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Oxventurers Guild / Prudence Formation Strategy

So... you're looking to use an Oxventurers Guild or Prudence formation at "end game"? Why would you do a stupid thing like that? ... What? ... Don't look at me like that. The Oxventurers Guild champions are bad.

Prudence is - as far as DPS in Idle Champions go - entirely average - and what's worse is - she's the nearly the best out of all the Oxventurers. If you want to actually do some damage in "end game" - you should really be focusing your item levels on Artemis or Krond or Warduke because their items apply more than once. They get a very efficient return on blacksmith contract investment - making them the top 3 dps in the game. Prudence's items on the other hand all only apply once - making her less than ideal. That said - you're here - so you probably know that already and don't care.

Or you're just wondering why on Earth I decided to make this guide? I don't know. I was bored.

Anyway - let's do a little run through of the basics.

Abilities

Prudence

This murder-Tiefling Warlock has 4 main abilities in her arsenal - and it's worth going over each of them.

- **Glee**: This is a stacking buff that increases Prudence's damage *additively* (the worst word) based on the number of kills she has gotten. Default maximum is 10 stacks.
- **Delight**: This increases the damage bonus provided per **Glee** stack - based on the number of *Good*-aligned champions in the formation.
- **Resolve**: This increases the maximum number of **Glee** stacks by 10 per non-*Good*-aligned champion in the formation.
- **Frustration**: This is a stacking buff that increases Prudence's damage *multiplicatively* (the best word) each time she doesn't kill something with an attack. Maximum number of stacks is equal to the number of champions adjacent to Prudence.
- *For a more detailed rundown of abilities - check the wiki.*
<https://idlechampions.fandom.com/wiki/Prudence>

Given those abilities - it should be fairly clear that the ideal setup for Prudence (generally) is surrounding her with as many adjacencies as possible - while also having a fairly even split between non-Good and Good champions in the rest of the formation. This will provide an adequate buff from **Delight** while also increasing the **Glee** stack maximum by a moderate amount. After that it's a matter of getting to a zone where only Prudence kills to begin stacking **Glee** properly.

That last point is important. You want it so that *only* Prudence is killing things. If others are doing the killing - **Glee** stacks will trend downwards to 0 - and will make her damage worse than it already is. This isn't normally a problem if you're nearing your wall - because she will be the only one killing - however - you need to consider *ultimates*. Because ultimates deal damage based on BUD - they can kill things - and usually lots of things - so if you put a familiar on the ultimates bar - you will also be killing Prudence's **Glee**. So don't do that - unless you're using Merilwen (more on that later).

Corazón

Liké Prudence - the Gréase Piráte has 4 máin abilities.

- **Piráte's Códe**: This increases the damage of all *Neutral* (Good/Evil axis) champions.
- **Gréásé**: Puts puddles on the ground that slow enemies. Maximum number of pools is equal to the number of *Neutral* (Good/Evil axis) champions.
- **Hónórary Créwmátes**: This makes adjacent champions have the *Neutral* (Good/Evil axis) tag - making them applicable for **Piráte's Códe**.
- **G.Ó.Á.T. Piráte**: This increases **Piráte's Códe** by a tiny amount *additively* each time he attacks.

- *For a more detailed rundown of abilities - check the wiki.*
<https://idlechampions.fandom.com/wiki/Corazón>

Hopefully you should already be able to see why Corazón is useful for Prudence? For those of you who want it spelled out - it all stems from **Honorary Crewmates**. Not only does it make Prudence *Neutral* - and therefore get buffed by **Pirate's Code** - but it can also make everybody in the formation - even *Good*-aligned champions - count as not-*Good* for Prudence's **Resolve**. This can make **Glee** stacks cap at 110.

Unfortunately - **Pirate's Code** is a poorly tuned support ability and **G.O.A.T. Pirate** doesn't especially help. This makes Corazón below average in support ability. He's also arguably the worst champion in the Oxventurers Guild for useability. At least Rust and Merilwen have a place in Azaka farming - Egbert is a tank - and Prudence and Dob are available for all patrons - Corazón has no such luck. His only redeeming quality is his ultimate which absolutely annihilates armoured and hits-based enemies - as well as potentially Prudence's **Glee** stacks at the same time - so... yeah. He's not great.

