

In-Depth Guide to Ecaflip

Creating Chaos with a Cheshire Smile

By: Kaze (Ogrest INT1)

Updated:11/25/2023

Introduction

With the Ecaflip rework and the influx of new players created by the Mono Servers, there have been a lot of lost felines asking how to read Tarots and when to All-In. If you have any questions or would like to help improve the guide, feel free to reach out to me in the Wakfu Ogrest INT Discord Server or in-game when I am online.



Decks? Ecaflip's Love Decks!

TLDR; Here, I will show you samples of some of my decks that are good for most situations. In the later sections, I will explain each spell/passive in detail.



(Damage Deck for Distance or Melee) Carnage and Lvl 200 passive are swappable.

2042-2050-2046-2043-2041-2079-2047-2067-2072-2078-2075-7225-2059-7960-5250-5144-2076-0



(Support Deck) Lvl 200 passive is swappable.

2042-2073-2044-2043-2041-2079-2047-2067-2072-2078-2075-7225-2059-7960-7958-7954-2076-0

Characteristics

Intelligence: Max Elemental Resistance, Rest into % Health Points.

Strength: Max Distance or Melee, Rest into Elemental Mastery.

Agility: Enough Initiative to start after Supports and before other DPT classes, Rest into Dodge.

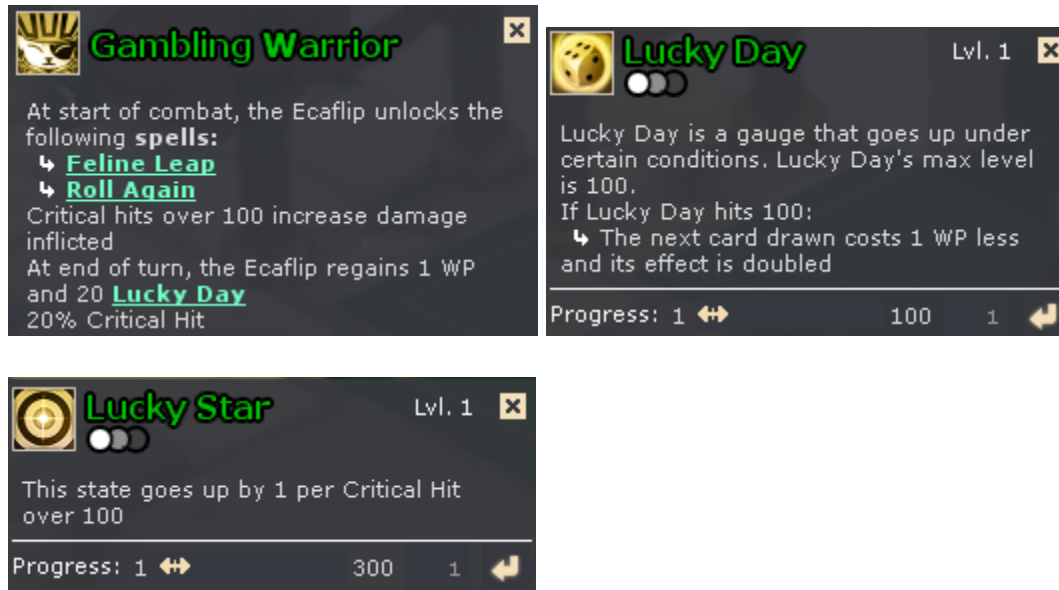
Chance: Max % Critical Hit, 10-20 Block, Rest into Critical Mastery.

Major: MP or Range, AP, Elemental Resistance, % Damage Inflicted.



Class Identity

Knowing the hand you are dealt with is important for any gambler. In this section, I will explain each spell and passive.



Ecaflip's Class Identity gives:

- Feline Leap and Roll Again automatically on our third bar.
- 20% Critical Hit (CH).
- Regenerate 1 Wakfu Point (WP) at end of turn.
- Gain 20 Lucky Day at end of turn.
- At **100 Lucky Day**; Next card's cost is reduced by 1 WP and the effect of the card is doubled.
- CH over 100% is converted to +0.5% Damage Inflicted (DI) per CH.





Feline Leap

1 ★ 1-2

The Ecaflip can use this spell to leap onto the targeted cell. If their cat tree is on the cell, they'll get on top of it.

Effects
Conditions

Teleports to the cell

+1 cast per turn the spell is not cast

Can be cast on [Cat Tree](#)



Cat Tree

Lvl. 1

Characteristics:

- ↳ 25% of the Ecaflip's max HP
- ↳ 100% of the Ecaflip's resistance
- ↳ Cannot lock
- ↳ Only one Cat Tree on the field

When the Ecaflip is at the top of the cat tree:

- ↳ 2 Range
- ↳ 20% heals performed
- ↳ -20% damage inflicted

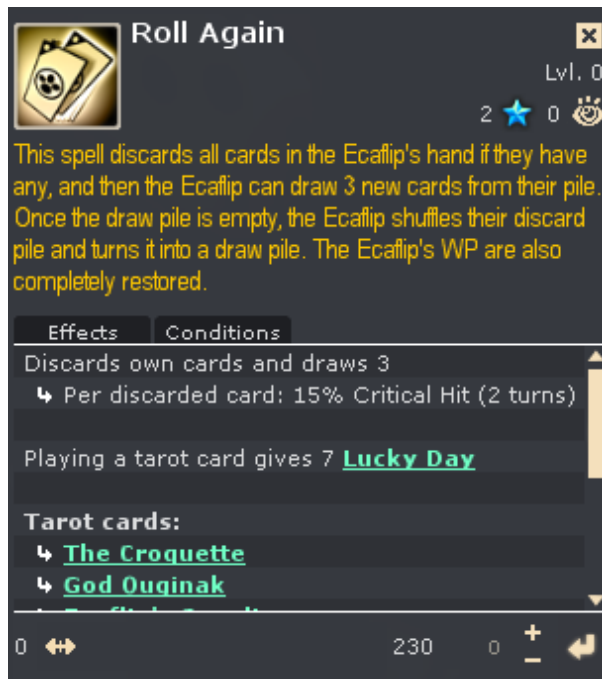
It is possible to climb to the top of the cat tree with [Feline Leap](#)

Armor limited to 100% of max HP

Progress: 1 ↔ 2 1 ↩

- **Feline Leap** is a great 1AP spell that teleports you up to 2 cells, this allows us to avoid being locked and easily obtain rear or side damage.
- The cast per turn is increased by 1 if not cast that turn, up to a total of 2 casts.
- This spell is needed to climb on top of our Cat Tree. but we can easily walk off of the Cat Tree whenever needed.
- **Use Cat Tree for healing** as it boosts healing, but not for dealing damage (DMG). **Can also be used to reduce the DMG you take** as it takes DMG in your place when you are on top of it.
- **Please Note:** When on top of Cat Tree you cannot be healed or buffed by teammates unless it is an Area of Effect (AoE) ability.

