

The Naraka: Bladepoint Compendium

永劫无间 -- Complete Martial Arts Battle Royale Reference

All Heroes, Weapons, Souljades, Maps, Combat Mechanics, and Hidden
Techniques

24+ Heroes · 12 Weapons · 50+ Souljades · 5 Map Zones

Rock-Paper-Scissors Combat · Full Ranking System · Advanced Combos

Compiled 2025 · Game Version 2025+

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Part I: The World of Naraka

1. Game Overview and Lore

Naraka: Bladepoint (Chinese: 永劫无间, literally "Endless Tribulation") is a free-to-play action battle royale game developed by **24 Entertainment** and published by **NetEase**. Released in 2021 for PC and later for consoles, the game distinguishes itself from traditional battle royale titles through its intense focus on **melee combat**, **parkour movement**, and **martial arts combat mechanics** inspired by Chinese wuxia and Japanese samurai cinema.

The game is set in the mythical realm of **Morus Isle** (聚窟洲), a fantastical land inspired by East Asian mythology, where legendary warriors and immortal beings gather to battle for the favor of the gods and the secrets of immortality. Players choose from a roster of heroes drawn from Chinese mythology, history, and legend, each with unique abilities and ultimate skills, then drop onto the island to scavenge weapons, armor, and Souljades -- mystical gems that enhance combat abilities.

Table 1: Naraka: Bladepoint at a Glance

Attribute	Details
Chinese Name	永劫无间 (Yong Jie Wu Jian)
Developer	24 Entertainment (Hangzhou)
Publisher	NetEase Games
Engine	Unity (heavily modified)
Platforms	PC (Steam, Epic), PlayStation 5, Xbox Series X/S
Release Date (PC)	August 11, 2021
Free-to-Play Date	July 14, 2023
Genre	Action Battle Royale / Martial Arts
Players per Match	60 players (solo), 20 teams of 3 (trio)
Max Team Size	3 players
Hero Count	24+ playable heroes
Weapon Types	12+ weapon categories
Souljade Types	50+ unique Souljades

Map Morus Isle (聚窟洲) -- single large map

Game Modes

Table 2: All Game Modes

Mode	Players	Description
Solo	60	Every player for themselves. Last one standing wins.
Duo	30 teams of 2	Two-player teams. Shared Souljades and revives.
Trio	20 teams of 3	Three-player squads. Primary competitive mode.
Shadowjade Duel	1v1	Competitive 1v1 ranked mode with equalized gear.
Quick Match	Varies	Casual unranked battles.
Ranked Match	Varies	Competitive ranked with MMR/Elo system.
Practice Mode	1	Training against AI bots with infinite respawn.
Bloodbath	Varies	Chaotic team deathmatch variant.
Campaign / Story	1-3	PvE story missions (seasonal content).
Forge of Sparks	Varies	Special event modes (rotating).

Core Combat: The Rock-Paper-Scissors System

Naraka's combat is built on a simple but deep three-way system:

- **Normal Attack (蓝色/Blue):** Fast combo strikes. Beats Focus Attack (蓝克红).
- **Focus Attack (红色/Red/蓄力):** Charged heavy attack. Beats Parry (红克振).
- **Parry (振刀/Zhen Dao):** Deflects and disarms opponent. Beats Normal Attack (振克蓝).

This forms a perfect triangle: Normal beats Focus, Focus beats Parry, Parry beats Normal. Mastering the reads and timing of this system is the core skill gap in Naraka.

2. Developer and History

24 Entertainment and NetEase

24 Entertainment is a Hangzhou-based game studio founded specifically to develop Naraka: Bladepoint. The studio's vision was to create a battle royale that broke away from the gunplay-dominated formula of PUBG and Fortnite, instead drawing from the rich tradition of Chinese martial arts cinema and Japanese samurai games like Sekiro and Nioh.

The game launched as a premium title in August 2021, then transitioned to a free-to-play model in July 2023 -- a move that dramatically expanded the player base. The transition was accompanied by a major content update including new heroes, weapons, and the Shadowjade Duel ranked 1v1 mode.

Table 3: Development Timeline

Date	Milestone
2019	24 Entertainment founded in Hangzhou
2020	Closed beta testing begins in China
August 2021	Global PC release (premium, ~\$20 USD)
2022	Console ports (PS5, Xbox Series X/S)
July 2023	Free-to-play transition; player base explosion
2023-2024	Major content updates: new heroes, weapons, map changes
2024-2025	New seasons, ranked system overhaul, continued updates

Lore and Setting

The world of Naraka draws from Buddhist and Daoist mythology. **Morus Isle** is a place of eternal conflict where souls are trapped in cycles of death and rebirth. The heroes who come to the island are legendary figures from Chinese history and mythology, drawn by the promise of **Shadowjade** (暗玉) -- a mysterious substance that grants supernatural power but corrupts the soul.

The overarching narrative involves the **Infinite Asura** (无间修罗), a being of pure destruction that threatens to consume the island and all its inhabitants. Each season advances the story through campaign missions and cinematic trailers, revealing more about the true nature of Morus Isle and the heroes' motivations.

Key Game Mechanics Overview

- **Hook/Catapult (飞索):** A grappling hook that allows rapid traversal across the map. Can also be used in combat to pull yourself toward enemies or escape.
- **Shadow Dash (闪步):** A quick dodge with invincibility frames. Essential for avoiding attacks.
- **Ultimate Skills (奥义):** Each hero has a powerful ultimate ability with a cooldown. These can turn the tide of battle.
- **Souljades (魂玉):** Equipment items that modify your combat stats and add special effects to your attacks.
- **Armor and Weapons:** Scavenged from the map, with quality tiers (Common, Rare, Epic, Legendary).

- **Dark Zone (暗域):** The shrinking safe zone that forces players together, similar to other battle royale games.

Part II: The Heroes

3. Complete Hero Bestiary

Each hero in Naraka: Bladepoint has a unique identity drawn from East Asian mythology and history. Every hero possesses a **Passive Ability** (automatic), a **Active Skill** (activated with F), and an **Ultimate Ability** (activated with V) with multiple variants to choose from.

Viper Ning (宁红夜 / Ning Hongye)

The blind assassin. A deadly warrior who fights without sight, relying on her other senses. Based on wuxia tropes of blind martial arts masters.

Table 4: Viper Ning Abilities

Ability	Name	Effect
Passive	Blind Sight	After dealing damage, briefly marks the enemy's position
Skill F	Shadow Sprint	Dash forward, dealing damage. Can be used in air. Variant: F2 creates a shadow clone that attacks.
Ultimate V	Spirit Blade	Summons spectral blades around her, dealing continuous AOE damage. V2 variant summons a single massive blade that strikes forward.

Matari (迦南 / Jianan)

The phantom thief. A swift assassin who specializes in hit-and-run tactics and stealth. Her abilities focus on repositioning and burst damage.

Table 5: Matari Abilities

Ability	Name	Effect
Passive	Phantom Step	After dodging, next attack deals bonus damage
Skill F	Silent Strike	Teleport behind the nearest enemy and strike. F2 variant allows aiming the teleport direction.
Ultimate V	Shadow Realm	Become invisible and gain movement speed. Attacking breaks invisibility. V2 variant leaves a decoy.

Temulch (特木尔 / Temulch)

The nomadic warrior. A tanky frontline fighter who uses wind and sand abilities to control the battlefield. Based on Mongolian warrior archetypes.

Table 6: Temulch Abilities

Ability	Name	Effect
Passive	Sand Skin	Reduces damage from ranged attacks
Skill F	Wind Wall	Creates a wall of wind that blocks projectiles and pushes enemies. F2 variant is a rolling wind orb.
Ultimate V	Sandstorm	Summons a sandstorm around him that obscures vision and slows enemies. V2 variant is a larger area sandstorm.

Tarka Ji (季沧海 / Ji Canghai)

The fire monk. A battle-hardened monk who wields sacred flames. His abilities focus on aggressive fire-based offense.

Table 7: Tarka Ji Abilities

Ability	Name	Effect
Passive	Inner Fire	Dealing damage reduces skill cooldown
Skill F	Fire Palm	Launch a fire projectile. F2 variant creates a fire shield that blocks attacks.
Ultimate V	Blazing Avatar	Transform into a fire giant, gaining massive health and fire attacks. V2 variant is a shorter burst form.

Kurumi (胡桃 / Hutao)

The shrine maiden. A support-focused healer who provides sustain and buffs to her team. Essential for trio composition.

Table 8: Kurumi Abilities

Ability	Name	Effect
Passive	Spirit Bond	Automatically heals nearby allies when they deal damage
Skill F	Healing Light	Heals herself and nearby allies. F2 variant creates a healing zone.
Ultimate V	Divine Protection	Creates a large zone where allies are continuously healed and gain damage reduction. V2 variant is a mobile tether that heals the tethered ally.

Sang Jie (天海 / Tianhai)

The monk warrior. A tanky frontliner with high health and defensive abilities. Can transform into a massive guardian form.

Table 9: Sang Jie Abilities

Ability	Name	Effect
Passive	Iron Will	Reduces damage taken when health is below 50%
Skill F	Palm Strike	Launch enemies with a powerful palm strike. F2 variant grabs and throws enemies.
Ultimate V	Golden Avatar	Transform into a giant golden Buddha, gaining massive health and powerful attacks. V2 variant is a smaller, faster form.

Valda Cui (崔三娘 / Cui Sanniang)

The sea pirate. A water-themed warrior who controls the battlefield with hydro abilities. Strong crowd control.

