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In a world where most things can be bought online, health care remains one of the last remaining industries that mostly happen offline. Telemedicine exists, but most people still go to an actual doctor's office for their health needs. Though many doctors will get new patients as a result of being a part of health network or through referrals from other doctors, a new report suggests that it's important for healthcare providers to have a strong online presence. Though patients will eventually meet their doctor face to face, their search for the right provider often starts on the internet to make a healthcare-related search in the past year. The survey, which was commissioned by Doctors.com, also revealed that three in five (63 percent) of all the respondents will choose one provider over another because of a strong online presence (i.e. availability of relevant, accurate and compelling information). This isn't just something that applies to younger patients. In an age where everyone walks around with a tiny tablet in their pocket (i.e. their smartphone), even older consumers routinely check the online reputation of potential healthcare providers. According to the Doctors.com survey, more than three-quarters of respondents aged 60 and up have used the internet to make a healthcare related search in the past year. More importantly, the results suggests older consumers are more affected by what they find online. Nine out of ten (90 percent) patients in the 60+ demographic said they will choose a new provider after seeing negative online ratings. As one of the researchers noted, the data shows that even doctors who rely on referrals need to maintain a strong online presence. A referral may get patients looking in a certain direction, but for may consumers, it's the online reputation they find for a healthcare provider that will be the deciding factor. "The fact that 81 percent of patients will read reviews about a provider, even after they've been referred, indicates that we've entered a truly consumerist era of healthcare. Patients depend on online sources of information more so than ever, and are using all of the digital tools available to inform themselves and make healthcare decisions," said Andrei Zimiles, CEO of Doctor.com. "While it is paramount for healthcare organizations to provide quality care, they must also focus on building a strong online presence and a seamless customer journey. It's what today's patients expect. "There are several ways doctors can use this information to create a more compelling website for their practice. First, make sure it's easy for new visitors to find testimonials and reviews from satisfied patients. Remember, there are entire websites devoted to giving angry people a place to vent about companies. So making consumers search Google to find reviews could lead them to unfavorable content. If testimonial posts and videos are easy to find from the main website, consumers won't have to go searching and if they did, the reviews on the site will probably appear prominently in the search results. The Doctors.com survey also revealed some of the online features that consumers want from the website of healthcare providers. For example, nearly half of the survey respondents (45 percent) said they prefer to use digital methods to request an appointment (i.e. online scheduling via a website, app, or email). Clearly, there is a benefit for adding an online scheduling component to a doctor's website. Similarly, healthcare websites should be useful for the practice over the long term. Assuming they're receiving quality care, 82 percent of the Doctors.com survey respondents ranked customer service as the most important factor influencing their loyalty to a provider. Though doctors rely on their face-to-face interactions to provide service as the most important factor influencing their loyalty to a provider. Though doctors rely on their face-to-face interactions to provide service as the most important factor influencing their loyalty to a provide service as the most important factor influencing their loyalty to a provide service as the most important factor influencing their loyalty to a provide service as the most important factor influencing their loyalty to a provide service as the most important factor influencing their loyalty to a provide service as the most important factor influencing their loyalty to a provide service as the most important factor influencing their loyalty to a provide service as the most important factor influencing their loyalty to