

Tanky Pre-BIS

Helmet	 Sentinel Gorget Requires the Conqueror's War Helm Medium Robe Item Level 54 462 Armor + 29 Strength + 18 Toughness + 12 Initiative + 2% Block
Shoulders	 Vale-Walker Painmantle Requires the Beastlord ToK unlock to equip Shoulder Medium Robe Item Level 59 494 Armor + 24 Strength + 20 Wounds + 35 Elemental Resistance + 35 Corporeal Resistance + 3% Parry ☐ Empty Talisman Slot
Chest	 Vale-Walker Breastscale Requires the Beastlord ToK unlock to equip Body Medium Robe Item Level 59 556 Armor + 25 Strength + 20 Toughness + 35 Elemental Resistance + 35 Corporeal Resistance + 3% Block ☐ Empty Talisman Slot

Cloak



Shroud of Nehekharan Assassins

Back

Accessory

Item Level 48

+ 26 Strength

+ 17 Wounds

+ 74 Spiritual Resistance

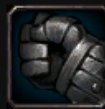
+ 74 Elemental Resistance

+ 74 Corporeal Resistance

+ 28 Melee Power

Ferocity of the Crocodile

Hands



Sentinel Armscales

Requires the Conqueror's Ward to equip

Gloves

Medium Robe

Item Level 54

406 Armor

+ 10 Strength

+ 15 Toughness

+ 23 Wounds

+ 21 Melee Power



Empty Talisman Slot

Belt



Vale-Walker Bladebelt

Requires the Beastlord ToK unlock to equip

Belt

Accessory

Item Level 59

+ 32 Wounds

+ 23 Weapon Skill

+ 90 Spiritual Resistance

+ 90 Elemental Resistance

+ 90 Corporeal Resistance

+ 2% Reduced Armor Penetration

Devotee's Kit of the Vale-Walker

Boots



Vale-Walker Bloodwades

Requires the Beastlord ToK unlock to equip

Boots
Medium Robe
Item Level 59

432 Armor
+ 15 Strength
+ 13 Toughness
+ 20 Initiative
+ 3% Dodge

☐ Empty Talisman Slot

W1



Edge of Light

Weapon
Sword
Item Level 48

51.2 DPS
2.0 Speed
+ 22 Strength
+ 24 Toughness
+ 12 Initiative
+ 2% Parry
+ 12 Melee Power

☐ Empty Talisman Slot

Minimum Rank: 38
Requires 38 Renown
Career: Disciple of Khaine

Elf T4 RvR influence

W2



Shieldbearer's Blood Vorn

Off Hand
Shield
Item Level 51
75 Block Rating
+ 27 Toughness
+ 19 Wounds
+ 2% Block
+ 2% Parry
+ 1% Reduced Armor Penetration
☐ Empty Talisman Slot
+ Your attacks have a 8% reduced chance to be blocked
Minumum Rank: 40
Requires 45 Renown
Career: Disciple of Khaine

j1



Rough Gunbad Diamond

Jewellery
Accessory
Item Level 45
+ 12 Toughness
+ 28 Wounds
+ 52 Spiritual Resistance
+ 52 Elemental Resistance
+ 52 Corporeal Resistance
+ 2% Block
Minumum Rank: 40

j2



Emblem of Nehekharan A

Jewellery
Accessory
Item Level 43
+ 20 Strength
+ 13 Wounds
+ 57 Spiritual Resistance
+ 57 Elemental Resistance
+ 57 Corporeal Resistance
+ 18 Melee Power

j3	 Sentinel Blood Chain This powerful accessory is able to harness the power of the Talismans. Jewellery Accessory Item Level 54 + 27 Strength + 17 Weapon Skill + 70 Spiritual Resistance + 70 Elemental Resistance + 71 Corporeal Resistance + 3 AP per second ☐ Empty Talisman Slot
j4	 Vale-Walker Blood Coil Requires the Beastlord ToK unlock to equip. Jewellery Accessory Item Level 59 + 24 Strength + 24 Weapon Skill + 80 Spiritual Resistance + 80 Elemental Resistance + 66 Corporeal Resistance + 1% Reduced chance to be Critically Hit

Tanky BIS

Helmet	 Sentinel Gorget Requires the Conqueror's Ward to equip Helm Medium Robe Item Level 54 462 Armor + 29 Strength + 18 Toughness + 12 Initiative + 2% Block
Shoulders	 Sovereign Painmantle Requires the Invader's Ward to equip Shoulder Medium Robe Item Level 77 592 Armor + 32 Strength + 28 Wounds + 21 Weapon Skill + 2% Block ☐ Empty Talisman Slot
Chest	 Sovereign Breastscale Requires the Invader's Ward to equip Body Medium Robe Item Level 78 668 Armor + 28 Strength + 20 Wounds + 16 Initiative + 20 Weapon Skill + 4% Block ☐ Empty Talisman Slot