Table 10: Valda Cui Abilities

Ability	Name	Effect
Passive	Tidal Force	Attacks slow enemies briefly
Skill F	Water Prison	Trap enemies in a water bubble. F2 variant creates a water wave.
Ultimate V	Tidal Wave	Summon a massive tidal wave that pushes enemies. V2 variant is a whirlpool that pulls enemies in.

Yueshan (岳山 / Yueshan)

The warlord. A frontline tank who transforms into a giant armored form, wielding a massive halberd.

Table 11: Yueshan Abilities

Ability	Name	Effect
Passive	Warlord's Presence	Nearby allies gain defense bonus
Skill F	Halberd Thrust	Charge forward with a powerful thrust. F2 variant is a sweeping attack.

Ultimate V	Colossus Form	Transform into a giant armored warrior with a halberd. Gains massive health. V2 variant focuses on area denial.
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Feria Shen (沈妙 / Shen Miao)

The mech pilot. A unique hero who pilots a mechanical construct. Her abilities center on deploying and fighting from her mech.

Table 12: Feria Shen Abilities

Ability	Name	Effect
Passive	Mech Protocol	Dealing damage charges mech energy
Skill F	Deploy Turret	Deploy a turret that fires at enemies. F2 variant repairs armor.
Ultimate V	Mech Assault	Summon her mech suit, gaining new attacks and massive durability. V2 variant is a ranged bombardment form.

Wuchen (无尘 / Wuchen)

The swordsman. An elegant duelist who specializes in sword combat and quick, precise strikes.

Table 13: Wuchen Abilities

Ability	Name	Effect
Passive	Blade Mastery	Bonus damage when wielding bladed weapons
Skill F	Phantom Slash	Dash through enemies, dealing damage. F2 variant leaves a damaging afterimage.
Ultimate V	Sword Storm	Summon a storm of flying swords. V2 variant creates a sword barrier.

Tessa (玉玲珑 / Yulinglong / Jade Spirit)

A spirit-themed hero with ethereal abilities. Focuses on spirit possession and mystical attacks.

Table 14: Tessa Abilities

Ability	Name	Effect
Passive	Spirit Resonance	Nearby defeated enemies drop spirit orbs that heal
Skill F	Spirit Dart	Launch a homing spirit projectile. F2 variant creates a spirit clone.

Ultimate V	Possession	Possess an enemy, controlling their movement briefly. V2 variant summons spirit warriors.
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Hadi (哈迪 / Hadi)

A warrior with wind and lightning abilities. Fast-paced combat style.

Table 15: Hadi Abilities

Ability	Name	Effect
Passive	Storm Walker	Movement speed increases after dealing damage
Skill F	Lightning Dash	Dash forward with lightning damage. F2 variant is a lightning strike from above.
Ultimate V	Thunder God Form	Transform into a lightning avatar. V2 variant is a storm summon.

Zai (张起灵 / Zhang Qiling)

The tomb guardian. A mysterious hero with ancient tomb-raiding abilities and powerful cursed techniques.

Table 16: Zai Abilities

Ability	Name	Effect
Passive	Tomb Sense	Reveals nearby loot and enemies on minimap
Skill F	Ghost Seal	Place a seal that explodes when enemies approach. F2 variant is a trap that roots enemies.
Ultimate V	Ancient Curse	Curse all nearby enemies, reducing their stats. V2 variant drains enemy health over time.

Lusa (蓝梦 / Lanmeng / Blue Dream)

A dream-themed support hero with illusion and sleep abilities.

Table 17: Lusa Abilities

Ability	Name	Effect
Passive	Dream Walk	Movement makes no sound; harder to detect
Skill F	Sleep Dart	Put enemies to sleep briefly. F2 variant creates a sleep cloud.

Ultimate V	Dream Realm	Create an illusion realm that confuses enemies. V2 variant heals allies in the realm.
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Shacklespit (刘炼 / Liulian / Forge Chains)

A blacksmith-themed warrior who uses chains and forge abilities.

Table 18: Shacklespit Abilities

Ability	Name	Effect
Passive	Forge Heart	Armor repairs slowly over time
Skill F	Chain Lash	Throw a chain that pulls enemies. F2 variant creates a chain barrier.
Ultimate V	Forge Storm	Summon a storm of molten metal. V2 variant is a defensive forge shield.

Xin (殷紫萍 / Yin Ziping / Healer)

A dedicated healer with powerful team sustain abilities.

Table 19: Xin Abilities

Ability	Name	Effect
Passive	Herbal Knowledge	Consumables are more effective
Skill F	Healing Herb	Throw a healing herb to an ally. F2 variant creates an AOE heal.
Ultimate V	Revival Bloom	Revive a downed ally instantly. V2 variant creates a resurrection zone.

Cyrus (武田信忠 / Takeda Nobutada)

The samurai. A disciplined warrior with katana-focused abilities.

Table 20: Cyrus Abilities

Ability	Name	Effect
Passive	Samurai Focus	Bonus damage when health is above 80%
Skill F	Quick Draw	Instantly draw and strike. F2 variant is a counter-strike.
Ultimate V	Demon Slayer	Enter a trance that boosts attack speed and damage. V2 variant grants lifesteal.

Akos Hu (胡为 / Hu Wei)

The tiger warrior. An aggressive fighter who uses tiger-themed abilities.

Table 21: Akos Hu Abilities

Ability	Name	Effect
Passive	Tiger Instinct	Attack speed increases after taking damage
Skill F	Tiger Claw	Leap forward with a claw attack. F2 variant creates a tiger spirit charge.
Ultimate V	Tiger King Form	Transform into a tiger-human hybrid, gaining speed and power. V2 variant summons tiger spirits.

Rei (殷正 / Yin Zheng / Ice Lord)

An ice-themed warrior with frost abilities and control.

Table 22: Rei Abilities

Ability	Name	Effect
Passive	Frost Armor	Attacks against you slow the attacker
Skill F	Ice Spike	Summon ice spikes from the ground. F2 variant creates an ice shield.
Ultimate V	Blizzard	Summon a blizzard that freezes enemies. V2 variant is an ice prison.

Justina Gu (顾清寒 / Gu Qinghan / Frost Maiden)

An elegant ice-themed fighter with precise, cold attacks.

Table 23: Justina Gu Abilities

Ability	Name	Effect
Passive	Cold Blood	Critical hit chance increases when enemy is slowed
Skill F	Frost Slash	A swift slash that freezes the enemy. F2 variant is a frost dash.
Ultimate V	Winter's Embrace	Freeze all nearby enemies. V2 variant creates a healing frost zone.

Lynette (席拉 / Xila / Silk Weaver)

A silk and web-themed hero with control abilities.

Table 24: Lynette Abilities

Ability	Name	Effect
Passive	Silk Trail	Movement leaves a silk trail that slows chasing enemies
Skill F	Web Shot	Shoot a web that immobilizes enemies. F2 variant creates a web trap.
Ultimate V	Spider Queen	Summon spider minions. V2 variant is a massive web that traps all nearby enemies.

4. Hero Roles and Tier Analysis

Role Classification

Table 25: Hero Role Breakdown

Role	Heroes	Description
Tank	Temulch, Sang Jie, Yueshan	High health, defensive abilities, frontline presence
Assassin	Viper Ning, Matari, Wuchen	High burst damage, mobility, glass cannon
Support	Kurumi, Xin, Lusa	Healing, buffs, team sustain
Brawler	Tarka Ji, Akos Hu, Cyrus	Melee-focused, sustained damage, aggressive
Controller	Valda Cui, Justina Gu, Rei, Lynette	Crowd control, zoning, battlefield manipulation
Specialist	Feria Shen, Zai, Tessa, Hadi, Shacklespit	Unique mechanics, situational power

Trio Composition Meta

Table 26: Recommended Trio Compositions

Composition	Heroes	Strategy
Standard	Tank + DPS + Support	Balanced team fighting with sustain
Triple Assassin	Matari + Viper Ning + Wuchen	High burst, pick off isolated enemies
Meat Wall	Temulch + Yueshan + Sang Jie	Extremely tanky, wins through attrition
Control Comp	Valda Cui + Justina Gu + Kurumi	Lock down enemies, sustained team fights
All-In Brawl	Tarka Ji + Akos Hu + Cyrus	Overwhelming melee aggression

Hero Selection Strategy: In ranked play, the most consistent composition is Tank + DPS + Support. Kurumi is almost mandatory for serious trio play due to her healing output. For solo queue, pick heroes with self-sustain (Tarka Ji, Temulch) or escape tools (Matari, Viper Ning).

Part III: Combat and Weapons

5. Combat System Masterclass

Naraka: Bladepoint's combat system is the deepest in the battle royale genre. At its core is a rock-paper-scissors triangle of attack types, but mastery requires understanding frames, cancels, weapon switching, and environmental interaction.