Corazón is - for all intents and purposes - a discount Hitch when it comes to using him with Prudence. Hitch is simply superior because he's an evergreen and will always have more item levels than Corazón - and even the loss of **Glee** stacks from using Hitch is negligible because **Glee** stacks are additive. Therefore I would only use Corazón if you intend to make a full Oxventurers Guild formation. There are *much* better champions available.

Rust

Like the others - this hydrophobic Kitty-Pirate also has 4 abilities.

- **Hello, Friends!**: Increases the damage of all champions for each Gold Find or Oxventurer in the formation stacking *multiplicatively*.
- **Rust For Hire**: A basic gold find ability.
- **One Gold Piece**: This is a stacking buff that increases **Hello, Friends!** Every time he gains his gold coin during an adventure. It stacks *multiplicatively*.
- **Highest Bidder**: Increases all champion damage based on the value of the exponent of the current adventures gold find percentage stacking *multiplicatively*.
- *For a more detailed rundown of abilities - check the wiki.*
<https://idlechampions.fandom.com/wiki/Rust>

Rust's support kit is built around two absolutely ridiculous buffs. The simplest and smallest is **Highest Bidder** and the higher your gold find - the better the buff. It can scale past e100 with enough gold find.

The second buff is **One Gold Piece** via its **Riches** stacks. By combining this ability with the **Even More Riches** specialisation and the **I Know Those Guys** and **All I Need** feats - you can reach over 4,000 Riches stacks in a gold find formation at high zones and reach dizzyingly powerful numbers. Even just getting around 2,000 Riches stacks in an Oxventurers formation will give you better numbers than most of the rest of the formation put together.

To stack these Riches stacks so high - it's best to run him with Astarion and Dungeon Master and use all 3 of their ults (and only their ults) to spam his ultimate - which drops his coin - while killing to regain his coin. Each time this happens he earns a new Riches stack.

Thanks to his rework - Rust has become one of the most powerful champions in the game. It just requires a tedious amount of time to get there. Frankly he's too powerful in my opinion - and exceptionally dull to stack. But he *is* powerful.

Merilwen

Next up - the punny Druid-kitty - has... *counts*... 4 abilities. I'm sensing a pattern.

- **A Neutral Party**: This increases the damage of all *Neutral* (Good/Evil axis) champions.
- **Liquidity**: A gold find buff that increases *multiplicatively* for each Oxventurers Guild champion in the formation.
- **Wild Shape**: An ability that reduces the attack speed cooldown of adjacent champions while she's a cat.
- **Punishing Puns**: Boosts **A Neutral Party** *additively* per enemy on the screen while she's an elf.
- *For a more detailed rundown of abilities - check the wiki.*
<https://idlechampions.fandom.com/wiki/Merilwen>

A Neutral Party makes her buff Neutrals - but Prudence isn't Neutral - so in order for you to use Merilwen in conjunction with Prudence - you *must* also use Corazón. This shouldn't be an issue most of the time - after all if you're using Merilwen in a pushing formation (you're mad - and) you're using the rest of the Oxventurers. Otherwise you'd just use Blooshi instead (more on that in a moment). However - this does become an issue when Vajra is concerned. Corazón isn't normally available in Vajra patron variants (he needs a feat) - but both Merilwen and Prudence are. It's not ideal.

Like Rust she has a gold find ability in **Liquidity** - and this means her support abilities have been deliberately tuned below average. Just like Rust's were. She also has the unfortunate luck of being placed in Blooshi's seat. Blooshi is one of the most powerful champions in the game. Are you feeling a sense of deja vu? I know I am. This is exactly what happened to Rust - and it's why I'm wondering if the Oxventurers killed a design-team member's puppy or something.

That said - Merilwen does have some good things going for her. Her **Wild Shape** ability can speed up Prudence's woefully slow attack - and with the **Meow-il-wen** specialisation can increase it by an extra 1 second even while she's an elf. It's not much - but it helps.

Her ultimate (Merilwen's Meat Grinder) is also useful because - when it's triggered - it sets Prudence's **Glee** stacks to their maximum. This means it's possible to have familiars on the roaming ultimate bar to utilise Corazón's only good ability without fear of losing damage. The Meat Grinder also makes enemies take more damage if they're in one of Corazón's **Grease** puddles while also in the grinder. It also has various other effects on the other Oxventurers.