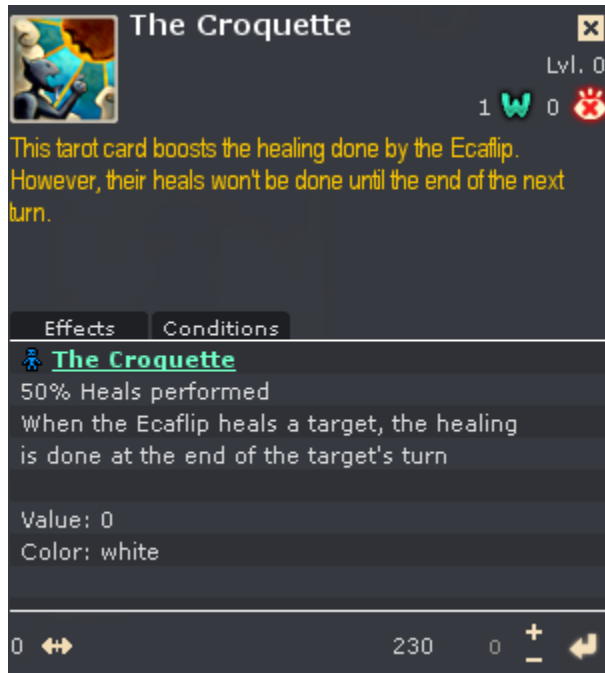




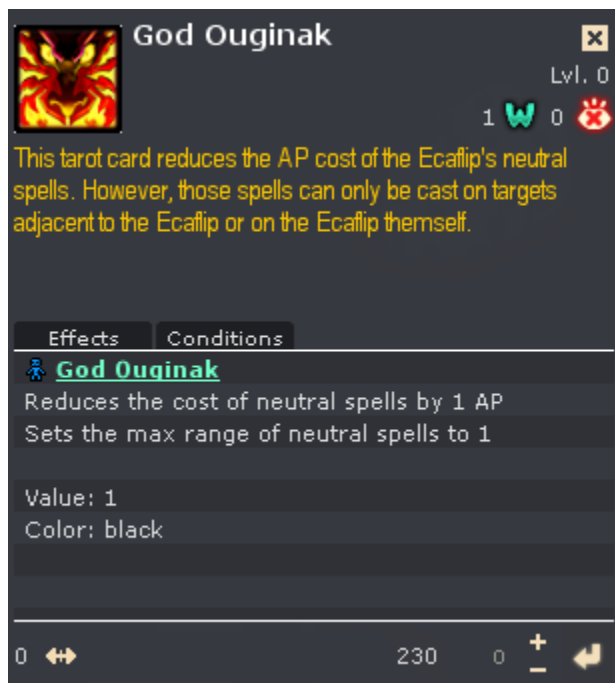
- **Roll Again** allows us to discard our hand and draw the same amount.
- Each card discarded gives us 15% CH for 2 turns.
- Each card played gives us 7 Lucky Day.



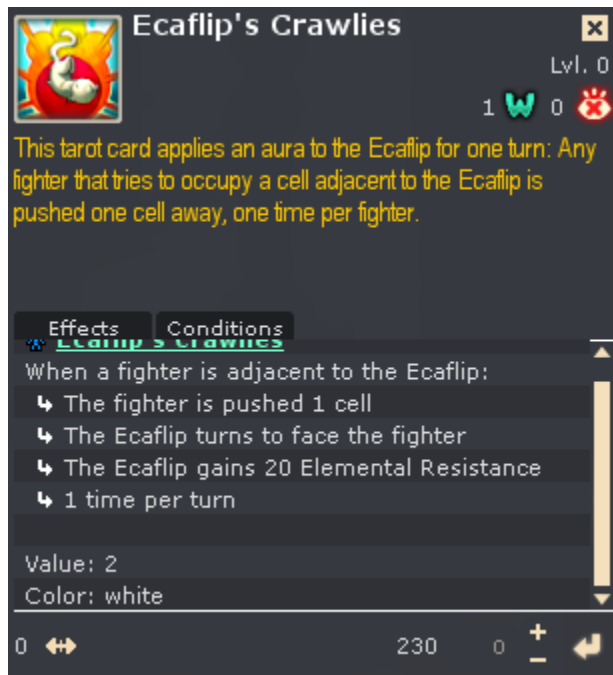
Tarot Cards



- Use this when you want to heal proactively, as the heal is applied at the end of the target's turn.



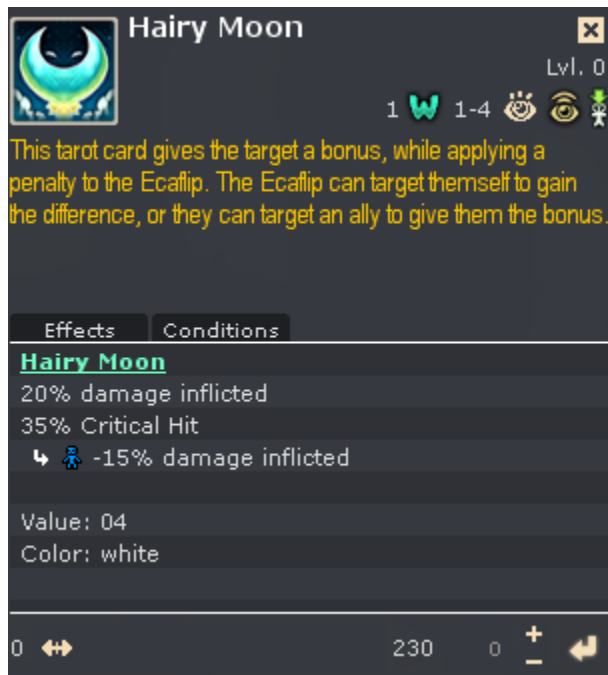
- Use this when you are about to use your buffs. (Clubs, Topkaj, and Spellstrike)



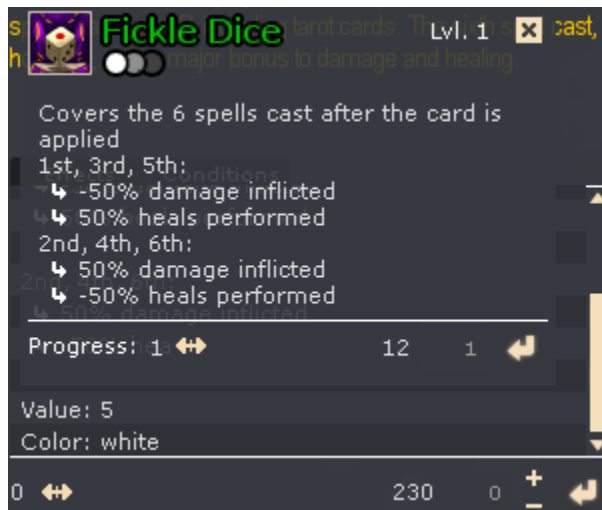
- Use this when you need extra resistance or to push.



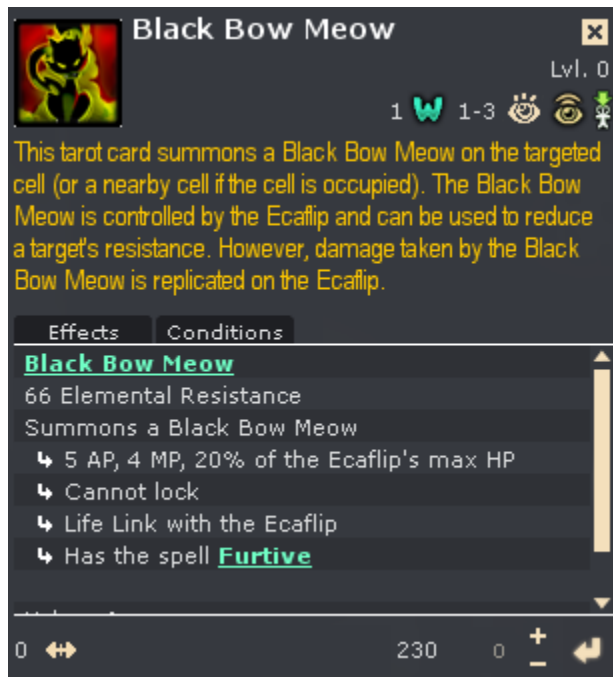
- Use this to summon Cat Tree.



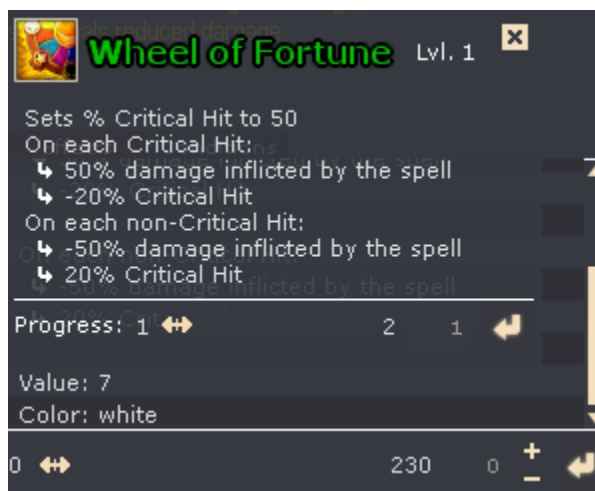
- Use this to buff yourself or an ally.
- **Please Note:** The -15% DI always applies to yourself (regardless of who you buff) and the debuff does not double at level 2.