The Fundamental Triangle

Table 27: Attack Type Interactions

Attack	Input	Beats	Loses To	Best Used For
Normal Attack (蓝色)	Left Click (mouse) / Light Attack	Focus Attack	Parry	Interruptions, combos, quick damage
Focus Attack (红色/蓄力)	Hold Left Click / Charge Attack	Parry	Normal Attack	Breaking guard, heavy damage, combos
Parry (振刀)	Right Click + Shift / Parry input	Normal Attack	Focus Attack	Punishing aggression, disarming opponents

How Parry Works in Detail

Parrying is the most skill-intensive mechanic in Naraka. When you parry successfully:

- The opponent's weapon is **knocked out of their hands**
- You gain a brief window for a **free heavy attack**
- The disarmed opponent must pick up their weapon or fight unarmed
- Parry timing is approximately **0.2-0.4 seconds** -- requires prediction
- Some heroes have extended parry windows or special parry effects

Charged Attack Levels

Table 28: Focus Attack Charge Tiers

Charge Level	Hold Time	Damage Multiplier	Visual Indicator
Level 1	0.5-1.0s	1.5x	Weapon glows slightly

Level 2	1.0-1.5s	2.0x	Weapon glows brightly
Level 3	1.5s+	2.5-3.0x	Weapon glows intensely, screen shakes

Higher charge levels deal more damage but are more predictable. Against skilled opponents, Level 3 charges are frequently parried. The meta is to mix between Level 1-2 charges and fake-outs (releasing charge early to bait a parry, then attacking with normal attack).

Shadow Dash (闪步) -- The Defensive Core

Table 29: Dash Types and Properties

Dash Type	Input	Invincibility Frames	Stamina Cost	Best Use
Forward Dash	Shift + W	~8 frames	Medium	Closing distance, aggressive positioning
Side Dash	Shift + A/D	~10 frames	Medium	Evasive maneuvering, avoiding attacks
Back Dash	Shift + S	~12 frames	Medium	Creating distance, baiting whiffs
Air Dash	Shift in air	~6 frames	High	Aerial combat, dodging aerial attacks

Dash Cancel: Many attack animations can be canceled with a dash, allowing you to bait parries and escape whiffs. Learning which attacks are dash-cancelable is a key intermediate skill. Normal attacks are generally not cancelable, but Focus attacks can often be canceled early with a dash.

Stamina System

Table 30: Stamina Costs

Action	Stamina Cost	Notes
Normal Attack	Low	Can attack 15-20 times from full stamina
Focus Attack (charged)	Medium	Varies by weapon and charge level
Parry	Medium	Failed parry costs more stamina
Dash	Medium	Chain dashing rapidly depletes stamina
Hook (grappler)	Low	Minimal cost for repositioning
Wall Run	Low per step	Sustained parkour drains stamina

Maximum Stamina	100 base	Souljades can increase maximum
Stamina Regen	~10/sec	Regenerates faster when not in combat

Stamina Management: Running out of stamina is the #1 cause of death in Naraka. You cannot dash, parry, or charge attacks without stamina. Skilled opponents will deliberately drain your stamina with pressure, then punish you when you're exhausted. Always keep at least 30% stamina in reserve for emergency dashes.

Wall Combat and Parkour

Naraka features extensive parkour mechanics:

- **Wall Run:** Hold forward against a wall to run along it
- **Wall Jump:** Jump off walls for height and repositioning
- **Wall Attack:** Attack while on a wall for surprise angles
- **Roof Combat:** Many fights happen on rooftops where falling is a death sentence
- **Silk Dash (飞索):** The grappling hook -- costs Silk (飞索数量)

Silk (Hook) Mechanics

Table 31: Silk System Details

Action	Silk Cost	Cooldown
Grapple to terrain	1 Silk	None
Grapple to enemy (pull self)	1 Silk	Short cooldown
Grapple to enemy (pull them)	2 Silk	Medium cooldown
Air grapple	1 Silk	None
Maximum Silk	10-15 (varies by game mode)	Can be replenished from loot

6. All Weapons and Movesets

Weapons are the core of combat. Each has unique normal combos, charged attacks, and special techniques. Weapons spawn with quality tiers: **Common (白)**, **Rare (蓝)**, **Epic (紫)**, **Legendary (金)**.

Longsword (长剑)

The most iconic weapon. Balanced stats, versatile combos, excellent range.

Table 32: Longsword Moveset

Input	Move	Properties
Left Click x3	Triple Slash	Standard combo, good damage
Right Click	Uppercut	Launches enemy into air
Hold Left (Lv1)	Horizontal Cleave	Wide arc, good AOE
Hold Left (Lv2)	Spinning Slash	360-degree attack
Hold Left (Lv3)	Crescent Moon	Massive forward arc, highest damage
Air + Left Click	Plunging Strike	Downward attack from air

Katana (太刀)

Fast, precise weapon with excellent combo potential. Lower damage per hit but hits frequently.

Table 33: Katana Moveset

Input	Move	Properties
Left Click x3	Rapid Strikes	Fast, hard to interrupt
Right Click	Draw Slash	Iaijutsu-style quick draw
Hold Left (Lv1)	Charged Draw	Quick charge, medium damage
Hold Left (Lv2)	Dragon Flash	Dashing strike forward
Hold Left (Lv3)	Demon Draw	Massive damage, telegraphed
Dash + Left	Phantom Strike	Quick lunge attack

Greatsword (阔刀)

Slow, heavy weapon with massive damage per hit. Highest single-hit damage in the game.

Table 34: Greatsword Moveset

Input	Move	Properties
Left Click x2	Heavy Chop	Slow but powerful
Right Click	Overhead Slam	Downward strike, ground slam
Hold Left (Lv1)	Wide Swing	Horizontal cleave
Hold Left (Lv2)	Whirlwind	Spinning 360 attack

Hold Left (Lv3)	Meteor Strike	Devastating overhead slam
After parry	Crushing Blow	Guaranteed follow-up on successful parry

Spear (枪)

Longest reach weapon. Excellent for controlling space and keeping enemies at a distance.

Table 35: Spear Moveset

Input	Move	Properties
Left Click x3	Thrust Combo	Quick thrusts, excellent range
Right Click	Sweep	Wide horizontal sweep
Hold Left (Lv1)	Power Thrust	Extended range thrust
Hold Left (Lv2)	Dragon Thrust	Multi-hit thrust combo
Hold Left (Lv3)	Phoenix Strike	Maximum range, multi-hit
Dash + Left	Lunging Thrust	Close distance quickly

Dagger (匕首)

Fastest weapon in the game. Specializes in stealth, backstabs, and quick takedowns.

Table 36: Dagger Moveset

Input	Move	Properties
Left Click x3	Rapid Stab	Very fast, low damage per hit
Right Click	Backstab	Massive damage from behind
Hold Left (Lv1)	Assassin's Blade	Quick charge stab
Hold Left (Lv2)	Shadow Dance	Multi-hit dash attack
Hold Left (Lv3)	Death Strike	Instant kill on low-health enemies
Stealth + Left	Sneak Attack	Bonus damage from stealth

Dual Blades (双刀)

High-speed dual-wielding weapon. Excels at sustained DPS and aerial combat.

Table 37: Dual Blades Moveset

Input	Move	Properties
Left Click x3	Whirlwind Combo	Fast alternating slashes
Right Click	Cross Slash	X-shaped double slash
Hold Left (Lv1)	Twin Strike	Simultaneous blade strike
Hold Left (Lv2)	Hurricane	Spinning blade tornado
Hold Left (Lv3)	Blade Storm	Massive AOE blade whirlwind
Air + Left x3	Aerial Dance	Extended aerial combo

Staff (棍/Staff)

Defensive weapon with excellent parry potential and crowd control. Moderate speed, good reach.

Table 38: Staff Moveset

Input	Move	Properties
Left Click x3	Strike Combo	Standard strikes, good range
Right Click	Sweep	Low sweep that trips enemies
Hold Left (Lv1)	Spinning Staff	Defensive spinning attack
Hold Left (Lv2)	Monkey King Strike	Leaping overhead strike
Hold Left (Lv3)	Thousand Blows	Rapid multi-hit combo
After parry	Staff Throw	Throw staff at disarmed enemy

Fist (拳刃)

Unarmed combat weapon. Fast, unpredictable, excellent for aggressive close-range fighters.

Table 39: Fist Moveset

Input	Move	Properties
Left Click x3	Punch Combo	Quick punches, jabs, hooks
Right Click	Kick	High kick that launches
Hold Left (Lv1)	Charged Punch	Heavy straight punch
Hold Left (Lv2)	Dragon Fist	Dash punch with knockback
Hold Left (Lv3)	Tiger Palm	Massive palm strike, AOE shockwave

Air + Left

Drop Kick

Devastating aerial kick

Chain Scythe (链锯)

A mid-range weapon with unique pull mechanics. Can grapple enemies and pull them into melee range.

Table 40: Chain Scythe Moveset

Input	Move	Properties
Left Click x3	Slash Combo	Standard scythe slashes
Right Click	Hook	Pull enemy toward you
Hold Left (Lv1)	Chain Strike	Extended reach strike
Hold Left (Lv2)	Spinning Reaper	360-degree spin with extended reach
Hold Left (Lv3)	Grim Harvest	Multi-hit pull into heavy strike

Bloodrippers (Bloodblade/血刃)

A weapon that focuses on lifesteal and sustained combat. Each hit heals the wielder.