a provide service as the most important factor influencing their loyalty to a provide service as the most important factor influencing their loyalty to a provide service as the most important factor influencing their loyalty to a provide service as the most important factor influencing their loyalty to a provide service as the most important factor influencing the service as the most important f online presence to attract patients and to provide consumers with the customer service experience they expect. For some recent research that can help business owners in all industries, read this article on consumer expectations for data handling. metadata I'm R23, I have the specific buildings, but the research tab didn't pop up. What am I missing? metadata Key To The Lost City lore artifact? (Requirements: 1500th Excavation (total) + R23) metadata I was trying to save my excavations for when I first neutrals arent that strong yet. metadata dont worry, at r23 the neutrals arent that strong yet. least 10 DVG gems then you can play vanilla factions without affiliating with prestige and buy their unique building apprade to unlock that factions research. Actually you require a certain amount of faction specific building and then you can buy their treaty or whatever..you'll be able to afford it before you hit dvg gems but the returns are extremely low at low gemtotals metadata there is a wiki and multiple guides on the forums for this XD metadata metadata metadata metadata * Originally posted by **[vinnie923](/forums/8945/topics/727472?page=1#11132371)**:* > there is a wiki and multiple guides on the forums for this XD They are full of spoilers if you want to learn gradually; I don't blame him for asking. > *Originally posted by **[Tavonis](/forums/8945/topics/727472?page=1#11132241)**:* > how do you unlock research at all? i just hit r16 Just play as if it is R15; things will reveal themselves when you're nearby. metadata i am r23. im trying to unlock Neutral research, i have over 2500 max excavations, currently have 1499 excavations and playing as titan with unique buikding purchased. if i buy one more excavation would i get the lore artifact? or do i have to buy 2 more? the exclamation mark isnt showing. metadata the wiki doesn't answer my question metadata nevermind, i went ahead and bought my 1500th excavation and--even though there was no exclamation mark--automatically got the key. metadata > *Originally posted by **[Tavonis](/forums/8945/topics/727472?page=1#11183077)**:* > the wiki doesn't answer my question "Requirements: 1500th Excavation (total) + R23" Yes it clearly does. metadata metadata the wiki says the requirement is the **1500th _TOTAL_ excavations is maximum excavations, not excavations is maximum excavations is maximum excavations is maximum excavations is maximum excavations. excavations: the biggest (overall) number. Thus current excavations=this game & total excavations=all time. this is why i dont use the wiki often, it can be confusing. i could have explained my reasoning better, but i dont want to. i have said all im going to say. metadata > *Originally posted by **[Tavonis](/forums/8945/topics/727472? page=1#11183198)**:* > the wiki says 1500th **TOTAL** excavations. but total excavations, not excavations, not excavations, not excavations, not excavations, not excavations that you have currently is a static number that only increases when you buy more, and resets every reincarnation. the overall amount of excavations is also static, but only ever changes when current excavations is highest excavations is highest excavations and is not used for anything. Also you certainly havent got this idea from reading the wiki. metadata The word "total" is always used to refer to statistics that are accumulated over the cource of your current reincarnation. Spells are an active component of the game mechanics that are accumulated over the cource of your current reincarnation. can be altered by getting specific Faction, Heritage, Challenge, or Research upgrades. Different aspects of the spells can also be used in other upgrades (while a spell is active, the number of spell casts, based on mana produced, etc.). The trick to use spells efficiently relies on finding the best setting: Which spell combination to cast, at what timing, with which automatic-casting tool, and where to set the contingency arrow. Like for upgrades, these choices can make a crucial difference for your game progress. In later stages of the game you unlock more spells and spells can also have additional tiers. More information on Spell Tiers can be found