

Showdown Comprehensive Guide

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Notice (As of 3/12/2024)

[This guide has been moved to a website format and will be updated from there. You can access the website here.](#)

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Introduction

What is Showdown?

- Showdown is a PvE game mode in Naraka Bladepoint also referred to as its Campaign mode. Teams of up to 3 can face off against various enemies and bosses through varying levels of difficulty.

What Heroes Are in Showdown?

- There are 9 heroes to choose from, those being: **Viper Ning (Longsword)**, **Temulch (Greatsword)**, **Matari (Dagger)**, **Tarka (Dual Blades)**, **Kurumi (Katana)**, **Valda Cui (Spear)**, **Tianhai (Staff)**, **Yueshan (Polesword)**, and **Feria Shen (Nunchucks)**.

How do you progress in Showdown?

- Currently, there are four ways to strengthen your heroes, those being increasing your **hero levels**, increasing your **sense levels**, equipping better **souljades**, and leveling your **potential**.
- **Hero Levels** grant you better weapons, stronger resistances, more damage, and more special attacks.
- **Sense Level** determines if you will take more damage or deal more damage when going into a mission, based on its recommended sense. It also increases your hero's base attack, health, and armor.
- **Souljades** are your equipment in this gamemode. They can grant you elemental effects, alter your weapon's attacks, and various other buffs.
- **Potential** is equivalent to the talents in PvP for Showdown. However, they have a larger effect on your gameplay than Talents would.

Glossary

- *Charged Attack* = Charged Focus Attack
- *Uncharged Attack* = Normal Attack
- *Countering* = Special attack after a parry
- *Opening* = Short period where you have time to fit in an attack safely
- *Aegis DPS Rotation* = DPS rotation when you're prioritizing breaking Astral Aegis
- *Health DPS Rotation* = DPS rotation when you're prioritizing health damage.
- *Ultimate DPS* = DPS rotation while your Ultimate is active
- *Horizontal* = Left Click | Right Bumper
- *Vertical* = Right Click | Right Trigger
- *Astral Aegis* = Yellow bar above certain enemies that when broken causes you to deal 2x damage to them
- *Aegis-Break martial skill* = Showdown exclusive attack unlocked at hero level 12. Deals bonus damage to Aegis
- *Dodge Cancel* = Using a dodge right after an attack lands to cancel the end-lag. See [Dodge Canceling](#)
- *Parry Counter* = Exclusive to bosses in Showdown, follow-up attacks shortly after being parried, usually much faster than normal attacks
- *Late Game* = Point in time right before you reach the level cap and can attempt the end-game
- *End Game* = The peak difficulty of the game, made up of Enigma Peak, Speedrun and later stages of Yama's Abyss. Both missions require good builds, strategy, and skill to clear effectively.

Choosing a Hero

- To start playing Naraka Showdown, it is recommended that you choose one hero to main and two secondary choices. This is because when you pass Normal and Hard difficulty missions, Showdown does not allow duplicate heroes on the same team. Picking two secondary choices helps to ensure that you are not left in a tight spot because someone else locked in your favorite hero(es) first. Kurumi is recommended to be one of your top 3 because her current position is invaluable to not have filled while leveling.

Hero Tier List (as of 1/18/2024)

Health DPS = how fast they can kill things
Tiers: F < C < B < A < S < S+

Aegis DPS = how fast they can break enemy's Aegis

Tiers: F < C < B < A < S < S+

Difficulty = how hard they are to use effectively

Tiers: Easy < Medium < Intermediate < Hard
--

- Viper Ning - S Tier
Health DPS: C Tier (S Tier w/ Honed Tyranny)
Aegis DPS: S Tier (A Tier w/ Honed Tyranny)
Difficulty: Easy
- Matari - F Tier
Health DPS: F Tier (C Tier w/ Honed Tyranny)
Aegis DPS: C Tier (F Tier w/ Honed Tyranny)
Difficulty: Hard
- Tianhai - B Tier
Health DPS: A Tier (S Tier w/ Honed Tyranny)
Aegis DPS: B Tier (F Tier w/ Honed Tyranny)
Difficulty: Medium
- Temulch - S Tier
Health DPS: S Tier (S+ Tier w/ Honed Tyranny)
Aegis DPS: S Tier (A Tier w/ Honed Tyranny)
Difficulty: Intermediate
- Tarka Ji - C Tier
Health DPS: C Tier (C Tier w/ Honed Tyranny)
Aegis DPS: C Tier (F Tier w/ Honed Tyranny)
Difficulty: Intermediate
- Kurumi - A Tier
Health DPS: C Tier (A Tier w/ Honed Tyranny)
Aegis DPS: B Tier (F Tier w/ Honed Tyranny)
Difficulty: Easy
- Valda Cui - C Tier
Health DPS: B+ Tier (A Tier w/ Honed Tyranny)
Aegis DPS: B Tier (C Tier w/ Honed Tyranny)
Difficulty: Easy

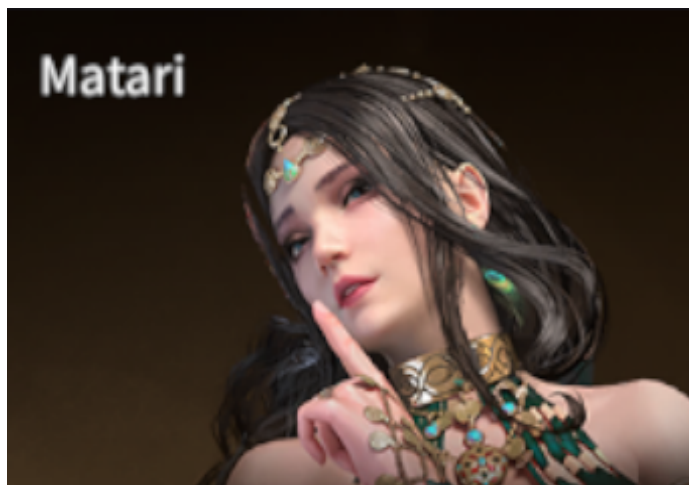
- Yueshan - S Tier
Health DPS: S Tier (B Tier w/ Honed Tyranny)
Aegis DPS: C Tier (F Tier w/ Honed Tyranny)
Difficulty: Easy
- Feria Shen - S Tier
Health DPS: A Tier (S Tier w/ Honed Tyranny)
Aegis DPS: A Tier (B Tier w/ Honed Tyranny)
Difficulty: Easy



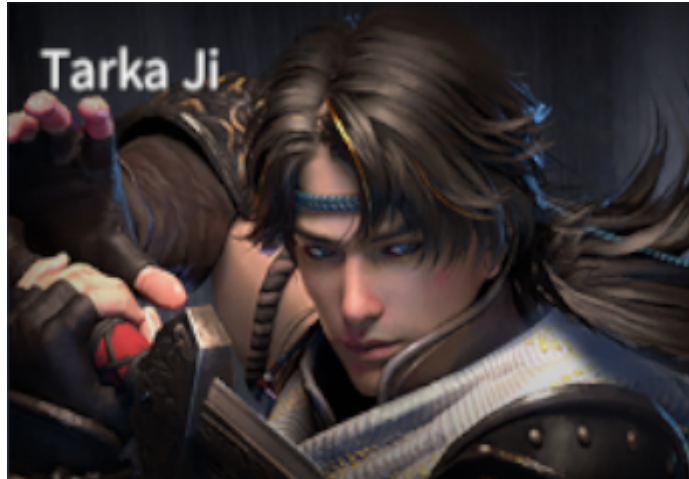
- Weapons: Longsword & Pistol
- Role: DPS | Anti-Aegis Burst
- Description: With her long-range attacks and Aegis-shattering skills, this hero can dish out consistent damage to her enemies. Her ultimate skill unleashes a devastating blast that drains the Aegis of multiple foes and restores her own health. She is a balanced hero who can survive and thrive in any combat situation.



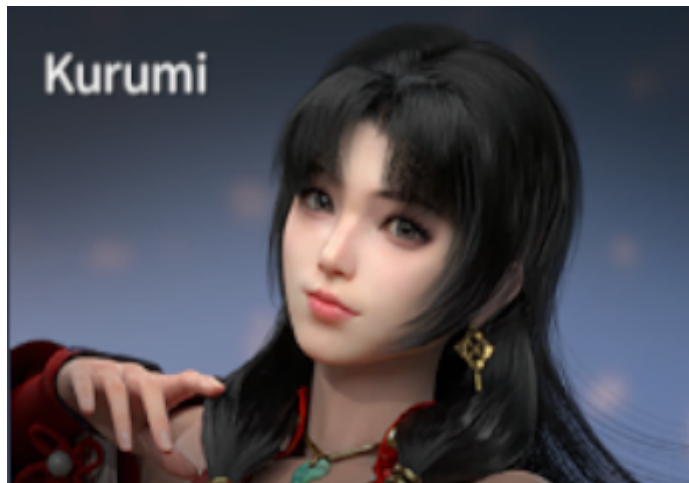
- Weapons: Greatsword & Bow
- Role: DPS | Anti-Aegis DoT
- Description: This hero is a formidable fighter who can strike hard with his great sword. His ability can be used to dodge attacks, deal decent Aegis damage over time or to immobilize enemies without Aegis temporarily. His ultimate skill makes his team immune to debuffs and creates a barrier that blocks ranged attacks and slows down enemies who approach him.



- Weapons: Dagger & Pistol
- Role: DPS | Mobile Assassin
- Description: This hero is a swift fighter whose stronger attacks are more focused around her Dagger Dash. She can use her ability, up to two times, to boost her damage by 40% and teleport a short distance away. Her ultimate skill enhances her with life-steal, reduces the cooldown of her ability and alters her ability into an attack, allowing her to deal massive damage and heal herself quickly.



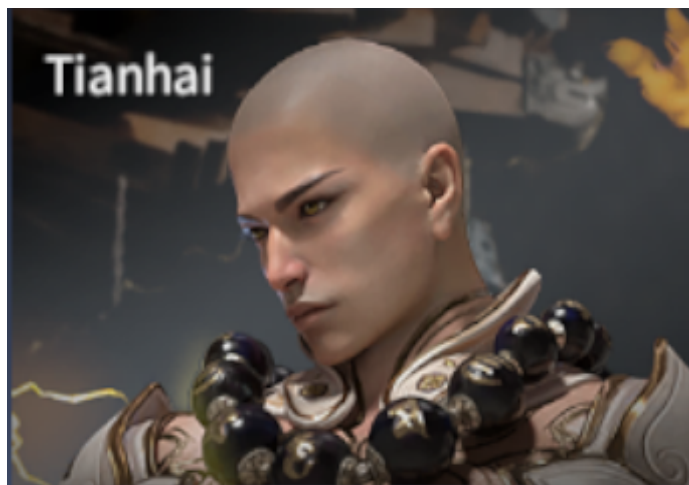
- Weapons: Dual Blades & Cannon
- Role: DPS | Firestarter
- Description: This hero is a fiery fighter who can incinerate large groups of enemies with his cannon and bosses with his fireballs.. He can use his fireball ability to make his targets more vulnerable to attacks for a short time. His ultimate skill boosts his damage by 10% and lets him unleash unlimited fireballs until his Rage is depleted.



- Weapons: Katana & Repeating Crossbow
- Role: Support | Lifeline
- Description: A core hero for pretty much any team, can safely revive her teammates from a distance, is the only hero who can heal someone other than themselves and give some great defense and attack buffs alongside it. Her Ultimate can also be influenced by Temulch, Tarka & Valda Cui for varying effects.



- Weapons: Spear & Musket
- Role: Support | Debuffer
- Description: A single-target focused hero that has the ability to soak her enemies, reducing their damage dealt by 10% and an Ultimate that grants a separate health bar that allows her to CC enemies around her or deals consistent damage to a boss in safety. When with a Tarka, her Soaked debuff counteracts Tarka's Vulnerable debuff but deals the burn damage instantly instead of overtime.



- Weapons: Staff & Swarm
- Role: Tank | Parrier
- Description: This hero is a skilled duelist who can parry attacks with ease with his ability and also grant himself damage reduction. He can use his ultimate skill to aggro a boss for his teammates to focus purely on dealing damage. Furthermore, his ultimate restores his Health fully when activated.



- Weapons: Polesword & Cannon
- Role: Tank | Bruiser
- Description: This hero is a powerful and agile fighter who can charge up his attacks while moving around the battlefield. He can use his ability to greatly weaken his enemies' attack power for 10 seconds and his ultimate skill to withstand a lot of damage while dealing area-of-effect damage. Like Tianhai, he can also heal himself by entering his ultimate skill mode.