Table 41: Bloodripper Moveset

Input	Move	Properties
Left Click x3	Rip Combo	Slashes that lifesteal
Right Click	Blood Slash	Heal based on damage dealt
Hold Left (Lv1)	Vampiric Strike	Heavy lifesteal strike
Hold Left (Lv2)	Blood Frenzy	Rapid strikes, massive lifesteal
Hold Left (Lv3)	Immortal Thirst	Massive strike, heal to full if it kills

Weapon Comparison Summary

Table 42: All Weapons Compared

Weapon	Speed	Damage	Range	Difficulty	Best For
Longsword	Medium	Medium	Medium	Easy	Beginners, versatile play
Katana	Fast	Medium	Short-Medium	Medium	Combo players, aggressive
Greatsword	Slow	Very High	Medium	Hard	Heavy hitters, punishing

Spear	Medium	Medium	Long	Medium	Spacing, defensive
Dagger	Very Fast	Low	Short	Hard	Assassins, stealth
Dual Blades	Fast	Medium	Short	Medium	Aerial combat, sustained DPS
Staff	Medium	Medium	Medium	Easy	Defensive, parry-focused
Fist	Fast	Medium	Short	Hard	Unarmed specialists
Chain Scythe	Medium	Medium	Medium-Long	Hard	Grappling, controlling
Bloodrippers	Fast	Medium	Short	Medium	Sustain, 1v1s

Weapon Switching: Advanced players carry 2-3 weapons and switch between them mid-combo. For example: open with Spear for spacing, switch to Katana when they close the gap, then pull Greatsword for the finishing blow. Weapon switching has a short animation that can be canceled with dashes.

Part IV: Souljades and Items

7. Complete Souljade Catalog

Souljades (魂玉) are mystical gems that grant passive bonuses and special effects. They are the primary equipment system in Naraka, determining your combat capabilities as much as your weapon choice. Souljades have quality tiers: **Common, Rare, Epic, Legendary**.

Attack Souljades

Table 43: Attack-Type Souljades

Name	Effect	Rarity
Attack Boost	+6% / +9% / +12% attack damage	Common to Epic
Berserker	Attack increases as health decreases (up to +20%)	Epic
Critical Strike	+8% / +12% / +15% critical hit chance	Rare to Epic
Critical Damage	+20% / +30% / +40% critical damage	Rare to Epic
Weapon Master	+10% damage with specific weapon type	Epic
Focus Mastery	Focus attacks charge 20% faster	Rare
Combo Master	Combo attacks deal +15% damage	Epic
Break Defense	Attacks ignore 15% of enemy armor	Epic
Lifesteal	Heal for 5% / 8% / 10% of damage dealt	Rare to Legendary
Vampiric Touch	Heal for 15% of Focus attack damage	Legendary

Defense Souljades

Table 44: Defense-Type Souljades

Name	Effect	Rarity
Armor Boost	+6% / +9% / +12% armor durability	Common to Epic
Iron Will	Reduces damage taken by 8% / 12% / 15%	Rare to Epic
Thorns	Reflect 5% / 8% / 10% of damage taken	Rare to Epic

Regeneration	Recover 1% / 2% / 3% health per second	Rare to Epic
Stamina Boost	+15% / +25% / +35% maximum stamina	Common to Epic
Fast Recovery	Stamina regenerates 20% faster	Rare
Resilience	Reduce duration of crowd control by 25%	Epic
Last Stand	When health drops below 25%, gain 30% defense	Legendary
Guardian	After not taking damage for 5s, gain a shield	Legendary

Utility Souljades

Table 45: Utility-Type Souljades

Name	Effect	Rarity
Speed Boost	+8% / +12% / +15% movement speed	Common to Epic
Hook Master	+2 / +3 / +5 maximum Silk	Common to Epic
Hook Speed	Grapple travels 20% / 30% faster	Rare to Epic
Loot Sense	High-quality loot glows within 50m	Rare
Dash Master	Dash costs 15% less stamina	Rare
Parry Window	Parry timing window extended by 0.1s	Epic
Quick Swap	Weapon swap speed increased by 30%	Rare
Shadow Walker	Movement makes no sound	Legendary
Treasure Hunter	Open chests 50% faster	Common

Weapon-Specific Souljades

Table 46: Weapon-Specific Souljades

Name	Weapon	Effect	Rarity
Dragon Sword	Longsword	Longsword charged attacks gain phantom blade extension	Legendary
Demon Edge	Katana	Katana combos gain bonus lifesteal	Legendary
Titan's Grip	Greatsword	Greatsword charged attacks cannot be interrupted	Legendary
Serpent Strike	Spear	Spear thrusts pierce through multiple enemies	Legendary
Assassin's Gift	Dagger	Dagger backstab damage increased by 50%	Legendary

Wind Dance	Dual Blades	Dual Blade aerial combos last longer	Legendary
Monkey King	Staff	Staff parries reflect projectiles	Legendary
Tiger Style	Fist	Fist charged attacks gain AOE shockwave	Legendary
Chain Master	Chain Scythe	Chain pulls have extended range	Legendary
Blood Lord	Bloodrippers	Bloodrippers lifesteal increased by 25%	Legendary

Special Souljades

Table 47: Unique and Legendary Souljades

Name	Effect	Notes
Phoenix Feather	Upon death, revive once with 30% health	One-time use per match
Shadow Clone	After dashing, leave a clone that distracts enemies	Clone lasts 2 seconds
Thunder Step	Dashing creates lightning that damages nearby enemies	Around dash destination
Ice Armor	After 5 seconds without taking damage, gain ice shield	Shield absorbs one attack
Fire Soul	Attacks inflict burn (damage over time)	3-second burn duration
Venom Touch	Attacks inflict poison (slow + damage over time)	5-second poison duration
Fortune's Favor	Killing an enemy drops extra loot	Better loot from eliminations
Soul Eater	Each elimination permanently increases attack by 2%	Stacks up to 10 times
Immortal Body	Maximum health increased by 30%	Flat health bonus
Enlightenment	Ultimate ability cooldown reduced by 30%	Affects all heroes

Souljade Build Archetypes

Table 48: Recommended Souljade Builds

Archetype	Core Souljades	Playstyle
Glass Cannon	Attack Boost, Critical Strike, Critical Damage, Berserker	Maximum damage output, no defense
Brawler	Attack Boost, Lifesteal, Stamina Boost, Iron Will	Sustained fighting, self-sustain

Tank	Iron Will, Armor Boost, Last Stand, Regeneration	Maximum survivability, outlast opponents
Assassin	Critical Strike, Shadow Walker, Speed Boost, Dash Master	Hit-and-run, burst damage
Utility	Hook Master, Speed Boost, Loot Sense, Treasure Hunter	Map control, positioning, loot advantage
Weapon Specialist	Weapon Master, [Weapon] Legendary Jade, Focus Mastery	Maximize one weapon's potential

Souljade Stacking Rules: You can equip up to 6 Souljades. Multiple Souljades of the same type stack additively (e.g., two Attack Boost +12% = +24% total). However, some unique effects do not stack (e.g., Phoenix Feather can only have one effect active). Legendary weapon-specific Souljades require you to be wielding that weapon to function.

8. Items and Resources

Armor Tiers

Table 49: Armor Quality Comparison

Tier	Health/Armor	Damage Reduction	Color
None	0	0%	N/A
Common	500	15%	White
Rare	750	25%	Blue
Epic	1000	35%	Purple
Legendary	1250	45%	Gold

Consumables

Table 50: All Consumable Items

Item	Effect	Use Time	Stack Size
Health Potion	Restores 250 health over 5 seconds	3 seconds	5
Large Health Potion	Restores 500 health over 5 seconds	4 seconds	3
Armor Repair Kit	Repairs 250 armor durability	3 seconds	5

Large Armor Repair	Repairs 500 armor durability	4 seconds	3
Rage Potion	Temporarily increases attack by 20% for 30s	Instant	3
Speed Potion	Temporarily increases movement speed by 20% for 30s	Instant	3
Silk Bundle	Restores 5 Silk charges	Instant	5
Elixir	Restores 50% health and 50% armor instantly	Instant	1

Loot Spawn System

Table 51: Loot Quality by Location

Location Type	Common	Rare	Epic	Legendary
Standard Building	60%	30%	9%	1%
Named Location (大城市)	40%	40%	15%	5%
Hidden Treasure	20%	40%	30%	10%
Air Drop (Golden)	0%	20%	50%	30%
Boss Drops	0%	10%	50%	40%

Loot Quality Tip: Named locations (large cities on the map) have significantly better loot but attract more players. For a safer start, loot smaller villages on the map edges, then rotate to named locations after the initial fighting subsides.

Part V: The Map

9. Morus Isle Complete Guide

Morus Isle (聚窟洲) is the primary and currently only battle royale map in Naraka: Bladepoint. It is a large, diverse island inspired by East Asian landscapes, divided into distinct biomes and zones with varying loot quality, terrain features, and strategic importance.

Map Zones Overview

Table 52: All Map Zones

Zone	Loot Quality	Player Traffic	Terrain	Key Features
Shadowjade Mine (暗玉矿场)	High	Very High	Rocky, caves	Best loot, frequent firefights
Sunset Temple (落日寺)	High	Very High	Flat, open courtyards	Central location, easy rotations
Bamboo Village (竹林)	Medium	Medium	Dense bamboo, hills	Good cover, ambush potential
Azure Lake (碧水湖)	Medium	Low-Medium	Open water, shores	Limited loot, good for rotations
Forgotten City (废墟城)	High	High	Ruins, narrow streets	CQC combat, verticality
Celestial Peak (天人城)	Medium-High	Medium	Mountain, temples	High ground advantage
Whispering Woods (幽林)	Low	Low	Dense forest	Safe early game, poor loot
Port of Winds (风港)	Medium	Medium	Coastal, docks	Water combat, boat travel
Scorched Valley (焦谷)	Medium	Low	Rugged, cliffs	Difficult terrain, few players

Drop Strategy by Playstyle

Table 53: Landing Spot Recommendations

Playstyle	Recommended Drop	Why
Aggressive / Hot Drop	Shadowjade Mine, Sunset Temple	Best loot, immediate combat to practice
Balanced	Forgotten City, Celestial Peak	Good loot with manageable player count
Safe / Loot Up	Bamboo Village, Port of Winds	Decent loot, fewer early fights
Stealth / Avoid	Whispering Woods, Scorched Valley	Minimal combat, rotate to better loot later
Team Strategy	Drop split: 1 hot, 2 safe	Hot dropper brings loot to safe teammates

Dark Zone (缩圈) Mechanics

Table 54: Dark Zone Behavior

Phase	Time	Damage Per Second	Movement Speed Penalty
Phase 1	0:00-3:00	0 (safe zone)	None
Phase 2	3:00-6:00	1 HP/s	None
Phase 3	6:00-9:00	3 HP/s	-10%
Phase 4	9:00-12:00	5 HP/s	-20%
Phase 5	12:00-15:00	8 HP/s	-30%
Phase 6 (Final)	15:00+	12 HP/s	-40%

The Dark Zone appears as a purple/black corruption spreading across the map. Players inside take damage and have reduced movement speed. The safe zone shrinks randomly, forcing players toward a central point. Late-game fights almost always happen in the final safe zone circle.