She can also turn into a cat - so she's objectively the best champion in the game.

Dob

A Half-Orc Bard with questionable money skills and - strangely - only 3 abilities.

- **Traveling Entertainer**: Increases the damage of non-adjacent champions.
- **Busking**: A gold find ability stacking multiplicatively per adjacent champion.
- **Offshore Accounting**: Chance to wipe out the current gold in an area and will gain Deposit stacks (additively) based on the gold removed. Buffs **Traveling Entertainer** and **Busking** based on Deposit stacks.
- *For a more detailed rundown of abilities - check the wiki.*
<https://idlechampions.fandom.com/wiki/Dob>

So... Dob is actually pretty good. Who'd have thought a gold find champion would be so good? He was the best support champion in the entire Oxventurers affiliation (until Rust's OP rework) - but he still **easily** puts Corazón to shame.

Anyway - there's not a lot to unpack here. He's a very simple champion. He's got a basic support ability in **Traveling Entertainer** and it's buffed by **Offshore Accounting**. The only thing to note is that it works for non-adjacencies. Basically - he's a Paultin clone (for the most part).

One thing to note with **Traveling Entertainer** is that it has the appearance of benefitting from gold find - but it doesn't. It caps at 25x the current highest zone in the adventure - so as long as you're earning e100 gold per area or more - he will always be at the cap*. If you use his **Double Deposit** feat to make him have a 50% chance to run away with the gold - you only need to earn e50 gold to always be at the cap. It's also worth noting that Merilwen's ultimate increases Dob's **Deposit** stacks by 1% each time it's used - which is handy if your gold find is low and you struggle to cap. That said - because the ability stacks additively - even if you're not at the cap - it doesn't really change the power of the ability much. You just want at least 1 stack for it to be active.

His **Befriend** specialisations also buff **Traveling Entertainer** - and apply multiplicatively. So simply pick whichever one is affected by the most champions. This will usually be **Befriend Everyone** - but not always.

He's a Good-aligned champion so at least that helps with Prudence's **Delight**. His ultimate isn't too bad either - it buffs the damage of Evil champions (Prudence) by 1,000% while it's active and is a copy of Gromma's wall. His base attack also has an area of effect and a slight knockback - which is certainly interesting if not useful.

Because Dob is actually fairly good - you may find yourself using him even without the other Oxventurers.

* 25% chance to run away with gold means on average once per 4 areas. 4 areas increases the cap by 100. E100 gold becomes 100 Deposit stacks. That means e100 gold will sustain stacks with the cap. More than e100 gold will trend closer toward the cap - less will fall behind.

Egbert

The final member - a clumsy Dragonborn Paladin seeking Atonement - with 5 abilities.

- **Atone for the Past:** A stacking ability that buffs champions behind him - counted by the number of Lawful or Chaotic champions in the formation.
- **Lay on Hands:** Heals the lowest health champion after he attacks.
- **Friendly Protection:** A health share ability common to tanks.
- **More the Merrier:** Buffs **Atone for the Past** for each enemy on screen and enrage stacks.
- **Golden Scales:** A gold find ability.
- *For a more detailed rundown of abilities - check the wiki.*
<https://idlechampions.fandom.com/wiki/Egbert>

The Oxventurers finally have a tank and he's a jack of all trades. He heals - he supports - he tanks - and he also has gold find - and he doesn't stand out in any of those roles. He's not a bad champion - but then - neither is he a good champion.

The most interesting thing about Egbert is his **Atone for the Past** ability. It's a positional ability that buffs champions behind him - and is based on the number of stacks of Atonement. He counts those stacks starting with the number of Lawful champions and then subtracts the number of Chaotic champions. Then for his first specialisation he can either add Neutrals or subtract Neutrals - essentially either treating them as if they were Lawful or Chaotic respectively. Then pretty much all his abilities are based on the final number.

In general you'll want to have either a full Lawful team - where Neutrals are added. Or a full Chaotic team where Neutrals are subtracted. This will end up with either +9 or -9 Atonement stacks. For the Oxventurers - Chaotic is where you'll generally be - because they're all either Chaotic or Neutral - except Egbert - but then he doesn't count himself.