Cloak



Sovereign Paincloak of the Invader

Requires the Invader's Ward to equip

Back
Accessory
Item Level 75

- + 20 Strength
- + 15 Toughness
- + 23 Wounds
- + 102 Spiritual Resistance
- + 101 Elemental Resistance
- + 101 Corporeal Resistance
- + 2 stat.CRITICAL_HIT_RATE

☐ Empty Talisman Slot

Hands



Sentinel Armscales

Requires the Conqueror's Ward to equip

Gloves
Medium Robe
Item Level 54

406 Armor

- + 10 Strength
- + 15 Toughness
- + 23 Wounds
- + 21 Melee Power

☐ Empty Talisman Slot

Belt



Sentinel Bladebelt

Requires the Conqueror's Ward to equip

Belt
Accessory
Item Level 54

- + 12 Strength
- + 18 Toughness
- + 24 Wounds
- + 9 Initiative
- + 80 Spiritual Resistance
- + 90 Elemental Resistance
- + 85 Corporeal Resistance

Boots	 Sovereign Bloodward Requires the Invader's Ward to equip Boots Medium Robe Item Level 76 494 Armor + 26 Strength + 20 Toughness + 20 Wounds + 2% Parry
W1	 Sentry's Painblade of Anathema Level 61 Weapon Sword Item Level 61 56.3 DPS 2.4 Speed + 19 Strength + 22 Toughness + 30 Wounds + 2% Reduced Armor Penetration + 2% Reduced chance to be Critically Hit
W2	 Shieldbearer's Blood Ward of Anathema Level 61 Off Hand Shield Item Level 61 84 Block Rating + 37 Toughness + 24 Wounds + 3% Block + 3% Parry + 1% Reduced Armor Penetration

j1	 Genesis Fragment of the Dawn Jewellery Accessory Item Level 45 + 14 Strength + 53 Spiritual Resistance + 53 Elemental Resistance + 53 Corporeal Resistance + 3% Parry
j2	 Genesis Remnant of the Dawn Jewellery Accessory Item Level 45 + 24 Strength + 24 Wounds + 64 Spiritual Resistance + 64 Elemental Resistance + 64 Corporeal Resistance Genesis Kit of the Warrior
j3	 Sentinel Blood Chain This powerful accessory is able to harness the power of the Talismans. Jewellery Accessory Item Level 54 + 27 Strength + 17 Weapon Skill + 70 Spiritual Resistance + 70 Elemental Resistance + 71 Corporeal Resistance + 3 AP per second ☐ Empty Talisman Slot

j4	 Sovereign Blood Coil Requires the Invader's Ward to equip Jewellery Accessory Item Level 78 + 28 Strength + 20 Wounds + 87 Spiritual Resistance + 87 Elemental Resistance + 86 Corporeal Resistance + 4 AP per second
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Crit-based BIS

Helmet	 Sovereign Gorget of t Requires the Invader's Ward to equip Helm Medium Robe Item Level 77 592 Armor + 31 Strength + 20 Wounds + 20 Initiative + 2% Melee Critical Chance ☐ Empty Talisman Slot King's Bounty Blood Offering Kit
Shoulders	 Victorious Painma Requires the Vanquisher's Wa Shoulder Medium Robe Item Level 67 550 Armor + 24 Strength + 12 Wounds + 20 Initiative + 3% Parry ☐ Empty Talisman Slot

Chest



Sovereign Breastscales

Requires the Invader's Ward to equip

Body
Medium Robe
Item Level 78

668 Armor

- + 28 Strength
- + 20 Wounds
- + 16 Initiative
- + 20 Weapon Skill
- + 4% Block

☐ Empty Talisman Slot

King's Bounty Blood Offering Kit

Cloak



Victorious Torment Cloak

Requires the Vanquisher's Ward to equip

Back
Accessory
Item Level 65

- + 25 Strength
- + 16 Wounds
- + 10 Initiative
- + 94 Spiritual Resistance
- + 94 Elemental Resistance
- + 94 Corporeal Resistance
- + 2% Melee Critical Chance

☐

Hands



Sovereign Armscales of the Souls

Requires the Invader's Ward to equip.

