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Lore of chaos game wiki

Quest Artifacts
Lore Artifacts
There are 78 Lore Artifacts which combined with other artifacts will unlock different things at different stages of the game.
Attention: Vanilla Faction-specific Lore Artifacts cannot be found if affiliated with a Prestige Faction. (e.g.The Fairy artifacts cannot be found if you are also playing as Dwarf.)
Survey Equipment
Upgrade Requirement: 100 Excavations. Cost: 100 Dc (1e35)
Effect: Grants access to Lore Artifacts.
Rough Stone Clue: A first-time only discovery. Description: A common, totally uninteresting stone. Effect: Unlocks Research D290
Chance: 2%
On the first excavation of a run, after abdication or reincarnation.
Scarab of Fortune Clue: Rarely found in the pyramids of old. Description: You found the rarest of relics. This golden scarab will grant you 7 days of good luck, starting from now. Make good use of it. Effect: Awards an upgrade of the same name that increases the production of all buildings by 0.1% for each trophy you unlocked. Chance: (x / 1,000)%, where x is the amount of Ancient Pyramids you own. Cost: 7 Td (7e42)
Chocolate Cookie Clue: Excavated commonly in all areas. Description: Found in a wasteland made of cakes and sweets, snatched from the hands of an old woman. Chance: (x / 50)%, where x is the your Excavation count. Fossilized Rodent Clue: Hello, mouse. Description: What's this, a prehistoric mouse...? Effect: Awards an upgrade of the same name. Effect: Increase clicking reward based on the amount of artifacts you discovered. Formula: (10 * x)%, where x is number of artifacts you discovered. Chance: (x / 5,000,000 (5 M))%, where x is the amount of clicks made in this Reincarnation. Cost: 100 Qid (1E50)
Power Orb Clue: Attracted by massive concentration of mana. Description: Throbbing with Arcane Power Requirement: 3000+ Maximum Mana Effect: Awards an upgrade of the same name. Effect: Multiplicatively increases Mana Regeneration by 2.5%. Chance: (x / 15,000)%, where x is your Maximum Mana. Cost: 1 QaVg (1E75), A1+-
Free Pink Carrot Clue: Found randomly in the Farms. Description: The main product of properly nurtured Farms. Requirement: Play as Fairy (Not Dwarf) Chance: (x / 5,000)%, where x is the amount of Farms you own. Bottled Voice Clue: Can be captured when Chanting. Description: The essence of a melodic Fairy voice. Requirement: Play as Fairy (Not Dwarf) Chance: (x / 40,000)%, where x is the is the amount of Fairy Chantings cast this game. Lucky Clover Clue: Requires extreme amounts of luck! Description: A perfectly shaped four leaf clover. Each leaf is almost unnaturally identical to the other three. Requirement: Play as Elven (Not Dwarf) Chance: (x - 1) * 50)%, where x is the highest number of consecutive Elven Lucks. Mini-treasure Clue: Click your way to the treasure! Description: It's a small perfect replica of our gold-filled treasure. Requirement: Play as Elven (Not Dwarf) Chance: (x / 3,000,000 (3 M))%, where x is the amount of clicks made this game. Pillar Fragment Clue: May fall from the Heavens. Description: A tiny piece of the legendary pillars which sustain all the Heavens. Requirement: Play as Angel (Not Dwarf) Chance: (x / 3,750)%, where x is the amount of Heaven's Gates you own. Divine Sword Clue: Only found by dedicated Angel allies. Description: The shining golden sword of an Archangel. Its hilt feels pleasantly warm to the pure of heart and burning hot for the villain. Requirement: Play as Angel (Not Dwarf), 3+ consecutive Angels runs (This R). Even just buying the Angels Trade Treaty counts towards this artifact. Chance: (x / 60)%, where x is the amount of consecutive times affiliated with Angels this Reincarnation. Ancient