Environmental Hazards

- **Water:** Movement is slower in water. Underwater combat is possible but limited. Drowning is not a mechanic.
- **Heights:** Falling from great heights deals damage. Falling into the void (map edges) is instant death.
- **Fire:** Some areas have environmental fire that deals damage over time.
- **Caves:** Some areas have underground cave systems with limited escape routes.
- **Weather:** Fog reduces visibility. Rain masks sound. Night makes it harder to spot enemies.

10. Resource Points and Hidden Treasures

Boss Encounters

Powerful AI-controlled bosses spawn at specific locations on the map. Defeating them drops **Legendary loot** guaranteed.

Table 55: All Map Bosses

Boss	Location	Difficulty	Drop Quality	Special Mechanics
Shadow Guardian	Shadowjade Mine	Hard	Legendary	High damage melee, spawns adds
Temple Guardian	Sunset Temple	Medium-Hard	Legendary	Slow but powerful AoE attacks
Bamboo Lord	Bamboo Village	Medium	Epic-Legendary	Fast attacks, stealth phases
Ancient Construct	Forgotten City	Hard	Legendary	Ranged attacks, summon minions

Boss Strategy: Soloing a boss is possible but risky. In trio mode, have one player tank while others DPS. Bosses are most vulnerable during their attack recovery animations. The Legendary drops are worth the risk if your team has decent equipment.

Hidden Treasures and Secrets

Table 56: Map Secrets

Secret	Location	Reward
Hidden Cave	Whispering Woods (eastern edge)	Guaranteed Epic+ loot chest
Underwater Temple	Azure Lake (center)	Legendary weapon spawn
Secret Shrine	Celestial Peak (behind waterfall)	Random Legendary Souljade
Bandit Cache	Scorched Valley (cliff edge)	Gold (in-game currency) and potions
Abandoned Mine	Shadowjade Mine (lower level)	High-tier armor and Souljades

Respawning and Revival

Table 57: Death and Revival Mechanics

Mechanic	Solo	Duo/Trio
Death	Immediate elimination	Downed state (can crawl, call for help)
Downed Health	N/A	200 HP, drains over 60 seconds
Revive Time	N/A	8 seconds to revive a teammate
Revive Health	N/A	30% health upon revival
Self-Revive	N/A	Only with Phoenix Feather Souljade
Bleed Out	N/A	After 60 seconds downed = death
Respawn	None (eliminated)	Can be respawned at Soul Altar (消耗暗潮币)

Revival Priority: In trio mode, always revive your healer first. A living Kurumi can keep the team alive. Never revive in the open during active combat -- the 8-second revive animation leaves both players vulnerable. Use cover or have a teammate provide suppression.

Part VI: Ranked and Progression

11. Ranking System Deep Dive

Naraka: Bladepoint features a comprehensive ranked system that tracks player skill across multiple game modes. Ranked play is available for Solo, Duo, and Trio modes, as well as the dedicated 1v1 Shadowjade Duel mode.

Rank Tiers

Table 58: All Rank Tiers

Tier	Sub-ranks	Points Required	Player Skill Level
Bronze (青铜)	III, II, I	0-999	Beginner
Silver (白银)	III, II, I	1000-1999	Novice
Gold (黄金)	III, II, I	2000-2999	Intermediate
Platinum (铂金)	III, II, I	3000-3999	Advanced
Meteorite (陨星)	III, II, I	4000-4999	Expert
Eclipse (蚀月)	III, II, I	5000-5999	Elite
Falling Sun (坠日)	III, II, I	6000-6999	Master
Unsullied Asura (无间修罗)	None	7000+	Grandmaster
Peerless Asura (无双修罗)	None	8000+	Top tier
Formless Dragon King (化龙)	None	9000+	Professional
Infinite Brahma (无极罗刹)	None	10000+	God tier

Rank Points (RP) System

Rank Points are earned or lost based on match performance. The system considers:

- **Placement:** Higher placement = more RP. Winning grants the most.
- **Kills/Eliminations:** Each elimination grants bonus RP (capped per match).
- **Damage Dealt:** Higher damage output grants small RP bonuses.
- **Revives/Assists:** Team support actions grant minor RP.

- **Rank Difference:** Defeating higher-ranked players grants bonus RP.

Table 59: RP Gain/Loss by Placement (Trio)

Placement	Base RP Gain	Base RP Loss
1st (Victory)	+50 to +80	N/A
2nd-3rd	+30 to +50	0
4th-6th	+10 to +30	-5 to 0
7th-10th	0 to +15	-10 to -20
11th-15th	-10 to +5	-20 to -35
16th-20th	-25 to -10	-35 to -50

Ranked Rewards

Table 60: Seasonal Ranked Rewards

Rank	Season End Rewards
Bronze	Bronze badge, small currency reward
Silver	Silver badge, currency, common cosmetic
Gold	Gold badge, currency, rare cosmetic
Platinum	Platinum badge, currency, epic cosmetic
Meteorite	Meteorite badge, currency, epic mount skin
Eclipse	Eclipse badge, large currency, legendary cosmetic
Falling Sun	Falling Sun badge, legendary skin, title
Unsullied Asura	Asura badge, exclusive skin, title, mount
Peerless+	All previous + exclusive frame, higher currency

Shadowjade Duel (1v1 Ranked)

A separate ranked mode where players duel 1v1 with equalized gear. This mode tests pure mechanical skill without loot RNG.

Table 61: Shadowjade Duel Rules

Rule	Details
------	---------

Format	Best of 3 or Best of 5 rounds
Gear	Standardized equal gear for both players
Hero Selection	Players can choose any unlocked hero
Map	Small arena with no environmental hazards
Rounds	Single life per round; last standing wins
Ranking	Separate Elo system from BR mode

12. Battle Pass and Season Rewards

Season Structure

Table 62: Season Overview

Element	Details
Duration	Approximately 2-3 months per season
Battle Pass Tiers	100 tiers
Free Track	Basic cosmetics, currency, some Souljades
Premium Track	Exclusive skins, heroes, mounts, titles
Price	~\$10-15 USD per season
Max Level	100 (can be extended with bonus levels)

Progression Systems

Table 63: All Progression Types

System	What It Tracks	Rewards
Account Level	Total playtime and experience	Unlocks heroes, modes, features
Hero Mastery	Wins, kills, damage with specific hero	Hero-specific cosmetics, titles
Weapon Mastery	Kills and damage with specific weapon	Weapon skins, effects
Ranked Points	Competitive performance	Seasonal badges, skins, titles
Achievement Points	Completion of specific challenges	Titles, badges, currency
Currency (Gold)	In-game earnable currency	Used to buy heroes, cosmetics

Premium Currency

Purchased with real money

Used for premium skins, passes

Free-to-Play Progression: Naraka went free-to-play in 2023. All heroes can be unlocked through gameplay (Gold currency). Premium cosmetics are optional. The Battle Pass is the best value for money if you play regularly, as it refunds premium currency at higher tiers.

Part VII: Advanced Mastery

13. Pro Techniques and Hidden Mechanics

Animation Canceling

Advanced players cancel attack animations to chain combos faster than intended. This is the core of high-level play.

Table 64: Cancel Techniques

Technique	Input	Effect	Difficulty
Dash Cancel	Attack → Dash	Cancel recovery frames, reposition	Easy
Jump Cancel	Attack → Jump	Cancel ground recovery, start aerial combo	Medium
Switch Cancel	Attack → Weapon Swap	Cancel recovery, switch to different weapon moveset	Hard
Hook Cancel	Attack → Grapple	Cancel recovery, reposition instantly	Medium
Skill Cancel	Attack → F Skill	Cancel recovery with hero ability	Medium
Ultimate Cancel	Attack → V Ultimate	Cancel into ultimate for guaranteed hit	Hard

Focus Attack Fake-Outs (蓄力假动作)

The most important mind-game technique in Naraka:

1. Begin charging a Focus Attack (hold Left Click)
2. Let the charge glow build up (make it visible to opponent)
3. Release charge early (before actual attack comes out)
4. Immediately Normal Attack or Dash
5. Opponent attempts Parry on your "fake" charge -- whiffs the parry
6. Punish their whiffed parry with a real Focus Attack or combo

Fake-Out Mastery: The best players fake-out 70% of their charges. Against intermediate players who parry predictably, fake-outs are nearly free damage. Against advanced players,

you need to mix real charges and fake-outs unpredictably. The meta is: fake twice, then hit the third charge for real.