Gloves
Medium Robe
Item Level 76

494 Armor

- + 25 Strength
- + 18 Wounds
- + 15 Weapon Skill
- + 2 stat.CRITICAL_HIT_RATE

☐ Empty Talisman Slot

King's Bounty Blood Offering Kit

Belt



Victorious Bladebelt

Requires the Vanquisher's Ward to equip

Belt

Accessory

Item Level 65

- + 19 Strength
- + 18 Wounds
- + 13 Weapon Skill
- + 94 Spiritual Resistance
- + 94 Elemental Resistance
- + 94 Corporeal Resistance
- + 32 Melee Power

Boots



Victorious Bloodwades

Requires the Vanquisher's Ward to equip

Boots

Medium Robe

Item Level 66

- 470 Armor
- + 16 Strength
- + 18 Wounds
- + 17 Weapon Skill
- + 2% Melee Critical Chance
- ☐ Empty Talisman Slot

W1



Titan's Painblade of A

Weapon

Sword

Item Level 61

- 56.3 DPS
- 2.4 Speed
- + 33 Strength
- + 24 Wounds
- + 3 AP per second
- + 2% Melee Critical Chance
- + 17 Melee Power
- ☐ Empty Talisman Slot
- Minumum Rank: 40
- Requires 61 Renown

W2	 Shieldbearer's Blood Ward of Anathema Level 61 Off Hand Shield Item Level 61 84 Block Rating + 37 Toughness + 24 Wounds + 3% Block + 3% Parry + 1% Reduced Armor Penetration
j1	 Genesis Fragment of the Warrior Jewellery Accessory Item Level 45 + 14 Strength + 53 Spiritual Resistance + 53 Elemental Resistance + 53 Corporeal Resistance + 3% Parry
j2	 Genesis Remnant of the Warrior Jewellery Accessory Item Level 45 + 24 Strength + 24 Wounds + 64 Spiritual Resistance + 64 Elemental Resistance + 64 Corporeal Resistance Genesis Kit of the Warrior

j3	 Victorious Blood Coil Ring An untrained eye can't spot the difference between a powerful accessory is able to harness power Jewellery Accessory Item Level 68 + 25 Strength + 9 Wounds + 15 Weapon Skill + 81 Spiritual Resistance + 82 Elemental Resistance + 82 Corporeal Resistance + 3 AP per second ☐ Empty Talisman Slot Victorious Blood Offering Kit
j4	 Sovereign Blood Coil Ring Requires the Invader's Ward to equip Jewellery Accessory Item Level 78 + 28 Strength + 20 Wounds + 87 Spiritual Resistance + 87 Elemental Resistance + 86 Corporeal Resistance + 4 AP per second



Reflexes

10

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Defender

10

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Deft Defender

10

6

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Futile Strikes

15

15

10

5

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+ stat conversions

**** =**

+ stat conversions

***** =** **+ stat conversions**

+60 WOU - 60 STR lini & 660 armor pot for Tanky Pre-BIS
+60 STR - 50 MP lini & 660 armor pot for both BIS builds

Stats	Tanky Pre-BIS	Tanky BIS	Crit-Based BIS no lini yet or RR	LV weapons?
STR	563 + 4*23 = 655	692 +8*24 = 884	716+8*24 = 908	
MP	133	71	99	698 tanky
DB	157.6	191	201.4	722 crit bis
Crit%	0	2	2	762 crit prebis
Melee Crit%	0	0	13+4 →22	

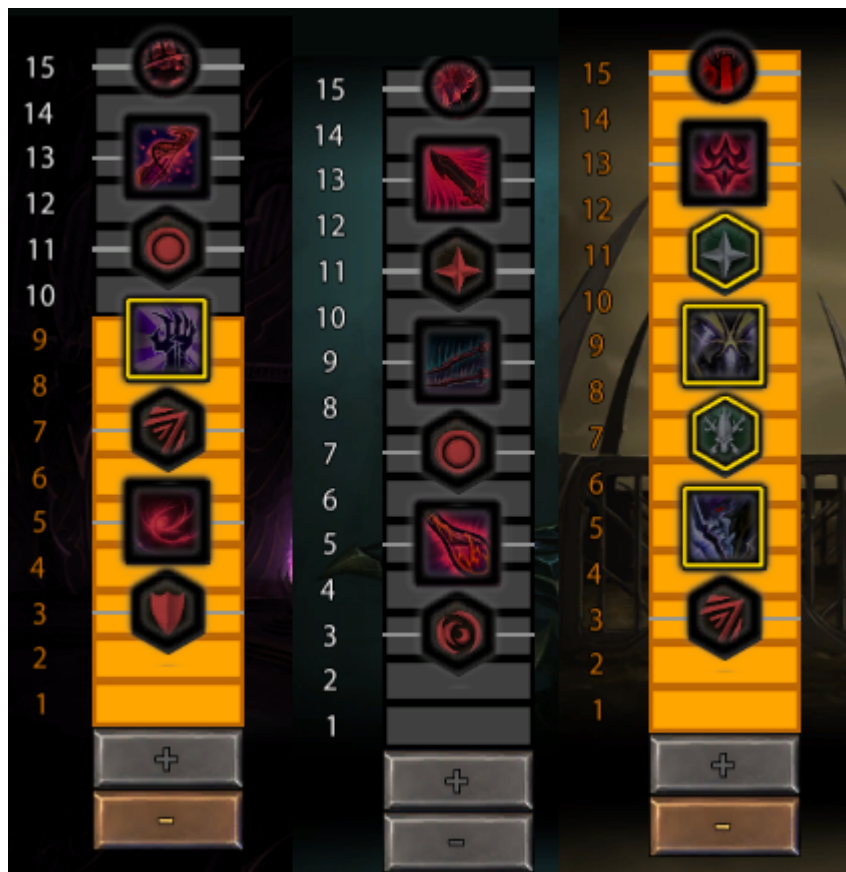
TOU	276	292	184	34.9% av
WS	260	254	276	30.0% av
rctbc%	1	2	0	
INI	300 → +1%*	228 → -3.4%**	244+130 = 377 → -1.7%***	454
WOU	714 + 3*23 = 783	838	833	505 = 12%
Armor	3010	3282	3434	533 = 17.5%
redarpen %	3	9	7	
Parry%	7→ 34*	8 → 33**	9 → 38.3**	
Block%	14 + 6 = 20 → 35*	17 + 6 = 23 → 38.5**	13 → 24.8**	
Dodge%	3 → 12*	0 → 13.8**	0 → 18.3**	
Disrupt %	0→ 6.6*	0 → 13.6**	0 → 13.6**	