- Weapons: Nunchucks & Musket
- Role: DPS | Anti-Aegis Specialist
- Description: This hero can do a wide variety of things with her kit, but using her ability to do massive Aegis damage or using it purely for the large i-frame it grants. Her Ultimate ability gives her a rapid firing mech that allows her to deal with pesky Green Ghosts and Lightning Towers with ease. It also comes with a cannon mode that hits for a small AoE and decent damage. Her ultimate also allows her to buff her teammates damage for a short period.

Leveling Your Heroes

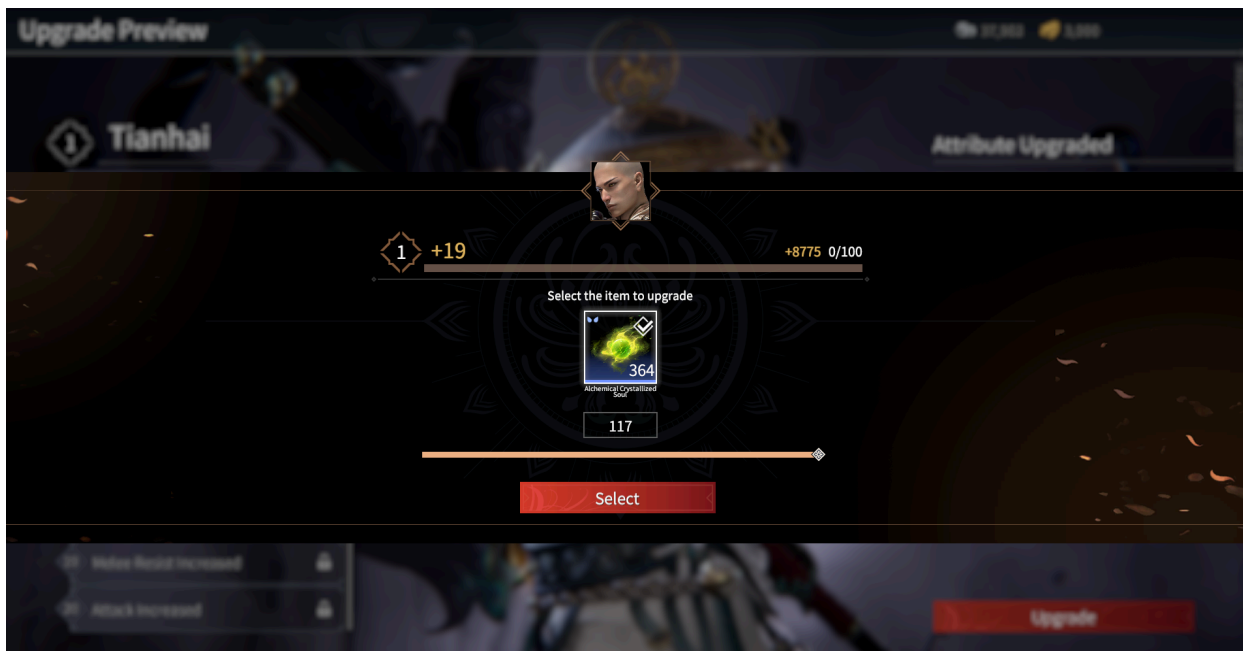
- There are two ways to increase your hero level, those being to **complete Showdown missions** and by using **Alchemical Crystallized Souls**. Each Hero has a max level of 20.

Mission Exp

- Mission Exp gained scales according to your Sense level and the mission's Recommended Sense Level. Being a much higher level than a mission's Recommended Sense Level will result in a reduction in Exp, so it is recommended to farm things within 25-50 Sense Levels from your Sense if seeking hero levels.

Alchemical Crystallized Souls

- Alchemical Crystallized Souls (ACS) are acquired by beating Showdown missions for the first time with certain heroes. They are helpful for boosting characters that are outside of your main three that you don't plan on playing much. I don't recommend using them on characters you plan on grinding with since you'll get their levels over time anyway.
- It takes a total of **117 ACS** to level a hero from 1 to 20.

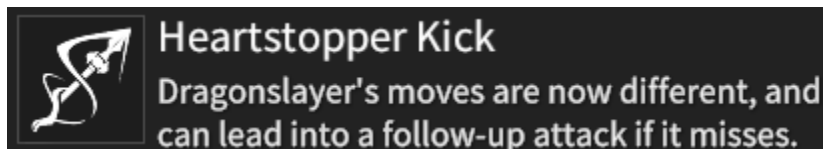
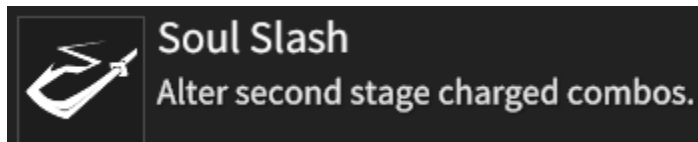
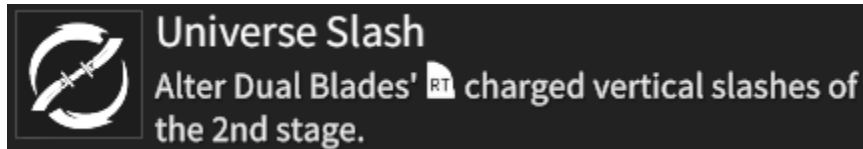
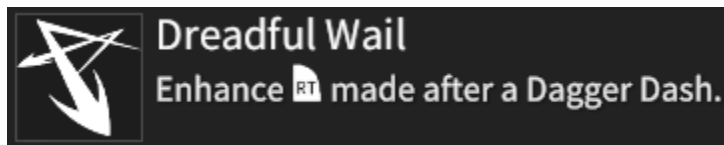
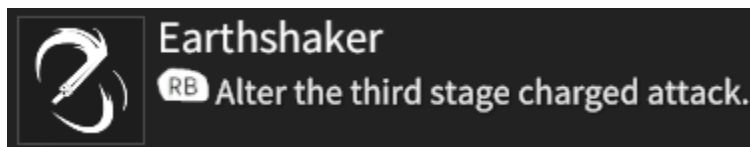
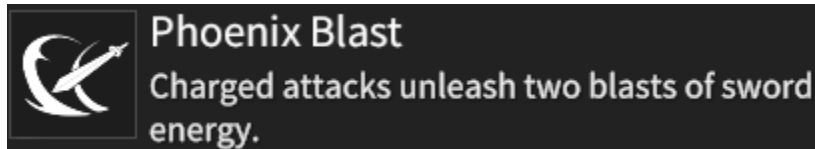


Hero Level Milestones

- Every 2 levels, starting at level 4, you will acquire a major upgrade, with every other level being a minor upgrade.

Level 4 : AOE Attack

- At hero level 4, hero unlocks their AOE attack that generally helps a lot with clearing out mobs.



Level 6 : Armor Upgrade

- At level 6, every hero's armor is upgraded from blue to purple permanently, giving an additional 250 armor.

Level 8 : Ranged Weapon Enhancement

- At level 8, every hero receives their first ranged weapon skill, usually making their ranged weapon more efficient at what it does.



Quick Charge

Pistol can now load two bullets during one charging.



Scattershot

Bows fire 3 arrows with each shot. Arrow spread decreases when charged.



Rupture Gale Orb

Radius of Cannon shots' explosions increased.



Additional Magazine

Increase the durability of Repeating Crossbow by 25%



Slowshot

It takes longer to aim with scope, but deals more damage.



Rev Up

Quicker Charge for Swarm

Level 10 : Weapon Upgrade

- At level 10, every hero's melee weapon is upgraded from blue to purple permanently, giving a 16.7% damage increase.

Level 12 : Aegis-Break Martial Skill

- At level 12, every hero will be able to use a melee attack that greatly damages enemies' astral aegis.



Thunderbolt

The special **RT** combos after a second stage charged attack that can effectively reduce the monsters' Astral Aegis.



Summer Night Cry

The special **RT** combos after a charged attack that can effectively reduce the monsters' Astral Aegis.



Dancing Leaves

An airborne Dagger Dash combo following Uppercut Rush that can effectively reduce the monsters' Astral Aegis.



Blazing Tempest

The special combos of **RB** after the charged attack **RT** that can effectively reduce the monsters' Astral Aegis.



Severing Gust

The special **RT** combos after sheathing the weapon following a charged attack that can effectively reduce the monsters' Astral Aegis.



Winter Frost

The special **RT** combos after a charged attack that can effectively reduce the monsters' Astral Aegis.



Arhat's Fury

The Special Horizontal combos after Onslaught and Knee Breaker can effectively reduce the monsters' Astral Aegis.

Level 14 : Ranged Weapon Upgrade

- At level 14, every hero's ranged weapon is upgraded from blue to purple permanently, giving a 16.7% damage increase.

Level 16 : Ranged Weapon Enhancement

- At level 16, every hero's ranged weapon will no longer suffer from a range penalty from any range.

Level 18 : Defuse Attack

- At level 18, every hero will be able to use a special dodge that when successful at nullifying an attack, enables a melee attack that greatly damages astral aegis.



Draconic Lightning Strike

While charging with **RB**/**RT**, tapping **RT**/**RB** enables the special technique "Defuse · Solve". "Defuse · Solve" will automatically neutralize an attack and during this move, you can tap **RT** to cast "Draconic Lightning Strike".



Crimson Burning Roar

While charging with **RB**/**RT**, tapping **RT**/**RB** enables the special technique "Defuse · Solve". "Defuse · Solve" will automatically neutralize an attack and during this move, you can use **RT** to cast "Crimson Burning Roar".



Soulbreak Tusk

When charging with **RB**/**RT**, tap **RT**/**RB** or tap **RT** after Dagger Dash/Dancing Leaves to enter the special stance "Defuse · Dash". "Defuse · Dash" dodges one attack automatically, and "Soulbreak Tusk" can be performed if **RB** is used during the Dodge Gesture.



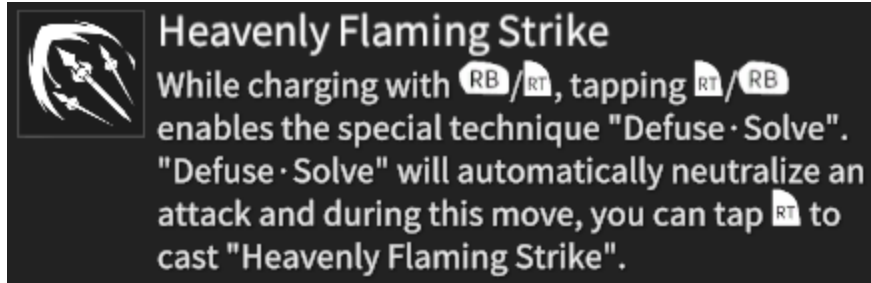
Blazing Phoenix Flash

When charging with **RB**/**RT**, tap **RT**/**RB** to enter the special stance "Defuse · Combo". "Defuse · Combo" resists one attack and automatically performs "Blazing Phoenix Flash".



Fang Severing Slash

While charging with **RB**/**RT**, tapping **RT**/**RB** enables the special technique "Defuse · Solve". "Defuse · Solve" will automatically neutralize an attack and during this move, you can tap **RT** to cast "Fang Severing Slash".



Increasing your Sense Level

- Sense level affects your base damage, base health and armor. It also determines when you join a mission whether you will take more damage or deal more damage based on the recommended Sense. The ultimate goal right now is to reach a total Sense of 700.
- The chart below showcases the *max level drop* of every mission, their *minimum (recommended) Sense* level, and the *level range* in which you should engage in these missions to level up efficiently.

Mission Types

- As of right now, there are **15 different missions** available, those being **Eventide Ember, Dharma-Ending Ruin, Ominous Descent, Desert Tribulations, Immovable, Topped Mountains, Gelid Yushan, Chaos of the Immortals, None Shall Pass, Together We Stand, Dangers in the Deep, Miasma Swirl, Chasm Undertow, Enigma Domain, and Yama's Abyss**.
- Each mission can fit into a category, those being **Stronghold Assault, Wave Defense, Boss Fight, Enigma Domain**, and the newest category **Yama's Abyss**.

Stronghold Assault

- Missions: **Eventide Ember, Desert Tribulations, Chaos of the Immortals, and Dangers in the Deep**.
- Objective: Kill Stronghold's chest guards and the final boss.
- Description: Serve as great Sense level boosters because they're generally a much lower difficulty, don't require you to kill everything, and are guaranteed to drop 6 or more souljades.
- Tags: Solo-Friendly, Efficient, Low-Effort

Wave Defense

- Missions: **Dharma-Ending Ruin, Immovable, None Shall Pass, and Miasma Swirl**.
- Objective: Kill all mobs and boss(es).