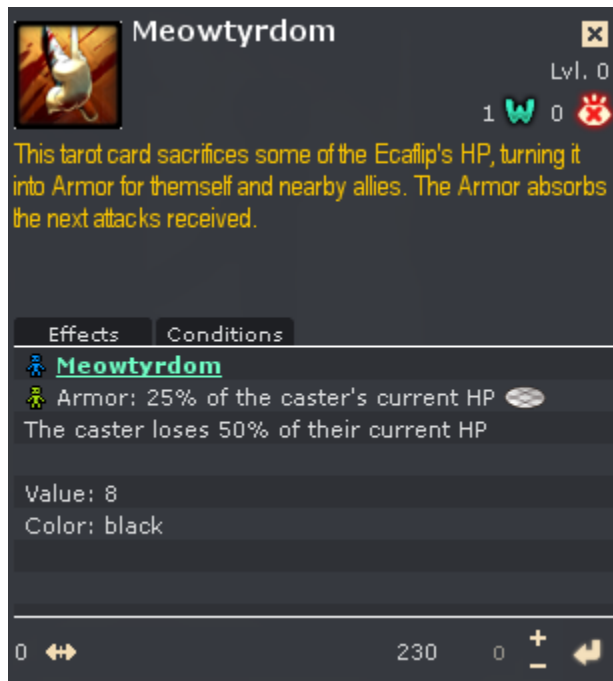
- After using this Tarot your next 6 spells will be boosted: Your first spell will have increased healing, then your second spell will have increased DMG; It keeps alternating until 6 spells are cast. **Weave buffs or heals in between DMG spells.**



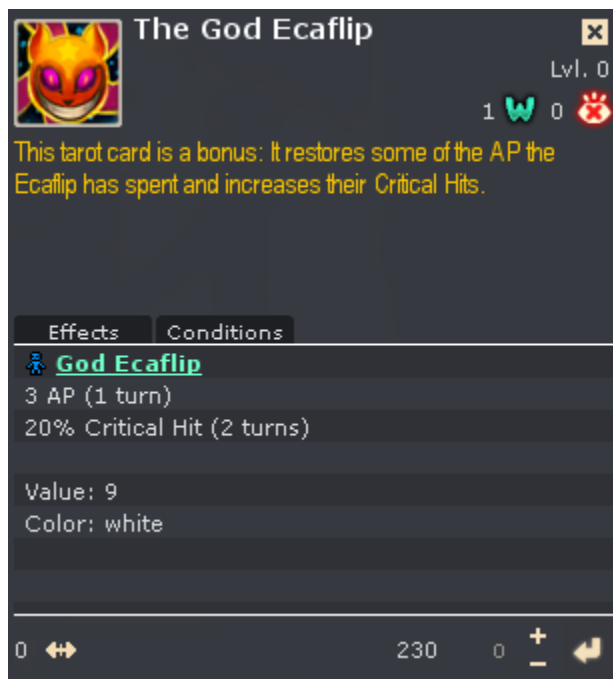
- Summons a Black Bow Meow that can lower the target's resistance by 120-200(lvl 2) with Furtive; 2 enemies a turn.
- **Please Note:** You take the DMG that the Black Bow Meow takes, but the killing blow is not transferred to Ecaflip.
- Even though you take the DMG the Black Bow Meow takes, the -resistance that it provides is well worth the con.



- Good DMG if lucky, bad DMG if unlucky.
- **Please Note:** CH is set to 50 when you play the card; Buff CH after to increase chance of good damage.

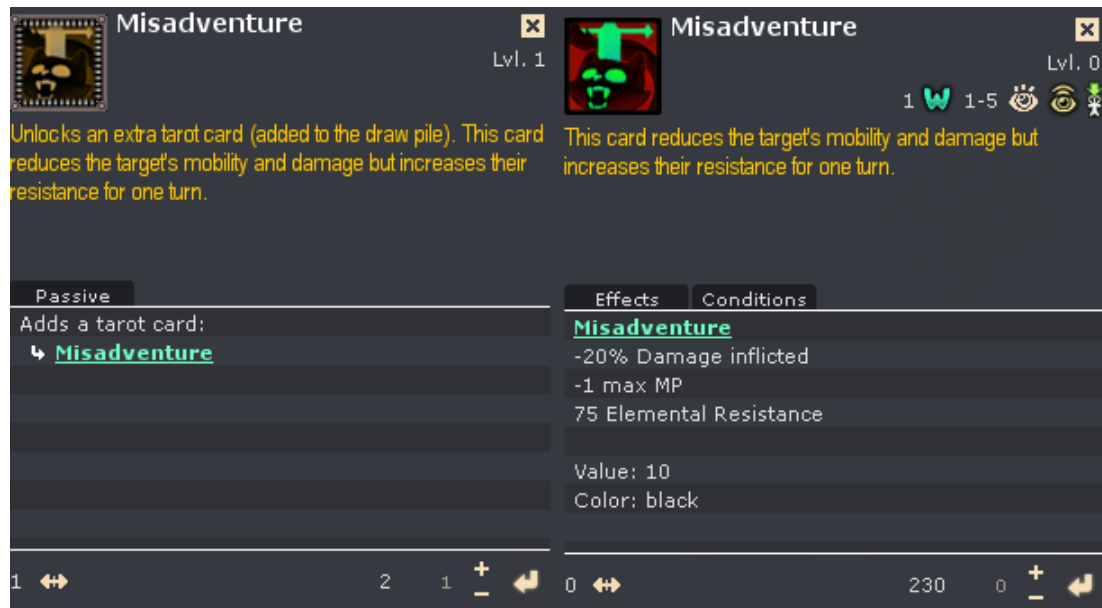


- Use this card when 2 or more allies are within range.
- **Please Note:** As this cuts your HP down, following it up with Life Token on an ally that has a low chance of taking DMG until your next turn is a good way to give armor AND keep max HP.

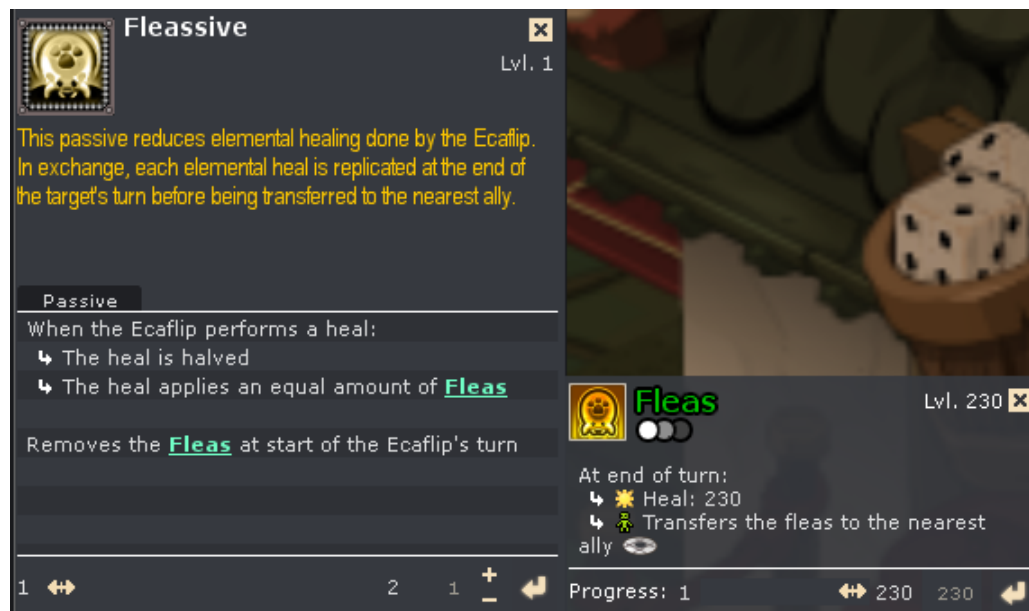


- Free DMG and AP, use it! Praise be to Ecaflip, The God with the Cheshire Smile!