The number of stacks coming out as a negative number isn't an issue though - because all his abilities either take the absolute value ($ABS(-9) = 9$) or it squares them ($-9^2 = 9^2 = 81$).

Beyond that - there's not a lot to talk about. He's a Good aligned champion - so he helps with Prudence's **Delight**. His **Lay on Hands** is utterly insignificant like most healing is in Idle Champions and **Golden Scales** can't compete with Freely's gold find. So generally you'll use him because he's a tank.

So How Do I Build A Prudence Formation?

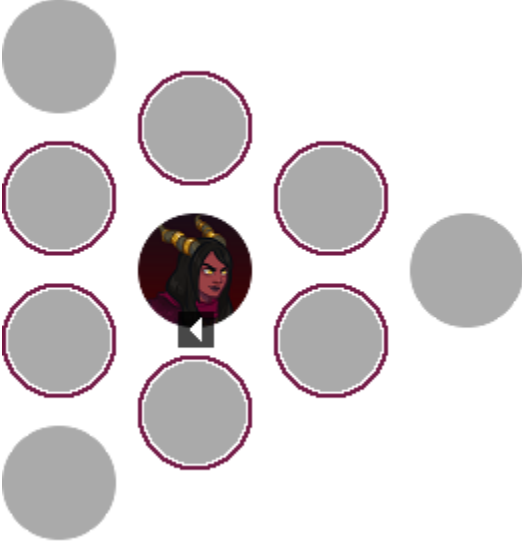
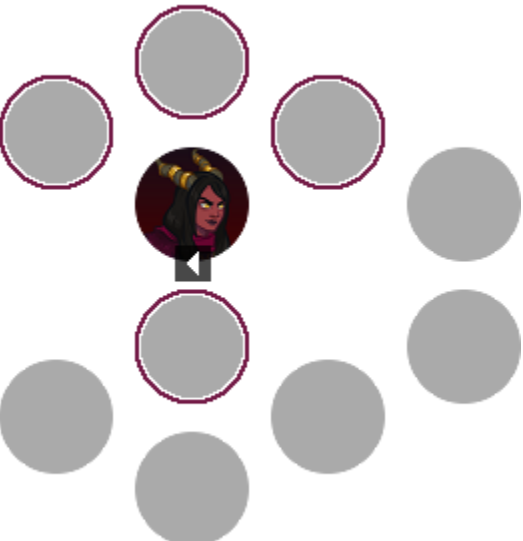
Prudence is surprisingly easy to make a formation around. She cares little for other champions' abilities. As long as she's getting buffed by them - she's happy. One might even say - Gleeful.

There are only two main concerns.

- 1. Place Prudence in the spot with the most adjacencies for her **Frustration**. It's her only multiplicative buff - so it's the most important. Example pictures below.
- 2. You want at least one Good champion in the formation. **Delight** does nothing without one - but also doesn't do much extra with more than one - so no need to go all in on the goodie two-shoes.

Beyond that - just build the formation how you would normally - using your most powerful champions - or whoever you have available for variants.

Then just be prepared to very slowly not do a lot of damage.

Frustration Maximum Adjacencies	
Six in Tomb of Annihilation	Four in Trials of Mount Tiamat
<div>Tomb of Annihilation</div> 	<div>Trials</div> 

OK - So What About A Full Oxventurers Guild Formation?

This gets a little more tricky - but honestly not all that much. Obviously we're going to add in Corazón - Rust - Merilwen - Dob and Egbert - as bad a decision as that is - and they all have a number of conditions to their placement.