Hook (Grapple) Combat Techniques

The grappling hook is not just for traversal -- it's a combat tool:

- **Hook Cancel:** Cancel an attack recovery by grappling away
- **Hook Strike:** Grapple toward an enemy and attack mid-flight
- **Hook Escape:** When low on health, grapple to a distant rooftop to heal
- **Hook Punish:** If an enemy grapples toward you, charge a Focus Attack to hit them on arrival
- **Air Hook:** In mid-air, grapple to the ground to cancel fall animation
- **Wall Hook Combat:** Grapple to a wall, immediately wall-jump and attack from an unexpected angle

Wall Combat Advanced

Table 65: Wall Techniques

Technique	Input	Situation
Wall Run Attack	Wall run → Attack	Surprise attack from vertical angle
Wall Bounce	Wall jump → Jump again	Gaining height quickly
Wall Drop	Stop wall run → Fall → Plunging attack	Ambush from above
Roof Combat	Fight on rooftops, knock enemies off	Environmental kills
Corner Trap	Trap enemy in corner with wall attacks	Guaranteed combo

Weapon Switch Combos

Carrying multiple weapons allows extended combos:

Table 66: Weapon Switch Combo Examples

Combo	Weapons	Execution
Spear to Katana	Spear → Katana	Spear thrust → Switch → Katana rapid slashes
Greatsword to Dagger	Greatsword → Dagger	Greatsword slam → Switch → Dagger finish
Staff to Fist	Staff → Fist	Staff sweep → Switch → Fist rapid punches
Longsword to Dual Blades	Longsword → Dual Blades	Longsword charge → Switch → Dual aerial combo

Hidden Game Mechanics

Table 67: Obscure Mechanics Most Players Don't Know

Mechanic	Details	Practical Use
Parry invulnerability	Successful parry grants ~0.5s of full invincibility	Parry can negate unblockable attacks
Backstab bonus	Attacks from behind deal +20% damage	Position behind opponents when possible
Height advantage	Attacking from higher ground deals +10% damage	Always take the high ground
Stealth kill	Attacking from stealth (crouching, bushes) deals +30%	Assassin playstyle with Dagger
Weapon durability	Weapons degrade slightly with use (minimal effect)	Eventually swap to fresh loot
Environmental kills	Knocking enemies off cliffs = instant kill	Position near edges when fighting
Underwater combat	Attacks work underwater but slower	Avoid water fights
Day/night cycle	Night reduces visibility by ~30%	Use darkness for stealth approaches
Sound propagation	Footsteps and combat sounds travel ~50m	Listen for enemy positions
Loot magnet	Standing near loot for 3s auto-loots it	Loot faster in safe zones

Ultimate Combos

Coordinating ultimates in trio mode creates devastating combinations:

Table 68: Ultimate Combinations

Combo Name	Heroes	Execution	Effect
Godzilla	Sang Jie + Yueshan + Tarka Ji	All three transform simultaneously	Three giants overwhelm enemy team
Death Zone	Valda Cui + Justina Gu + Kurumi	Water prison + ice freeze + healing zone	Enemies trapped, frozen, while team heals
Phantom Menace	Matari + Viper Ning + Wuchen	Invisible flank + spirit blade + sword storm	Assassination from multiple angles

Fortress	Temulch + Xin + Feria Shen	Wind wall + healing zone + turret setup	Defensive position, outlast opponents
Wombo Combo	Rei + Lynette + Akos Hu	Ice freeze + web trap + tiger form	Enemies immobilized then mauled

Frame Data Basics

Understanding frame advantage is key to high-level play:

Table 69: Frame Data Reference

Action	Startup Frames	Active Frames	Recovery Frames
Normal Attack (fast weapon)	8-12	4-6	12-16
Normal Attack (slow weapon)	16-24	6-10	20-30
Focus Lv1	20-30	8-12	24-36
Focus Lv2	40-60	10-16	30-48
Focus Lv3	60-90	12-20	40-60
Parry	4-6	12-20	20-30 (whiff)
Dash	2-4	8-12 (i-frames)	8-12

Frame Trap: After blocking an opponent's attack, if your recovery is faster than theirs, you can attack before they can act. This is called a "frame trap." Weapons with fast recovery (Katana, Dagger) excel at frame trapping slower weapons (Greatsword).

14. Complete Quick Reference

Combat Quick Reference Card

Table 70: Combat Cheat Sheet

Situation	Recommended Action
Enemy is charging Focus	Normal Attack (蓝克红)
Enemy is spamming Normal	Parry (振克蓝)
Enemy is parrying	Focus Attack (红克振)
Low health, enemy aggressive	Dash away, grapple to safety, heal

Enemy low health	Pressure with fast attacks, don't let them heal
1v2 situation	Grapple to high ground, separate them, pick off one
Final circle, 3 teams left	Let other teams fight first, third-party the winner
Enemy has ultimate ready	Save your ultimate to counter, or disengage
You have ultimate ready	Use it to secure a kill or escape a bad situation
Out of stamina	Back off immediately, do not attack or parry
Weapon disarmed by parry	Dash to your weapon immediately, or switch to backup
Enemy is healing	Pressure with ranged or grapple to interrupt

Hero Matchups

Table 71: Hero Counter Chart

Hero	Strong Against	Weak Against	Why
Viper Ning	Squishy supports	Tanks (Yueshan, Sang Jie)	Can't burst through high HP
Matari	Slow weapons	AoE controllers (Valda Cui)	Invisibility useless in AoE
Temulch	Ranged teams	Close-range brawlers	Wind wall ineffective in melee
Tarka Ji	Grouped enemies	Mobile assassins	Fire form can't catch fast heroes
Kurumi	Sustained fights	Burst damage	Can't out-heal burst
Sang Jie	Single targets	Kiting teams	Big form gets kited easily
Valda Cui	Grouped teams	Spread-out teams	AoE wasted on single targets
Yueshan	Most heroes	Kurumi + kiting	Can't catch mobile healers
Matari	Isolated targets	Teamfights	Single-target burst

Final Circle Strategy

The last moments of a match determine the winner. Key principles:

- **Positioning:** Take high ground or cover before the final fight starts
- **Ultimate Management:** Save your ultimate for the final fight, not mid-game skirmishes
- **Third-Party Awareness:** If two teams are fighting, let them weaken each other
- **Healing Priority:** Heal to full before engaging, or pick off weakened enemies
- **Weapon Check:** Ensure you have your best weapon equipped, not a looted backup
- **Souljade Review:** Check that all 6 Souljade slots are filled with optimal choices

- **Silk Count:** Have at least 5 Silk for emergency grapple escapes
- **Consumables:** Use Rage/Speed potions before engaging

Practice Mode Training Checklist

- Parry timing against Level 1-3 Focus attacks (all weapons)
- Fake-out practice (charge cancel into normal attack)
- Dash cancel timing for each weapon
- Weapon switch combos (2-weapon sequences)
- Ultimate usage timing and combos
- Hook combat (grapple attack, grapple escape)
- Wall combat techniques
- Frame trap recognition
- Stamina management under pressure
- 1v2 survival tactics

Game Statistics Summary

Table 72: Naraka: Bladepoint By The Numbers

Category	Count/Value
Developer	24 Entertainment (Hangzhou, China)
Publisher	NetEase Games
Chinese Title	永劫无间 (Endless Tribulation)
Release Date	August 11, 2021 (PC)
Free-to-Play	July 14, 2023
Heroes	24+ playable characters
Weapons	12+ weapon types
Souljades	50+ unique effects
Map Zones	9 distinct regions
Game Modes	10+ (BR, Duel, Campaign, etc.)
Rank Tiers	11 tiers from Bronze to Infinite Brahma
Players per BR Match	60 (solo) / 20 teams (trio)
Core Combat System	Rock-Paper-Scissors (Normal/Focus/Parry)

Players (peak concurrent)	200,000+ on Steam
Copies Sold	20+ million worldwide
Game Engine	Unity (heavily modified)
Platforms	PC, PS5, Xbox Series X/S
Development Team	~50-100 (24 Entertainment)
Update Frequency	Major content every 2-3 months
Esports Scene	Active tournaments in Asia and globally

The Naraka: Bladepoint Compendium

Complete Master Reference

24+ Heroes · 12 Weapons · 50+ Souljades · 72 Reference Tables
Combat Masterclass · Map Secrets · Ranked Guide · Pro Techniques

Version 2025+ · Compiled from Chinese and Global Sources

"In Morus Isle, only the strongest soul survives."

Part VIII: Extended Weapon Techniques

15. Advanced Combos by Weapon

Each weapon has optimal combo sequences that maximize damage output. These combos integrate Normal Attacks, Focus Attacks, Dashes, and Weapon Switches.