- Description: Generally the longest mission of each chapter, but have more sought-after drops in their loot pool. Heavier focuses on teamwork and a smaller pool of guaranteed Souljades, however, due to the number of enemies, can have the largest amount of drops.
- Tags: Teamwork, Survival, Grindy

Boss Fight

- Missions: **Omnious Descent, Toppled Mountain, Gelid Yushan, Together We Stand, and Chasm Undertow.**
- Objective: Defeat the boss.
- Description: Can be the longest or shortest mission depending on how strong your team composition is. Usually contains the most sought-after Souljades, but has a lower drop rate due to the small number of sources and a limited amount of Omens. Consumables are the most limited here, so effective use of heals is warranted.
- Tags: Difficult, Rhythm, End-Game

Enigma Domain

- Missions: **Topaz, and Peak.**
- Objective: Reach Enhance Level 8 or 9 and defeat all bosses.
- Description: Having a max clear time of ~16 minutes, a pre-established strategy is encouraged, with Archers being ignored and Hammer Ents & Warlocks being prioritized.
- Tags: Rewarding, Limited, Lengthy

Yama's Abyss

- Missions: **Stages 1 - 48, and Void-Space Stages 25, 30 & 35**
- Objective: Clear all 15 rooms (30 rooms in Void-Space)..
- Description: The new longest mission type we have as of now. Gets progressively difficult as you make it down the stages, with only the best of the best being able to achieve the rank of **Showdown Paragon** and clearing up to stage 45.
- Tags: Roguelike, Random, Testing

Sense Level 450 - 600

- Choose a core set of 6 souljades (I recommend Blue Attack Souljade II's), to share between your 3 main heroes, as you level up your Sense. You can replace these souljades as you get better ones, but make sure to replace them only if they're close in level so you don't reset your progress.
- Unlock Yama's Abyss by completing the quest it wants you to do. It will then drop jades up to 600 in the early stages. Beware it consumes 30 fatigue per full run.

Sense Level 600+

- If you've managed to reach and unlock Yama's Abyss Void Stage 25, then you can farm this relatively easily up to Sense 680. However, it does consume 60 fatigue per run so be mindful of how much you have left.
- Chasm Undertow - Nightscream drops up to 650 if you're looking for a more fatigue efficient option.

Boosting Feature

- You can significantly boost the level of a Souljade by using much higher level jades (>9 levels) to Souljade Enhance.



Improving Your Souljades

- When progressing through Showdown, you're likely to have acquired a large amount of Souljades. Each Souljade has a Main Attribute and Sub Attribute(s) they come with by default:
 - o Common: 0 Sub Attributes Only
 - o Rare: 1 Sub Attribute
 - o Epic: 2 Sub Attributes
 - o Legendary: 3 Sub Attributes
- All Souljades, except for Common ones can reach up to 4 Sub-Attributes.
- A **Main Attribute** is an Attribute that is placed on a Souljade based on its name. It will always be at its maximum value.

- An **Sub Attribute** is a skill that is placed completely random, with the initial quantity being based on the rarity of a Souljade. Their value can vary from some maximum value to some minimum value.
- A **Rare Attribute** is a skill that can mainly be gained through Souljade Recasting, but also have an extremely rare chance of appearing from drops and Souljade Conversions. As of right now, there are three forms: **[Windfall]**, **[Moderation]** & **[Scorching]**.
 - o **[Windfall]** makes your other Sub Attributes on a Souljade stronger by 30-50%.
 - o **[Moderation]** gives you 15%-25% off your current skill cooldown whenever you deal elemental damage.
 - o **[Scorching]** causes you to deal a burning effect on your melee attacks for 10 seconds after a successful parry. This effect scales with more levels (up to 12) in the skill.
- As of the release of Chapter 3, there is a chance for every Souljade dropped to have Ice-Wielding or Thunder-Wielding. This Sub Attribute grants you resistance to the new Frostbite Omens or Thundershock Omens, causes an Ice Blast or Divine Thunder every so many attacks, and increases the damage of those bursts the more you get respectively. You can reach a maximum of +6 Ice-Wielding or Thunder-Wielding as of right now.

Farming for Souljades

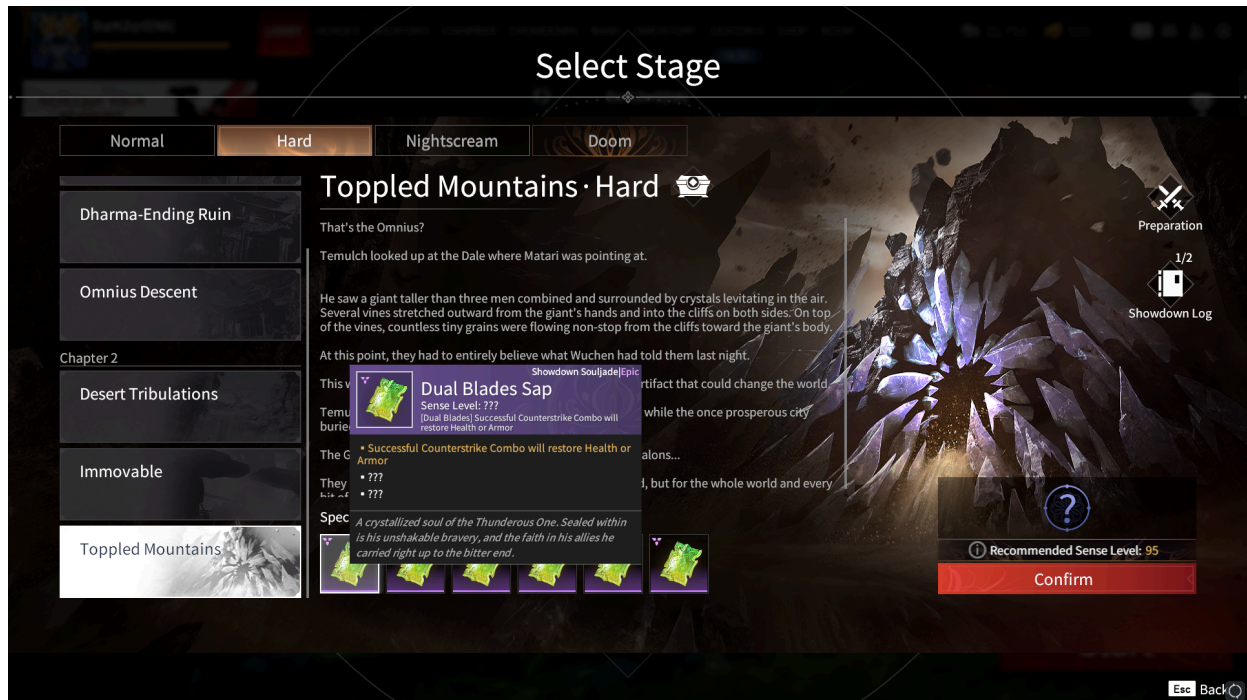
- Currently, Epic and Legendary Souljades fit into two categories of loot pools, the **random pool** and the **special pool**.

Common Pool

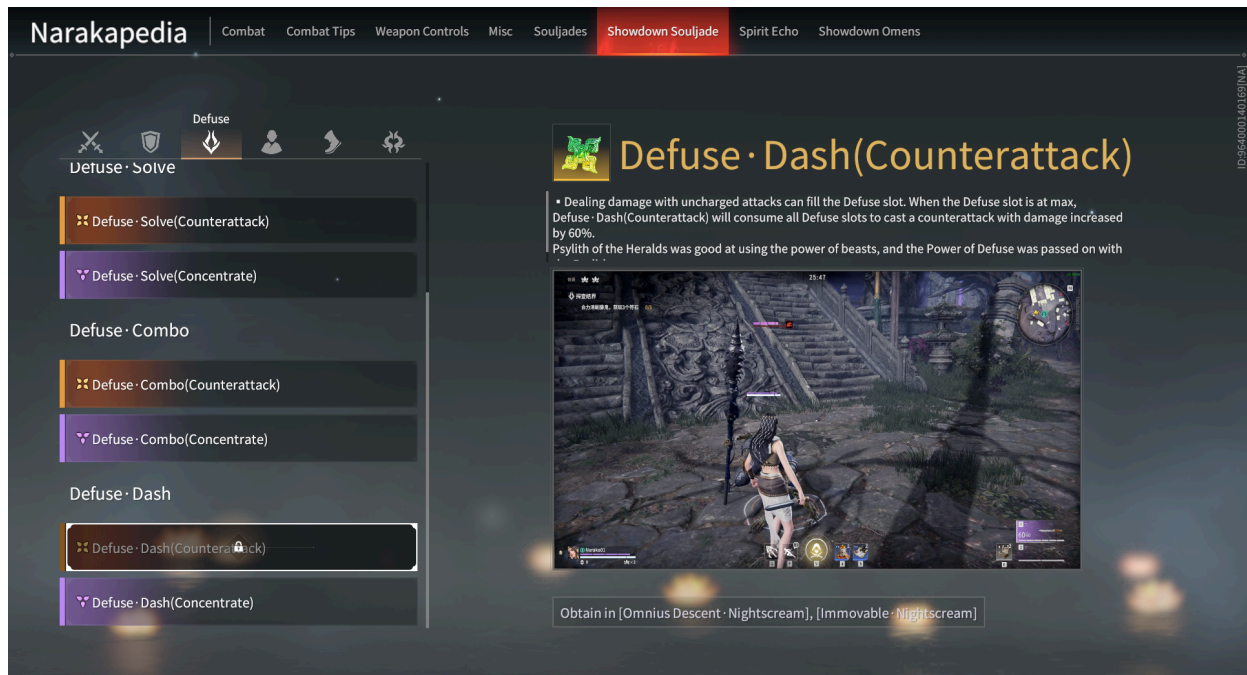
- The common pool contains a majority of all current Epics and a small portion of Legendaries. These souljades can be dropped from any mission and are recommended to be farmed in:
 - **Enigma Domain - Topaz**
 - **Yama's Abyss**
 - **Any Stronghold Assault Mission**
 - **Any Speedrun Mission you can complete consistently**

Special Pool

- The special pool contains Epics and Legendary Souljades that can only be dropped from specific missions at certain difficulties. You can also acquire them from [Souljade Conversions](#), but to increase your chances it is best to farm their specific mission.
- You can see the special pool of a mission in the stage select screen to the left of the confirm button and hovering over the Souljades displayed.



- For Souljades you haven't acquired before, you can check them out in the new Narakapedia section to see where they drop.



Legendary Souljades		
Tier	Name	Type
S	Successive Ice Blast	Offensive
S	Thunder Counter	Defensive
S	Thunderpull	Offensive
A	Desperation	Offensive
A	Storm Prison • Aegis-Break	Utility
A	Stormstride	Defensive
B	Purified Circle • Assist	Utility
B	Stormstride Sword	Offensive
C	Detonating Rounds	Offensive
C	Frost Cannon	Offensive
C	Moonbane Control • Unlimited	Auxiliary
C	Mortal Defiance	Defensive
C	Repair Roll	Auxiliary
C	Thunder Sword	Offensive
D	Frost Arrows	Offensive
D	Frost Bomb	Offensive
D	Rising Tide • Aegis-Break	Utility
E	Defuse • Combo (Counterattack)	Defensive
E	Defuse • Dash (Counterattack)	Defensive
E	Defuse • Solve (Counterattack)	Defensive
E	Defuse • Soul-snatch	Defensive
E	Draco Storm	Defensive
E	Fire Frenzy • Enrage	Auxiliary
E	General's Call • Soul Seeking	Defensive
E	Ice Armor	Defensive
E	Ice Bomb	Offensive
E	Invisible Assassin • Enrage	Auxiliary
E	Silkworm Cocoon	Defensive
E	Skyforce	Auxiliary
E	Titan's Call • Soul Seeking	Defensive

Legendary Souljades

Tier	Name	Type
F	Ice Repeating Crossbow	Utility
F	Ice Swarm	Utility
F	Icefall	Defensive
F	Lucky Break	Auxiliary
F	Thunder Arrows	Offensive
F	Thunder Cannon	Offensive
F	Thunder Crossbow	Offensive
F	Thunder Detonation	Offensive
F	Thunder Shot	Offensive
F	Thunder Swarm	Offensive

Epic Souljades		
Tier	Name	Type
S	Aerial Rend • Ice-Wielding	Offensive
S	Backfire	Offensive
S	Petal Fall Flurry • Thunder-Wielding	Offensive
S	Torrent Flow • Thunder-Wielding	Offensive
S	Vertical Blink Strike • Thunder-Wielding	Offensive
A	Blue Moon • Ice-Wielding	Offensive
A	Defuse • Aegis-Break	Defensive
A	Erudition • Ice-Wielding	Offensive
A	Onslaught • Thunder-Wielding	Offensive
A	Outrage	Offensive
A	Quick Attack	Offensive
A	Rockfall Slash • Thunder-Wielding	Offensive
A	Weapon Sap	Defensive
B	Assassin's Lunge • Ice-Wielding	Offensive
B	Blue Moon	Offensive
B	Condensed Qi	Offensive
B	Crescent Slam • Thunder-Wielding	Offensive
B	Jabbing • Ice-Wielding	Offensive
B	Stamina Strike • Ice-Wielding	Offensive
B	Vertical Energy • Thunder-Wielding	Offensive
C	Cloudscorch	Offensive
C	Craftmanship	Auxiliary
C	Desperation Shield	Offensive
C	Dual Link	Offensive
C	Focus Slide	Utility
C	Soul Drawing	Defensive
C	Splitter	Offensive
C	Thunderproof	Auxiliary
C	Twinshot	Offensive
C	Weaponry Chest Boon	Auxiliary