Corazón

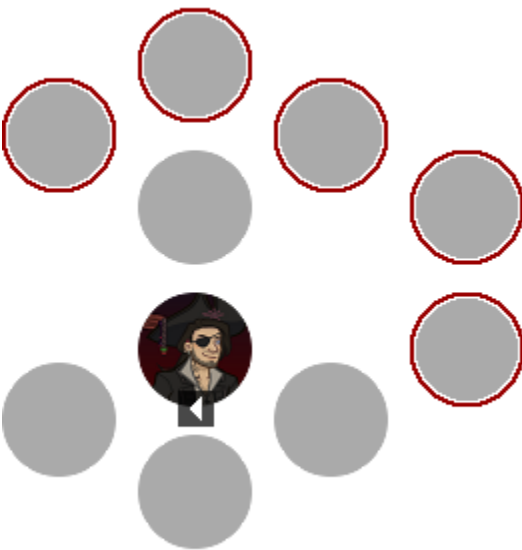
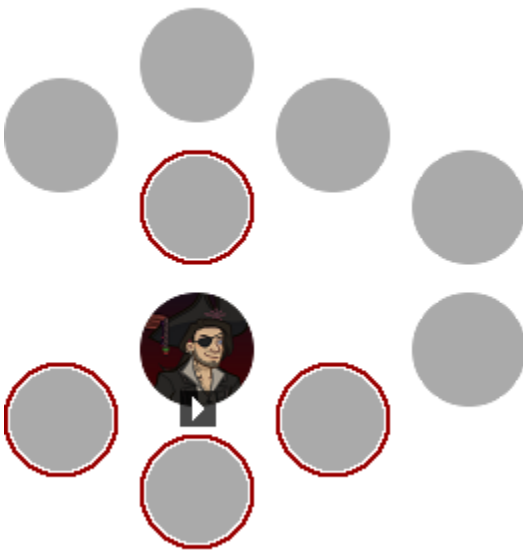
Because of his **Honorary Crewmates** ability and his specialisation choice - Corazón is versatile and easy to place - but you always want to make sure you're accomplishing two goals.

1. You need to place him so that Prudence becomes Neutral - otherwise neither he nor Merilwen will buff her.
2. You want to place him in such a way as to make all the Good-aligned champions Neutral - so that they count as both Good and not-Good at the same time. This makes them buff both **Delight** and **Resolve**.

If you use his **Distant Crewmates** specialisation - the easiest solution is to put him in a place where he is *not* adjacent to Prudence and *not* adjacent to any Good champions.

If you use his **Mage Hand** specialisation - he *must* be placed adjacent to Prudence - and preferably also adjacent to every single Good champion. See pictures below for affected tiles.

I find **Distant Crewmates** is usually by far the easiest to work with - and I prefer the placement of puddles with that spec. That said - **Mage Hand** *can* sometimes be better due to the extra slowing and more predictable placement of the **Grease** puddles.

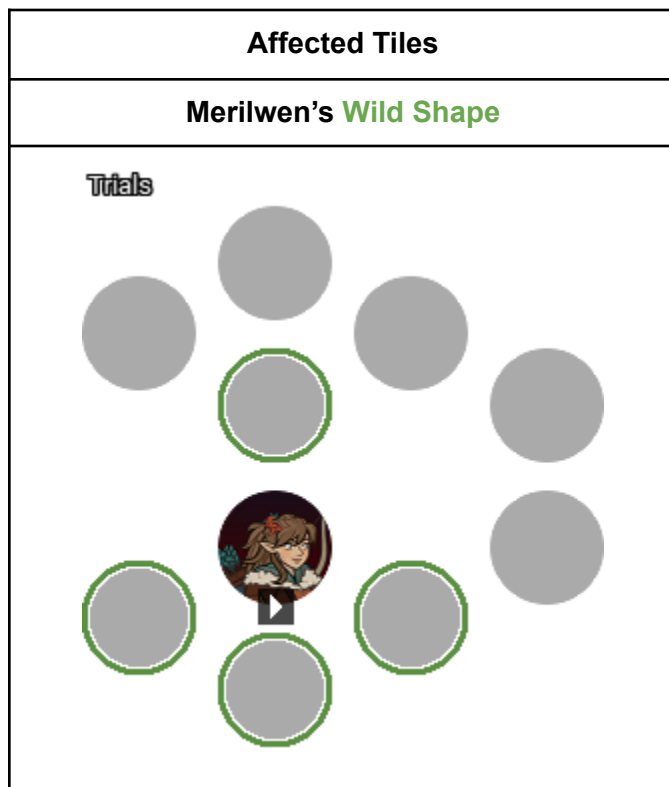
Affected Tiles by Specialisation	
Corazón's Distant Crewmates	Corazón's Mage Hand
<p>Trials</p> 	<p>Trials</p> 

Rust

After his rework - Rust has absolutely no positional requirements at all. He can literally go wherever you want.