here. While offline: Spells set on autocasting will gain "Active Time", but no spell will actually be cast. Instead, a generic non-specific spell will increase your "Spell Casts" entry in the stats. Offline Autocast) (t * min(1, m * d / (n * c ^ 1.5))), where t is offline time, m is offline time. 1), and n is number of spells set to autocast (not counting Tax Collection). Spells Menu All Faction Default Spells Tax Collections in less than 5 seconds. Effect: Instantly gain 30 seconds worth of coin production from buildings and assistants. Coin Pillage Requirement: Cast 150 Tax Collections in less than 5 seconds. Effect: Tax Collection also finds 30 seconds worth of Faction Coins. Cost: 1 Dc (1e33), A1+ Free Call to Arms (All Factions) Cost: 400 Mana - Duration: 20 seconds Effect: Increase the production of all buildings owned (This Game) stat. Warcry (R206+) Call to Arms gains additional effects based on your alignments, scaling off your Call to Arms strength. Good: Grants one maximum castable Call to Arms. Tax Collection casts in this game now increases Call to Arms base bonus (This bonus will boost the other Warcry effect. Stacks multiplicatively with W180, additively with C225 & R150 power). Formula: (1.5 * x ^ 0.5)%, where x is Tax Collection casts this game. Evil: Multiplicatively increase Tax Collection worth in seconds. Formula: (y ^ 0.35)% Neutral: Multiplicatively increase Faction Coins find chance. Formula: (0.35 * y ^ 0.35)% Order: Increases all spell durations. Formula: (2.5 * ln(1 + y)) Chaos: Multiplicatively increase assistants (Temporary). Formula: (0.45 * y ^ 0.35) Balance: Increases Royal Exchange Bonus multiplicatively and makes them count more. Formula: (0.45 * y ^ 0.45) Call to Arms Tier 2-7 (R42+) Tier: 2 Cost 51 Sxd (5.1e52) - FC 0 Tier: 3 Cost 766.4 Vg (7.664e65) - FC 0 Tier: 4 Cost 11.52 Qivg (1.152e79) - FC 0 Tier: 5 Cost 173.1 Novg (1.731e92) - FC 0 Tier: 6 Cost 2.601 Qatg (2.601e105) - FC 0 Tier: 7 Cost Free - FC 0 Spiritual Surge (All Factions, R14+) Cost: 2500 Mana - Duration: 20 seconds Effect: Increase the production of all buildings based on the amount of times you reincarnated and ascended. Formula: (2500 * (R ^ 1.05)) ^ (1 + A * 0.5)%, where R is the number of times you have reincarnated and A is how many times you ascended. Spiritual Surge Tier 2-7 (R42+) Faction Coins Needed Fairy, Elven, Angel, Goblin, Undead, Demon, Dwarven, Drow Tier: 2 Cost 66 Uvg (6.6e67) - FC 10 T (1e13) each Tier: 3 Cost 5.949 Spvg (5.949e84) - FC 891.3 T (8.913e14) each Tier: 4 Cost 53.61 Utg (5.361e97) - FC 79.43 Qa (7.943e16) each Tier: 5 Cost 48.33 Octg (4.833e118) - FC 7.079 Qi (7.079e18) each Tier: 6 Cost 4.356 Qaqag (4.356e135) - FC 631 Qi (6.31e20) each Tier: 7 Cost Free - FC 56.23 Sx (5.623e22) each Alignment Spells Holy Light (Proof of Good Deed) Cost: 900 Mana - Duration: 10 seconds Effect: Increase FC 56.23 Sx (5.623e22) each Alignment Spells Holy Light (Proof of Good Deed) Cost: 900 Mana - Duration: 10 seconds Effect: Increase FC 56.23 Sx (5.623e22) each Alignment Spells Holy Light (Proof of Good Deed) Cost: 900 Mana - Duration: 10 seconds Effect: Increase FC 56.23 Sx (5.623e22) each Alignment Spells Holy Light (Proof of Good Deed) Cost: 900 Mana - Duration: 10 seconds Effect: Increase FC 56.23 Sx (5.623e22) each Alignment Spells Holy Light (Proof of Good Deed) Cost: 900 Mana - Duration: 10 seconds Effect: Increase FC 56.23 Sx (5.623e22) each Alignment Spells Holy Light (Proof of Good Deed) Cost: 900 Mana - Duration: 10 seconds Effect: Increase FC 56.23 Sx (5.623e22) each Alignment Spells Holy Light (Proof of Good Deed) Cost: 900 Mana - Duration: 10 seconds Effect: Increase FC 56.23 Sx (5.623e22) each Alignment Spells Holy Light (Proof of Good Deed) Cost: 900 Mana - Duration: 10 seconds Effect: Increase FC 56.23 Sx (5.623e22) each Alignment Spells Holy Light (Proof of Good Deed) Cost: 900 Mana - Duration: 10 seconds Effect: Increase FC 56.23 Sx (5.623e22) each Alignment Spells Holy Light (Proof of Good Deed) Cost: 900 Mana - Duration: 10 seconds Effect: Increase FC 56.23 Sx (5.623e22) each Alignment Spells Holy Light (Proof of Good Deed) Cost: 900 Mana - Duration: 10 seconds Effect: Increase FC 56.23 Sx (5.623e22) each Alignment Spells Holy Light (Proof of Good Deed) Cost: 900 Mana - Duration: 10 seconds Effect: 10 seconds clicking reward by 1750% Holy Light Tier 2-7 (R42+) Faction Coins Needed Fairy, Elven, Angel, Dwarf Tier: 2 Cost 54 Spd (5.4e55) - FC 1 B (1e9) Tier: 4 Cost 396.8 Sxvg (3.968e83) - FC 501.2 B (5.012e11) Tier: 5 Cost 34.02 Utg (3.402e97) - FC 5 T (1.122e13) Tier: 6 Cost 251.2 Sxtg (2.916e111) - FC 