Epic Souljades		
Tier	Name	Type
D	Advanced Heal	Utility
D	Defuse • Combo (Concentrate)	Defensive
D	Defuse • Dash (Concentrate)	Defensive
D	Defuse • Solve (Concentrate)	Defensive
D	Dual Ring	Offensive
D	Enrage	Auxiliary
D	Group Heal	Utility
D	Guardian	Defensive
D	Netherstep	Defensive
D	Scattershot Enhance	Offensive
D	Stamina Strike	Offensive
D	Wave Roll	Defensive
E	Advanced Heal Crossbow	Utility
E	Aegis-break Shot	Offensive
E	Blessed	Auxiliary
E	Calvary Bloom • Ice-Wielding	Offensive
E	Crossbow Augmentation	Offensive
E	Divine Form	Defensive
E	Flamebreath	Offensive
E	Rapid Shot	Offensive
E	Scarlet Guanyin	Offensive
E	Thundercall	Offensive
E	Thunderheal	Defensive
E	Warrior	Defensive

Epic Souljades		
Tier	Name	Type
F	Abyssal Aura • Thunder-Wielding	Offensive
F	Basalt Armor	Defensive
F	Bounce Shell	Offensive
F	Copper Ward	Auxiliary
F	Dealer Phantom	Utility
F	Fire Arrows	Offensive
F	Gunpowder	Offensive
F	Ice Blast Backfire	Defensive
F	Overlord	Defensive
F	Tracking Arrow	Offensive
F	Venom Tip	Offensive

Sub Attributes to Aim for

- **[Windfall]** if you can manage to acquire it is one of the best sub-attributes currently in the game. It will work with any build regardless of what you're aiming for.
- **Attack, Weapon-Specific Damage Bonus, DMG to Boss, Ice Blast DMG, Divine Thunder DMG, Charged Atk DMG, & Uncharged Atk DMG** are your go-to's on a Souljade when going for a Melee-focused build.
 - **Weapon-Specific Damage Bonus** varies depending on the hero's weapon you choose. Make sure to only go for this on Souljades that are specific to a hero's weapon or abilities.
 - **Charged Atk DMG vs Uncharged Atk DMG** varies in priority according to the build you are running. Generally speaking, if you're running a Quick Attack build you want to go Uncharged Atk DMG. Otherwise, you want to go to Charged Atk DMG.
 - **Ice Blast DMG vs Divine Thunder DMG** varies depending on the elements that are imbued on your currently equipped Souljades. Ideally, you should only go for these Attributes if you have +6 Elemental-Wielding due to the way it scales.
- **No Depletion: Weaponry Chest, Aegis DMG, Rage/DMG, & Charged Aegis DMG** (for Pistol-main) are your go-to's on a Souljade when going for a Ranged-focused build.

ALL SUB-ATTRIBUTES

Skill Name	Max +%	Tier	Type
[Windfall]	50.00%	A+	Rare
Attack	4.00%	A+	Offensive
DMG to Boss	5.00%	A+	Offensive
Ice Blast DMG	30.00%	A+	Offensive
Divine Thunder DMG	30.00%	A+	Offensive
Longsword DMG	5.00%	A	Offensive
Greatsword DMG	5.00%	A	Offensive
Dagger DMG	5.00%	A	Offensive
Dual Blades DMG	5.00%	A	Offensive
Katana DMG	5.00%	A	Offensive
Spear DMG	5.00%	A	Offensive
Staff DMG	5.00%	A	Offensive
Polesword DMG	5.00%	A	Offensive
Ice-Wielding	1	A	Element
Thunder-Wielding	1	A	Element
[Moderation]	25.00%	B+	Rare
Charged DMG	4.00%	B+	Offensive
Non-Charged DMG	4.00%	B+	Offensive
DMG to non-Boss	5.00%	B+	Offensive
[Scorching]	12	B	Rare
DMG to Aegis	4.00%	B	Offensive

Skill Name	Max +%	Tier	Type
Rage Recovery	40.00%	C+	Utility
Rage DMG	7.00%	C+	Offensive
Non-Charged Aegis	8.00%	C+	Offensive
Armor	200	C+	Defensive
Boss Resist	5.00%	C+	Defensive
Chance: Chest	12.00%	C+	Auxiliary
Skill CD	6.00%	C	Utility
Charged Aegis	8.00%	C	Offensive
Health	15.00%	C	Defensive
MEL Resist	4.00%	C	Defensive
Non-Boss Resist	5.00%	C	Defensive
Energy Cost	3.20%	D+	Defensive
Pistol DMG	5.00%	D	Offensive
Bow DMG	5.00%	D	Offensive
Cannon DMG	5.00%	D	Offensive
Repe. Cross. DMG	5.00%	D	Offensive
Musket DMG	5.00%	D	Offensive
Swarm DMG	5.00%	D	Offensive
Max Energy	5.40%	D	Defensive
Energy Recovery	3.00%	D	Defensive
Defuse Recovery	200	D	Defensive
Chance: Armor	12.00%	D	Auxiliary
Luck	500	D	Auxiliary
Powder Boost	15.00%	D	Auxiliary
Rescue Health	10.00%	E	Defensive
Cairn Speed	10.00%	E	Defensive
RNG Resist	10.00%	E	Defensive
Counter Recovery	200	E	Defensive
Chance: Vitalia	12.00%	E	Auxiliary
Vitalia Boost	15.00%	E	Auxiliary

Skill Name	Max +%	Tier	Type
Cairn Health	5.00%	F	Defensive
Chance: Hook	12.00%	F	Auxiliary
Grapple Dist.	5.00%	F	Auxiliary
Grapple Speed	8.30%	F	Auxiliary

- Due to Common Souljades having no Sub-Attributes and Rare Souljades having Main Attributes that are essentially Sub-Attributes, you can use them as fodder for enhancing other Souljades with no worries.

Souljade Types

- Souljades can fit under 4 types: Offensive, Defensive, Utility and Auxiliary.

Offensive

- This type aims to increase your overall damage output. Having a strong offense can be an effective defense as it determines how fast you can break enemy shields and kill them.

Defensive

- This type increases your survivability in some way. It can help to have one or two defensive Souljades on to avoid some one-shot situations.

Utility

- This type tends to aid your team as a whole, by helping your ability or your ultimate come up faster and more often.

Auxiliary

- This type doesn't fit into any of the above, but still provides some minor benefit to your Showdown experience. Not often recommended to go for.


Showdown Souljade Conversion

- All Souljades in Showdown have the ability to be converted to another one when you gather 3 that you don't want to keep. This essentially gives you an extra chance at a good roll on Sub Attributes every 3 drops. Also helps if you're aiming for a Legendary or Epic you've yet to get as a drop.

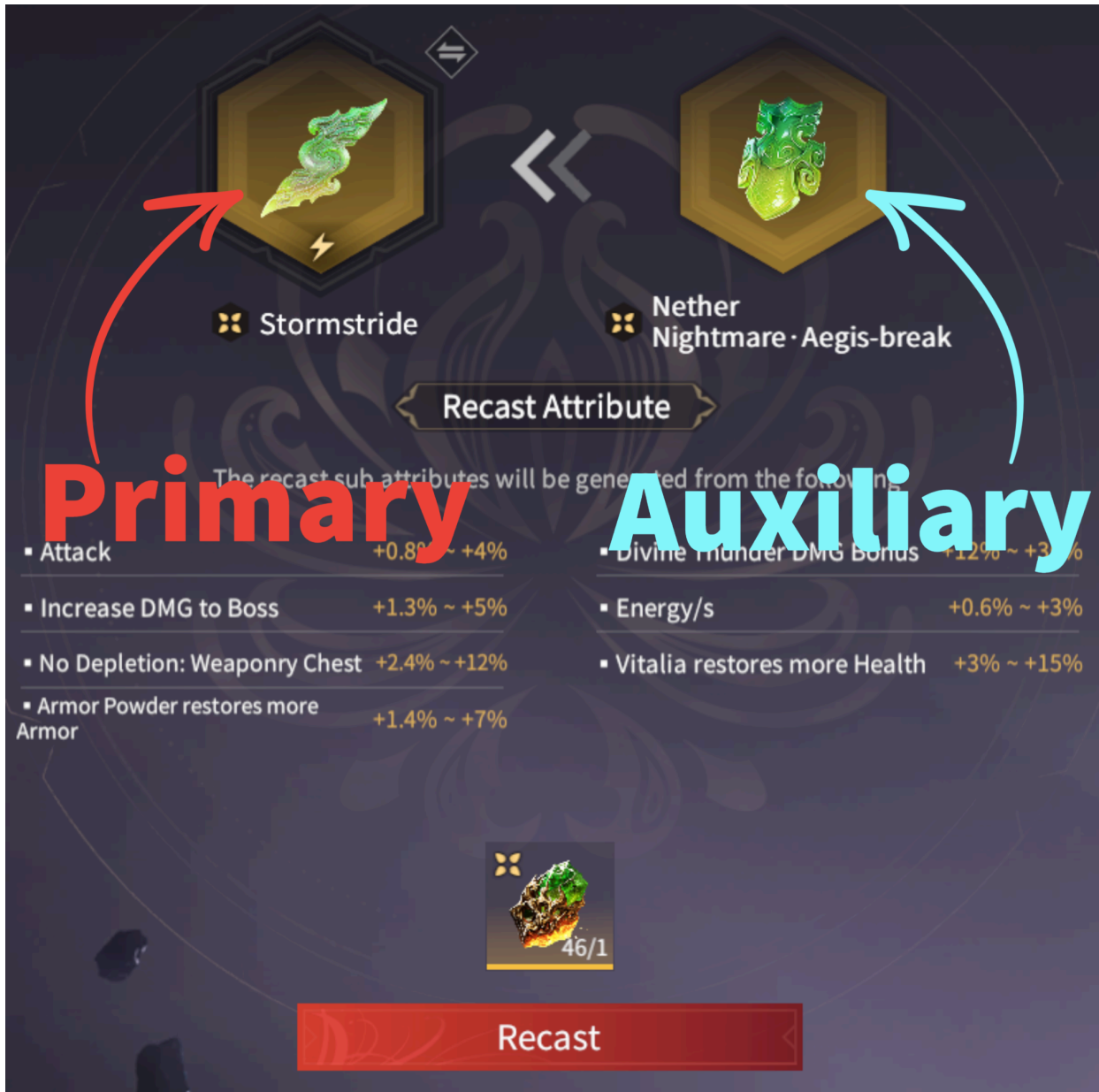
Souljade Recasting

- As of the Chapter 4 Patch, Souljades can be Recast, which essentially allows you to transfer Sub Attributes from a Souljade you don't want onto one you do want. There is RNG involved, so it may take a few tries to get a Souljade the way you want it.

How it Works

- To Recast a Souljade you need Quench Crystals.  You get Quench Crystals randomly from completing any mission, defeating bosses, and weekly challenges.
- Recasting consumes 1 Quench Crystal per attempt and can only be done between Souljades of the same rarity.

There will be two Souljades, one in the left slot is the Primary and the right slot is the Auxiliary.



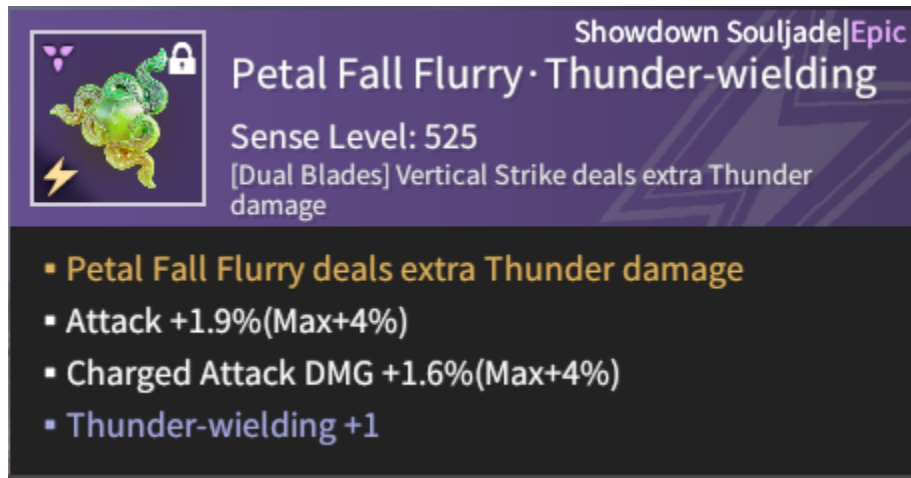
- The tables below show how the number of slots on a Souljade affects the probability of getting your desired Sub-Attributes when you recast. You have a higher chance if your Primary Souljade has more slots and your Auxiliary Souljade has fewer slots. Although these tables do not show it, having more duplicate Sub-Attributes between the Souljades also increases your odds, especially if they match the Sub-Attribute you want.