Merilwen

Merilwen will typically be the most difficult to place optimally. While **A Neutral Party** will buff everyone that's Neutral (Good/Evil axis) no matter where they are - and that *should* be pretty much everyone thanks to Corazón - giving you some flexibility in a pinch - **Wild Shape** requires adjacency with the DPS (see picture below). **Wild Shape** is only a 1.5s (2s with feat) increased attack speed with the **Meow-il-wen** spec - but it *is* extra damage that would otherwise go to waste if you can't get adjacency. If you can place her adjacent to Corazón as well - so much the better. It will help him stack his **G.O.A.T. Pirate** ability quicker.



Dob

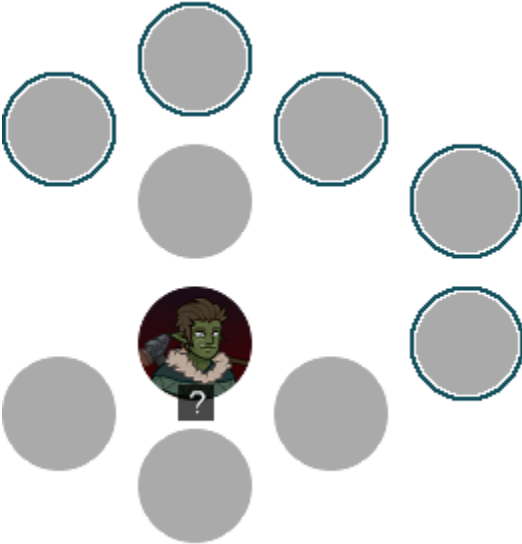
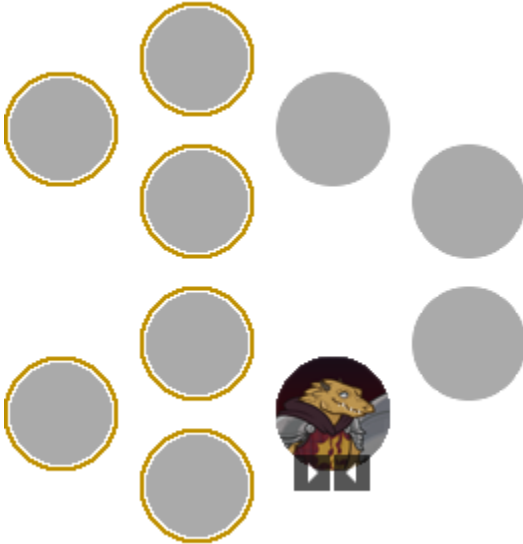
Dob could be quite tricky to place. He needs to be non-adjacent to Prudence to buff her damage - which shouldn't pose any trouble - but he also buffs gold-find by the number of champions adjacent to him - which in turn will buff Rust's **Highest Bidder**. So he needs to be away from Prudence but also close to as many champions as possible.

That's a weird combination since Prudence wants to be where the most adjacencies are. Luckily his gold find buff should only be a secondary concern - so place him as best you can but don't break your formation trying to maximise it.

Egbert

Egbert is incredibly easy to place. His **Atone for the Past** buffs everyone behind him - and he is also a tank - so you're nearly always going to be putting him on the front line.

Even if you don't have him tanking directly though - make sure he's at least one column ahead of Prudence.