Output comparisons vs Heal DOK post patch

Setups

5-4 Sov-Tri or 7-2 Sov-Tri for Chalice and the proposed BIS setup from above for shield

Shield DOK Masteries:

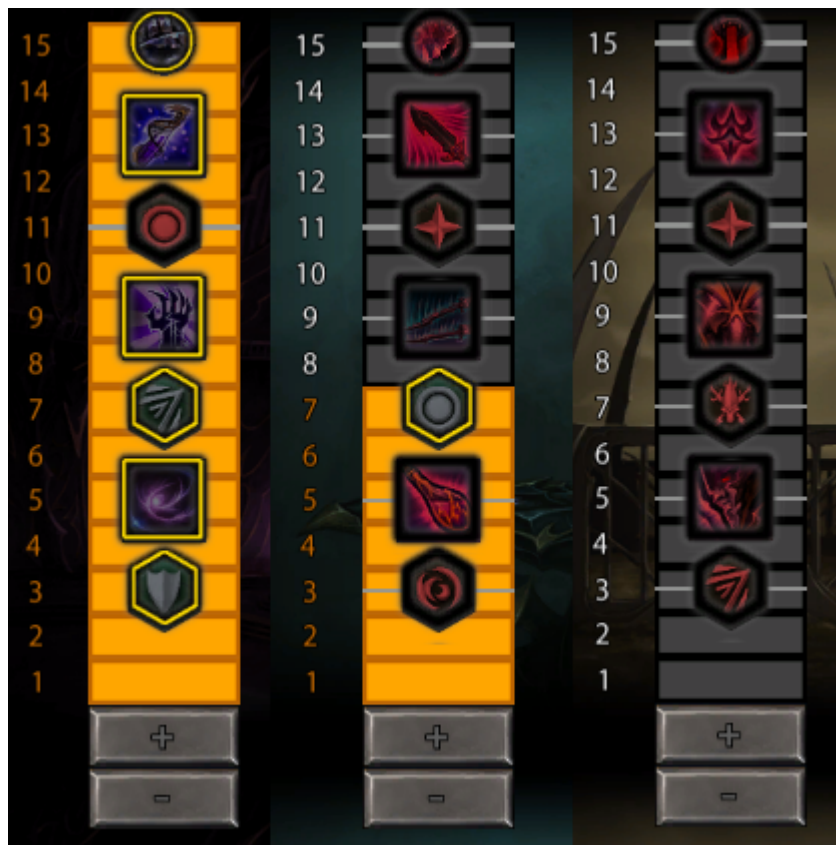


Shield DOK tactics:

Fueled Actions	Buff
Core Ability	Level 40
1 Slot Career Tactic	Self
Passive	No cooldown
Whenever you are hit by an enemy, you have a 25% chance to gain 35 Soul Essence. Tactic can not trigger more than once every 3 seconds.	
Gift of Khaine	Buff
Path of Sacrifice	Level 40
1 Slot Career Tactic	Self
Passive	No cooldown
Khaine's Force now additionally heals all group members within 100 feet for 80 over 3 seconds.	
Empowered Transfer	Buff
Path of Sacrifice	Level 40
1 Slot Career Tactic	Self
Passive	No cooldown
Increases the base heal of Transfer Essence, Consume Essence, Khaine's Force and Khaine's Encouragement by 50%. Increases the lifetap healing from Rend Soul by 30%	

