

# Introduction & Requirements

## **Xdod's Ascend From Nine Mountains Guides**

Welcome to the ultimate guide, made by the one and only. Spent a long time refining these to near perfection. Extremely optimized, and **far** better than anything you will find on discord. The reason I made these is simple; For anyone who doesn't want to or can't make it themselves. That's all. **Last Updated on 3/7/2026** (I will wait at least 1 extra patch whenever a big update/rework is released due to this dev not being able to make up his mind)

**This guide contains highly refined and almighty builds ranging across all realms** (Body forging (BF) to Pillar Creation (PC)). There is a **pure build for each school**, a **pure neutral build**, a **generalist build using any/all techniques**, and also a **crafting guide**. There is also an **Information Tab** which contains advice on your playthrough, explanations about different stats and the math behind them, community spreadsheets with different types of information, locations of all techniques, crafting actions, important items/gear and more!

**If you need any help or have any questions to ask, my discord is "xdod." Same thing if you have any improvements or if a build is underperforming. You can also comment/make suggestions in this doc.**

**Please spread this google doc to anyone on discord who needs these guides. Feel free to share this doc on Steam guides too. If the mods try censoring this file on their discord, share it through DMs. I do suggest bookmarking this as well. This guide can also alternatively be found on the fandom wiki.**

**"Why aren't these guides on the discord server???", you might be asking.** Well, they actually were. You can thank your amazing **discord mods** for removing them. Their brittle egos just couldn't take it when I called out that they had an agenda against me before I left their server, so they decided to **rob the entire community** of ALL the guides I made, which were pretty much the only good ones they had. They'd rather you guys not have any good guides at all than let a message like that stand. It got to the point that just asking for credit when someone used my builds in their steam guide got my messages deleted alongside any separate messages where I just recommended my guide.

They have also taken it down on their "official" wiki, when this guide was the most beneficial piece of information on there, and locked edit permissions for non-trusted

personnel (I only linked the doc in the guides section btw). So much for having a “free” wiki meant for spreading knowledge. That is why I urge you to share this any way you can, including linking this on steam guides/discussion.

If you see these builds being used **anywhere** else without crediting me, know that they are **stolen** from me and whoever is posting them is naught but a shameless **fraud**.

### Requirements:

**There are no requirements for gear**, as these are aimed for all players, so I want there to be an ease of access and easy swapping of builds. But if I had to pick, I'd suggest you go for gear that has high defense/early survivability. I also **heavily recommend you get an extra talisman slot** instead of an artifact slot, as I found out it's objectively the better choice.

**There are requirements for masteries, but only starting from Core Formation (CF) Realm.** They are the **4th slot masteries that you unlock in CF. For CF, you need to have them at the 5th level, and for PC at the 6th level.** I will list them separately for each build as there'd be far too many to name here. **If you wish for a quick and dirty CF/PC build without having to set up your masteries, simply use the builds from the previous realm, preferably the Generalist one.** Yes, they're that good.

**Qi droplet regeneration as stated for some builds. Eternal Immolation can bypass this, but be careful, since some pure builds do not have much healing.** However, I created Full and Lite versions for some of the pure CF and PC builds, where Lite versions require no hybrid or special-obtainment techniques from the same realm, and are less intensive on the droplet requirement. **If you need more qi droplet regen, get the +2/+3 qi droplet regeneration enchant (Combat Core) on your condensation art. There's also +1 qi droplet regen enchants for armor, talisman and artifact.**

### FAQ/Notices:

How does Importing/Exporting work? Download the .json exported file I provide with my builds, click on “import style” at the top of your stance menu (the top part of my screenshots), and select the .json file.

Please ignore any random numbers in the stance names. I revised and updated many of the builds, and they were only just personal notes when I was first constructing them.

Sometimes there’s a bug with importing where the finishers don’t carry over correctly, so watch out for that. If a technique is missing without saying you don’t have it, try editing that stance and finding which one is equipped, and then just reapply it. Likewise, if you’re missing a technique, you can usually find a decent replacement.

Technique Locations and more can be found in the Compendium of Knowledge.

Navigation (Each guide has its own document tab)

[Compendium of Knowledge \(Information, Locations, Advice, Solutions\)](#)

[Crafting Guide \(+garden layouts\)](#)

[General Guide \(any/all schools\)](#)

[Pure Neutral Guide](#)

[Pure Cloud Guide](#)

[Pure Blossom Guide](#)

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# Compendium of Knowledge

## **Compendium of Knowledge:**

[Community Spreadsheets](#)

[Playthrough Advice/Tips](#)

[Important Locations](#) (techniques, crafting actions, altars, upgradable gear, flames, etc.)

[Stat Information](#)

[Mechanics and more advanced Stat Info](#)

[Tips on Creating your own Builds](#)

[Formation Minigame Solutions and Tips](#)

[PC Pillar Building Layout/Guide](#)

[LF Delve Layouts/Guide](#)

[Starter Items Stats](#) (at PC. Specifics vary based on your stats so just use them for comparison)

[Cheat Sheet for Save Editing](#)

## **Spreadsheets and community info (some might be outdated as this isn't my domain):**

[Stat Calculator - Google Sheets](#) - Slightly outdated

[Enchantments - Google Sheets](#) - Very slightly outdated

[Crafting Actions - Google Sheets](#) - Needs an update to PC

[Pillar Shards - Google Sheets](#) - What they do and how to obtain them.

[Star Shard Trader - Google Sheets](#) - What the trader at Shen Tian Court offers

[Dual Cultivation - Google Sheets](#) - For Jiaohua Lin go Pinch, Soothing, Pinch, Soothing

[Nova's Resource Guides - Google Sheets](#) - Quest Catalogue

### **Things to be mindful of in your playthrough (Minimal Spoilers):**

Best starter choices: **Ravenous, Beast Survivor, Decayed Dagger** (Unless you're going for a Formations-only playthrough).

**I heavily recommend you keep a separate save file for each realm (duplicate it) before moving onto the next**, just in case there is content you missed (for example due to an update to a previous realm - It has happened before), or there is something you wish to change. Alternatively, you could also edit your save (it's fairly easy in most cases)

**There is upgradable gear that can be found through random encounters in several areas.** Here are the **correct choices for obtaining it at maximum quality:**

Ancestral Barrows (BF Mount): Just engage them.

Lingyu Moor (BF Clothing): Hold completely still, Let your qi flow without directing it, Open your palm and wait for it.

The Ascent (MO Talisman): Focus on the target, Send qi to the striking limb, Hold qi at the pivot, Release qi all at once, Let qi carry past the contact

Bifang Crane Corpse (MO Artifact): Just seize it.

Shanlu Foothills (QC Cauldron): Lock outer ring (as the rotation picks up), Wait x3, Lock the inner ring (full speed)

### **Recommended Breakthroughs (FROM each realm):**

BF: Unbreakable Nephrite Body (Very close with the other Nephrite Body, so if you're going for an alchemy/formations or specific 2-artifact build go ahead and take that)

MO: Incandescent Heart (Incandescent Eyes are also a good choice)

QC: Eternal Immolation (With this you can use most of my builds even if you don't have enough Qi Droplet Regeneration, though the Blood ones can present difficulties due to Amplifications)

CF: **Energised Pearl Core** - not even fucking close. But maybe if you're on a formations/neutral-only playthrough pick the extra artifact option.

PC: [Found here](#)

LF: Coming once the seventh realm releases.

If you wish to craft an item and then upgrade it to a higher realm, make sure you sublime craft it to maximum perfection so that it keeps its stars as potential stars. This only applies to things you CRAFT, not starter gear or upgradable gear you found.

Max out your reputation in Crystal Shore sooner than later. You'll see why.

Raise your reputation with NPCs whenever you can (sparring them, aiding breakthrough, etc.) as these actions have a cooldown and you have quite a long way to go. Rewards for doing so can vary, but one of them is having permanent followers. And don't worry, you can have multiple lovers at once.

Giving Tidao Feng the Pillar Shard from her quest is probably the best choice. Alternate choices are giving it to Mo Haoland for +1 Pillar Tile or keeping it to build a slightly better pillar (still better than giving it to Mo Haolang though).

There's Compression Altars in PC areas as well, and the order in which you do them in matters a lot. Some can become next to impossible without some serious cheese or save editing if you go about it wrong. Recommended order is found below.

Max out/buy everything important in Xidian Outpost and Needle Fairy before breaking through to Pillar Creation.

Good way of leveling **crafting skill** is through the Crafting Hall in the sect. Only works on recipes your crafting skill doesn't go over the limit of.

**Battle Sense** increases each time you kill a **unique** enemy. Repeated kills do nothing. A good way to level this is making sure you kill all the beasts in a zone, as well as Seeking Danger with Aei Ma and Patrolling with Zi Liang. Random exploration events, usually in late-stage territories, often make you encounter stronger versions of the normal enemies which also give you Battle Sense.

**Charisma** makes you buy for cheaper, and sell for more. I highly advise you craft clothing that has the highest charisma (Woven Remnant for CF/PC) and swap to it when making big purchases.

When going on Tai Kong Expeditions, I advise either going alone or with Archeologists. Archeologists greatly increase the amount of the more common loot (Combat pills, materials, etc. But not the permanent stat increasers or special gear)

**Recommended Gear** (for general use. Some specific builds might be better off with gear specialized for it):

Clothing - Prioritize high armour, unless you use the Aegis Talisman. If you do, then prioritize things that give additional survivability (damage interception, healing, etc.) like the Spiritbound Garb (MO+), or things that give you quick Power/Boost if you don't start out with any, such as Lianjin Bandolier (CF+, needs toxicity to work). For buying/selling things use Woven Remnant (upgraded to next realm if need be).

Talisman - Aegis or Empower

Artifact - any that generates a lot of Barrier or Healing, or inflicts Weakness. (Refined Dagger, Yichan Censor, Shatterspike, etc.)

Mount - Anything that helps in combat (Jadeshell Tortoise being the best, then Ancestral Sarcophagus, etc.). For rerolling masteries, go for mounts that give Mastery Points (bonus points for putting the Mastery Point enchant on them)

Cauldron/Flame - Detailed in the Crafting Compendium. Depends highly on your build.

**Recommended Enchantments** (In order; Can change depending on your build):

Condensation Art: Combat Core (Goated, but only if you need lots of Qi Droplet Regeneration. Not ideal for Eternal Immolation Art), Redirected Barrier (Not ideal against enemies a full realm above, uncertain if Seeping Barrier would work), Droplet Surge, Abundant Vitality

Clothing: Unleashed Power (only if you need Qi Droplet Regeneration. Do not prioritize), Seeping Shield, Pinpoint

Talisman: Unrestrained Qi and Deflecting Qi (if you need Qi Droplet Regeneration), Reckless

Artifact: Qi-Surging Inscription and Qi-Circling Barrier (if you need Qi Droplet Regeneration), Enhanced Barrier

Mount: Masterful for masteries (best used with the PC Flying Cruiser Mount), Soaring for travel time, Dazzling for shop discounts.

Cauldron: Overcharged (Only use if you have Qi issues. NOT Overcharged Max), Delicate, Empowered Masters

Flame: Tight Burn, Controlled, Warming

If you wish to use a pure (one-school or neutral-only) build/playthrough, you can get a matching vow (+25% stat boost) for it in Ancestral Barrows if you explore enough times. To remove it, you revisit the place or just remove it at your home. You can get another boost (+10%) in Shen Tian Court by praying at the Progenitor Shrine, which **doesn't** restrict you to one school.

**Important Locations (techniques, crafting actions, altars, upgradable gear, random quests, equipment, etc.):**

**If you are missing a technique from CF or higher, try the following:**

Chromatic Shards from Jiaohua Lin's Mystic Keys (All remaining CF and PC Hybrid Techniques)

CF Hybrid Techniques from Withered Bloom Ruin (Threads of Revelation Quest. Need 460 Spiritual Root of both schools the technique is a part of. Gives Infested Strike, Thunderblossom Cascade, Cosmic Vine, Ironclad Garden, Symbiotic Parasite)

CF Hybrid Techniques from Fourth Mountain (Fist Tournament destiny or max Fist Spiritual Root required. Gives Hemorrhagic Overload and Lightning Palm)

PC Droplet Techniques from fighting Ancestor Echoes on the 11th month in Shen Tian Court (with any build)

PC Shadow Techniques and Sixfold in PC Caves (Shadow Abyssal Sanctum, Pulsing Tower)

Lost Techniques in Tai Kong (Collapsed Sect - Induce The Flame & Settle The Ash & Ignition & Designate Source & Flame Infusion & Ashen Burst; Wander's Den - Ignition & Coalesce & Flame's Path & Flame Infusion & Desperate Flame; Hidden Waterfall - Conflagration & Settle The Ash; Cave Mural - Designate Source & Ignition; Inheritance Grounds - Flame Infusion & Induce the Flame; Tranquil Gazebo - Fragmented Burst)

**Neutral techs locations:**

Star Observers Shop & Market

Celadon Flame Brewers

Immortal Fang

Shen henda Market

Research Camp Market

First Mountain

Tomb of Lu Bu Lin Market

PC Caves (Shadow and Sixfold)

Tai Kong (Lost Techniques - Various places, listed above)

Wasteland Workshop (Spectral Designs) - Might be bound to a quest?

**Crafting Actions locations:**

Pi Lip (has to reach the appropriate realm)

Lingxi Gian (has to reach the appropriate realm. Unlocked via a random encounter in Shen Henda City)

First Mountain (Forge Spirit, First Elder and Golden Path)

Star Observers

Celadon Flame Brewers  
Sect Favor Exchange  
Needle Fairy  
Research Camp Market (reach Exalted)  
Echoes of the Forgelord Quest (CF Pi Lip Quest. Gives Pressurized Forging and Controlled Forging)  
Stellar Flame Quest (Raid a star)  
Tai Kong Crafting Institute (Provoke, Stoke, Lull, Suppress, Discipline)  
LF Auction  
Jade Serpent Sect

**Upgradable Gear Locations (and correct choices. Obtained via random exploration events):**

BF: Ancestral Barrows for the Arrival of the Dead (Mount) - Just engage them.  
BF: Lingyu Moor for the Spiritbound Garb (Clothing) - Completely still, Flow without directing, Open your palm.  
MO: Ascent for the Martyred Zeal (Talisman) - Target, Striking limb, Pivot, All at once, Carry past the contact  
MO: Bifang Crane Corpse for the Calamity Shard (Artifact) - Just seize it.  
QC: Shanlu Foothills for the Tide Harvest Cauldron (Cauldron) - Lock outer as rotation picks up, Lock inner at full speed.

**Missable Quest Locations (Can be done at any point):**

CF: Fallen Soulflame Quest - found in Bone Pile (through a random encounter)  
CF: True Bifang Flame Quest - given by Yufu Chen in Crystal Shore  
PC: Legacy of the Azurite Emperor - Visit Clockwork Forge Ruin at PC  
Bunch of quests from Forge Spirit on the First Mountain.

**Enchantments:**

Tomb of Lu Bu Lin (Mystical Regions)  
Tomb of Lu Bu Lin Enchantment Shop  
Mines (CF Abyssal Forges, PC Twisted Chambers)  
Celadon Flame Brewers (Receive Blessing. Flame Enchants only)

**Permanent Stat Boosts/Buffs:**

Crystal Pressurized Pill (Reach Exalted reputation in Crystal Shore; Available from Yufu Chen every 2? years)  
Refined Pillar Remnant Pills (Craftable PC Pills from Raid Shards)  
Shining Pill (From Tai Kong - Crumbled Furnace Den. +5% Crit Chance, +15 Crit Multiplier)

Density Pill (From Tai Kong - Sect Storage Rubble, Crafting Institute. +10% Max Health)  
Energy Expansion Pill (From Tai Kong - Sect Storage Rubble, Collapsed Sect. +10% Max Qi Pool)  
Efficient Imbuement Pill (From Tai Kong - Recluse Alchemy Hut, Cave Mural. +10% Artifact Power)  
Empowering Pill (From Tai Kong - Recluse Alchemy Hut, Wander's Den. +10% Power)  
Certain Tile(s) in Tai Kong (+3 Pillar Tiles. Unsure which ones. Need more info)  
Pillar Expansion Pill (From Tai Kong - Endless Sinkhole. +5 Pillar Tiles)  
Eccentric Long Random PC Event (Tomb of Lu Bu Lin. +1 Pillar Tile)  
Giving Mo Haolang the Yichan Qither Source (+1 Pillar Tile. future update)

**Bombs:** Unlock the bomb seller by repeatedly exploring Deep Heian Forest

**Uncraftable/Unique Items/Equipment:**

Attuned Puppets CF and PC – Clockwork Forge Ruin (Visit at CF or at PC)  
Corrupted Clothing/Talisman Caches in CF Yinying Mines (Corrupt Shadow Lamellar, Corrupted Shadow Talisman)  
Corrupt Equipment Cache in PC Yinying Mines (2 Clothings, 2 Talismans, 2 Artifacts - Dark Cross Plate, Shadow Tainted Plate, Dark Rage Talisman, Writhing Cloak Talisman, Sapping Needle, Twisted Fan)  
Gilded Equipment Cache in LF Yinying Mines (Clothing, Tali, Arti - Gilded Carapace, Goldmarrow Charm, Auric Censer)  
Jadewomb Sanctum in PC Yu Mai Mine (1 Clothing, 1 Talisman, 1 Artifact, 1 Mount - Jadewave Cuirass (V), Hollow Jade Heart (V), Bloom-touched Spore, Jadeshell Tortoise(V. Goated))  
Bloomstone Sanctum in LF Yu Mai Mine (2 Clothings, 2 Talismans, 1 Artifact, 1 Mount - Jadewave Cuirass (VI), Bloomvein Carapace, Jadespark Seal, Hollow Jade Heart (VI), Jade Bloomtongue, Jadeshell Tortoise (VI. Goated))  
Illume Crucible (High Control, Max Qi. Low Intensity) – Tai Kong alchemy chambers  
Lantern Festival Robe (PC Clothing) – Tai Kong Solitary Temple  
Ceremonial Wickerblade (PC Artifact) – Tai Kong Shrine Ruins  
Burning Ember Lotus (PC Mount) – Tai Kong Decrepit Temple  
Lost Era Totem (PC Garden Device) – Tai Kong Ancient Gardens  
Flaring Energies Formation (PC Meditation Formation) – Tai Kong Ancient Gardens  
Compression Altar Blueprint – CF Auctions  
Infusion Bath Blueprints – Auctions  
Pillar Pattern Schemas – Auctions  
Some Pill/Reagent/Concoction recipes – Auctions  
Unique Pills in Yinying Mines - Shadow Pill Cache  
Unique Pills in Yu Mai Mine - Bloomed Pill Cache

Unique Pills/Reagents/Concoctions – various Tai Kong rooms

Unique Pillar Shards in Yu Mai Mine - Jade Deposits (Open them at Jade Serpent Sect's Jade Cutter. Check pillar shard spreadsheet. Rarity of shards corresponds to the rarity of Jades)

Unique Pillar Shards in Yu Mai Mine - Jade Veins (Craft an Ore Extractor of the same realm as the vein to periodically extract Jades instead of having to manually visit Jade Deposits. Jade Veins come in specific rarities which give the corresponding rarity of Jade. As a side note, there are also veins in the Yinying Mine for various metals like Orichalcum)

Unique Pillar Shards – Tai Kong (From both enemies and rooms. For specific Pillar Shard Locations scroll down more)

### **Ore Veins:**

MO Yinying Mine - Milk Nephrite Vein, Ocean Nephrite Vein, Tough Iron Ore Vein, Cold Iron Vein, Mortal Jade Vein, Nether Jade Vein, Resonating Silver Vein (All found in Early to Late MO Areas)

QC Yinying Mine - Blood Iron Vein, Deep Copper Vein, Shimmering Copperite Vein, Goldsand Vein, Dragoneye Gold Vein, Cloudy Dragon Jade Vein, Pure Dragon Jade Vein (All found in Early to Late QC Areas)

PC Yinying Mine - Orichalcum Vein (Found in Early to Late PC areas)

PC and LF Yu Mai Mine - Jade Veins (Found across Early, Middle and Late areas of their respective realm. Each Vein has a random rarity of Jade assigned to it, ranging from Empowered (3) to Transcendent (6))

### **Destinies:**

Tournament Destinies (Provides a School Boost. Higher destiny replaces the lower one)

- Win in a festival tournament/against an Ancestor Echo in pure school mastery

Feiteng Resistant (+10 Lifespan) - Use the Boiling Breath Pills in Crystal Shore

Knowledge of the People (+200 Charisma) - Reach Exalted reputation in Jiao Rest Stop

Wave Master (5% discount in Shen Henda City) - Defeat the Mausoleum Gate beast wave at highest difficulty

Yichan Marked (+100 Charisma) - Follow Tidao Feng's QC Quest

Origin Touched (+40 Lifespan, +400 Qi Absorption) - Defeat the Conjunction of Beasts in Shattered Crucible Ruin on the 11th month

True Foundation (+1000 Qi Absorption) - Cloak of Shadows Quest

**Compression Altars (Roughly in order of difficulty. Do the Altars at the top of the list first.** Currently 27 in game. What they give you is written first, and then their scaling in parenthesis; Stacks are based on how many compressions you already did)

1. Rogue Trade Hub: +5% Overcrit (+10% crit chance, +10% crit multiplier, +5% overcrit PER STACK)
2. Collapsed Ruin: +3% Crit Chance (+3% Crit chance and +30% Crit Multiplier per stack)
3. Mechanized Ruins: +30 Max Qi Pool (At the end of each round inflict +10% Vulnerability and +3% Weakness per stack)
4. Heavenly Sword Sect: +15% Crit Multiplier (Negates 1 instance of damage EACH ROUND per stack. Reach friendly reputation to unlock) - If you don't do this early, it'll require a specialized multi-hit build (think constant thunder stacking or the machine gun weapon)
5. Wasteland Workshop: +15 Max Qi Pool and +10% Qi Intensity (Before each technique deal ~6000 Disruption Damage and ~3000 Corrupt Damage per stack)
6. Burning Core: +5% Damage Boost (At the end of each round inflict permanent ~2000 Self Damage per stack before each technique)
7. Bone Pile: .95x Qi Pool multiplier (+20% power and +2% crit chance per stack. Obtained through a random encounter)
8. Shen Henda Sect Branch: +5% Power and +5% Barrier Effectiveness (+20% power and +9% damage boost per stack. Give Tidao Feng the quest Shard to unlock)
9. Fourth Mountain: +10% Artifact Power (+25% Power per stack)
10. Nine Mountain Sect: +5% Power and +5% Protection (+20% Power and Protection per stack. Give Tidao Feng the quest Shard to unlock)
11. Buzzing Ruins: +15% Qi Intensity (Before each technique deal ~4500 Damage per stack)
12. Shen Tian Court: +15% Qi Control (At the end of each round deal ~17000 Damage per stack)
13. Second Mountain: +5% Max Health, +5% Temp Health Boost (deal ~2000 corrupt damage and gain ~10000 temp hp per stack after each technique)
- 14-19. House Altar Blueprint x6 (from Shen Henda Auction, or unlocked in Shen Tian Court Market by beating the PC Progenitor Echoes 3 times), +3% Power per house (+20% Power and Protection per stack, and at the end of each round gain another stack. **House locations:** Nine Mountains Sect, Liang Tiao Village (quest), Refuse Shower Hidden Base (quest), Shen Henda City (random event), Shugou Chasm (reach depth 10), Rogue Trade Hub (Random Event. Costs 500k))
20. First Mountain: +5% Item Effectiveness (+5% protection per stack and **only Neutral Techniques**)

- 21. Jade Serpent Sect: +5% Barrier Effectiveness and +5% Healing Boost (-5% Healing Boost and +2% Barrier Bleed per stack. Reach friendly reputation to unlock. Healing pills don't get affected).
- 22. Refuse Shower Hidden Base: +5% Max Barrier (deal ~10000 disruption damage per stack before each technique)
- 23. Beast-Filled Ruin: +5% Barrier Effectiveness (At the start of each round inflict permanent -7% Barrier Effectiveness per stack)
- 24. Shen Henda City: +10% Max Health (+10% max health per stack and at the end of each round heal for 10% health. Obtained through a random encounter if you pay 100k spirit stones)
- 25. Gate of Slaughter: +5% Healing Boost (At the end of each round heal for 10% of Max Health per stack)
- 26. Shugou Chasm: +5% Overheal (After each technique gain ~6000 Health and Barrier per stack. Reach CF Depth 6 to unlock)
- 27. Falling Star Observatory: +5% Barrier Boost (gain ~5000 barrier per stack before each technique. Reach Exalted Reputation with Falling Star Observatory to unlock)

### **Tai Kong Qither Beacon Shard Selection:**

- Combat: Body - Avatar of Zhandou Shard
- Combat: Energy - Qither Siphon Shard
- Combat: Strike - Expression of Destruction Gem
- Protect: Defenses - Permanence of Form Gem
- Protect: Resists - Internal Resistance Shard
- Crafting: Path - Sublime Eye Shard
- Crafting: Power - Steady Hand Gem
- Crafting: Creations - Insightful Peak Gem
- Limit: Everything - Grand Core Shard
- Limit: One - Body Enhancement Shard
- Limit: Item - Qi Projection Shard
- Foundation: Stable - Life Foundation (best one in my opinion)
- Foundation: Guide - Wendji Shard
- Foundation: Foundation - Sanwenqi Shard

### **Pillar Shards:**

PC Shards: Check the Pillar Shard Spreadsheet at the top. Jade rarity corresponds to Shard rarity btw.

PC Tai Kong Pillar Shards (From both enemies and rooms)

- Rippling Distortions - Portal Entrance & Exit (You'll want a lot of these)

Vast Qither Flood - True Vastness Gem  
Stifling Abhorrent - Eschewing Vice Gem  
Sect Storage Rubble - Hejin Shard  
Echoing Call - Pinpoint Brutality Gem  
Folding Core Qi - Sixfold Attunement Shard  
Formation Workshop - Inscription Mastery Gem  
Unmatched Presence, Oozing Vitality - Immortality Shade Shard  
Qither Beacon - [Many Possible Shards](#)

LF Yu Mai Mine:

Transcendent (6):

Deepbloom Heart (7 Qither Source)  
Greater Dizeng Shard (1 Qither to 4 Qither)

Incandescent (5):

Bloomcore Nodule (5 Qither Source)  
Tongmai Shard (4 Qither Absorber. Manifests a Swarm & Grants a Channeling Shard Remnant)  
Yinlu Shard (4 Qither Absorber. Manifests a Surge & Grants a Channeling Shard Remnant)

Resplendent (4):

Pianfen Shard Left & Right (+3 Qither Channeler. 7-Input = 7-Output Front + 3-Output Side)  
Maosheng Shard (4 Qither Absorber. Manifests a Swarm & Grants a Growth Essence Remnant)  
Tunxi Shard (4 Qither Absorber. Manifests a Keeper & Grants a Breath Essence Remnant)  
Wanfu Shard (3 Qither Absorber. Manifests an Attunement (blessing))  
Divine Heavenly Jade (Not a Pillar Shard but lets you upgrade equipment to LF)

Empowered (3):

Shimmering Mote (1 Qither Source)  
Greater Fenge Shard Left (+3 Qither Channeler. Only gives Left Side. 1-Input = 2-Output Front & Left Side)  
Greater Zhong Shard Left & Right (+1.2x Qither Channeler. Redirects the beam to Left or Right Side)  
Guangsan Shard (+4 Qither Channeler. Splits a 5-Input Beam into three 3-Output Beams)  
Hengzhuan Shard (+2 Qither Channeler. Two 2-Input from opposite sides - Two 3-Outputs from adjacent sides)  
Qiyuan Shard (4 Qither Absorber. Manifests an Offering & Grants a Breath Essence Remnant)

Shengsheng Shard (4 Qither Absorber. Manifests an Offering & Grants a Growth Essence Remnant)

Yinfu Shard (4 Qither Absorber. Manifests an Attunement (blessing))

Pills - Golden Phoenix Jade & Turtle Reaper Jade (worth mentioning)

Elixir - Tingling Powder Jade (+7770 Qi)

LF Celestial Jade Pavilion - Contains the same pool as LF Yu Mai Mine Jades, but capped at Resplendent (4) rarity)

LF Twisted Fallen Star Raids:

Transcendent (6):

Greater Xun Shard Left & Right (+2 Qither Channeler. Redirects the beam to Left or Right Side)

Hammerfall (+3 Qither Channeler. Two X-Inputs from Left & Right Sides = +3 Output from Front)

Warden's Cache (4 Qither Absorber. Manifests a Keeper's Shadow & Grants a Absorber Shard Remnant)

Pressure Crucible (4 Qither Absorber. Manifests a Marked & Grants a Absorber Shard Remnant)

Incandescent (5):

Updraft (+2 Qither Channeler. X Input = +2 Output Front)

Confluence (+1.5x Qither Channeler. Two X-Inputs from Left & Right = 1.5x Output Front)

Offered Heart (5 Qither Absorber. Manifests a Cursed Offering (curse) & Grants a Devotion Essence Remnant)

Sinew Reliquary (5 Qither Absorber. Manifests a Keeper's Shadow & Grants a Soul Viscera Remnant)

Crystal Husk (5 Qither Absorber. Manifests a Marked & Grants a Crystalline Shell Remnant)

Guardian's Vow (5 Qither Absorber. Manifests a Keeper's Shadow & Grants a Devotion Essence Remnant)

Firmament Lull (Not a Shard. Halves Incursion chance for the next 9 months if used in your Soul World)

Resplendent (4):

Starfall Tear (3 Qither Source)

Cornerstone (+1.6x Qither Channeler. Two X-Inputs from Adjacent Sides = Two 0.8x Outputs from remaining Sides) - This one is completely goated.

Crossbeam (+1.5x Qither Channeler. Two X-Inputs from Adjacent Sides = 1x Output & 0.5x Output from remaining sides)

Tideheart (5 Qither Absorber. Manifests a Surge & Grants a Pulse Essence Remnant)

Scarbinding (5 Qither Absorber. Manifests a Cursed Offering (curse) & Grants a Scar Essence Remnant)

Eclipse Mark ((5 Qither Absorber. Manifests a Marked & Grants a Scar Essence Remnant)

Empowered (3):

Greater Fenli Shard Left & Right (+1.2x Qither Channeler. 2-Input Minimum = Two 0.6x-Outputs Front & Side)

Steady Pulse (5 Qither Absorber. Manifests a Keeper & Grants a Pulse Essence Remnant)

Twisted Matter (Not a Shard. Used for Crafting)

LF Delves:

Empowered (3):

Greater Fenli Shard Front (+1.2x Qither Channeler. 2-Input Minimum = Two 0.6x-Outputs Left & Right Side)

Drift of the Stone Left & Right (+2 Qither Channeler. 3-Input = 3-Output Front & 2-Output Side)

Echo of the Hollow (4 Qither Absorber. Manifests a Swarm & Grants a Crystalline Shell Remnant)

Qi-Touched (2):

Whispers of the Path Left & Right (+1 Qither Channeler. 1-Input = 2-Output to the Left or Right)

Trace of the Vein (3 Qither Absorber. Manifests an Offering & Grants a Soul Viscera Remnant)

^ If I'm missing any locations/info for anything, shoot me a DM.

## **Stats:**

Muscle > Flesh.

Flesh > Eyes

Dantian > Meridians.

Muscle is probably the most important stat.

Flesh and then Eyes are probably the second and third most important stats. Do note you can get +5 flesh for free pretty early on in your playthrough, which indirectly lowers its value.

Insight/Meridians are mostly for neutral (formation/alchemy) builds. If your character specializes in this, you don't really need Power.

Each point in Eyes is +2% crit chance and +20% crit multiplier (you start with 0% crit) Crit multiplier: 150% “bonus” multiplier means you only do 1.5x damage on crit, not 2.5x. Wording is a little unclear.

Max Barrier > Max Health - If you go past 100% barrier, the max barrier stat acts more and more like a multiplier to your current barrier, which is very nice. But Health inherently has more damage reductions, so it's close. Could also depend on the build.

Barrier Effectiveness: The amount it shows (effective reduction) is the DR (Damage Resistance) of the barrier. 25% = you need 750 barrier to fully block a 1000 damage attack. Raw value is the amount you have before the diminishing returns kick in; **Stuff like the Flesh stat, enchants or gear that add “+x% barrier effectiveness” actually add to the RAW VALUE, not the DR.** The scaling goes roughly: 25 raw value = 20% DR (effectiveness), 40 raw = 25% DR. 100 raw = 40% DR. 150 raw = 50% DR.

### **Mechanics n stuff:**

**Power** is easily **the most important combat stat** (Unless you're a Pure Neutral connoisseur). Doubling it (+100%) increases all your damage, healing, barrier, temporary health by 2x. Do note that increasing it after it has already been greatly buffed will yield lesser benefits (+100% at base 0% gives a 2x difference, but +100% when you already have +400% only gives a 1.2x difference). If on some gear you see that it gives +x power instead of being written in percentages, you'll have to look at how much you currently have and do the math yourself. Yes, it's that fucking retarded. And no, it isn't base power unless it says BASE power.

^ However, there are also stats that apply separately to this multiplier, namely **Base Power** (Muscle Stat, Enchantments, Starter Talisman) and **School Boosts** (for example, Blossom Boost from fragrant blossoms). This means that with a +100% Blossom Boost, **only** your Blossom Techniques (also counts for hybrid techniques) will deal 2x damage/healing/barrier/temp health **even if** you already have +400% power, for example. Blossom boost from fruits gets applied separately from the one from gear/techniques, and hybrid techniques get enhanced by all their school boosts, but they only add together.

Do remember, your **Artifacts, Pills and Formation Parts are not affected by power.** For **Pills/Concoctions**, it's **Item Effectiveness (Insight Stat)**, for **Artifacts**, it's **Artifact Power**, and for **Formation Parts**, it is **both Item Effectiveness (Insight) and Artifact Power (Meridians Stat)**. For the most Formation Part stats you'd want to split those 2 sources 50/50.