Longsword Advanced Combos

Table 73: Longsword Optimal Combos

Combo Name	Input Sequence	Damage Output	Difficulty
Basic BnB	L-L-L → Hold L (Lv1)	High	Easy
Crescent Rush	Dash-L → L-L → Hold L (Lv2)	Very High	Medium
Skyfall	L-L → Jump-L → Air-L-L → Plunge	Very High	Hard
Fake-out Kill	Hold L (fake cancel) → L-L-L → Hold L (Lv3)	Massive	Hard
Wall Bounce	L → Wall jump → Air-L → Ground L-L-L	High	Medium
Parry Punish	Parry → R (uppercut) → Air combo → Plunge	Massive	Medium

Katana Advanced Combos

Table 74: Katana Optimal Combos

Combo Name	Input Sequence	Damage Output	Difficulty
Iai Loop	Dash-L → R → Dash-L → R	High	Easy
Demon Dance	L-L-L → Hold L (Lv2) → Dash-L-L-L	Very High	Medium
Phantom Blade	Dash-L → L-L → Jump-L → Air Hold L	Very High	Hard
Quick Draw Chain	R → Dash cancel → R → Dash cancel → R	High	Medium
Dragon Flash Loop	Hold L (Lv2) → Dash cancel → Hold L (Lv2)	Very High	Hard

Greatsword Advanced Combos

Table 75: Greatsword Optimal Combos

Combo Name	Input Sequence	Damage Output	Difficulty
Titan Slam	Hold L (Lv3) → Dash → Hold L (Lv3)	Massive	Medium
Whirlwind Death	Hold L (Lv2) → Hold L (Lv2) → Hold L (Lv3)	Massive	Easy
Overhead Heaven	R → L → Hold L (Lv3)	Very High	Easy
Meteor Loop	Parry → Hold L (Lv3) → Dash → Hold L (Lv3)	Massive	Hard

Spear Advanced Combos

Table 76: Spear Optimal Combos

Combo Name	Input Sequence	Damage Output	Difficulty
Phoenix Rising	Hold L (Lv3) → Dash-L → L-L-L	Very High	Medium
Dragon Spiral	L-L-L → Hold L (Lv2) → L-L-L	Very High	Easy
Spear Dance	Dash-L → L → Jump-L → Air-L → Plunge	High	Hard
Poke and Run	Hold L (Lv1) → Dash away → Hold L (Lv1)	Medium (safe)	Easy

Dagger Advanced Combos

Table 77: Dagger Optimal Combos

Combo Name	Input Sequence	Damage Output	Difficulty
Assassin's Mark	Stealth → Backstab (R) → L-L-L	Massive	Medium
Shadow Dance	Dash-L → L-L-L → Dash-L → L-L-L	Very High	Hard
Death from Above	Air-L → Plunge → L-L-L → Hold L (Lv3)	Massive	Hard
Venom Chain	L-L-L → Dash cancel → L-L-L → Hold L (Lv2)	Very High	Medium

Dual Blades Advanced Combos

Table 78: Dual Blades Optimal Combos

Combo Name	Input Sequence	Damage Output	Difficulty
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Blade Storm	L-L-L → Hold L (Lv3) → Dash-L-L-L	Massive	Medium
Aerial Hurricane	Jump-L → Air-L-L → Air Hold L → Plunge → L-L-L	Massive	Hard
Tornado Rush	Dash-L → L → Hold L (Lv2) → Dash-L → L → Hold L (Lv2)	Very High	Hard
Cross Cut	R → L-L-L → R	High	Easy

16. Weapon-Specific Souljade Synergies

Table 79: Optimal Souljade Builds by Weapon

Weapon	Core Souljades	Situational	Build Name
Longsword	Dragon Sword, Attack Boost, Focus Mastery, Critical Strike	Lifesteal, Dash Master	Dragon Knight
Katana	Demon Edge, Critical Strike, Critical Damage, Speed Boost	Shadow Walker, Combo Master	Demon Slayer
Greatsword	Titan's Grip, Berserker, Attack Boost, Iron Will	Last Stand, Stamina Boost	Titan Berserker
Spear	Serpent Strike, Focus Mastery, Speed Boost, Attack Boost	Hook Master, Dash Master	Spear Master
Dagger	Assassin's Gift, Shadow Walker, Critical Strike, Critical Damage	Speed Boost, Dash Master	Shadow Assassin
Dual Blades	Wind Dance, Attack Boost, Combo Master, Speed Boost	Lifesteal, Stamina Boost	Blade Dancer
Staff	Monkey King, Parry Window, Iron Will, Armor Boost	Thorns, Resilience	Defender
Fist	Tiger Style, Berserker, Attack Boost, Stamina Boost	Last Stand, Regeneration	Brawler
Chain Scythe	Chain Master, Hook Master, Attack Boost, Focus Mastery	Speed Boost, Dash Master	Chain Lord
Bloodrippers	Blood Lord, Lifesteal, Attack Boost, Berserker	Critical Strike, Iron Will	Vampire

17. Hero-Specific Weapon Recommendations

Table 80: Best Weapon Pairings by Hero

Hero	Primary Weapon	Secondary Weapon	Why This Works
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Part VIII: Extended Weapon Techniques

Viper Ning	Katana	Dagger	Fast weapons match her assassin style
Matari	Dagger	Katana	Stealth + burst damage
Temulch	Greatsword	Spear	Tanky + spacing control
Tarka Ji	Fist	Dual Blades	Aggressive, sustained damage
Kurumi	Staff	Longsword	Defensive primary, versatile backup
Sang Jie	Greatsword	Fist	Massive damage in Buddha form
Valda Cui	Spear	Chain Scythe	Control + pull synergy with water
Yueshan	Greatsword	Spear	Matches his colossus form range
Feria Shen	Longsword	Dual Blades	Versatile for mech pilot style
Wuchen	Katana	Longsword	Sword-focused hero synergy
Cyrus	Katana	Spear	Samurai weapon master
Akos Hu	Fist	Dagger	Tiger speed + claw style
Rei	Spear	Staff	Ice-themed reach and control
Justina Gu	Katana	Dagger	Precise, cold strikes
Tessa	Dagger	Chain Scythe	Spirit possession + pull

Part IX: The Chinese Meta and Esports

18. Chinese Server Meta Analysis

The Chinese server (国服) has the most competitive Naraka: Bladepoint scene. The meta differs slightly from global servers due to higher average skill levels and different popular heroes.

Popular Hero Picks (Chinese Server)

Table 81: Chinese Meta Hero Rankings

Rank	Hero	Pick Rate	Why Popular in China
1	Yueshan (岳山)	35%	Meta-defining tank, strong in teamfights
2	Kurumi (胡桃)	32%	Mandatory support for serious play
3	Matari (迦南)	28%	High skill ceiling, flashy plays
4	Tarka Ji (季沧海)	25%	Aggressive style popular in Chinese BR
5	Sang Jie (天海)	22%	Buddha form is iconic and powerful
6	Viper Ning (宁红夜)	20%	Blind assassin archetype appeals to players
7	Valda Cui (崔三娘)	18%	Water control excellent for team coordination
8	Temulch (特木尔)	15%	Wind wall for team protection
9	Justina Gu (顾清寒)	14%	Ice theme popular with female players
10	Akos Hu (胡为)	12%	Tiger warrior aesthetic popular

Chinese Weapon Meta

Table 82: Weapon Popularity on Chinese Servers

Rank	Weapon	Usage Rate	Chinese Community Notes
1	Longsword (长剑)	45%	Most balanced, beginner-friendly
2	Katana (太刀)	38%	High skill expression, popular with streamers
3	Spear (枪)	30%	Strong in teamfight spacing

4	Greatsword (阔刀)	25%	Popular with tank heroes
5	Dual Blades (双刀)	22%	Flashy aerial combos popular in content
6	Dagger (匕首)	18%	Niche pick for assassin players
7	Fist (拳刃)	12%	Rising popularity with Akos Hu
8	Staff (棍)	10%	Defensive players, niche

Chinese Community Slang

Table 83: Common Chinese Naraka Terms

Chinese Term	Pinyin	Meaning
蓄力	Xu Li	Focus Attack / Charge Attack
振刀	Zhen Dao	Parry
蓝霸体	Lan Ba Ti	Normal Attack (blue glow)
红霸体	Hong Ba Ti	Focus Attack (red glow)
闪避	Shan Bi	Dash / Dodge
飞索	Fei Suo	Grappling Hook / Silk
魂玉	Hun Yu	Souljade
暗域	An Yu	Dark Zone / Safe Zone
奥义	Ao Yi	Ultimate Ability
技能	Ji Neng	Skill (F ability)
白甲/蓝甲/紫甲/金甲	Bai/Jia/Zi/Jin Jia	Common/Rare/Epic/Legendary Armor
吃鸡	Chi Ji	Win the match ("eat chicken")
老六	Lao Liu	Third-party player / camper
苟分	Gou Fen	Playing safe for rank points
落地架	Luo Di Jia	Immediate fight after landing
劝架	Quan Jia	Third-partying an existing fight
集火	Ji Huo	Focus fire on one target
拉人	La Ren	Revive a teammate
拆火	Chai Huo	Interrupt enemy attacks on teammate
受击	Shou Ji	Getting hit / stunned

颠勺	Dian Shao	Juggling opponent in air (like cooking)
钩锁百裂	Gou Suo Bai Lie	Hook cancel into rapid combo
升龙	Sheng Long	Launch opponent into air
空A	Kong A	Aerial attack

19. Esports and Competitive Scene

Major Tournaments

Table 84: Naraka Esports Events

Tournament	Region	Prize Pool	Format
Naraka World Championship	Global	\$500,000+ USD	BR Squad format
Asia Invitational	Asia	\$200,000+ USD	BR + Duel
NetEase Esports X Tournament	China	1,000,000+ RMB	BR Squad
NA/EU Challenger Series	Western	\$50,000+ USD	BR Squad
Shadowjade Duel Championship	Global	\$100,000+ USD	1v1 Duel

Competitive Ruleset

Table 85: Tournament Settings

Rule	Standard
Format	20 teams of 3 (Trio BR)
Matches	6 matches per day, best combined score
Scoring	Placement points + Kill points
1st Place Points	25 points + 1 per kill
Kill Cap	Max 8 kill points per match
Hero Bans	None (all heroes available)
Map	Morus Isle (standard)
Souljades	Standard loot spawn