+ 1 Flex (e.g. new Khaine's Vivification, Potent Covenants)

Chalice DOK Masteries:



Chalice DOK tactics:

Discipline	Buff
Core Ability	Level 40
1 Slot Career Tactic	Self
Passive	No cooldown
Increases your Willpower by 160.	
Bound by Blood	Buff
Core Ability	Level 40
1 Slot Career Tactic	Self
Passive	No cooldown
Increase your Critical Healing by 25%. The Soul Essence cost of Restore Essence is reduced by 10.	

+ 2 Flex (e.g. new Khaine's Vivification, Potent Covenants, Khaine's Bounty, Efficient Patching, Bloodthirst)

Important stats for the analysis:

BIS Chalice DOK:

- 190 Healing Bonus

- 37% Heal Crit
- 25% Heal Crit Bonus (from Bound by Blood tactic)
→Average Heal Crit modifier = $1 + 0.47 \cdot 0.70 = 1.329$

Tanky BIS Shield DOK:

- 191 Damage Bonus
- 44.2 Healing Bonus
- 2% Generic Crit
→Average Heal Crit modifier = $1 + 0.12 \cdot 0.45 = 1.054$
→Average Heal Crit modifier for Direct Heal of Lifetaps
= $1 + 0.12 \cdot 0.45 = 1.054$

Crit-Based BIS Shield DOK:

- 201.4 Damage Bonus
- 44.2 Healing Bonus
- 2% Generic Crit
- 22% Melee Crit
→Average Heal Crit modifier = $1 + 0.12 \cdot 0.45 = 1.054$
→Average Heal Crit modifier for Direct Heal of Lifetaps
= $1 + 0.34 \cdot 0.45 = 1.153$

Rotation Calculations

Chalice

A normal rotation for **Chalice DoK** will do:

Format: time, ability,(Essence left after ability)

Here we ignore Soul Essence procs (e.g. from Sov 7pc or Triumphant 4pc).

Normal builds should be more efficient than what's presented below.

0s  (210) → 1.5s  (180) → 2.5s offGCD Soul energy(130) →
3s  (140 → 110) → 6s  (60) → 7.5s  (10) → 9s  (+6*15=110)

→10.5s  (70) → 12s Soul energy ends  (40) →14s  →new rotation start

-  DamageAbsorb +1162 over 10s $6*1162 = 6972$
-  (base: 217, stats: 100) (3 * 317) $3*6*(217+1*190)*1.329*1.25 = 12178$
-  (not buffed by Soul Energy) = $3*6*(217+1*190)*1.329 = 9742$
-  Heal: 302 (base: 202, stats: 100) $4*X*(202+190)*1.329*1.25 = 2606*X$, where X is number of people affected by Khaine's Refreshment
-  (base: 382, stats: 215) $6*(382+2.15*190)*1.329*1.25 = 7878$

Total heal+absorb = $6972 + 12178 + 9742 + 2606*X + 3*7878 = 52525 + 2606*X$ over 15.5 s

absorb+heal per second = $3388 + 168*X$

For X = 6 → 4396/s or **732/s on everyone in the party**

For X = 12 → 5404/s

For X = 24 → 7420/s

The same rotation for **Heal DoK** but without *Soul Energy* will do:

$6972 + (52525 - 6972)/1.25 + 2606/1.25*X = 6972 + 36442 + 2085*X = 43414 + 2085*X$ over 15.5 s

absorb+heal per second = $2801 + 134*X$

For X = 6 → 3605/s or **601/s on everyone in the party**

For X = 12 → 4409/s

For X = 24 → 6017/s

Tanky Shield

A sustained rotation for a Tanky Shield DoK will do:

Format: time, ability,(Essence left after ability)

(Assuming Fueled Actions (FA) proc 2 s after it can proc)

0s  (210) → 1.5s  (170) 2s FA(205) → 3s Khaine's Force (125)
→ 4.5s Transfer Essence (155) → 6s Khaine's Force (75) 7s FA(110)
→ 7.5s Transfer Essence(140) → 9s Khaine's Force (60) → 10.5s

Transfer Essence (90) → 12s FA Khaine's Force(45) → 13.5s  (5)
→ 15s  → new rotation start

