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Summoners war artifact effects explained

This makes it possible to obtain a specific artefact that can be applied to a monster type. In general, artifacts change rarities every three levels, or at intervals of 3/6/9/12. Failing to power-up an artifact will not downgrade or destroy the it. Here the improvements are as follows: Life points increased from +160 to +880; the attack gauge property after resurrection has been increased from +3% to +8% ; the speed increase effect property has increased from +4% to +8%;the property of the defence proportional to the VPs lost has not increased; a new property has appeared which is the +1% life drain. The cost to remove an artifact depends on the the current rarity of the artifact. This information is incomplete. Once you have reached the maximum amount of artifacts, if the chest at the end of dungeons contains an artifact, the chest will not appear at all. When powering up artifacts, the chance of a successful power-up will depend on the artifact level. Instead, it gives a big bonus to the primary. An artefact is a magical item that increases certain primary and secondary properties of the monsters to which it is assigned. Increased benefitsAttack reinforcement effect +2% to 4%.Defence reinforcement effect +2% to 4%. Manufacture of stones for special conversion To make a special conversion, you need engraved stones that you have to create in the crafting building. The possible effects are ATK+, DEF+, or HP+ In addition, artifacts also possess several secondary effects or properties, called sub-stats, which also take the form of several possibilities designed to boost the efficiency of a monster's abilities. This occurs until the artifact is at the correct rarity for its level, at which point it will begin to receive new secondary effects up to a maximum of four. Of course, this is like runes, an artifact is not guaranteed on every run in one of these two dungeons. It will cost 20 conversion stones each time this action takes place. As mentioned above, artefacts are used to improve certain properties such asATK, DEF and HP. Critical damage received -1% to 3%.Increase in statisticsAttack proportional to VPs lost +3% to 6%.Defence proportional to VPs lost +3% to 6%.Speed proportional to VPs lost +3% to 6%.Speed under incapacitation effect +3% to 6%. Additional damage from 20% to 40% of speedOther effectsLife drain +1% to 3%.HP after resurrection +1% to 3%.Attack gauge after resurrection +1% to 3%. How do I upgrade artefacts in Summoners War? File:Artifact Icon.png Artifacts may only be obtained through the Steel Fortress and the Punisher's Crypt Dungeons. Rarity (when acquired) +0 +3 +6 +9 +12 +15 Normal 0 1 2 3 4 4 Magic 1 1 2 3 4 4 Rare 2 2 2 3 4 4 Hero 3 3 3 3 4 4 Legendary 4 4 4 4 4 4 Artifacts can be found at any of the above rarities, although they can still be powered up at a cost of Mana Stones in order to reach the next grade. Additional damage from 20% to 40% of speed. E.g. a Magic Artifact with a secondary effect of +4 Bomb Damage will always upgrade the preexisting secondary effect (Bomb Damage) at a power-up level of +3, whereas a Normal Artifact with no secondary effects will create a new secondary effect every three power-ups up to and including +12, and will never upgrade an existing one. Hopefully, with this guide, you now know the direction to take to properly farm artifacts in Summoners War and apply them according to their properties and attributes! Reddit and its partners use cookies and similar technologies to provide you with a better experience. All Artifacts (Type/Attribute) CRIT Rate Increasing Effect +N% 3-6% 30% SPD Under Inability +N% 3-6% 30% Damage Received Under Inability -N% 1-3% 15% Damage Dealt by Reflect DMG +N% 1-3% 15% Crushing Hit DMG +N% 2-4% 20% [ATK/DEF/SPD] Increased Proportional to Lost HP up to N% 9-14% 70% HP when Revived +N% 4-6% 30% Attack Bar when Revived +N% 4-6% 30% Removing Artifacts[] Although