**Armor** is currently **capped at 70% DR** (damage resistance). I think that's roughly around 200k armor needed in PC. Aegis Talisman can get you this but only for the first few turns.. Which should be more than enough actually, so that makes low-armor clothing in general viable.

**Protection** is currently **capped at 90% DR**. You need a whopping 999% protection to reach it. So.. you're probably not reaching it lol. It's still good to raise, but only through some stuff like Armor up and Moonlight, and even then it's not gonna be too fast. For reference, 0 protection: 0% DR. 50 protection: ~20% DR. 100 protection: ~31% DR. 200 protection: ~40% DR. 400 protection: ~57% DR. 600 protection: ~70% DR. 800 protection: ~80% DR. 999 protection: 90% DR.

**Damage Resistance** (The stat; Stuff like Fist techniques give it) **capped at 90%**. Scales multiplicatively meaning 2 different fist techniques giving 30% damage reduction give  $1 * 0.7 * 0.7 = 0.49$ , then  $1 / 0.49 = 0.51$ . So 51% DR total up to a maximum limit of 90%.

**Weakness** is **capped at 90%**. Also scales the same way as above. The thing is, even the stacks of the same technique scale like this, meaning that 90 stacks of monsoon (inflict 1% weakness per stack) actually inflict  $0.99^{90} = \sim 0.4$  so around 60% weakness up to a maximum limit of 90%. Weakness applies to all damage, barrier, healing, temp health.

**Barrier** acts as an additional pool to soak up damage before it goes to your temporary health (if you have any), and then normal health. **Barrier is unique in that it can go over the maximum value**, but you gain less of it depending on how far beyond you are. The scaling I think is like this: you gain 0.5x barrier at 2x the cap, 0.25x at 3x cap, 0.125x at 4x cap, etc. In terms of bonuses like protection, armor, DR - they do not apply to Barrier. The only stat that does apply is Barrier Effectiveness, explained below. **It also decays by 30% of any EXTRA value past the maximum after each technique.**

**Barrier Effectiveness is capped at 90%**, and you need **500 raw value** to reach it, so it's a pipedream anyway. The scaling goes roughly: 25 raw value = 20% DR (effectiveness), 40 raw = 25% DR. 100 raw = 40% DR. 150 raw = 50% DR.

**Temporary Health** is similar to normal health, with the same cap. This one does benefit from armor, protection, DR, so it's more valuable on paper (but be mindful that it also gets affected by Vulnerability) if we ignore the fact that Barrier can go far beyond its max. However it **decays by 30% after each technique**. I'd say it's best to use both Barrier and Temp Health together, though. When it comes to Temp Health, you should use things that space it out, like Flicker Fist.

**Vulnerability has no cap**. Not sure about the scaling, but I think it's just a straightforward deal  $x\%$  more dmg. Go crazy ig.

**Interception** (be it from puppets or gear or whatever else) acts before anything else, and the damage done to your constructs cannot be reduced by any means other than reducing enemy damage directly (via weakness).

### **Tips on making your own builds/stances:**

The start of combat is usually when you're at your weakest. That's why early you need to focus on 2 things: Surviving, and building your stats up. You could technically go for quick burst dmg, but that path is usually inferior.

That is why it's not a bad idea to use equipment that only lasts you for the first few rounds, like for example the Aegis Talisman (+armor for first 3 rounds). Or even stuff that gives you more power early, mainly for the increased healing and barrier, like the Empower Talisman (+power that decays over X rounds).

Weakness is very strong and I do suggest using it as early as possible. Power is also extremely important for having enough heals/barriers/temp health to survive and output dmg, so you need to raise that quite early on as well. Other important stats are stuff like DR, Protection, Barrier Effectiveness, and any healing/barrier/damage that can scale to high values (Blossom and Fungal stacks for example. Bonus points if it's defensive in nature).

Use your resources efficiently. I'm talking about stuff like using Blazing Furnace (weapon tech) over manually using metal shard generation techniques. Essentially, use as little technique slots as possible to achieve your desired result. Whatever leaves you with more slots to use the other stuff as early as possible. But prioritize scaling, whether

it's through blossoms, storm aspect stacks, sunlight/moonlight stacks, ripple force/true ripple stance, or whatever else.

Spacing out your barriers/temp health/healing is quite important, due to caps and decaying. For damage, it's the opposite. This should be fairly intuitive. If you have 6 techniques in a stance, your heals for example should not be next to each other, but instead on like.. The 1st and 4th slot as an example.

Be mindful of your masteries, specifically the 4th slot (Core Formation) masteries. Many techniques tend to have custom 4th slot masteries (generic ones being the "Building X" series, which you don't need to care about) and they tend to be quite OP. Usually the best ones are those that increase the amount of stacks a technique gives (+x Sunlight stacks, +x Flourishing Tangle stacks). They tend to speed up resource gathering ALOT, as well as extend duration-based techniques greatly. They can sometimes change a mediocre technique to an excellent one. There're also some other useful 4th slot masteries, like ones that enhance weakness inflicted, barrier effectiveness, and so on.

Keeping your duration-based techniques (for example: gain X stacks of something, lose 1 stack every round) up and running is also important. Some end of round effects (primarily from blood school) can deal damage to you after "your" round ends, so single round techniques can become completely useless against those. Recast them toward the end of their lifespan, but not after they expire. Recasting them AFTER they end leaves a gap that could be fatal or slow down your scaling, so I suggest casting the first repeat one round early, therefore having a little buffer for the rest of your combat. What I mean by this: If a technique lasts for 4 rounds and you used it on round 1, use it again on round 4 instead of round 5, and then use it every 4 rounds from that point on (round 8,12,16, etc.) Starting your duration-based techs at the start of the round is also generally better, for obvious reasons (unless you lose stacks per technique instead of after each round). After you set up your duration-based techniques, you can essentially bundle them in a conditional stance if they share the same duration (Conditional: if technique is less than 2)

Prioritize getting your one-time use (or permanent) techniques out of the way so you can start setting up your cycles and conditionals. There can be exceptions though, for which you can make a conditional cycle. In general you want to set up whatever has the greatest semi-immediate effect (over the next few rounds) first.

Let's talk about stances. Openers are always prioritized. Conditionals (and conditional cycles) come next, always above cycles. The conditional that is in the highest place gets prioritized in case more than 1 meets the condition. I do suggest bundling

techniques that have the same condition together, or ones that are always supposed to be active and have the same duration (For example: keeping Flourishing Thorns, Flourishing Tangle, Flourishing Radiance all in the same conditional when the shortest one of them is less than 2).

When you have multiple conditionals and you want the techniques in them to always be active (often happens when you have different duration-based techniques with different timings), cascade them in order of importance (most important at top), and add +1 to the conditional each step down. For example - 1st conditional: Flourishing Tangle less than 2. 2nd conditional: Hardened blood less than 3. 3rd conditional: Vital Mist less than 4. Got it?

Conditional cycles are just conditionals that go over multiple stances like in a cycle if the condition is met (If sunlight greater than 10, then cycle/alternate between these 2 stances). They're not that useful tbh so I barely use them.

### **PC Pillar Building Layout/Guide:**

**Xdod's Portal Pillar Yichanless ([Exported File](#)) - 15+5to7 555to585 OR 16+2to4 525-560. The top 2 rows keep looping until your Portal Exits stop working.** First number is the total amount of absorbers, second number is how many you can convert into +6 Absorbers through a Xun or Tigao Shard, and third number is Stability. These can all be tweaked to suit your preferences.

**If you do not have all the Extra Tiles (101 base, +9 Extra Pillar Tiles obtainable through [Special methods](#)):** Remove the Portal Entrance on the far right, and shorten your Wendji Ladder from the top by 1 Portal Exit. You can also remove the Soul Reinforcers and leave the +2 outputs empty.

**For 15 Absorbers:** For more Stability at the cost of less extra Tiles (less 6-Absorbers), replace the Soul Reinforcers at the end of the ladder with a Tigao Shard + Life Foundation.

**For 16 Absorbers:** Replace the bottom Soul Reinforcer with another Red Portal Entrance, and extend your Wendji Ladder by 1 more Portal Exit. For more Stability at the cost of less extra Tiles, cap off the top of the Wendji Ladder with a Soul Reinforcer or Tigao Shard + Life Foundation.

Stability

555 / 100

7 Tiles Available

Button to pan  
keys to pan

ZOOM IN ZOOM OUT RESET VIEW



**Recommended Absorbers (In order of importance. If you are mainly a Neutral/Formation player, replace the Absorbers at the bottom of this list with Absorbers relevant to your build. IMPORTANT: If you have multiple start of combat effects whose buff order matters, know that the absorbers at the top of your pillar activate first):**

Immortality Shade (Full Health)

Petrified Mantle Gem

2x Grand Core Shard

Consolidated Skill Gem (Control)

Avatar of Zhandou Shard (Damage Resistance)

Permanence of Form Gem (Max Barrier)

True Vastness Gem (Max Health)

2x Vitality Gem (2x Overheal)

Eternal Heart Gem (Temporary Health)

Sixfold Attunement Shard

2x Qither Siphon Shard (2x Regeneration. Less valuable on Eternal Immolation but still helps due to different enchants)

Expression of Destruction Gem (Crit Chance)

**If you took all of the above you should be on 555/555 Stability with 0 Tiles remaining and you can stop here.**

Qi Projection Shard (Only take if you want to be a jack of all trades or are using items/formations regularly)

Body Enhancement Shard (Primarily Eyes unless it's as high as your Muscles and Flesh)

Origin Attunement Shard (Pick Blossom if you are multi-school. Celestial, Blood and Fist do not benefit much from this)

Blooded Heart Shard (Full Health. Has more value if you cannot stack much Power in your build)

## **Fundamentals:**

You ideally want to use all your strongest Shards (Those that give +2 or more Qither, specifically Dizeng, Gaozeng and Zenxie), before settling into a pattern or repeating Shards that you can use an unlimited amount of.

The best repeating pattern of shards comes from the Wendji + Diandeng Combo in a ladder shape, as Wendji is the most efficient Shard (+1.8~ Qither if you factor in the Stability it gives) and Diandeng gives you a perfect +5 Output needed for most Absorbers (Shards that give an effect on breakthrough) and for the Grand Equilibrium

Shard (Best Shard to gain more Stability). Together this “ladder” gives an efficiency of ~1.4 Qither per Tile. Do bear in mind that they end in two 2-Qither outputs, which is a small loss, and combined with the fact that each ladder has 1 less Diandeng Shard, this means that it is the best to only have 1 super long ladder rather than multiple.

Basically your goal is to create enough +5 Outputs to get all the Absorbers/Stability you need. Preferably aim for 500+ Stability, and 15+ Absorbers.

It is good to save a certain amount of your +1 Shards (Tigao and Xun) for the amount of +6 Absorbers you will want to add.

It is also good to use the Grand Equilibrium Shard over Life Foundation even if they practically have the same Qither efficiency, because for Grand Equilibrium you end up wasting less Tiles to get the same amount of Stability. As for the +2 outputs in your Wendji + Diandeng ladder, it is fine to plug them up with Soul Reinforcers or Life Foundations if you have the +1 Shards to spare.

Portals allow you to easily rely on only a single Wendji + Diandeng ladder, although you’ll have to add a Portal Exit to each Wendji shard, making this more of a Wendji + Diandeng + Portal Exit ladder, which is less ideal but still like +1.22~ Qither, so better than anything else. The advantages of using Portals far outweigh the inefficiencies, as you can effectively funnel all your Qither generation into one or several entrances without having to waste time slowly building up Qither like in Traditional Pillars (Shown deeper below)

Before Portals, this is the “crux” of what I call a “traditional” pillar. The top 2 rows keep looping until you’re low on Tiles. To be able to efficiently power the Wendjis, we rely on the Qither generating pattern you see in the middle of the top 4 rows, which channels Qither into 2 separate Wendji + Diandeng ladders, further degrading performance. The sheer amount of +1 slop shards in the middle reduces the efficiency to +1.16~ Qither per Tile, which is still pretty good when you look at it objectively. But we’re not satisfied with “pretty good”, are we?





## Notes on specific Shards:

1 Qither = 12 Stability.

1x Zenxie Shard (1.5x, 0.5x) - Input of 5, 6, 7 (+6) - Goated

Any +2 Qither Shard - Goated

Wendji Shard (2, 2) - Input of 3 (+1, +10 stab) - Goated. Around +1.8 Qither value

10x Sanwenqi Shard (0.3x, 0.2x) - Input of 4, 7 (+1, +5 stab) - Around +1.4 Qither value

Yinxie Shard (0.3x) - Input of 4, 7 (+2, -10 stab) Around +1.2 Qither Value

0.5x Dividers - Input odd number (+1)

Hebing Shard (0.8x) - Input of 3, 4 (+0, +3 stab) Only +0.25 Qither

Portals: 9-input = 4 3-exits (+0.6 Qither Value)

21-Input = 10 3-exits (+0.82 Qither Value)

41-input (2 entrances) = 20 3-exits (+0.86 Qither Value)

Avatar of Zhandou - Damage Resistance. Crit multi is not a bad choice either. Again, early vs late game preferences.

Golden Tear - 5 Max Stab OR 1 Stab each action. Both r good.

Immortality Shade Shard - When Health full

Qi-font Gem - +Qi after each Support Action

Sublime Eye Shard - Max Stab

Blooded Heart Shard - When Health full

Consolidated Skill Gem - Qi Control

Eternal Heart Gem - Temp Health or Full Heal. If Full Heal, order your absorbers so

True Vastness Heal triggers after it.

Fury Shard - Crit Multiplier

Inscription Mastery Gem - Formation Part Recovery

Pinpoint Brutality Gem - Not worth

Qither Siphon Shard - 2x Regeneration, probably even for Eternal Immolation users.

Body Enhancement Shard - Depends on build. Generally go eyes, muscle and flesh? I prefer going in on eyes though

Expression of Destruction Gem - Crit Chance

Insightful Peak Gem - Toxicity Resistance (more efficient cuz u gain +5 TR and +10 IE per insight)

Origin Attunement Shard - Depends on build. Generally go blossom

Permanence of Form Gem - Max Health? (this option specifically also provides healing so im leaning towards it)

Steady Hand Gem - Qi Control x2

True Vastness Gem - Max Barrier or Health

Vitality Gem - Toughest fucking choice in the game. Idk. Either Overheal or Barrier Boost. Leaning toward Overheal x2

Order of priority & stab cost (base is +100) Stability calculations r a bit inaccurate I think XD but the order's pretty good.

- 2 Vitality Gem - 30 stab
- 2 Qither Siphon Shards - 50 stab
- 1 Grand Core Shard - 50 stab
- 1 Immortality Shade Shard - 40 stab
- 1 True Vastness Gem - 10 stab
- 1 Avatar of Zhandou Shard - 50 stab
- 1 Permanence of Form Gem - 10 stab
- 1 Eternal Heart Gem - 30 stab
- 1 Consolidated Skill Gem - 25 stab
- 1 Petrified Mantle Gem - 50 stab
- 1 Expression of Destruction Gem - 10 stab
- 1 Blooded Heart Shard - 20 stab
- 3 Origin Attunement Shards - 30 stab (555)
- 1 Sixfold Attunement Shard - 50 stab
- 3 Body Enhancement Shards - 75 stab (630)
- 1 Fury Shard - 40 stab
- 1 Inscription Mastery Gem - 20 stab
- 1 Insightful Peak Gem - 10 stab
- 1 Eschewing Vice Gem - 20 stab
- 1 Sublime Eye Shard - 50 stab
- 1 Qi-Font Gem - 50 stab
- 1 Golden Tear - 50 stab
- 1 Qi Projection Shard - 45 stab
- 2 Steady Hand Gem - 30 stab
- 1 Pinpoint Brutality Gem - 20 stab

### **LF Delve Layouts/Guide:**

It is technically better to diversify your enemies if you have the choice to, because adding the same enemy more than once to your delve (for example a "Keeper's Shadow") doesn't make you fight 2 of them, but powers up the enemy by +50%

(Power?) for each extra Keeper's Shadow enemy in your delve (so 3 Keeper's Shadow = 1 Keeper's Shadow with +100% Power?)

Rewards:

Absorber Shard - Find LF Delves in [Here](#)

Channeling Shard - Find LF Delves in [Here](#)

Soul Viscera = Soul Marrow, Soulbone Sliver???

Crystalline Shell = Dead Qi Crystal, Spirit Sinew???

Shards Analysis (not analyzing the obvious shards):

Cornerstone - Input of 9, 11 for +7 Qither (7 = 6+6, 8 = 7+7, 9 = 8+8, 10 = 8+8, 11 = 9+9) - Completely Goated. Combine with Greater Fenli Shards for 6-Qither endings near the edges

Crossbeam - Input of 9 (+5 Qither) - Pretty good but Cornerstone mogs. Efficiency reduces by 1 by going both above or below by 1-2 Qither.

Guangsan Shard - Input of 5 (+4 Qither) - Pretty good

Greater Fenli Shard - Input of 7, 9 (+3 Qither) - Great for getting 5 and 6 Qither endings from 7 and 9 Qither inputs for your absorbers

Confluence - Input of 5, 6 (+3 Qither) - Worse version of Hammerfall

Greater Zhong Shard - Input of 6, 7 (+2 Qither)

Yinxie Shard (0.3x) - Input of 4, 7 (+2 Qither)

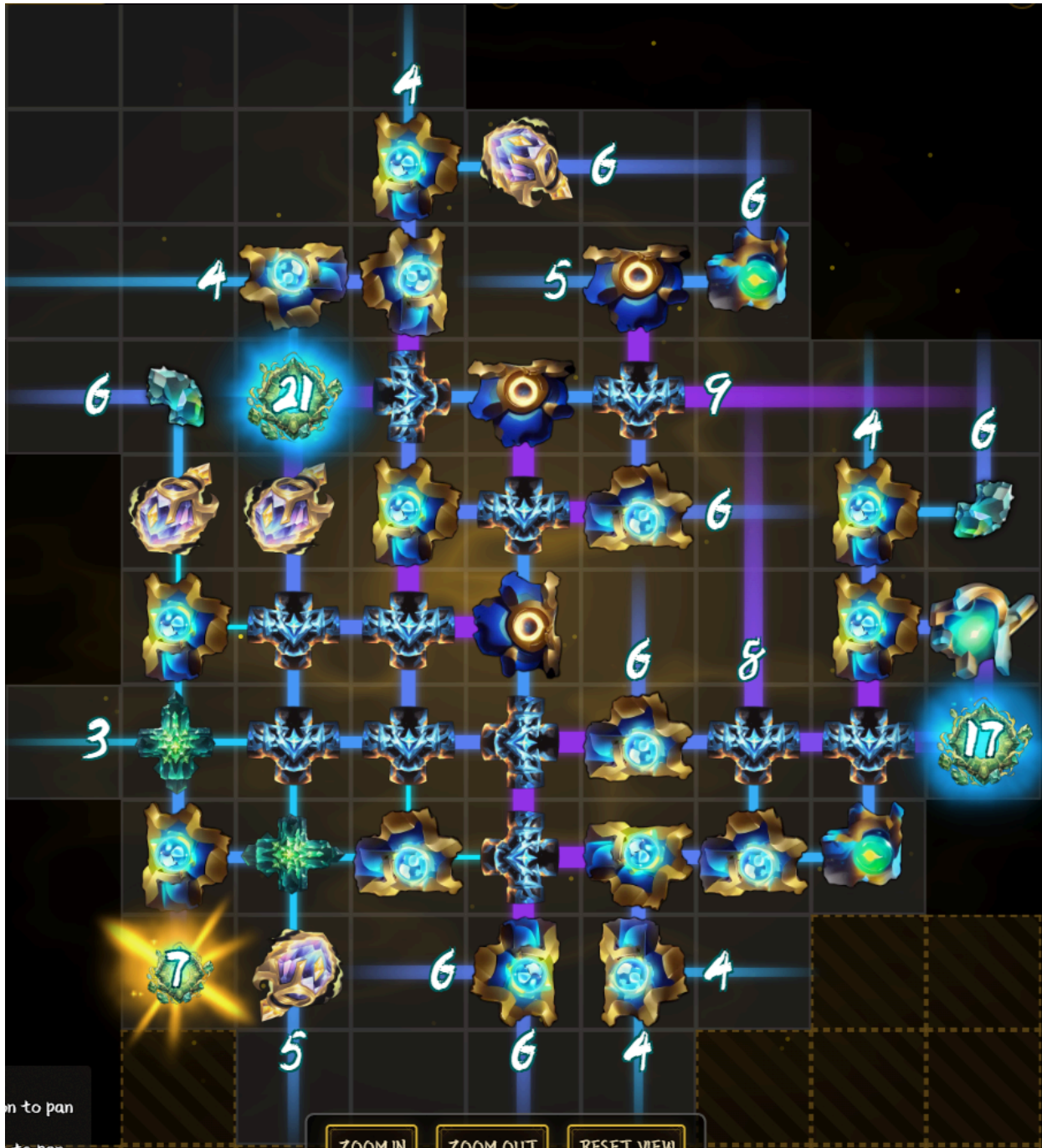
0.5x Dividers - Input odd number (+1)

Portals: 9-input = 4 3-exits (+0.6 Qither Value) Very good to use 4-Qither to 6-Qither Exits for some of the edge tiles

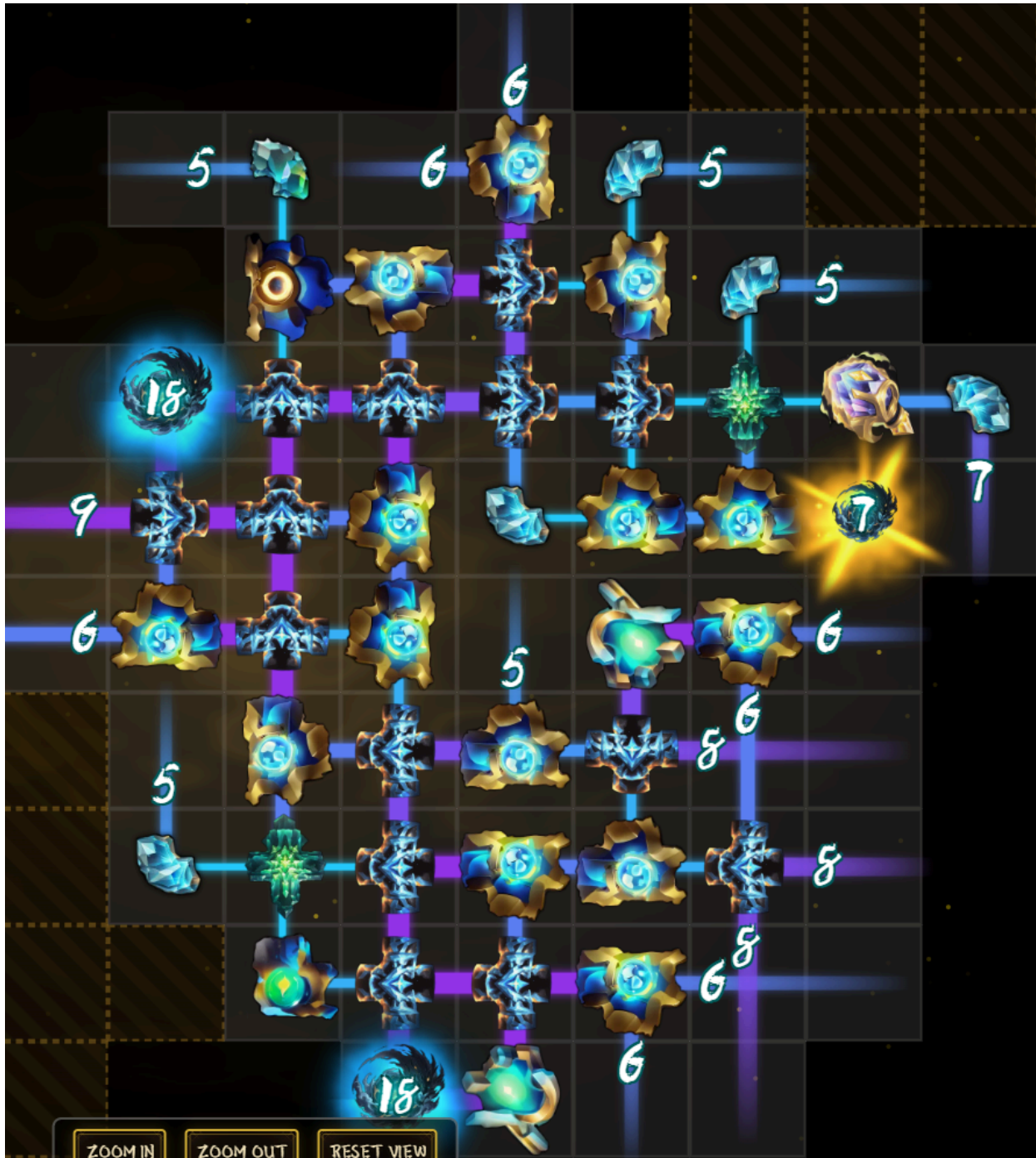
21-Input = 10 3-exits (+0.82 Qither Value)

41-input (2 entrances) = 20 3-exits (+0.86 Qither Value)

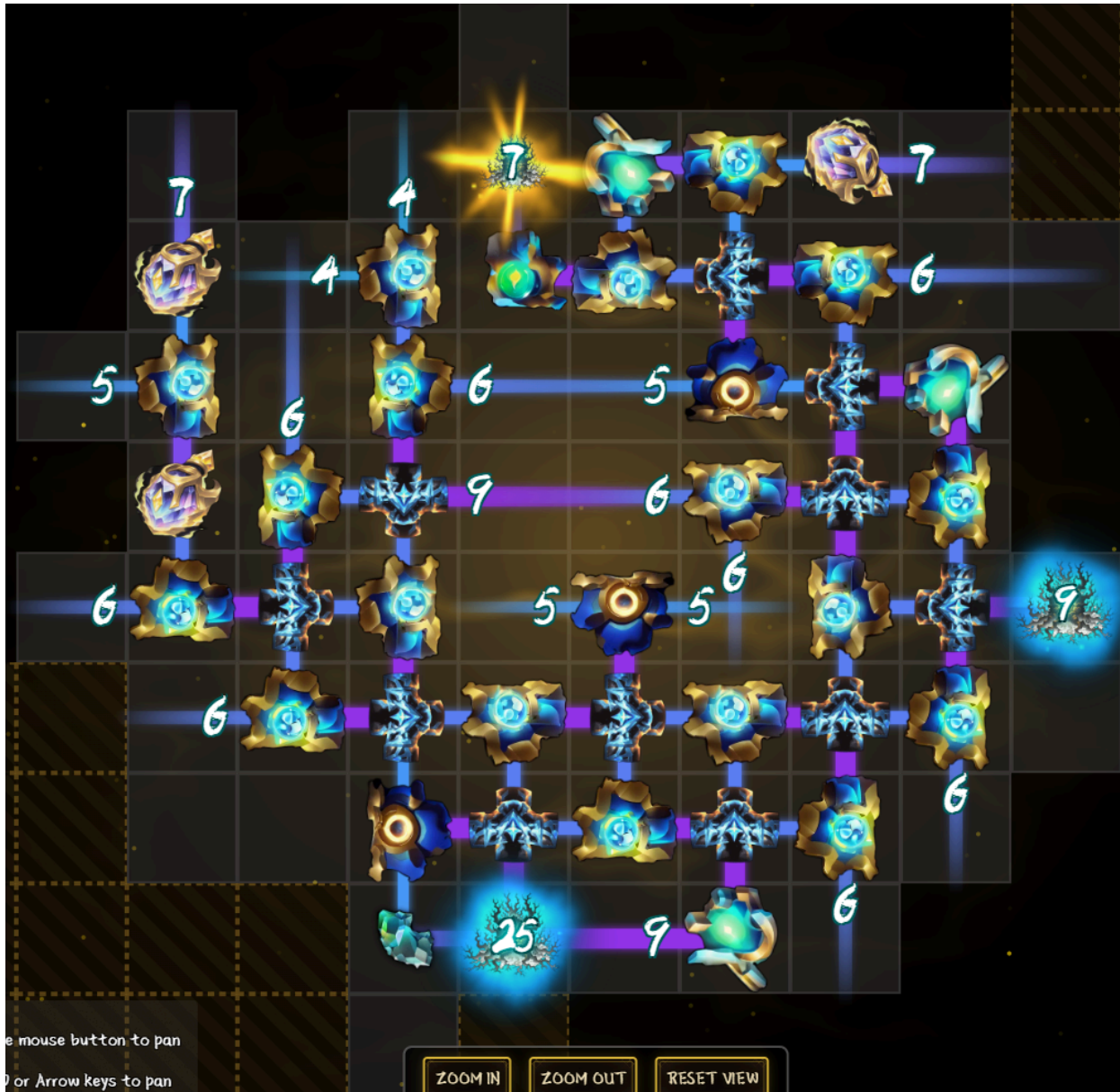
**Domain of the Maker 126 Qither Delveless** ([Exported File](#)) (Only uses Shards from PC & LF Yu Mai Mine and Normal & Twisted Fallen Star Raids. Can be improved further with the right shards but this is mainly just to show people how it's done and help them start):



**Domain of the Wound 126 Qither Delveless** ([Exported File](#)) (Only uses Shards from PC & LF Yu Mai Mine and Normal & Twisted Fallen Star Raids. Can be improved further with the right shards but this is mainly just to show people how it's done and help them start)

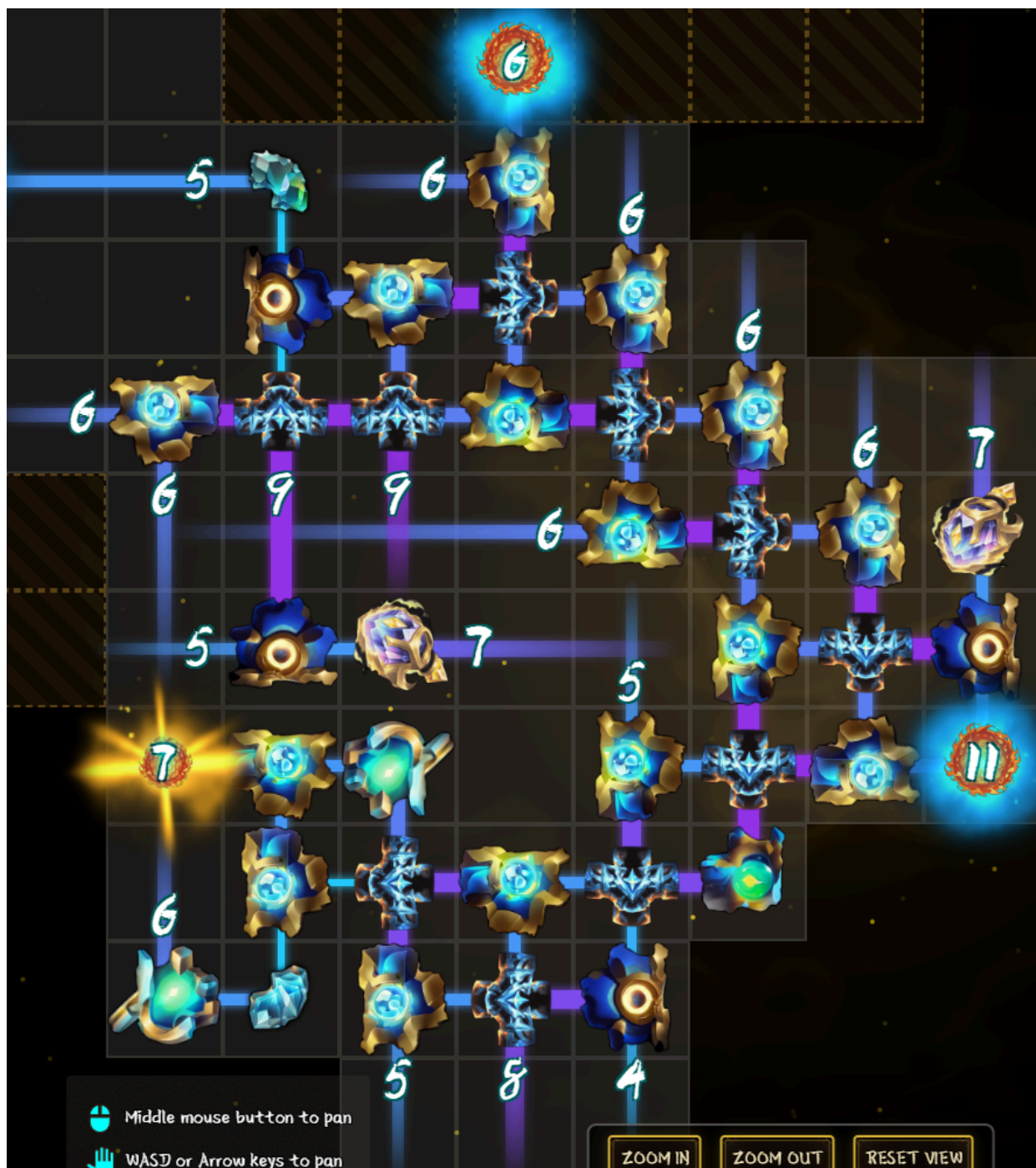


**Domain of Ghouls 126 Qither Delveless** ([Exported File](#)) (Only uses Shards from PC & LF Yu Mai Mine and Normal & Twisted Fallen Star Raids. Can be improved further with the right shards but this is mainly just to show people how it's done and help them start)



**Domain of the Accord 126 Qither Delveless** ([Exported File](#)) (Only uses Shards from PC & LF Yu Mai Mine and Normal & Twisted Fallen Star Raids. Can be improved further with the right shards but this is mainly just to show people how it's done and help them start)





**Domain of the Thread 102 Qither Delveless** ([Exported File](#)) (Only uses Shards from PC & LF Yu Mai Mine and Normal & Twisted Fallen Star Raids. Can be improved further with the right shards but this is mainly just to show people how it's done and help them start)



Pillar Creation (V)

### Refined Plate Mail (V)

A well treasured and cared for set of armour plating. Through constant and continuous dedication this armour plating has developed a spirit construct that is fiercely loyal to it's crafter. Infused with materials barely seen in any faction and maintained with the utmost of care. Continued refinement seems possible.

