

Intro & welcome

Hi, welcome. This file is a repository for Lomi (I'm on Thrane, some of you may have seen me there), to be shared with all. I'm an endgame (mostly dps) focused player, with several r10 raid completions (in spite of my help) under my belt. I wished to share some of my builds with the community to grow the endgame playerbase and help those wanting to learn it. These builds are thus focused on high skulls and raiding. They may function well in lower skulls, but are not designed for such. I will try to update the builds here as best I can, and attempt to provide any specific reasoning I use to make decisions around each build. Any questions are welcome, as are criticisms.

Most of these builds are meant for people with or nearing racial+epic completionism. I'll provide sections on how to use these builds with reduced ED/AP points where I can (usually at the end of those sections). Most of these builds should function well with reduced past lives, although first lifers will likely struggle a fair bit.

Legend:



- Melee DPS



- Ranged DPS



- DC caster/nukers



- Healers



- Tanks

WIP = Work in progress, section under construction

Note: Every DPS must run -100% threat in raids. There is no viable r1 tank that can maintain aggro over a strong dps toon with only -90% threat.

I'd like to acknowledge the help I've had with several of the builds, no one can know everything and we all miss stuff, even on our best days.

Thank you to my Guildies in Surprised Pikachu for putting up with my more unusual builds and pointing out how bad some of the ideas are.

Thank you to Efretti and Zxzel with helping on several builds



Healers

 Pure Fvs heal + DC

Objectives of this build:

The goal of this build is to make a raid healer that can also do some DC casting and has a bit of bulk. You can lean more into the DC casting vs tankiness. Anecdotally, I've noticed the issue with a lot of pug healers is the lack of sp. Thus this build will also focus on discussing how to conserve sp in raids, as well as being built to have the SP needed. If you want an idea of how to make a tankier healer, look at the bard.

Playstyle notes:

Close wounds is the probably single best heal spell in the game because of it's short CD and the ability to be an SLA that costs 2 SP. Use this SLA as the first heal you hit every single time. Every dps should have some hamp and if they dont, you will not heal them well. This is not your fault or your responsibility to keep people alive that dont invest in heal amp.

If you are raid healing, massively prioritize your SLA over spells. They cost significantly less.

For SLA you have:

- Close wounds (spot heals)
- renewal (throw this on the tank)
- shining light (stand with dps pile and throw this through them)

Dont forget to use your party buffs:

- Hope for protection (tank)
- hope for victory (strongest melees>strongest ranged>weaker melees>weaker ranged)
- Inflame (tank if they need elemental absorbs, dps for the +dmg)

Race:

PDK works well if you can use For Cormyr (aka have rose coloured goggles), but I will be using Aasimar for the Hamp, Charisma, Bulk. If you have the goggles and enough AP to grab for cormyr, that build is almost certainly better.

Class split:

20 FvS. This will allow us to scale beacons into epics.

Stats:

Alignment- N. There's no reason for non-weapon dps to be anything but neutral.

18 Con

18 Cha

12 Dex (honestly this last stat doesn't matter a lot, so I went with reflex saves)

All level ups into Cha

Skills:

Heal (pos SP) > Tumble (movespeed) > Umd (scrolls)

Feats/feat order:

This build can level fairly well with the SLAs in AoV then swap to the enhancement layout I provide.

- 1- Protector bond, Maximize spell, follower of Sovereign Host
- 2- Grace of battle (tho doesnt matter a ton)
- 3- Quicken Spell
- 5- Energy Absorb (Fire)
- 6- Empower spell
- 7- Stout of heart (if you're desperate for SP and really don't need to have hp, you can take the other one. But this build is designed to not need the sp version)
- 9- Mental toughness
- 10- Energy Absorb (Cold)
- 12- Enlarge spell (some raids have massive rooms)
- 15- Empower healing spell, Energy Absorb (Acid)
- 18- Spell focus (Evocation)
- 21- Improved mental toughness
- 22- Epic spell power (Positive)
- 24- Intensify
- 25- Perfect TWF (for the HP)
- 27- Epic mental toughness
- 28- Deific warding
- 30- Greater spell focus (evocation), Scion of celestia
- 31- Legendary toughness
- 33- Epic spell focus (Evocation)
- 34- Titan's blood

You can definitely make a version that doesn't DC cast but pick ups a lot more tankiness. If that sounds more appealing to you, take the shield fighting style line at levels 18, 25, 30,33 and toughness at 34. Can also check out the bard healer to get an idea of how I tend to build.

Enhancements:

Beacon tree is a great tree, with the defensive and offensive beacons granting huge part buffs, Some of the best healing SLA's in the game in close wounds and shining light, and one of the strongest healing capstones in the game, as well as letting our beacons scale into epic/leg levels (37 prr+ mrr and 37 MP+rp vs 17 on the classic 17/3 healers). However, t5 beacon is mediocre. Raise dead SLA is completely useless. Hope for success is really strong on one dps, but that's only one dps out of several. The Heal SLA is solid, but unless you have SP issues (Which I remind you, this build has many great SLA and SP savers build in) , is unnecessary. Healing wall is completely useless in r10s, it won't heal enough to make a difference. In raids, the dps can be topped up using other (better) SLA and spells, and in many raids the dps will be required to move around, negating the use of wall (skeletons, DoV, ToN, etc).

T5 War priest grants 20% hp, and the single strongest ability in the game, Divine intervention. This ability is a monster game changer, I cannot stress how good this ability is. You have 2 charges per 4 minutes (2 min CD, 4 min duration). You place it on the target, and for the next 4 minutes, the next time they would die they instead go to -9 hp. Use this to keep (suicidal) dps alive in r10s, making it so any tank can never die, yourself. Once you play with this ability, you won't go back to the healing wall.

4 points went into feydark, because we had 3 universal points, and it returns usp and spell points.



If you have to drop points off this build, drop them from the Racial tree, starting with the t4, then wings (divine purpose), then Hamp. If you lack the universal tomes, drop from feydark spell points (its also kinda the only option)

The DC casting aspect of this build will largely suffer from the lack of past lives, but feel free to build it tankier and just buff+heal in that case (see my recommendations under the feats section for how to do this)

Epic destinies:

Alright, so this section might be controversial, but every raid healer should be t5 magus for time stop, or fatesinger for turn the tide. None of the other epic moments matter on a healer. Sentinel's hp wont save a raid, since you shouldn't have aggro. Ascendance might have 1-2 uses, but overall if your dps are taking that much damage it wont save them.

Both magus and fate grant spell DC, alongside some other useful things. For this build I have chosen Fatesinger, since it's the more pug healer friendly option. Feel free to try to use time stop instead, but that tree does offer less uses to healers (its solid choice for DC versions though).

Primal avatar mantle is the strongest healer mantle mathematically, and primal is part of the way to get nearly infinite sp, with all the temp procs.

Unyielding sentinel has the second strongest healing SLA in the game in renewal, and some ability to bulk up the defence of the build.

In terms of taking spell Dc in t3, focus on enchantment (cut the strings+greater command) and evocation (implosion+celestial combard+soundburst)



I feel like this second layout for those with 0 Epic lives functions well, giving up some of the CC. If you have no tomes, farther drop points out of enchantment DC in primal avatar



Gearing:

Breath of vitality is a must have, unique source of positive spell crit. It has to go on every healer. Similarly, elders gives 6% universal spell crit, so it also is a must fit . After that we want to maximize our healing, spell DC, and tankiness. Generally, healers won't be front lining, so the defenses focus much more on mrr and absorbs than prr, though the build will still have respectable prr values. I'm so happy we finally have a gear layout that doesn't require rare items.

Trinket: Gem of many facets (sheltering /Heal / insightful constitution)- elder's set

Helmet: Elder's cap (purely for the set)

Necklace: Breath of vitality (quality positive lore/quality devotion/divine augmentation/insightful charisma 7)

Goggles: goggles of the night brigade (cha 15/ q cha 3/ mrr)

Armor: gravekeeper medium/light with evasion and good reflex saves (good luck/ exceptional spell power/ exceptional spell power/positive spell crit damage)- wilderness from red names

Cloak: Lammodria IDK the name (profane hp/ins mrr/ positive spell crit dmg /positive spell crit dmg)- locked away pt 1 end chest

Bracers: Burning manacles (evocation DC/wizardry)

Belt: Baron aubreker's monogrammed belt (enchantment Dc/ spell saves/Con 15/Healing amp)

Boots: Greaves of season warding (absorbs)

Gloves: gloryborne (Q prr/ sacred DC)

Ring 1: Band of faith and fortress (Q prr/Q mrr/False life/ fortification)

Ring 2: Mystic Con ring (q con/ ins Spell focus)

Weapon: Blessed longsword of the fallen age (Q spell focus/ devotion/ ins spell pen/ healing lore)

Offhand: Frostforged light shield (ins prr/ spell pen/insightful devotion)

In rough order of importance

Solar/ sets: spell crit chance (this stacks with elders and is WAI), spell power, spell DC's, cha, MRR,spell crit dmg, healing amp, prr

Lunar: profane spell DC's, cha, spell power, mrr, prr

Notable augments: necro spell focus (from IoD, should be +6 DC), festive cha, sheltering, essence of pomura, Gianthold necro/enchant/evoc, festive con

Spells:

The spells listed here are the ones that are important to the build. After these spells are taken, feel free to add whichever ones you find most useful. Take the healing spells (cute+mass cure) if you want, but only 1 mass cure should be needed here (mass cure light is usually enough for a dps pile)

Lv 1: Divine Favor, Bless, obscuring mist

Lv 2: soundburst

Lv 3: prayer

Lv 4:

Lv 5: Break enchantment, greater command

Lv 6: Heal

Lv 7: greater restoration

Lv 8: Death pact, holy aura

Lv 9: True Res, implosion, celestial bombardment

 Bard healing pillar

Objectives of this build:

The goal of this build is to make a raid healer that has a lot of bulk. The favored soul version focussed more on DC casting, this one will focus on being bulky (though it is not a true tank). If you are struggling for spell points, I will also go over it with this build. This build would be perfect for lower life alts that struggle to DC cast, although it may feel like you're standing around a lot.

Playstyle notes:

Bard has the highest positive spell power of any healer from its trees, alongside massive spell crit chance. Bard also happens to get healing SLA from their trees. This positions bard to be a very strong healer. In addition, the passive buffs from song, warchanter, and aura make a build that will always be able to find a home in any raid. The biggest downside to bard healers is the lack of specific spells: greater restoration and resurrection.

As with favored soul, to conserve SP, focus on using the SLA's before your main spells:

- cure moderate mass
- cure light mass
- renewal
- cure light (this will still work quite well on tanks)

Your party buffs are part of your song and aura, so stand near the party and give everyone songs.

Race:

Because this build is aimed at tankiness, Aasimar is the obvious choice. However, I have elected to use the iconic scoundrel for this for two reasons:

1. obscuring mist SLA is quite nice in some raids, such as DoV granting concealment to the tank
2. Ash imprisonment scales off perform, which is easy to scale to 120+ even on a tank focussed build. This is nice cc.
3. Slightly stronger bard aura

If you wish to go aasimar or any other race, feel free. This build is much less racial life dependent than most of the others.

Class split:

20 Bard. To get access to the heal spell, we require the capstone of spellsinger. It's also a very strong capstone in general.

Stats:

Alignment- N. There's no reason for non-weapon dps to be anything but neutral.

18 Con

20 Cha

12 Dex (honestly this last stat doesn't matter a lot, so I went with reflex saves)

All level ups into Con, Cha is still useful for ash but we want to be as bulky as possible.

Skills:

Heal (pos SP) (this is a cross class skill)> Perform (bard songs)>Tumble (movespeed) > Umd (scrolls)

Feats/feat order:

You can level this build as a nuker in ss then swap at cap. This build focusses on being very tanky and healing instead of DC's, but that shouldn't be make or break in heroics/epic levelling.