artifacts must be bound to monsters before they can be used, they can still be removed at a cost of Mana Stones. So a level 0 Magic artifact, when powered-up to level 3, will not upgrade rarity until level 6. Having only recently made their appearance, they can help new and old players alike to improve their monsters for PvE and PvP. Normal production These stones require a three star monster and 20 conversion stones. You should not expect to spend exactly that amount, but the cost per rune of upgrading a huge number will usually even out to a value close to the numbers listed on the following table. The artefacts obtained are stored in the same tab as the runes. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. Most monsters in the game will benefit heavily from these. A total of 400 artifacts and 300 Conversion Stones can be held at any one time, not counting those equipped on monsters. For instance, a normal artifact has no extra effects, magic has one, a rare has two, and so on. Of course, when upgrading to +3, +6, +9 and +12, a sub-property will be upgraded or appear. How do I get artefacts in Summoners War? The following table lists the cost of attempting to power-up an artifact. Reddit and its partners use cookies and similar technologies to provide you with a better experience. Attribute artefacts: these are divided into the five attributes available in the game (fire, wind, water, light, darkness):Type artefacts : these are divided into the four types of monsters available (attack, defence, hp, support). Counterattack damage +1% to 3%.Joint attack damage +1% to 3%.Bomb damage +1% to 3%.Reflection damage +1% to 3%.Devastating strike damage +2% to 4%.Damage reductionFire damage received -3% to 6%.Water damage received -3% to 6%.Wind damage received -3% to 6%.Light damage received -3% to 6%. All artefacts can be upgraded as runes in the specific tab. Artifacts can be powered up a maximum of fifteen times. Advanced manufacturing These stones require four-star monsters and 40 conversion stones. Speed increase effect +3% to 6%.Critical rate increase effect +3% to 6%.Additional damage effectAdditional damage from 0.1% to 0.3% of HP. Additional damage effectsAdditional damage from 0.1% to 0.3% of HP. Other effectsLife drain +1% to 3%.HP after resurrection +1% to 3%.Attack gauge after resurrection +1% to 3%. Upgrade Cost +0−3 +3−6 +6−9 +9−12 +12−15 +0−6 +0−9 +0−12 +0−15 Rarity[] Like runes, artifacts also come in different grades of rarity. Dark damage +2% to 4%. Rarity (when acquired) +0 +3 +6 +9 +12 +15 Normal 0 0 0 0 0 0 Magic 0 1 1 1 1 1 Rare 0 1 2 2 2 2 Hero 0 1 2 3 3 3 Legendary 0 1 2 3 4 4 Note that +15 never adds an upgrade for secondary stats. Main PropertySub-propertyIncreased damageCritical Damage (Skill 1) +3% to 6%.Critical Damage (Skill 2) +3% to 6%. Bomb Damage +1% to 3%. We will increase it to +12 to see the possible improvements. For more information, please see our Cookie Notice and our Privacy Policy. Artifacts are fairly easy to obtain in Summoners War, as they are farmable in the two new Cairos Dungeons. I try to have at least 2 decrease dmg effects on my left side artifacts (1 from the stronger element. ... The attack artifact increases the 50% from the attack buff to 60% (20% increased effect). Normal conversion of artefact sub-properties This option allows you to convert a sub-property of your choice to a better one or vice versa. Attribute Type All the above-mentioned artefacts can only be applied to a monster of the same attribute and type. The following table illustrates the number of total upgrades to secondary effects possible for each rarity. Rarity Cost Common (White) 1,000 Magic (Green) 5,000 Rare (Blue) 10,000 Hero (Purple) 25,000 Legendary (Orange) 50,000 Artifact Conversion[] Reddit and its partners use cookies and similar technologies to provide you with a better experience. The following table illustrates the effect of Artifact power-up on the primary stat from level to level. I figured it