Held 56

Charisma: +390  
 Max Health: +52,390  
 Armour: +49,348  
 Barrier Effectiveness: +11%

On combat start:  
 Gain 1 stack of Spirit Armour Construct

Incandescent (V)

### Spirit Armour Construct

Protection: +2% per stack up to a maximum of 30%

Each time you receive damage to your health restore 7500 health and gain a stack.

At the end of each round, if you have more than 1 stack, lose a stack.

1 stack Buff

---

### Protection

Protection reduces damage taken to your health with diminishing returns. Does not affect damage taken to your barrier.

### Spirit Talisman Construct

Max Barrier: +1.5% per stack up to a maximum of 30%

Barrier Effectiveness: +1.5% per stack up to a maximum of 30%

Each time you receive damage to your health gain a stack.

1 stack Buff

Pillar Creation (V)

### Refined Talisman (V)

A refined ancient talisman that has reserved it's energy, only to be revealed explosively when needed. Through constant refinement and improvements this talisman's spirit construct has been empowered to the point of hosting numerous abilities. Working in tandem with it's crafter, not many foes can overcome those protected by it's light. Continued refinement seems possible.

Held 28

Base Power: +3380  
 Armour: +3042

On combat start:  
 Gain 1 stack of Spirit Talisman Construct

Incandescent (V) Talisman

Pillar Creation (V)

### Refined Dagger (V)

An ancient blade that has begun to synchronize with its wielder, their vitality flowing together until the line between them blurs. The dagger hungers, and increasingly, so does the hand that holds it. The same craving. The same need to take what others possess. Continued refinement seems possible.

Held 28

Techniques

- Gain 1 stack of Stolen Vitality.
- Deal 75,322 damage and heal for 28,799.

Stance

Incandescent (V) Artefact

### Stolen Vitality

Healing Boost: +5% per stack  
 Overheal: +3% per stack

1 stack (Max 10)

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### Healing Boost

Healing Boost modifies all healing received by a percentage.

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### Overheal

Overheal converts a percentage of healing beyond your maximum health into barrier.



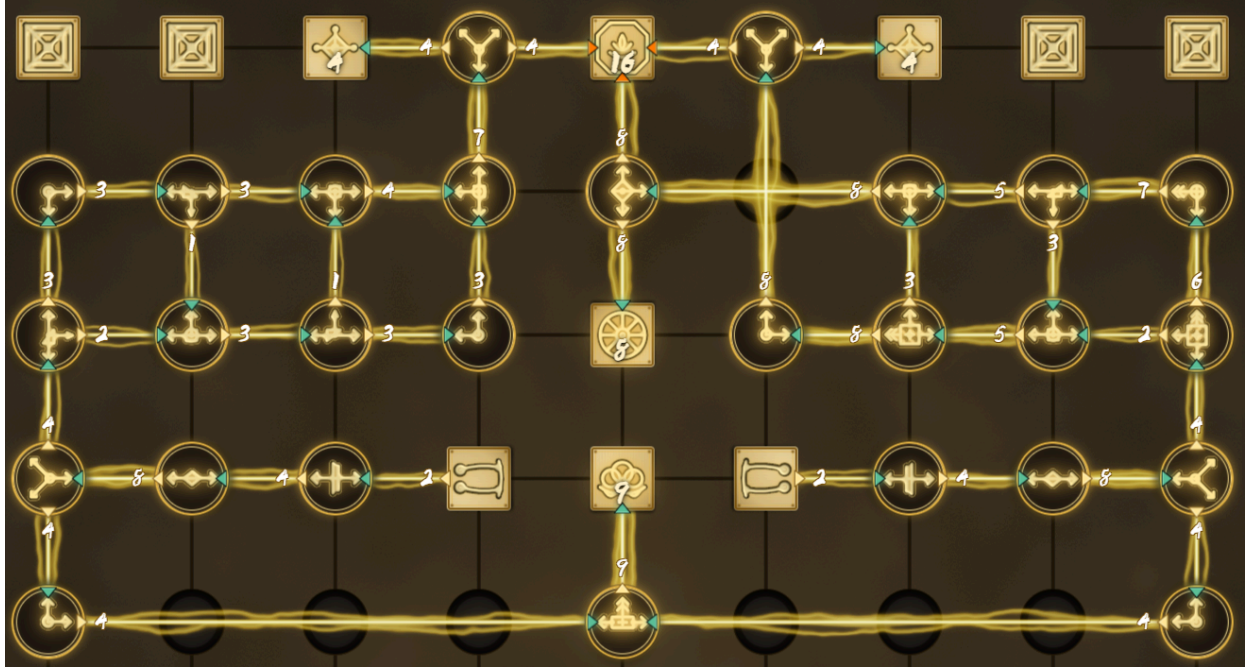
**Upgradable items at PC:**  
Coming soon! (or never lol)

### Formation Minigame Tips/Solutions:

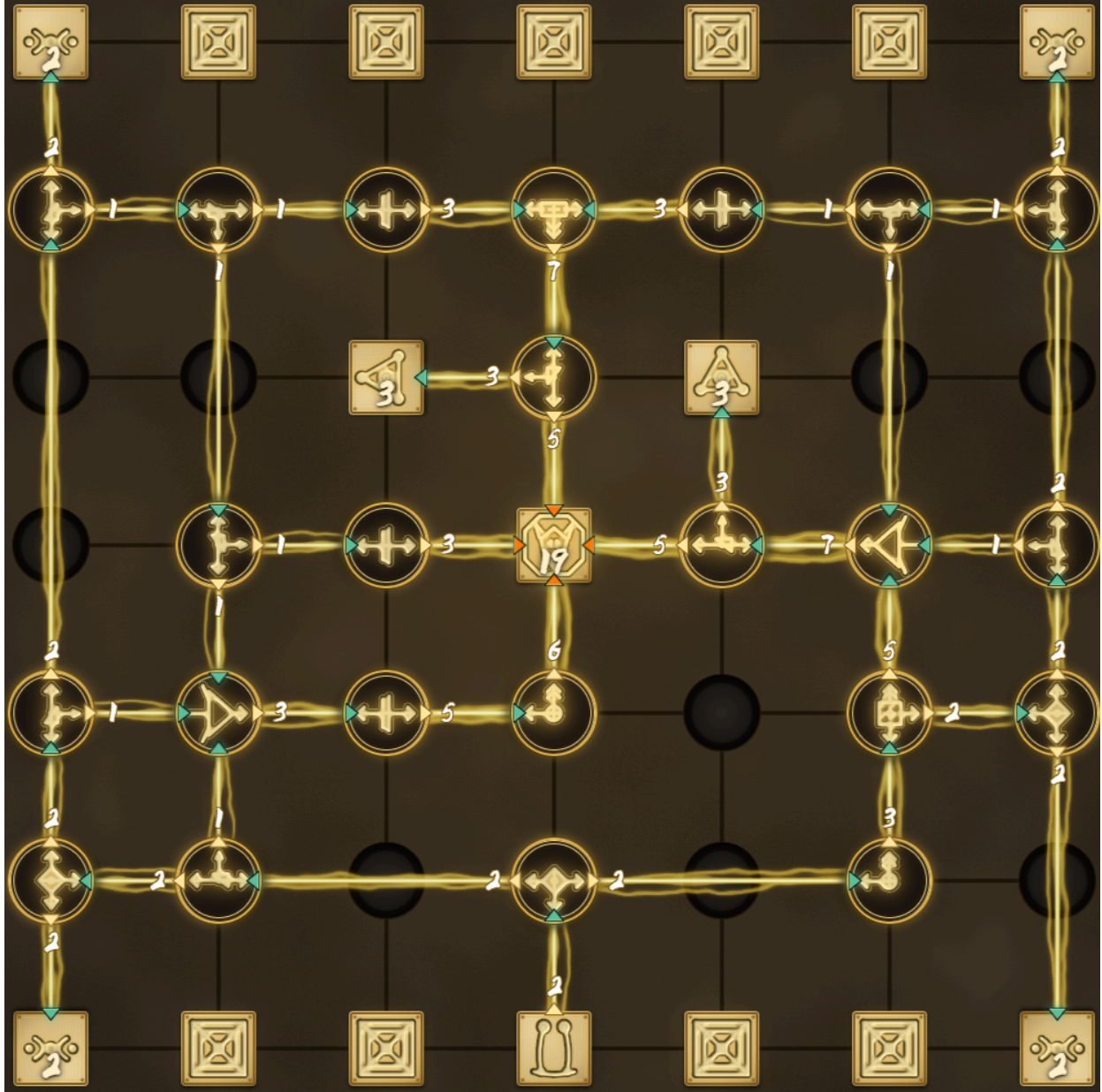
To unlock formations go visit Mo Haolang or the formation trader (whatever his name is) Some tips and tricks: Splitting the beam while it's at an odd number/the split is uneven is generally goated, as the 0.x multipliers round UP. So you essentially strengthen signal usually by abusing the generous rounding when dividing the beam and then potentially recombining the beam. You should in most cases use the static blocks the formation puzzles present to you as they mostly make your job easier (unless they are just walls lol). Yeah that's about all I can think of rn.



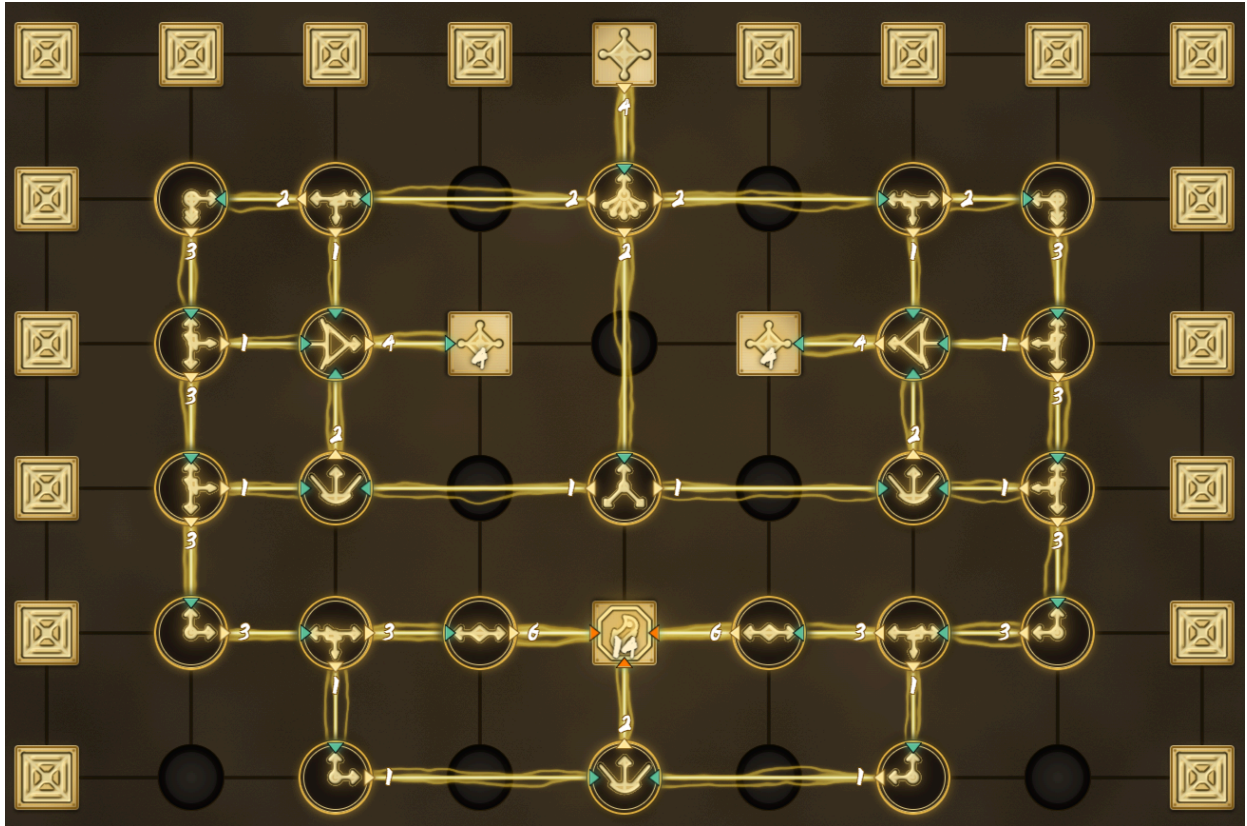




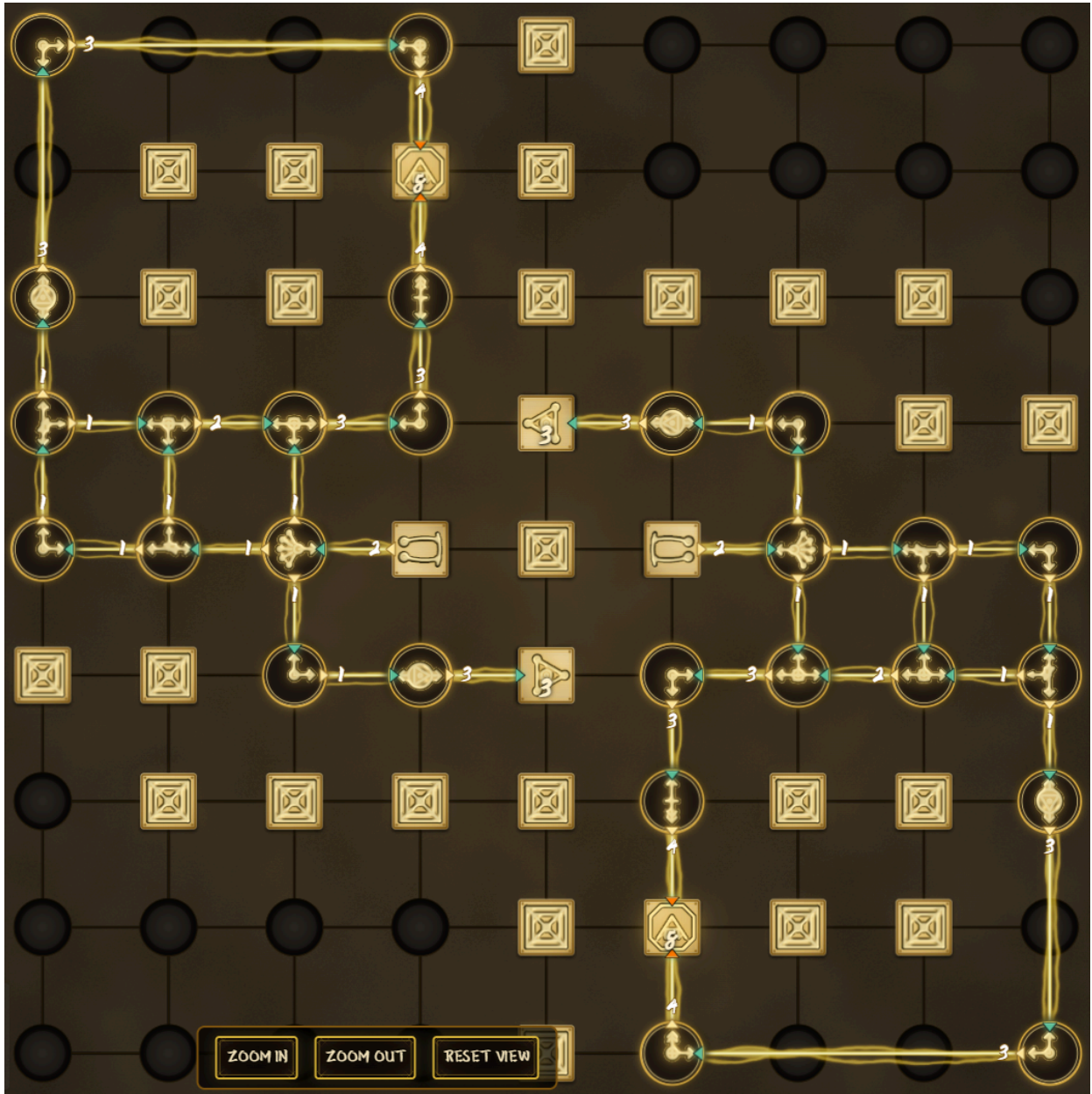
**Tai Kong Inheritance Grounds (Hejin Shard, Flame Infusion Lost Technique, Induce the Flame Lost Technique)**



Tai Kong Cave Mural (Ignition Lost Technique, Designate Source Lost Technique. Otherwise Efficient Imbuement Pill)

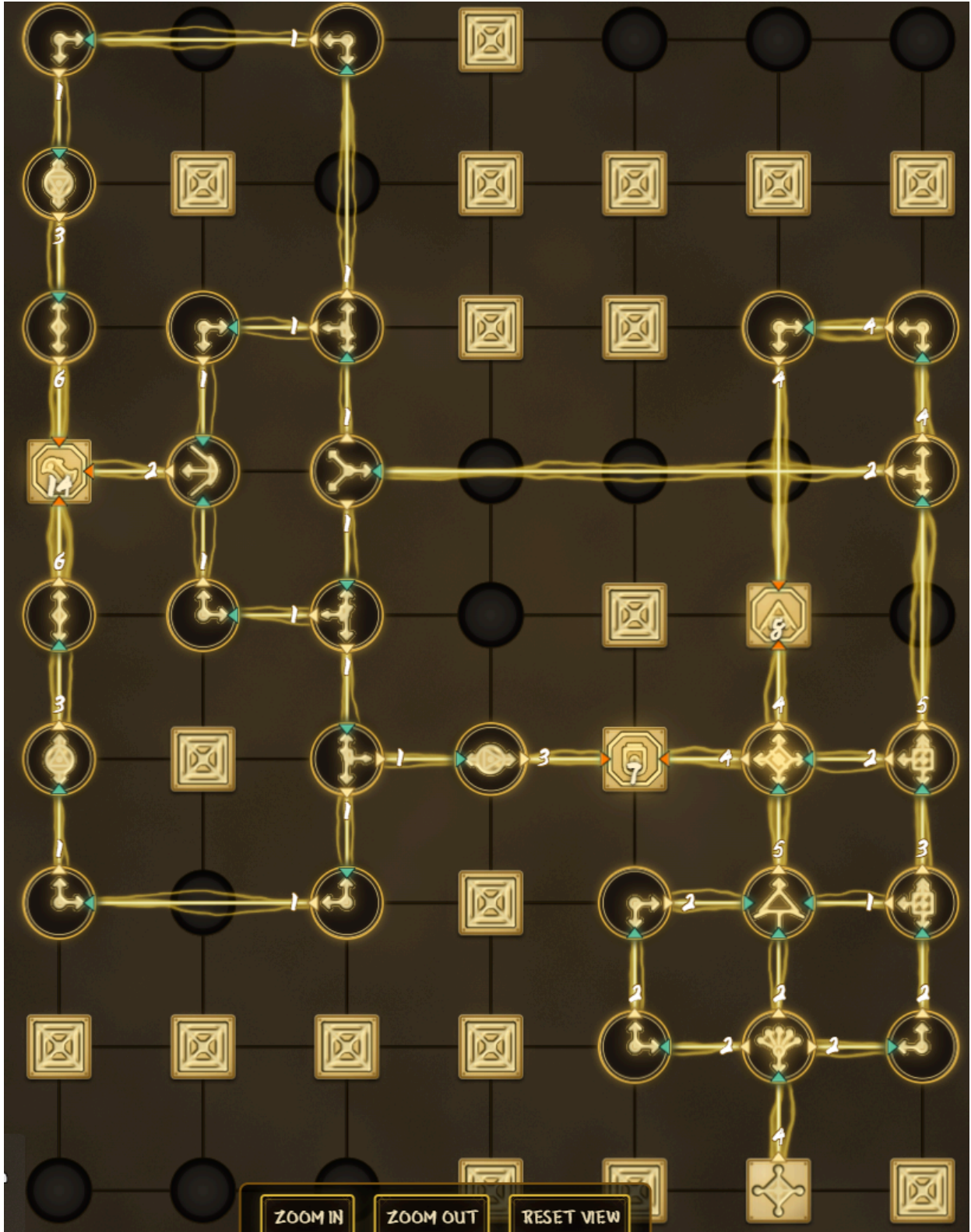


**Tai Kong Tranquil Gazebo (Fragmented Burst Lost Technique. Otherwise one of the pills?)**

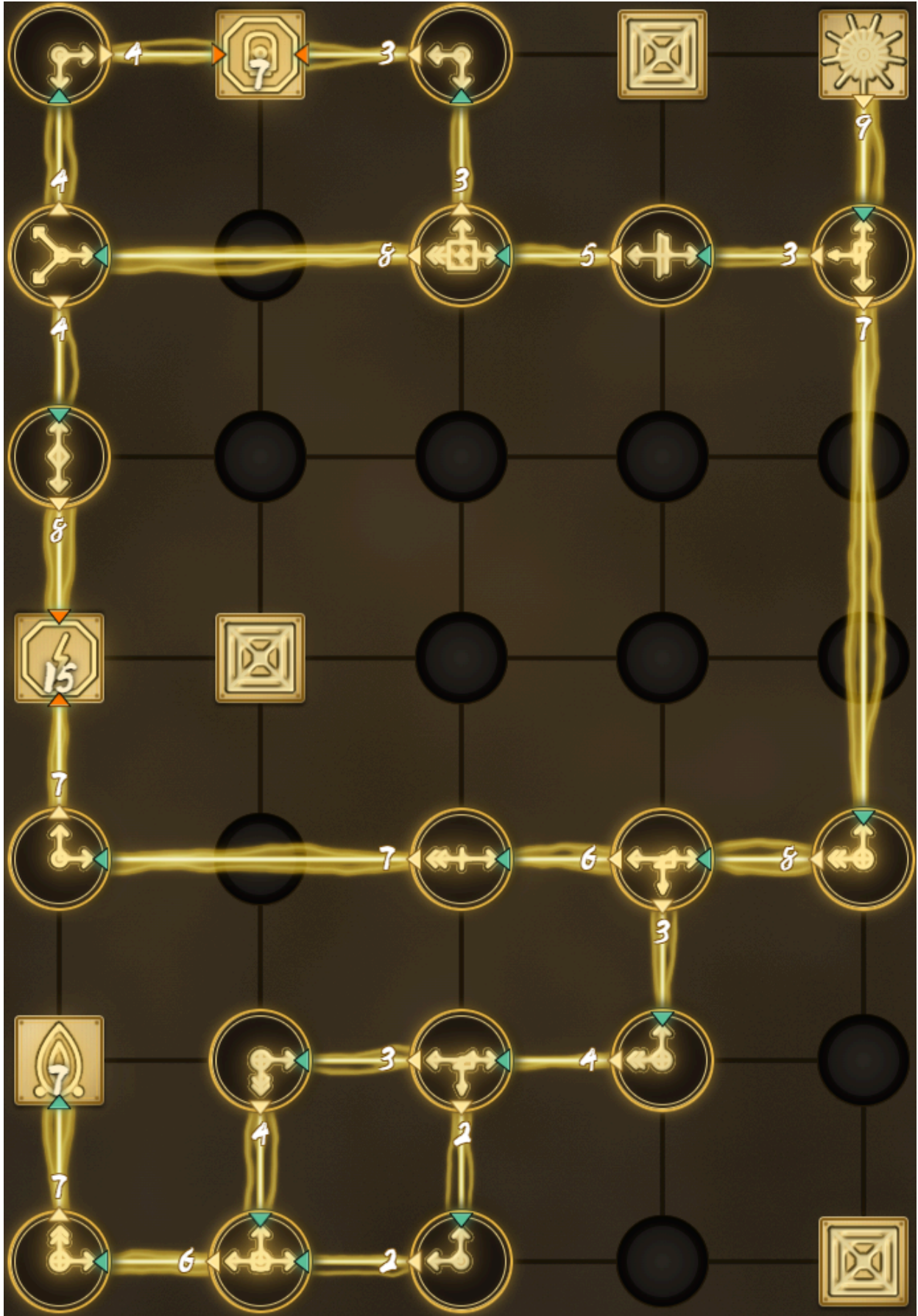


Tai Kong Recluse Alchemy Hut (Efficient Imbuement Pill, Empowering Pill)



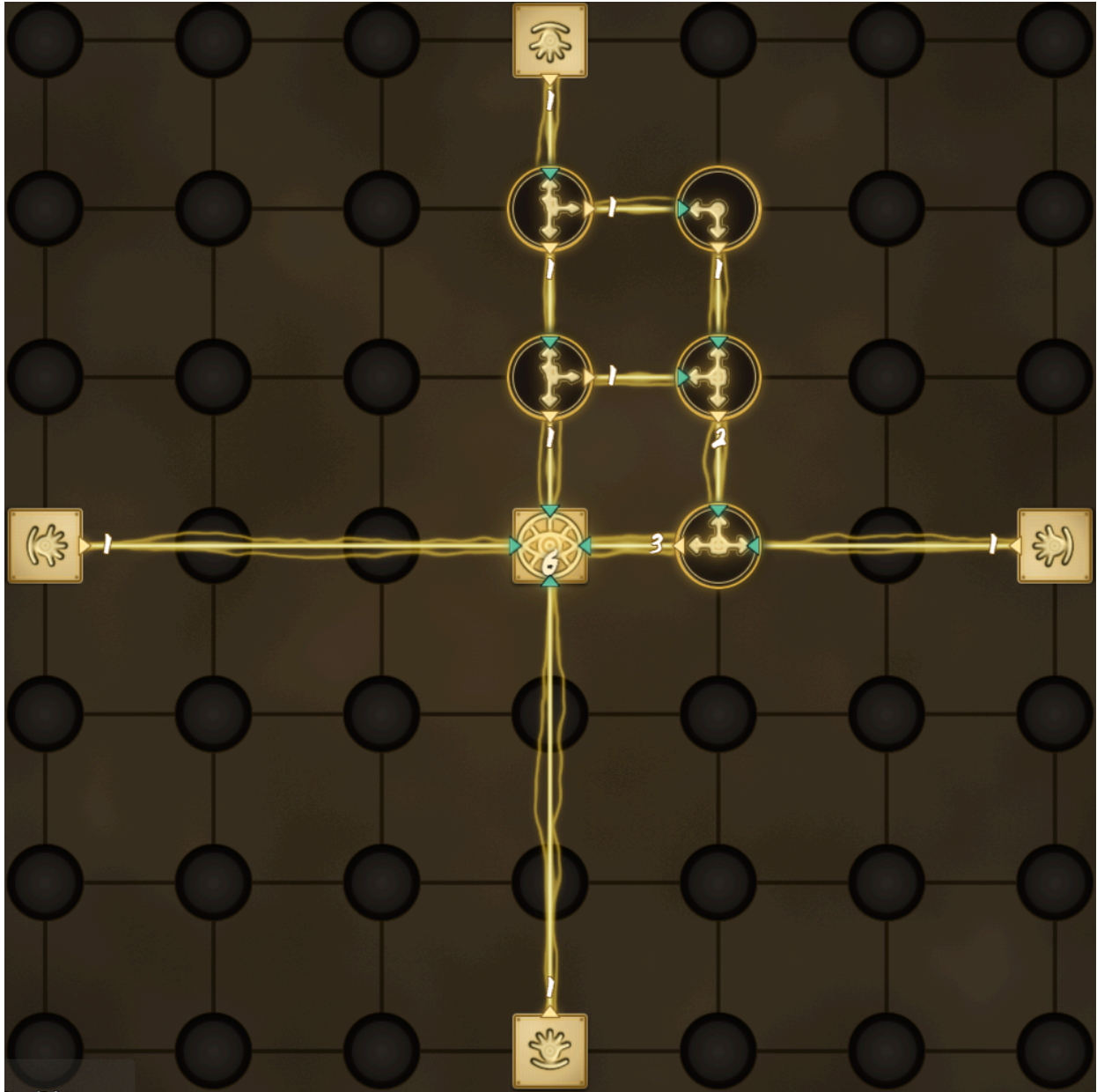


Tai Kong Sect Storage Rubble (Hejin Shard, Density Pill, Energy Expansion Pill)