1- Magical training

3- Quicken

6- Enlarge spell

9- Empower heal

12-Mental toughness

15- Improved mental toughness

18- Shield mastery

21- Inspire excellence

22- Epic spell power positive

24- Intensify

25- Perfect shield mastery

27- Epic mental toughness

28- Deific warding

30- Improved shield mastery/ Scion of celestia

31- Font of life

33- Greater shield mastery

34- Titan's blood

Enhancements:

41 spellsinger for heal. Rest into warchanter for all the t5 goodies. If you have the universal tomes, put them into feydark for the usp+ spell points. I'm unsure why the builder has the multiranks in the t3 att/usp but take all three of them to maximize your song/aura, dropping from the mrr+ saves in your mist (t3).

Since this is a tanky focussed healer, t5 spellsinger offers nothing.



Epic Destinies

Every raid healer should be t5 magus for time stop, or fatesigner for turn the tide. None of the other epic moments matter on a healer. Sentinel's hp wont save a raid, since you shouldn't have aggro. Ascendance might have 1-2 niche raid/r10 uses, but overall if your dps are taking that much damage it wont save them. Because we're bard, fate is the obvious choice, adding massive party wide buffs.

Primal avatar mantle is the strongest healer mantle mathematically, and primal is part of the way to get nearly infinite sp, with all the temp procs.

Unyielding sentinel has the second strongest healing SLA in the game in renewal, and some ability to bulk up the defence of the build.



I feel like this second layout for those with 0 Epic lives functions well. If you have no tomes, farther drop points out of enchantment DC in primal avatar



Gearing:

Breath of vitality is a must have, unique source of positive spell crit. It has to go on every healer. Similarly, elders set gives 6% universal spell crit, so it also is a must fit. After that we want to maximize our healing, and tankiness. Generally, healers won't be front lining, so the defenses focus much more on mrr and absorbs than prr, though the build will still have respectable prr values. I'm so happy we finally have a gear layout that doesn't require rare items.

Trinket: Gem of many facets (Parrying /Heal / insightful Heal)- elder's set

Helmet: Elder's cap (purely for the set)

Necklace: Breath of vitality (quality positive lore/quality devotion/divine augmentation/ Dex 15)

Goggles: Night brigade (Cha 15/ q Cha/ Mrr)

Armor: gravekeeper medium/light with evasion and good reflex saves (good luck/ exceptional spell power/ exceptional spell power/positive spell crit damage)- wilderness from red names

Cloak: Lammodria IDK the name (profane hp/ins mrr/ positive spell crit dmg /positive spell crit dmg)- locked away pt 1 end chest

Bracers: Bracers of the battlerager (Ins dex 7/ too much fortification)

Belt: Baron aubreker's monogrammed belt (enchantment Dc/ spell saves/Con 15/Healing amp)

Boots: Greaves of season warding (absorbs)

Gloves: Gloves of the resilient (Ins con/ speed/prr/q reflex saves)

Ring 1: Band of faith and fortress (Q prr/Q mrr/False life/ fortification)

Ring 2: Illithid hunter signet (Q con/force abs/ lifesealed/will saves)

Weapon: Blessed longsword of the fallen age (devotion/ healing lore)

Offhand: Frostforged light shield (ins prr/ crafted insightful devotion)

In rough order of importance

Solar/ sets: spell crit chance (this stacks with elders and is WAI), spell power, spell DC's, cha, MRR,spell crit dmg, healing amp, prr

Lunar: profane spell DC's, cha, spell power, mrr, prr

Notable augments: necro spell focus (from IoD, should be +6 DC), festive cha, sheltering, essence of pomura, Gianthold necro/enchant/evoc, festive con

Spells:

The spells listed here are the ones that are important to the build. After these spells are taken, feel free to add whichever ones you find most useful. Bard gets a ton of SLA which should heal quite well backed by bard spell power. Add cure spells when you want, but bard should be quite capable of using SLA's and slings alone in most raids.

Lv 1:

Lv 2: Rage, invisibility

Lv 3: Good hope, haste, remove curse

Lv 4: Dimension door, break enchant, freedom of movement

Lv 5: Greater heroism, greater dispel magic ,shadow walk

Lv 6: Heal, Otto's irresistible dance (has no save)

 Ranged dps

I'll answer some generic potential questions (FAQ later) here

Why aren't there any bow builds?

Because bows are a fair bit behind the other ranged styles dps wise. They have comparable doubleshot to repeaters, while firing only 70-90 (without haste vs with) arrows per minute, compared to 110-160 for repeaters/inquis (without NHB vs with). The extra 50% Ability mod, more RP, better crit profile, and better tree support does nowhere near enough to make up for the nearly halved rate of attack.

Trailblazer Shuriken

Objectives of this build:

The goal of this build is to make a top tier Ranged dps. With the recent inquisitive nerfs and monk changes, Shuri has become one of the strongest dps in-game. This build will all in on that dps to leverage the strengths of the build. It also turns out that monk has some really solid defences, and this build ended up being one of the tankiest ranged builds you'll ever see, easily pushing to 300 prr and 80% dodge when needed. The absorbs in GMoF ED mean that this build is also about as resistant to elemental damage as most light armor users.

Race:

Trailblazer. Unless you want to level a shuri from 1 to 34, do trailblazer. If you want to try doing a non-iconic, Drow and Eladrin would be my choices.

Class split:

20 Monk. The ninja capstone is one of the strongest in the game and 10k stars scales off monk levels.

Stats:

Alignment- LN (we gotta be lawful for monk, neutral to not die to unholy blights instantly)

Dex- 20
Wis- 16
con- 16
Cha-8
Str-8
Int-8

All level ups into dex. We need to hit at least 100 Dex for this build to really come online.

Skills:

concentration(ki)>tumble (speed)>umd (scrolls)>others

Feats/feat order:

Recall that we will start at level 15. Turns out shuri monk has more than enough feats, so we have some luxury options

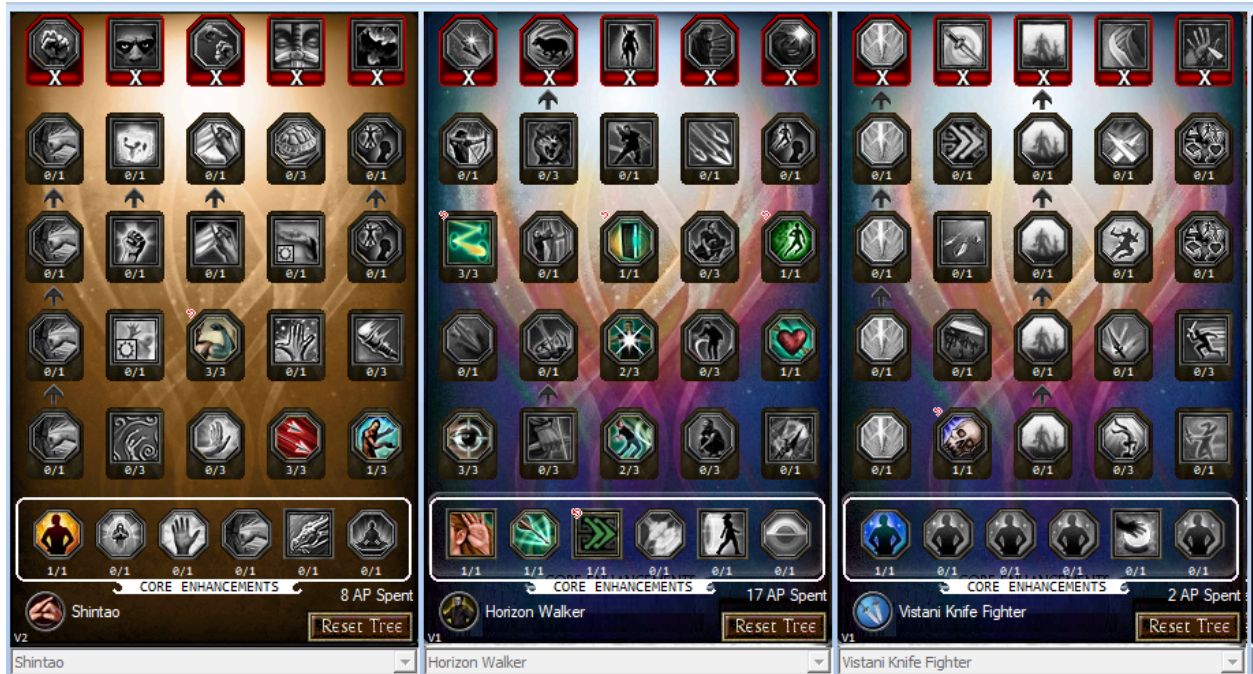
- 1- point blank shot, Shuriken expertise
- 2- precision
- 3- Precise shot, (monk philosophy doesn't matter)
- 6- Rapid shot, 10k Stars

- 9- Quick draw
- 12- Imp Crit Throwing
- 15- Improved precise shot (nice aoe for reapers)
- 18- Dodge (helps hit a high dodge cap)
- 21- Combat archery
- 22- Holy strike (shiradi cores)
- 24-Patience
- 25-Doubleshot
- 27-Watchful Eye
- 28-Embodiment of law
- 30-Improved martial arts, scion of ethereal
- 31- Enhanced elemental dice
- 33- Trick shot
- 34- titans blood

Enhancements:

The new ninja spy is a phenomenal tree. Horizon walker for trance. Caudron is a super strong defensive clicky to tank dooms and shintao gives 20 prr. 2 points in vkf for undead favored (we have 3)





If you have to drop points, start with taxabi racial tree dropping to ~11 points (ki regen in t3) then shintao, then henshin. Most of the loss here is defenses.

Epic destinies:

Fairly standard ranged to take Shiradi and fate (and to use the point spreads I do). I take GMoF instead of shadowdancer. This is a very difficult decision and I can completely see why people will use SD over it. I like the ki clickies and want to spam them+ leap and am willing to lose the 7 sneak dice for it.

The other thing to discuss is the attack speed with throwing weapons. We really have 2 choices:

1. Fire stance + speed in the Shiradi tree
2. Wind stance and 3 imbue in shiradi

It's about whether 3 imbue dice is worth a 19-20 crit multi. Play around, see which you prefer but they both end up with the same attack speed. If you struggle to hit 100 Dex, use the wind stance version



If you have to drop points, start with dropping from GMoF (t4>core 4>hp+pr> cold abs)

Gearing:

I'll provide two layouts here, one for those with Lammordia and one without. Neither of them will use rare items. The lamordia layout gains some dps via the 2 sneak dice, and more defences.

No Lammordia:

Helmet: Legendary University champions helm (devils infernal dance)

Trinket: Gem of many facets (????/Sheltering/ Ins Prr)- raven set

Necklace: Dracolich's eye (Ins dex 7)

Goggles: Goggles of the archer

Armor: University Bulwark cloth (devils infernal dance)

Cloak: Legendary university archer cloak (Devils infernal dance)

Bracers: Rocard champion's cuffs (Dex 15)

Belt: waistwrap of wild wisdom

Boots: Greaves of season's warding

Gloves: Ravens talons

Ring 1: Legendary Mystic Con ring

Ring 2: Unnatural accuracy

Weapon: Nova, the Wild star (dust)

Offhand: Dinosaur (ny centering) (meltfang/exceptional dex/Ooze)

Solar gems (1)+ Aug sets (up to 3), roughly in priority order: Imbue dice, sneak dice, Prr

Lunar gems: Ranged power, weapon dmg, Prr

Important augments (from most to least) : Legendary moment to legendary moment, Topaz of ranged power, Festive Dex, Con 14, Ins con 5, Sapphire of healing amplification, emerald of imbue dice, Undying sapphire, Ravil's, Sapphire of false life, Sapphire of dodge

Lammordia gearing:

Helmet: Lammordian cap (the ins dex 7 one/q deadly/ doubleshot)- the bodysnatchers

Trinket: Souvenir coin (Con 15/ Deadly 12) - zoo creeper

Slight note: if you do have heartshard, it's an upgrade but its also a rare item. I mention it since its a single slot upgrade that won't require you to change the entire gearing, just the one item.