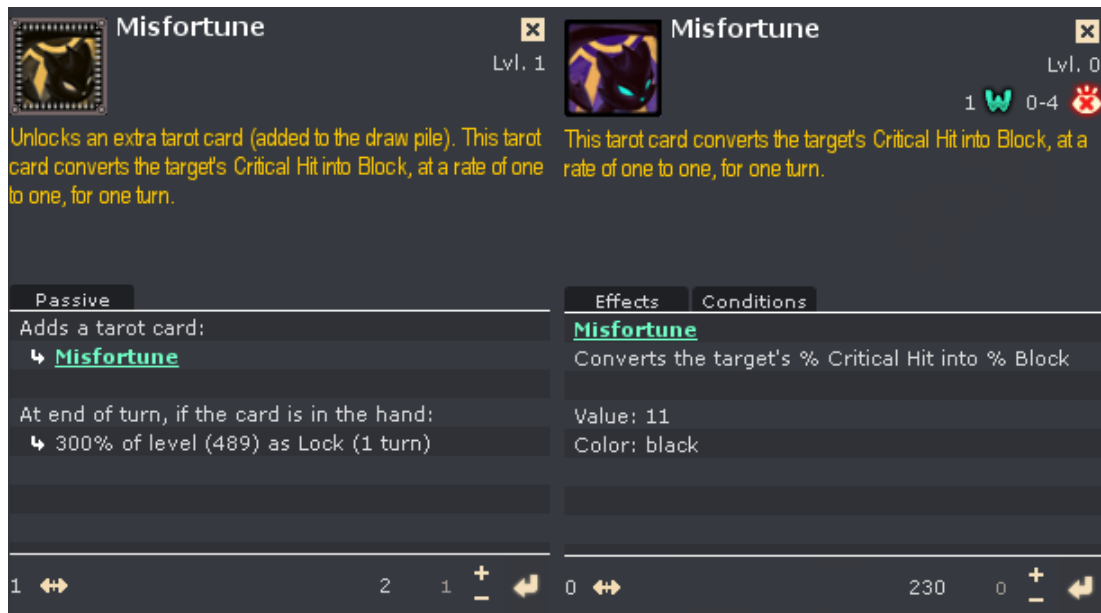
Passives



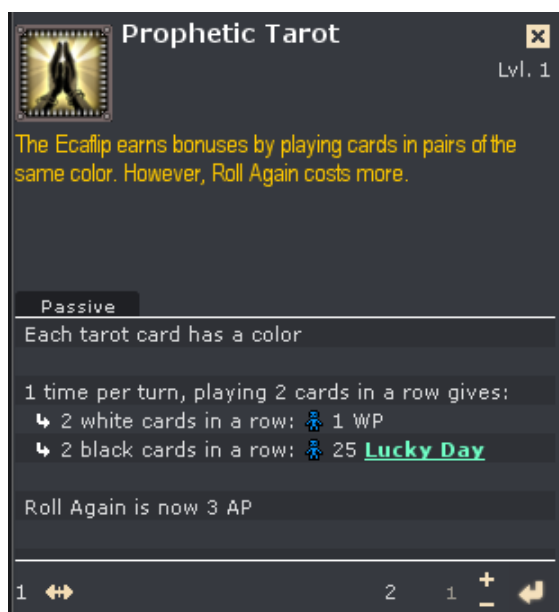
- **(Situational)** Use when you know a monster or Boss is about to do a lot of DMG and you want to nerf them as much as possible to save teammates/self.



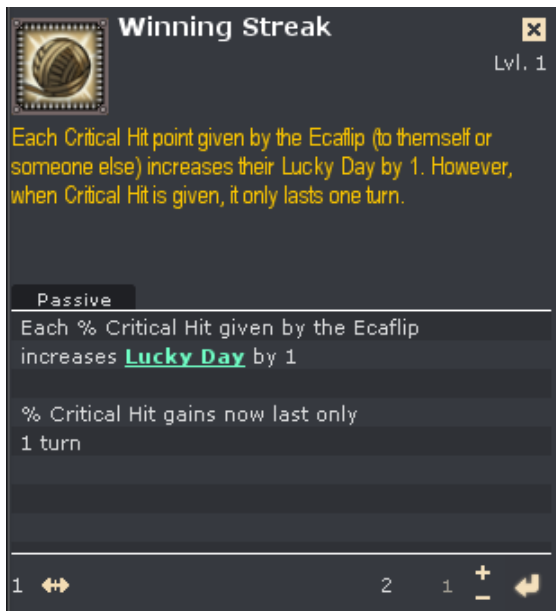
- **(Optional/Good)** Use this if you like being a proactive healer and the group will be staying together.



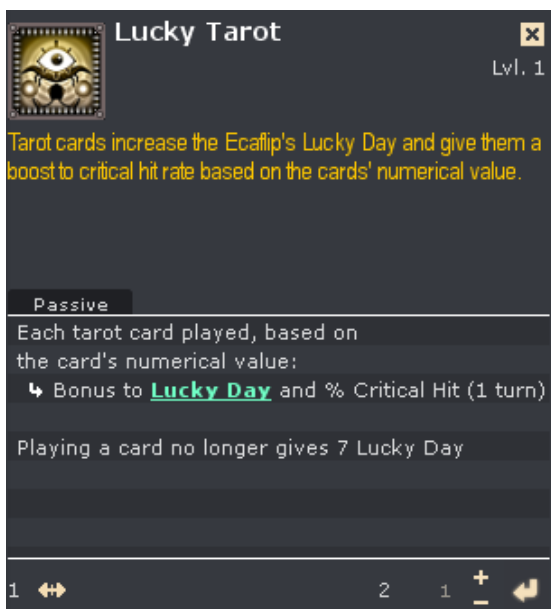
- **(Situational)** Use this when you are expecting to take DMG and need to reduce it by 20%.



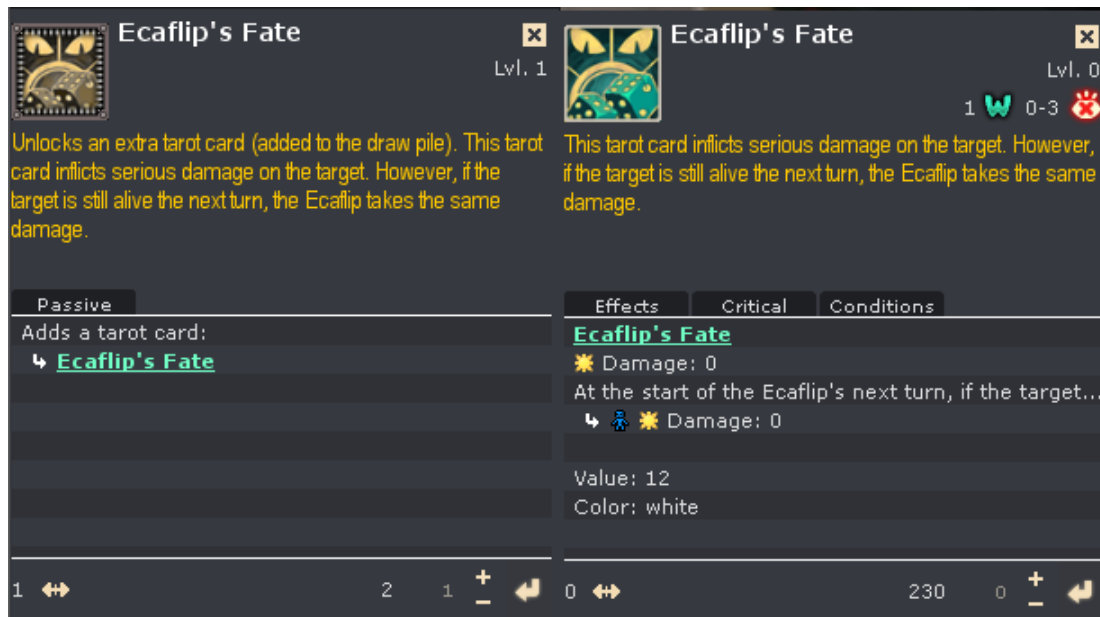
- **(Optional/Okay)** This helps with WP regeneration and gives an additional 25 Lucky Day. Does not seem too necessary, but does not hurt.