10 T (2.514e14) Tier: 7 Cost Free - FC 5.623 Qa (5.623e15) Blood Frenzy (Proof of Evil Deed) Cost: 600 Mana - Duration: 20 seconds Effect: Increases the production of all Evil buildings by 1250%. Blood Frenzy Tier: 3 Cost 54 Spd (5.4e55) - FC 1 B (1e9) Tier: 3 Cost 4.629 Dvg (4.629e69) - FC 22.39 B (2.239e10) Tier: 4 Cost 396.8 Sxvg (3.968e83) - FC 501.2 B (5.012e11) Tier: 5 Cost 34.02 Utg (3.402e97) - FC 11.22 T (1.122e13) Tier: 5 Cost 34.02 Utg Effect: Increase production bonus from Gems Note: Gem Grinder formula changed to work with Reincarnations and Ascension Gem Grinder Tier 2-7 (R42+) Faction Coins Needed Fairy, Elven, Angel, Goblin, Undead, Demon, Dwarven, Drow Tier: 2 Cost 60 Nod (6E61) - FC 5 B (5e9) Tier: 3 Cost 166.9 Qavg (1.669E77) - FC 142.5 B (1.425e11) Tier: 4 Cost 464.7 Novg (4.647E92) - FC 4.0161 T (4.061e12) Tier: 5 Cost 1.293 Qitg (1.293E108) - FC 115.7 T (1.157e14) Tier: 6 Cost 3.6 Qag (3.6e123) - FC 3.299 Qa (3.299e15) Tier: 7 Cost Free - FC 94.02 Qa (9.402e16) Faction Spells Fairy Chanting (Fairy) Cost: 1000 Mana - Duration: 10 seconds Effect: Increase the production of Farms, Inns and Blacksmiths by 50,000% Spell Trophy & Upgrade: Fairy Chanting while having 45 or more assistants. Effect: Triples your assistants while Fairy Chanting is active. Cost: 1 M (1e6), A1 + Free Challenge Upgrade: Fairy Orchestra (R18+) Effect: Each assistant generates 3 times as many faction coins while Fairy Chanting is active. Fairy Chanting Tier 2-7 (R42+) Faction Coins Needed Fairy Effect: Increases the duration of the spell by 10 seconds per tier. Tier: 2 Cost 54 Spd (5.4e55) - FC 10 B (1e10) Tier: 3 Cost 4.629 Dvg (4.629e69) - FC 316.2 B (3.162e11) Tier: 4 Cost 396.8 Sxvg (3.968e83) - FC 10 T (1e13) Tier: 5 Cost 34.02 Utg (3.402e97) - FC 316.2 T (3.162e14) Tier: 6 Cost 2.916 Sxtg (2.916e111) - FC 10 Qa (1e16) Tier: 7 Cost Free - FC 316.2 Qa (3.162e17) Moon Blessing (Elven) Cost: 700 Mana - Duration: 20 seconds Effect: Increases the production of all buildings based on on the amount of clicks made in this Reincarnation for 20 seconds. Formula: (0.7 * x ^ 0.7)%, where x is the amount of clicks made in this Reincarnation. Spell Trophy & Upgrade: Sun Blessing between 6 AM and 1 PM (local time). Effect: Autoclicks 15 times per second while Moon Blessing is active. Cost: 1 M (1e6), A1+ Free Challenge Upgrade: Sun Blessing Requirement: Activate Moon Blessing between 6 AM and 1 PM (local time). Star Blessing (R18+) Effect: Automatic clicks from Sun Blessing always trigger Elven Luck. Moon Blessing Tier 2-7 (R42+) Faction Coins Needed Elven Effect: Increase click reward by an additional 35.6% per tier. Tier: 2 Cost 54 Spd (5.4e55) - FC 10 B (1e10) Tier: 3 Cost 4.629 Dvg (4.629e69) - FC 316.2 B (3.162e11) Tier: 4 Cost 396.8 Sxvg (3.968e83) - FC 10 T (1e13) Tier: 5 Cost 34.02 Utg (3.402e97) - FC 316.2 T (3.162e14) Tier: 6 Cost 2.916 Sxtg (2.916e111) - FC 10 Qa (1e16) Tier: 7 Cost Free - FC 316.2 Qa (3.162e17) < God's Hand (Angel) Cost: 900 Mana - Duration: 20 seconds Effect: Increase the production of all buildings by 120 times your Mana Regeneration rate. Spell Trophy & Upgrade: God's Rest Requirement: Cast God's Hand on any Sunday. Effect: Gives random Faction Coin find chance for each other spell you cast while God's Hand is active. Formula: (floor(x ^ 1.1), where x is Faction Coin find chance for each other spell you cast while God's Hand is active. Regeneration is multiplicatively increased by 50% while God's Hand is active. Effect: Also increase offline mana regeneration. Formula: (10 * log10(1 + x)), where x is offline mana regeneration. Formula: (10 * log10(1 + x)), where x is offline mana regeneration. (1e10) Tier: 3 Cost 4.629 Dvg (4.629e69) - FC 316.2 B (3.162e11) Tier: 4 Cost 396.8 Sxvg (3.968e83) - FC 10 T (1e13) Tier: 5 Cost 34.02 Utg (3.402e97) - FC 316.2 Qa (3.162e17) Diamond Pickaxe (Dwarven) Cost: 1000 Mana - Duration: 12 seconds Effect: Increase clicking reward by 25% per Excavation you made and increase your Faction Coin find chance by 200%. Spell Trophy & Upgrade: Minedwarf Requirement: Find 30,000 Faction Coin find chance by 200%. Cost: 100 Sxd (1e53), A1+ Free Challenge Upgrade: Iron Grip (R33+) Effect: Increases FC find chance per tier. Tier: 2 Cost 63 Vg (6.3e64) - FC 1 T (1e12) Tier: 3 Cost 998.1 Qivg (9.981e80) - FC 63.1 T (6.31e13) Tier: 4 Cost 15.81 Utg (1.581e97) - FC 3.981 Qa (3.981e15) Tier: 5 Cost 250.5 Sxtg (2.505e113) - FC 15.85 Qi (1.585e19) Tier: 5 Cost 250.5 Sxtg (2.505e113) - FC 251.2 Qa (2.512e17) Tier: 6 Cost 3.969 Dqag (3.969e120) - FC 15.85 Qi (1.585e19) Tier: 5 Cost 250.5 Sxtg (2.505e113) - FC 