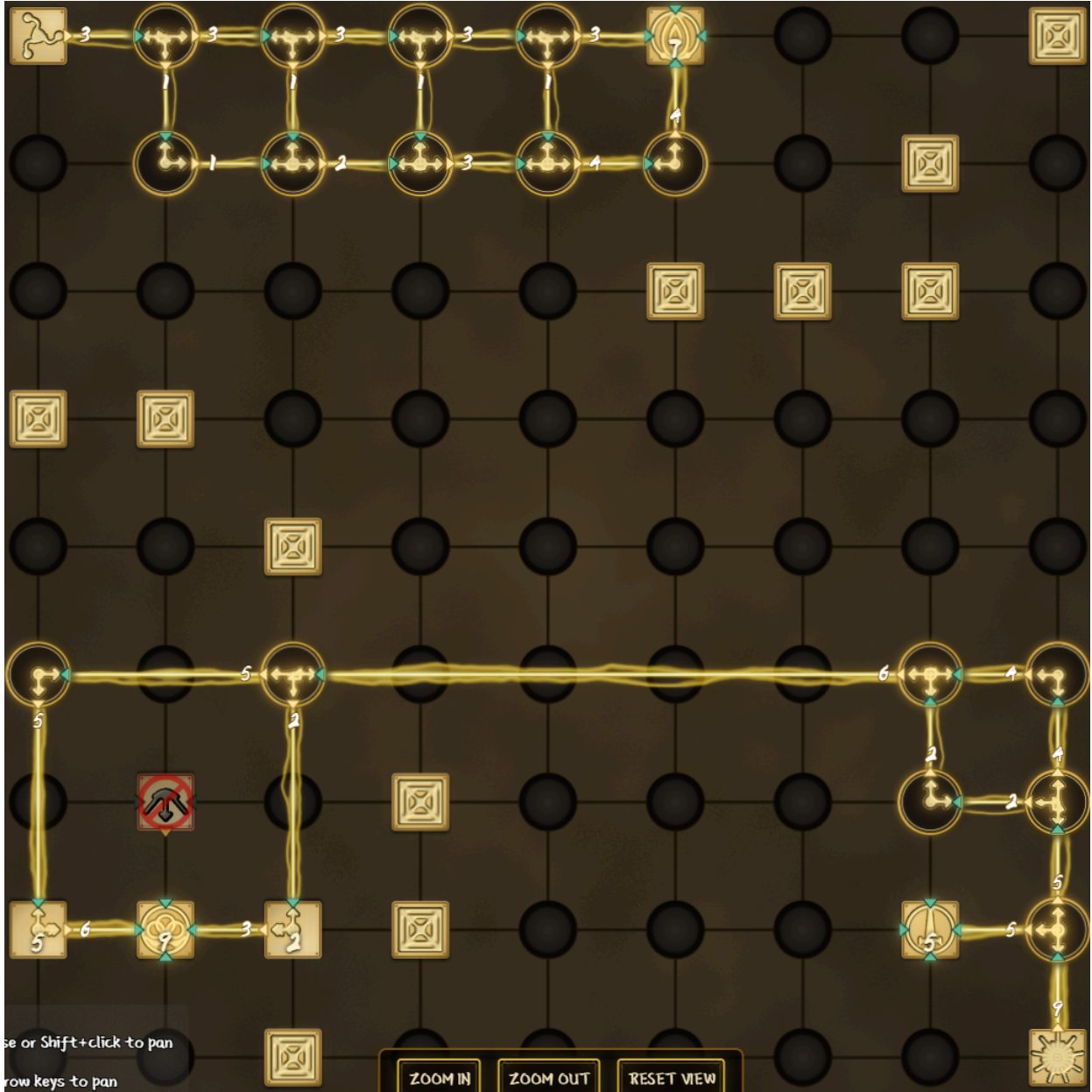


**Mo Haolang Formation Tending quests (More Formations underneath these ones):**

**First Mountain Formation Tending (+9 tokens):**

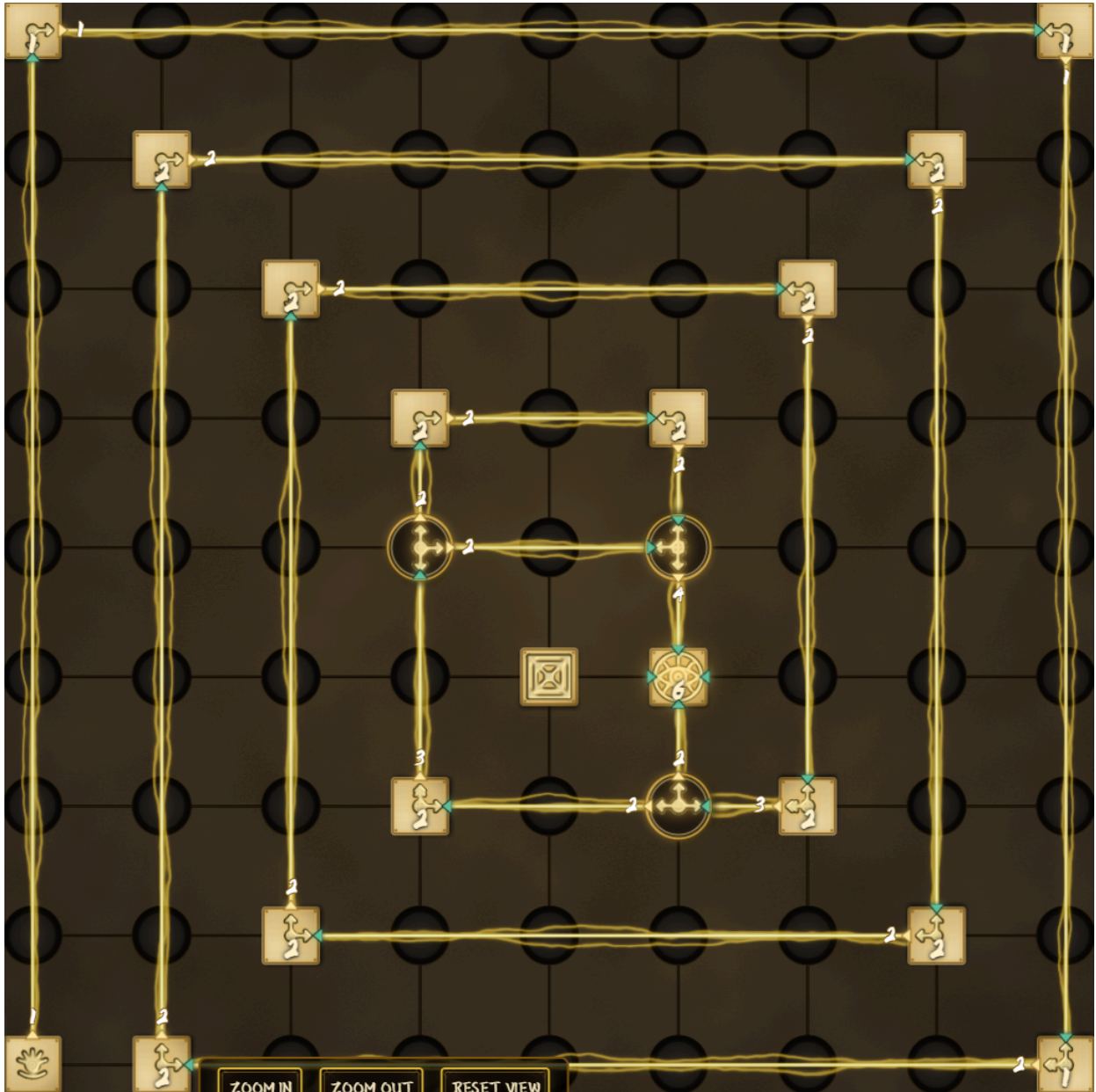


**Gate of Slaughter Formation Tending (+5 tokens):**

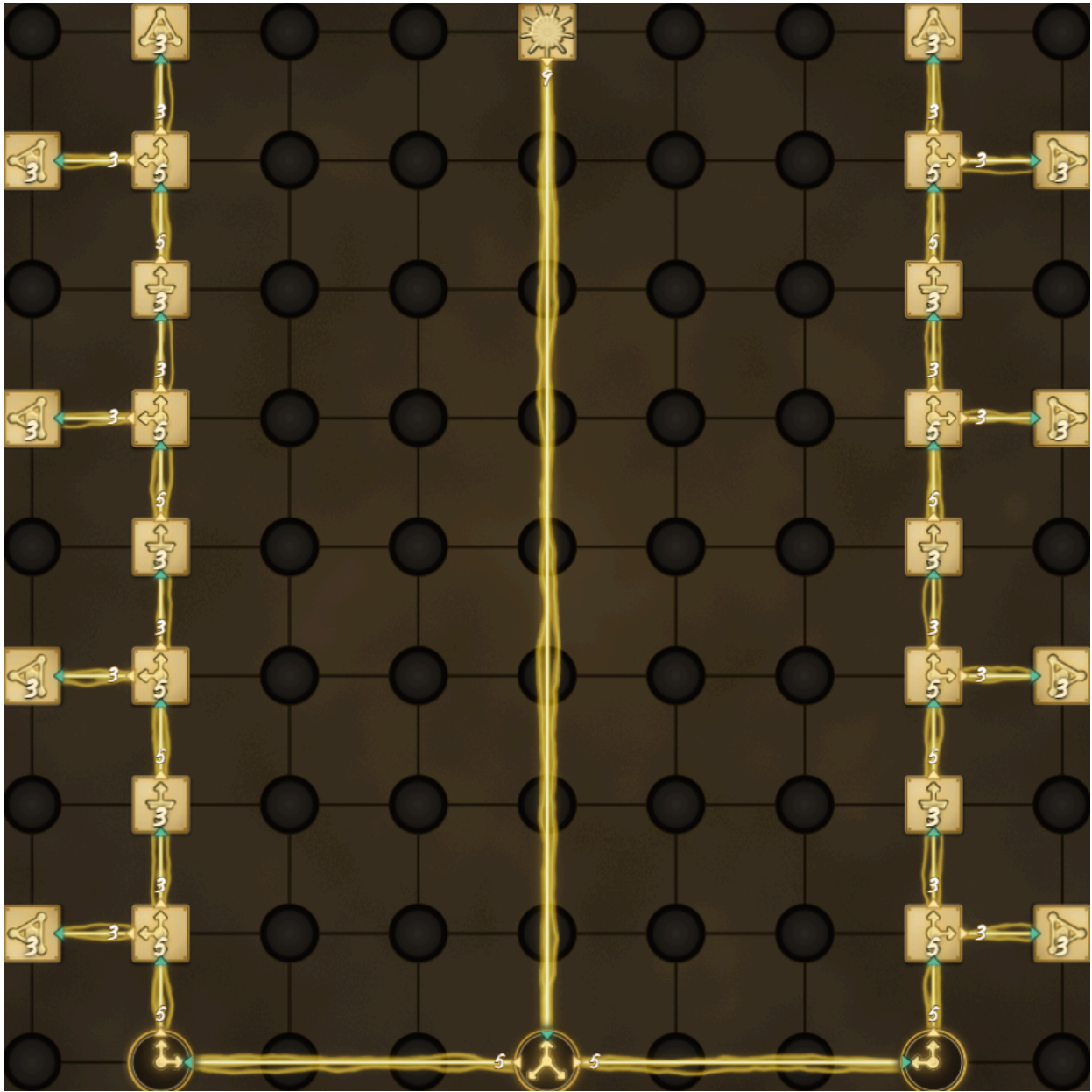


Shen Tian Court Formation Tending (+5 tokens):

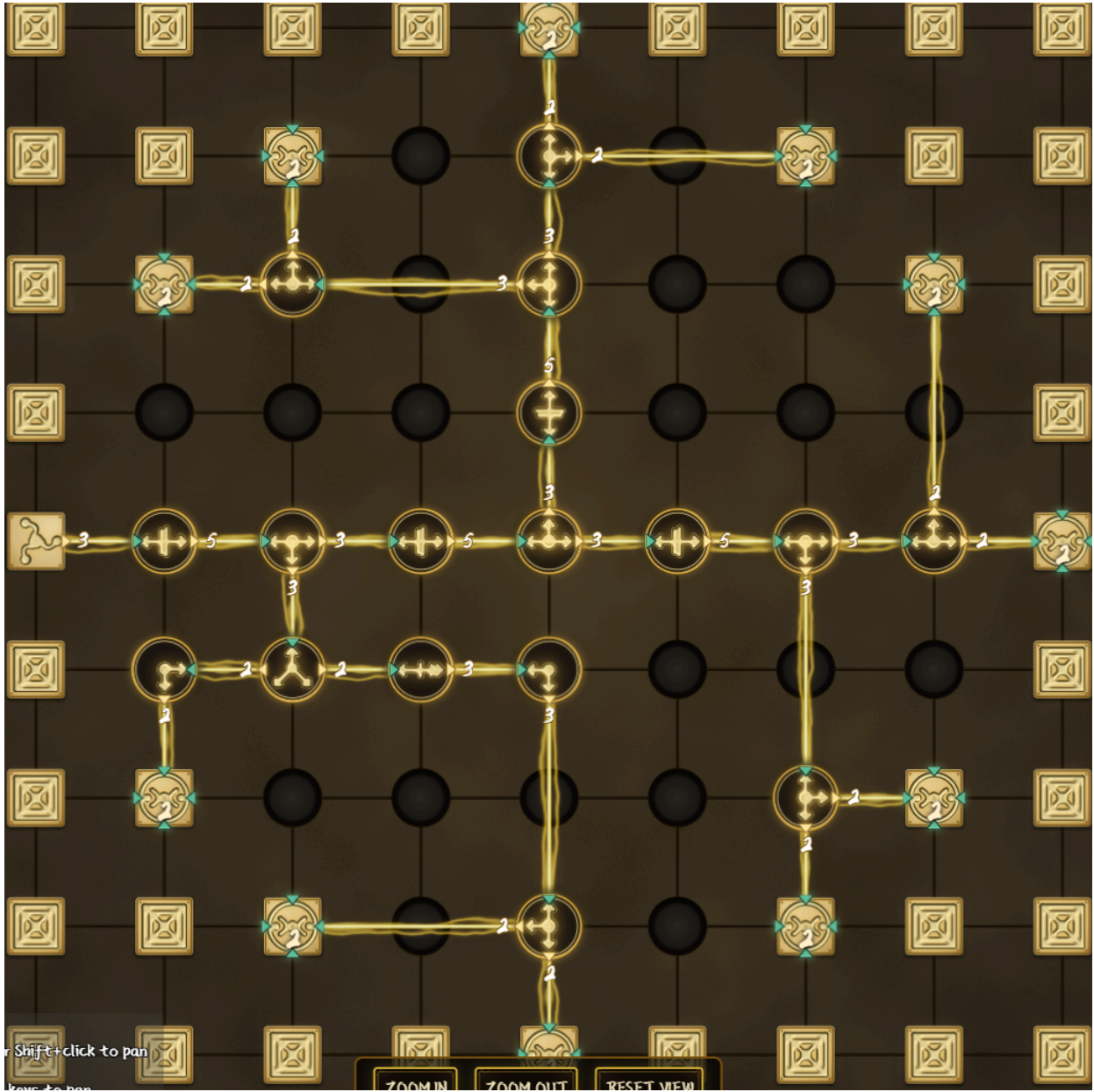




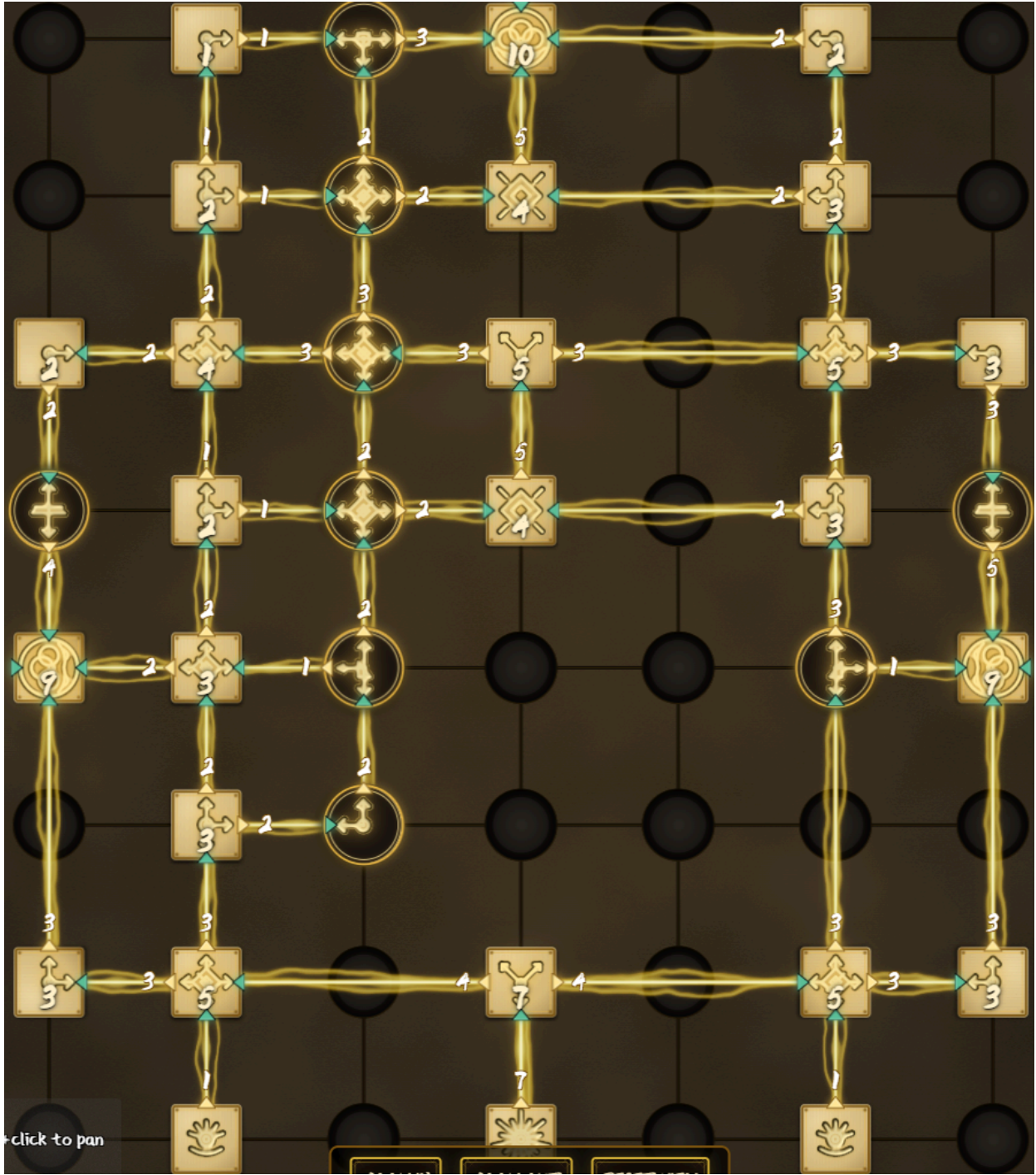
**Clockwork Forge Ruin Formation Tending (+5 tokens):**



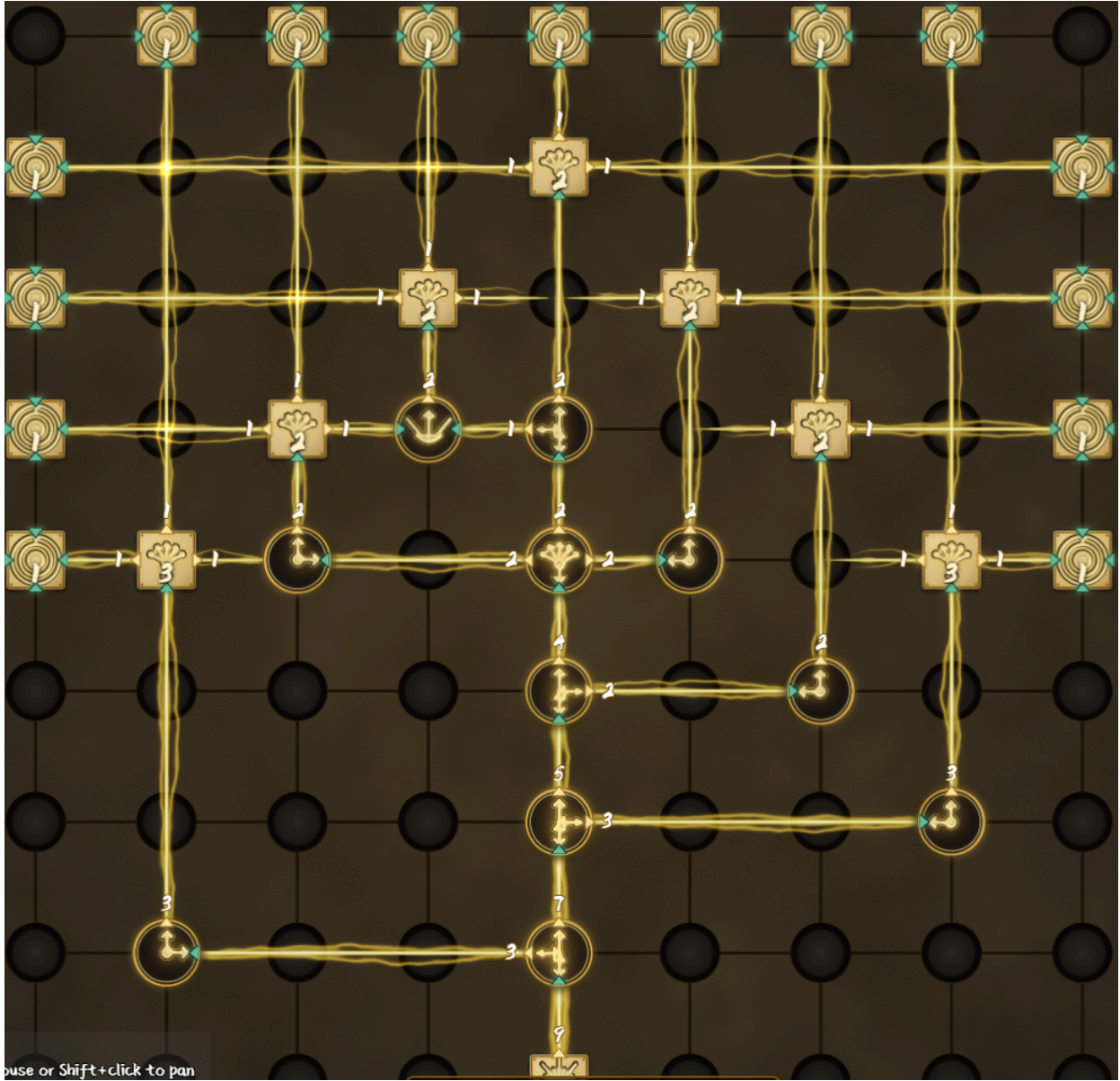
**Falling Star Observatory Formation Tending (+5 tokens):**



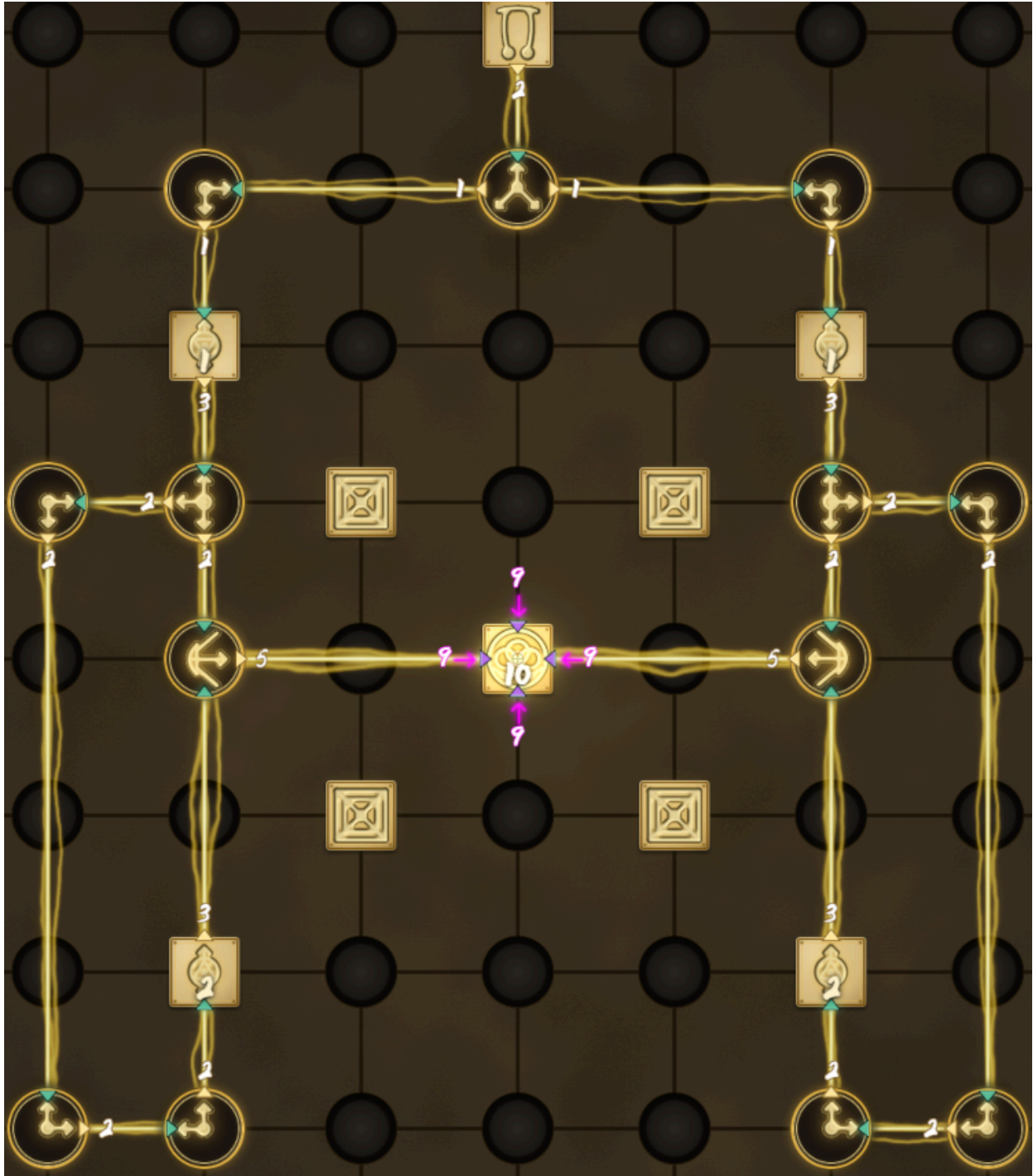
**Feiteng Lake Formation Tending (+5 tokens):**



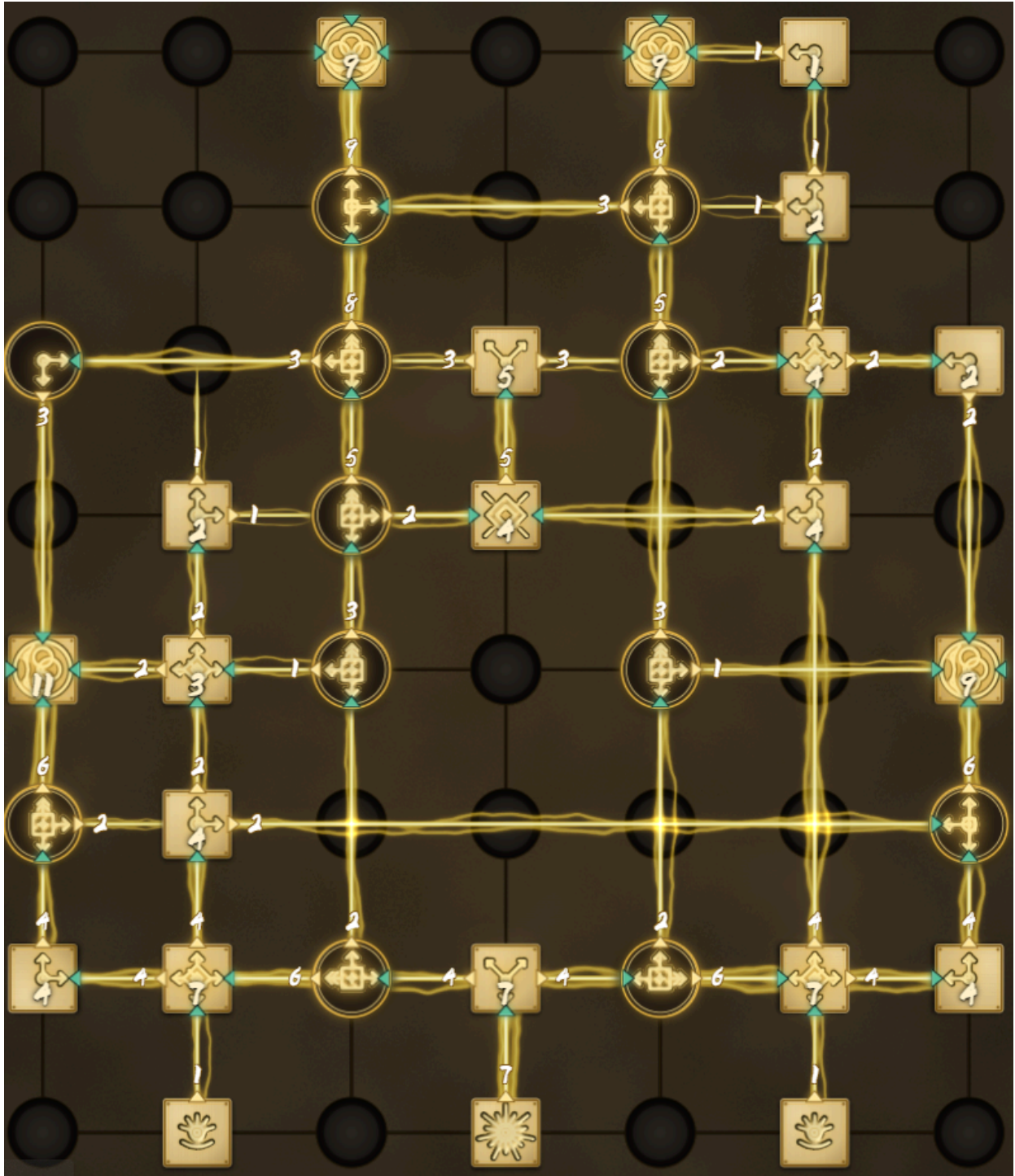
**Valley of Hungry Souls Formation Tending (+5 tokens):**



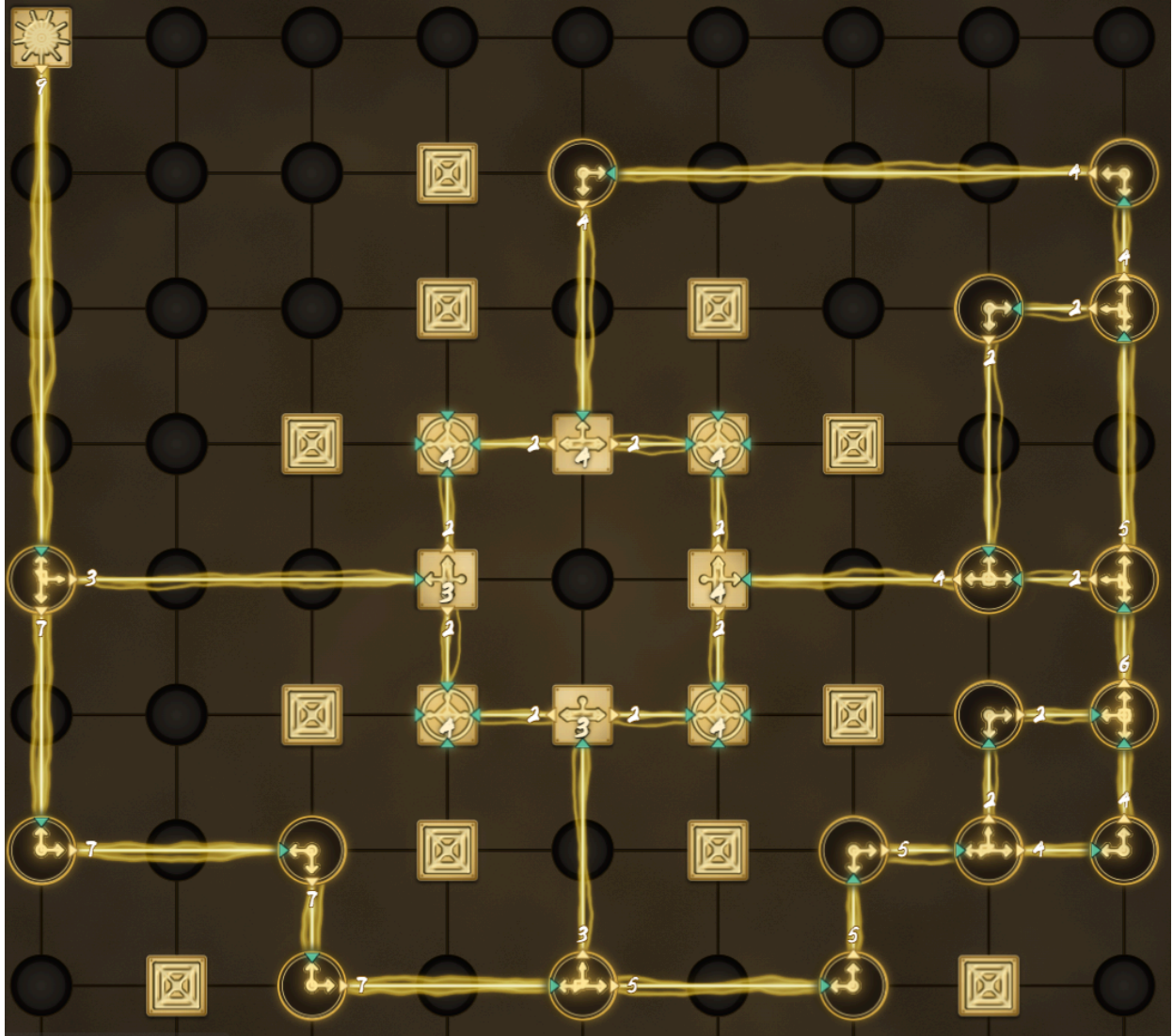
**Jingdi Rise Formation Tending (+5 tokens):**



Tomb of Lu Bu Lin Formation Tending (+5 tokens):

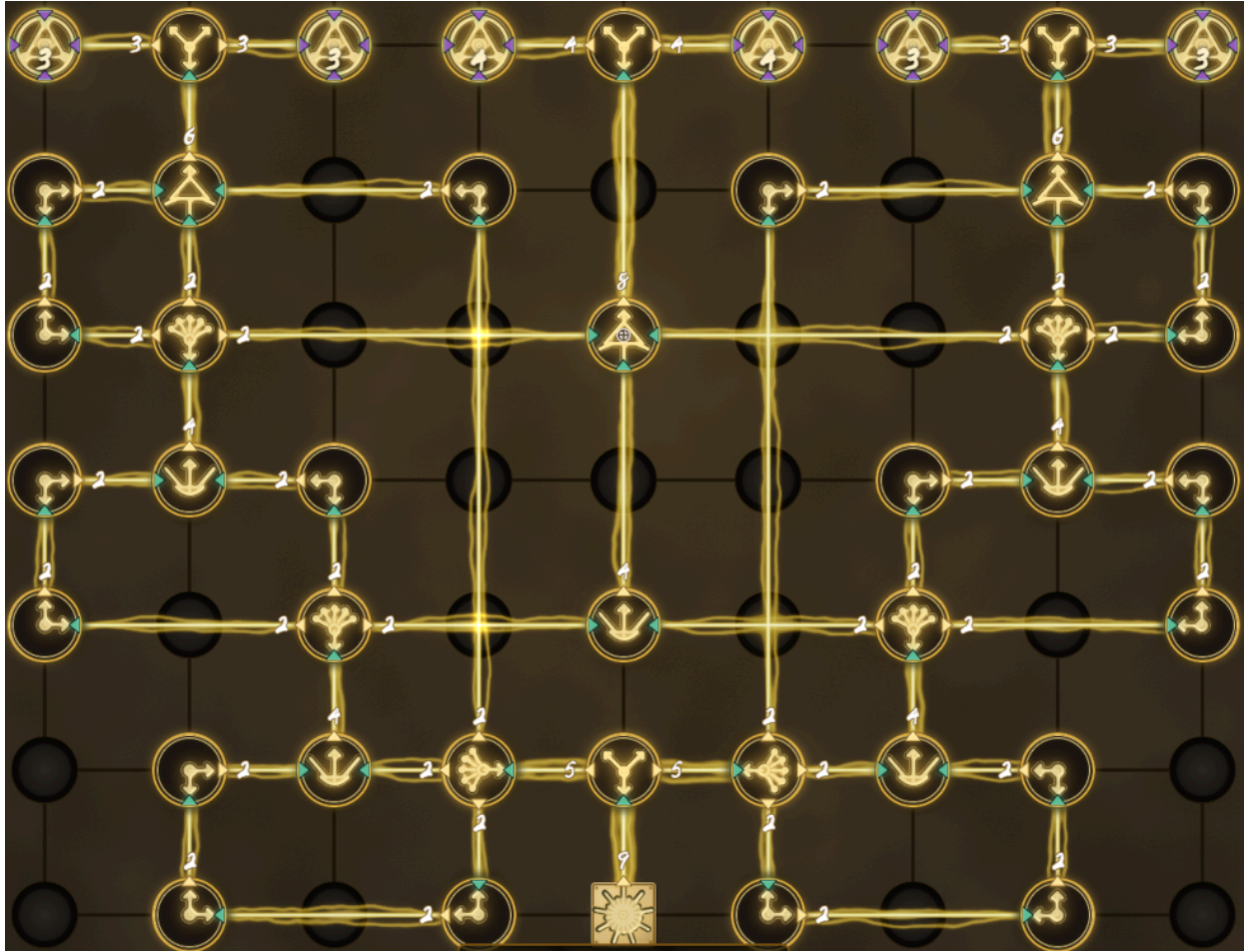


Gaoyu Plateau Formation Tending (+5 tokens):