Recasting Strategy

- Recasting is a heavily luck-based system, so the time spent getting to 4 slots and the Attributes you want can vary from person to person. I split the process of doing so into 3 stages: **Expansion, Completion & Perfection**.

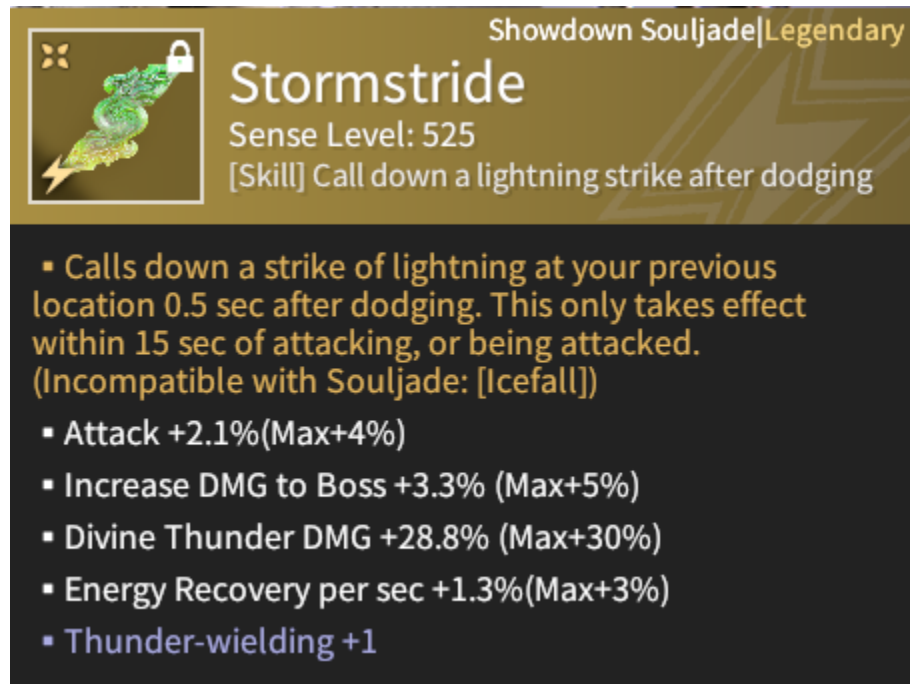
1. Expansion Stage (CN: Opening Holes)

- Expanding the potential of your Souljade.
 - a. Try to gather 2 of the same Souljade you want, lock them, and then equip one of those two.
 - b. Recast the Souljade you have equipped with other Souljades that have at least one Attribute that you want to keep until it has 2 Attributes that you want. Make sure that the Souljade you want to keep is **ALWAYS** in the Primary slot.



- c. Recast the other unequipped Souljade until it acquires 4 Attributes. I recommend using Souljades with Attributes you don't want in the Auxiliary slot for this step.

- d. Recast the Souljade with 4 Attributes until it gets at least 2 that you want, similar to **Step b**.



- e. Replace your 2-3 Attribute Souljade with your 4 Attribute Souljade. Use your 2-3 Attribute Souljade as an Auxiliary to Recast your 4 Attribute Souljade

i. **There is a chance to get an extra attribute**

You shouldn't see the tooltip above if done correctly.

- f. Upon completion of this stage, your Souljade can be described as *Expanded*.

2. Completion Stage (CN: Harmony)

- Completing your Souljade.

- If you were lucky enough to acquire the 4 Attributes you want on your *Expanded* Souljade, then you can skip this stage entirely.
- Continue Recasting the *Expanded* Souljade until you acquire the 4 Attributes you want by using Souljades with at least one Attribute you want in the Auxiliary slot.
- Upon completion of this stage, your Souljade can be described as *Completed*.

3. Perfection Stage (CN: Graduation)

- Perfecting your Souljade.

- Create Souljades that have at least 2 Attributes you want through Recasting.
- Use those 2 Attributed Souljades to recast your *Completed* Souljade.
- Repeat this process until all of the values of your Attributes are close to or at the max value.

- d. Upon completion of this stage, your Souljade can be described as *Perfect* (also referred to as an *Heirloom in CN*).

Recasting Calculator

- I made a calculator to figure out the chances of a successful recast [here](#).
- I also made a video tutorial for it [here](#).

Souljade Overview		
Souljade Rarity	# of Attributes on Primary Souljade	# of Attributes on Auxiliary Souljade
Legendary ▼	3 ▼	3 ▼

Souljade Attributes	
Primary Souljade (On the Left)	Auxiliary Souljade (On the Right)
Armor ▼	Armor Powder Recovery ▼
Bow DMG ▼	Cannon DMG ▼
Charged Attack DMG ▼	Bow DMG ▼
Cannon DMG ▼	Divine Thunder DMG ▼

Select Attributes You Want to Keep	
Bow DMG ▼	Armor ▼
Charged Attack DMG ▼	

Your Chance of Success Is: 23.53%
--

Using Omen Luck

- Each mission above Normal Difficulty will have an Omen attached to them. Omens provide you luck based on their difficulty rating, with the most deadly giving the highest luck (Hellhole, Meteor Arrows, etc). To farm most efficiently, it's key to make sure you're doing missions on the hardest Omens, with Nightscream giving you up to 2000 Omen Luck and Speedrun up to 4000 Omen Luck.

Element Wielding

- Element Wielding is the acquisition of Souljades with either **Ice-Wielding** or **Thunder-Wielding**. By equipping one with an element, it gives you unique effects.

- **Ice-Wielding** can be quite confusing, but it can be very helpful to have built up as you enter Holoroth. It does 2 things:
 1. Makes it harder for you to be frozen, by decreasing your Frostbite acquisition rate from all sources including Frost Omens, Matron of Yushan's attacks, or Ice Fall.
 2. Increases the damage of your Ice Blasts per stack. Ice Blasts occur occasionally as you damage an enemy, with Ice-Wielding specific attacks building them up quicker.
- **Thunder-Wielding** is quite similar, but differs in that it:
 1. Makes it take longer for you to suffer from Divine Thunder, by decreasing your Thundershock acquisition rate.
 2. Increases the damage of your Divine Blasts per stack. Think of Divine Blasts as the Thunder equivalent to Ice Blasts.
 3. Increases the damage to enemies from countered Divine Thunder (Thunder Counter).
- You may also come across some Jades that have **Ice-Wielding** or **Thunder-Wielding** in their name as a suffix. Those jades give your hero a special attack that when used builds up that corresponding element quicker for its Elemental Blast. This can take you from 4+ uses to just 3 uses to proc it.

Current Potential Trees

- As it is now, there exist 3 core trees that are used in the meta. These trees I name: Honed Tyranny, Hybrid, and Honed Darkness.
- To follow the paths in the images below, simply level up your glyphs in the order of the numbers and arrows, from 1 to 8. Arrows with dashed lines are alternate paths, which may be more effective on certain heroes.
- Currently, the maximum Potential Level you can reach is 40. You can have up to a total of 48 potential points. 39 will be gained from your level, and 9 will be gained from Season Quests.
- For a breakdown of the current Potential System, check out my [Video Guide on the new Potential System](#).

Honed Tyranny

- This tree primarily uses the Honed Tyranny capstone talent for the Green Path to deal its damage from using Aegis-Break Martial Skills. Great for most heroes except Yueshan and Tarka Ji especially in Yama's Abyss. This is the potential build I used personally to beat up to stage 45.
- Honed Judgement (Glyph #8 on the Blue Path) can be replaced with Defuse Devour for more sustain, in exchange for a slight increase in elemental damage while in Honed status.
- **RECOMMENDED HEROES:**
Viper Ning, Matari, Tianhai, Temulch, Kurumi, Valda Cui, & Feria Shen



Hybrid

- This tree is for those seeking to use a Thunder build on a hero that doesn't have a good Aegis-Break martial skill.
- Honed Blaze (Glyph #4 on the Blue Path) isn't necessary, but is mainly for new players who can't manage to dispel their Frostbite fast enough from Defusing with Defuse • Thaw or Parrying with Ice Break.
- **RECOMMENDED HEROES:**
Tarka Ji & Yueshan



Honed Darkness

- This tree makes use of Ice builds, giving you ridiculous amounts of damage on your Ice Blasts as well as making them occur much more frequently. Works best on missions with lots of mobs.
- **RECOMMENDED HEROES:**
Viper Ning, Tianhai, Temulch, Kurumi, Valda Cui, & Feria Shen



Current End-Game Builds

- Here I will showcase the standard souljade set ups for each element as well as their various strengths and weaknesses. Make sure to replace the (Ice/Thunder)-Wielding jade with the one for your hero of the corresponding element. [See: Current Meta Wielding Jades.](#)

❄️ Ice Builds ❄️

Ice Nova



Strengths:

- 2nd Highest Ice Blast DMG multiplier
- Clears mobs quickly
- High burst damage

Weaknesses:

- Most vulnerable to freeze
- Builds frostbite rapidly
- Requires a successful defuse to be at full power

Recommended Heroes:

- **Viper Ning, Matari, Temulch, Valda Cui, & Feria Shen**

Winter's Retreat



Strengths:

- Highest potential Attack value
- Scales with everything
- Slow Frostbite build-up

Weaknesses:

- Diminishing returns from stacking Attack
- Must be above 50% HP to function
- Requires a successful defuse to be at full power

Recommended Heroes:

- **Viper Ning, Matari, Temulch, Valda Cui, & Feria Shen**

Hail Storm



Strengths:

- Strong on Feria Shen & Viper Ning (when using Blue Moon)
- Clears mobs quickly
- High burst damage

Weaknesses:

- Weak on other heroes than Feria & Viper Ning
- Requires spamming of Uncharged Attacks to be effective
- Requires a successful defuse to be at full power

Recommended Heroes:

- Viper Ning & Feria Shen

Frostfire



Strengths:

- Consistent high damage output
- Doesn't build frostbite on yourself
- Has flexible Souljade slot (**Frozen Blast** can be replaced with any jade of choice)

Weaknesses:

- Vulnerable to burn, poison, and corruption effects
- Loses damage buff above 50% HP
- Has a lower cap in its full power

Recommended Heroes:

- **Viper Ning, Matari, Temulch, Valda Cui, & Feria Shen**

Icy Restoration



Strengths:

- Constant healing when above 50% HP
- Decently high constant Attack value
- Extremely fault tolerant

Weaknesses:

- No reward for defusing/parrying
- Slight Diminishing Returns from Attack
- Build is essentially inactive when below 50% HP

Recommended Heroes:

- **Viper Ning, Matari, Tianhai, Temulch, Kurumi, Valda Cui, & Feria Shen**

Absolute Zero



Strengths:

- Highest Ice Blast Damage multiplier
- Great for activating consecutive Ice Blasts on multiple enemies
- No passive generation of frostbite

Weaknesses:

- Can freeze quickly when fighting multiple enemies
- No consistent damage bonus
- Relies on Honed Darkness to be efficient

Recommended Heroes:

- **Viper Ning, Matari, Tianhai, Temulch, Kurumi, Valda Cui, & Feria Shen**

Thunder Builds

Stormcaller



Strengths:

- Thunder Counters are always at full power
- Can unleash full power from regular parries and Thunder Counter
- Highest potential Attack value

Weaknesses:

- Frostbite builds on self gradually
- Loses damage buff while below 50% HP
- May be hard to get a parry in Trios

Recommended Heroes:

- Tianhai, Tarka Ji, Kurumi, & Yueshan

Lightning Fury



Strengths:

- Consistent high damage output
- Doesn't build frostbite
- Bonus DPS from dodge canceling & dodges

Weaknesses:

- Vulnerable to burn, poison, and corruption ailments
- Loses damage buff above 50% HP
- Has a lower cap in its full power

Recommended Heroes:

- Tianhai, Tarka Ji, Kurumi, & Yueshan

Electric Capacitor



Strengths:

- Consistent high damage output
- Allows the use of Sap Souljades (replace with corresponding weapon sap)
- Bonus DPS from dodge canceling & dodges

Weaknesses:

- Heal from Sap may be limited due to Backfire
- Somewhat vulnerable to burn, poison and corruption ailments
- Has a lower cap in its full power

Recommended Heroes:

- Tianhai, Tarka Ji, Kurumi, & Yueshan

Faraday Cage



Strengths:

- Fast build-up from Thunderpull for Thunder Counters
- Universal Souljades (not hero specific)
- No flinching from Divine Thunder on yourself

Weaknesses:

- Lacks a Wielding Souljade for activating Divine Thunder on enemies easier
- Relies on more openings to land Thunder Counters safely
- Requires high Divine Thunder DMG to compensate for lack of base DPS

Recommended Heroes:

- **Viper Ning & Tianhai**

Current Meta Wielding Jades

- This section will contain a list of all the currently viable Wielding Souljades for each hero as well as the recommended Potential Tree(s) for them underneath.