251.2 Qa (2.512e17) Tier: 5 Cost 250.5 Sxtg (2.505e113) - FC 251.2 Qa (2.512e17) Tier: 6 Cost 3.969 Dqag (3.969e120) - FC 15.85 Qi (1.585e19) Tier: 7 Cost Free - FC 1 Sx (1e21) Goblin's Greed (Goblin) Cost: 800 Mana - Duration: 5 seconds Effect: Instantly produces Faction Coins based on gems you own. Also increases production of all buildings based on the number of Faction Coins found in this game. Factor Coins found in this game. F game. Spell Trophy & Upgrade: Greed Drive Requirement: Cast Goblin's Greed 100 times in a row and do not cast any other spell. Note: The Goblin's Greed costs 150 less mana. Cost: 1 M (1e6), A1+ Free Challenge Upgrade: Avarice Drive (R18+) Effect: Goblin's Greed counts Faction Coins found in this Reincarnation. Goblin's Greed Tier 2-7 (R42+) Faction Coins Needed Goblin Tier: 2 Cost 54 Spd (5.4e55) - FC 10 B (1e10) Tier: 3 Cost 4.629 Dvg (4.629e69) - FC 316.2 B (3.162e11) Tier: 4 Cost 396.8 Sxvg (3.968e83) - FC 10 B (1e10) Tier: 3 Cost 4.629 Dvg (4.629e69) - FC 316.2 B (3.162e11) Tier: 4 Cost 396.8 Sxvg (3.968e83) - FC 10 B (1e10) Tier: 4 Cost 396.8 Sxvg (3.968e83) - FC 10 B (1e10) Tier: 5 Cost 34.02 Utg (3.402e97) - FC 316.2 B (3.162e14) Tier: 6 Cost 2.916 Sxtg (2.916e111) - FC 10 Qa (1e16) Tier: 7 Cost Free - FC 316.2 Qa (3.162e17) Night Time (Undead) Cost: 1000 Mana - Duration: 20 seconds Effect: The production of assistants is increased by 30% per Necropolis you own. Spell Trophy & Upgrade: True Night Requirement: Cast Night Time between 11 pm and 6 am. Effect: Increases Night Time's production of assistants to 40% per Necropolis. Cost: 1 M (1e6), A1+ Free Challenge Upgrade: Midnight Time (R18+) Effect: Increase Night Time assistant bonus based on time spent offline in this Reincarnation. Formula: (0.2 * (x / 60) ^ 0.7)%, where x is time spent offline in this Reincarnation. Night Time Tier 2-7 (R42+) Faction Coins Needed Undead Tier: 2 Cost 54 Spd (5.4e55) - FC 10 B (1e10) Tier: 3 Cost 4.629 Dvg (4.629e69) - FC 316.2 B (3.162e11) Tier: 4 Cost 396.8 Sxvg (3.968e83) - FC 10 T (1e13) Tier: 5 Cost 34.02 Utg (3.402e97) - FC 316.2 T (3.162e14) Tier: 6 Cost 2.916 Sxtg (2.916e111) - FC 10 Qa (1e16) Tier: 7 Cost Free - FC 316.2 Qa (3.162e17) Hellfire Blast (Demon) Cost: 1000 Mana - Duration: 20 seconds Effect: Increase the production of Evil Fortresses and Hell Portals based on your amount of trophies. Formula: (round(200 * x ^ 0.8))%, where x is your Trophies Unlocked stat. Spell Trophy & Upgrade: Hell Rush Requirement: Cast the Demon spell Hellfire Blast in the first 60 seconds of a playtime. Effect: Hellfire Blast also boosts Halls of Legends. Cost: 1 M (1e6), A1+ Free Challenge Upgrade: Hellfire Blast also counts Evil spells cast in this reincarnation. Hellfire Blast also counts Evil spells cast in this reincarnation. Hellfire Blast also counts Evil spells cast in this reincarnation. more per Tier. Formula: (50 * (T - 1))%, where T is the Hellfire Blast Tier. Tier: 2 Cost 54 Spd (5.4e55) - FC 10 B (1e10) Tier: 3 Cost 4.629 Dvg (4.629e69) - FC 316.2 B (3.162e11) Tier: 3 C Cost Free - FC 316.2 Qa (3.162e17) Combo Strike (Drow) Cost: 800 Mana - Duration: Fixed to 16 seconds Effect: Increase the production of all buildings by a progressively higher value as you continue casting this spell (This game). Spell Trophy & Upgrade: Perfect Combo Requirement: Cast Combo Strike 100 times in a single game, The chain is interrupted by casting different spells. Effect: Increases Combo Strike. Cost: 100 Sxd (1e53), A1+ Free Challenge Upgrade: Versatile Combo (R33+) Effect: Increase Combo Strike counter based on the amount of spells cast in this game, not including Tax Collection. New Combo Strike cast count and y is every other spell (except tax collection and generic) cast count. Effect: Also increase offline spells cast amount multiplicatively based on your offline Mana Regeneration. Formula: (10 * log10(1 + x))%, where x is your offline Mana Regeneration. Combo Strike Tier 2-7 (R42+) Faction Coins Needed Drow Effect: Combo strike cast stat increases more when you cast higher tiers. Tier: 2 Cost 63 Vg (6.3e64) - FC 1 T (1e12) Tier: 3 Cost 998.1 Qivg (9.981e80) - FC 63.1 T (6.31e13) Tier: 4 Cost 15.81 Uvg (1.581e97) - FC 3.981 Qa (3.981e15) Tier: 5 Cost 250.5 Sxtg (2.505e113) - FC 251.2 Qa (2.512e17) Tier: 6 Cost 3.969 Dqag (3.969e120) - FC 15.85 Qi (1.585e19) Tier: 7 Cost Free - FC 1 Sx (1e21) Lightning Strike (Titan) Cost: 600 Mana - Duration: 10 seconds Effect: The production of a random building is multiplied by 500% for each Iron Stronghold. Also multiplicatively increase Faction Coins find chance based on