Coin Piece Clue: Rarely found among other special coins. Description: A common goblin lucky charm. The older it is, the luckier you are, or so they say. Requirement: Play as Goblin (Not Drow) Chance: (x / 50,000,000 (50 M))%, where x is the amount of Faction Coins found this Reincarnation. Goblin Purse Clue: Fill your pockets with extorted money. Description: Heavy and roomy. Definitely too big for just pocket change. Requirement: Play as Goblin (Not Drow) Chance: (x / 300,000)%, where x is Tax collections cast this game. Rotten Organ Clue: Found among large masses of dead bodies. Description: Ew... disgusting. It still pulsates. Requirement: Play as Undead (Not Drow) Chance: (x / 500)%, where x is the amount of assistants you own. Jaw Bone Clue: Needs some time off. Description: A jaw, missing more than half of its teeth. Requirement: Play as Undead (Not Drow), 24h+ offline time (this Reincarnation) Chance: (x / 864,000)%, where x is offline time in seconds this Reincarnation. Demonic Figurine Clue: Look for the trophies of the beast. Description: An intricate figurine representing the evil face of a lesser demon. Requirement: Play as Demon (Not Drow), 666+ Trophies unlocked. Chance: 1%
Demon Horn Clue: Only found by dedicated Demon allies. Description: Still blazing with the flames of Hell. Handle with care. Requirement: Play as Demon (Not Drow), 3+ consecutive Demon runs (This R). Even just buying the Demons Trade Treaty counts towards this artifact. Chance: (x / 60)%, where x is the amount of consecutive times affiliated with Demons this Reincarnation. Huge Titan Statue Clue: Struck by the lightning. Description: The granite representation of a giant wielding a lightning bolt in its fist. A foot appears to be missing. Requirement: Play as Titan (Not Dragon) Chance: (x / 1,000)%, where x is Lightning Strike casts this game. Titan Shield Clue: Don't fret it. Description: A gargantuan metal shield, twice as tall as a common human. Requirement: Play as Titan (Not Dragon), 10h+ playtime (This game) Chance: (x / 180,000)%, where x is time played in this game. Glyph Table Clue: Balance your buildings. Description: Contains all the secrets of the Druidic Alphabet. Requirement: Play as Druid (Not Dragon), same amount of each building tier Chance: 2%
Stone of Balance Clue: A Grand Balance performance. Description: A carved stone hovering above its pedestal. Requirement: Play as Druid (Not Dragon) Chance: (x / 30,000)%, where x is Grand Balance casts this game. Translucent Goo Clue: Byproduct of the Brain. Description: A completely odorless sticky substance with a diaphanous, unsettling glow. Requirement: Play as Faceless (Not Dragon) Chance: (x / 400)%, where x is Brainwave casts this game
Octopus-shaped Helmet Clue: Found in the Labyrinths. Description: A large helmet with empty metal prongs to accomodate tentacular appendages. Requirement: Play as Faceless (Not Dragon) Chance: (x / 2,000)%, where x is the amount of Labyrinths you own. Dwarven Bow Clue: Click to throw. Description: Actually a heavy throwing hammer. Requirement: Play as Dwarves Chance: (x / 25,000)%, where x is the amount of clicks made in this game. Stone Tankard Clue: Found in the Inns. Description: A very heavy mug for drinking the heaviest beers. Requirement: Play as Dwarves Chance: (x / 25,000)%, where x is the amount of Inns you own. Ceremonial Dagger Clue: Avoid hurting your fingers. Description: Its blade is unnaturally keen and sharp. Requirement: Play as Drow, 0 Treasure clicks this Game (this includes automatic clicks) Chance: 2%