would be ... Recommendations in short: Decrease DMG and additional DMG effects are king. Gosh! Maybe I'd better leave... Additional damage from 2% to 4% of attack. The following table illustrates the number of secondary effects possible for each rarity. Increase in careRecovery (skill 1) +3% to 6%.Recovery (skill 2) +3% to 6%. What is an artefact? By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. Speed increase effect +3% to 6%.Critical rate increase effect +3% to 6%. I recently created a intro guide for the new artifact content for my guild. On the other hand, for a monster with 200% crit damage, that 30% skill 3 crit damage is a 15% (30/200) increase in your overall crit damage. However, if an artifact is found at higher rarity than Normal (white artifacts), switching to the next rarity will not take place until the specific level associated with that rarity is reached. I.e. A +9 Magic Artifact would have had a total of 1 upgrade to its secondary effects, whereas a +9 Legendary Artifact would have had a total of 3 upgrades to its secondary effects. If more than one is present, which effect is upgraded is chosen randomly. Darkness damage received -3% to 6%.Disabling damage received -1% to 3%.Critical damage received -1% to 3%.Increase in statistis Attack proportional to VPs lost +3% to 6%.Defence proportional to VPs lost +3% to 6%.Speed proportional to VPs lost +3% to 6%.Speed under incapacitation effect +3% to 6%.Increased benefitsAttack reinforcement effect +2% to 4%.Defence reinforcement effect +2% to 4%. ULTIMATE ARTIFACT GUIDE By Nyu Artifact Guide from a G3 RTA Player, multiple times Top 100, SWC 2022 contesteIn this video you will learn ALL about Artifacts in RTA, Siege, Arena and PvE! StegmannAlexis Updated November 14, 2023 Tips Summoners War artifacts have recently made their appearance in the game as a result of the major update The Shift. We will see the different stones to obtain. it will upgrade preexisting secondary effects. You can helpour wiki by expanding it. Special conversion of artefact sub-properties This conversion is different from the previous one as it allows you to convert sub-properties with special stones available in the crafting building. Effects[] Each artifact possesses one main effect or property. Mana Cost Upgrade to: Normal Magic Rare Hero Legendary +1 135 225 365 550 825 +2 210 375 670 990 1625 +3 290 525 980 1430 2420 +4 425 765 1390 1955 3355 +5 560 1005 1805 2475 4290 +6 760 1340 2325 3220 5365 +7 965 1675 2850 3960 6435 +8 1245 2115 3510 4840 7675 +9 1530 2555 4170 5720 8910 +10 1900 3115 4965 6875 10285 +11 2270 3675 5765 8030 11660 +12 2720 4365 6700 9350 13175 +13 3170 5055 7635 10670 14685 +14 3720 5885 8810 12265 16335 +15 4275 6715 9990 13860 17985 Average Upgrade Cost[] Utilizing the data from the tables above we can estimate the average cost to upgrade artifacts to certain threshold. Critical Damage (Skill 3) +3% to 6%. As with runes, it is possible to convert the sub-properties of artefacts in two ways. If an artifact with a higher rarity than normal for its level is powered up, then at +3, +6 etc. In the same way, a Legendary Artifact (already with four secondary effects) will spend every third power-up upgrading existing secondary effects, and will never create a new one. Reflection Damage +1% to 3%.Devastating Strike Damage +2% to 4%.Damage reductionDamage received by incapacitation effects -1% to 3%. These stones are available in the two new dungeons mentioned above. Primary Stats[] Each artifact will have 1 primary stat which will upgrade as the rune is powered up. The different types of artefacts Artifacts can be divided into two groups, which allow them to be distinguished for better use. Artifacts in the Steel Fortress of Summoners War The artefacts to be obtained from Steel Fortress are attribute artefacts which are divided into several categories. Recovery (skill 3) +3% to 6%.Increased accuracyAccuracy (skill 1) +3% to 6.Accuracy (skill 2) +3% to 6. When powered up, the