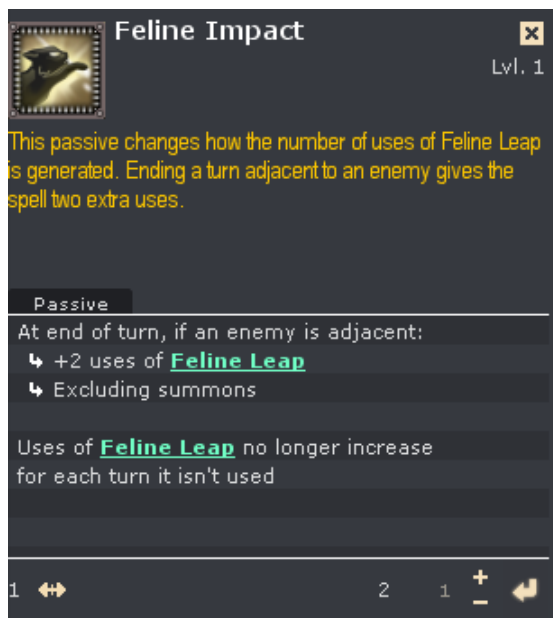
- **(Great/Core)** This allows us to generate Lucky Day very quickly when using Topkaj, Bluff or Hairy Moon. Downside is that CH boosts only last for 1 turn, but does not seem to be too big of a downside as we constantly gain CH. Winning Streak is great for support builds as it pairs well with our healing passives.



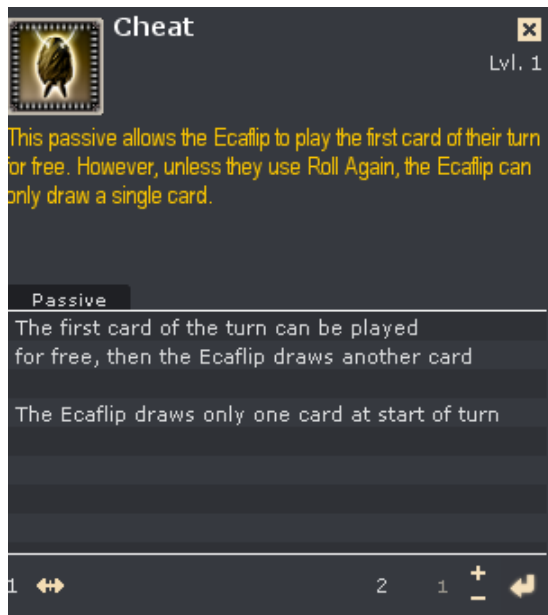
- **(Great/Core)** While our Lucky Day generation is roughly the same with or without this passive, this increases our CH generation by a good amount.



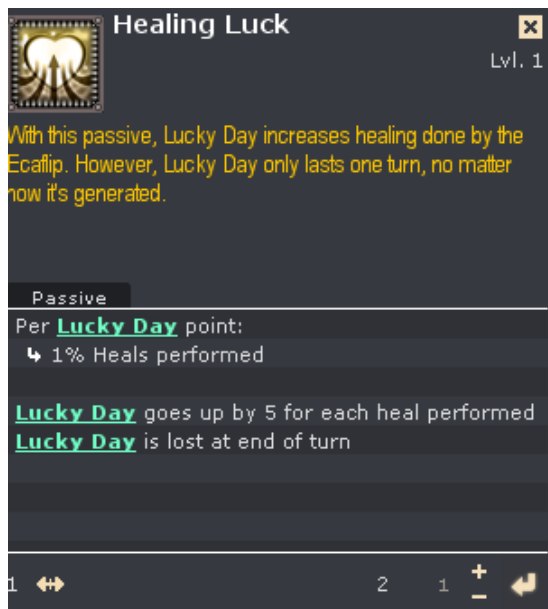
- **(Great/Core)** Free DMG when finishing off an enemy. Deals light DMG; Light is your highest elemental mastery.



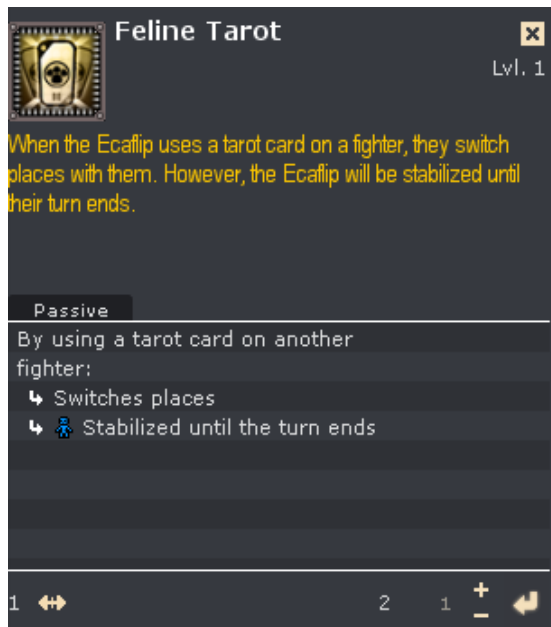
- **(Optional/Okay)** This passive gives you extra leaps if you end in melee often. I usually do not need extra casts, but it is there if needed.



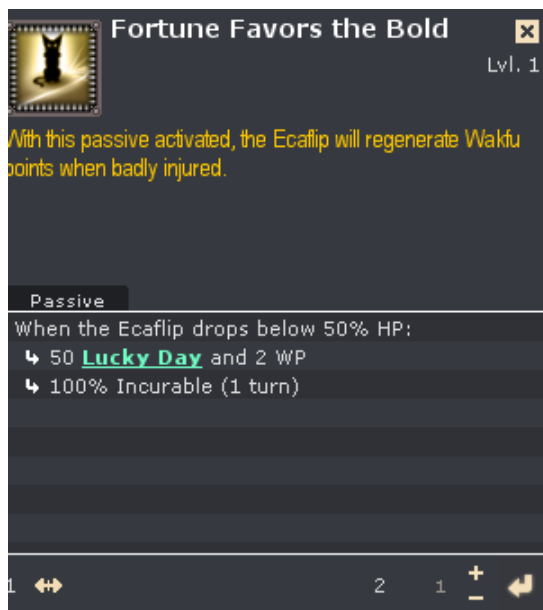
- **(Optional/Okay)** This is useful if you like to go slow and steady and have WP issues, but generally you want to empty your cards fast to allow All-In to have a higher chance of returning AP cost.



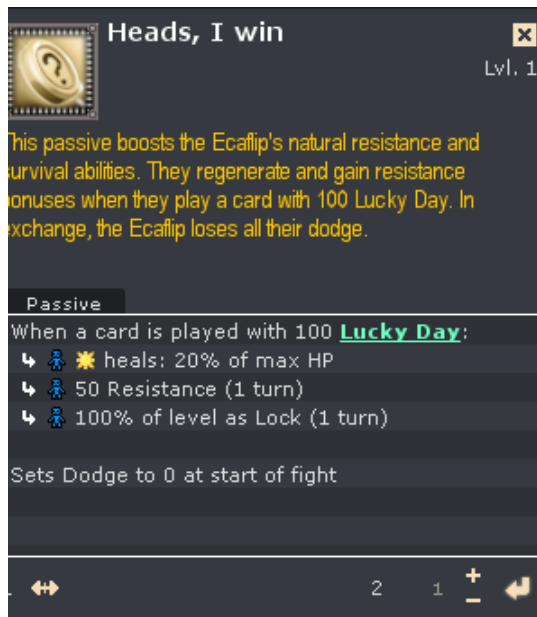
- **(Great/Core)** Boosts healing performed per Lucky Day. Core passive for healers.