Arachnid Figurine Clue: Embrace Evil. For a while. Description: If you are afraid of spiders, Drow aren't your faction. Requirement: Play as Drow, 24h+ Evil Playtime (All-time) Chance: (x / 4,320,000 (4.32 M))%, where x is All-time Evil playtime in seconds. Steel Plate Clue: Legacy from 50 generations ago. Description: A full plate made of hardened steel. Requirement: Play as Mercenaries +R5 Chance: (x / 50)%, where x is the amount of Reincarnation you made. Black Sword Clue: Only found by really, really dedicated Mercenary allies. Description: A long sword with an extremely sharp blade made of dark metal. Requirement: Play as Mercenaries, at least 100 Mercenary affiliations (All-time) Chance: (x / 60,000)%, where x is All-time Mercenary playtime in seconds. Dragon Fang Clue: Found in the Wyrn Dens. Description: This huge fang can barely fit in the hands of a Titan. Requirement: R50+, play as Dragons Chance: (x / 400,000)%, where x is the amount of Iron Strongholds you own. Dragon Soul Clue: Take five deep breaths. Description: The extracted soul from an ancient dragon, wields the power to end the world in an instant. Also makes a good soup ingredient. Requirement: R50+, play as Dragons, have 5 different Dragon Breath effects active simultaneously. Chance: (x / 200,000)%, where x is Dragon's Breath casts this game. Vanilla Flavor Juice Clue: Description: A completely odorless sticky substance with a diaphanous, unsettling glow. Requirement: Play as Faceless (Not Dragon) Chance: (x / 400)%, where x is Brainwave casts this game
Octopus-shaped Helmet Clue: Found in the Labyrinths. Description: A large helmet with empty metal prongs to accomodate tentacular appendages. Requirement: R16+, excavate between 5:00am and 8:00am (Your local time) Effect: With both the Dawnstone and Dusktstone artifacts, awards the Sun Force upgrade. Effect: Grants different effects based on time of the day. Chance: (x / 10,000)%, where x is your Excavation count. Dusktstone Clue: Relic of the Dusk hours. Description: Only found during sunset hours. Absorbs light in a small radius. Requirement: R16+, excavate between 6:00pm and 9:00pm (Your local time) Effect: With Both the Dawnstone and Dusktstone artifacts, awards the Sun Force upgrade. Effect: Grants different effects based on time of the day. Chance: (x / 10,000)%, where x is your Excavation count. Note: Finding both stones awards the Sun Force upgrade. Ancient Heirloom Clue: Relic of the Lineage. Description: Passed down countless generations. Requirements: Have at least 1 Lineage level purchased. Chance: (Total Lineage levels / 20)% Effect: Awards an upgrade of the same name. Effect: Reduces the cost of Lineages Levels (except for the highest one). Formula: (Lineage Level Cost ^ 0.9). Cost: 10 Dtg (1e100), A2+
Free Note: For more details about Lineage Level cost see Lineage page. Know Your Enemy, Part II Clue: Even an expert Mercenary should learn by all other cultures. Description: Much more knowledge than you need, stored in a handy book. Requirement: R75+, Mercenary Unique Building, have upgrades from all 12 Factions. Effect: Awards an upgrade of the same name. Effect: Increases the production of all buildings based on time spent as Non-Mercenary (All Time 'Time spent' with Factions in the stats). Only available to Mercenaries. Formula: (0.065 * x ^ 0.65)%, where x is time spent as non-mercenary factions in seconds (All Time). Chance: 5%
Cost: 100 Noqag (1e152)
Veteran Figurine Clue: A reward for the veteran champion. Description: The warrior of a thousand battles, ultimate champion of the Realms. Requirement: R90+, Dragon Challenge 5 Chance: (x / 1,000,000)%, where x is time spent in seconds. Effect: Passive effect; allows Mercenaries to benefit from all faction challenges of your primary alignment. Note: Does not grant elite challenges. Wall Chunk Clue: Raise your Ascension... Description: A bigger piece of the infamous Ascension Wall. Requirement: R100+ Chance: 10%