-  DamageAbsorb +1162 over 10s $1162 * (39/45) * 6 = 6042$
-  (base: 217, stats: 100) (3 * 317) $3 * (217 + 1 * 44.2) * 1.054 * 6 = 4951$
- Khaine's Force (80% of damage mitigated, no crit) =
(111*1 + 862*1.054) + 3*131*1.054 on every person =
(1019+414)*6 = 8586
- Transfer Essence (80% of damage mitigated, no crit) =
(96*0.75 + 332*1.054)* 6 = 2526

Total heal+absorb = 6042 + 4951*2 + 8586*4 + 2526*3 = 57836 over 16.5s

absorb+heal per second = 3505/s or 584/s on everyone in the party

If a Tanky Shield DOK goes full in to maximize their healing in short term:

0s  (210) → 1.5s  (170) 2s FA(205) → 3s Khaine's Force(125)
→ 4.5s Khaine's Force(45) → 6s  (+6*15=135) 7s FA(170) → 7.5s

Khaine's Force(90) → 9s Khaine's Force(10) → 11s  12s FA → new rotation start

-  DamageAbsorb +1162 over 10s $6 * 1162 * 39/45 = 6042$
-  (base: 217, stats: 100) $(3 * 317)$ $3 * 6 * (217 + 1 * 44.2) * 1.054 = 4951$
- Khaine's Force (80% of damage mitigated, no crit) without hot
 $= (111 * 1 + 862 * 1.054) * 6 = 1019 * 6 = 6114$
- Each Gift of Khaine tick = $6 * 131 * 1.054 = 828$

Due to Gift of Khaine HoT not stacking with itself, in the above rotation we get 10 ticks from 3 - 12 seconds (3,4,5,6,7,8,9,10,11,12).

Total heal+absorb = $6042 + 4951 + 6114 * 4 + 828 * 10 = 43729$ over 12.5s
absorb+heal per second = 3498/s or **583/s on everyone in the party**

If Gift of Khaine HoT did stack with itself, then the total output would be:

$6042 + 4951 + 6114 * 4 + 828 * 12 = 45385$ over 12.5s
absorb+heal per second = 3630/s or **604/s on everyone in the party**

Let's repeat the same for Crit-based Shield DOK

Crit-Based Shield

A sustained rotation for a **Crit-Based Shield DoK** will do:

Exact same rotation as for Tanky Shield, but values change

Crit-Based BIS Shield DOK:

- 201.4 Damage Bonus
- 44.2 Healing Bonus
- 2% Generic Crit
- 22% Melee Crit
 - Average Heal Crit modifier = $1 + 0.12 * 0.45 = 1.054$
 - Average Heal Crit modifier for Direct Heal of Lifetaps
 $= 1 + 0.34 * 0.45 = 1.153$

-  DamageAbsorb +1162 over 10s $1162 \cdot (39/45) \cdot 6 = 6042$
-  (base: 217, stats: 100) (3 * 317) $3 \cdot (217 + 1 \cdot 44.2) \cdot 1.054 \cdot 6 = 4951$
- Khaine's Force (80% of damage mitigated, assuming 10% crit chance → dmg crit modifier of $1 + 0.10 \cdot 0.45 = 1.045$) =
 $(120 \cdot 1 + 882 \cdot 1.153) + 3 \cdot 135 \cdot 1.153$ on every person =
 $(1137 + 467) \cdot 6 = 9624$
- Transfer Essence (80% of damage mitigated, assuming 10% crit chance → dmg crit modifier of $1 + 0.10 \cdot 0.45 = 1.045$) =
 $(104 \cdot 0.75 + 341 \cdot 1.153) \cdot 6 = 2827$

Total heal+absorb = $6042 + 4951 \cdot 2 + 9624 \cdot 4 + 2827 \cdot 3 = 62921$ over 16.5s

absorb+heal per second = 3813/s or 635/s on everyone in the party

If a **Crit-Based Shield DoK** goes full in to maximize their healing in short term:

Exact same rotation as for Tanky Shield, but values change

-  DamageAbsorb +1162 over 10s $6 \cdot 1162 \cdot 39/45 = 6042$
-  (base: 217, stats: 100) (3 * 317) $3 \cdot 6 \cdot (217 + 1 \cdot 44.2) \cdot 1.054 = 4951$
- Khaine's Force (80% of damage mitigated, assuming 10% crit chance → dmg crit modifier of $1 + 0.10 \cdot 0.45 = 1.045$) without hot = $(120 \cdot 1 + 882 \cdot 1.153) \cdot 6 = 1137 \cdot 6 = 6822$
- Each Gift of Khaine tick = $135 \cdot 1.153 \cdot 6 = 934$

Due to Gift of Khaine HoT not stacking with itself, in the above rotation we get 10 ticks from 3 - 12 seconds (3,4,5,6,7,8,9,10,11,12).