Viper Ning

-  **Horizontal Energy · Ice-wielding**
 - Honed Tyranny
 - Honed Darkness
-  **Vertical Energy · Thunder-wielding**
 - Honed Tyranny
 - Hybrid
-  **Blue Moon · Ice-wielding**
 - Honed Darkness

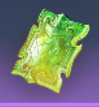
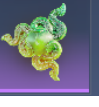
Matari

-  **Uppercut Rush · Ice-wielding**
 - Honed Tyranny
 - Honed Darkness
-  **Assassin's Lunge · Ice-wielding**
 - Honed Darkness

Tianhai

-  **Jabbing · Ice-wielding**
 - Honed Tyranny
 - Honed Darkness
-  **Onslaught · Thunder-wielding**
 - Honed Tyranny
 - Hybrid

Temulch

-  **Aerial Rend · Ice-wielding**
 - Honed Darkness
 - Honed Tyranny
-  **Rockfall Slash · Thunder-wielding**
 - Honed Tyranny
 - Hybrid



Tarka Ji

-  **Petal Fall Flurry · Thunder-wielding**
 - Hybrid

Kurumi

-  **Vertical Blink Strike · Thunder-wielding**
 - Honed Tyranny
 - Hybrid
-  **Horizontal Blink Strike · Ice-wielding**
 - Honed Tyranny
 - Honed Darkness

Valda Cui

-  **Crescent Slam · Ice-wielding**
 - Honed Tyranny
 - Honed Darkness
-  **Crescent Slam · Thunder-wielding**

- Honed Tyranny
- Hybrid

Yueshan

-  **Torrent Flow · Thunder-wielding**
 - Hybrid

Feria Shen

-  **Velocity Untold · Ice-wielding**
 - Honed Tyranny
 - Honed Darkness

Hero Attack Rotations

- This section will cover the attack rotations you should be doing with certain potential builds and Wielding Souljades. **Input** will be the literal input you should follow, while **Attacks** will be the name of the attacks you are using from those inputs. **Spam** means to keep repeating an attack or series of attacks which are indicated with { } brackets.
- For things like **1st Charged Horizontal** that means to charge your **Horizontal** attack only to the **first state** and then **release**.
- For things like **2nd Uncharged Vertical** that means use a **Vertical** attack for the **2nd attack** in your **Uncharged Combo**.
- **Wait Till Grounded** means to wait until your hero is touching the ground again. Specifically for Matari's Uppercut Rush.
- **[WIP] Video representation coming soon.**
- Input Types:
 - Horizontal:
 - Mouse & Keyboard = Left Click
 - Xbox Controller = Right Bumper
 - Playstation Controller = R1
 - Vertical:
 - Mouse & Keyboard = Right Click
 - Xbox Controller = Right Trigger
 - Playstation Controller = R2

Viper Ning

Honed Tyranny

- With **Vertical Energy • Thunder-Wielding** or **No Wielding Souljade**
 - Input:
1st Charged Vertical → Uncharged Vertical
 - Attack(s):
Vertical Pheonix Blast → Thunderbolt
- With **Horizontal Energy • Ice-Wielding**
 - Input:
1st Charged Horizontal → Uncharged Vertical
 - Attack(s):
Horizontal Pheonix Blast → Thunderbolt

Honed Darkness

- With **Horizontal Energy • Ice-Wielding**
 - Input:
1st Charged Horizontal
 - Attack(s):
Horizontal Pheonix Blast
- With **Blue Moon • Ice-Wielding**
 - Input:
Uncharged Horizontal → Uncharged Vertical →
Uncharged Horizontal (spam)
 - Attack(s): 1st Uncharged Horizontal → 2nd Uncharged Vertical →
Horizontal Blue Moon (spam)

Matari

Honed Tyranny

- With **Uppercut Rush • Ice-Wielding** or **No Wielding Souljade**
 - Input:
Charged Horizontal →
{ Dodge → Uncharged Horizontal → Uncharged Horizontal }
(spam)
 - Attack(s):
Uppercut Rush →
{ Dagger Dash → Dancing Leaves 1st Hit → Dancing Leaves 2nd
Hit } (spam)

Honed Darkness

- With **Assassin's Lunge • Ice-Wielding**

- Input:
Uncharged Horizontal → { Dodge → Uncharged Horizontal }
(spam)
- Attack(s):
1st Uncharged Horizontal → { Dagger Dash → Assassin's Lunge }
(spam)
- With **Uppercut Rush • Ice-Wielding**
 - Input:
Charged Horizontal → Wait Till Grounded
 - Attack(s):
Uppercut Rush → Wait Till Grounded

Tianhai

Honed Tyranny

- With **Jabbing • Ice-Wielding**
 - Input: 1st Charged Horizontal → Uncharged Horizontal
 - Attack(s): Jabbing → Arhat's Fury
- With **Onslaught • Thunder-Wielding or No Wielding Souljade**
 - Input: 1st Charged Vertical → Uncharged Horizontal
 - Attack(s): Onslaught → Arhat's Fury

Honed Darkness

- With **Jabbing • Ice-Wielding**
 - Input: 1st Charged Horizontal → Dodge
 - Attack(s): Jabbing → Dodge Cancel

Temulch

Honed Tyranny

- With **Aerial Rend • Ice-Wielding or Rockfall Slash • Thunder-Wielding**
 - Input: 1st Charged Vertical → Uncharged Vertical
 - Attack(s): Aerial Rend | Rockfall Slash → Summer Night Cry
- With **No Wielding Souljade**
 - Input: 1st Charged Vertical → Uncharged Vertical
 - Attack(s): Rockfall Slash → Summer Night Cry

Honed Darkness

- With **Aerial Rend • Ice-Wielding**
 - Input: 1st Charged Vertical → Dodge
 - Attack(s): Aerial Rend → Dodge Cancel

Tarka Ji

Hybrid

- With **Petal Fall Flurry • Thunder-Wielding** or **No Wielding Souljade**
 - Input: 1st Charged Vertical → Dodge
 - Attack(s): Petal Fall Flurry → Dodge Cancel

Kurumi

Honed Tyranny

- With **Vertical Blink Strike • Thunder-Wielding** or **No Wielding Souljade**
 - Input: 1st Charged Vertical → Uncharged Horizontal
 - Attack(s): Vertical Blink Strike → Severing Gust
- With **Horizontal Blink Strike • Ice-Wielding**
 - Input: 1st Charged Horizontal → Uncharged Horizontal
 - Attack(s): Horizontal Blink Strike → Severing Gust

Honed Darkness

- With **Horizontal Blink Strike • Ice-Wielding**
 - Input: 1st Charged Horizontal → Dodge
 - Attack(s): Horizontal Blink Strike → Dodge Cancel
- With **Stamina Strike • Ice-Wielding**
 - Input: Uncharged Vertical → Uncharged Vertical → Uncharged Horizontal
 - Attack(s): 1st Uncharged Vertical → 2nd Uncharged Vertical → Horizontal Stamina Strike

Valda Cui

Honed Tyranny

- With **Crescent Slam • Ice-Wielding** or **Crescent Slam • Thunder-Wielding**
 - Input: 1st Charged Vertical → Uncharged Vertical
 - Attack(s): Crescent Slam → Winter Frost

Honed Darkness

- With **Crescent Slam • Ice-Wielding**
 - Input: 1st Charged Vertical → Dodge
 - Attack(s): Crescent Slam → Dodge Cancel

Yueshan

Hybrid

- With **Torrent Flow • Thunder-Wielding** or **No Wielding Souljade**
 - Input: 1st Charged Vertical → Dodge
 - Attack(s): Torrent Flow → Dodge Cancel

Feria Shen

Honed Tyranny

- With **Velocity Untold • Ice-Wielding**
 - Input: 1st Charged Horizontal → Uncharged Vertical
 - Attack(s): Velocity Untold → Dragonbane Nunchucks
- With **No Wielding Souljade**
 - Input: 1st Charged Vertical → Uncharged Vertical
 - Attack(s): 1st Charged Vertical → Dragonbane Nunchucks

Honed Darkness

- With **Velocity Untold • Ice-Wielding**
 - Input: 1st Charged Horizontal
 - Attack(s): Velocity Untold

Creating a Build

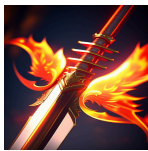
Build Staples

- When choosing Souljades and Attributes for your heroes, there are a couple that in most cases should be on regardless of their Attribute rolls. Those are **Successive Ice Blast** for Ice builds or **Thunderpull & Thunder Counter** for Thunder builds. The main reason is that damage > everything else in the current meta, as the faster you can kill things the easier it is. Elemental damage currently has the highest potential scaling with the new addition of the Blue Path in the Potential Tree as well as being able to roll for up to 45% elemental damage per jade.
 - **Successive Ice Blast** serves as a x1.35 multiplier to your Ice Blast damage. Unlike other sources of elemental damage, it does not suffer from diminishing returns since it affects the base damage of Ice Blast. With the proper setup, you can easily one shot many mobs in your way and deal significant burst damage to bosses.
 - **Thunderpull & Thunder Counter** gives you a +20% attack bonus alongside making you build Thundershock on yourself when you attack enemies. Once your Thundershock is full, you can counter it using Thunder Counter allowing you to

effectively have access to the highest DPS attack in the game. The rate that this builds up Thundershock is variable, with some heroes such as Yueshan building it much quicker than others on average.

- Every hero also has a specific Souljade for their weapon, called a **Sap**. It enables your counterattacks to heal you based on damage dealt, deal a wider AoE, quicker animation to prepare for parry chains, and boost the overall DPS of your counters. **Long-handle Weapon Sap** in particular is important to have on Valda because her default counter is ineffective. Not typically used in end-game meta builds, but helps a lot when attempting challenging content.

Build Specific Souljades



Max DPS Builds

- **Sub-Zero Seal, Spring's Call, Reawakening, Backfire, Desperation, Thunderpull & Stormstride** are your go-to Souljades when you're looking to maximize your DPS output.
 - **Sub-Zero Seal, Spring's Call, and Reawakening** can all combo together nicely assuming, but require a 4th jade to consistently activate them. The 4th jade can either be **Defuse • Thaw** or **Ice Break**. Using this combo will give you a ridiculous amount of attack, which scales with pretty much any damage you deal. The main downside is the condition to activate it and that it suffers from diminishing returns.
 - **Backfire** causes you to take health damage proportional to the amount of damage you're dealing, but gives you an extra 20% attack. This is essentially the glass cannon Souljade as without **Soul Drawing** you will be left at 1 HP most of the time. It is important to watch out for Damage Over Time (DoT) effects as they go through armor and can easily one-shot unsuspecting users.
 - **Desperation** further synergizes with **Backfire** in that it grants a 20% damage buff when you go below 50% HP. It also can synergize with Weapon **Saps** by giving you an enormous heal on a successful counter, but it will cancel out its own damage buff when you go above 50% HP.
 - **Thunderpull** works similarly to **Backfire**, but instead of damaging you when you attack, you build Thundershock charge. It also offers a huge +20% damage bonus that's constantly active. It is best paired with **Thunder Counter** or **Thunderproof** to have a method to deal with repetitive Thundershocks.
 - **Stormstride** essentially makes your dodges deal damage. Particularly ones that you do near an enemy. This can be handy for staggering little

mobs as well as providing an extra bump in damage to any attack by simply adding a dodge cancel at the end of it.



Luck Builds

- Believe in Luck? **Blessed & Lucky Break** Souljades are what you're looking for if you're trying to maximize your Luck stat. Personally, I don't recommend building for Luck as the effect is negligible compared to the potential damage (& clear speed) you'd have from prioritizing damage.
 - **Blessed** grants you an extra 1000 Luck just for having it equipped. It is unknown how exactly this boosts your drops. Getting one to drop with good damage-based Attributes or even more Luck is crucial to make the most of it.
 - **Lucky Break** increases the Luck gained from other Souljades by 20%. You need at least 5001 Souljade Luck in order to pass the Luck gained from **Blessed**.