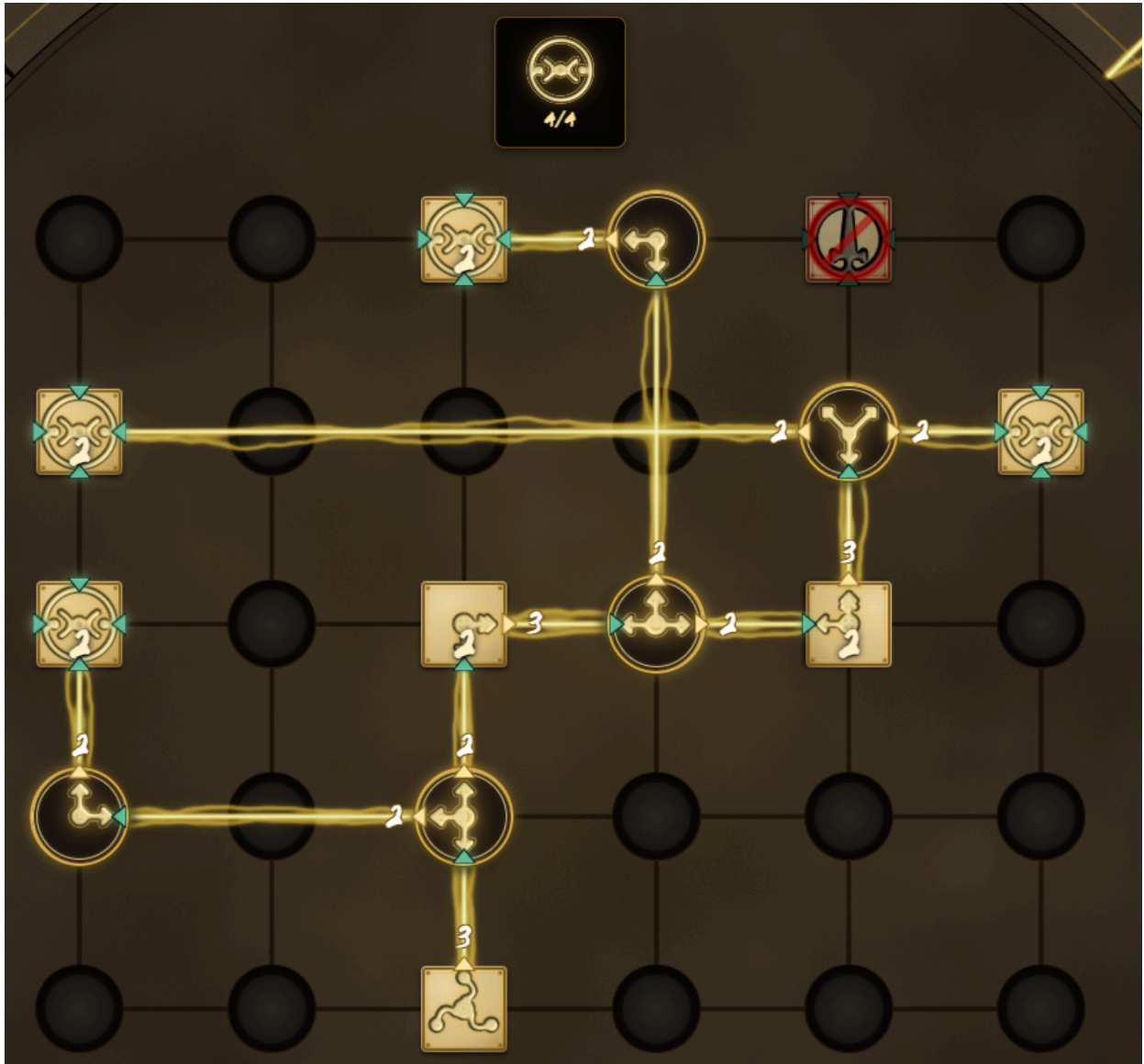


**Misc. Formation Encounters:**

**Deep Altar Quest (Access to Compression Altar) - Shugou Chasm I think? Can be simplified?**



**Buzzing Ruins Formation Event (Access to Compression Altar)**

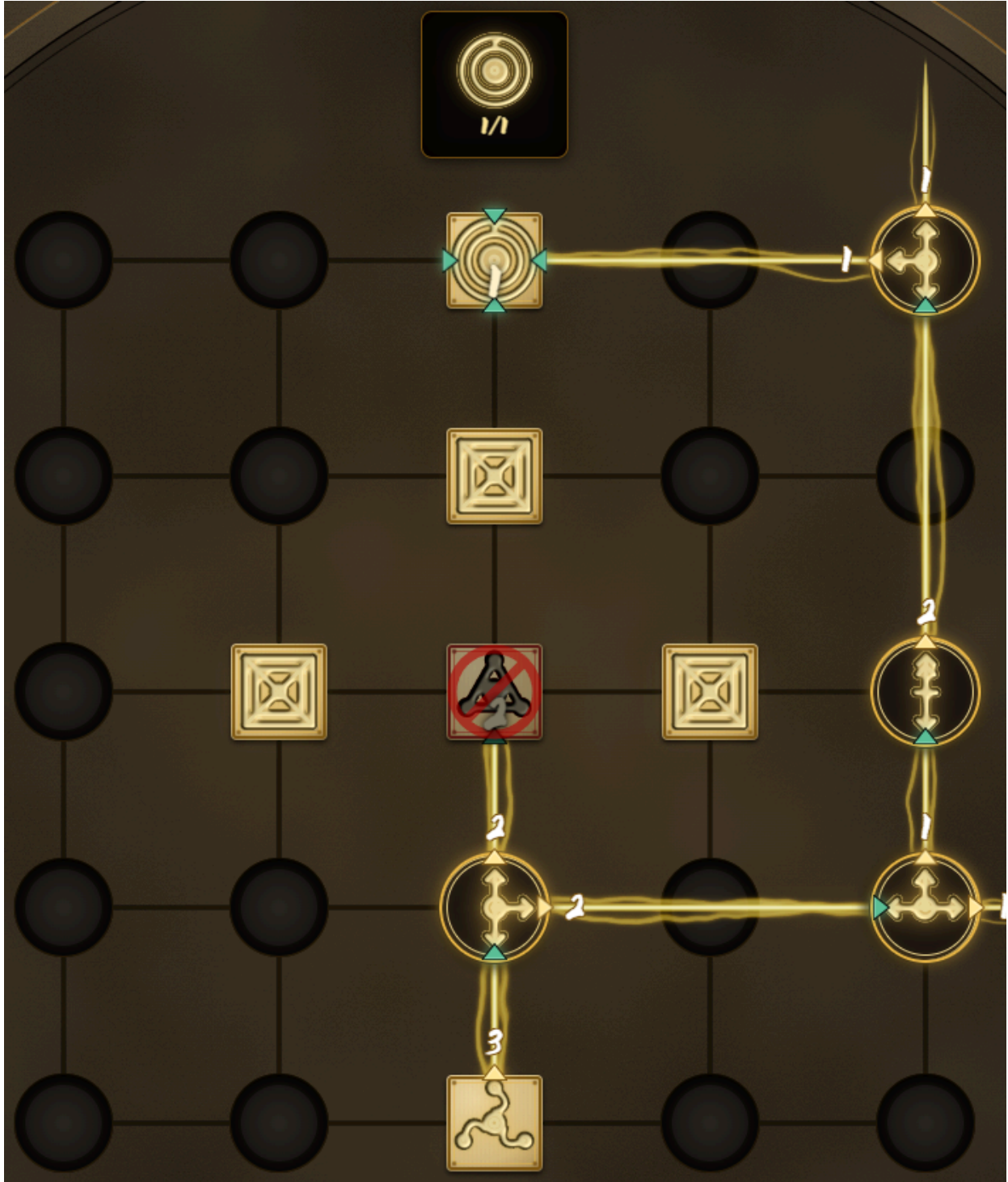


Clockwork Forge Ruins Formation Event (Access to the ruin):

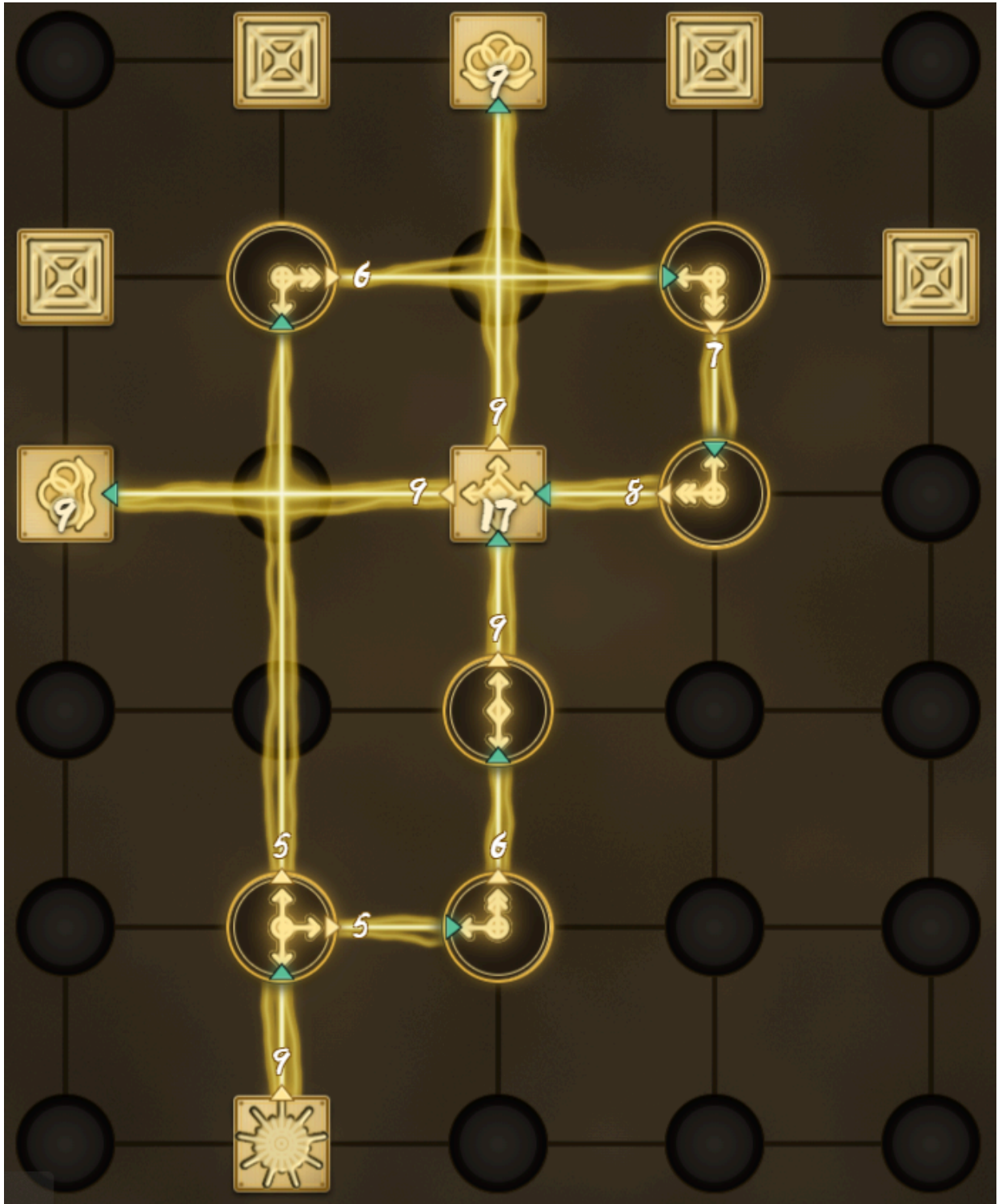


Wasteland Random Event (+5 Battle Sense reward)

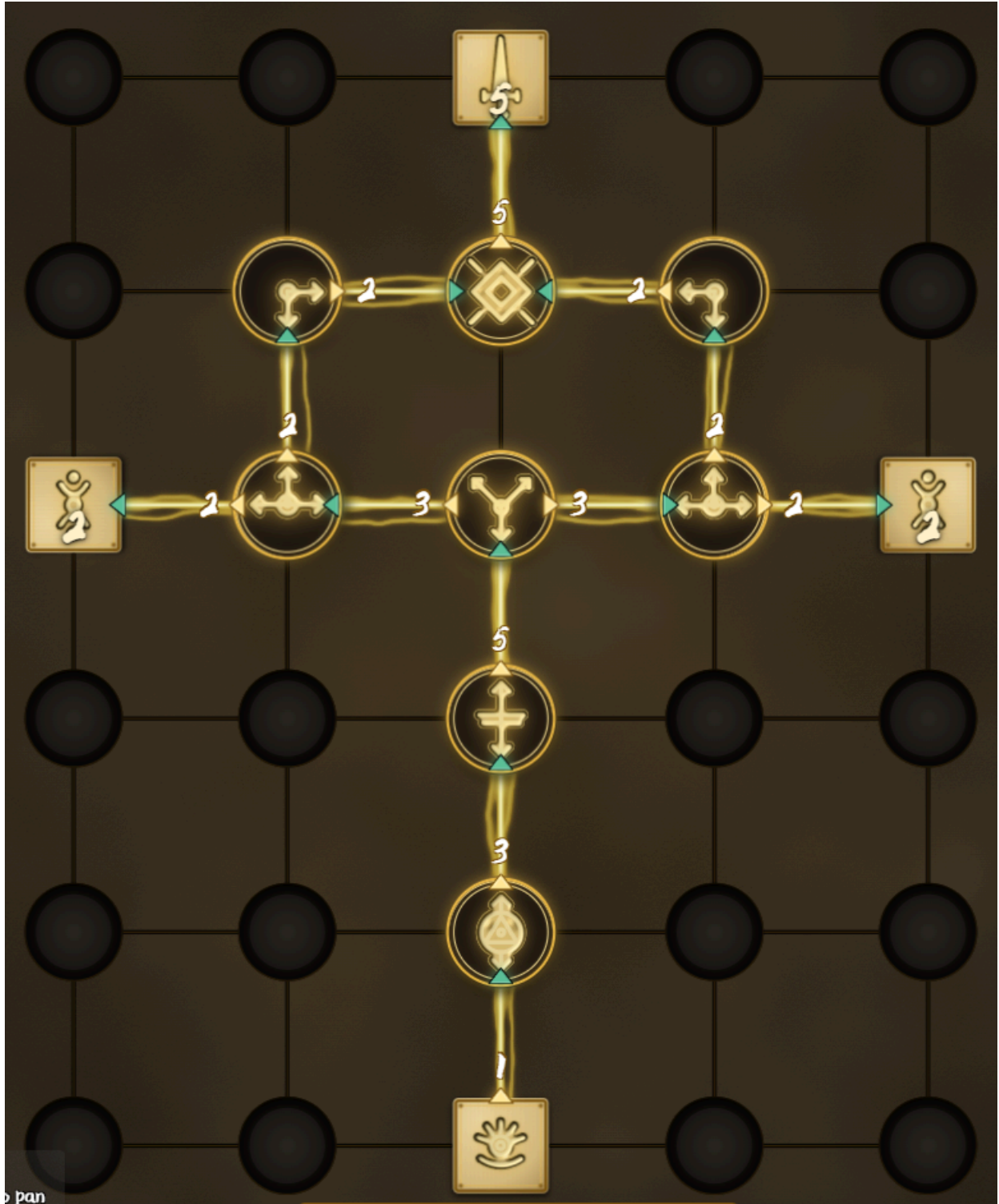




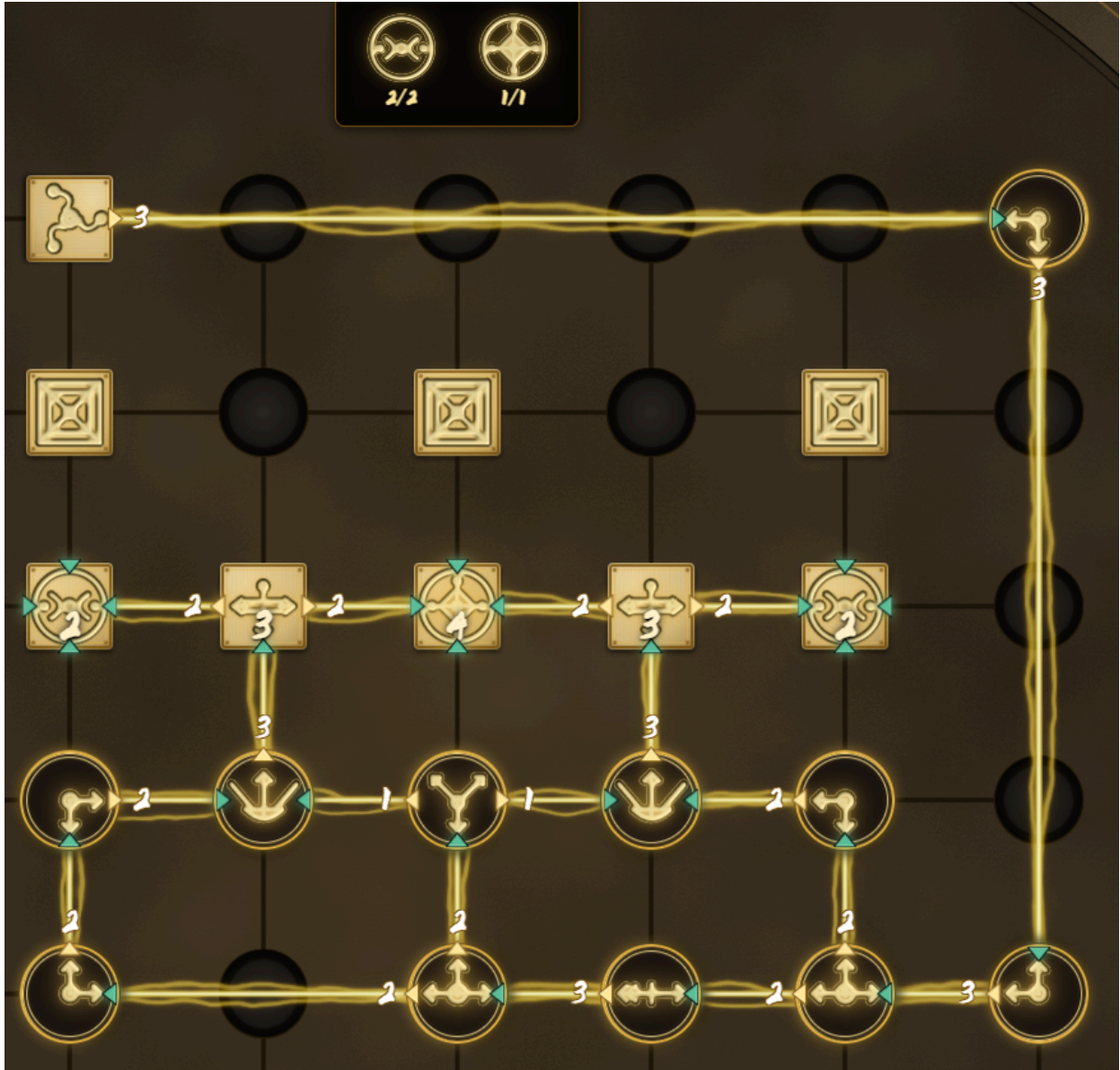
Star-Draped Peak Random Event (11000 Qi):



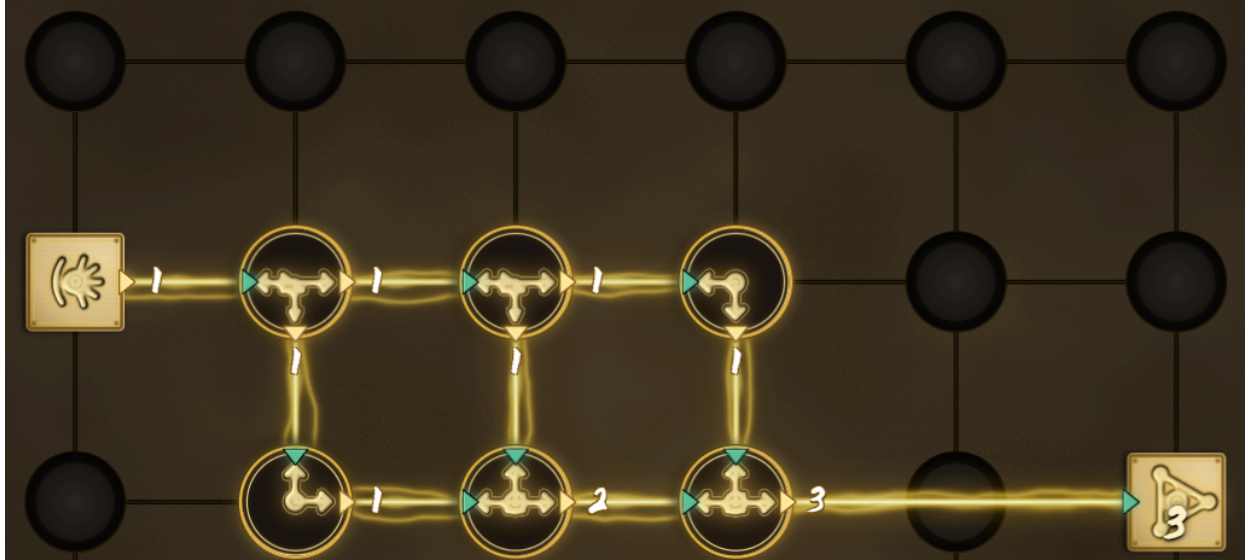
Lower Yanshi Yun Island Random Event:



Bloom-Infested Quarry Random Event:



Jade Creek Random Event (+53000 Spirit Stones and 32000 Qi)



Gaoyu Plateau Random Event (+10 Craft Skill)



The Ascent Random Event:



**Cheat Sheet for Save Editing:** (Ctrl + F to search for the text. Then just replace it with the following. **Your save file is located in Appdata > Roaming > AscendFromNineMountains.** Appdata accessible by typing %appdata% in the windows start menu)

**Recommended Background options (find your background text and replace those portions with the following):**

```
"background":["Ravenous","Beast Survivor","Grave Robber"]
```

```
"birthBackground":{"name":"Ravenous","description":"You have been ravenously hungry, even from your earliest memories. An unnatural strength was the result of this feasting, though the raging furnace of your metabolism makes you less resistant to pill toxicity."},"physicalStats":{"digestion":-2,"muscles":2},"childBackground":{"name":"Beast Survivor","description":"You are the only survivor of a beast attack that claimed the lives of the rest of your family. The physical and emotional scars will never leave you and ever since, you've thrown yourself into every attack on the spirit beasts, aimed to take revenge for your loss."},"rawStats":{"maxhp":{"value":0.2,"stat":"maxhp"},"dr":{"value":9},"barrierMitigation":{"value":9}}},"teenBackground":{"name":"Grave Robber","description":"Digging through graves is an unsavoury habit, but gained you all manner of fascinating items. The most interesting of which is an artefact, a flying dagger. Its power had long since degraded, but it proves a deadly defense."},"items":[{"kind":"artefact","name":"Decayed Dagger","description":"A corroded blade pulled from an unmarked grave, its edge dulled by centuries underground. Faint spiritual energy still clings to the metal, stubborn as rust, and three characters carved into the hilt have worn too thin to read. With a practiced hand, restoration may be possible."},"icon":"decayingDagger.webp","stacks":1,"rarity":"mundane","realm":"mundane","techniques":[{"icon":"icon5.webp","effects":[{"kind":"damage","amount":{"value":0.275,"stat":"artefactpower"}}]},{icon":"icon5.webp","effects":[{"kind":"damage","amount":{"value":0.275,"stat":"artefactpower"}}]},{icon":"icon5.webp","effects":[{"kind":"damage","amount":{"value":0.275,"stat":"artefactpower"}}]}]}]}
```

**"artefacts":[{"name":"Decayed Dagger"}] Unequip your current artifact(s) first before changing over to this.**

**Immortal Immolation Condensation Art (Find your breakthrough text using this format and replace it with the following. The stats, lifespan and charisma have to be manually edited in the stats section nearby. Stats it gives: +1 eyes, +1 meridian, +1 dantian, +1 muscle, +56 lifespan, +100 charisma):**

```
"name":"Eternal Immolation","description":{"_translatable":true,"key":"Condense your Qi into controllable droplets using the patterns set out by the {artName}, and commit yourself to its style for the rest of your life as a cultivator."},"variables":{"artName":"Eternal Immolation Art"}},{"physicalStats":{"meridians":1,"dantian":1,"muscles":1,"eyes":1},"socialStats":{"life span":56,"charisma":100}}
```

```
"qiCondensation":{"art":{"name":"Eternal Immolation Art"},"stacks":1,"enchantment":{"kind":"barrierBleedBigArt_pillarCreation_transcendent","rarity":"transcendent"},"vessel":"Qi Vessel"}}
```

**Core Formation Breakthrough with all X altars (Find your breakthrough text using this format and replace it with the following):**

```
"coreFormation":{"compressions":27,"beatenAltars":["Nine Mountain Sect","The Gate of Slaughter","Mechanized Ruins","Beast-Filled Ruin","Collapsed Ruin","Buzzing Ruins","Shen Tian Court","Fourth Mountain","Burning Core","Shen Henda Sect Branch","Refuse Shower Hidden Base","First Mountain","Second Mountain","Falling Star Observatory","Bone Pile Altar","Shen Henda City","Wasteland Workshop","Shugou Chasm","Golden Abode","Deep Chasm Sanctuary","Hidden Base","Heaven-Touched House","Jade Serpent Sect","Gambler's Courtyard","Heavenly Sword Sect","Rogue Trade Hub","Sect Disciple Room"]}}
```

**Extra Talisman Breakthrough (Find your breakthrough text using this format and replace it with the following. Also make sure to unequip your artifacts if you're switching over from that. Stats it gives: +1 meridians, +1 dantian, +1 eyes, +1 flesh, +2 muscles, +100 lifespan, +100 charisma)**

```
"artefactslots":1,"talismanslots":2 and "pillsPerRound":1
```

```
"coreFormation":{"name":"Energised Pearl Core","description":"Heavily compress the qi within your core until the qi that leaks out is filled with a glittering energy that can empower all forms of arrays and talismans."},"physicalStats":{"meridians":1,"dantian":1,"eyes":1,"flesh":1,"muscles":2},"socialStats":{"lifespan":100,"charisma":100,"talismanslots":1}}
```

**Pillar Creation Breakthrough with my recommended Pillar + Absorbers (Find your breakthrough text using this format and replace it with the following. the stats, lifespan and charisma probably have to be manually edited in the stats section nearby. All stats are just +2, +150 lifespan, +100 charisma):**

```
"pillarCreation":{"name":"World Formation","description":"Build a stable pillar out of your core that can support a new
```

reality.", "physicalStats": {"eyes": 2, "meridians": 2, "dantian": 2, "muscles": 2, "digestion": 2, "flsh": 2}, "socialStats": {"lifespan": 150, "charisma": 100}}

^ Make sure you have the same amount of brackets at the end that you started with (unless you haven't made it to LF yet)

```
"pillarCreation": {"grid": ["-2--2", "-2--1", "-2-0", "-2-1", "-1--2", "-1--1", "-1-0", "0--1", "0-0", "1--2", "1--1", "1-0", "-1--3", "0--3", "-2--3", "-2--4", "-1--4", "1--3", "1--4", "1--5", "0--5", "-1--5", "-2--5", "-2--6", "-1--6", "-1--7", "-2--7", "-3--1", "-3--5", "-3--6", "-3--7", "2--2", "2--1", "2-0", "2--3", "-2--8", "3--1", "-1--8", "-2--9", "-3--9", "-2--10", "-1--10", "-2--11", "-3--11", "-2--12", "-1--12", "-2--13", "-3--13", "-2--14", "-1--14", "-2--15", "-3--15", "-2--16", "-1--16", "-2--17", "-3--17", "-2--18", "-1--18", "-2--19", "-3--19", "-2--20", "-1--20", "-2--21", "-3--21", "-2--22", "-1--22", "-2--23", "-3--23", "-2--24", "-1--24", "-2--25", "-3--25", "-2--26", "-1--26", "-2--27", "-3--27", "-2--28", "-1--28", "-2--29", "-3--29", "-2--30", "-1--30", "-2--31", "-3--31", "-2--32", "-1--32", "-2--33", "-3--33", "-2--34", "-1--34", "-2--35", "-3--35", "-2--36", "-1--36", "-2--37", "-3--37", "-2--38", "-1--38", "-2--39", "-3--39", "-2--40", "-1--40", "-2--41", "-4--11", "-4--21", "-3--22", "-3--38", "-3--40", "-4--17", "-4--13"], "shards": [{"shard": "Origin Fragment", "pos": {"x": 0, "y": 0, "rotation": 0}, "variantIndex": 0}, {"shard": "Dizeng Shard", "pos": {"x": -1, "y": 0, "rotation": 3}, "variantIndex": 0}, {"shard": "Dizeng Shard", "pos": {"x": 1, "y": 0, "rotation": 1}, "variantIndex": 0}, {"shard": "Sanwenqi Shard", "pos": {"x": 2, "y": -1, "rotation": 0}, "variantIndex": 0}, {"shard": "Xun Shard (Left)", "pos": {"x": 2, "y": 0, "rotation": 1}, "variantIndex": 0}, {"shard": "Zengxie Shard", "pos": {"x": -1, "y": -2, "rotation": 3}, "variantIndex": 0}, {"shard": "Xun Shard (Right)", "pos": {"x": -1, "y": -1, "rotation": 3}, "variantIndex": 0}, {"shard": "Fenli Shard (Front)", "pos": {"x": 0, "y": -1, "rotation": 0}, "variantIndex": 0}, {"shard": "Xun Shard (Left)", "pos": {"x": 2, "y": -3, "rotation": 0}, "variantIndex": 0}, {"shard": "Hejin Shard", "pos": {"x": 1, "y": -1, "rotation": 2}, "variantIndex": 0}, {"shard": "Dizeng Shard", "pos": {"x": 2, "y": -2, "rotation": 0}, "variantIndex": 0}, {"shard": "Tiaofen Shard", "pos": {"x": 1, "y": -3, "rotation": 2}, "variantIndex": 0}, {"shard": "Gaozeng Shard", "pos": {"x": 0, "y": -3, "rotation": 3}, "variantIndex": 0}, {"shard": "Wendji Shard", "pos": {"x": -2, "y": 0, "rotation": 3}, "variantIndex": 0}, {"shard": "Wendji Shard", "pos": {"x": -2, "y": -2, "rotation": 3}, "variantIndex": 0}, {"shard": "Diandeng Shard", "pos": {"x": -2, "y": -4, "rotation": 3}, "variantIndex": 0}, {"shard": "Gaozeng Shard", "pos": {"x": -2, "y": -1, "rotation": 3}, "variantIndex": 0}, {"shard": "Heavens Touch", "pos": {"x": 1, "y": -4, "rotation": 0}, "variantIndex": 0}, {"shard": "Gaozeng Shard", "pos": {"x": -1, "y": -7, "rotation": 2}, "variantIndex": 0}, {"shard": "Gaozeng Shard", "pos": {"x": -1, "y": -6, "rotation": 2}, "variantIndex": 0}, {"shard": "Fenli Shard (Right)", "pos": {"x": -1, "y": -4, "rotation": 2}, "variantIndex": 0}, {"shard": "Fenli Shard (Left)", "pos": {"x": -1, "y": -5, "rotation": 2}, "variantIndex": 0}, {"shard": "Wendji Shard", "pos": {"x": -2, "y": -6, "rotation": 1}, "variantIndex": 0}, {"shard": "Wendji Shard", "pos": {"x": -2, "y": -8, "rotation": 3}, "variantIndex": 0}, {"shard": "Portal"}]}
```



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^ This should end right before the , "lifeFlourishing": string begins (unless you're not LF yet). Make sure they're separated by commas.

**Stat Pills in Item form** (If it doesn't already exist, place this anywhere among your inventory items, separated by commas):

```
{"name":"Crystal Pressurized Pill","stacks":6}  
{"name":"Shining Pill","stacks":6}  
{"name":"Efficient Imbuement Pill","stacks":11}  
{"name":"Energy Expansion Pill","stacks":11}  
{"name":"Empowering Pill","stacks":11}  
{"name":"Density Pill","stacks":11}  
{"name":"Pillar Expansion Pill","stacks":6}
```

**Compression Altar Room Blueprint** (If it doesn't already exist, place this anywhere among your inventory items, separated by commas):

```
{"name":"Blueprint: Compression Altar","stacks":20}
```

**Portals and other Shards needed in larger Quantities:** (If it doesn't already exist, place this anywhere among your inventory items, separated by commas)

```
{"name":"Portal Entrance","stacks":20}  
{"name":"Portal Exit","stacks":20}  
{"name":"Grand Equilibrium Shard","stacks":20}  
{"name":"Wendji Shard","stacks":40}  
{"name":"Diandeng Shard","stacks":40}
```

# Crafting Compendium

**Crafting Compendium: (In general focus on perfection over completion. Also, going over 500% completion yields very little benefit compared to perfection. It is fine to mess up 1-2 sublime moves for better ordering, as long as your harmony is near max.)**

**[BF Crafting Itemless](#)**

**[MO Crafting Itemless](#)**

**[QC Crafting Spiritual Resonance/Forge Works/Alchemical Arts](#) - Meant only for 3/4 Sublime Crafting Types**

**[QC Crafting Inscribed Patterns](#) - For the Inscribed Patterns Crafting Type (Clothing + Talismans)**

**[CF Crafting Spiritual Resonance/Forge Works/Alchemical Arts](#) - Meant only for 3/4 Sublime Crafting Types**

**[CF Crafting Inscribed Patterns](#) - For the Inscribed Patterns Crafting Type (Clothing + Talismans)**

**[PC Crafting Spiritual Resonance/Forge Works/Alchemical Arts](#) - Meant only for 3/4 Sublime Crafting Types**

**[PC Crafting Inscribed Patterns](#) - For the Inscribed Patterns Crafting Type (Clothing + Talismans)**

**Garden Layouts:**

**[MO Garden](#)**

**[QC Garden](#)**

**[CF Garden](#)**

**[PC Garden](#)**

**LF Garden Small (PC-Sized)**

**LF Garden**

**BF Crafting Itemless (Exported File)**



1. Use rapid fusion (1st tech) whenever the craft isn't harmonious or about to be harmonious.
2. When the craft is about to be harmonious AND your completion isn't maxed yet, use cyclic fusion (2nd tech) and then harmonious refine (4th tech). The tech after should be unstable refine (3rd tech) to leverage the cyclic fusion buff to the fullest.
3. When your completion is maxed, just spam harmonious refine (4th tech) whenever you can, and unstable refine (3rd tech) otherwise. No need to use cyclic fusion.
4. Use forceful stabilize (5th tech) if you're low on stability (either 20 or 10 left). If you don't have enough, use instant restoration (6th tech) instead. If you have no qi, use siphon qi (7th tech) on harmonious instead of harmonious refine (4th tech)

**Masteries** (not mandatory): Action control/intensity, otherwise qi pool.

**MO Crafting Itemless** (Exported File) (Refined Cauldron or Empowered Fusing Cauldron recommended)



1. Use Golden Peak (1st technique) straight away.
2. Use Repurpose Qi (6th) whenever you can. Use Harmonious Stabilize (8th) whenever you don't waste half of it. Otherwise use Siphon Qi (7th). Use Desperate Stabilize (12th) pretty much whenever you can, but make sure it doesn't screw you over. As for the other Stabilize actions, use Forceful Stabilise (9th) when you have to, otherwise Gentle Stabilize (10th) if you can't make full use of the former.