Total heal+absorb = $6042 + 4951 + 6822 \cdot 4 + 934 \cdot 10 = 47621$ over 12.5s
absorb+heal per second = 3809/s or 635/s on everyone in the party

If Gift of Khaine HoT did stack with itself, then the total output would be:

$$6042 + 4951 + 6822 \cdot 4 + 934 \cdot 12 = 49489 \text{ over } 12.5\text{s}$$

absorb+heal per second = 3959/s or **660/s on everyone in the party**

Output Comparison

Average Heal + Absorb Output <u>per second</u>						
Build	Soul Energy active +  heals 6 people	Soul Energy active +  heals 12 people	Soul Energy active +  heals 24 people	Soul Energy on Cooldown +  heals 6 people	Soul Energy on Cooldown +  heals 12 people	Soul Energy on Cooldown +  heals 24 people
BIS Chalice Build	4396	5404	7420	3605	4409	6017
Heal + Absorb Output						
Build	Sustained rotation	All-in	All-in if Gift of Khaine HoT would stack with itself			
BIS Tanky Shield Build	3505	3498	3630			
BIS Crit-Based Shield Build	3813	3809	3959			

Why I am not speccing Khaine's Encouragement

You might have noticed that I'm not spec'ing the 13p ability in the Shield Tree, **Khaine's Encouragement** (KE). The reason is because it is not worth it without also investing in Willpower, which unfortunately is impossible if the build also wants to invest in STR and also be tanky enough to survive in orvr.

Let me illustrate what would happen if we took KE in the above builds:

If we adjust the mastery build by leaving out the 5point ability for KE (which is a bad idea because the ability is really good but let me run with it for a sec) we would grab KE without any base damage/heal loss for the abilities of the shield tree:



What does this offer right now? On both Shield builds, you'd use it and then use **Khaine's Vigor** . This is the only worthwhile ability you can use that is boosted by KE.

Effectively you'd use 1 more GCD to:

1. generate 20 Essence
2. do a ST heal

3. increase Khaine's Vigor by 35%

Let's test how it compares to a **Transfer Essence**  for both of the above BIS builds:

- Tanky Shield BIS:
 - **Transfer Essence** does: $(96*0.75 + 332*1.054)*6$
= 2526 Heal
 - **Transfer Essence** builds **30 Essence**
 - **Khaine's Encouragement** does: $(180 + 0.80*191)*1.054$
= 350 Heal
 - The next **Khaine's Vigor** will do an **extra** $4951*0.35$
= 1733 Heal
 - **Khaine's Encouragement** builds **20 Essence**

Overall you do **2083 Heal + 20 Essence** instead of doing **2526 Heal + 30 Essence** with Transfer Essence. A big net negative.

- Crit-Based Shield BIS:
 - **Transfer Essence** does: $(104*0.75 + 341*1.153)*6$
= 2827 Heal
 - **Transfer Essence** builds **30 Essence**
 - **Khaine's Encouragement** does: $(180 + 0.80*201.4)*1.153$
= 393 Heal
 - The next **Khaine's Vigor** will do an **extra** $4951*0.35$
= 1733 Heal
 - **Khaine's Encouragement** builds **20 Essence**

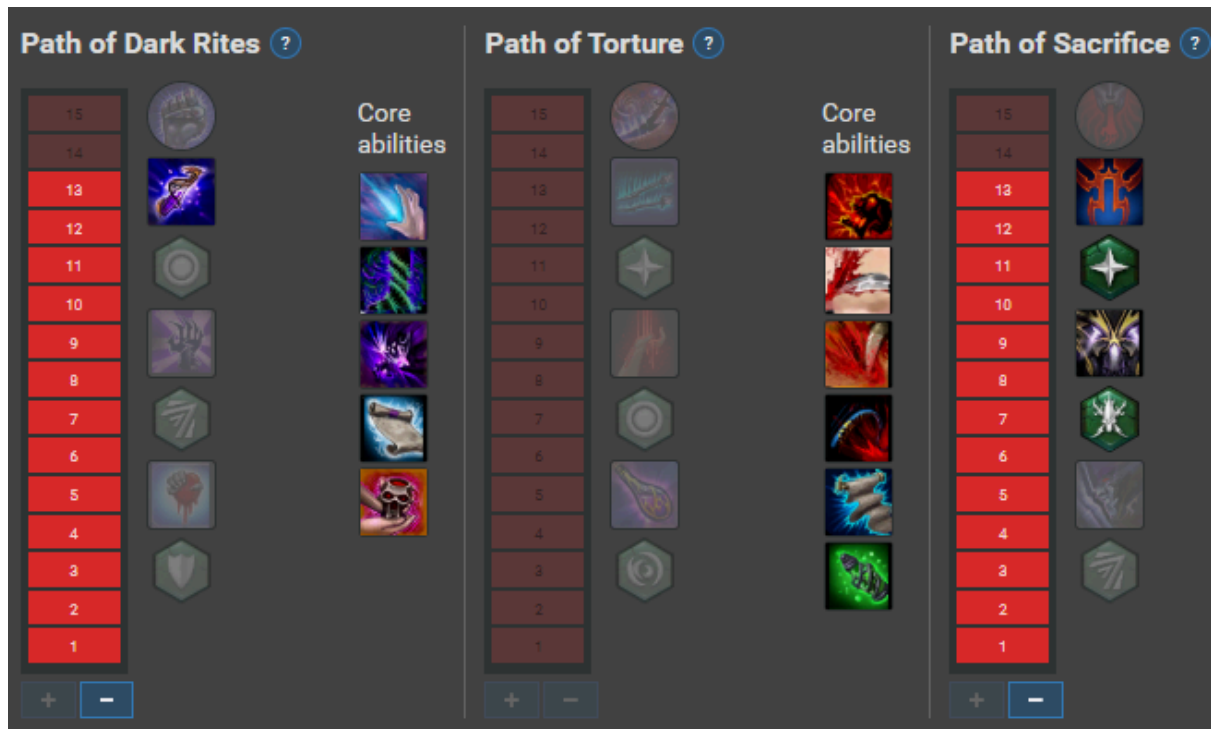
Overall you do **2126 Heal + 20 Essence** instead of doing **2827 Heal + 30 Essence** with Transfer Essence. An even bigger net negative.