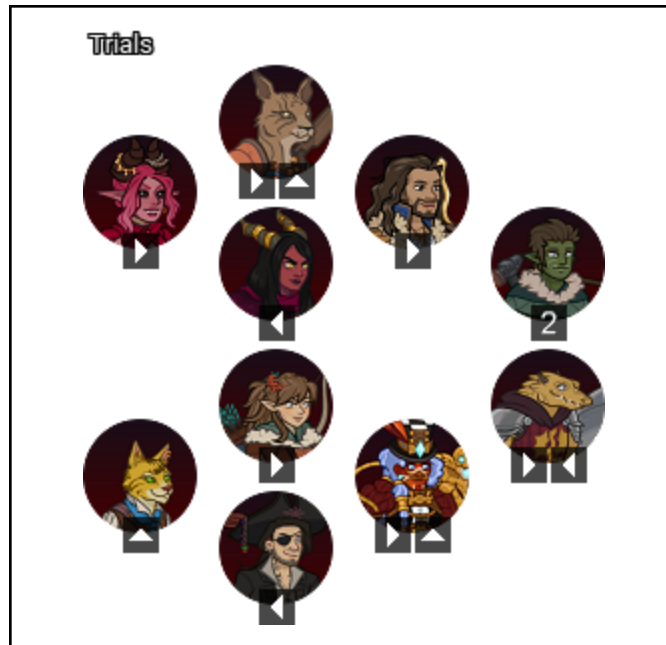
Affected Tiles	
Dob's Traveling Entertainer	Egbert's Atone for the Past
<p>Trials</p> 	<p>Trials</p> 

Everyone Else In The World

As I said in the previous section on making a formation with Prudence - she really isn't very picky. Simply field your best champions and arrange as necessary - taking into account the previously discussed points.

So What Formation Do You Use?

I personally use this formation:



For the Oxventurers - it has:

- Prudence in a slot with the most adjacencies.
- Dob in a slot non-adjacent to Prudence.
- Merilwen is adjacent to Prudence and Corazón.
- Corazón in **Distant Crewmates** - making Prudence and all 3 Good champions Neutral.

Why such a formation? Well...

Antrius is an exceptional champion for the Oxventurers. He buffs adjacent champions with Inspiring Song - but any champion affected by it with 17+ Charisma will also cascade it further. The Oxventurers have four with 17+ charisma. Thanks to Antrius' Suave and Sophisticated being pre-stack - getting his Inspiring Song to hit 10 champions is extremely strong. Since his Suave and Sophisticated also has an item - he's a great target for item levels.

Aeon is also very good - though not quite on Antrius' level. She buffs everyone based on the amount of champions available for her currently chosen Patron. This will be 5 for Mirt - 6 for Elminster - 7 for Strahd and 10 for both Vajra and Zariel. This formation layout does require her to be in her Spy Network specialisation - which is her best specialisation anyway. While she doesn't have any positional requirements - the fact that she has 18 Charisma means she's a good choice to help spread Antrius' buff.

As for the rest - Birdsong is there because she's Birdstrong. Her Crescendo ability is pre-stack and stacks up to 10 times. It can become very powerful.

And Nixie... Nixie is in because... FIREBALL! No seriously. That's my only reason. She's not a very good champion but I adore her. For position - Nixie can go anywhere - her buff isn't

positional. If you actually want more power instead - I highly recommend swapping Nixie for Dynaheir. You'd need to do some tweaking of the layout to make as many champions have Con 15+ (and using her Circle Magic specialisation to increase those who are Con 14). Thankfully she's also charismatic enough to spread Antrius' buff so you have options.

More Formations?

Basically - anything would work - and if you're using the Oxventurers because you like them as much as I do - you might as well use other champions because you like them too. With enough legendaries and a highly overcharged modron core (more on that later) - you'll be able to reach z2501 with damage with literally any dps champion. Yes - even Jamilah.

Specialisations

Prudence

In the vast majority of cases - **Eldritch Torrent** will be your go-to choice. This is because it makes her attack more often (about 60% more often with no attack speed buffs) and so she does more damage. That said - the faster her attack cooldown - the less benefit **Eldritch Torrent** provides.

The reason for this is that Prudence's attack cooldown cap is 1.75 seconds - and that's the minimum time between attacks. Even if she "instantly" resets her cooldown - she must wait until a minimum of 1.75s has passed before attacking again. Therefore - if you can buff her attack speed down to 1.75 seconds - **Eldritch Torrent** would do literally nothing for her.

Merilwen can get Prudence down to her attack cooldown cap if you're using Ulkoria and you have at least 5 casters in the formation. Ulkoria's **Watchful Order** ability will buff Merilwen's **Wild Shape** by 275% with 5 casters - making it a 4.125s reduction in cooldown instead of 1.5s. Because of this - Prudence's attack speed can drop to 2.38s. In fact - Ulkoria will provide another 0.5s reduction herself at that point too - dropping that further to 1.88s - which is very nearly Prudence's cap. The more spellcasters you have - the better this buff will become. So **She Hungers** would be a viable choice then.