Effect: Awards an upgrade of the same name. Effect: Increase the production of all buildings based on their tier. Formula: (30,000 * (11 - T) ^ 3.5)%, where T is building tier. Cost: 1 Sx (1e21), A3+
Free Excavated Vault Clue: More your chances. Description: You know all too well this does not exist, yet it fills you with hope and optimism. Requirement: R100+ Chance: (log10(x) / 100)%, where x is your Faction Coin find chance. Effect: Awards an upgrade of the same name. Effect: Increase Faction Coin find chance by a multiplicative 200%. Cost: 1 Sx (1e21), A3+
Free Ancestral Hourglass Clue: Really, raise your chances. Description: The silver sands contained within seem to never stop flowing. Requirement: R100+ Chance: (x / 5,000,000,000,000 (5 Qa))%, where x your Faction Coin find chance. Effect: Awards an upgrade of the same name. Effect: Lowers Lineage cost exponent based on Reincarnations made. Formula: (0.01 * R), R is Reincarnations made (NOT affected by invisible bonuses to R count). Cost: 1 Novg (1e90), A3+
Free Note: For more details about Lineage Level cost see Lineage page. Silk Cloth Clue: Found in the Swarming Towers. Description: The purest silk made for Fairies, by Fairies, of Fairies. Requirement: R100+, 2000+ Excavations, Play as Fairy, Pink Carrot and Bottled Voice artifacts. Chance: (x - 8,000) / 200,000)%, where x is the amount of Wizard Towers you own (Building count multipliers do not count). Raw Emerald Clue: Not found on the first Excavation round. Description: Just slightly less precious than a raw Ruby. Requirement: R100+, 2000+ Excavations, Play as Elven, Lucky Clover and Mini-treasure artifacts. Chance: ((3 * x) ^ 4.5) / 10,000)%, where x is free and ruby excavation resets (this game). Fossilized Wing Clue: Angels may fall after a long time. Description: The remains of an Angel fallen to earth. Requirement: R100+, 2000+ Excavations, Play as Dwarf, Stone Tankard and Dwarven Bow artifacts. Chance: (x / 1,000,000,000 (1 B))%, where x is the amount of assistant you own (including temporary assistants). Poison Vial Clue: Combo your way through. Description: One drop of this is enough to fell thousands of non-immune creatures. Requirement: R100+, 2000+ Excavations, Play as Goblin, Ancient Coin Piece and Goblin Purse artifacts. Chance: ((x - 8,000) / 300,000)%, where x is the amount of Slave Pens you own (Building count multipliers do not count). Burning Coffin Clue: Quick! Quick! You have no time to waste! Description: Sealed since forever, yet you can hear a strange noise from within. Requirement: R100+, 2000+ Excavations, Play as Undead, Rotten Organ and Jaw Bone artifacts. Chance: (1 / (30 + x ^ 1.5))%, where x is time spent this game in seconds. Crystallized Lava Clue: Found in the Dusty Abysses. Description: Incandescent but still. Can be used efficiently as a desk lamp. Requirement: R100+, 2000+ Excavations, Play as Demon, Demonic Figurine and Demon Horn artifacts Chance: (x - 8,000) / 200,000)%, where x is the amount of Hall of Legends you own (Building count multipliers do not count). Titan Helmet Clue: Found in the trade route used for Exchanges. Description: Made of enough metal to craft a human-sized full plate. Requirement: R100+, 2000+ Excavations, Play as Titan, Huge Titan Statue and Titan Shield artifacts. Chance: ((x ^ 2) / 1,500,000,000 (1.5B))%, where x is Royal Exchanges (Royal Exchange count multipliers do not count). Branch of the Life Tree Clue: Found in the remains of druidic ancestors. Description: Despite being torn from its source tree, it keeps growing buds and leaves. Requirement: R100+, 2000+ Excavations, Play as Druid, Glyph Table and Stone of Balance artifacts. Chance: ((x ^ 3) / 2,000,000 (2M))%, where x is level