3. Cap off fusion first, but it's not a bad idea to use refine in order to reduce your qi pool by like 30 in case you want to use Siphon Qi (7th). If you don't have any harmonious conditions to use Siphon Qi/Harmonious Stabilize on, use Cyclic Refine (2nd) before using 2 Explosive Fusions (3rd). Otherwise just use Explosive Fusion by itself. For perfection, use Cyclic Fusion (4th) and two Purifying Intensities (5th) right after, as long as it doesn't get in the way of your harmonious techniques. Otherwise, just use Purifying Intensity (5th) alone.

**Masteries** (not mandatory):

1st: Action control/intensity, otherwise qi pool

2nd: intensifying, otherwise energising

**QC Crafting Spiritual Resonance/Forge Works/Alchemical Arts** (Exported File)  
**(Required gear: Refined Cauldron or Simplified Insertion Cauldron. Fallen Soulflame.** Recommended Enchants: +Control or Max Qi Pool, but NOT "Overcharged Max") If you don't have False Fusion, it's fine. It's not too important.



**The general idea** is to use the 2 Golden Peaks (1-2) and sometimes the False Fusion (3) early and rely on Focus (15) to lose Maximum Stability as slowly as possible and let your Support actions increase your Perfection bar. Support actions are your main ones. Start with Focus (15), Golden Peaks (1-2), Focus. For keeping your Stability up and running, try relying on the Harmonious Stabilize and Restoring Brilliance (9-10) rather than Gentle Stabilize (8). Periodically use Harmonious Empowerment (12) if you're above 1/2 qi, otherwise Siphon Qi (13). Unstable Re-energisations (14) should be used sooner rather than later. When you don't have much more to use or need to consume as little as possible, use Focused Fusion (5).

**Spiritual Resonance:** Support actions are your main ones. Start with Focus (15), Golden Peak (1), Focus. This type is the simplest, just keep mainly using Support actions. Get both Golden Peaks (2) and False Fusion (3) early.

**Forge Works:** Start with Efficient Fusions (4) and get your harmony up quickly. Then, rely mainly on Focused Fusion (5) to maintain heat. Then get the Golden Peak (1-2) early. You don't need False Fusion (3) here. It's fine to often overshoot/undershoot due

to harmonious techniques and focuses, as long as you are close to max harmony. Technically, it's better to have too much heat than too little though.

**Alchemical Arts:** Follow the proper cycles until you reach max harmony. Start with Golden Peak (1), get the other Golden Peak and False Fusion (2-3) later but not too late. You can use Stabilizing Refinement (6) to help you with that. The best cycle is probably Support, Stabilise, Refine and it gives the best reward, too. Once you reach max harmony, FAIL EVERY OTHER CYCLE and use whatever actions you wish. Then, go back to max harmony by properly completing the next cycle, and repeat. This way it's the best of both worlds. You can maintain high harmony and keep spamming Focus (15) far more often, thereby extending your craft greatly.

**Masteries (Recommended):**

1st: Action control/intensity, otherwise qi pool

2nd: intensifying, otherwise energising

3rd: energising and stabilising (split them however)

**QC Crafting Inscribed Patterns (Exported File) (Required gear: Refined Cauldron or Empowered Fusing Cauldron. Fallen Soulflame. Heavily Recommended Enchants: +Max Qi Pool)** You kinda need False Fusion to achieve like.. Almost 2x the results.



**Follow the required order** and basically never deviate from it, as the punishment for doing so is the most brutal out of all crafting types. Try to be adaptable depending on the harmonious/resistant conditions, and utilize your harmonious actions.

If nothing gets in the way, try to first use Stabilizing Refinement (7) and Golden Path:Second Peak (1) before using Efficient Fusion (5) and Gentle Stabilize (8). In the following cycles, try getting the other Golden Path (2) too, and then finally False Fusion (3), but with the use of Efficient Fusion (5).

When it comes to the usage of your harmonious/brilliant actions, prioritize Restoring Brilliance (10) over Brilliant Respite (11). Only use Brilliant Respite if you have like.. around 30% or less qi. Use Stabilizing Refinement (7) before using Brilliant Respite. Also prioritize Harmonious Stabilize (9) over Siphon Qi (12), but I think Efficient Fusion

(5) + Gentle Stabilize (8) is slightly better to use for Stability. For Qi, Unstable Re-energisation (13) is only very slightly worse than Siphon Qi (12). Only use Focus (14) if you have nothing else to use.

Other than that, rely on Explosive Fusion (4) and Purifying Intensity (6) as your main way of getting Completion/Perfection. Prioritize Perfection after getting 100% Completion, obviously.

### **Masteries** (Heavily Recommended):

- 1st: Action control/intensity, otherwise qi pool
- 2nd: intensifying, otherwise energising
- 3rd: energising and stabilising (split them however)

### **CF Crafting Spiritual Resonance/Forge Works/Alchemical Arts** (Exported File)

(Required gear: **Fallen Souflame**. Pure Reinforcement Cauldron OR Refined Cauldron OR Simplified Insertion Cauldron recommended in that order; Otherwise focus on ones with good control. Recommended Enchants: +Max Qi Pool or +Control, preferably Charged or Delicate) If you do not have enough slots, remove Golden Path: Fourth Peak (5)



**The idea** is to utilize the Fallen Souflame to grind out the Completion/Perfection for you while you stall with Focus (13). Always keep an eye on your souflame stacks, as at 9+, your next Fusion/Refine action consumes more Stability than it should. Put 1 stack into Fusion first, then prioritize Refine. After 3-4 refine stacks, put another stack into Fusion. Use your Skillful Manipulation (1), your Golden Peaks and Strive for Perfection (2-5) early, and then try to use Focus (13) often. When you're low on Qi, use Fairy's Blessing (15), and when you're under 50 max Stability, use Pressure + Rapid Release (16-17). Then, whenever you go under 50% qi, use Brilliant Respite (12) or Focused Recirculation (14). Otherwise, use Restoring Brilliance (11) whenever you can. Also, Prioritize Harmonious Stabilize (10) over Gentle Stabilize (9) if you're low on Stability.

**Spiritual Resonance:** Start with Focus, then Skillful Manipulation, then Focus (13) in order to cheaply build up max harmony. Support actions are your main type. Use Gentle

Stabilize (9) with the help of Efficient Fusion (7) after you use your first Golden Peak (2), and then continue building up your harmony type by using Focus and the rest of the early-game buffs (3-5) in that order. Make sure to use your Fallen Soulflame stacks between, though.

**Forge Works:** Start with 2 Explosive Fusions (6) into Efficient Fusion (7) into Gentle Stabilize (9). Then, start using your early-game buffs (1-5) in that order while keeping your Stability up. You don't need to put any Fallen Soulflame stacks into Fusion except maybe one. Always make sure to have enough heat, and be near max harmony, but it's no big deal if you sometimes go to 7 or 3 heat. But it's better to have too much heat than too little.

**Alchemical Arts:** Start off with Explosive Refinement (8), then Skillful Manipulation (1), then Efficient Fusion (7). Then use Gentle Stabilize (9), Golden Path: Second Peak (2), and Explosive Refinement (8). From then, try getting the rest of the early-game buffs (3-5) while getting your harmony up to max and using your Fallen Soulflame stacks. Once you reach max harmony, YOU CAN FAIL EVERY OTHER CYCLE and use whatever actions you wish. When you do, just go back to max harmony by properly completing the next cycle, and repeat. This way it's the best of both worlds. You can maintain high harmony and use Focus (13) more often.

**Masteries:** (Not mandatory but helps alot. Especially the 4th-slot ones.)

1st: Action control/intensity, otherwise qi pool

2nd: intensifying, otherwise energising

3rd: energising and stabilising (split them however)

4th: Building Focus & Empowerment 50/50 if not specified below.

**4th Slot Masteries (recommended ones aren't as important):**

Skillful Manipulation - Increase Stability Cost Reduction (recommended)

Golden Path: Second Peak - Increase Stability Gained (recommended)

Golden Path: Third Peak - Increase Perfection

Strive for Perfection - Increase Control

Golden Path: Fourth Peak - Reduce Stability Cost (recommended)

Explosive Fusion - Increase Completion or Success Chance (recommended)

Efficient Fusion - Increase Qi Pool Cost Reduction (recommended)

Explosive Refine - Increase Success Chance (recommended)

Gentle Stabilise - Increase Increase Stacks

Harmonious Stabilise - Increase Stability (recommended)

Restoring Brilliance - Increase Stability (recommended)

Brilliant Respite - Increase Qi Pool restored

Fairy's Blessing - Increase Qi Pool Restoration

Inducing Pressure - Decrease Qi Pool Cost (recommended)  
Rapid Release - Increase Stability (recommended)

**CF Crafting Inscribed Patterns** (Exported File) (**Required gear: Fallen Soulflame.**  
Pure Reinforcement Cauldron OR Refined Cauldron OR Simplified Insertion Cauldron  
recommended in that order; Otherwise focus on ones with good control. Recommended  
Enchants: +Max Qi Pool or +Control, preferably Charged or Delicate) If you don't have  
enough slots, remove Golden Path: Fourth Peak (4)



**The idea** is to utilize the Fallen Soulflame to grind Completion/Perfection for you while you just try and keep your Qi/Stability up. Keep in mind that you have to follow the required actions as the punishment for this sublime type is very severe. Only deviate if you have enough Qi, full harmony bar, and need to use Restoring Brilliance (11). Use Fairy's Blessing (15) when you go under half Qi, and Pressure + Rapid Release combo (16-17) when you go under 50 maximum Stability.

Start off with Stabilizing Refinement (8) into the first Golden Path (1). Then Efficient Fusion (6) into Gentle Stabilize (9), and then Stabilizing Refinement (8) again. Make sure to always use Restoring Brilliance (11) when you're near max harmony and low on Stability, otherwise use Harmonious Stabilize (10). When you dip under 30 max Stability, it might be safer to use Gentle Stabilize (9) instead. If you already used Fairy's Blessing (15), use Brilliant Respite (12) when you go under 30% Qi. Otherwise, use Focus (13) and Focused Recirculation (14) for your support actions after you used the rest of your early-game buffs (2-4).

For your Fallen Soulflame stacks, go with 1 Fusion, then 3 Refine, then 1 Fusion, and then go with what fits, but prioritize Refine.

**Masteries:** (Not mandatory but helps alot. Especially the 4th-slot ones.)

1st: Action control/intensity, otherwise qi pool

2nd: intensifying, otherwise energising

3rd: energising and stabilising (split them however)

4th: Building Focus & Empowerment 50/50 if not specified below.

#### 4th Slot Masteries (recommended ones aren't as important):

Golden Path: Second Peak - Increase Stability Gained (recommended)  
Golden Path: First Peak - Increase Qi Pool Restoration  
Strive for Perfection - Increase Control  
Golden Path: Fourth Peak - Reduce Stability Cost (recommended)  
Explosive Fusion - Increase Completion or Success Chance (recommended)  
Efficient Fusion - Increase Qi Pool Cost Reduction (recommended)  
Explosive Refine - Increase Success Chance (recommended)  
Stabilizing Refinement - Increase Stability Reduction  
Gentle Stabilise - Increase Stacks  
Harmonious Stabilise - Increase Stability (recommended)  
Restoring Brilliance - Increase Stability (recommended)  
Brilliant Respite - Increase Qi Pool restored  
Fairy's Blessing - Increase Qi Pool Restoration  
Inducing Pressure - Decrease Qi Pool Cost (recommended)  
Rapid Release - Increase Stability (recommended)

**PC Crafting Spiritual Resonance/Forge Works/Alchemical Arts** (Exported File)  
(Required gear: **Fallen Souflame**. Pure Reinforcement Cauldron (upgraded to PC)  
OR Refined Cauldron OR Simplified Insertion Cauldron recommended in that order;  
Otherwise focus on ones with good control. Recommended Enchants: +Control,  
preferably Delicate) If you don't have enough slots, get rid of either the last 2 actions  
(18-19), or Fairy's Blessing (17) depending on your Qi situation.



**The idea** is to utilize the Fallen Souflame to grind out the Completion/Perfection for you while you stall with Focus (15). Always keep an eye on your souflame stacks, as at 9+, your next Qi/Fusion/Refine action consumes more Stability than it should. Put 2 stacks into Qi first, then 1 stack into fusion, and then prioritize Refine. You generally want to get Completion to be around 50% of your Perfection, so manage your stack accordingly. Going past 500% Completion is a bit unnecessary, though. Be mindful that Qi stacks are capped at 3.

Use your Serpent's Foundation (1) at the very start, then your Skillful Manipulation (2), your Golden Peaks, Strive for Perfection and False Fusion (3-7) early, and then try to use Focus (15) often. If starting with Serpent's foundation is too tough for you, feel free to skip it. It's not suuuper important. If you're losing Qi, use Gentle Re-energisation (14) or Fairy's Blessing (17), and when you're under 50 max Stability, use Pressure + Rapid Release (18-19). Use Restoring Brilliance (13) and Focused Stabilization (16) almost whenever you can. Use those 2, along with Harmonious Stabilize (12) as your main way to restore Stability. Only use Gentle Stabilize (11) when you need to (usually early or when low on max Stability), and I suggest discounting it with Efficient Fusion (9).

**Spiritual Resonance:** Start with Serpent's Foundation (1), then Focus (13), then Skillful Manipulation (2), then Focus in order to cheaply build up max harmony. Support actions are your main type. Use Gentle Stabilize (11) with the help of Efficient Fusion (9) after you use your first Golden Peak (3), and then continue building up your harmony type by using Focus and the rest of the early-game buffs (4-7) in that order. Make sure to use your Fallen Soulflame stacks between, though, and make sure you don't waste any by going over 3 Qi stacks.

**Forge Works:** Start with Serpent's Foundation (1), into 2 Explosive Fusions (7) into Efficient Fusion (9) and into Gentle Stabilize (11). Then, play it safe by using Focus (13) until you get more Stability while trying to build up max harmony, and then start using your early-game buffs (2-7) in that order. If you cannot do this while keeping your Heat in the right zone, then skip Serpent's Foundation. You don't need to put as many Fallen Soulflame stacks into Fusion in this case. Always make sure to have enough heat, and be near max harmony, but it's no big deal if you sometimes go to 7 or 3 heat. But it's better to have too much heat than too little.

**Alchemical Arts:** Start with Serpent's Foundation (1), then Explosive Refinement (10), then Efficient Fusion (9). Then use Gentle Stabilize (11), Skillful Manipulation (2), and Explosive Refinement (10). From then, try getting the rest of the early-game buffs (3-7) while getting your harmony up to max and using your Fallen Soulflame stacks. Once you reach max harmony, YOU CAN FAIL EVERY OTHER CYCLE and use whatever actions you wish. When you do, go back to max harmony by properly completing the next cycle, and repeat. This way it's the best of both worlds. You can maintain high harmony and use Focus (15) and Stability actions more often.

**Masteries:** (Not mandatory but helps alot. Especially the 4th-slot ones.)

1st: Action control/intensity, otherwise qi pool

2nd: intensifying, otherwise energising

3rd: energising and stabilising (split them however)

4th: Building Focus & Empowerment 50/50 if not specified below.

5th: Surge: Energising & Surge: Heightening & Surge: Focusing split as evenly as you can.

**4th Slot Masteries (recommended ones aren't as important. Try to get these to level 6):**

Serpent's Foundation - Increase Intensity and Control

Skillful Manipulation - Increase Stability Cost Reduction (recommended)

Golden Path: Second Peak - Increase Stability Gained (recommended)

Golden Path: Third Peak - Increase Perfection

Strive for Perfection - Increase Control

False Fusion - Increase Intensity

Golden Path: Fourth Peak - Reduce Stability Cost (recommended)

Explosive Fusion - Increase Success Chance (recommended)

Efficient Fusion - Increase Qi Pool Cost Reduction (recommended)

Explosive Refine - Increase Success Chance (recommended)

Minute Repairs - Reduce Qi Pool Cost (recommended)

Gentle Stabilise - Increase Stacks

Harmonious Stabilise - Increase Stability (recommended)

Restoring Brilliance - Increase Stability (recommended)

Gentle Re-energization - Increase Stacks

Focused Stabilization - Reduce Qi Pool Cost (recommended)

Fairy's Blessing - Increase Qi Pool Restoration

Inducing Pressure - Decrease Qi Pool Cost (recommended)

Rapid Release - Increase Stability (recommended)

**PC Crafting Inscribed Patterns (Exported File) (Required gear: Fallen Soulflame.**

Pure Reinforcement Cauldron (upgraded to PC) OR Refined Cauldron OR Simplified Insertion Cauldron recommended in that order; Otherwise focus on ones with good control. Recommended Enchants: +Control, preferably Delicate) If you don't have enough slots, get rid of Minute Repairs (10)



**The idea** is to utilize the Fallen Soulflame to grind Completion/Perfection for you while you just try and keep your Qi/Stability up. Keep in mind that you have to follow the

required actions as the punishment for this sublime type is very severe. Only deviate if you have enough Qi, full harmony bar, and need to use Restoring Brilliance (13). Use Fairy's Blessing (17) when you go under 25% Qi, Gentle Re-energization (14) when you're losing more Qi than you're gaining, and Pressure + Rapid Release combo (18-19) when you go under 50 maximum Stability.

Start off with Stabilizing Refinement (8) into the first Golden Path (1). Then Efficient Fusion (6) into Gentle Stabilize (11), and then Stabilizing Refinement (8) again. From then, make sure to always use Restoring Brilliance (13) when you're not full on Stability as long as you have enough Qi, and use Harmonious Stabilize (12) for your mandatory Stability action. When you get low on Max Stability, it's better to rely on Gentle Stabilize (11) rather than Harmonious Stabilize (12).

For your next Support Actions, try to keep Gentle Re-energization (14) active and use the rest of your early-game buffs (2-4). Insight (4) should be last and should only be cast if you have enough Qi (or Fairy's Blessing). After activating it, you need to get enough Fallen Soulflame Qi Stacks to sustain yourself. The Refine/Support actions you should use depend on your Qi and Stability management, so be adaptable. Don't think too much about their raw values, most of your Completion/Perfection will be gained through the Fallen Soulflame.

For your Fallen Soulflame stacks, go with 2-3 Refine, then 1-2 Qi, then more Refine. Only start adding stacks to Fusion if you have at least 4-5 Refine stacks. This is just a rough estimate of what worked for me. If you don't need the Qi you can delay Qi stacks further for example.

**Masteries:** (Not mandatory but helps alot. Especially the 4th-slot ones.)

1st: Action control/intensity, otherwise qi pool

2nd: intensifying, otherwise energising

3rd: energising and stabilising (split them however)

4th: Building Focus & Empowerment 50/50 if not specified below.

5th: Surge: Energising & Surge: Heightening & Surge: Focusing split as evenly as you can.

**4th Slot Masteries (recommended ones aren't as important):**

Golden Path: Second Peak - Increase Stability Gained (recommended)

Strive for Perfection - Increase Control

False Fusion - Increase Intensity

Crafters Knowledge - Reduce Qi Cost (recommended)

Explosive Fusion - Increase Success Chance

Efficient Fusion - Increase Qi Pool Cost Reduction (recommended)

Explosive Refine - Increase Success Chance (recommended)  
Stabilizing Refinement - Increase Stability Reduction (recommended)  
Seek Insight - Reduce Qi Pool Cost (recommended)  
Minute Repairs - Reduce Qi Pool Cost (recommended)  
Gentle Stabilise - Increase Stacks  
Harmonious Stabilise - Increase Stability (recommended)  
Restoring Brilliance - Increase Stability (recommended)  
Gentle Re-energization - Increase Stacks  
Focused Stabilization - Reduce Qi Pool Cost (recommended)  
Fairy's Blessing - Increase Qi Pool Restoration  
Inducing Pressure - Decrease Qi Pool Cost (recommended)  
Rapid Release - Increase Stability (recommended)

**For LF just use the PC craftings, but add “Channel Reserves” to the loadout.** If you have the space, also add Minute Repairs. **(Required gear: Fallen Soulflame.** Boundless Reinforcement Cauldron OR Refined Cauldron OR Simplified Insertion Cauldron recommended in that order; Otherwise focus on ones with good control. Recommended Enchants: +Control, preferably Delicate) **As usual, rely on Soulflame and use the same strategy I described for the PC Build depending on your Sublime type.**

**Full LF Build will release once more techniques are out and it isn't literally just the PC Loadout + Channel Reserves lol.**

**Garden Layouts:**

**MO Garden ([Exported File](#))**



**Devices Buyable in Sect Favor Exchange (Spirit Harvester and Growth Totem.**  
Made them with those in mind since I don't expect a casual player to grind auctions.  
Also reduced the number of devices as these aren't craftable)

**QC Garden ([Exported File](#))** After you have expanded the garden. Until then I suggest planting 5 Etherite and speeding up its growth.



**Devices Buyable in Sect Favor Exchange (Spirit Harvester and Growth Totem.**  
 Made them with those in mind since I don't expect a casual player to grind auctions.  
 Also reduced the number of devices as these aren't craftable)

CF Garden ([Exported File](#))



Device Recipes buyable in Shen Henda Market (Verdant Sphere - only if you are CF or higher and they only sell from one realm under, but that's fine) and Wasteland Workshop (Harmonious Fountain). Sublime Craft them to max perfection using my alchemy guide)

PC Garden ([Exported File](#))



Device Recipes buyable in Shen Henda Market (Verdant Sphere - only if you are CF or higher and they only sell from one realm under, but that's fine) and Wasteland Workshop (Harmonious Fountain). Sublime Craft them to max perfection using my alchemy guide.

LF Garden Small ([Exported File](#))



**LF Garden** (Exported File)  
Coming soon

General Compendium (any/all techniques)

## General Compendium (any/all techniques):

[BF Generalist](#)

[MO Generalist](#)

[QC Generalist](#)

[CF Generalist](#)

[PC Generalist](#)

## BF Generalist ([Exported File](#))

The screenshot displays the 'Xdod's BF Generalist' interface. At the top, it says 'Custom Named Style' with icons for edit, copy, and download. Below this, it indicates 'Auto-use Items None configured'. The main area lists four techniques, each with its own set of icons and a conditional dropdown menu:

- The Blasting Strike (1)**: Includes icons for a hand, a globe, and a globe. The conditional is: 'When Target: Sealed Meridian (1st) is less than 1 AND Clouds is less than 2'.
- Comet Smoke (2)**: Includes icons for a sun, a globe, and a globe. The conditional is: 'When Sunlight is less than 1'.
- Fast Elbow (3)**: Includes icons for a hand, a globe, and a globe. The conditional is: 'When Target: Sealed Meridian (1st) is less than 1'.
- 20% per 2 rounds (4)**: Includes icons for a sun, a globe, and a globe. The cycle is: 'Position 1'.

## MO Generalist ([Exported File](#))

# Xdod's MO Generalist mk.3

Custom Named Style

---

**The Beautiful Plasma** (1)



Opener: Do First

---

**If you die on this turn you can replace the last 2 techniques with something else** (2)



Opener: Do Second

---

**Flower Essence** (3)



Opener: Do Third

---

**Skilled Meridian** (4)



Opener: Do Fourth

---

**The Resilient Artery** (5)



Conditional: When Radiant Blossom is less than 1

---

**Punch Hit** (6)



Conditional: When Cleanse Blood is less than 2

---

**Flourish Planet** (7)



Conditional: When Iron Blossom is less than 2

---

**Summon Asteroid** (8)



Cycle: Position 1

QC Generalist ([Exported File](#))

## Xdod's QC Generalist mk.2

Custom Named Style

**The Flowing Bloom** (1)



Opener: Do First

**Bloom Sun** (2)



Opener: Do Second

**Nebula Fist** (3)



Opener: Do Third

**Utilise Elbow** (4)



Opener: Do Fourth

**15. 26 weakness** (5)



Opener: Do Fifth

**Bloom Lily** (6)



Conditional: When Iron Blossom is less than 1

**The Cosmic Asteroid** (7)



Conditional: When Target: Sealed Meridian (1st) is less than 2

**Elbow Dayspring** (8)



Conditional: When Radiant Blossom is less than 1

**Precise Asteroid** (9)



Conditional: When Armour Up is less than 16


**The Otherworldly Technique** (1)



Cycle: Position 1

CF Generalist ([Exported File](#)) +4 qi droplet regeneration required, as well as specified 4th slot masteries at the 5th level. If you're missing techs, try substituting something in until you find them or switch to one of my simpler builds (I suggest Pure Celestial). Technique locations are listed in the Compendium of Knowledge.

# Xdod's CF Generalist mk.3

Custom Named Style +   

If you die at the end of turn, swap Clotted Barrier to be at the second-last slot (1)



Opener: Do First

A same as above (2)



Opener: Do Second

A same as above (3)



Opener: Do Third

Nightfall Lily (4)



Opener: Do Fourth

Resilient Controlled (5)



Opener: Do Fifth

Manipulate Strike (6)



Opener: Do Sixth

Siphon Asteroid (7)



Opener: Do Seventh

Shocking Storm (8)



Opener: Do Eighth

Direct Plasma (9)



Opener: Do Ninth

Cutting Vein (1)



Opener: Do Tenth

Amplification Lily

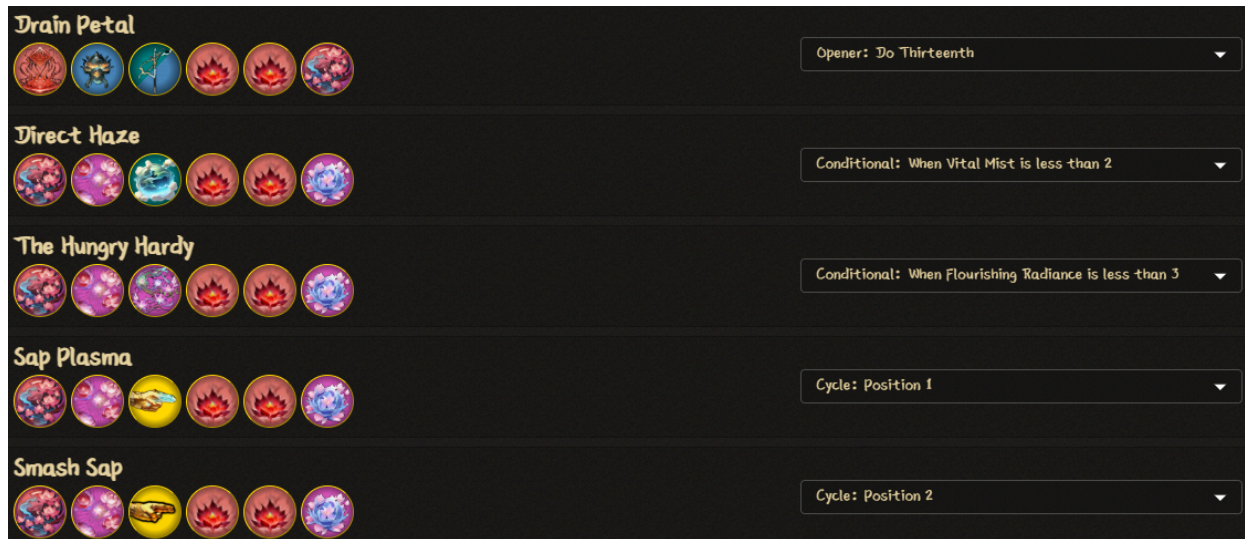


Opener: Do Eleventh

Gale Petal



Opener: Do Twelfth

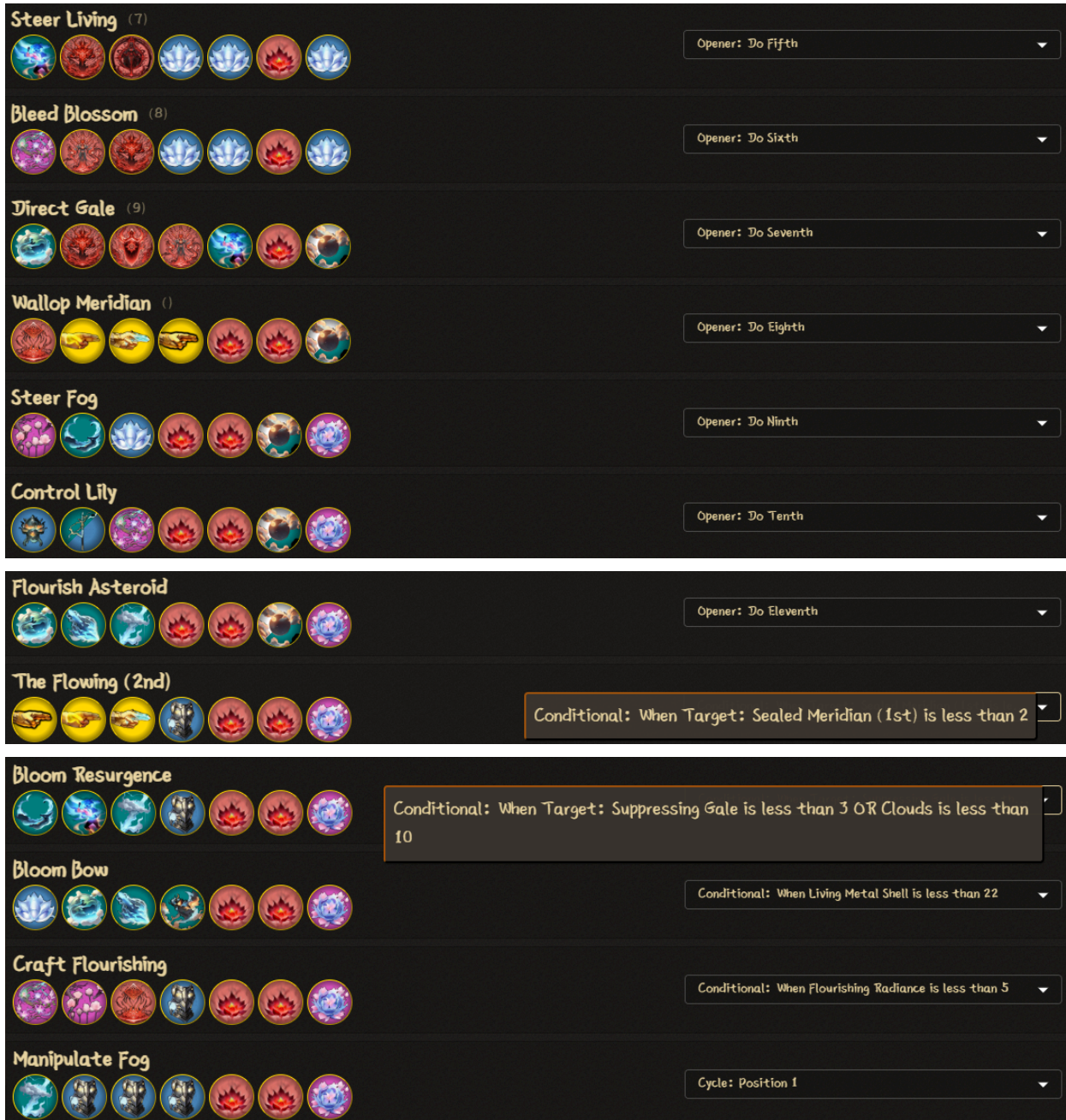


**4th Slot (CF) Masteries (in order. Raise to level 5. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**

- Clotted Barrier - Increase Base Power (recommended)
- Sealed Meridians (1st AND 2nd) - Increased Stacks
- Flourishing Radiance - Increased Stacks
- Enduring Fertilisation - Increased Stacks
- Karmic Reprise - Increased Weakness (recommended)
- Fungal Parasite - Increased Health (recommended)
- Sustained Plantation - Increased Stacks
- Moonrise - Increased Moonlight Stacks (recommended)
- Nightfall - Increased Stacks
- Blood Font - Increased Stacks
- Infuse Flora - Reduce Cost (recommended)
- Vital Mist - Increased Stacks
- Chilling Radiance & Dawning Rage - Increased Stacks
- Universal Amplification - Increase Barrier Boost (recommended)
- Immortal Amplification - Increase Barrier Effectiveness (recommended)
- Bloody Amplification - Increase Power (recommended)
- Fragrant Multiplication - Increased Stacks

**PC Generalist ([Exported File](#)) +6 qi droplet regeneration required (+5 if you have Eternal Immolation. +4 if you swap Universal Amplification with Ritual of**





**4th Slot (CF) Masteries (in order. Raise to level 6. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**

- Clotted Barrier - Increase Base Power (recommended)
- Sealed Meridian (1st, 2nd AND 3rd) - Increased Stacks
- Flicker Fist - Increase Temporary Health (recommended)
- Flourishing Radiance - Increased Stacks (recommended)
- Karmic Reprise - Increased Weakness (recommended)

Blood Font - Increased Stacks  
Bottled Storm - Increased Stacks  
Fungal Parasite - Increased Health (recommended)  
Enduring Fertilisation - Increased Stacks  
Controlled Tempest - Increased Stacks  
Abundant Dew - Increased Stacks  
Lingering Spirit Dew - Increased Stacks (recommended)  
Howling Shroud - Increase Base Power (recommended)  
Vital Mist - Increased Stacks  
Immortal Amplification - Increase Barrier Effectiveness (recommended)  
Storm Surge Generator - Increased Stacks  
Universal Amplification - Increase Healing Boost OR Barrier Boost (recommended)  
Polarizing Catalyst - Increased Stacks  
Suppressing Gale - Increase Weakness (recommended)  
Bloody Amplification - Increase Power (recommended)  
Living Metal Shell - Increased Stacks  
Unveil The Skies - Increase Maximum Gain (recommended)  
Sustained Plantation - Increased Stacks  
Hardy Resurgence - Reduce Cost (recommended)  
Slipstream - Increased Stacks  
Create Weakpoint - Increased Vulnerability (recommended)  
Deluge - Increased Stacks (recommended)

As usual, if anything underperforms or you have improvements, please let me know. I'd love to improve it with u.