Necklace: Dracolich's eye (Wis 15)

Goggles: Raven

Armor: gravekeeper outfit or Robe (fortification/profane sneak dice/Prr) - wilderness red names

Cloak: Forest arrow

Bracers: Rocard champion's cuffs

Belt: Ophael's cincture (ins con 7)

Boots: Greaves of seasonwarding

Gloves: Ravens talons

Ring 1: Unnatural accuracy

Ring 2: Mystic Wis or Con

Weapon: Nova the wildstar (dust)

Offhand: Dinosaur bone shortsword (Ex dex/ meltfang/shadowhorn) - shadowhorn doesnt

summon. Feel free to use the summons when you solo/reap

Solar gems (4)+ Aug sets (up to 4), roughly in priority order: Ranged power, Doubleshot (can get from draconic rader boxes if you need the aug set), Dex, Imbue dice, sneak dice, Fort bypass, Prr, Mrr cap, Elemental absorbs

Lunar gems (4): Ranged power, weapon dmg, Dex, Prr, Wis

Important augments (from most to least) : Sapphire of accuracy, Legendary moment to legendary moment, Topaz of ranged power, Festive Dex, Sapphire of healing amplification, emerald of imbue dice, Undying sapphire, Ravil's, Sapphire of false life, Sapphire of dodge

Filigree layout:

Weapon: Raid Dex, Raid Dex, Raid RP, Crackshot (RP, to hit+dmg, reflex save), spines (RP, dex), Dreadbringer (RP), Treachery (Dex)

Arti: Raid Dex, Raid Dex, Raid RP, Crackshot (RP), Dreadbringer (RP)

A note about the filigrees: Feel free to shuffle things around if you can hit 100 Dex, once you pass 100 the returns slightly fall off so investing more into flat dmg and RP will be better (next fall, shattered device, etc)



FvS inquis

Objectives of this build:

This was the build we used to complete r10 Den of Vipers. Even after the inquis nerfs, it's an extremely solid ranged dps. The build ends up being capable of off-healing if you really want to go that route (and put on a few item swaps for positive spell stuff), but it shines as a top tier ranged dps.

Race:

Eladrin. This race gets the most DS and flat dmg. Starting with 14 dex without dropping stats is also super nice.

If you can't spend a lot of racial AP, halfling for better IPS and more sneak dice in the lower tiers is great as well.

Class split:

17 fvs 3 arti. 3 arti gets us the second core (5 DS). 17 fvs gives us death pact, leap (the big draw), Cha to hit and damage for free, cha trance, and warsoul (which is an oddly decent tree for this build). There is a variant that goes 1 barbarian for movespeed and drops this core (keep 2 arti for runearm use).

Inquis grants a lot of flexibility in terms of class choices, this was built with the requirements of a leap, and maximizing dps after that. Death pact is super nice in raid pushes.

Level order:

1-3 Arti
4-20 Fvs

You won't have cha to hit/dmg til 6, but the Arti benefits are super nice at the lower levels, the cha to hit/dmg I don't find extremely important until 7-8.

Stats:

18 Cha
18 Con
14 Dex

Chaotic neutral- harbinger of chaos

As eladrin you start with 14 dex, which opens up the ranged line feats without needing dex/tomes/dex racial lives.

Skills:

Tumble (movespeed) > Umd (scrolls)> [trapping skills if you want them]>Heal (pos SP)

Feats/feat order:

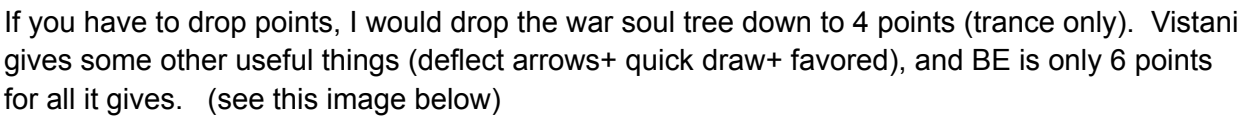
- 1- Point blank shot
- 3- Rapid shot
- 4- Follower of (any, doesnt really matter)
- 5- Grace of battle (cha to hit+dmg)
- 6- Precise shot
- 8- Energy Absorb (fire)
- 9- Precision
- 10- stout of heart (you wanna be chunky)
- 12- Improved Crit (Ranged)
- 13- Energy absorption (Cold)
- 15- Quicken
- 18- Empower heal // Nimber fingers (nimble for a hard dps spec), Energy absorption (Acid)
- 21- patience
- 22- Holy strike
- 24- Combat archery
- 25- Doubleshot
- 27- overwhelming critical
- 28- Harbinger of chaos
- 30- Watchful eye, Scion of ethereal
- 31- legendary aim
- 33- Trick shot
- 34- Titans blood

Enhancements:

41 inquis because it's such a good tree. 24 war soul to grab the doubleshot. Inflamm is a strong raid buff, as well as making you tankier when you need it.

Fill out the rest into vkf and Battleengineer to get even more doubleshot.





If you have to drop points, I would drop the war soul tree down to 4 points (trance only). Vistani gives some other useful things (deflect arrows+ quick draw+ favored), and BE is only 6 points for all it gives. (see this image below)



Epic destinies:

This is the most common ranged layout to get the maximum dps. Shiradi offers a massive amount of stats, fatesinger gives the best ranged epic strike, and shadow gives really strong +stats, as well as magic missile immunity. All three trees give threat reduction, putting us at -85 (so easy to get -100%)



If you have to drop ED points, start with fatesinger, dropping to 14 points before you start removing from Shadowdancer (see image below for minimum fatesinger points)



Gearing:

As with many melee/ranged dps, the core layout is currently University set+ Rocard. I Dont think this build will benefit in any large way from any of the lammordian gearing, since you already have the profane sneak dice.

Helmet: Legendary University champions helm (devils infernal dance)

Trinket: Gem of many facets (Sonic Absorb/Sheltering/ Ins Prr)- raven set

Necklace: Dracolich's eye (Ins Cha 7)

Goggles: Goggles of the archer

Armor: University Bulwark cloth (devils infernal dance)

Cloak: Legendary university archer cloak (Devils infernal dance)

Bracers: Rocard champion's cuffs (Cha 15)

Belt: waistwrap of wild wisdom

Boots: Greaves of season's warding

Gloves: Ravens talons

Ring 1: Ring of mystic Charisma

Ring 2: Unnatural accuracy

Weapon: Light crossbow of the undying age> light dino crossbow

Offhand: Dinosaur runearm (meltfang/profane sneak/profane DS+speed)

Solar gems (1)+ Aug sets (up to 3), roughly in priority order: Imbue dice, sneak dice, Prr

Lunar gems: Ranged power, weapon dmg, Prr

Important augments (from most to least) : Legendary moment to legendary moment, Topaz of ranged power, Festive Dex, Con 14, Ins con 5, Sapphire of healing amplification, emerald of imbue dice, Undying sapphire, Ravil's, Sapphire of false life, Sapphire of dodge

Filigree layout:

Weapon: Raid RP, Crackshot (RP, to hit+dmg, reflex save), spines (RP, to hit+dmg), long shadow (RP), Wildhunter (Deception, RP), Long shadow (RP, To hit+dmg)

Arti: Raid RP, Crackshot (RP), Wildhunter (Deception, RP), Long shadow (RP)

Since Inquis has a really good imbue, its worth investing slightly more into (long shadow). Otherwise this is focussed on maxing doubleshot, RP



Melee dps

I'll answer some generic potential questions (FAQ later) here

Why aren't there any THF builds?

Because THF is vastly behind in raid dps without making it up in reapers. Almost every dps has easy access to aoe, while maintaining substantially higher raid dps. The HP bloat in raids lately means that we need to focus our dps on raids. If you like the THF style (big number, better person), check out the bear build, it will feel similar (although its not man with axe, its bear).

Fist monk?

Ying has a great guide to fist monks ([Here](#)). My own version would be nearly identical, and wouldn't be worth the effort to make a build that's almost identical to one that's well documented and posted.

Handwraps Shifter? I hear they're really good in raids.

Yes, they are good in raids. However, I cannot stress enough that they feel awful outside of raids. They have slower move speed, the warlock aura takes 30s+ to full stack, and almost all of the dps is single target. Many of the push raiders will TR to builds that are necessary to meet dps or role requirements for push raids, but are absolutely awful outside of that. You are welcome to try them (I recommend FB capstone if you want to go this way), but I don't want to post builds that are mainly designed for push raids (there are some truly awful builds that were made for raid pushes, but were necessary to do specific mechanics, IE lava diving throwers for the first r10 THTH). If you really want to try a non-monk wraps build, try the 15/5 with a sacred fist instead of a regular paladin (use kinesis from DoV).

Why are the gear layout somewhat the same?

Generally all dps want the same stats and they tend to come from the same sources.

I don't have raid items, can you suggest a gearing?

If a gear layout requires too much raid gearing for you, I highly suggest looking at the TWF 15/5 paladin DL Iammordia gearing, it has 0 raid items (it wants raid weapons but you can get around that).

 SWF pure Pally

Objectives of this build:

The goal of this build is to make a top tier dps paladin for raids. You will be able to reap with this build, but the design is to be a top dps in raids.

The first question is fighting style. I like swf, and this is partially designed to showcase how to build a swf dps build for raids, so orb bashing is the optimal choice.

Race:

Aasimar- the pure +dmg and melee power + vuln stacking. There's a decent argument for Dhampir but Aasimar comes out on top for pure dps.

Alternate- Horc. If you want to rage (going into Fury), this is the best option with flat dmg and melee power.

Class split:

20 pally. There are some arguments to be had that this would be better under other splits (see the 15/5 if you want to try those), but I want my ascendancy stacks and I want to focus on the strengths of pure paladin with this build. Yes 15/5 is more dps and better cc.

Stats:

18 con
18 str
12 Cha

All level ups into Str. We have to be LG for paladin.

Skills:

Balance (swf line)> tumble (movespeed)> umd (scrolls)

Feats/feat order:

The lack of the class based leap means we take the spring attack line. Paladin casts so many buff spells, quicken feels necessary. The lack of a free class leap or racial leap means we will want the spring attack line.

1- SWF, Onatar
3- Power attack
6- Imp SWF
9- Imp crit (slashing)
12- Greater SWF
15- Quicken

18- Dodge
21- Mobility
22- Doublestrike
24- Overwhelming critical
25- Perfect SWF
27- Patience
28- Embodiment of law
30- Spring attack, , Scion of Arborea
31- Harbinger of chaos
33- Improved shield bash
34- Titan's blood

Enhancements:

KoTC has it all. Trance, dmg, imbue. 41 for the capstone is a no brainer. The real question is how do we want to spend the other AP.

The choices here are going to be unorthodox, but keep in mind I'm purely focussing on dps and building the survivability into it after (and into the hands of the build's pilot). The paladin trees dont really offer much more damage (shield tree doesn't work with orbs), so we look to universal trees.

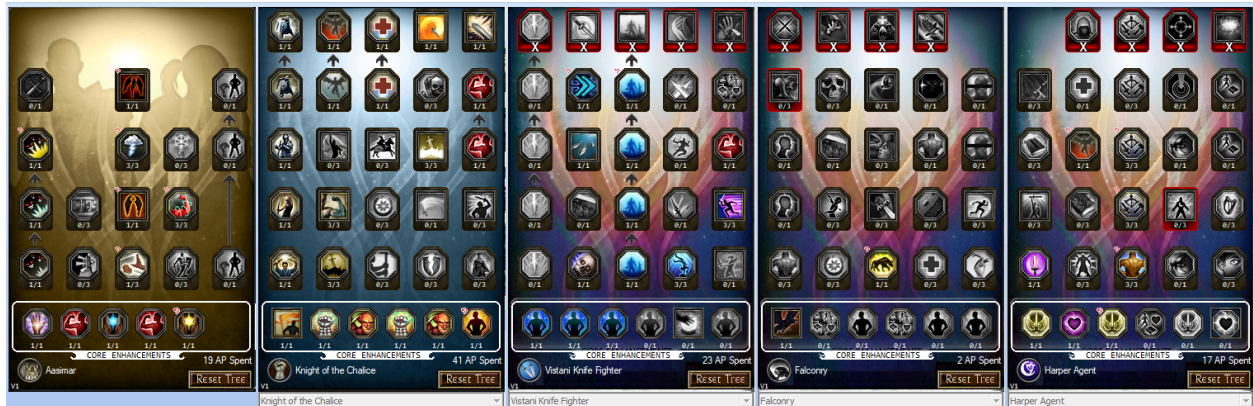
VKF gives 5% DS in t4, alongside decent prr+mrr, haste boost, deflect arrows, and another 5% DS in the second core. Quick draw is also useful for spellcasting. Vkf ends up with 23 points, though you can probably drop some here if you aren't a maxed completionist or missing tomes (above 11 pts is mostly for the 5% more DS).