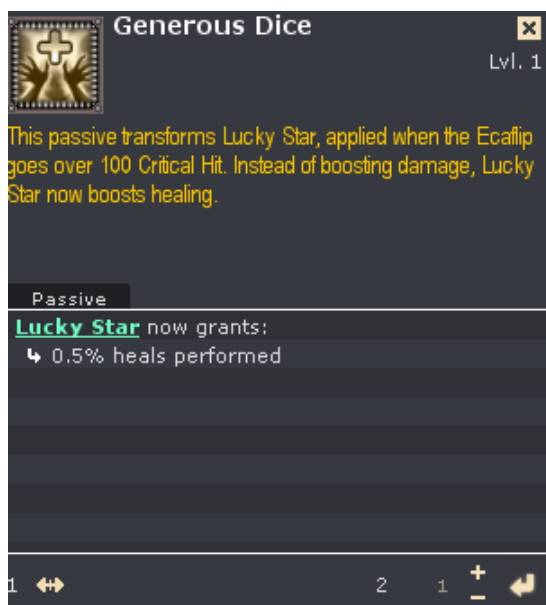
- **(Situational)** Good for fights where you need to stabilize or position for certain mechanics.



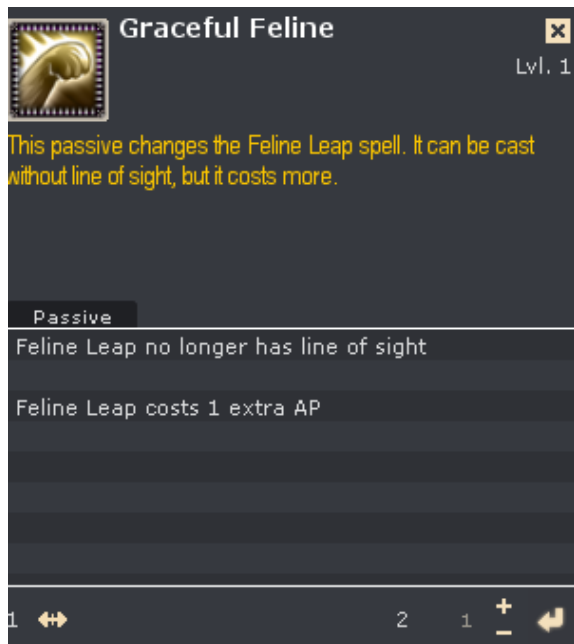
- **(Optional/Good)** Extra Lucky Day and WP regeneration is nice, but does not seem necessary.



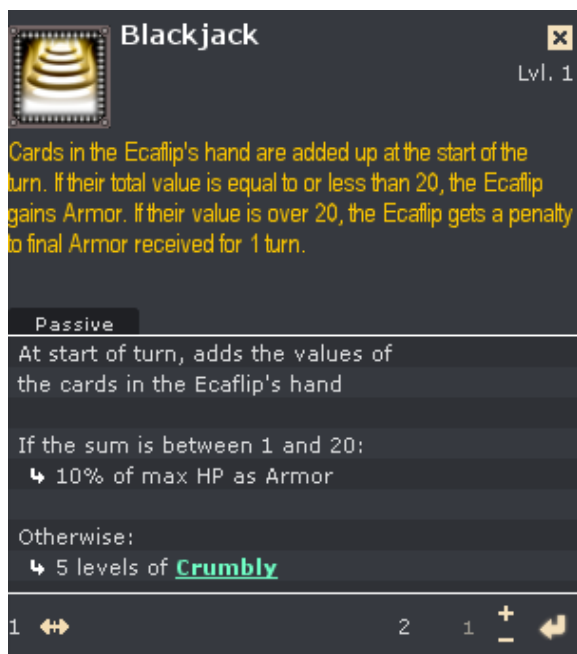
- **(Optional/Great)** Great for extra sustain, does not seem like a must have, but still amazing for sustain, pairs well with Lucky Seven Passive.



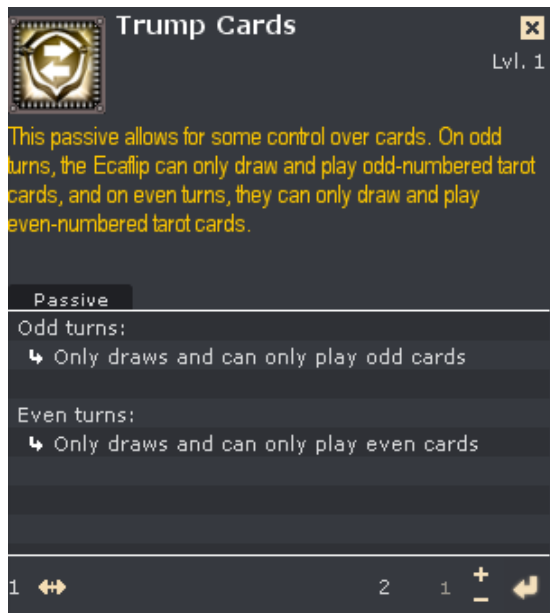
- **(Great/Core)** Boosts healing performed instead of Damage Inflicted. Core passive for healers.



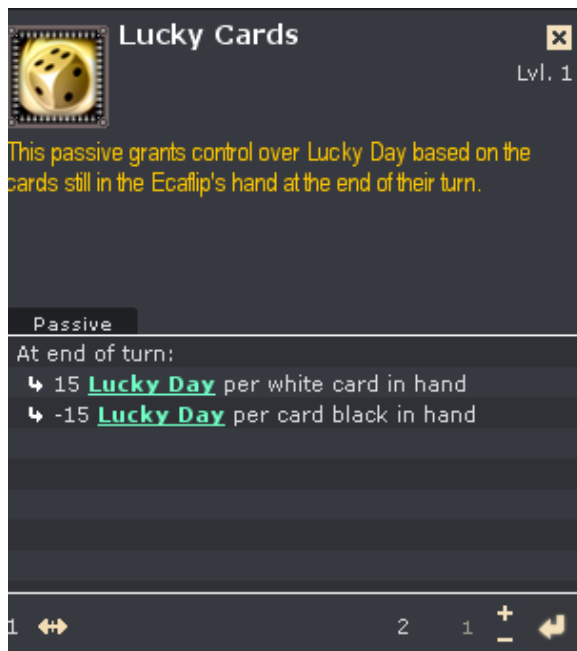
- **(Optional/Good)** Good for getting Rear easily and extra mobility, but Feline leap is great as is.



- **(Great/Core)** Essentially gives 10% of Max HP as Armor every turn if you keep low value cards in your hand. Great Sustain.



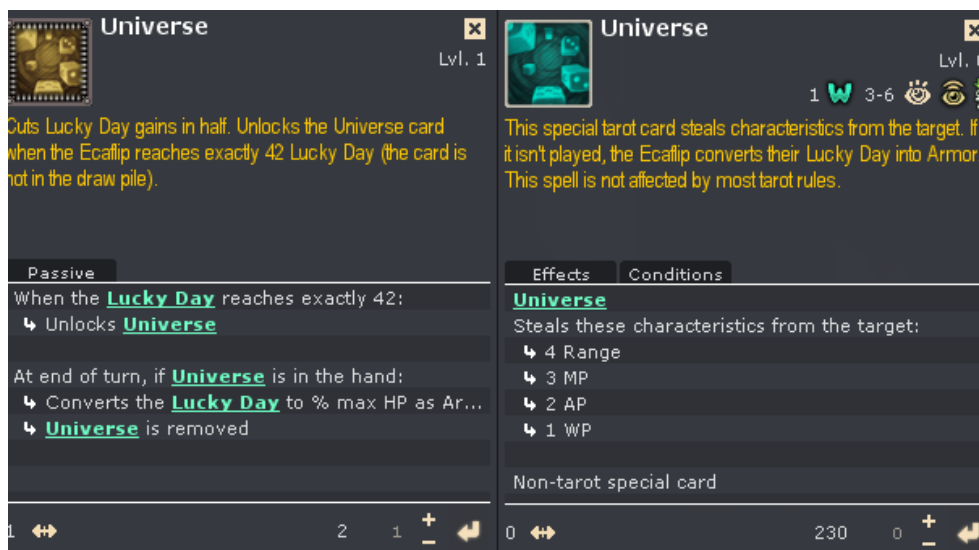
- **(Optional/Good)** This makes which cards you draw more predictable, but I do not like it as it makes it so you cannot use Meowtrydom/Black Bow Meow on the first turn which I like using early on.