bonus provided by the main property increases, with the amount increased with each power up dependent on the star rating or grade of the Rune. Reddit and its partners use cookies and similar technologies to provide you with a better experience. Levels Success rate +3−4 85% +4−5 70% +5−6 60% +6−7 50% +7−8 40% +8−9 30% +9−10 25% +10−11 20% +11−12 15% +12−13 10% +13−14 8% +14−15 5% Cost[] Artifacts can be strengthened by powering-up using mana. Artifacts can be upgraded like runes with a maximum of +15. Here is the list of type artefacts and their properties which are also very useful depending on the monsters to be used in the different scenarios. Power-up[] At the cost of mana stones, artifacts can be powered up, increasing the strength of their effect. The mana is spent regardless of the success or failure of the artifact power-up attempt. As you can see, these artefacts are very useful for all content and monster types in Summoners War. Critical Damage (Skill 4) +3% to 6%. Accuracy (skill 3) +3% to 6. Sub-Property Values Category Sup-Property Types Default/Power - Up Max (Power-Up +15 Type Artifact (Categorized by Skill Number) [Skill 1/2/3/4] CRIT DMG +N% 4-6% 30% [Skill 1/2/3] Recovery +N% 4-6% 30% [Skill 1/2/3] Accuracy +N% 4-6% 30% Attribute Artifact (Categorized by Attribute) Damage Dealt on [Fire/Water/Wind/Light/Dark] +N% 3-5% 25% Damage taken from [Fire/Water/Wind/Light/Dark] -N% 4-6% 30% All Artifacts (Type/Attribute) First Attack CRIT DMG +N% 4-6% 30% Single-target skill CRIT DMG +N% on your turn 2-4% 20% Increase ATK/DEF Effect +N% 3-5% 25% Increase SPD Effect +N% 4-6% 30% Bomb Damage +N% 2-4% 20% CRIT DMG taken -N% 2-4% 20% Life Drain +N% 5-8% 40% Additional Damage by +N% of HP 0.20-0.30% 1.50% Additional Damage by +N% of ATK 2-4% 20% Additional Damage by +N% of DEF 2-4% 20% Additional Damage by +N% of SPD 25-40% 200% CD+ as more enemy HP. max N% 4-6% 30% CD+ as less enemy HP. max N% 8-12% 60% Own Turn 1-target CD +N% 2-4% 20% Counterattack/Co-op Attack DMG +N% 2-4% 20% The following sub-properties will no longer occur from acquiring Artifacts or powering up Artifacts after the v6.2.0 update but will remain in the game. Additional damage from 2% to 4% of defence. Counter Attack Damage +1% to 3%.Joint Attack Damage +1% to 3%. To improve it, nothing very complicated, just do as for the runes! Here is an example with this random Light attribute artifact, which mainly increases HP and has the following sub-properties: attack gauge after resurrection +3% ; speed increase effect +4% ; defence proportional to the VPs lost up to 5%. Their use brings a big plus to the gameplay and complements the runes in improving monsters. For example, the cost of powering-up a Normal Artifact is less than powering-up a Legendary Artifact. This includes what the modifiers do, how they effect the units, how the new dungeons work, etc. There are five different grades: Normal - White (0) Magic - Green (3) Rare - Blue (6) Hero - Purple (9) Legendary - Orange (12) The higher the rarity, the more secondary effects the artifact will start with. Main PropertySub-propertyIncreased damageFire damage +2% to 4%.Water damage +2% to 4%.Wind damage +2% to 4%.Light damage +2% to 4%. Their sub-properties attribute certain additional effects. Powering up an artifact from +1 to +3 has a 100% success rate which will go down successively with each level. Once removed, the artifact will go back into the player's inventory and can be equipped again on a monster. Artifacts to be obtained in Punisher's Crypt of Summoners War The artefacts to be obtained in this dungeon will be different from those mentioned above, as it will be possible to farm type artefacts. The cost of powering-up depends on the grade and level of the artifact. Primary Stat Changes Primary Stat Value HP (+) 1500 ATK (+) 100 DEF (+) 100 Sub-stats[] The below table reflects the sub-stat values possible for a single stat on an individual artifact.

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