I've been a fan of a somewhat deep splash into harper for a while. For 17 points we get:

- 6 MP
- 15 HP
- a favored enemy (evil outsider) that has really good synergy with where you want to play paladin, which is another 2 flat dmg vs them and every other favored enemy
- 4 flat dmg, 5 vs evil

This is a really good rate of return.

2 points into falconry. This gives us another (relevant) favored enemy. The hydra and heads in DoV are animals. Also another 2 more dmg vs undead and evil outsiders



If you have to drop points, falconry and then harper (Mp first, then flat dmg) are the first to go.

Epic destinies:

DC t5 is a no brainer, orb bashing+good mantle solidifies the tree as our core tree. The lack of a good epic moment is a bit sad, but will be made up for by all the innate synergies with paladin, and the 14d6 200% scaling law dmg of every (including orb) hit.

Pally saves are so good that shadowdancer for evasion is a no brainer. SD is also just the second best dps ED in the game as well.

Because we can trigger crusade off smites, we don't need to use crusade except for cc. Thus my third tree will be Fury, for cutter (and all the goodies in that tree). Cutter gives us great aoe options for reapers, as well as being the best dps strike over extended fights.



If you have to drop points here, I think dropping the SD strike for the debuff, followed by the fury t4/-> t1/3 is the play.

Gearing:

Currently, Clatter the blunted edge from DoV is the best weapon (or the warhammer if you want slightly less cc). For orb, Dino offhand for the sneak dice, DS, and meltfang is the obvious choice.

Set wise, Since we can cover meltfang and profane sneak/DS, The vecna armor nicely covers the many stats we might want on paladin.

Lammordia offers some upgrades, but since we have really strong saves for lammordia, and thus use light armors for evasion, we don't gain anything from the lammordia gearing. We are somewhat still locked in a gem layout due to the ability to craft shield bashing for the orb onto it. Artifact wise, Rocard's cuffs are an amazing item. We can fill out the rest of the gear from filler coming up with the following:

Helmet: Legendary University champions helm (devils infernal dance)

Trinket: Gem of many facets (DS/ shield bash/ Ins Prr)- raven set

Necklace: Pendant of crippling strikes

Goggles: Legendary goggles of the berserker

Armor: University Bulwark Light armor (devils infernal dance)

Cloak: Legendary university duellist cloak (Devils infernal dance)

Bracers: Rocard champion's cuffs (Ins Str 7)

Belt: Ophael's cincture (Str 15)

Boots: Greaves of season's warding

Gloves: Ravens talons

Ring 1: Legendary Mystic ring of mystic str

Ring 2: Cannith Crafted (Cha /Sheltering/ Ins Con 6)

Weapon: Clatter, the blunted edge (your choice of LGS, Dust>ash, vuln is from t5 DC and Aasimar, the oozes from the summons mess up raids)

Offhand: Dinosaur Orb (profane sneak, profane DS, Meltfang)

Solar gems (1)+ Aug sets (up to 3), roughly in priority order: Imbue dice, sneak dice, Prr

Lunar gems: Str, Melee power, weapon dmg, Prr

Important augments (from most to least) : Legendary moment to legendary moment, Topaz of melee power, Diamond of con, Sapphire of healing amplification, emerald of imbue dice, Undying sapphire, Ravil's, Sapphire of false life, Festive Str, Sapphire of dodge Emerald of greater smite, Globe of true imperial blood, Sapphire of resistance, feareater,

Filigree layout:

Weapon: Raid Str, Raid Cha (sanc fervor), treachery(threat reduction), dreadbringer (Str/MP/Tactics), Sanctified Fervor (MP,Str), Next fall (MP), Next fall (to hit+ dmg)
Arti: Raid Str, Raid Cha (sanc fervor), treachery (threat reduction or MP if you can hit -100% without), Sanc Fervor (MP), Dreadbringer (MP)

This is a melee, the Raid str is always here (it's 18 MP for 2 rare). Sanctified fervor helps us fill out the 5 pc set using raid filigrees, since the other half of that gives +2 imbue dice. The rest is a standard melee layout of 4 pc dread, 2 next fall, and treachery to hit -100% threat

Spells:

The spells listed here are the ones that are integral to the build. After these spells are taken, feel free to add whichever ones you find most useful.

Lv 1: Divine Favor, Bless

Lv 2: Righteous command, Angelskin

Lv 3: prayer

Lv 4: Zeal holy, sword



TWF 15 Paladin 5 Dragonlord

Objectives of this build:

The goal of this build is to make a top tier single target dps for raids that performs somewhat well in reaper 10s. This build requires some swapping and active play. If you want a more relaxed experience, I recommend pure paladin.

Race:

Half-orc - This is a high melee power build that works well with horc flat damage. The bonus helpless damage works very well with roar. The horc auto crit that applies to both hands is just the cherry on top.

Alternate- Aasimar and dhampir are both perfectly adequate alternatives.

Class split:

15 paladin offers zeal, holy sword and a nice stack of melee power. 5 DL offers an excellent crit profile, roar and a leap.

Stats:

16 con

20 str

16 dex

All level ups into Str. We have to be LG for paladin.

Skills:

Tumble (movespeed)> umd (scrolls)

Feats/feat order:

I take 5 levels of dragonlord and then 15 of paladin for simplicity's sake. The order doesn't matter that much as long as you can hit all the feat requirements

Class and Levels									
1		Power Attack Standard	Thraxata's Instinct Minor Draconic Aura	1	22	14	20	8	10
2		Weapon Focus: Slashing W		2	22	14	20	8	10
3		Two Weapon Fighting Standard		3	23	15	21	9	11
4		Power Critical Fighter Bonus Feat		4	24	15	21	9	11
5				5	24	15	21	9	11
6		Weapon Specialization: Sla	Follower of Onatar Follower Of	6	24	15	21	9	11
7				7	25	16	22	10	12
8				8	26	16	22	10	12
9		Improved Critical: Slashing		9	26	16	22	10	12
10				10	26	16	22	10	12
11		Onatar's Forge Deity		11	27	17	23	11	13
12		Improved Two Weapon Fig		12	28	17	23	11	13
13				13	28	17	23	11	13
14				14	28	17	23	11	13
15		Greater Two Weapon Fight		15	29	18	24	12	14
16				16	30	18	24	12	14
17				17	30	18	24	12	14
18		Beloved of the Divine Standard		18	30	18	24	12	14
19				19	31	19	25	13	15
20				20	32	19	25	13	15
21		Overwhelming Critical Epic Feat		21	32	19	25	13	15
22		Doublesrike Epic Destiny Feat		22	33	20	26	14	16
23				22	33	20	26	14	16
24		Patience Epic Feat		22	34	20	26	14	16
25		Perfect Two Weapon Fight		23	34	20	26	14	16
26				23	34	20	26	14	16
27		Child of Faith Epic Feat		24	34	20	26	14	16
28		Harbinger of Chaos Epic Destiny Feat		24	35	20	26	14	16
29				25	35	20	26	14	16
30		Epic Damage Reduction Epic Feat	Scion of Arborea Legendary Feat	25	35	20	26	14	16
31		Crush Weakness Epic Destiny Feat		25	35	20	26	14	16
32				25	36	20	26	14	16
33		Two Weapon Defense Epic Feat		25	36	20	26	14	16
34		Embodiment of Law Epic Destiny Feat		25	36	20	26	14	16

Enhancements:

There are a few options to run here. While vistani capstone is more raw single target dps and the version I usually prefer, smites are very good and KOTC is the set up I'm mainly going to cover in this guide.

Enhancements - Total points 102, Racial 19, Universal 3, To Spend 0

Half-Orc
CORE ENHANCEMENTS
19 AP Spent
Reset Tree

Dragon Lord
CORE ENHANCEMENTS
36 AP Spent
Reset Tree

Vistani Knife Fighter
CORE ENHANCEMENTS
41 AP Spent
Reset Tree

Ravager (Fighter)
CORE ENHANCEMENTS
6 AP Spent
Reset Tree



Epic destinies:

Both T5 Legendary dreadnought and T5 crusader are viable here, but I tend to favor T5 crusader for the sustained dps, crusade buff on smite and synergy with favored weapons. Crusader is the mathematically right answer, but Dreadnought offers infinite action boosts and higher burst which might be a higher priority in some situations. The rage heal from fury of the wild on primal scream is a great tool for general play, if you find yourself with a reliable healer always, feel free to invest those points elsewhere.



Gearing (pre-lammordia):

Gearsets right now are determined by luck with boosts/curses. I have a very good devil's infernal dance set and I find it easy to farm so this is the one I'm going to show here.

The weapons are a harder thing to choose. The scimitars are very good with 14-20 x5 19-20x8. Battle axes are more fun with bigger crits and the daze on crit from clatter with a profile of 16-20x6 19-20 x9. It's all dependent on choice and availability. Either run 2 Kindling, twin flames of the city while making sure to grab the favored scimitars from divine crusader, or run Clatter, the blunted edge in the main hand and Undying age Battle axe/longsword in the off hand.

Helmet: Legendary University champions helm (devils infernal dance)
Trinket: Gem of many facets (DS/Sunder/ Ins Prr)- raven set
Necklace: Pendant of crippling strikes
Goggles: Legendary goggles of the berserker
Armor: University Bulwark Light armor (devils infernal dance)
Cloak: Legendary university duellist cloak (Devils infernal dance)
Bracers: Rocard champion's cuffs (Ins Str 7)
Belt: Ophael's cincture (Str 15)
Boots: Greaves of season's warding
Gloves: Ravens talons
Ring 1: Legendary Mystic ring of mystic str
Ring 2: Cannith Crafted (Cha /Sheltering/ Ins Con 6)
Weapon: Clatter, the blunted edge (your choice of LGS, Dust>ash, vuln is from t5 DC and Aasimar, the oozes from the summons mess up raids)
Offhand: Undying Baxe/longsword (they are functionally the same weapon)

Solar gems (1)+ Aug sets (up to 3), roughly in priority order: Imbue dice, sneak dice, Prr

Lunar gems: Str, Melee power, weapon dmg, Prr

Important augments (from most to least) : Legendary moment to legendary moment, Topaz of melee power, Sapphire of healing amplification, emerald of imbue dice, Undying sapphire, Ravil's, Sapphire of false life, Diamond of con, Festive Str, Sapphire of dodge Emerald of greater smite, Globe of true imperial blood, Sapphire of resistance, feareater

Gearing (lammordia):

This layout is slightly more defensive, but if you have better curses on earlier stuff, it's worth more than the slight upgrades here. If you are starting from scratch or min/maxing, this offers the highest potential. There was some debate about adding meltfang, but I ended up deciding to not use rare loot at all for this layout. There is likely a better layout with autumn equinox but if you want that, go look at the other melee files. This layout also aims to minimize raid items as a fun exercise for myself. This layout also grabs charisma because of paladin saves, and should have a fairly high con. Great gearing for a first lifer

Helmet: Lammordian cap (Ins Str/ins prr/Con/Deadly)