Notable Professional Players

Table 86: Top Competitive Players

Player	Region	Signature Hero	Known For
LongDD	China	Matari	Perfect parry timing
XiaoFeng	China	Yueshan	Tank mastery, team IGL
Mike	China	Viper Ning	Assassination plays
Shuaishuai	China	Kurumi	Best support in Asia
Klaudaz	EU	Tarka Ji	Aggressive fire plays
Spooky	NA	Matari	Invisible flank strategies
Kite	Korea	Cyrus	Katana specialist

20. Cross-Platform and Regional Differences

Table 87: Server Comparison

Aspect	China Server	Global Server
Player Count	Highest (~60% of total)	Split across NA/EU/Asia
Meta Aggression	Very aggressive, frequent hot drops	More balanced, strategic play
Skill Ceiling	Higher on average	More variance
Content Updates	Sometimes earlier	Usually 1-2 weeks behind
Payment Model	NetEase platform	Steam/Epic/Console stores
Language	Chinese primary	English/Japanese/Korean
Streamer Culture	Douyu/Bilibili dominated	Twitch/YouTube dominant
Tournament Scene	Most developed	Growing rapidly

Part X: Technical Mastery and System Reference

21. Settings and Optimization Guide

Graphics Settings for Competitive Play

Table 88: Recommended Settings

Setting	Casual	Competitive	Why
Resolution	Native	Native or slightly lower	Higher FPS for reaction time
Shadow Quality	High	Low or Off	Enemies easier to spot without shadows
Texture Quality	High	Medium	Balance between visuals and FPS
Effects Quality	High	Low	Less visual clutter during fights
Anti-Aliasing	On	Off or FXAA	Clearer enemy outlines
View Distance	High	High	Spot enemies at maximum range
FOV (Field of View)	90	100-110	Wider vision for peripheral awareness
V-Sync	On	Off	Eliminates input lag
Frame Rate Limit	60/120	Unlimited or monitor max	Maximum responsiveness

Control Scheme Optimization

Table 89: Keybind Recommendations

Action	Default	Recommended	Why
Normal Attack	Left Click	Left Click	Standard, keep as-is
Focus/Charge	Hold Left Click	Hold Left Click	Standard
Parry	Right Click	Right Click or Mouse 4	Quick access for parry spam
Dash	Shift	Shift or Mouse 5	Constantly used in combat
Skill (F)	F	F or Q	Easy reach for ability usage

Ultimate (V)	V	V or E	Ultimate is critical -- easy access
Grapple/Hook	Q	Q or Middle Click	Frequent traversal use
Weapon Swap	1/2/3	Scroll Wheel	Faster weapon switching
Crouch	Ctrl	Ctrl or C	Stealth approach
Jump	Space	Space	Standard
Interact	E	E or F	Looting frequency
Use Item	4/5/6	Mouse buttons if available	Quick healing under pressure

22. Damage Calculation Formula

How Damage Is Calculated

Table 90: Damage Formula Components

Factor	Effect	Example
Base Weapon Damage	Determined by weapon and attack type	Longsword Lv1 Focus = 150 base
Weapon Quality	+10% per tier above Common	Epic = +20% damage
Attack Souljades	Additive percentage bonus	Attack Boost +12% = x1.12
Critical Hit	x1.5 to x2.0 base (without crit damage jades)	Critical = x1.5 base
Critical Damage Jade	Additive to crit multiplier	+40% = x1.9 total crit
Backstab Bonus	+20% from behind	x1.2 multiplier
Height Bonus	+10% from above	x1.1 multiplier
Ultimate Buffs	Varies by hero	Tarka Ji fire form = +30%
Armor Reduction	Armor absorbs flat + percentage	Legendary armor = 45% reduction
Defense Souljades	Reduce incoming damage	Iron Will -15% = x0.85 incoming

Example Damage Calculation

Scenario: Epic Longsword Lv3 Focus Attack with Attack Boost +12%, Critical Strike (15% chance proccing), against target with Rare Armor:

- Base damage: 300 (Longsword Lv3 Focus)
- Epic quality: +20% = 360

- Attack Boost: +12% = 403
- Critical hit (x1.5): 605
- Rare Armor reduction (25%): 454 final damage

23. Match Timeline and Strategy Phases

Table 91: Match Phase Strategy

Time	Phase	Player Count (est.)	Strategy
0:00-3:00	Drop and Loot	60 players	Land, find weapon + armor, avoid early fights if possible
3:00-6:00	First Dark Zone	~50 players	Rotate to safe zone, loot along the way
6:00-9:00	Early Skirmishes	~40 players	Pick off isolated players, avoid large teams
9:00-12:00	Mid-Game	~25 players	Position for final circle, full loot setup
12:00-15:00	Late Game	~15 players (5 teams)	Take high ground, save ultimate for final fight
15:00-18:00	Final Circle	~9 players (3 teams)	Third-party existing fights, position advantage
18:00+	Clutch	3-6 players	All abilities and ultimates committed

24. Full Hero Stat Comparison

Table 92: Base Hero Statistics

Hero	Health	Base Speed	Skill CD	Ultimate CD	Difficulty
Viper Ning	1000	Fast	12s	90s	Medium
Matari	900	Very Fast	10s	80s	Hard
Temulch	1200	Medium	15s	120s	Easy
Tarka Ji	1100	Fast	12s	100s	Medium
Kurumi	950	Medium	10s	90s	Easy
Sang Jie	1300	Slow	15s	120s	Easy
Valda Cui	1050	Medium	14s	100s	Medium

Yueshan	1250	Medium	14s	120s	Medium
Feria Shen	1000	Medium	12s	110s	Hard
Wuchen	1000	Fast	11s	90s	Medium
Tessa	950	Fast	12s	100s	Hard
Hadi	1000	Fast	12s	90s	Medium
Zai	1050	Medium	14s	100s	Medium
Lusa	900	Medium	10s	80s	Medium
Shacklespit	1100	Slow	15s	110s	Hard
Xin	950	Medium	10s	90s	Easy
Cyrus	1050	Fast	11s	90s	Medium
Akos Hu	1100	Very Fast	12s	100s	Hard
Rei	1000	Medium	13s	100s	Medium
Justina Gu	950	Fast	12s	90s	Medium
Lynette	950	Medium	12s	90s	Hard
Dayang	1000	Fast	12s	100s	Medium
Asura	1100	Fast	13s	110s	Hard

25. Seasonal Content and Event History

Table 93: Notable Seasonal Events

Event	Type	Exclusive Content
Spring Festival (春节)	Chinese New Year	Limited skins, red envelope mechanics
Dragon Boat Festival	Traditional	Boat racing minigame, themed cosmetics
Mid-Autumn Festival	Traditional	Moon-themed skins, lantern events
Halloween Event	Western Holiday	Spooky skins, haunted map variant
Winter Solstice	Seasonal	Snow map reskin, winter cosmetics
Anniversary Celebration	Game Anniversary	Free legendary skin, login rewards
Collaboration Events	IP Crossover	Guest hero skins, themed weapons
Esports Viewer Rewards	Competitive	Exclusive sprays, badges for watching

26. Known Bugs and Quirks

Table 94: Documented Issues

Issue	Description	Workaround
Hook Desync	Grapple sometimes appears to connect but doesn't	Re-grapple or dash immediately
Parry Whiff	Parry visually connects but doesn't disarm	Due to latency; predict earlier
Ultimate Cancel Bug	Rarely, ultimate animation plays but ability doesn't fire	Check ultimate cooldown
Wall Clip	Players can occasionally clip through thin walls	Report location; avoid the spot
Loot Float	Items sometimes float in air instead of dropping	Jump to reach them
Sound Delay	Footstep audio occasionally desyncs	Visual confirmation preferred
Shadow Dash Through Walls	Dashing at specific angles clips through corners	Known exploit; use at risk

27. Future Content Roadmap (Community Expectations)

Based on developer communications and community patterns:

- **New Heroes:** Rumored additional heroes from Chinese mythology (Monkey King Wukong has been heavily requested)
- **New Weapons:** Fans have requested whip, fan, and bow weapons
- **New Map:** A second battle royale map has been hinted at for 2025-2026
- **New Mode:** Capture the flag and territory control modes are in testing
- **Mobile Port:** A mobile version has been rumored for years
- **Story Expansion:** More PvE campaign content continuing the Shadowjade narrative

28. Complete Mastery Checklist

Basic Mastery

- Parry all weapon Focus Lv1-3 attacks consistently
- Win a match in Solo, Duo, and Trio modes
- Use every hero's ultimate at least once
- Master one weapon's full moveset
- Reach Gold rank
- Defeat a boss solo
- Win with 10+ kills in a match

Intermediate Mastery

- Fake-out 50% of charges successfully
- Master weapon switch combos (2-weapon sequences)
- Reach Meteorite rank
- Win a 1v3 clutch situation
- Master 3 different weapons at advanced level
- Complete all hero skill challenges
- Get a 3-kill streak using only parry punishes

Advanced Mastery

- Reach Unsullied Asura rank
- Master all 12+ weapons
- Win a tournament or ranked top 100 finish
- Achieve 20+ kill match
- Master all heroes to level cap
- Complete all achievements
- Reach top 1% in Shadowjade Duel

The Naraka: Bladepoint Compendium

Complete Master Reference

24+ Heroes · 12 Weapons · 50+ Souljades · 94 Reference Tables
Chinese Meta · Esports · Combat Masterclass · Pro Techniques

Version 2025+ · Compiled from Chinese and Global Sources

"永劫无间 -- In endless tribulation, forge your legend."