of Druid Lineage. Nightmare Fignent Clue: A strong and quick brain is required. Description: An unshaped, ephemeral substance which is politely trying to corrupt your mind. Requirement: R100+, 2000+ Excavations, Play as Faceless, Translucent Goo and Octopus-shaped Helmet artifacts. Chance: ((x ^ 1.5) / 20,000,000 (20M))%, where x is Brainwave's headstart time in seconds. Beard Hair Clue: It requires a lot of beard samples to get the perfect hair. Description: Hopefully coming from a real dwarven beard. Requirement: R116+, 2000+ Excavations, Play as Dwarf, Stone Tankard and Dwarven Bow artifacts. Chance: (x / 1,000,000,000 (1 B))%, where x is the amount of assistant you own (including temporary assistants). Poison Vial Clue: Combo your way through. Description: One drop of this is enough to fell thousands of non-immune creatures. Requirement: R116+, 2000+ Excavations, Play as Drow, Ceremonial Dagger and Arachnid Figurine artifacts. Chance: (40 * x ^ 0.9) / 10,000,000 (10 M))%, where x is combo strike count. Dragon Scale Clue: Usually found when a lot of magic is lingering. Description: Very high on the realms' most accurate hardness rankings. Requirement: R116+, 2000+ Excavations, Play as Dragon, Dragon Fang and Dragon Soul artifacts. Chance: (x / 2,500)%, where x is active spells. Lantern of Guidance Clue: Massive mana flows can offer guidance. Description: Follow the guiding light, o wonderer, for it shall bring you fortune. Requirements: R120+, Proof of Order Chance: (x / 10,000,000,000 (10 B))%, where x is your Mana Regeneration. Effect: Unlocks Tier 2 Temporal Flux Oil Lamp Clue: Chaos magic burns brightly. Description: Rub it, polish it. And remember to express your desires precisely, lest you want to face dire consequences. Requirements: R120+, Proof of Chaos Effect: Unlocks Tier 2 Maelstrom Chance: (min(x, y, z) / 86,400,000 (86.4 M))%, where x is Fairy Chanting spell activity time, y is Hellfire Blast spell activity time, and z is Brainwave spell activity time (All Time). Spark of Life Clue: The power of Creation may spark something new. Description: The spark of Creation, dimly shining from the bottom of its encasing crystal. Requirements: R120+, Proof of Balance Effect: Unlocks Tier 2 All Creation Chance: (log10(1 + x) ^ 2 / 6,000)%, where x is the amount of Faction Coins collected this game. Planetary Force Clue: Try every day for better luck! Missing a day is the same as breaking a mirror, you know. Description: Planets aligning seem to affect your realm in different ways... Requirements: R100+ Effect: Awards an upgrade with the same name. Effect: Activates all Sun Force effects at once. Chance: (x ^ 2.5) / 5,000)%, where x is amount of consecutive days logged in. Cost: 100 Ql (1e20), A3+
Free Mercenary Insignia Clue: Gem rubromancy seems to work best. Description: The infamous metal cross of the Mercenaries. You should be both proud and afraid to carry one. Requirement: R160+, Play as Mercenary, Steel Plate and Black Sword artifacts. Chance: (floor(log10(x) - 37) * 0.1)%, where x is the amount of gems owned. Mana Loom Clue: Attracted by amassed mana reserves. Description: Used to weave even the thinnest mana strings. Requirement: R180+, Chaos Alignment Chance: (log10(x) ^ 3 / 50,000)%, where x is the amount of mana produced in this game. Effect: Awards an upgrade with the same name. Upgrade Requirement: Forgotten Relic, Mana Loom artifact Upgrade Effect: Expands the Spellcraft research facility, permanently increasing Spellcraft budget by 3,000. Upgrade Cost: 10 Dtg (1e100), 1 Qid (1e48)