Trinket: Periapt of str (Str 15/ins seeker/ q seeker)

Necklace: Black dynamo (Ins con/ ins fort bypass/Cha 15/ seeker)

Goggles: Berzerker (bloodrage/relentless fury/lifesealed)

Armor: Gravekeepers light armor (Good luck/Fortification/ profane sneak dice)

Cloak: Forest blade (Ins Ds/ Q DS/tendon slice)

Bracers: Sunken Chains (Q Str/ stunning/ sunder)

Belt: Strap of saviness (Ins Cha/ profane stats/ ex hamp)

Boots: Greaves of season warding (absorbs)

Gloves: Graverobbers gloves (deception/speed/Doublestrike /Quality deadly)

Ring 1: Mystic Con(Q Con/q deception)

Ring 2: Band of faith and fortress (Q prr/ Q mrr)

Solar gems (5)+ Aug sets (up to 4), roughly in priority order: Doublestrike, melee power, Str, fort bypass Imbue dice, sneak dice, Prr

Lunar gems: Melee power, weapon dmg, Prr

Important augments (from most to least) :Sapphire of defence, Legendary moment to legendary moment, Topaz of melee power, Sapphire of healing amplification, emerald of imbue dice, Undying sapphire, Ravil's, Sapphire of false life, Diamond of con, Festive Str, Sapphire of dodge Emerald of greater smite, Globe of true imperial blood, Sapphire of resistance, feareater

Filigree layout:

Weapon: Raid Str, Raid Cha (sanc fervor), treachery(threat reduction), dreadbringer (Str/MP/Tactics), Sanctified Fervor (MP,Str), Next fall (MP), Next fall (to hit+ dmg)

Arti: Raid Str, Raid Cha (sanc fervor), treachery (threat reduction or MP if you can hit -100% without), Sanc Fervor (MP), Dreadbringer (MP)

Spells:

The spells listed here are the ones that are integral to the build. After these spells are taken, feel free to add whichever ones you find most useful.

Lv 1: Divine Favor, Bless

Lv 2: Righteous command, Angelskin

Lv 3: prayer

Lv 4: Zeal holy, sword



SWF swash bard

Objectives of this build:

This is a pet build of mine. It isn't a top tier dps but the goal is to have fun, while still being optimized for r10 play. This is built to be an r10 dps and cc, but it also has decent tankiness and offheals. I'm going to make this fairly detailed as an exercise to how endgame builders tend to do things, as well as why we make the choices we do. This build leverages the extra Cha scaling on tactics from pdk with a short sword to achieve some of the highest DC's in game, meaning that using this build on a lower life toon is quite possible.

As always, if you spot any issues or find something better, feel free to share.

First question is fighting style. Since we are bard, swf makes the most sense. We can use swashbuckling to get a good crit profile, and everyone likes high attack speed. I will be using a buckler rather than empty offhand for 3 reasons. First, Perfect shield mastery. This feat gives us 10% doublestrike, which should easily cap us on this stat. The extra prr is a nice bonus. Second, Shield bashing. If you have enough passive shield bash, you get all the on hit goodies, even with no investment into shield damage, the 40-50 extra hits per minute from going tier 5 Divine Crusader will add up. Lastly, an extra item slot. In general, losing an offhand loses an item slot, which means you have four less stats you can grab, as well as two augment slots. There are two strong bucklers currently, more on that under items. There might be a fun option to go orb bashing on this build with the extra feat, but personally I like capping the doublestrike without too much investment. We wanted to be cha based from pdk, and swashbuckling, there is only one weapon type that pulls this off: Short Swords.

Race:

Pdk- gets cha to hit and damage from its tree, massive tactics, the extra feat is quite nice on this build. For Cormyr! is a nice bonus if you have the racial AP.

Class split:

18 bard, 1 ftr, 1 dark apostate. We want as many bard levels as possible to maximize the cc Dc and duration. Having the bardic aura range doubled is quite nice in raids too. 1 Fighter is there because I don't always want to use a lesser +1 heart. Dragon lord, Dark hunter are both decent alternatives. Dark apostate is there for the trance, Fvs could also work here but I personally prefer to use /1 DA on higher life toons that will get the spell points.

Personal order is:

- 1 Ftr (base pdk class)
- 13 Bard
- 1 FvS (to take trance at 15)
- 5 Bard

Stats:

18 Cha, 16 dex, 16 con

All level ups into Cha

Dex is for the spring attack and precision line, you can drop to 14 as needed.

CN or CG for alignment, like CG because I will be using the DC mantle.

All ASI into Cha

Skills:

Balance (swf line) > perform(bard+ sonic sp)> tumble(movespeed+ dodge)>Umd>Heal>

Bluff/intim/Diplo

Feats/feat order:

Some general notes:

I take precision over power attack because fortification bypass is important in modern content.

Every build I use has to have some sort of leap ability, spring attack fits nicely and this build has decent dodge so will benefit from the pre-reqs. Improved shield bashing I quite like for the dps it provides (typically you can get ~ 65% offhand bash chance without too much investment).

1- Precision, SWF, Improved shield bash

3- dodge

6- mobility

9- Improved SWF

12- Improved Crit (piercing)

15- Spring attack , Favored of (doesnt really matter)

18- Greater SWF

21- Inspire excellence

22- Doublestrike

24- Overwhelming critical

25- Perfect SWF

27- Epic Damage reduction

28- Embodiment of law// Harbinger of chaos (law if you go t5 DC)

30- Patience, Scion of Arborea

31- Shield Mastery Specialty

33- Quicken spell

34- Titan's blood

Enhancements:

Warchanter is an expensive tree, but it's very worth the return. Swashbuckler has one of the best non 200% scaling imbues, swashbuckling crit profile, as well as uncanny dodge, a nice defensive clicky. I like En Point as aoe attack. 11 vkf gets haste boost, 5 DS, favored undead, and some prr/mrr. 7 kensei means we never run out of action boosts. War priest is here for the trance. A DL version of this build would be more efficient than kensei, as ravager is 4 ap to get

the same +3 action boosts, but this requires a lesser +0 heart.



If you have to drop points, drop to 8 points in vkf for hate boost, then the extra action boosts in kensei, then kingly recovery (kingly is really nice but idk what else to drop)

Epic destinies:

DC t5 is a no brainer, shield bashing+good mantle solidifies the tree as our core tree. 18 bard will get 9 religious lore, meaning t5 DC also gives 4 prr and AC. DC is also why I took embodiment of law, the 14d6 scaling 200% on every hit (including shield bash) adds up fast.

I plan on using light armor, so Shadowdancer for evasion is the second choice. Shadowdancer also has solid Dps, and since we are swf the t4 debuff will frequently proc.

I plan on using crusade as my epic strike for three reasons:

1. It offers good cc vs everything, and you will hit no fail DC
2. Its a good party buff in raids
3. It frees up my third ED to not feel forced into Fury to grab cutter

This means the Third ED is up to personal preference. I will make an argument for the ones I use, but feel free to play how you like.

Option 1: Legendary Dreadnaught.



LD provides even more tactics DC's, more action boosts and dps options. One of the nicer things here is taking the 10% attack speed under action boost, making the racial melee power boost a lot better. This options ends up with something crazy like 40 action boosts (20 haste, 20 melee power)

Option 2: Fatesinger.



Harmonic resonance helps our imbue, swf+reign is strong interaction, gets more free threat reduction, has some more +dmg for you and the party. Slightly less doublestrike, but that isn't an issue on this build if you have the past lives.

Option 3: Unyielding Sentinel



Picks up a fair bit of prr and healing from hands and renewal at the cost of some (not much) dps. More of a flavour pick, but nice when I'm in an all-melee party.

If you have less ED points, I recommend dropping from the third tree first (and keeping SD+DC)

Gearing:

First question around gearing is usually the core set, and artifact. In this build, I will be using the autumn equinox as my artifact. We need a source of meltfang, and this is a good option. We get 9 natures lore feats (bard op), which translates to 2 damage. Its not a lot, but it adds up. If you aren't mega spooned with this artifact, feel free to use a Din oring or similar. The only loss is meltfang (see the next section).

A quick note about lammordia: This build can try to fit lammordia, but the current gear here is very optimal. We cannot swap out trinket since we need shield bashing.

Bucklers:

Frostforged buckler is a fantastic item on this build, giving guardbreaking and insightful prr. We can also craft meltfang, what an amazing item. The bypass will only apply to the shield, so its mostly going to be useful for the 16d6 on shield bash.

Short swords:

There are two options for the weapon, both of which work. Finality is a sunblade, meaning it gets some strikethrough, and negation is quite solid vs trash. For raw dps, undying age is the clear standout. This is a personal choice, if you want to spec more for raids or more for reapers. Put whichever LGS you like on it (if you solo use dust)

Lastly, the core item set. For raw sets/items, there are a few options here. For now I only have two, but I'll try to update as I find better options. This decision dictates the remainder of the gearing, so I will provide a full gearing layout for each.

Lammordia gearing

With how strong the buckler from lammordia is, we can't really ignore it. This gear layout will heavily lean into using solar gems and raid augment sets. If you have draconic raider boxes lying around, use three of them on guided sight, as it will be the doublestrike (DS) aug set.

Helm: Helm of sun's wrath (seeker/legendary acc/fort bypass/ crown of summer)

Neck: Dracolich's eye (insightful deception/ins Con 7)

Trinket: Souvenir coin (ins cha skills/ Con 15/Quality deadly)- zoo creeper

Goggles: Night brigade (mrr/ q charisma/ charisma)

Armor: Gravedigger light armor (Fortification/good luck/ prr/profane sneak dice) - wilderness red names

Cloak: Forest Blade (Quality DS/ Insightful DS/relentless fury)

Bracers: Rocard, champion's cuffs (/improved deception/insightful seeker/ insightful armor piercing/ insightful charisma 7)

Belt: Baron's Bandolier (false life/ enhanced bloodrage/doublestrike/deadly)- miner sacrifice

Ring 1: Trapmaker's mark (dodge/deception/reflex saves)
Ring 2: Mystic Con (quality deception/ Quality con)
Boots: Grieves of season's warding- elemental absorbs
Gloves: Gauntlets of the stormreaver (thunderclap, insightful mrr)
Weapon: Finality (Dust, Negation)
Buckler: Frost forged buckler (guardbreaking, insightful prr, meltfang, your choice of dmg+ metal bypass)

Augs:

Solar/set: Doublestrike, melee power, Charisma, fort bypass, Imbue dice, Prr, sneak dice, helpless dmg
Lunar: Melee power, weapon dmg, Prr, Mrr
Other: Topaz of swiftness, Accuracy, Hamp, Moment to moment, festive Cha, festive con

The next two layout are geared towards people that do not have access to lammordia, if this applies to you, you can use the dinosaur bone buckler for meltfang.

Devils infernal Dance. This set gives 5 set stats for 3 items (Cha/Con/ DS/mp/fort bypass).

Helm: University champion (devils infernal dance)- deadly/seeker/accuracy/ fort bypass
Neck: Dracolich's eye- Ins cha/relentless fury/ ins deception
Trinket: Periapt of str- ins seeker/ q seeker
Goggles: Night brigade- Cha / Quality Cha / Mrr
Armor: Bulwarks reinforced shirt- Fom/parry/fortification/prr
Cloak: University Duellist- Q acc/ Q deadly/ Ins fort bypass
Bracers: Unseen assassin- Imp deception/deception
Belt: Strap of savviness- Ins Cha/profane well rounded/exceptional hamp
Ring 1: Dinosaur bone artifact (Con 15/ deadly 12/ Prr 38)
Ring 2: Mystic Con ring- Q con/Q deception
Boots: Grieves of season's warding- elemental absorbs
Gloves: Gauntlets of the storm reaver- Thunderclap/ins sheltering

Augs:

Solar/set: imbue dice, Prr, sneak dice, helpless dmg
Lunar: Melee power, weapon dmg, Prr, Mrr
Other: Con, ins Con, Hamp, Melee power, Moment to moment, swordcrossed topaz

Dread Stalker. This set gives 4 set stats for 3 items (sneak dice, MP, DS, helpless), as well as a solid cloak (ins Seeker+ ins Deception) and fully customizable helm+armor. Lots of the stats here overlap with a dinosaur buckler, so feel free to use a different buckler in that case.