Quick Attack Builds

- These builds are strong for heroes with strong uncharged attacks relative to their charged attacks. Such heroes include **Matari, Tarka & Kurumi**. **Quick Attack & Stormstride Sword** are your go-to Souljades for maximizing the damage output of your uncharged attacks.
 - **Quick Attack** grants you a 15% attack bonus until you use a charged attack. Once you use a charged attack, the attack bonus is deactivated for 5 seconds, so it is encouraged to only use charged attacks for situations where they're more optimal, such as for clearing mobs.
 - **Stormstride Sword** causes every hit from an uncharged melee attack (excluding those from Ultimates and Abilities) to be followed up with a small lightning strike. This lightning strike does approximately 1/6th the damage of the regular Stormstride Jade and scales really well with multi-hitting attacks.



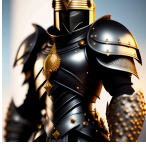
Mobbing Builds

- Mobs generally have a much smaller health pool and Aegis so there are a few Souljades that help with breaking that threshold to being able to one-shot many of them. Those being **Outrage** & **Successive Ice Blast**.
 - **Outrage** increases your damage dealt to enemies without Aegis by 15%. This includes enemies who don't have an Aegis by default and those whose Aegis has been broken. On Aegis Breaks, this can result in +30% damage dealt.
 - **Successive Ice Blast** increases the total damage of your Ice Blasts by about 65%, at +6 Ice-Wielding, by spreading them out in 3 separate (55% damage of regular singular Ice Blast) sections. Combine this with a high Attack build and these Ice Blasts can deal upwards of 60k damage per activation.



Self-Healing Builds

- **Soul Shiver**, **Defuse Soul Snatch** & **Soul Drawing** are your go-to Souljades when you're looking to add some survivability without going for counters with Weapon **Saps**.
 - **Soul Shiver** gives you a small amount of life steal when you're accumulating Frostbite. This can be from either being affected by Ice Omens, being hit by Matron of Yushan or having **Sub-Zero Seal** equipped.
 - **Defuse Soul Snatch** grants you a minor heal when you successfully dodge an attack with a defuse. It combines rather well with **Defuse • Aegis-Break** assuming you're landing defuses on a regular basis.
 - **Soul Drawing** grants you life steal when your HP drops below 45%. This life steal can heal you for more than 45% depending on how hard you hit with an attack, with counterattacks giving the biggest heal, especially with your corresponding Weapon **Sap**.



Tanky Builds

- **Warrior & Guardian** are your go-to Souljades when you want to be tankier. However, the current meta doesn't favor having a tank build so I don't recommend it unless you're struggling that hard.
 - **Warrior** lowers your damage dealt by 10% and damage taken by some degree for 5 seconds when you take a hit. This doesn't include damage from burn or poison. It is nice for situations where you're getting hit back-to-back.
 - **Guardian** increases your armor by 250, adding an entire bar of armor. This increases the base amount that armor powders heal you by 125 armor.
 - **Ice Armor** grants you 15% armor when Frostbite is accumulated on you. I am not sure if this means only when you're frozen or whenever a frostbite attack hits you, but it helps a lot when first going into Gelid Yushan at its recommended Sense.



Ultimate Enhances

- Souljades that enhance your ultimate (used to be called Ultimate Enhances) can change the way you go about using your Hero's Ultimate or improve their current use. As of right now, due to prior nerfs, the majority of them aren't used in the current meta due to how long Ultimates take to charge. **Storm Prison • Aegis Break** is already explained above so I will be covering the rest.
 - **Moonbane Control • Unlimited** enables you to use other actions than dodge while channeling Viper's Ultimate. It also grants you high damage resistance, so you're essentially unkillable for the duration due to the healing.
 - **Invisible Assassin • Enrage** allows you to start generating Rage for your next Ultimate during your current one by attacking while under the damage bonus from Silent Flutter (Backstab). This essentially gives you more uptime vs downtime on your Ultimate when used properly.
 - **Blackout • Enrage** allows you to generate Rage through damage dealt even while your Ultimate is active. This allows you to vastly extend the duration of your Ultimate, especially if you space out your Inner Fires properly.
 - **Purified Circle • Assist** grants you and your teammates a +20% damage buff when standing inside the healing circle of Kurumi's Ultimate. This allows you to play either defensively or offensively with your Ultimate, with

the damage bonus being equivalent to Desperation now it isn't much of a sacrifice for Max DPS builds.

- **Rising Tide • Aegis Break** enables your Light Lances (Horizontal) to apply a +35% Aegis damage taken debuff to whoever you hit for 3 seconds. It has extreme synergy with **Storm Prison** and **Moonbane Control** by increasing their bursts of Aegis damage by a significant amount. It is also the only method left to boost your whole team's Aegis damage now that Damage Bonuses and Attack Buffs no longer apply.
- **Titan's Call • Soul Seeking** grants your Counterattack in Tianhai's Vajra form to be followed up with additional attacks that heal him. The damage isn't all that high, but it does appear to prevent the boss from parry countering.
- **General's Call: Soul Seeking** boosts the Counterattack in Yueshan's General form. It also grants a heal when you successfully hit an enemy.
- **Mech Mayhem: Load** gives you the ability to reload your cannon at the cost of a Weaponry Chest and reduced damage.

Souljades to Avoid

- **Copper Ward**
 - Drawback: Cuts your effective health down by 40%, makes **Soul Drawing** and **Desperation** more effective, but not enough to warrant a Souljade slot.
- **Dealer Phantom**
 - Drawback: Only applies when you lose all your lives and die, only good if you're being hard carried.
- **Venom Tip**
 - Drawback: If the stacks weren't limited (up to 15), this Souljade would have some potential, but currently Crossbow is only good for taking out Ghostly Spirits.
- **Gunpowder**
 - Drawback: Musket is terrible in Showdown due to its low DPS and low fire rate. This Souljade doesn't make it much better either to be worth putting on.
- **Fire Arrows**
 - Drawback: If this didn't require you to fully charge your shots to activate it could be decent, but Bow is already efficient enough at what it does to not need this.
- **Overlord**
 - Drawback: Activating Stoneform is already pretty niche in Showdown, but it requires you to forgo countering or defusing an attack to try to clash with it. Not including the fact that using a fully charged Focus Attack after an attack would likely end up in you getting hit by a follow-up attack or countered depending on the enemy.
- **Bounce Shell**
 - Drawback: Requires a direct hit to deal damage with its AoE, also aiming bounces effectively can be rather difficult. Not worth taking up a souljade slot in most cases.

- **Thunderheal**
 - Drawback: Has a lengthy cooldown to heal a small percentage of your health. If you're running Backfire, this Souljade is useless.

Optimizing Your Play

Dodge Canceling



- Dodge Canceling, the act of canceling your end-lag by using a dodge, is crucial for improving your DPS in Showdown. This is especially so if you have Stormstride equipped in that it can increase the DPS of some moves by over 30%!
- How to do: Dodge while holding some direction, then rapidly switch that direction when the dodge starts and start your next attack simultaneously.

Knowing Your Openings



- It is important to know when fighting a boss, what moves come at the end of their attack chains. By knowing this, you'll know when it is most safe to use your Aegis-Break martial skill and when to start preparing to counter, defuse or dodge the next upcoming attack. On Hard Difficulty, these openings become a bit smaller than Normal. With Nightscream/Speedrun having the tightest openings and longer boss attack chains. Furthermore, if you learn each bosses' openings, you'll know what attacks to look for on the follow-ups and not be caught off guard by certain focus attacks you could've parried.
- It is equally important that you avoid doing any heavy investment attacks while an attack chain is on-going, you never know when a boss may randomly switch aggro or use an attack that covers their entire body mid-way through.

Parry Chains

Solo Parry Chain



Duo Parry Chain



- On Hard Difficulty and above, bosses will begin to have a chance to strike back shortly after you parry them (also known as a Parry Counter). This can lead to an interesting interaction known as a Parry Chain in which you do many Parries in a row in short

succession. This deals major Aegis and Health damage to a boss, keeps them in place and cancels an attack chain entirely.

- Parry Chains can be difficult to pull off with the default counter since it has a longer animation than a Weapon Sap counter, but can still be done if you Dodge Cancel it early to be on the safe side (at the cost of some extra damage). If you're the only one on your team who appears to be seeking counters, then I recommend canceling early in most cases, but it is best to seek Parry Chains with at least 2 people, one who does the initial parry and one who seeks to parry the strike back.

The End-Game

- Currently, Showdown's end-game is made up of Speedrun, Enigma Domain - Peak and Yama's Abyss.

Yama's Abyss

- Despite its deceptively easy beginning, it begins to ramp up in difficulty, being harder than anything we've had before. While the other game modes are more geared towards team play, this mission is made harder by having a trio.
- **Anima Ring Collections:** Each Anima Ring equipped that you haven't worn before will be added to a collection. When these collections fill up sufficiently, you will be rewarded with permanent bonuses in Yama's Abyss. Some of these huge bonuses include +1 extra reroll or having your first rare Anima Ring be instantly upgraded to Level 2.
 - **Anima Ring Tier List:** [To see my personal rankings of all the Anima Rings, check this out.](#)
- **Shop:** There are a total of 3 shops per stage. Each shop will have a golden portal on the 3rd room per 5 rooms. So in rooms 3, 8, & 13, a golden portal will spawn. Additionally, there is also a rare Anima Ring that gives you a discounted shop. If you plan on using these I recommend not opening it till the room right before a boss, and taking a purple portal instead of the gold one before the boss fight for extra currency.
- **Boss List:**

Stage #	Zone 5 Boss	Zone 10 Boss	Zone 15 Boss	Max Sense Level Drop
1	Fiery Monster	Omnious Scorch (Phase 1)	Omnious Scorch (Phase 2)	600
2	Stone Monster	Omnious Rock (Phase 1)	Omnious Rock (Phase 2)	600
3	Mountain Ghost	Matron of Yushan (Phase 1)	Matron of Yushan (Phase 2)	600
4	Iron Taifeng	Omnious Aureate (Phase 1)	Omnious Aureate (Phase 2)	600
5	Water Ent	Omnious Void	Omnious Beast	600
6	Mountain Ghost	Matron of Yushan (Phase 1)	Omnious Rock (Phase 2)	600
7	Fiery Monster	Matron of Yushan (Phase 1)	Matron of Yushan (Phase 2)	600
8	Stone Monster	Omnious Scorch (Phase 1)	Omnious Beast	600
9	Mountain Ghost	Omnious Aureate (Phase 1)	Omnious Beast	600
10	Mountain Ghost	Omnious Aureate (Phase 1)	Omnious Rock (Phase 2)	600
11	Iron Taifeng	Omnious Aureate (Phase 1)	Omnious Beast	600
12	Water Ent	Matron of Yushan (Phase 1)	Omnious Aureate (Phase 2)	600
13	Mountain Ghost	Omnious Aureate (Phase 1)	Matron of Yushan (Phase 2)	600
14	Iron Taifeng	Omnious Void	Omnious Beast	600
15	Water Ent	Omnious Void	Omnious Rock (Phase 2)	600
16	Stone Monster	Omnious Scorch (Phase 1)	Omnious Rock (Phase 2)	600
17	Water Ent	Omnious Rock (Phase 1)	Omnious Scorch (Phase 2)	600
18	Fiery Monster	Omnious Void	Omnious Beast	600
19	Water Ent	Matron of Yushan (Phase 1)	Omnious Scorch (Phase 2)	600
20	Stone Monster	Omnious Aureate (Phase 1)	Omnious Beast	600
21	Fiery Monster	Omnious Rock (Phase 1)	Omnious Beast	600
22	Iron Taifeng	Omnious Aureate (Phase 1)	Omnious Scorch (Phase 2)	600
23	Mountain Ghost	Matron of Yushan (Phase 1)	Omnious Scorch (Phase 2)	600
24	Mountain Ghost	Omnious Rock (Phase 1)	Omnious Aureate (Phase 2)	600
25	Iron Taifeng	Omnious Scorch (Phase 1)	Matron of Yushan (Phase 2)	610
26	Mountain Ghost	Matron of Yushan (Phase 1)	Omnious Beast	620
27	Mountain Ghost	Omnious Aureate (Phase 1)	Omnious Scorch (Phase 2)	630
28	Water Ent	Matron of Yushan (Phase 1)	Omnious Rock (Phase 2)	640
29	Water Ent	Omnious Scorch (Phase 1)	Omnious Aureate (Phase 2)	650
30	Iron Taifeng	Matron of Yushan (Phase 1)	Omnious Rock (Phase 2)	660
31	Mountain Ghost	Omnious Scorch (Phase 1)	Omnious Scorch (Phase 2)	670
32	Fiery Monster	Omnious Scorch (Phase 1)	Omnious Rock (Phase 2)	680
33	Stone Monster	Omnious Rock (Phase 1)	Omnious Rock (Phase 2)	680
34	Stone Monster	Omnious Aureate (Phase 1)	Omnious Aureate (Phase 2)	680
35	Mountain Ghost	Omnious Scorch (Phase 1)	Omnious Aureate (Phase 2)	680
36	Iron Taifeng	Omnious Rock (Phase 1)	Omnious Scorch (Phase 2)	680
37	Fiery Monster	Matron of Yushan (Phase 1)	Omnious Rock (Phase 2)	680
38	Stone Monster	Omnious Scorch (Phase 1)	Omnious Beast	680
39	Mountain Ghost	Omnious Rock (Phase 1)	Omnious Scorch (Phase 2)	680
40	Water Ent	Omnious Void	Omnious Beast	680
41	Fiery Monster	Omnious Void	Matron of Yushan (Phase 2)	680
42	Mountain Ghost	Omnious Rock (Phase 1)	Omnious Beast	680
43	Water Ent	Matron of Yushan (Phase 1)	Omnious Beast	680
44	Stone Monster	Omnious Aureate (Phase 1)	Omnious Rock (Phase 2)	680
45	Iron Taifeng	Omnious Rock (Phase 1)	Omnious Scorch (Phase 2)	680
46	Iron Taifeng	Omnious Void	Omnious Rock (Phase 2)	680
47	Fiery Monster	Omnious Rock (Phase 1)	Omnious Aureate (Phase 2)	680
48	Mountain Ghost	Omnious Void	Omnious Scorch (Phase 2)	680

