20,000,000,000 Idol 1.285 ⇔ reference † Originally, this is a Tier 1 capability that increases the chances of short missions. † 10% for the first point 2% per point after that † On June 25, 2020, this has changed from multiple stacking for DPS and gold Buff cards to stacking objects like other leather cards † increased from 15 to 20 levels on July 3, 2019 † maximum increase to 99 levels † Need to level do it again. Level 1 charisma when entering the boss space, you have 10 seconds to kill the boss; Applies to 50 areas per level of Sprint mode or 100 areas after the objective from the ashes is complete † requires special training level, special abilities at least 20 levels † requires Triple Trouble Level Special Abilities Level 1 † Requires superior training level. At least 40 levels of charisma † The original ability to level up in the next order. † Must level Sprint mode, level 20 † 10K Training Talent to level 60 † Arithmetician below 8 e25 level to 19 levels of e10 (+e20 for level 1) October 24 2019. † Requires marathon sprint talent level at least 20 community content available under CC-BY-SA unless otherwise stated. Saved

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