Helm: Dinosaur (dread stalker)- False life, accuracy, stunning, relentless fury

Neck: Cranium sphere- Con / quality con / fortification

Trinket: Gem of many facets (raven's eye)- Fire absorb / Cold absorb / Insightful physical sheltering

Goggles: Night brigade- Cha / Quality Cha / Mrr

Armor: Dinosaur bone outfit (dread stalker)- Extraplanar shadow/ goldfang/sunder/fort bypass

Cloak: Dread stalker cloak (dread stalker)- Ghostly/ Insightful deception/Insightful seeker

Bracers: Flourishing Fauna- Quality DS/ True sight

Belt: Strap of savviness- Ins Cha/profane well rounded/exceptional hamp

Ring 1: Autumn equinox- Melfang/ insightful DS/insightful resistance/ bloody thorns

Ring 2: neglected wedding ring- Deadly/Imp deception/FoM

Boots: Death's deferral - Quality deadly/ uncon range/ ins Con

Gloves: Raven talons (raven)- deception/seeker

Augs:

Solar/set: imbue dice, Prr, Charisma, fort bypass

Lunar: Melee power, weapon dmg, Prr, Mrr

Other: Hamp, Melee power, Moment to moment, sapphire of defence, swordcrossed topaz

Spells:

The spells listed here are the ones that are integral to the build. After these spells are taken, feel free to add whichever ones you find most useful.

Lv 1:

Lv 2:

Lv 3:

Lv 4:



SWF Barb Chains

Objectives of this build:

Many of you may have experienced the joy of using the chain and greater chain of shadar kai. This is a build that optimizes that for reapers and raids.

Barbarian is a class that is super tanky, a focus of this build, while offering a massive amount of flat damage. Combining this with the melee power for wielding a kukri or dagger in vkf yields a solid dps. SWF further plays into the massive str of barb by offering higher scaling off the STR mod. Kukri has a very large crit range, synergizing well with Barbarian granting +2 crit multi.

Race:

Shadar kai. This is a chain build. For those unfamiliar, Shadar kai is an awesome race, offering 2 sneak dice and a racial leap (yay saving feats). Have I mentioned chains yet?

Class split:

18 barbarian, 1 Favored Soul, 1 Rogue. Barbarian's flat damage plus the melee power from vistani (foreshadowing, but we'll be using kukris) with favored soul trance. Rogue is here to give us +1 sneak dice and to not have to burn a heart.

If you really wanted to use a heart, change rogue to DH (+1 favored enemy, probably Aberration or dragon), or 1 DL (+3 haste boosts from ravager)

Lv 1- Rogue (no heart)

2-14- Barbarian

15- Fvs (iconic so starts at 15, grabs trance)

16-20- Barb

Stats:

18 Str, 18 Con, 12 Wis (wis trance). This is gonna be not just big dps, but can break over 5k hp with all past lives/reaper pts.

Chaotic neutral to take advantage of harbinger, and not die to unholy blights

Skills:

Balance (swf line) > tumble(movespeed+ dodge)>Umd

Feats/feat order:

This is an iconic toon, you start at lv 15. Racial leap means we dont need spring attack line

1- SWF

3-Power attack

6- Weapon focus (slashing)

- 9-improved SWF
- 12- Improved critical (slashing)
- 15- Greater SWF , Favored of (any, doesnt really matter)
- 18- offhand versatility (this feat is really good to use no offhand with barb's massive str)
- 21- Overwhelming critical
- 24- epic barbarian DR (we want chonky)
- 25- perfect SWF
- 27- Epic damage reduction (more chonk)
- 28- Harbinger of Chaos
- 30- Patience, Scion of arborea
- 31- Legendary toughness (I think you know how tanky this is gonna be)
- 33- Epic reflexes (if you can hit 70+ reflex saves)// Weapon focus (piercing)
- 34- Titans blood

Enhancements:

4 warpriest to grab (wis) trace. Feel free to use cha if you can get that higher (you get -2 to Cha from SDK). 5th core and t5 FB because +2 crit is amazing and the 5th core is insanely strong. Capstone vkf because we want to use kukris with the massive crit stuff, and its a ton of flat dmg, MP, DS, defensiveness, etc.

3 into Ravager because its 3-4 flat dmg, this is the most flexible of the AP to drop, or use on another class if you use a lesser heart.





If you have to drop points, I think the first to go is 1 point in shadar kai (the incorp) since this is only there for racial completionists. Similarly, I think Assassin's mark (t4 racial) is useful, but will have to be dropped.

After that I think the next to go is the VKF capstone, followed by a lot of the filler points in that tree (balance, bleeding cuts, the 5th core), then the VKF STR points (24 vkf would be enough to grab the DS and MP when swf in t4).

Epic destinies:

T5 fury doesn't grant the extra Ubercrit multi. Thus t5 LD is the next best t5.

Fury will be secondary for all the raging, DS, cutter, and shadowdancer third for evasion, sneak dice, and nice +stats. As a kukri build, the vistani strike will easily help us cap our DS, meaning we don't need to invest as much in ED's to achieve 100%.



With reduced ED points, Remove the points from Shadowdancer first, down to the third core and DS in t3 (will cost 13 AP to grab these). Then start removing points in t4 Fury (if you can keep the heal on primal scream is nice for solo/low skulls, otherwise you can drop all 3 ranks).

Gearing:

The best dps kukri in game atm is undying age. However, to spare us the 120 barrier frag lockout, we can use maw, dracolich's bite. This is actually a decent alternative for reapers, as barb has fairly low fort bypass (the +5 helps us) and both the paralysis and guardbreaking work well with our aoe chains. Pick whichever you want (or have access to). Alternatively, use undying for raids, maw for reapers if you can afford to use both.

Lammordia gearing:

One quick thing, the ideal layout here will use a single rare item, the autumn equinox. This ring is a massive dps gain for barbarian, graving 4 flat and 1 % DS over any other insight DS items. If you can pull it, awesome but I also recognize the rare item system is discouraging and boring to farm. The first layout will utilize this artifact, the second will not.

Helmet: Lammordian something helm (ins Str 7/ins prr/Doublestrike 17/Deadly 12)

Trinket: Periapt of strength (Str 15/ ins seeker/ q seeker)

Necklace: Black dynamo (Ins con/ins for bypass/ con 15/Seeker 15)

Goggles: Berserker (lifesealed/bloodrage/ relentless fury/ghostly)

Armor: Gravekeeper's Light (fortification/ profane sneak dice/ prr/good luck/ displacement)

Cloak: Lammordian heavy cloak (quality DS/ins mrr/Trance stat 15 /Quality deadly)

Bracers: Unseen assassin (deception/ imp deception)

Belt: Wild wisdom (or whatever ins trance stat)

Boots: Greaves of season's warding

Gloves: Storm reaver (thunderclap/elec resist)

Ring 1: Legendary ring of mystic str

Ring 2: Autumn equinox (Bloody thorns, Ins DS/ meltfang)

Weapon: Maw, Dracolich's bite (your choice of LGS, Dust>vuln>ash, the oozes from the summons mess up raids). I've been finding that maw is better cc in lammordia than goldcurse.

Offhand: Empty

Quiver : Alacrity (ins deception)

Solar gems (5)+ Aug sets (up to 4), roughly in priority order: DS, melee power, Str, fort bypass, Imbue dice, sneak dice, Prr, Mrr, cap, Mrr

Lunar gems(4): Melee power, weapon dmg, Prr, Mrr

Notable augs: Moment to moment, melee power, healing amp, festive str, emerald of imbue dice, swiftness

Helmet: Lammordian something helm (ins Str 7/ins prr/Doublestrike 17/Deadly 12)

Trinket: Periapt of strength (Str 15/ ins seeker/ q seeker)

Necklace: Black dynamo (Ins con/ins for bypass/ con 15/Seeker 15)

Goggles: Berserker (lifesealed/bloodrage/ relentless fury/ghostly)

Armor: Gravekeeper's Light (fortification/ profane sneak dice/ prr/good luck/ displacement)

Cloak: Lammordian heavy cloak (quality DS/ins mrr/Trance stat 15 /Quality deadly)

Bracers: Unseen assassin (deception/ imp deception)

Belt: Wild wisdom (or whatever ins trance stat)

Boots: Greaves of season's warding

Gloves: Storm reaver (thunderclap/elec resist)

Ring 1: Legendary ring of mystic str

Ring 2: Autumn equinox (Bloody thorns, Ins DS/ meltfang)

Weapon: Maw, Dracolich's bite (your choice of LGS, Dust>vuln>ash, the oozes from the summons mess up raids). I've been finding that maw is better cc in lammordia than goldcurse.

Offhand: Empty

Quiver : Alacrity (ins deception)

Solar gems (5)+ Aug sets (up to 4), roughly in priority order: DS, melee power, Str, fort bypass, Imbue dice, sneak dice, Prr, Mrr, cap, Mrr

Lunar gems(4): Melee power, weapon dmg, Prr, Mrr

Notable augs: Moment to moment, melee power, healing amp, festive str, emerald of imbue dice, swiftiness, accuracy

Lammordia: no autumn equinox

Theres no easy way to get meltfang, so we drop it entirely. With a dagger/kukri, we should easily cap DS without insightful DS thanks to the new cloak.

Helmet: Lammordian something helm (ins Str 7/ins prr/Doublestrike 17/accuracy 22) -special delivery

Trinket: Hydra's heart (Str 15/sheltering/false life/profane hp)

Necklace: Black dynamo (Ins con/ins for bypass/ con 15/Seeker 15) - zoo creeper

Goggles: Berserker (lifesealed/bloodrage/ relentless fury/ghostly)

Armor: Gravekeeper's Light (fortification/ profane sneak dice/ prr/good luck/ displacement)-wilderness red names

Cloak: Lammordian heavy cloak (quality DS/ins mrr/Trance stat 15 /Quality deadly)

Bracers: Unseen assassin (Deception/ imp deception)

Belt: Wild wisdom (or whatever trance stat you use) (ins trance stat/ profane all stats/ ex hamp)

Boots: Greaves of season's warding

Gloves: Storm reaver (thunderclap/elec resist)

Ring 1: Legendary ring of mystic str

Ring 2: neglected wedding ring (FoM/ deadly)

Weapon: Maw, Dracolich's bite (your choice of LGS, Dust>vuln>ash, the oozes from the summons mess up raids). I've been finding that maw is better cc in lammordia than goldcurse.