your current amount of gems. Spell Trophy & Upgrade: Lightning Strike 100 times in a single game. Effect: Increase Lightning Strike bonus to 750% for each Iron Strongholds. Cost: 10 Dd (1e40), A1+ Free Challenge Upgrade: Thunderstorm (R25+) Effect: Further increase Faction Coin find chance from Lightning Strike hits. Note: Lightning Strike can hit multiple tiers at once if you have C375 and/or Titan Perk 4. Lightning Strike Tier 2-7 (R42+) Faction Coins Needed Angel, Goblin Effect: Iron Strongholds count for 75% more per tier for the spell bonus. Tier: 2 Cost 57 Ocd (5.7e58) - FC 50 B (5e10) Tier: 3 Cost 27.85 Tvg (2.785e73) - FC 2.013 T (2.013e12) Tier: 4 Cost 13.61 Ocvg (1.361e88) - FC 81.03 T (8.103e13) Tier: 5 Cost 6.649 Ttg (6.649e102) - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 5.287 Qi (5.287e18) Brainwave (Faceless) Cost: 600 Mana - Duration: 600 seconds Effect: Increase production of all buildings by a cumulative 2% per second. Spell Trophy & Upgrade: Faceless Overmind Requirement: Affiliate with the Faceless 5 times in a row. Effect: Increases Brainwave ticks to 3% per second. Cost: 10 Dd (1e40), A1 + Free Challenge Upgrade: Focused Thoughts (R25+) Effect: Give Brainwave a headstart based on its activity time in this game, with a minimum of 1 minute. Formula: +1 second per 5 minutes of Brainwave active time (This Game). Tier Upgrade: +10 minutes per tier of Brainwave past tier 1. Brainwave past tier 2-7 (R42+) Faction Coins Needed Fairy, Undead Effect: Brainwave past tier 1. Brainwave past tier 2-7 (R42+) Faction Coins Needed Fairy, Undead Effect: Brainwave past tier 1. Brainwave past tier 1. Brainwave past tier 2-7 (R42+) Faction Coins Needed Fairy, Undead Effect: Brainwave past tier 1. Brainwave past tier 2-7 (R42+) Faction Coins Needed Fairy, Undead Effect: Brainwave past tier 1. Brainwave past tier 1. Brainwave past tier 2-7 (R42+) Faction Coins Needed Fairy, Undead Effect: Brainwave past tier 1. Brainwave past tier 1. Brainwave past tier 2-7 (R42+) Faction Coins Needed Fairy, Undead Effect: Brainwave past tier 2-7 (R42+) Faction Coins Needed Fairy, Undead Effect: Brainwave past tier 1. 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Formula: (25 * (x * y * z / (A + 3) ^ 6) ^ 0.9) where x, y and z are the number of your three most-built buildings and A is Ascension. Spell Trophy & Upgrade: Halls of Balance (R25+) Requirement: Have Grand Balance (R25+) Requirement: Have Grand Balance duration to 24 most-built buildings and A is Ascension. seconds and lower its cost by 200 mana. Cost: 10 Dd (1e40), A1+ Free Challenge Upgrade: Primal Balance Effect: Grand Balance now affects extra buildings based on Mana produced in this Reincarnation. Formula: (0.00001 * x) ^ (0.2 - 0.025 * A), where x is Mana produced in this Reincarnation and A is how many times you have ascended. Effect: When the amount of additional targets exceeds 11, increase the production of all affected buildings based on the exceeding amount. Does not suffer from Ascension penalties. Formula: (3 * (x - 10) ^ 1.5)%, where x is the amount of additional targets. Note: A table for the amount of additional targets. Note: A table for the amount of additional targets. Note: A table for the amount of additional targets. Note: A table for the amount of additional targets. Faction Coins Needed Elven, Demon Tier: 2 Cost 57 Ocd (5.7e58) - FC 50 B (5E10) Tier: 3 Cost 27.85 Tvg (2.785e73) - FC 2.013 T (2.013e12) Tier: 5 Cost 6.649 Ttg (6.649e102) - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 3.262 Qa (3.262e15) Tier: 6 Cost 3.249 Octg (3.249e117) - FC 131.3 Qa (1.313e17) Tier: 7 Cost Free - FC 3.262 Qa (3.262e15) Tier: 7 Cost 5.262 Qa (3.262e15) Tier: 5.287 Qi (5.287e18) Ascension 1 Spells (R40+) Dragon's Breath (Dragon, R46+) Cost: 1500 Mana - Duration: 20 seconds Effect: Activates one of the following effects at random for 20 seconds. Red: Increase the production of unique buildings based on the amount of Faction Coins found in this game. Formula: (2 * (ln(1 + x) ^ 2)%, where x is the amount of Faction Coins found in this game. Green: Increase the production of all buildings based on the amount of spells cast in this game. Higher bonuses are provided to lower building tiers. Formula: (0.01 * x ^ 0.625 * (11 - T) ^ 5)%, where x is spells cast (this game) and T is the building tier. (1 for Farms, 11 for Hall of Legends). Blue Multiplicatively increase your Mana Regeneration by 200%. White: Temporarily increase the amount of assistants based on total time spent as Neutral this Reincarnation Black: Increase the production of all buildings based on