The only other option to make it work would be to invest more points in

the left tree and go for **Khaine's Refreshment** . This would majorly fuck up your mastery build and require a +2 from Sov, which also fucks

up your stats too. Not only would you have to miss out on either  or **Devour Essence**, but you'd also lose 2 points from the Shield tree = less heals. Check below for an illustration

Ignore old builder, just imagine the new skills in those places



Overall that ability is a net negative as it stands and should not be specced for.

Proof that Gift of Khaine does not stack

Your Khaine's Force hits Target Dummy for 442 damage.
Your Khaine's Force heals you for 0 points. (442 overhealed)
Your Khaine's Force heals you for 0 points. (818 overhealed)
Your attack critically hits Target Dummy for 422 damage.
Your Gift of Khaine heals you for 0 points. (104 overhealed)
Your Khaine's Force hits Target Dummy for 442 damage.
Your Khaine's Force heals you for 0 points. (442 overhealed)
Your Khaine's Force heals you for 0 points. (818 overhealed)
Your Gift of Khaine heals you for 0 points. (104 overhealed)
Your attack critically hits Target Dummy for 413 damage.
Your Gift of Khaine heals you for 0 points. (104 overhealed)
Your Khaine's Force hits Target Dummy for 442 damage.
Your Khaine's Force heals you for 0 points. (442 overhealed)
Your Khaine's Force heals you for 0 points. (818 overhealed)
Your Gift of Khaine heals you for 0 points. (104 overhealed)
Your attack hits Target Dummy for 273 damage.
Your Gift of Khaine heals you for 0 points. (104 overhealed)
Your Gift of Khaine heals you for 0 points. (104 overhealed)
Your Gift of Khaine heals you for 0 points. (104 overhealed)

3 Force of Khaine used but only 7 HoTs were activated (not $3 \times 3 = 9$)

- **Zealot:**
 - **19/03/25:** While slight changes could be made to the builds, **we will hold off from recommending anything until the actual Zealot patch drops** soon (as stated in the patchnotes)
- **Shaman:**
 - **19/03/25:** Major changes in most sections of all builds. Please revisit them. **High uncertainty regarding Mastery builds + tactics due to how new the patch is, feel free to experiment with your builds.** Hybrid and Dps Shaman are unlikely to be viable warband specs in our opinion. We will monitor their in-game performance closely in case we need to reevaluate the situation.
- **Disciple of Khaine:**
 - **19/03/25:** Major changes in most sections of all builds. Please revisit them. **Slightly high uncertainty regarding Mastery builds + tactics due to how new the patch is, feel free to experiment with your builds.**
Shield DOK is most likely also a warband-viable spec now. We are unsure about at which point the spec actually becomes viable however, which is why we are for now only marking the BIS build ([Shield: Victorious - Sovereign of the Soulstealer 5-4 \(rr78\)](#)) as warband-ready. We plan to test the viability of other (pre-BIS) builds, examine their performance, and potentially lower the warband-ready cutoff.
Dual Wield DOK might have the potential to become warband-viable at BIS, but we will have to crunch some numbers and actually run with it to make a proper verdict. Expect an update about in this section sooner or later.