Offhand: Empty

Quiver : Alacrity (ins deception)

Solar gems (5)+ Aug sets (up to 4), roughly in priority order: DS, melee power, Str, fort bypass, Imbue dice, sneak dice, Prr, Mrr, cap, Mrr

Lunar gems(4): Melee power, weapon dmg, Prr, Mrr

Notable augs: Moment to moment, melee power, healing amp, festive str, emerald of imbue dice, swiftiness, sheltering

No lammordia:

Helmet: Legendary University champions helm (devils infernal dance)

Trinket: Severed tentacle

Necklace: Dracolich's eye (Con 15)

Goggles: Legendary goggles of the berserker

Armor: University Bulwark Light armor (devils infernal dance)

Cloak: Legendary university duellist cloak (Devils infernal dance)

Bracers: Rocard champion's cuffs (Ins Str 7)

Belt: Ophael's cincture (Str 15)

Boots: Greaves of season's warding

Gloves: Gauntlets of the stormreaver

Ring 1: Legendary ring of mystic str

Ring 2: Cannith crafted (Sheltering/x/ Insightful constitution)

Weapon: Maw, Dracolich's bite (your choice of LGS, Dust>vuln>ash, the oozes from the summons mess up raids)

Offhand: Empty

Solar gems (1)+ Aug sets (up to 3), roughly in priority order: Imbue dice, sneak dice, Prr

Lunar gems: Str, Melee power, weapon dmg, Prr

Important augments (from most to least) : Legendary moment to legendary moment, Topaz of melee power, Sapphire of healing amplification, emerald of imbue dice, Undying sapphire, Ravil's, Sapphire of false life, Festive Str, Sapphire of dodge Emerald of greater smite, Globe of true imperial blood, Sapphire of resistance, feareater,

Filigree layout:

Weapon: Raid Str, treachery(threat reduction), dreadbringer (Str/MP/Tactics), , Next fall (MP, Att+dmg), shattered device (MP, Str//Att+dmg), sucker punch (MP)

Arti: Raid Str, treachery (threat reduction or MP if you can hit -100% without), Dreadbringer (MP), next fall (MP), Shattered device (MP)

This is a melee, the Raid str is always here (it's 18 MP for 2 rare). This is a standard rest is a standard melee layout of 4 pc dread, 3 next fall, and treachery to hit -100% threat. The last few slots go to maximizing melee power and flat dmg (and no 200% imbue). If you are ending up odd Strength, feel free to change the att+dmg to str or vice versa (generally you want str> flat because of swf scaling)

Spells:

Neither of these are super important, but I recommend taking nightshield for the magic missile immunity, and bless for the extra 1 to hit/skills



Modern Bear

Objectives of this build:

Bear is a super sturdy dps, with more access to cc than many other pure dps. This build will work well for lower lifers as well, and I'll provide details on the first life version and an ubercomp, as well as how to transition between the two for toons with a few lives. This build is more reaper focussed than many of the others, but will still perform well in raids. Bear (and wolf) gets to take advantage of a higher base attack speed combined with the ability to use 2h weapons (and bear also gets strikethru!). This means we will be using a falcion (Omen) at cap. Feel free to use the Sword of shadows for leveling, as it is the best heroic weapon for this build.

Race:

Half-orc. The flat damage and str work really well with bears (and barbs). Aasimar and dhampir also work, but Horc gets the most out of this build.

Class split:

12 barbarian, 6 druid, 2 favored soul. I have a close friend that almost always is on a bear build, and this build tends to perform the best in terms of defensive and offensiveness. The old classic split was 11 barb /8 druid/ 1 fvs, but this split is much more focussed on wolf, as the dire bear form grants little (some AC, con, 20% strikethru) over the base bear form. 6 druid still lets us grab the third core in our druid trees. 12 barbarian lets us grab the 4th core of frenzied berserker (10 prr, 60 hp), and 11 is the standard for greater rage (+2 str/con, +10 MP, +10 prr). 2 Favored soul is actually quite nice here for a cheap haste boost that doesnt need vkf, a trance, and +1 dmg on omen from the righteous zealot.

The Dragonlord variants will have more cc and a better imbue, but overall this split will result in higher dps and more tankiness. You will still have solid access to CC since all your attacks will strikethrough.

For ordering of levels, I want to prioritize the ability to take the natural fighting line ASAP, thus we start with 3 druid. Then I take 2 Fvs for haste boost/ nightshield, 6 barb (FB t5 and third core). After 11, the level order doesn't matter as much but we need 3 druid and 6 more Barb

(1-3 druid, 4-5 Fvs, 6-11 Barb, then some combination of 6 barb + 3 druid levels)

Stats:

20 Str

18 (16) Con

12 Cha (10 Wis)

Chaotic Neutral for harbinger of chaos, and not getting wrecked by unholy blight

All level ups into Str. brackets indicate how I would spend on a lower lifer, mostly dropping the last 2 points into con to boost wisdom high enough to cast druid spells with ship buffs. I don't think I've discussed this elsewhere, but the reason most people use the Cha trance over wisdom, is that racial completionist boosts cha higher than wis, and there are more cha raid filigrees if you go the swapping route.

Skills:

Since we rage skills don't have a ton of use. That said, we can do the standard:
Tumble (speed+dodge) > UMD > Your choice

Feats/feat order:

- 1- Druid , Power attack
- 2- Druid, Wild shape bear
- 3- Druid, Natural Fighting
- 4- Fvs, Follower of (doesn't matter)
- 5- Fvs , (also doesn't matter) of battle
- 6- Two handed fighting (access to FB strikethru line)
- 9- Natural fighting
- 12- Improved critical (slashing)
- 13- (Druid feat) Wild shape wolf
- 15- Natural fighting
- 18- Dodge (Weapon focus (slashing) on toons without tomes)
- 21- Mobility (Toughness)
- 21- 22- Doublestrike
- 24- Patience (it's absolutely worth on falchion bear)
- 25- Perfect natural fighting
- 27- Epic Barbarian DR
- 28- Harbinger of chaos
- 30- Overwhelming critical, Scion of Arborea
- 31- Wild force (fast bear is fun bear)
- 33- Spring attack (weapon focus (bludgeoning)- here for 2 MP)
- 34- Titan's blood

Enhancements:

Frenzied berserker is a phenomenal tree. 2 crit multi on SoS/ falchions is amazingly good dps. The tree also offers a ton of flat damage and melee power (and and imbue, not a good one, but an imbue > no imbue).

The next component of this build is the underrated tree of nature's warrior. This tree grants attack speed when you kill things (amazing in reapers), 12 melee power, and quite a bit of flat damage. It also grants one of the best defensive clickies in the game, flight. Flight grants 20% dodge that ignores dodge cap, allowing you to hit 50% dodge on giga-competitions for 30s. This ability, combined with the large prr of barb and bear, and the % DR of barb allow for one of

the tankiest dps in the game.

Rounding out the AP spend, we have 9 points in Nature's defender for some melee power and defenses (note that this defensive stance **doesn't give threat gen**), 8 in war soul (haste boost+trance). Since we don't use any universal trees, feel free to use them in harper (+2 to hit/dmg), vkf (+2 to hit/dmg vs undead) or falconry (+2 to hit/dmg vs animals). Harper is the clear winner here, but if you have 2 universal AP not 3 vistani is a decent choice.

Full AP:



No extra AP:

If you don't have the tomes/past lives, feel free to drop points from the racial tree (entirely) and two from harper, grab an extra flat dmg from war soul.



In intermediate AP splits, prioritize grabbing the racial tree first, specifically the power attack upgrade in t3. Drop the 1 flat in t2 war soul (the middle) if that makes you able to spend points in the upgrade power attack.

Epic destinies:

There are two options here, I will present both. Fury and LD will be our main two trees, and GMoF the third (deflect arrows, plus its a really solid third tree). The loss of shadowdancer is annoying, but this build doesn't get improved deception and has no way to strip sneak attack immunity solo, so shadowdancer doesn't actually do a ton if we are solo. In raids, the boss will always be sneak attackable, since it should not be attacking the dps, and even if it is most dps toons will carry some form of passive sneak attack immunity stripping (t4 SD, improved deception, etc). GMoF also grants arguably the best melee mantle, 1W, helpless dmg, and 15% action boost speed.

T5 Fury setup is much more reaper focussed, granting much more tankiness and burst dps for bosses, as well as some cc option in the great leveller (and trip if you are playing below ~ r5 this should land well enough). T5 LD is a more raid focussed option, with some burst dps but allowing you to spam haste boost for the entire raid to sustain dps over several minutes. Both options are great, play around with both and pick the one you prefer.

Full comp t5 Fury (my personal favourite):



No extra ED points t5 Fury:



T5 LD, no extra ED points:

This one is kinda awkward, and has to drop gmof mantle to grab the good things (heal on rage/scream in primal mostly), thus ends up with LD mantle.



Full comp t5 LD



Gearing (without lammordia):

As usual for melees, devils infernal dance is an amazing core set with solid items. The only major item for bear specifically, is bracers of flourishing fauna. Bone paws with a falchion is an extra 11 damage, and druidic survival mastery is another 9 on this build (this is more damage than almost any single item can give). For artifact, the clear winner is autumn equinox. However, this is a rare item. If you do not wish to struggle with farming out rare items, feel free to use a Dino artifact or any other ring artifact you see fit as the only loss here is meltfang (which is a fair bit of dps, but oh well). Another option here is to use a dino bone necklace, and the alchemical acid ring from master artificer.

Falchions have the best crit profile, so we use Omen (easy to get, and arguably BiS).

Helm: University champion (devils infernal dance)- deadly/accuracy/ fort bypass

Neck: Cranium sphere- Con/q Con

Trinket: Periapt of str- ins seeker/ q seeker

Goggles: Berserker -relentless fury/lifesealed/bloodrage/ghostly

Armor: Bulwarks reinforced shirt- Fom/parry/fortification

Cloak: University Duellist- Q acc/ Q deadly/ Ins fort bypass/Ins DS

Bracers: Bracers of flourishing fauna (bone paws, Q DS, druidic mastery)

Belt: Ophael's cincture- Deception/ seeker/ins deception/ ins Str (con, see gloves)

Ring 1: Autumn equinox- Meltfang

Ring 2: Mystic Str ring- Q Str/Q deception

Boots: Grieves of season's warding- elemental absorbs

Gloves: Gloves of the resilient (strong also works here) -ins con(str)/speed/ prr

Augs:

Solar/set: imbue dice, Prr, sneak dice, helpless dmg, your pick of mrr/mrr cap/ helpless/ etc

Lunar: Melee power, weapon dmg, Prr, Str, Mrr

Other: Hamp, Melee power, Moment to moment, swordcrossed topaz,Sheltering (for mrr)

Gearing (lammordia):

Uses wis trance

Helm: Lammordian there are too many names (any ins absorb/ ins prr/deadly/Con 15)

Neck: dracolich's eye (in Str/ ins deception)

Trinket: Periapt of str (str/ins seeker/q seeker)

Goggles: Raven sight (ins wis)

Armor: gravekeepers (fort 160/sneak dice/good luck/natural armor/Prr)

Cloak: Lammordian idk the names (**profane hp**/ ins mrr/Acc /DS 17)

Bracers: Bracers of flourishing fauna (bone paws, Q DS, druidic mastery)

Belt: baron bandolier (bloodrage/ false life/q deadly / Wis 15)

Ring 1: Autumn Equinox (meltfang/ ins DS)

Ring 2: mystic Str (q Str/ q deception)

Boots: Grieves of season's warding (elemental absorbs)

Gloves: raven (seeker/deception)

Augs:

Solar/set: DS, MP, str, fort bypass, Prr, sneak dice, helpless dmg,imbue dice, your pick of mrr/mrr cap/ helpless/ etc

Lunar: Melee power, weapon dmg, Prr, Str

Other: Hamp, Melee power, Moment to moment, swordcrossed topaz,Sheltering (for mrr)

Spells:

The spells listed here are the ones that are integral to the build. After these spells are taken, feel free to pick ones you like:

Fvs:

1: nightshield, (bless if solo)

Druid:

1: ram's might, great maul, (note than you can take maul, but **It is an intimidate check and will thus generate threat**)

- 2: Gust of wind (nice to clear clouds, etc)
- 3: Shred



Tanks

Some general notes about tanks:

Tanking in ddo is massively different than many other mmo's. Because of the stat checks needed in many raids to survive, tanks cannot build for dps. As a result, tank builds are painful to level and play at the cap without other players' help. To make this even worse, the reaper mode self healing scaling combines with the added difficulty and incoming to make many r1 raid tanks require a healer to not die. These builds will focus on achieving the stats for r1 raid tanking, and then focus on the healing after.

If you really want to roll a tank, these builds will offer some insight into both the playstyle in raids as well as the stats that are useful if not required for tanks to have in modern r1 raids.

Feel free to tone down some aspects of the tanking if you only need to do LH raids, and open up options for DPS/ self healing.



Raid specific info

This will go over raid specific discussion from a tank perspective.

Dps can read it to help understand the mechanics of a raid, I highly encourage it even, but for tanks you need to know the raid and how to tank them.

I will also be posting the methods I am familiar with to mitigate/deal with each mechanic. Other methods may vary, but these were the ones my guild find to be most efficient.