Dragon's Breath activity time. Formula: (0.5 * x ^ 0.75)%, where x is Dragon's Breath activity time. Spell Trophy & Upgrade: Dragon's Roar Requirement: Cast Dragon's Breath while having at least 4 other active spells. Effect: Dragon's Breath multiplicatively increases Faction Coin find chance based on its duration. Formula: (6 * x ^ 0.6)%, where x is its duration. Cost: 10 Dd (1e40), A2+ Free Challenge Upgrade: Prismatic Breath (R63+) Effect: While all 5 breaths are active. Reincarnations count 50% more. Dragons Breath Tier 2-7 (R46+) Faction Coins Needed Dwarf. Drow Effect: Each tier also increase offline production based on mana statistics Formula Note: No 1 spell will be casted twice in the same cast. Tier: 2 Cost 69 Dvg (6.9e70) - FC 1 Qa (1e15) Dwarven, Drow Tier: 3 Cost 35.36 Ocvg (3.536e88) - FC 177.8 Qa (1.778e17) Dwarven, Drow Tier: 4 Cost 18.12 Qatg (1.812e106) - FC 31.62 Qi (3.162e19) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 4 Cost 18.12 Qatg (1.812e106) - FC 31.62 Qi (3.162e19) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 4 Cost 18.12 Qatg (1.812e106) - FC 31.62 Qi (3.162e19) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 4 Cost 18.12 Qatg (1.812e106) - FC 31.62 Qi (3.162e19) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e21) Dwarven, Drow Tier: 5 Cost 9.289 Qaq (9.289e123) - FC 5.623 Sx (5.623e123) - F Drow Tier: 6 Cost 4.751 Sxqag (4.761e141) - FC 1 Sp (1e24) Dwarven, Drow Tier: 7 Cost Free - FC 177.8 Sp (1.778e26) Dwarven, Drow Note: Dragon's Breath will cast 2 random Dragon's Breath will cast a random Dragon's Breath will cast 2 random Dragon's Breath will cast 2 random Dragon's Breath will cast 2 random Dragon's Breath will cast a random Dragon's Breath will cast 2 random Dragon's Breath will cast 2 random Dragon's Breath will cast 2 random Dragon's Breath will cast a random Dragon's Breath will cast 2 random Dragon's Breath will Mana - Duration: Fixed to 20 seconds Requirement: Round Table Effect: Alters Tax Collection of all buildings and Faction Coin find chance based on this spell tier level. Effect: Also produce Tax Collection casts per second based on your Maximum Mana. Formula (Production bonus): ((((1 + 0.01 * (120 + 1.25 * ln(1 + 90 + x) ^ 1.25)) ^ T) - 1) * 100)%, where x is Tax Collection worth in seconds and T the Share Benefits. Formula (Additional Tax Collection): +(0.01 * x * T), where x is Tax Collection worth in seconds and T the Share Benefits. Maximum Mana and T Share Benefits tier. Note: Can be cast up to 36 tiers (Ascension 1) / 99 tiers (Ascension 3). Note: Each tier costs x2/1.5 (with S1275) more mana than the previous one until Tier 40 - above x4/x2.25 than the previous one. Note: Drains every second Mana equal to its current cost. Note: Upgrades that cast free Tax Collection are disabled. Reap Interests (Evil Mercenary) Cost: 200 Mana - Duration: 0 seconds Requirement: Dark Covenant Effect: Additional casts of Reap Interests increase its seconds worth of production. Formula: *(50000 * log10(8 + 0.1 * x)), where x is amount of Reap Interests casts. Note: Upgrades that cast free Tax Collection are treated as Reap Interests casts. Appraisal Vantage (Neutral Mercenary) Cost: 200 Mana - Duration: 0 seconds Requirement: Secret Exchange Effect: Generates additional Faction Coins based on the amount of assistants you own. Formula: (x * y ^ 1.275), where x is assistants owned, y is Faction coin chance. Note: Upgrades that cast free Tax Collection are treated as Appraisal Vantage casts. Ascension 2 (R100+) Secondary Alignment Spells Temporal Flux (Proof of Order) Requirement: Ascension 2 Cost: 5000 Mana - Duration: 20 seconds Effect: Also multiplicatively increase Mana Regeneration based on time spent in this game. Formula: (3.75 * (x / 60) ^ 0.825)%, where x is time in seconds this game. Tier 2 (R120+) Requirement: Lantern of Guidance (Artifact) Coin Cost: 120 Notg (1.2e122) Emerald coins FC Cost: 1 Sp (1e24) Angel, Undead, Dwarven and Drow Coins. Maelstrom (Proof of Chaos) Requirement: Ascension 2 Cost: 3500 Mana - Duration: 20 seconds Effect: Increase the production of three random buildings based on one of these stats in this game, chosen at random: Mana produced, trophies unlocked, Faction Coins found or amount of assistants Formula (Mana): (0.02 * (log10(1 + x)) ^ 5)%, where x is Mana produced this game. Formula (Faction Coins found or amount of assistants Formula (Faction Coins found or amount of assistants Formula (Table 2.5 * x ^ 0.9)%, where x is trophies unlocked. Formula (Faction Coins found or amount of assistants Formula (Mana): (0.02 * (log10(1 + x)) ^ 