# Pure Neutral Compendium

## Pure Neutral Compendium:

[MO Pure Neutral](#)

[QC Pure Neutral No Consumables](#)

[QC Pure Neutral Alchemy](#)

[QC Pure Neutral Formations](#) (strongest, meant to be used with formation consumables)

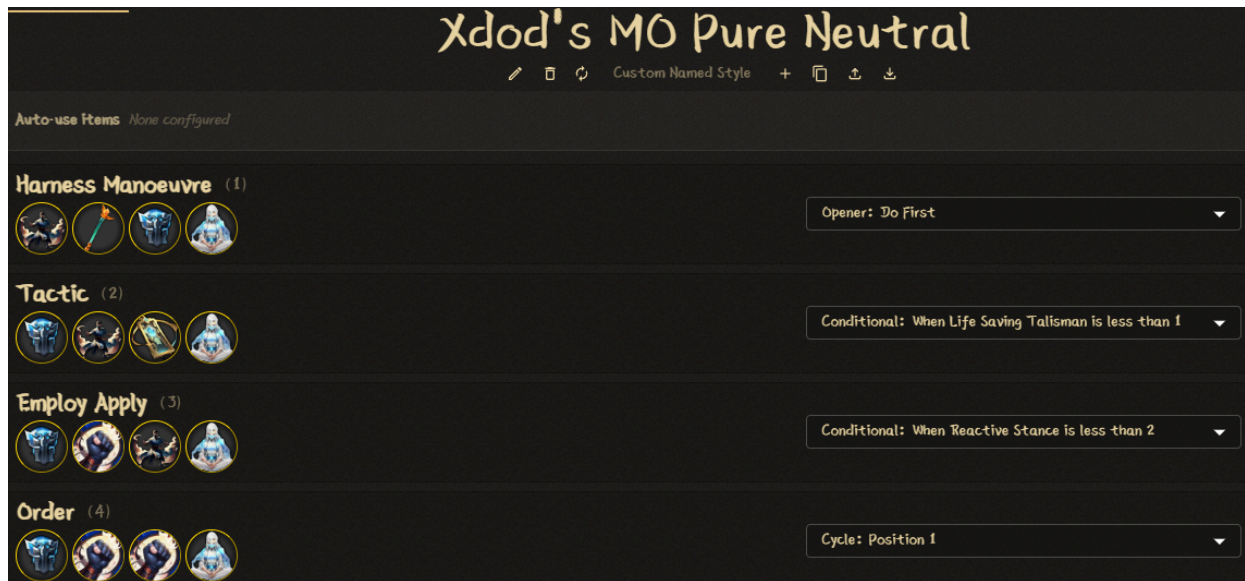
[CF Pure Neutral Alchemy](#)

[CF Pure Neutral Formations](#)

[PC Pure Neutral Alchemy](#)

[PC Pure Neutral Formations](#)

## MO Pure Neutral ([Exported File](#))



## QC Pure Neutral No Consumables ([Exported File](#))

# Xdod's QC Pure Neutral No Consumables

Custom Named Style

---

**The Wand** (1)

Opener: Do First

---

**Invoke** (2)

Opener: Do Second

---

**Utilise Use** (3)

Conditional: When Life Saving Talisman is less than 1

---

**Invoke** (4)

Conditional: When Invoked Resonance is less than 5 AND Reactive Stance is less than 2

---

**Alchemical Move** (5)

Conditional: When Invoked Resonance is less than 5

---

**The Invoke** (6)

Conditional: When Toxicity is less than 95% AND Reactive Stance is less than 2

---

**Move Power** (7)

Conditional: When Toxicity is less than 90%

---

**Use Deflection** (8)

Conditional: When Reactive Stance is less than 2

---

**Harness Resonance** (9)

Cycle: Position 1

QC Pure Neutral Alchemy Only ([Exported File](#))

# Xdod's QC Pure Neutral Alchemy Only

Custom Named Style

Auto-use Items *None configured*

<b>Technique</b> (1)		Opener: Do First
<b>Talisman</b> (2)		Conditional: When Life Saving Talisman is less than 1
<b>Power</b> (3)		Conditional: When Formation: Wand is less than 1
<b>Invoke</b> (4)		Conditional: When Invoked Resonance is less than 5
<b>The Toxic</b> (5)		Conditional: When Reactive Stance is less than 2
<b>Employ Use</b> (6)		Conditional: When Reactive Stance is greater than 1

QC Pure Neutral Formations Vialless ([Exported File](#))

## Xdod's QC Pure Neutral Formations Vialless

Custom Named Style + [Icons]

**Use Ability** (1)



Opener: Do First

**Stance** (2)



Opener: Do Second

**Utilise Harness** (3)



Conditional: When Health is greater than 75% AND R...

**Use Invoke** (4)



Conditional: When Health is greater than 75% AND R...

**Utilise Apply** (5)



Conditional: When Reactive Stance is less than 2

**The Invoke** (6)



Conditional: When Life Saving Talisman is less than 1 ...

**Use Manoeuvre** (7)



Conditional: When Invoked Resonance is less than 5 AND Reactive Stance is greater than 1

**Invoke** (8)



Cycle: Position 1

- 1st conditional: health greater than 75% AND reactive stance greater than 1 AND invoked resonance less than 4
- 2nd conditional: health greater than 75% AND reactive stance less than 2 AND invoked resonance less than 4
- 3rd conditional: reactive stance less than 2
- 4th conditional: life saving talisman less than 1 AND reactive stance greater than 1
- 5th conditional: invoked resonance less than 5 AND reactive stance greater than 1

**CF Pure Neutral Alchemy Formationless ([Exported File](#))** You will need specified 4th slot masteries at the 5th level.

# Xdod's CF Pure Neutral Formationless Alchemy

Custom Named Style + [Icons]

**START WITH 2 VIALS ON THIS TURN** (1)

Opener: Do First

**Utilise Strategy** (2)

Opener: Do Second

**Life Vials** (3)

Opener: Do Third

**Use Resonance** (4)

Opener: Do Fourth

**Use Resonance** (5)

Opener: Do Fifth

**Harness Manoeuvre** (6)

Opener: Do Sixth

Opener: Do Seventh

**Apply Will** (8)

Conditional: When Reactive Stance is less than 2 AND Life Saving Talisman is less than 1

**Use Stance** (9)

Conditional: When Reactive Stance is less than 2

**Utilise Power** (1)

Conditional: When Debuff Contingency is less than 3

**Renewal Toxic**

Conditional: When Healing Contingency is less than 4

**Vials**

Conditional: When Reutilise Vials is less than 5

**Use Renewal**

Cycle: Position 1

**4th Slot (CF) Masteries (in order. Raise to level 5. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**  
 Karmic Reprise - Increased Weakness

Frantic Fortification - Increased Protection (recommended)  
 Reutilise Vials - Increased Stacks  
 Healing Swarm - Increased Healing Swarm Stacks  
 Impact Driver - Increased Stacks  
 Spectral Invocation - Increase Base Power (recommended)  
 Reactive Stance - Increase Barrier Mitigation (recommended)  
 Invoke Order - Increase Base Power (recommended)  
 Shield Reinforcer - Increased Stacks  
 Shatter Blast - Increased Stacks  
 Reflective Curse - Increased Debuff Damage (recommended)  
 Spectral Designs - Increased Stacks (recommended)  
 Focused Will - Increased Activations (recommended)  
 Life Saving Talisman - Increase Health (recommended)  
 Spectral Wand - Increased Toxicity (recommended)  
 Invoke Resonance - Increased Stacks  
 Toxic Expulsion - Increased Toxicity Cleansed (recommended)

**CF Pure Neutral Formations & Alchemy ([Exported File](#)) +2 qi droplet regeneration required, as well as specified 4th slot masteries at the 5th level.**

**Xdod's CF Pure Neutral Formations & Alchemy**  
 Custom Named Style + [Icons]

**START WITH 4 VIALS ON THIS TURN** (1)  
 Opener: Do First

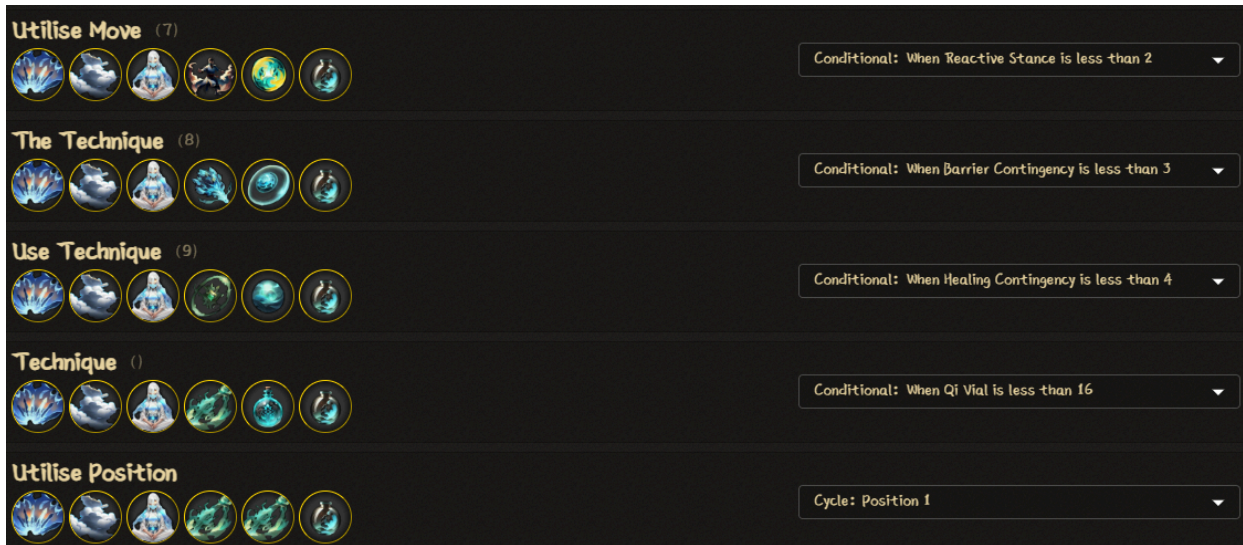
**Pick healing swarm mastery over contingency** (2)  
 Opener: Do Second

**Harness Spectral** (3)  
 Opener: Do Third

**Employ Resonance** (4)  
 Opener: Do Fourth

**use invoked order or not?** (5)  
 Opener: Do Fifth

**The Tactic** (6)  
 Opener: Do Sixth



**4th Slot (CF) Masteries (in order. Raise to level 5. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**

- Karmic Reprise - Increased Weakness
- Frantic Fortification - Increased Protection (recommended)
- Healing Swarm - Increased Healing Swarm Stacks
- Impact Driver - Increased Stacks
- Reutilise Vials - Increased Stacks
- Spectral Invocation - Increase Base Power (recommended)
- Reactive Stance - Increase Barrier Mitigation (recommended)
- Invoke Order - Increase Base Power (recommended)
- Shield Reinforcer - Increased Stacks
- Shatter Blast - Increased Stacks
- Focused Will - Increased Activations
- Spectral Designs - Increased Stacks
- Reflective Curse - Increased Debuff Damage (recommended)
- Spectral Wand - Increased Toxicity (Recommended)
- Inscription Echo - Increased Activates
- Invoke Resonance - Increased Stacks
- Toxic Expulsion - Increased Toxicity Cleansed (recommended)

**PC Pure Neutral Alchemy Formationless ([Exported File](#)) +0 qi droplet regen minimum required, more if you go near max toxicity (u can lower the % of the**

second conditional if you want to chug pills more often). **You will also need the specified 4th slot masteries at the 6th level.**

## Xdod's PC Pure Neutral Formationless Alchemy

Custom Named Style

**START WITH 4 VIALS ON THIS TURN** (1)

Opener: Do First

**Go healing swarm mastery now over contingency** (2)

Opener: Do Second

**Move Preparation** (3)

Opener: Do Third

**Reutilise** (4)

Opener: Do Fourth

**Stance Focused** (5)

Opener: Do Fifth

**Focused** (6)

Conditional: When Reactive Stance is less than 2

**Focused** (6)

Conditional: When Reactive Stance is less than 2

**Skill** (7)

Conditional: When Reactive Stance is less than 2 AND Toxicity is greater than 90%

**The Cascade** (8)

Conditional: When Barrier Contingency is less than 3

**Use Shroud** (9)

Conditional: When Spectral Core is less than 4

**Reutilise Healing** (1)

Conditional: When Reutilise Vials is less than 5

**Employ Utilise**

Cycle: Position 1

**4th Slot (CF) Masteries (in order. Raise to level 6. Build MIGHT still work without these masteries, but at a greatly reduced level.** In general you need those that extend technique durations and stacks that function as currency (like clouds, metal shards, flow, etc.) **Those that are recommended aren't as important):**

Karmic Reprise - Increased Weakness

Frantic Fortification - Increased Protection (recommended)  
Healing Swarm - Increased Healing Swarm Stacks  
Impact Driver - Increased Stacks  
Reutilise Vials - Increased Stacks  
Spectral Invocation - Increase Base Power (recommended)  
Reactive Stance - Increase Barrier Mitigation (recommended)  
Cascade Protocol - Increased Stacks  
Invoke Order - Increase Base Power (recommended)  
Shield Reinforcer - Increased Stacks  
Spectral Designs - Increased Stacks  
Reflective Curse - Increased Debuff Damage (recommended)  
Perfect Preparation - Increased Stacks  
Focused Will - Increased Activations (recommended)  
Shatter Blast - Increased Stacks  
Invoke Resonance - Increased Stacks  
Spectral Wand - Increased Toxicity (recommended)  
Toxic Expulsion - Increased Toxicity Cleansed (recommended)

**PC Pure Neutral Formations & Alchemy ([Exported File](#)) +3 qi droplet regeneration required, as well as specified 4th slot masteries at the 6th level.**

# Xdod's PC Pure Neutral Formations & Alchemy

Custom Named Style + [Icons]

**START WITH 4 VIALS ON THIS TURN. If u can survive dont use barrier** (1)

**formation here** Opener: Do First



**3-6 formations expected start of this turn** (2) Opener: Do Second



**6+ expected. Replace invoke array with pagoda if you hit 7 end of last turn** (3) Opener: Do Third



**9+ expected. If u used pagoda last turn use life tali instead** (4) Opener: Do Fourth



**Apply Harness** (5) Opener: Do Fifth



**can start conditionaling here** (6) Conditional: When Reactive Stance is less than 2



**The Designs** (7) Conditional: When Spectral Core is less than 3




**TO PILL OR NOT TO PILL?** (8) Conditional: When Barrier Contingency is less than 4



**pick healing swarm mastery over contingency** (9) Conditional: When Healing Contingency is less than 5



**Driver** (10) Cycle: Position 1



**4th Slot (CF) Masteries (in order. Raise to level 6. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**

- Karmic Reprise - Increased Weakness
- Frantic Fortification - Increased Protection (recommended)
- Healing Swarm - Increased Healing Swarm Stacks
- Focused Will - Increased Activations
- Reutilise Vials - Increased Stacks
- Spectral Designs - Increased Stacks
- Spectral Invocation - Increase Base Power (recommended)

Reactive Stance - Increase Barrier Mitigation (recommended)  
Shield Reinforcer - Increased Stacks  
Cascade Protocol - Increased Stacks  
Shatter Blast - Increased Stacks  
Invoke Array - Increased Items per round  
Perfect Preparation - Increased Stacks  
Invoke Resonance - Increased Stacks  
Inscription Echo - Increased Activations  
Zenith Pagoda - Increased Damage (recommended)  
Reflective Curse - Increased Debuff Damage (recommended)  
Spectral Wand - Increased Toxicity (recommended)  
Toxic Expulsion - Increased Toxicity Cleansed (recommended)

As usual, if anything underperforms or you have improvements, please let me know. I'd love to improve it with u.

# Pure Cloud Compendium

## Pure Cloud Compendium:

[BF Pure Cloud](#)

[MO Pure Cloud](#)

[QC Pure Cloud](#)

[CF Pure Cloud](#)

[PC Pure Cloud Lite](#)

[PC Pure Cloud Full](#)

## BF Pure Cloud ([Exported File](#))



## MO Pure Cloud ([Exported File](#))

# Xdod's MO Pure Cloud

Custom Named Style + [Icons]

Auto-use Items *None configured*

<b>0</b> (1)		Opener: Do First
<b>9</b> (2)		Opener: Do Second
<b>0</b> (3)		Opener: Do Third
<b>+1</b> (4)		Cycle: Position 1
<b>-8</b> (5)		Cycle: Position 2
<b>+0</b> (6)		Conditional: When Target: Suppressing Gale is less than 2 <span>th...</span>

QC Pure Cloud ([Exported File](#))



CF Pure Cloud ([Exported File](#)) +4 qi droplet regeneration required, as well as specified 4th slot masteries at the 5th level. If you don't have enough Qi Droplet Regen, replace the last 2 Tribulation Bolts with Gather Clouds + Wind Wall for only +2 required regen. If you don't have Unveil the Skies, replace it with Gather Clouds and Wind Walls.

# Xdod's CF Pure Cloud

Custom Named Style + [Icons]

3 (1)



Opener: Do First

0/18 (2)



Opener: Do Second

2/24 (3)



Opener: Do Third

0/30 (4)



Opener: Do Fourth

13/36 (5)



Opener: Do Fifth

10/42/111 (6)



Opener: Do Sixth

9/48/126 (7)



Opener: Do Seventh

8/54/141 (8)



Opener: Do Eighth

7/60/156 (9)



Opener: Do Ninth

7/60/156 (1)



Opener: Do Tenth

23/72/156. 60 thunder



Conditional: When Sunlight is less than 55 AND Target: Suppressing Gale is greater than 1



**4th Slot (CF) Masteries (in order. Raise to level 5. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) **Those that are recommended aren't as important**):**

Bottled Storm - Increased Stacks

Suppressing Gale - Increased Weakness (recommended)

Wind Wall - Increased Base Power (recommended)

Howling Wall - Increased Barrier (recommended)

Headwind - Increased Weakness (recommended)

Gather Clouds - Increased Stacks

Flash Storm - Increased Stacks

Supercell Cyclone - Increased Base Power (recommended)

Crackling Shield - Increased Stacks (recommended)

Slipstream - Increased Stacks

Unveil The Skies - Increase Maximum Gain

Lightning Strike - Increased Base Power (recommended)

Gale Shroud - Increased Stacks

**PC Pure Cloud Lite ([Exported File](#)) +2 qi droplet regeneration required, as well as specified 4th slot masteries at the 6th level.**

# Xdod's PC Pure Cloud Lite

Custom Named Style

**9, 16m 16g 6charge** (1)

Opener: Do First

**4/18** (2)

Opener: Do Second

**1/26** (3)

Opener: Do Third

**18/32** (4)

Opener: Do Fourth

**34/38, 57t** (5)

Opener: Do Fifth

**150 storm aspects** (6)

Opener: Do Sixth

**70~/24** (7)

Opener: Do Seventh

**70~/24** (8)

Opener: Do Eighth

**2/24** (9)

Cycle: Position 1

**2/24** ( )

Conditional: When Target: Suppressing Gale is less than 2

**2/24**

Conditional: When Clouds is less than 110 OR Slipstream is less than 3

**2/24**

Conditional: When Gale Shroud is less than 4

**2/24**

Conditional: When Crackling Shield is less than 16

**4th Slot (CF) Masteries (in order. Raise to level 5. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and ESPECIALLY stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**  
 Bottled Storm - Increased Stacks

Suppressing Gale - Increased Weakness (recommended)  
 Wind Wall - Increased Base Power (recommended)  
 Thunder Clap - Increased Stacks (recommended)  
 Static Charge - Increased Stacks  
 Howling Wall - Increased Barrier (recommended)  
 Headwind - Increased Weakness (recommended)  
 Storm Surge Generator - Increased Stacks  
 Flash Storm - Increased Stacks  
 Deluge - Increased Stacks  
 Supercell Cyclone - Increased Base Power (recommended)  
 Emboldening Shroud - Increased Stacks  
 Lightning Strike - Increased Base Power (recommended)  
 Crackling Shield - Increased Stacks (recommended)  
 Slipstream - Increased Stacks  
 Gale Shroud - Increased Stacks

**PC Pure Cloud Full ([Exported File](#)) +6 qi droplet regeneration required, as well as specified 4th slot masteries at the 6th level.**

Xdod's PC Pure Cloud Full  
 Custom Named Style

**9, 16m 16g 6charge (1)**  
 Opener: Do First

**19/18 (2)**  
 Opener: Do Second

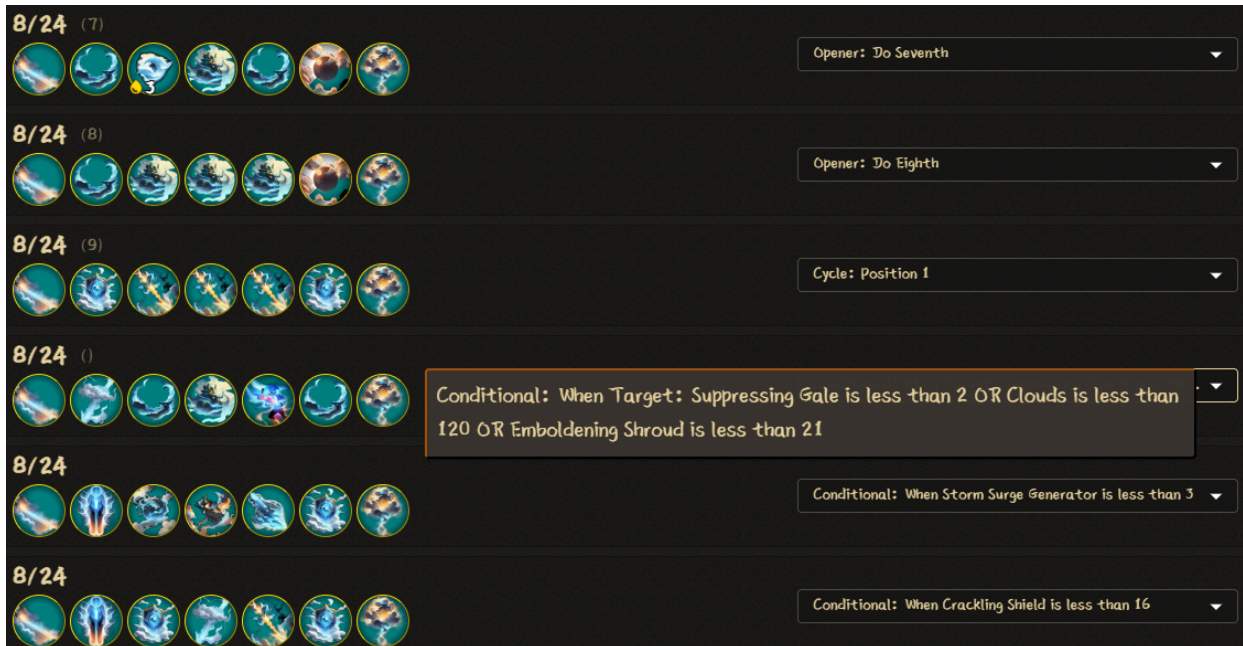
**3 (3)**  
 Opener: Do Third

**8/24 (4)**  
 Opener: Do Fourth

**8/24 (5)**  
 Opener: Do Fifth

**8/24 (6)**  
 Opener: Do Sixth

The image shows a detailed view of a game build. It features six rows of skill icons, each with a corresponding 'Opener' dropdown menu. The build is titled 'Xdod's PC Pure Cloud Full' and is a 'Custom Named Style'. The first row is labeled '9, 16m 16g 6charge (1)' and has an opener 'Do First'. The second row is '19/18 (2)' with 'Do Second'. The third row is '3 (3)' with 'Do Third'. The fourth row is '8/24 (4)' with 'Do Fourth'. The fifth row is '8/24 (5)' with 'Do Fifth'. The sixth row is '8/24 (6)' with 'Do Sixth'. The icons represent various weather-related skills, some with yellow droplet icons indicating regeneration requirements.



**4th Slot (CF) Masteries (in order. Raise to level 5. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**

- Bottled Storm - Increased Stacks
- Suppressing Gale - Increased Weakness (recommended)
- Wind Wall - Increased Base Power (recommended)
- Stormfront - Increased Mist Stacks
- Static Charge - Increased Stacks
- Headwind - Increased Weakness (recommended)
- Storm Surge Generator - Increased Stacks
- Flash Storm - Increased Stacks
- Deluge - Increased Stacks
- Supercell Cyclone - Increased Base Power (recommended)
- Unveil the Skies - Increase Maximum Gain
- Slipstream - Increased Stacks
- Emboldening Shroud - Increased Stacks
- Lightning Strike - Increased Base Power (recommended)
- Crackling Shield - Increased Stacks (recommended)
- Gale Shroud - Increased Stacks

As usual, if anything underperforms or you have improvements, please let me know. I'd love to improve it with u.

# Pure Blossom Compendium

## Pure Blossom Compendium:

[BF Pure Blossom](#)

[MO Pure Blossom](#)

[QC Pure Blossom](#)

[CF Pure Blossom](#)

[PC Pure Blossom Lite](#)

[PC Pure Blossom Full](#)

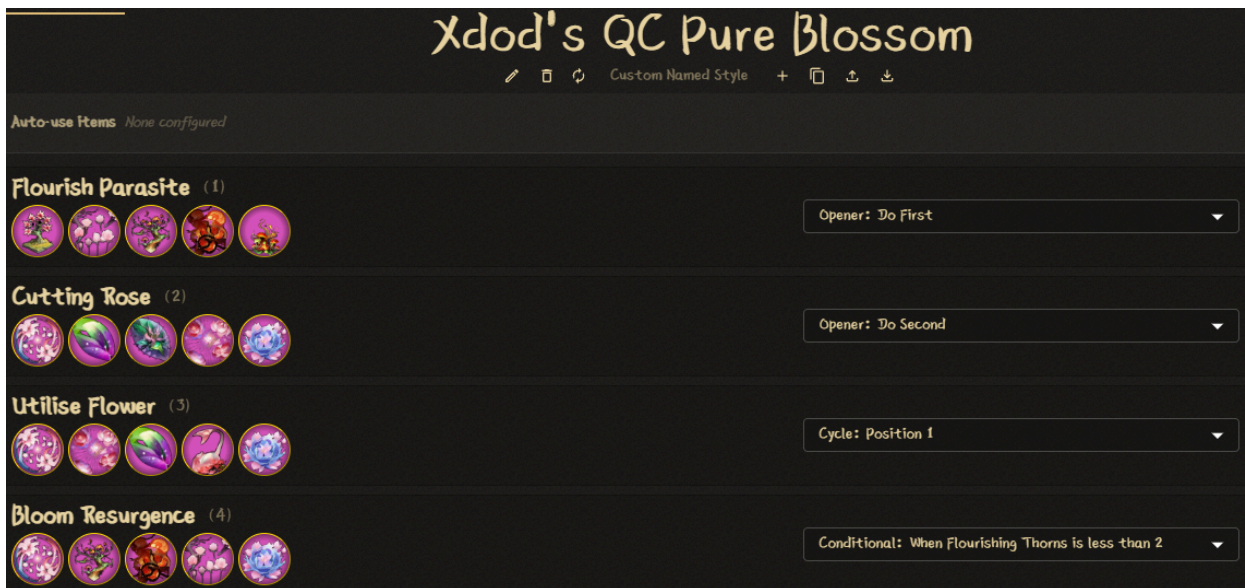
### BF Pure Blossom ([Exported File](#))



### MO Pure Blossom ([Exported File](#))



### QC Pure Blossom ([Exported File](#))



CF Pure Blossom ([Exported File](#)) +3 Qi Droplet Regeneration required, as well as specified 4th slot masteries at the 5th level. If you do not have enough Qi Droplet Regeneration, replace the second Droplet technique with a Seed Iron Rose



**4th Slot (CF) Masteries (in order. Raise to level 5. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) **Those that are recommended aren't as important**):**

Flowering Surge - Increase Iron Blossom Stacks (recommended)

Sustained Plantation - Increase Stacks

Flourishing X - Increase Stacks

Enduring Fertilisation - Increase Stacks

Symbiotic Growth - Increase Stacks

Fungal Parasite - Increase Health (recommended)

Fragrant Multiplication - Increase Stacks

Infuse Flora - Reduce Cost (recommended)

Hardy Resurgence - Reduce Cost (recommended)

Symbiotic Infestation - Increase Stacks

Fungal Blight - Increase Damage (recommended)

Serrated Transmutation - Increase Damage (recommended)

X Rose - Increase X Blossom Stacks

Seed X Rose - Increase X Blossom Stacks

PC Pure Blossom Lite ([Exported File](#)) +3 qi droplet regeneration required, as well as specified 4th slot masteries at the 6th level. Also, make sure you have NO % chance to get Blossoms on your 3rd (QC) Mastery slot (Fragrant Blossom is fine)



**4th Slot (CF) Masteries (in order. Raise to level 6. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**

- Flowering Surge - Increase Iron Blossom Stacks (recommended)
- Sustained Plantation - Increase Stacks
- X Rose - Increase X Blossom Stacks (recommended)
- Seed X Rose - Increase X Blossom Stacks (recommended)
- Flourishing X - Increase Stacks
- Enduring Fertilisation - Increase Stacks
- Fragrant Multiplication - Increase Stacks (recommended)
- Symbiotic Growth - Increase Stacks (recommended)
- Infuse Flora - Reduce Cost (recommended)

- Hardy Resurgence - Reduce Cost (recommended)
- Fungal Parasite - Increase Health (recommended)
- Fungal Blight - Increase Damage (recommended)
- Fungal Deathbloom - Increase Damage (recommended)
- Symbiotic Infestation - Increase Stacks
- Prune the Rot - Increase Stacks

**PC Pure Blossom Full ([Exported File](#)) +4 qi droplet regeneration required, as well as specified 4th slot masteries at the 6th level. Also, make sure you have NO % chance to get Blossoms on your 3rd (QC) Mastery slot (Fragrant Blossom is fine)**

**Xdod's PC Pure Blossom Full**

Custom Named Style + [Icons]

**14 fragrants (1)**  
Opener: Do First

**Blossom Parasite (2)**  
Opener: Do Second

**Bloom Infuse (3)**  
Opener: Do Third

**23 rot (4)**  
Conditional: When Iron Blossom is less than 84

**23 rot (5)**  
Conditional: When Withering Blossom is less than 86

**+5 with prune, -13 without (6)**  
Cycle: Position 1

**+5 with prune, -13 without (7)**  
Cycle: Position 2

**+5 with prune, -13 without (8)**  
Cycle: Position 3

**+5 with prune, -13 without (9)**  
Cycle: Position 4

**4th Slot (CF) Masteries (in order. Raise to level 6. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that**

extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) **Those that are recommended aren't as important):**

Flowering Spores - Increase Stacks

X Rose - Increase X Blossom Stacks (recommended)

Seed X Rose - Increase X Blossom Stacks (recommended)

Flourishing X - Increase Stacks

Infuse Flora - Reduce Cost (recommended)

Enduring Fertilisation - Increase Stacks

Symbiotic Growth - Increase Stacks (recommended)

Hardy Resurgence - Reduce Cost (recommended)

Fungal Parasite - Increase Health (recommended)

Fungal Blight - Increase Damage (recommended)

Fungal Deathbloom - Increase Damage (recommended)

Symbiotic Infestation - Increase Stacks

Prune the Rot - Increase Stacks

Crushing Undergrowth - Increase Stacks

As usual, if anything underperforms or you have improvements, please let me know. I'd love to improve it with u.