- **(Okay)** I do not like this passive as there are a lot of white cards that I like to use often.

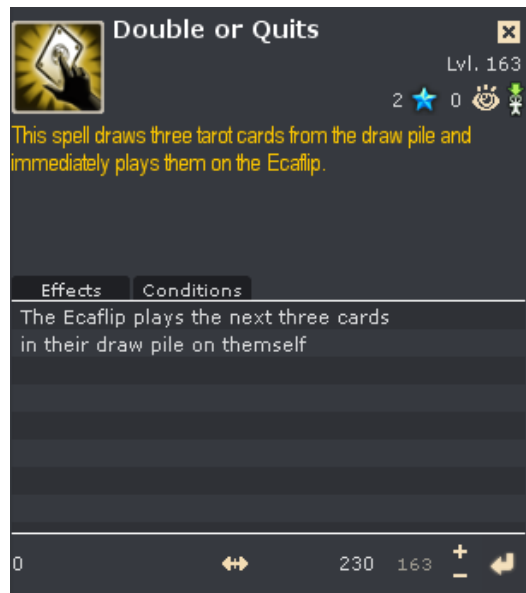


- **(Optional/Great)** Use this if you like to play cards rapidly for a more RNG playstyle or for the ability to play level 2 cards more often. This passive pairs well with “Heads, I win”.
- **Please Note:** The turn this passive activates; All-In has an almost, if not 100% chance to return all AP used. The downfall is that D-Six is constantly reset.

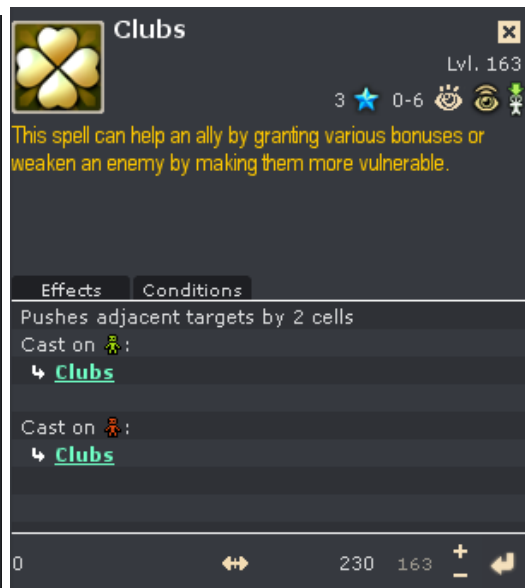
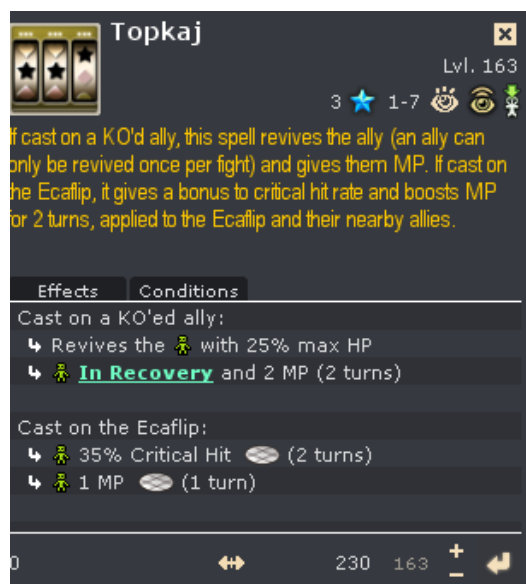


- **(Optional/Good)** Either play the card that gives you stats or do not use the card for 42% HP as Armor, but is an unreliable passive.

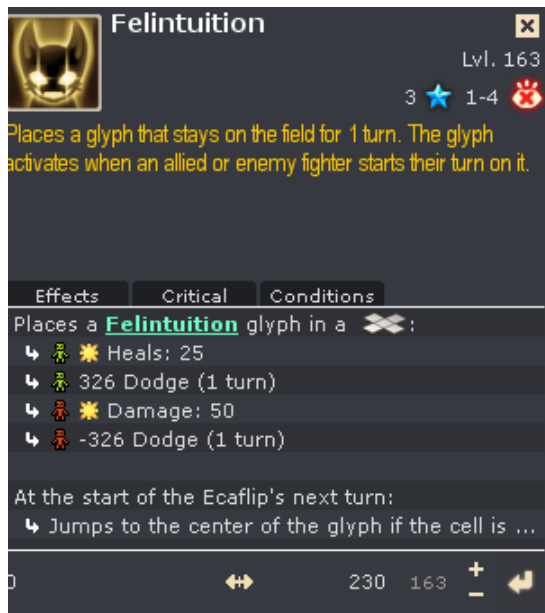
Neutral Spells



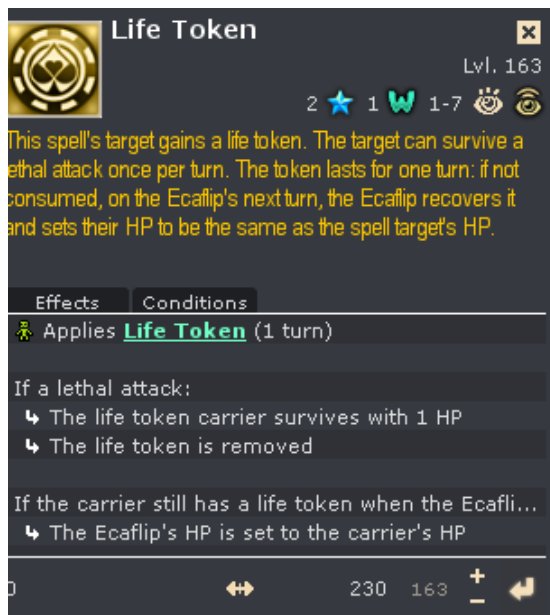
- Use this if you like an RNG playstyle, paired well with "Lucky Seven" Passive.
- **Please Note:** Each card played still costs 1WP each (unless the card being played is Level 2).