Speedrun

- Every week a new mission is selected to be the Speedrun challenge. This mission will have one main dangerous Omen and two semi-dangerous Omens. Enemy Health and Damage Values are also much higher than usual. It is important to have the key mechanics of the mission mastered before even attempting to go into Speedrun or you'll just be a drag to other players. It does recommend a Sense of 650, but personally I recommend being at Sense Level 660 or above before attempting in most cases.

- Speedrun also features a leaderboard, that depending on your placement will give a title. These titles range from Godlike (Gold), Godslayer (Silver), and Aspire to Gods (Copper-Verdigris) from highest to lowest. You must be in the top 10 for Godlike, the top 100 for Godslayer, and the top 500 for Aspire to Gods.

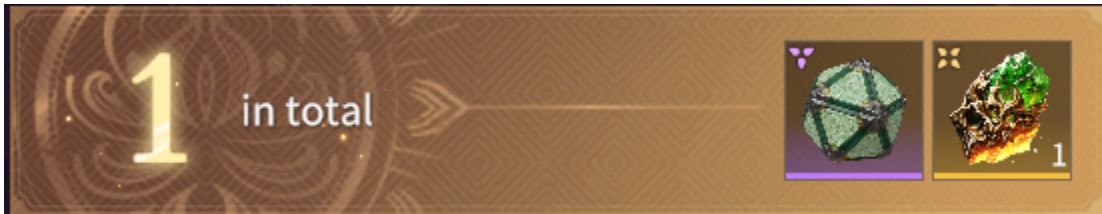
Enigma Domain • Peak

- Every month there are first-time completion rewards for killing a boss in Enigma Domain Peak, up to 8 bosses. The enemies in this mission start at Sense Level 600, but scale up to 700. So even though the recommended Sense is 600, you really **need to be Sense Level 700** to have a chance at completing it since you have to fight 3 bosses at that level with much higher damage and health values than even Speedrun. Eerie bosses appear to have even more damage than usual with altered attacks so beware.

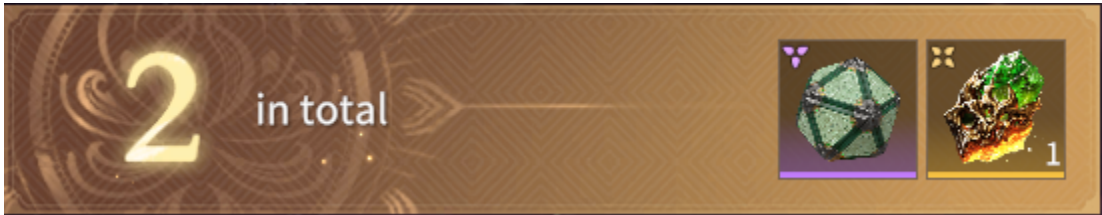
Tips

- Yueshan or Tarka are recommended on the team as the Jungler, the role of the person who clears mobs to push the enhance bar while the other two heroes kill bosses.
- Kurumi is strongly recommended for Support since the bosses easily start to two-shot or even one-shot if you're not at full armor points.
- Temulch is recommended to be your Boss DPS, also for Aegis DPS with his Ultimate and Kurumi's.
- Your Jungler should seek to reach 67-74% before the boss is killed, passing 75% before so, will force the next boss spawn to be somewhere else which can result in time being wasted as well as the Aegis Debuff expiring (there is still a chance of the boss spawn moving however).
- For 50 seconds, whenever your enhance level increases, you have unlimited grapples and a huge buff to your team's Aegis DPS dealt, it is crucial that you make good use of this.
- Opening Stronghold Chests gives +9% to the enhance bar, so make sure as the Jungler that you're opening them. Grabbing the buffs that drop out of them is also extremely helpful as it can be the difference between killing a boss in 2 downs or 3 downs.
- You have less time gained for leveling your enhance bar the further you're in, so it is crucial to manage your time well early on. If you don't acquire a 9-minute timer at any point, you'll likely not complete it in time.
- When a boss is killed, they will drop a buff. The buff it drops increases your damage by 30% for 50 seconds, so it is also important to save it for the next boss if you can (if the next boss's spawn is far away, just grab it right away).
- (Peak Only) Bosses can begin to be Eerie starting from the 5th boss but are max level at the 6th boss. It is recommended that all 3 players fight bosses 6, 7, and 8 together.

3rd Edition Rewards



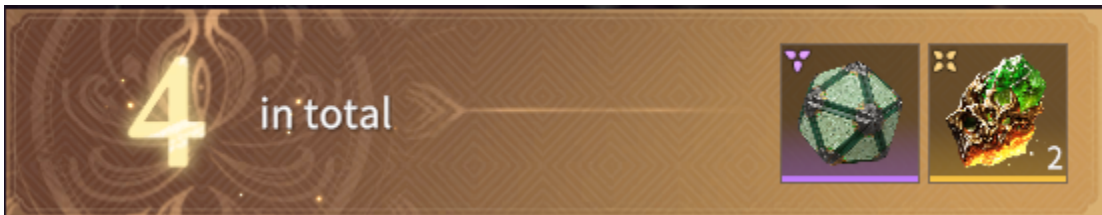
- 1 Epic Souljade Choice Gift & 1 Quench Crystal



- 1 Epic Souljade Choice Gift & 1 Quench Crystal



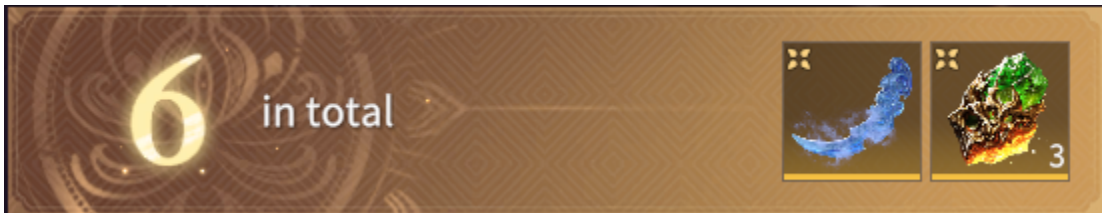
- 1 Epic Souljade Choice Gift & 2 Quench Crystals



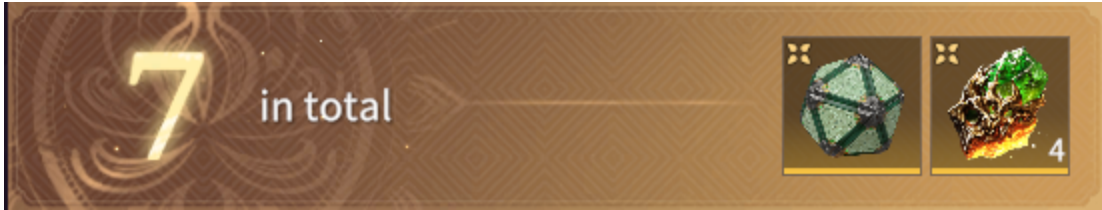
- 1 Epic Souljade Choice Gift & 2 Quench Crystals



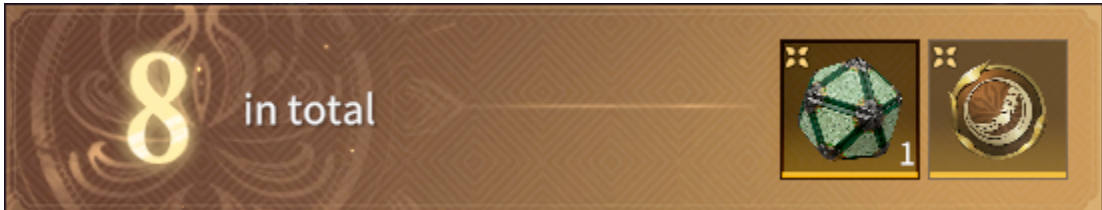
- 1 Legendary Rune Key & 3 Quench Crystals



- 1 Legendary Rune Key & 3 Quench Crystals



- 1 Legendary Souljade Choice Gift & 4 Quench Crystals



- 1 Legendary Souljade Choice Gift & +1 Hero Seal

Example Video

- [\[Naraka Bladepoint\] Enigma Peak Clear w/ 4:39 Time \(Enigma Peak 1st Edition\)](#)

Attack Explained

- Attack is easily the best stat to go for in Showdown's current meta as it scales with every source of damage that you do. However, as of the January 12th and the February 2nd updates, there's been a huge change to how it scales.

II. Adjustments to Calculation of Damage Bonus:

Now all damage bonuses are added up. After the updates, the final damage bonus by multiplying is slightly reduced. But damage bonus of a single kind remains unchanged.

For example: in Showdown, players will get 50% damage bonus after triggering [Desperation]'s 30% and [Outrage]'s 20% at the same time.

(1) Adjustments to Calculation of Damage to Astral Aegis:

The Astral Aegis damage dealt by the character to monsters has been adjusted from being calculated based on the damage dealt to the target's health by the character to the damage multiplier of the character's strikes.

After the adjustment, the Astral Aegis damage dealt by the character to monsters will no longer be affected by the character's [Attack], [Damage Bonus] and other damage boost buffs.

(2) Adjustments to the rules of rage recovery:

The rage recovery effect of a character attacking has been adjusted from being calculated based on the damage dealt to the target's health by the character to the damage multiplier of the character's strikes.

After the adjustment, the character's rage recovery through attacking will no longer be affected by the character's [Attack], [Damage Bonus] and other damage boost buffs.

- As a result of those changes, Attack now suffers from Diminishing Returns, no longer increases your Rage/DMG and no longer increases your Aegis Damage.

Diminishing Returns (DR)

- DR in this case simply means that the more sources of attack that you stack, the less effective it'll be to your overall damage. For example:
 - 1) - Let's say you have Backfire equipped. You'll deal 120% of your Base Damage.
 - Equipping Thunderpull, will increase that to 140% of your Base Damage. That totaled is a 16.67% increase from your previous damage ($140\% / 120\% = 116.67\%$).
 - If the January 2nd change hadn't occurred, you would be dealing 144% of your Base Damage.
 - 2) - Let's say you continue off of the previous build and you add Quick Attack to it. You'll deal 155% of your Base Damage with your Uncharged attacks.
 - That total would only be a 10.71% increase ($155\% / 140\% = 110.71\%$).
 - Without the January 2nd change, it would be 165.6% of your Base Damage.
 - 3) - With all of the above, let's say you have +24% total attack bonus from Attributes and are Hero Level 20.
 - That would add up to 179% of your Base Damage vs 205% of your Base Damage prior to the January 2nd change!
 - This does not even include the nerfs to Backfire, Desperation, and Outrage from the Ice-Wielding patch, so in total our max damage output was decreased drastically from what it was.
- However, as a result, the damage difference between someone who has +12% Attack Bonus to someone with +30% using the same jades would only be about 9-11%. So it is mostly more important to have the right set of jades on rather than purely aiming for Attack Sub-Attributes.

Zer0's Showdown Spreadsheet

- For those interested, [here's a spreadsheet showing where I based my builds & rotations from.](#)