# Pure Celestial Compendium

## Pure Celestial Compendium:

[BF Pure Celestial](#)

[MO Pure Celestial](#)

[QC Pure Celestial](#)

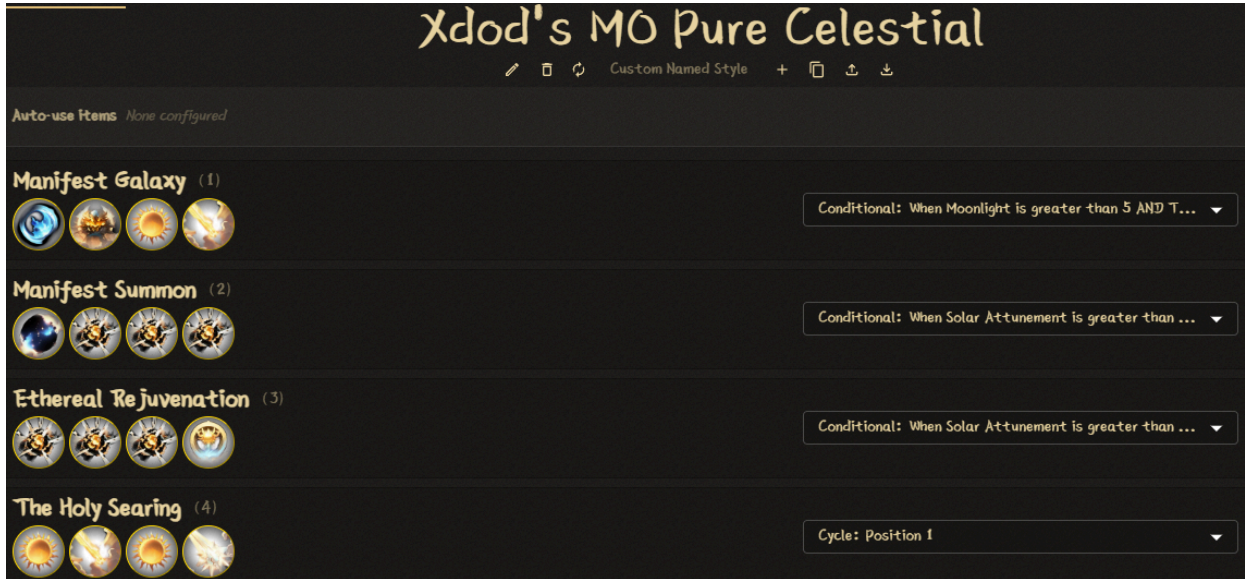
[CF Pure Celestial](#)

[PC Pure Celestial](#)

### BF Pure Celestial ([Exported File](#))



### MO Pure Celestial ([Exported File](#))



1st conditional: moonlight greater than 5 AND moonchill less than 2

2nd conditional: solar attunement greater than 29 AND moonlight greater than 0

3rd conditional: solar attunement greater than 29 AND sunlight greater than 0

**QC Pure Celestial** ([Exported File](#))



CF Pure Celestial ([Exported File](#)) +1 qi droplet regeneration required, as well as specified 4th slot masteries at the 5th level. Also, make sure you have NO % chance to get Sunlight on your 3rd (QC) Mastery slot.

The screenshot shows a mastery selection screen for a character named 'Xdod's CF Pure Celestial'. The interface is dark-themed and features several rows of mastery icons, each with a corresponding dropdown menu for its opener or condition. The masteries are as follows:

- Choose Attunement over sunlight/moonlight stacks (1)**: Opener: Do First
- +13 (2)**: Opener: Do Second
- Comet Enhancement (3)**: Opener: Do Third
- The Cosmic Strategy (4)**: Opener: Do Fourth
- Unearthly Chilling (5)**: Opener: Do Fifth
- The Divine Blast (6)**: Opener: Do Sixth
- Manifest Moon (7)**: Conditional: When Blazing Resurgence is greater than 0
- Manifest Planet (8)**: Conditional: When Sunlight is less than 50
- Channel Ability (9)**: Conditional: When Twilight Moon is less than 2
- Strategy Technique (10)**: Cycle: Position 1

**4th Slot (CF) Masteries (in order. Raise to level 5. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**

- Guardian Star - Increase Barrier (recommended)
- Blazing Resurgence - Increase Stacks
- Moonrise - Increase Lunar Attunement Stacks

- Heavenly Enhancement - Increase Stacks
- Chilling Radiance - Increase Stacks
- Heavenly Blast - Increase Stacks
- Ecliptic Blast - Increase Power (recommended)
- Intensify Light - Increase Stacks
- Dawnflash - Increase Stacks (recommended)

**PC Pure Celestial ([Exported File](#)) +2 qi droplet regeneration required for the full version (otherwise +1), as well as specified 4th slot masteries at the 6th level. Also, make sure you have NO % chance to get Moonlight/Sunlight on your 3rd (QC) Mastery slot. If you don't have the last move in stance 1, replace it with Dawnflash.**

The screenshot shows a build configuration interface for 'Xdod's PC Pure Celestial'. At the top, there are icons for edit, refresh, and a 'Custom Named Style' label. Below the title, a note reads: 'prioritize sun/moonlight over attunement stacks. IF YOU DON'T HAVE THE LAST MOVE, REPLACE IT WITH DAWNFLASH'. The build is organized into six stances, each with a set of move icons and a dropdown menu for the opener:

- Stance 1:** (1) Opener: Do First. Moves include Heavenly Enhancement, Chilling Radiance, Heavenly Blast, Ecliptic Blast, Intensify Light, and Dawnflash.
- Stance 2:** (2) Opener: Do Second. Moves include Heavenly Enhancement, Chilling Radiance, Heavenly Blast, Ecliptic Blast, Intensify Light, and Moonlight/Sunlight.
- Stance 3:** (3) Opener: Do Third. Moves include Heavenly Enhancement, Chilling Radiance, Heavenly Blast, Ecliptic Blast, Intensify Light, and Moonlight/Sunlight.
- Stance 4:** (4) Opener: Do Fourth. Moves include Heavenly Enhancement, Chilling Radiance, Heavenly Blast, Ecliptic Blast, Intensify Light, and Moonlight/Sunlight.
- Stance 5:** (5) Opener: Do Fifth. Moves include Heavenly Enhancement, Chilling Radiance, Heavenly Blast, Ecliptic Blast, Intensify Light, and Moonlight/Sunlight.
- Stance 6:** (6) Opener: Do Sixth. Moves include Heavenly Enhancement, Chilling Radiance, Heavenly Blast, Ecliptic Blast, Intensify Light, and Moonlight/Sunlight.



**4th Slot (CF) Masteries (in order. Raise to level 6. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) **Those that are recommended aren't as important**):**

- Guardian Star - Increase Barrier (recommended)
- Blazing Resurgence - Increase Stacks
- Moonrise - Increase Moonlight Stacks
- Heavenly Blast - Increase Stacks
- Heavenly Enhancement - Increase Stacks
- Stellar Attunement - Increase Boost (recommended)
- Chilling Radiance - Increase Stacks
- Dawnflash - Increase Stacks
- Astral Convergence - Increase Stacks
- Ecliptic Blast - Increase Power (recommended)
- Dawning Rage - Increased Stacks (recommended)
- Shielding Sunlight - Increase Base Power (recommended)

As usual, if anything underperforms or you have improvements, please let me know. I'd love to improve it with u.

# Pure Weapon Compendium

**Pure Weapon Compendium (Puppet Healing and normal Healing masteries recommended for 1st slot)**

[BF Pure Weapon](#)

[MO Pure Weapon](#)

[QC Pure Weapon](#)

[CF Pure Weapon](#)

[PC Pure Weapon Lite](#)

[PC Pure Weapon Full](#)

**BF Pure Weapon ([Exported File](#))**



**MO Pure Weapon ([Exported File](#))** Might need some healing pills but I did the best I could

## Xdod's MO Pure Weapon

Custom Named Style

Auto-use Items *None configured*

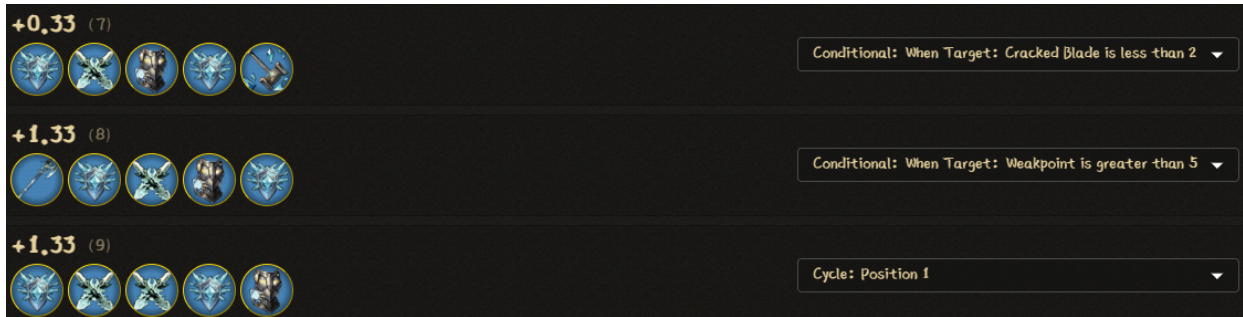
<b>1</b> (1)		Opener: Do First
<b>2.33 -0.33 each tech</b> (2)		Opener: Do Second
<b>-2.3</b> (3)		Conditional: When Weakest Puppet is less than 25%
<b>+0.6</b> (4)		Cycle: Position 1
<b>-0.3</b> (5)		Cycle: Position 2

### QC Pure Weapon ([Exported File](#))

## Xdod's QC Pure Weapon

Custom Named Style

<b>Craft Staff</b> (1)		Conditional: When Unstable Automaton is equal to 0
<b>Craft Repair</b> (2)		Conditional: When Weakest Puppet is less than 20% ...
<b>Up Armour</b> (3)		Conditional: When Armour Up is less than 18 AND Tar...
<b>Build Armour</b> (4)		Conditional: When Armour Up is less than 18 AND Tar...
<b>Build Grinder</b> (5)		Conditional: When Dancing Axe is less than 1
<b>+0.33</b> (6)		Conditional: When Target: Cracked Blade is less than...



1st conditional: unstable automaton is equal to 0

2nd conditional: weakest puppet less than 20% AND unstable automaton is equal to 1  
(put % higher if ur puppet dies)

3rd conditional: armour up less than 18 AND cracked blade greater than 1

4th conditional: armour up less than 18 AND cracked blade less than 2

5th conditional: dancing axe less than 1

6th conditional: cracked blade less than 2 AND weakpoint greater than 5

7th conditional: cracked blade less than 2


8th conditional: weakpoint greater than 5

**CF Pure Weapon ([Exported File](#)) +4 qi droplet regeneration required for the full version, as well as specified 4th slot masteries at the 5th level. If you do not have enough droplets, remove the second Runed Enhancement Stance, and replace the last 2 Runed Enhancements in stances 10 and 11 with something else.**

# Xdod's CF Pure Weapon


Custom Named Style +

**Utilise Shield** (1)




Opener: Do First

**+2.33 per tech** (2)




Opener: Do Second

**Power Unknown** (3)




Conditional: When Unstable Automaton is less than 1...

**Construct Steel** (4)



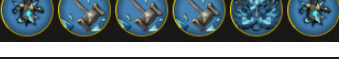
Conditional: When Target: Storm of Puppets is less t...

**The Shining Sword** (5)




Conditional: When Target: Storm of Puppets is less t...

**Gleaming Spear** (6)




Conditional: When Weakest Puppet is less than 20% ...




Conditional: When Runed Enhancement is less than 1

**Create Craft** (8)




Conditional: When Runed Enhancement is less than 4

**Forge Employ** (9)




Conditional: When Armour Up is less than 11 AND Target: Cracked Blade is less than 2

**Employ Steel** (1)




Conditional: When Armour Up is less than 11

**Shining Move**




Conditional: When Dancing Axe is less than 1

**-1**



Conditional: When Enchant Edge is less than 2

**+2**



Cycle: Position 1

- 1st conditional: unstable guardian is less than 1 OR unstable automaton is less than 1
- 2nd conditional: storm of puppets less than 75 AND cracked blade greater than 1
- 3rd conditional: storm of puppets less than 75 AND cracked blade less than 2

4th conditional: weakest puppet less than 20% AND unstable guardian is equal to 1 AND unstable automaton is equal to 1 (the 20% can be changed if your puppets lose too much health at once)

5th conditional: runed enhancement less than 1

6th conditional: runed enhancement less than 4

7th conditional: armour up less than 11 AND cracked blade less than 2

8th conditional: armour up less than 11

9th conditional: dancing axe less than 1

10th conditional: enchant edge less than 2

**4th Slot (CF) Masteries (in order. Raise to level 5. Build MIGHT still work without these masteries, but at a greatly reduced level.** In general you need those that

extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) **Those that are recommended aren't as important):**

Hammer Foe - Increased Weakness (recommended)

Fleeting Shield - Increased Stacks

Hammer Anvil - Increased Stacks

Forge Unstable Automaton - Increased Stacks

Forge Unstable Guardian - Increased Stacks

Regenerative Metal - Increased Stacks

Storm of Steel - Increase Storm of Puppets Cap

Forge Berserk Drone - Increase Health (Shards works too if it doesn't die)

Armor up - Increase Protection (recommended)

Create Weakpoint - Increased Vulnerability (recommended)

Forge Dancing Axe - Increase Power (recommended)

Enchant Edge - Increased Stacks

**PC Pure Weapon Lite ([Exported File](#)) +4 qi droplet regeneration required, as well as specified 4th slot masteries at the 6th level.** This one's a bit unoptimized, rush for the full one.

# Xdod's PC Pure Weapon Lite

Custom Named Style + [Icons]

## Heavy Mace (1)



Opener: Do First

## Build Living (2)



Opener: Do Second

## Ripper Repair (3)



Opener: Do Third

## Create Storm (4)



Opener: Do Fourth

## to storm or not to storm? (5)



Opener: Do Fifth

## Balanced Up (6)



Opener: Do Sixth

## Shell Steel (7)



Opener: Do Seventh

## The Light Hammer (8)



Opener: Do Eighth

## The Glowing Mace (9)



Opener: Do Ninth

## The Gleaming Hammer (1)



Conditional: When Weakest Puppet is less than 20% AND Unstable Guardian is equal to 1 AND Unstable Automaton is equal to 1

## Sharp Unstable

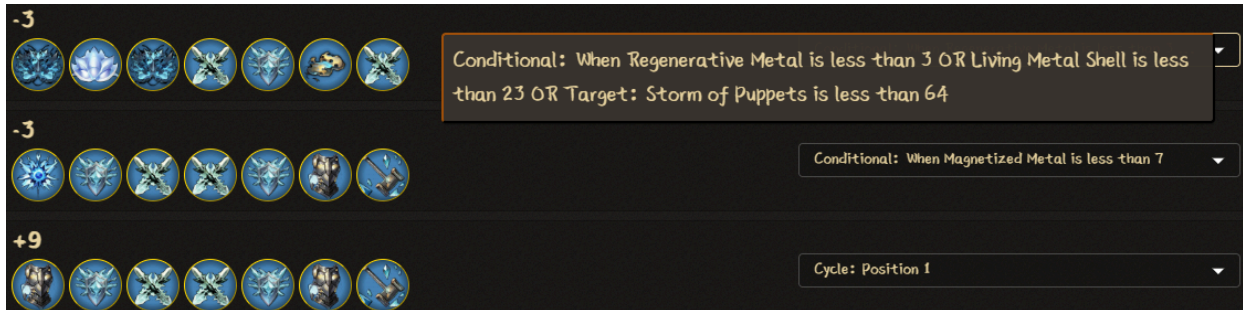


Conditional: When Unstable Automaton is equal to 0 OR Unstable Guardian is equal to 0

## -8



Conditional: When Efficient Repurposing is less than 2



**4th Slot (CF) Masteries (in order. Raise to level 6. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**

- Hammer Foe - Increased Weakness (recommended)
- Hammer Anvil - Increased Stacks
- Replicate Materials - Increased Stacks
- Magnetic Repulsion - Increased Magnetized Metal Stacks
- Living Metal Shell - Increased Stacks
- Efficient Repurposing - Increased Stacks
- Forge Unstable Automaton - Increased Stacks
- Forge Unstable Guardian - Increased Stacks
- Forge Unstable Ripper - Increase Health (recommended)
- Regenerative Metal - Increased Stacks
- Storm of Steel - Increase Storm of Puppets Cap (recommended)
- Armor up - Increase Protection (recommended)
- Forge Dancing Fatecleaver - Increase Power (recommended)
- Create Weakpoint - Increased Vulnerability (recommended)
- Fleeting Shield - Increased Stacks (recommended)

**PC Pure Weapon Full ([Exported File](#)) +6 qi droplet regeneration required, as well as specified 4th slot masteries at the 6th level.**

# Xdod's PC Pure Weapon Full

Custom Named Style + [Icons]

## Craft Hammer (1)



Opener: Do First

## new addition (2)



Opener: Do Second

## puppet polarization REDUCE INTERCEPTION mastery (3)



Opener: Do Third

## Build Craft (4)



Opener: Do Fourth

## The Light Steel (5)



Opener: Do Fifth

## Forge Metal (6)



Opener: Do Sixth

## Sharp Steel (7)



Opener: Do Seventh

## Forge Storm (8)



Opener: Do Eighth

## Forge Build (9)



Opener: Do Ninth

## Unstable Guardian ( )



Conditional: When Unstable Automaton is equal to 0 ...

## Light Repair

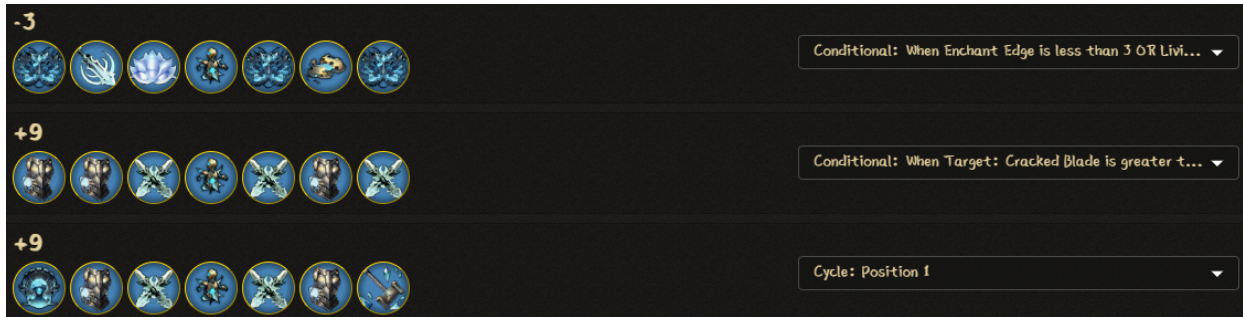


Conditional: When Weakest Puppet is less than 25% ...

## The Light Weaponry



Conditional: When Efficient Repurposing is less than 2 ...



1st conditional: unstable guardian is equal to 0 OR unstable automaton is equal to 0

2nd conditional: weakest puppet less than 25% AND unstable guardian is equal to 1

AND unstable automaton is equal to 1 (the % can be changed if your puppets lose too much health at once)

3rd conditional: efficient repurposing less than 2

4th conditional: enchant edge less than 3 OR living metal shell less than 21 OR storm of puppets less than 84

5th conditional: cracked blade greater than 3

**4th Slot (CF) Masteries (in order. Raise to level 6. Build MIGHT still work without these masteries, but at a greatly reduced level.** In general you need those that

extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) **Those that are recommended aren't as important):**

Hammer Foe - Increased Weakness (recommended)

Fleeting Shield - Increased Stacks

Regenerative Metal - Increased Stacks

Efficient Repurposing - Increased Stacks

Polarizing Catalyst - Increased Stacks

Living Metal Shell - Increased Stacks

Armor up - Increased Protection (recommended)

Puppet Polarization - **Decrease Interception**

Forge Unstable Automaton - Increased Stacks

Forge Unstable Guardian - Increased Stacks

Forge Unstable Blademaster - Increased Stacks

Forge Unstable Ripper - Increased Health (recommended)

Storm of Steel - Increase Storm of Puppets Cap

Forge Dancing X - Increase Power (recommended)

Create Weakpoint - Increased Vulnerability (recommended)

Enchant Edge - Increased Stacks

As usual, if anything underperforms or you have improvements, please let me know. I'd love to improve it with u.

# Pure Fist Compendium

## Pure Fist Compendium

[BF Pure Fist](#)

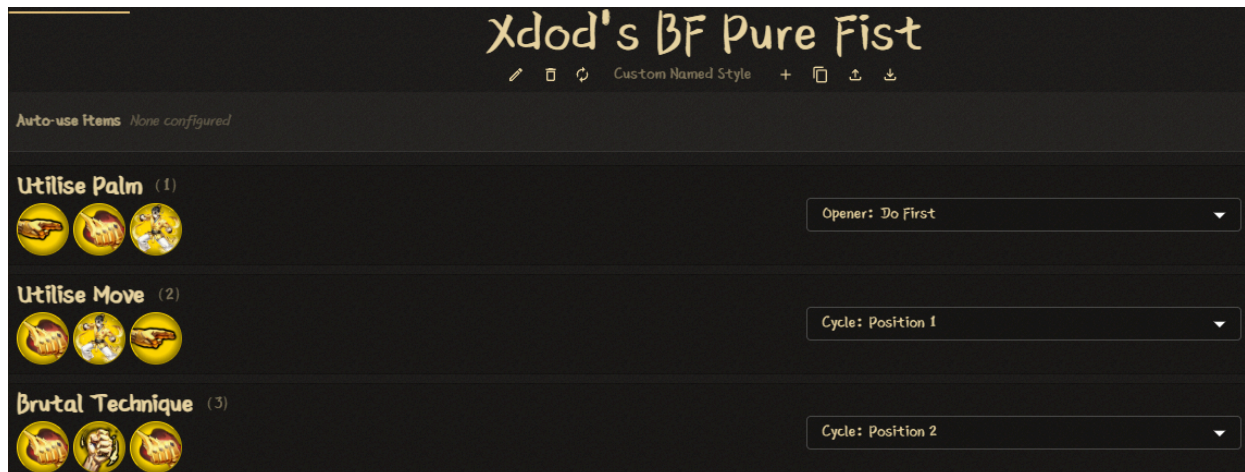
[MO Pure Fist](#)

[QC Pure Fist](#)

[CF Pure Fist](#)

[PC Pure Fist](#)

**BF Pure Fist** ([Exported File](#))



**MO Pure Fist** ([Exported File](#)) If you die too soon, try lowering the Ripple Force Conditional



**QC Pure Fist ([Exported File](#))** If you die too soon, reduce the ripple force conditionals from 40 to something like 20, or delete the last 2 stances altogether. Heal masteries on the 1st mastery slot really help.



1st conditional: momentum greater than 0

2nd conditional: flow less than 19 AND ripple force greater than 40

3rd conditional: flow greater than 18 AND ripple force greater than 40

4th conditional: sealed meridian less than 2

**CF Pure Fist ([Exported File](#)) +1 qi droplet regeneration required, as well as specified 4th slot masteries at the 5th level. Heal masteries on the 1st mastery slot really help.**



**4th Slot (CF) Masteries (in order. Raise to level 5. Build MIGHT still work without these masteries, but at a greatly reduced level.** In general you need those that extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) **Those that are recommended aren't as important):**

Turtle Infusion - Increase Damage Reduction (recommended)

Sealed Meridians (1st AND 2nd) - Increased Stacks

Combat Meditation - Increased Stacks

Pinpoint Detonation - Increase Base Power (recommended)

Retreating Flash - Increased Stacks

Backstep - Increase Base Power (recommended)

Transcendent Focus - Increase Stacks

Visualize Success - Increased Ripple Force Stacks

Visualize Victory - Increase Stacks

Flashing Footwork - Increased Stacks

Crane Stance - Increased Stacks

Phoenix Infusion - Increased Crit Chance (recommended)

Focus Blast - Increased Vulnerability (recommended)

Transcendent Blast - Increased Overcrit (recommended)

Crashing Mountain & Rending Claw - Increased Base Power (recommended)

PC Pure Fist ([Exported File](#)) +3 qi droplet regeneration MINIMUM required for the full version, otherwise only +1 qi droplet regen. You will also need the specified 4th slot masteries at the 6th level. Heal masteries on the 1st mastery slot really help.

**Xdod's PC Pure Fist**  
 Custom Named Style

Opener: Do First

If you don't have True Ripple Stance, replace it with Crane Stance (2)

Opener: Do Second

24 (3)

Opener: Do Third

27 (4)

Opener: Do Fourth

26/55 (5)

Opener: Do Fifth

25/92/42 (6)

Opener: Do Sixth

+6 (7)

Conditional: When Target: Sealed Meridian (1st) is less than 2

-19. If you don't have Focus Energy, remove this. Otherwise adjust Qi Droplet Conditional. Less than 13 = 6 qi regen needed. Less than 11 = 5, etc. (8)

Conditional: When Flow is greater than 30 AND Missing Qi Droplets is less than 13

-21 (9)

Conditional: When Flow is greater than 32

+33 (1)

Cycle: Position 1

**4th Slot (CF) Masteries (in order. Raise to level 6. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and ESPECIALLY stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**  
 Flicker Fist - Increase Temporary Health (recommended)  
 Sealed Meridians (1st, 2nd AND 3rd) - Increased Stacks

Blinding Charge - Increased Stacks  
Retreating Flash - Increased Stacks  
Visualize Success - Increased Ripple Force Stacks  
Concentrate Force - Increased Stacks  
True Ripple Stance - Increase Power  
Golden Tiger Strike - Reduce Cost  
Combat Meditation - Increased Stacks  
Flashing Footwork - Increased Stacks  
Visualize Victory - Increased Stacks  
Transcendent Focus - Increased Stacks  
Pinpoint Detonation - Increase Base Power (recommended)  
Crane Stance - Increased Stacks  
Phoenix Infusion - Increase Crit Chance (recommended)  
Focus Blast - Increase Vulnerability (recommended)  
Transcendent Blast - Increase Overcrit (recommended)  
Rending Claw - Increase Base Power (recommended)  
Palm Blast - Increase Crit Chance (recommended)

As usual, if anything underperforms or you have improvements, please let me know. I'd love to improve it with u.

# Pure Blood Compendium

Pure Blood Compendium (Do not take x% chance to get Pure Blood mastery in the third (QC) slot.)

[BF Pure Blood](#)

[MO Pure Blood](#)

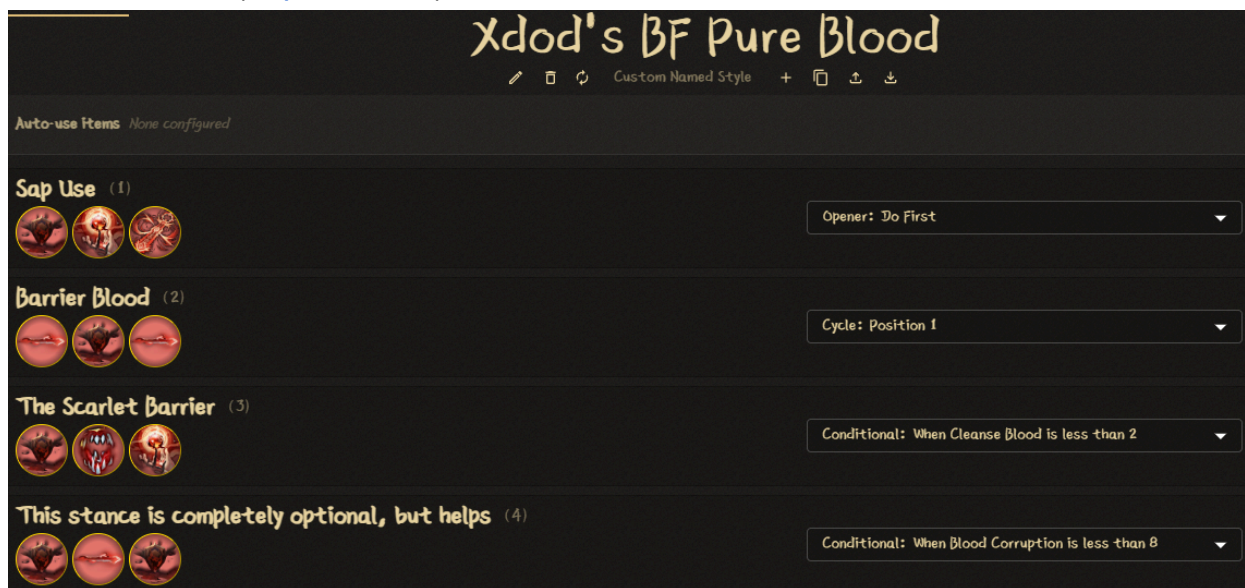
[QC Pure Blood](#)

[CF Pure Blood](#)

[PC Pure Blood Lite](#)

[PC Pure Blood Full](#)

BF Pure Blood ([Exported File](#))



MO Pure Blood ([Exported File](#))

## Xdod's MO Pure Blood




 Custom Named Style
 +




	Opener: Do First
<b>Voracious Barrier</b> (2) 	Opener: Do Second
<b>Bleed Heart</b> (3) 	Cycle: Position 1
<b>Drain Siphon</b> (4) 	Conditional: When Cleanse Blood is less than 2
<b>If you die on this stance, you can remove it</b> (5) 	Conditional: When Bloody Amplification is less than 1
<b>If you die on this stance, you can remove it</b> (6) 	Conditional: When Immortal Amplification is less than 1
<b>This stance is completely optional, but helps</b> (7) 	Conditional: When Blood Corruption is less than 13

**QC Pure Blood** ([Exported File](#)) Can be improved by stacking to 95 BC with Crimson Perfection but this should do.



**CF Pure Blood ([Exported File](#)) +1 qi droplet regeneration required, as well as specified 4th slot masteries at the 5th level. Can be further improved by using Crimson Perfection instead of Internal Focus but it's powerful enough.**



**4th Slot (CF) Masteries (in order. Raise to level 5. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and ESPECIALLY stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**

Clotted Barrier - Increase Power (recommended)

Cleanse Blood - Increase Stacks

Corrupt Excess - Increase Stacks

Blood Font - Increase Stacks

Congeal - Increase Health (recommended)

Universal Amplification - Increase Barrier Boost (recommended)

Internal Focus - Increased Stacks

Corrupted Repulsion - Increased Stacks

Immortal Amplification - Increase Barrier Effectiveness (recommended)

Depraved Culmination - Increase Base Power (recommended)

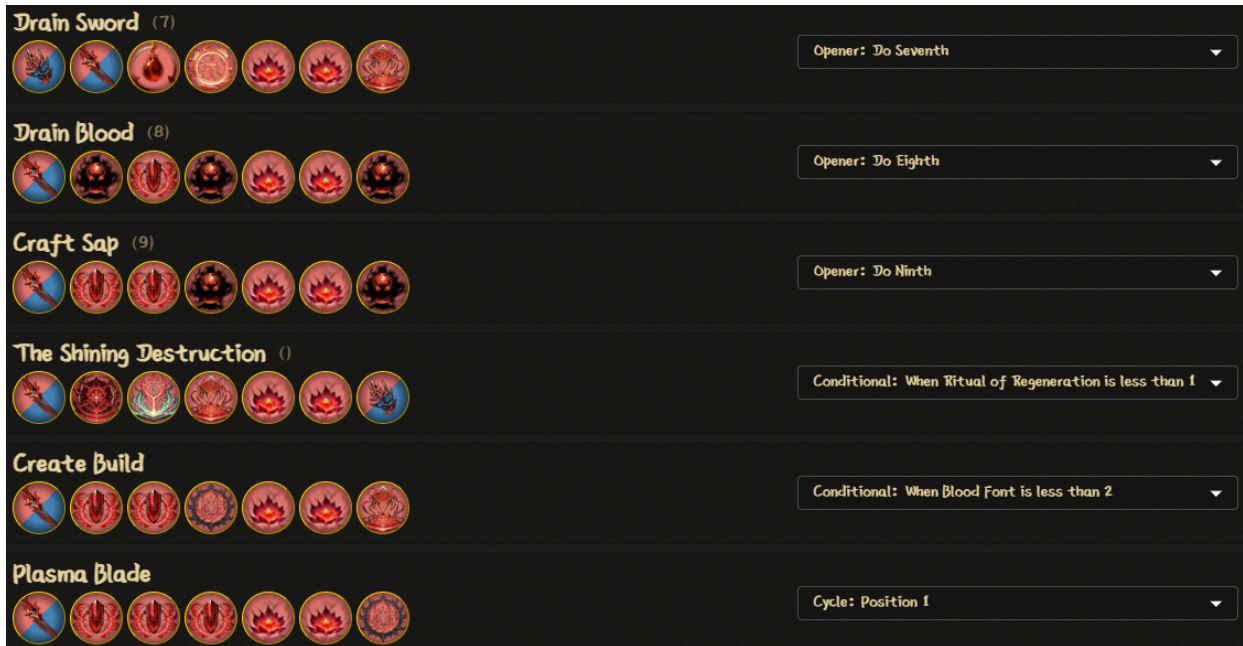
Ritual of Wounding - Increase Base Power (recommended)

PC Pure Blood ([Exported File](#)) +3 Qi Droplet Regeneration required, as well as specified 4th slot masteries at the 6th level. If you do not have the Hybrid Techniques (blue ones), simply replace them with Rituals of Wounding. If you don't have enough Qi Droplet Regen, you can replace Sanguine Restoration (1st stance) with Corrupt Excess.

### Xdod's PC Pure Blood

Custom Named Style

<b>The Hungry Sanguine</b> (1)	Opener: Do First
<b>Drain Congeal</b> (2)	Opener: Do Second
<b>Drain Immortal</b> (3)	Opener: Do Third
<b>Ritual Ritual</b> (4)	Opener: Do Fourth
<b>Heart Of</b> (5)	Opener: Do Fifth
<b>Soul Immortal</b> (6)	Opener: Do Sixth



**4th Slot (CF) Masteries (in order. Raise to level 6. Build MIGHT still work without these masteries, but at a greatly reduced level. In general you need those that extend technique durations and **ESPECIALLY** stacks that function as currency (like clouds, metal shards, flow, etc.) Those that are recommended aren't as important):**

- Clotted Barrier - Increase Power (recommended)
- Sanguine Restoration - Increase Health (recommended)
- Corrupt Excess - Increase Stacks
- Blood Font - Increase Stacks
- Ritual of Regeneration - Increase Health (recommended)
- Congel - Increase Health (recommended)
- Universal Amplification - Increase Barrier Boost (recommended)
- Corrupted Repulsion - Increased Stacks
- Immortal Amplification - Increase Barrier Effectiveness (recommended)
- Internal Focus - Increased Stacks
- Ritual of Deflection - Increase Barrier (recommended)
- Bloody Amplification - Increase Blood Boost (recommended)
- Ritual of Wounding - Increase Base Power (recommended)
- Forge Blood Blade - Increase Base Power (recommended)
- Profane Stability - Increase Barrier (recommended)

As usual, if anything underperforms or you have improvements, please let me know. I'd love to improve it with u.