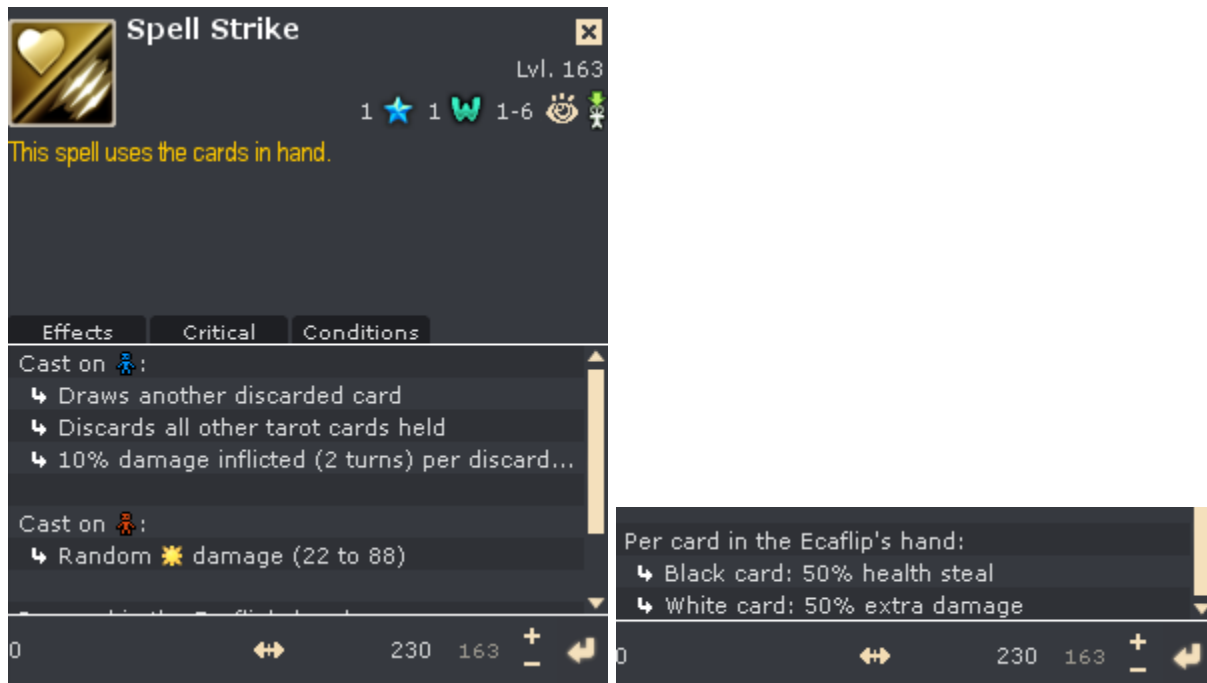
- Try to maintain these buffs. Generally; Stagger them, but use both if you have an Ouginak Card. Topkaj can also revive allies. Both can buff allies.



- Places glyph that heals allies and DMGs enemies. Can be useful for Support Ecaflips.



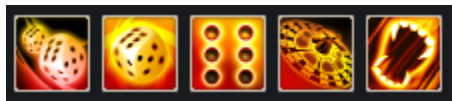
- Good for saving someone that is about to die, only protects from the first fatal hit.
- Great for self healing after Meowtrydom. Cast on someone you know will have high health next turn to heal., but if they lose a lot of HP, you will too as it matches your HP to theirs.



- Use this on Enemy to deal DMG and/or Heal.
- **Please Note:** This is great for buffing yourself and discarding your hand.
- Generally; More worth using to buff yourself, but can be used to inflict extra DMG if you cannot afford to discard your hand.

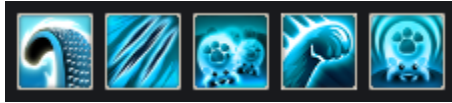
Elemental Spells

Fire Spells



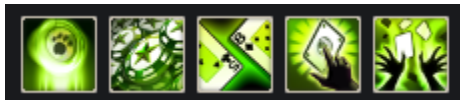
- **Craps:** Low DMG, not worth using in my opinion.
- **Loaded Dice:** Low DMG, but if used to finish off an enemy; Then worth using.
- **D-Six:** Good to Great DMG, Each cast (1 per turn) lowers cost, reset on deck shuffle.
- **Dice Roulette:** Good on support Ecaflips for buffing/healing multiple allies, but not that good.
- **Yowling:** Good if damaging multiple enemies, really good sustain.

Water Spells



- **Rough Tongue:** Good DMG for Melee Ecaflip and utility.
- **Up to Scratch:** Good DMG for Melee Ecaflip and mobility/healing.
- **Fleahopper:** Great DMG if targeting multiple enemies/allies. Each hit takes your position and target's position into account so it is better for Distance Ecaflip.
- **Paws Off:** Decent heal, good push.
- **Fleeflee:** Good heal and WP Regen for target.

Earth Spells



- **Heads or Tails:** Low DMG, but good for healing.
- **All In:** Use when a lot of cards are in the discard pile for a high chance to regain AP so it becomes free DMG.
- **Battle:** Okay to Great DMG, but RNG. Some like this over D-Six as it also buffs crit. Works if you plan to reshuffle the deck often and use it at the end of the turn.
- **All or Nothing:** Great DMG spell, has a chance to hit self, but we have enough sustain to not worry about it too much.
- **Three Cards:** Good if hitting multiple enemies and/or healing multiple allies. Nice to have due to no LOS requirement.

How to Play Ecaflip

Ecaflip is the type of class that “rolls with the punches”, but I will try to summarize my thought process during fights below:

Damage Ecaflip

- **Upkeep buffs (Topkaj and Clubs)** and stagger them, meaning if you use one of them turn 1, use the other turn 2. **If you happen to draw Ouginak, then you can use both buffs on the same turn as it lowers the cost of Neutral Spells.** Although, you can also use them on the same turn if preparing to burst the following turn without Ouginak.
- Use the cards you draw per my suggestions shown in the Tarot section.
- **If using the card does not benefit you** in your current situation then you can **use Spell Strike to buff yourself** with the cards instead. Try to use it when you have 3 cards you do not wish to use in the current situation. If Spell Strike is on cooldown then use Roll Again.
- Try to use **All In when you have at least 5 cards in the the discard pile** to increase chances of getting ap back. (Roughly 75%+ chance to regain AP)
- Make sure that the sum of your cards in your hand is 0-20 as often as possible to upkeep Blackjack.
- Use **Loaded Dice** to finish off enemies when possible.
- Use **Yowling** when multiple enemies weak to fire are in AoE.
- Use **Fleahopper** when multiple enemies weak to water are in rebound range.
- Use **D-Six** every turn when possible to lower cost.
- **General Spell Rotation (Just an Example):** “All In, D-Six, All or Nothing as many times as you can, use the remaining AP on Fleahopper if multiple targets are nearby or Heads or Tails/Battle if single target”.
- **If Enemy is weak to Earth:** “All in, Battle, All or Nothing as many times as you can, use the remaining AP on Three Cards if multiple targets are nearby or Heads or Tails/Battle if single target”.
- **If Enemy is weak to Water:** “All in, Fleahopper as many times as you can, Rough Tongue is an option if Melee Ecaflip”.

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- **If Enemy is weak to Fire:** "All in, D-Six, Loaded Dice, use the remaining AP on Heads or Tails or Fleahopper or Battle".

Support Ecaflip

- Give Allies CH then heal as you will benefit more from the high Lucky Day generated.
- Buff allies that benefit from CH.
- Give Hairy Moon to allies with high Mastery or about to burst.
- Use the cards you draw per my suggestions shown in the Tarot section.
- Use Fleahopper, Three Cards, Heads or Tails to heal.
- Prioritize healing using Cat Tree.
- Use FleeFlee to give WP to allies or self.
- Use Life Token to save lives or to heal self when low by giving Token to ally with high current HP.
- Try to use **All In when you have at least 5 cards in the the discard pile** to increase chances of getting ap back.

Rift Ecaflip

- In Rifts; Use the Damage Ecaflip deck but instead of reshuffling your deck, stop when you have 1 card left to draw.
- Make sure your Blackjack passive triggers every turn; If the sum of the cards in your hand is greater than 20, then reshuffle your deck and retry.
- Use All in and D-Six every turn. After turn 6, both of these will cost no AP.
- Swap out Spell Strike for Felintuition.
- The rest is the same as Damage Ecaflip.
- **Tip for Rifts:** Prioritize Sustain and Damage Reduction for self.

Distance or Melee? Gears?

To lay this question to rest; Both Distance and Melee Ecaflip are now viable at all level ranges, choose which you prefer. Although, for Support Ecaflip, I would recommend going Distance.

I will not be going too in-depth with gearing as it varies from level to level and playstyle to playstyle; but to point you in the right direction, the following are stats you can focus on:

- You can never have enough CH
- Prioritize Elemental Mastery, Critical Mastery, Distance/Melee Mastery, Rear Mastery, in that order.
- I prefer Tri-Element, but Dual works too.
- If necessary; You can sacrifice some MP for Range or more Mastery.
- For Distance Ecaflip: You will want 2-3 Range.

Thank you for Reading. Feel free to reach out to me if you have any suggestions on improving the guide or if you have any questions!