Fairy Coins Note: Upgrade only needs to be bought once. Factory Clue: Dig it manually. Description: Mass-production is the way to go. Requirement: R180+, Neutral Alignment Chance: (log10(x) ^ 3 / 10,000)%, where x is the amount of clicks made in this game. Effect: Awards an upgrade with same name Upgrade Requirement: Forgotten Relic, Factory artifact Upgrade Effect: Expands the Craftsmanship research facility, permanently increasing Craftsmanship budget by 3,000. Upgrade Cost: 10 Dtg (1e100), 1 Qid (1e48)
Eleven Coins Note: Upgrade only needs to be bought once. Mythos Clue: Spells get sad when not used for a long time. Description: Accurate historical list of every existing or non-existing deity. Requirement: R180+, Good Alignment Chance: (x / 4,320,000 (4.32 M))%, where x is the activity time (This Reincarnation) of your least used spell (excluding shared benefits, catalyst and holiday spells) in seconds. Effect: Awards upgrade with same name. Upgrade Requirement: Forgotten Relic, Mythos artifact. Upgrade Effect: Expands the Divine research facility, permanently increasing Divine budget by 3,000. Upgrade Cost: 10 Dtg (1e100), 1 Qid (1e48)
Angel Coins Note: Upgrade only needs to be bought once. Vault Clue: Show your prowess as a Royal Trader. Description: Never a place could be more secure. Requirement: R180+, Balance Alignment Chance: (x / 100,000,000 (100 M))%, where x is Royal Exchange Bonus. Effect: Awards upgrade with same name. Upgrade Requirement: Forgotten Relic, Vault artifact. Upgrade Effect: Expands the Economics research facility, permanently increasing Economics budget by 3,000. Upgrade Cost: 10 Dtg (1e100), 1 Qid (1e48)
Goblin Coins Note: Upgrade only needs to be bought once. Mythos Clue: Accurate historical list of every existing or non-existing deity. Requirement: R180+, Order Alignment Chance: (x / 1,000,000 (1 M))%, where x is Alchemy research points. Effect: Awards upgrade with same name. Upgrade Requirement: Forgotten Relic, Athanon artifact. Upgrade Effect: Expands the Alchemy research facility, permanently increasing Alchemy budget by 3,000. Upgrade Cost: 10 Dtg (1e100), 1 Qid (1e48)
Undead Coins Note: Upgrade only needs to be bought once. Battlefield Clue: Would you think an army is enough to excavate this? Description: An extremely accurate replica of a battle fought long ago. Requirement: R180+, Evil Alignment Chance: (log10(x) ^ 3 / 20,000)%, where x is amount of assistants you own. Effect: Awards an upgrade with same name Upgrade Requirement: Forgotten Relic, Battlefield artifact. Upgrade Effect: Expands the Warfare research facility, permanently increasing Warfare budget by 3,000. Upgrade Cost: 10 Dtg (1e100), 1 Qid (1e48)
Demon Coins Note: Upgrade only needs to be bought once. Apeiron Clue: Be different. Description: The source of everything. Can fit in the average pocket. Requirement: R175+, Mercenary, 15 different faction upgrades. Chance: 0.1%
Effect: Awards an upgrade with same name Upgrade Effect: Unlocks New Research Facility Upgrade Cost: 1 Qatg (1e105), 100 Qid (1e50)
Dwarven and Drow Coins Upgrade Description: Take advantage of the most ancient and secret arts to empower your production beyonds known limits. Upgrade Description: Unlock the Forbidden research facility and increase Mercenary production by 100%, plus an additional bonus based on Forbidden research point. These upgrades will persist through abdications and reincarnations, providing a permanent bonus to all factions affected. Upgrade Cost: 1 Qatg (1e105), 100 Qid (1e50)
Dwarven and Drow Coins Note: Upgrade only needs to be bought once. Glowing Wing Clue: Mana Wings! Description: And this is why Fairies don't need torches. Requirement: R220+, 10,000+ excavations, play as Fairy Chance: (log10(1 + x) / 8,000)%, where x is mana produced this game