5)%, where x is Mana produced this game. Coins): (0.01 * (log10(1 + x)) ^ 4)%, where x is Faction Coins found this game. Formula (Assistants): (0.25 * (log10(1 + x)) ^ 5)%, where x is amount of assistants. Tier 2 (R120+) Requirement: Oil Lamp (Artifact) Coin Cost: 120 Notg (1.2e122) Emerald coins FC Cost: 1 Sp (1e24) Fairy, Demon, Dwarven and Drow Coins. All Creation (Proof Of Balance) Requirement: Ascension 2 Cost: 6000 Mana - Duration: 20 seconds Effect: Increase production of all buildings based on your Mana Regeneration rate. Formula: (0.15 * ln(1 + x) ^ 3 + 0.75 * x ^ 0.25)%, where x is your Mana Regeneration rate. Formula: (4.5 * ln(1 + x) ^ 2.25 + 12.5 * x ^ 0.125)%, where x is your Mana Regeneration. Tier 2 (R120+) Requirement: Spark of Life (Artifact) Coin Cost: 120 Notg (1.2e122) Emerald coins FC Cost: 1 Sp (1e24) Elven, Goblin, Dwarven and Drow Coins. Ascension 2 (R125+) Elite Faction Spells Precognition (Archon) Cost: 123456 Mana - Duration: 60 seconds Effect: Buildings, Assistants, Royal Exchanges, Spells cast and Clicks count more based on Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. Formula: (ln(1 + x) ^ 1.25)%, where x is Mana produced in this game. 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Formula: (100 * $\ln(1 + x / 60) \land 2.5$), where x is its duration. Effect: Also scale off invisible spell duration modifiers. Cost: 10 Octg (1e118), A3+ Free Challenge Upgrade: Omniscience (R153+) Effect: Precognition also makes Excavations, Artifacts, Reincarnations, Research points and Lineage levels count 15% more. Limited Wish (Djinn) Cost: 888888 mana - Duration: Fixed to 12 seconds Effect: Provide a random effect based on your chosen base alignment, for 12 seconds. The duration of the spell cannot be modified. Its power increases as you continue casting this spell. Formula: (2.25 * (ln(1 + x) ^ 1.35) * y ^ 0.45)%, where x is Limited Wish casts this game rolled on cast. Possible Effects 1: Increase the production of all buildings. Good Alignment 2: Temporarily increase Assistants. 3: All spells durations count more. 4: Multiplicatively increase Mana Regeneration. 4: Multip Mana. 3: All spells durations count more. 4: Multiplicatively increase Faction Coin find chance. Spell Trophy & Upgrade: Persistent Entropy Requirement: R125+, Cast Limited Wish 100 times within 30 minutes of a new game. Effect: Adds 150 casts to Limited wish formula. Cost: 10 Octg (1e118), A3+ Free Challenge Upgrade: Full Wish (R153+) Effect: Production of all buildings effect of Limited Wish is active on every cast and is no longer a possible random outcome. Infinite Spiral (Makers) Cost: 505000 mana - Duration: 10 seconds Effect: Temporarily increase assistants based on Maximum Mana. Effect: Multiplicatively increase Maximum Mana based on Faction Coin find chance. Effect: Multiplicatively increase Faction Coin find chance based on Excavations done this Reincarnation (NOT current excavation count), y is free and ruby Excavation Resets this Reincarnation Spell Trophy & Upgrade: Reality Crater Requirement: R125+, Cast Infinite Spiral with at least 10 excavation resets this game. Effect: Infinite Spiral also reduces excavation cost multiplier based on assistants owned. Formula: -(0.001 * log(1 + x)), where x is assistants owned. Cost: 10 Octg (1e118), A3+ Free Challenge Upgrade: Gaia's Cradle (R153+) Effect: All Infinite Spiral effects scale 15% faster. Catalyst Spell Type: (Chaos) Djinn Faction Spell (R130+) Cost: 500,000 Mana - Duration: Fixed to 60 seconds Requirement: R130+, Djinn Bloodline Effect: Imitates a random vanilla or base alignment spell at tier 7 for 60 seconds. This spell's duration cannot be modified. Note: Having access to this spell also enables the spell trophies and the challenge rewards of those spells. Note: Can not cast a spell that is already available. Note: Does not give access to Holy Frenzy for Neutral alignment. Chaos Madness (Chaos Mercenary) Spell Type: (Chaos) Mercenary Faction Spell (R194+) Cost: 500,000 Mana - Duration: Fixed to 20 seconds Requirement: Mercenary Challenge 2 active Effect: Grants the effect of a random lineage, with the level of your highest lineage for 20 seconds. Note: Does not select a lineage that is already available. Twisting Nether Spell Type: Faction Spell (R220+) Cost: 1,000,000 Mana - Duration: 20 seconds Requirement: Twisting Nether (Fairy/Undead) Legacy Combo Effect: Lineage Levels count +1 more per Tier. Note: Twisting Nether counts as a faction spell, but has no alignments for upgrades such as Djinn Challenge 5.

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