Strahd

Older raid, aren't any hard stat checks.

As a tank, you will probably take the sunsword. The loss of HP/stats from sentence doesn't mean as much since the raid is older now.

Grab rahadin and the shadows, make sure to drink curse pots or have curse absorb (heart of suulo) whenever a shadow is one you. The shadows apply a curse on hit that drops your max hp. Gather trash in the crypt as needed.

Once on stair phase, try to be the first one up the stairs to grab aggro. Use the shout and shield throw since many are indeed or living spells.

In the heart, pull everything you can out of the mists and stab the heart. Stay up top of you have dd, otherwise head to crypts.

During second crypt phase, just focus on grabbing strahd's aggro > then any trash you can find. Watch the middle for mists.

During the last phase, Circle kite the brides (cyclonic can stack damage fast) and periodically smack strahd to remove his DR.

Old Baba's Hut

Old raid. Take the shadow + scarecrows and kite them away from the party. A dps can usually take baba, so during the last phase with mounds, grab them and take them away from baba so dps can burst her down.

Killing time

Stick with the dragon unless your team has huge dps. You can use tumble to tim dodge some of the melees if you need.

Too hot to Handle

Take the titan on the opposite side of the dps pile. Shield throw any reds/oranges that spawn.

Project Nemesis

Vision of destruction

Master artificer

Lord of blades

Dryad and Demigod

Hunt or be hunted

Chronoscope

Skeletons in the closet

You want all the fire absorb for this one.

Fire over morgrave

Threats old and New

As a tank here, your primary role is to play with the dragon while the party does the rest of the raid. The dragon will give you stacks that debuff fire resistance and reflex saves. Periodically you will get the fire dot, which ticks twice the, explodes giving the dot to anyone near you. Put on items that give fire absorb, mrr and reflex saves. With 132 reflex save in reaper, even with full debuff stacks you will always save versus everything in the main room. Self healing won't be too much of an issue.

When the person with the phylactery comes in, face the dragon towards the dead magic zone they are standing in. the breath is on a 30s cd for the dragon, and you may need to swap which dead magic zone she is facing if she is too close to one of them .

If you are the second (non-dragon) tank in a party, group the hallway trash and bring it towards the optional. If the boneguards die in a dead magic zone they do not respawn. Remind any dps that cc the boneguards outside of them to not do so in the future (ie wait til they're in the zone before attacking at all).

The marilith sucks. She hits up to 6x, and each stack add a poison do (decent AC works, Dodge works amazing too). Bring poison pots or heal or similar ways to clear as they stack up fast and you can't trust your healers. DO NOT go into side rooms, let dps deal with them.

Once the Marilith dies and opens to the wizard room, pull the boneguard to the dead magic zone, and then grab the wizards once the boneguard is dead. At 50% hp, the last two red wizards become active. Grab the phylactery, return to the main room and stand behind the dragon tank in a dead magic zone until the dragon breathes on you. You may have to change zones (see above).

Den of vipers

The hydra massively debuffs AC/ Hump, so AC is useless and you stack hump as much as you can. Dodge and incorporeal/concealment work really well and should be fully utilized. grab the orange trash and hydra, move heads if you can but that should be more of a dps/offtank's job. Make sure the hydra is in the middle circle once it only has one head.



Pure pally tank

Objectives of this build:

The goal of this build is to make a raid tank, aiming for r1 raids. Many raids have fairly hard stat checks, and paladin offers the easiest way to obtain some of the needed stats (Hamp immediately kills first life fighter tanks in DoV for example). I will make some slightly less than min.max tank choices to ensure this build is at least somewhat usable in off roles (offheals + some party buffs for example) when running reapers.

Somewhat of a disclaimer: Tanking in this game requires a bit of skill and knowledge of the raids. If you know how to kite the skeletons dino properly, you never get max stacks of hte bane dot for example. Mileage of this build will vary per the pilot, but I highly recommend reading the raid specific info to understand how many of the raids will work from a tank PoV. I'm by no means a tank expert, feel free to devise your own tactics and methods to avoid being hit/dealing with mechanics.

NEVER LEVEL A TANK AS A TANK WITHOUT FRIENDS

Lesser TR at cap, or have friends help carry you.

Race:

Aasimar- Sacred prr+ mrr, lay on hands (wis scaling, so emergency heals), Hamp. The sacred % hp doesn't stack with paladin, but the prr and mrr is also a big draw.

Dwarf- the other alternative race for tanks currently, granting con, quality % hp, but requires an extra feat to use the dragonmark (radiant field bubble). Very fun, also works really well on tanks.

Class split:

20 pally. For simplicity sake, this build will be pure. This gives full scaling on spells and solid cores + capstone.

Stats:

18 con
12 Dex
18 Cha

Max con, max intimidate, and then reflex saves. Paladin gets immunity to a lot of will save things, so this is less of an issue (will saves also tend to need to be lower than reflex). On lower life, drop the dex.

Skills:

Intimidate(tank)> heal (healing)> tumble (movespeed)> UMD (utility, paladin gets res from the class/cores)

Feats/feat order:

This build can level fairly well with the SLAs in AoV then swap to the enhancement layout I provide.

- 1- Protector bond, Shield mastery, sovereign host
- 3- Toughness
- 6- Empower healing spell (all the metamagic here are meant to be used on healing SLA's)
- 9- Improved shield mastery
- 12- Maximize spell
- 15- Greater shield mastery
- 18- Quicken spell
- 21- Epic toughness (max hp)
- 22- Intimidating shout (intimidate 2.0)
- 24- Intensify spell
- 25- Perfect shield mastery
- 27- Epic damage reduction
- 28- Deific warding
- 30- Epic fortitude (you need no fail fort saves) , Scion of celestia (hp + healing)
- 31- Legendary toughness
- 33- Tower shield proficiency// Discipline (if you go gmof as an ED take discipline and grab the racial tree tower shield)
- 34- Epic spell power positive

Feats are designed to:

- 1. Max hp + defenses
- 2. Allow self heal when necessary

If you can take a dark gift, form of pain is a must take. At the cost of 10% movespeed (not usually needed in raids) you get 35 prr and mrr.

Enhancements:

42 points in sacred defender, this tree gives a ton of defensive stats. T5 is quite expensive and there are better uses of points elsewhere so I have omitted the extra AC from a shield. This is largely because many older raid bosses have high enough to hit the AC wont matter, and moderns raid bosses either don't check AC (ToN wizards, dragon) or debuff you to the point they effectively ignore it (DoV hydra).

Vistani gives a fair bit of prr+ mrr, so 12 points into that tree. 9 points into falconry for sprint boost + the free stts it gives (again, a great 10 or so points spend for tanks). 9 vanguard for the deflect arrows.

The remaining points were spent in kotc for flavor. I want to try to get crusade to land, and kotc gives us a trance as well as some sunder DC.





If you have to drop points, drop from kotc first as you will struggle even more to land the DC's. After that, you can drop the racial AP to do with divine purpose, as that mostly is useful for granting huge Hamp/positive spell power.

Epic destinies:

This will be one of the most flexible parts of the build, as tank ED's are usually rotated depending on what is needed. This layout goes GMoF for elemental absorbs and higher magic defence, but LD is also an option for more prr/physical defenses. LD is typically paired with a large shield instead of tower, as it allows for substantially more dodge.

As a tank, sentinel is the best destiny, no questions. Grab all the tank stuff, and renewal. Renewal is really strong at keeping yourself/other healed, this build will be hitting 750+ positive spell power. After that there are a few choices so I'll explain what each other ED offers:

GMoF: decent prr+mrr, the biggest draw here is the absorbs, both elemental in t3, and alignment based ones in t4. Very useful in raids with high magic damage (THTH for example)

DC: some Hp+ fortification, I'm mostly taking this for crusade, which is an aoe buff to your melees as well as healing you. Also maybe CC in reapers.

LD: lot of hp + hamp, fair bit of prr. Can also give a max dex bonus if you go the large shield route, putting you at 25 dodge cap if you build for it. Good for physical raids where you can use dodge (DoV hydra).

Fury: Fat HP, some prr. Biggest draw is primal scream and rage if you just need to be a big meatsack of hp. Worst best on shifter tanks since they can rage+ cast.

Machrotech: grants a decent mantle if a raid is purely dealing physical damage (LoB). The runearm requirement really hurts and usually isnt worth it (you'll need a rare item to make the gear work so you dont lose hp).



Gearing:

The emphasis is on building as many defenses as possible first, then filling out any remaining slots. This gerset is VERY reliant on two things: first, that you are going to be drinking curse pots in PN/Vod and second that you have several set augments to cover the stat density tanking requires. If you lack set augs, I think the play is sticking to guardian of the gates. Current tank gearing is about maximizing solar slots+ set augs. Since we are a paladin, temperance of belief and spirit must be included, granting 20 mrr respectively. The only viable item currently with temperance of spirit is the MD rare crownblade armors, specifically the reflection, requiring 120 barrier frags. You can absolutely try to make do without this armor, but the defenses will be quite a bit lower (11 prr, 47 hamp). If this is the case, use gravekeeper armor as it will be the most useful.

The gear layout posted here focuses on fire absorbs as this is how I spend the ED and it's the most common form of elemental damage in raids currently. You can swap the helm+ cloak + nystuls absorb for the appropriate element as needed with future raids.

Helmet: Downcast helm (ins fire absorb/ins prr/positive spell crit /positive spell crit)

Necklace: Hardy presence (uncon range/vitality/intim)

Trinket: The hydra's heart (false life/Profane hp/sheltering/ins Cha 7) - should also make heart

of suulo swapping easier

Goggles: Love at first sight (heal, healing amp, poison resist)

Cloak : Downcast Heavy cloak (q fire absorb/ins mrr/accuracy/con 15)

Armor: Crownblade (except hamp/eq hamp/comp ele resists/ quality prr)

Bracers: Bracers of the battlerager (fort/ins fort/q fort/ins con 7)

Belt: Many pouched healer (ins devotion/ q devotion/speed)

Ring 1: Illithid hunter signet (lifesealed/Q con/ will saves/ force absorb)

Ring 2: Katra's razor wit(Cha/ex intim)

Gloves: Elise's grasp (Q mrr/Dex 15 / Q cha)

Boots: Gravers of season warding (elemental absorbs)

I explicitly avoided use bloodrage, though in many raids the extra hp from this is quite useful, at the cost of being able to cast spells.

Weapon: Blessed longsword of the fallen age (devotion/ positive spell crit chance)

Shield: Tower shield of the fallen age (primal AC/ legendary % hp)

Note that many of the sun sets do not have raid sets. The ones that do will be marked with * after them

Sun (5)+ aug sets(up to 4): Mrr *, elemental absorbs, prr *, hamp, con*, (dodge cap +force absorb- both rare augs), linguistic (for intim), Cha*, Spell crit chance, spell power *

Moon augs(4): Healing amp, prr, mrr, constitution, spell power

Important other augments:

Festive con, Resistance, Draconic soul gem (ell elem resists), essence of pomura (for healing), brightbane (ins intim), silvertongue (intim CD), armored agility (max dex for dodge), Dodge, Good luck, Natural armor, Shatter (if you want to try crusade as cc)

Filigreee setup:

Tanks benefit massively from both raid filigrees and rare filigrees as these tend to grant the most con/prr/mrr. Work on getting the base filigrees first before upgrading to rare.

Artifact: Raid hamp, Raid con x2, Raid mrr, Raid prr (blood feast)

Weapon:Raid hamp, Raid con x2, Raid mrr, Raid prrx2 (6 prr 4 mrr is the most efficient for the 1 slot), Grandfather's shield (Con), Bloodfeast (con) Nystuls mystical defences (Fire abs/Con)

Spells:

There are the spells that matter, you can take the others as you need.

- 1: Bless,
- 2: Angelskin

3: magic circle, prayer, remove curse

4: break enchant, dardh ward, true res



(WIP)15 cleric/ 5 paladin