Fairy Set 2nd Effect: Multiplicatively increase Maximum Mana based on the amount of Good Buildings owned. Formula: (x ^ 0.5)%, where x is the amount of Good Buildings you own. Sylvan Mirror Clue: Pay a barber with Faction Coins. Description: An Elf with messy hair is not an Elf, by their own laws. Requirement: R220+, 10,000+ excavations, play as Elf Chance: (log10(1 + x) / 8,000)%, where x is your Faction Coin find chance. Elf Set 2nd effect: Clicks count more based on autocast clicks. Formula: (ln(1 + x) ^ 2.5 * x ^ 0.25)%, where x is automatic clicks this game. Note: not affected by any 'clicks count more' effects. Solid Cloud Clue: A cloud of spells. Description: Angels have the power to save your life! And make a backup of it on the internet. Requirement: R220+, 10,000+ excavations, play as Angel Chance: (x / 40,000)%, where x is the amount of active spells (Active Spells count more multipliers do not count)
Angel Set 2nd effect: Increase the duration of all spells based on the amount of Unique Buildings you own. Formula: (0.7 * x ^ 0.7)%, where x is the amount of Unique Buildings you own. Orc Fang Necklace Clue: Torment your subjects with taxes. Description: To remind your slaves who's in charge. Requirement: R220+, 10,000+ excavations, play as Goblin Chance: (log10(1 + x) / 8,000)%, where x is TC casts this game
Goblin Set 2nd effect: Each time you cast a spell, you also cast free Tax Collections based on time spent in this game. Formula: +(floor(1 + 0.25 * ln(1 + x) ^ 1.5)), where x is time spent this game. Blood Chalice Clue: Pour a bottle of Frezny. Description: The healthiest vampire breakfast. Requirement: R220+, 10,000+ excavations, play as Undead Chance: (x / 10,000)%, where x is Blood Frezny's duration (The duration when it was cast). Undead Set 2nd effect: Multiplicatively increases production bonus from gems based on Faction Coins found this game. Formula: (log10(1 + x) ^ 2)%, where x is the amount of Faction Coins found this game. Demon Tail Clue: Evil wizardry. Description: Said to bring great luck to whom it possess...es. Requirement: R220+, 10,000+ excavations, play as Demon Chance: (x / 1,000,000)%, where x is Evil Spell Casts this game. Demon Set 2nd effect: Increase production bonus from Gems based on the amount of Evil spells cast in this Reincarnation. Formula: +(2.25 * ln(1 + x) ^ 2.25)%, where x is Evil Spell Casts this Reincarnation. Frozen Lightning Clue: Lightning never strikes the same place a couple million times. Maybe. Description: A sculpture representing the embodiment of Titanic power. Requirement: R220+, 10,000+ excavations, play as Titan Chance: (x / 1,000,000)%, where x is Lightning Strike activity time this game
Titan Set 2nd effect: Whenever you cast a spell, your production is increased based on Lightning Strike activity in this Reincarnation for 20 seconds. If another spell is cast while this effect is active, it is restored to full duration. Formula: (x ^ 0.7)%, where x is Lightning Strike activity time this Reincarnation. Primal Leaf Clue: Hunuugo blue ball. Description: Druid Catalyst for channeling the power of nature. Requirement: R220+, 10,000+ excavations, play as Druid Chance: (log10(1 + x) / 8,000)%, where x is the highest Max Mana this Reincarnation. Druid Set 2nd effect: Lineage levels count more based on spell casts in this game. Formula: (0.5 * log10(1 + x) ^ 1.5)%, where x is spell casts this game. The Blackest Ink Clue: Quality takes time. Description: High-quality, freshly produced Faceless ink. Requirement: R220+, 10,000+ excavations, play as Faceless Chance: (x / 10,000)%, where x is the longest game session this R (but not this game) in seconds. Faceless Set 2nd effect: Increases spell duration based on time spent being offline in this game. Formula: (0.5 * x ^ 0.5)%, where x is offline time this game.

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