Typically though - Merilwen will only reduce Prudence's attack down to a 5.5 second cooldown with her **Meow-il-wen** specialisation - but that's just not enough to make **She Hungers** attractive enough to use.

Merilwen does have a feat called **Purrfect Form** that provides an extra 0.5s to the **Wild Shape** ability - for a total of 2s reduction - but it can't compete with even a 20% buff feat - so it should never be a consideration.

I will say though - even if you do get Prudence down to her attack cooldown cap - I still wouldn't choose the **She Hungers** specialisation. It will get cast very often - constantly pausing her attack

animations and pulling enemies from the far side of the screen to the formation. If you're at your wall it likely won't be killing anything and it just makes everything worse. (I really don't like the **She Hungers** specialisation.)

Corazón

I've touched on this a little already - but really this just depends on which type of **Grease** puddle placement you prefer. **Mage Hand** has the benefit of extra slowing - but it puts the puddle under the furthest enemy. I'm not a fan of this since the puddles play a very active role in how good Corazón's ultimate is - and given that Corazón's ultimate is the only reliable damage you have against armoured enemies with the Oxventurers - you need it to be very good. Basically - the grease puddles need to be under enemies - and under as many of them as possible. This is why I prefer **Distant Crewmates**.

Also - as I said - **Distant Crewmates** tends to make Corazón easier to place in an Oxventure formation. **Mage Hand** requires adjacency with Prudence and all the Good champions - which can be tricky if you're using more than one Good champion - or the formation shape is unhelpful.

Rust

This is an easy one and I probably already mentioned it. Use **Even More Riches**. It provides the best way to scale **One Gold Piece**'s max Riches stacks which is the key to his power.

Merilwen

Again this is an easy choice. Use **Meow-il-wen**. It's the only one that will consistently increase Prudence's damage by letting her **Wild Shape** apply even while she's not a cat.

The only time you wouldn't choose **Meow-il-wen** is when you can't place Merilwen adjacent to Prudence due to unhelpful formation shapes. Then your best alternative is **Treasures Her Friends**. It might buff gold find slightly at your wall when things aren't dying as quickly - which will indirectly buff Rust's **Highest Bidder** - but I wouldn't expect much from it.

Her left spec is a bad joke that shouldn't even be in the game. 2.5 seconds of BUD every second is utterly trivial when a Small Firebreath Potion is 75 seconds of BUD *per click*. A familiar on the field clicks once per second - so 6 clicks per second with a full field. That's 450 seconds of BUD damage per second - just from a small potion... and 2.5 seconds is meant to be worth a specialisation choice? No.

The only time it could conceivably be useful is against armoured enemies at your wall - since click damage can only hit armoured or hits-based enemies once per 5 seconds no matter how many familiars you have. But then - you've got Corazón's ultimate for armoured enemies. That and when you're truly at your wall - BUD damage isn't likely to be enough to break armoured segments anyway.

Dob

This specialisation choice is the easiest of all of them. The game even helpfully provides numbers under each one. Simply pick the option with the highest number of affected champions.

Egbert

Egbert has two specialisations. The first will be how Neutrals are treated by **Atone for the Past**. If you're using a full Oxventurers formation then **Team Chaos Team** will be the only viable option.

The second specialisation is a choice between turning his bombs into smoke bombs - healing the two lowest health champions instead of one - or buffing the gold find. **Smoky Bombs** is the only one that will affect damage output - since enemies in a smoke cloud will take more damage and so that should be the one to choose. Unfortunately - Egbert's bombs knockback - which is kind of counterproductive for his smoke clouds.

Increasing gold find with **Oxventure Capitalist** would fractionally increase damage via Rust's **Highest Bidder** - but nowhere near what **Smoky Bombs** can offer.

Feats

For the most part - the bigger the number the better - as the vast majority of feats are post-stack - meaning they apply only once. So 40% is 40% no matter which ability it buffs. Rust's are a bit different though since he has some to increase Riches stacks cap - and Riches stacks apply multiplicatively.

- **Prudence:**
 - **Spell Master** (120%)
 - **Gloat** (80%)
 - **Grappler** (60%)
 - And any one from:
 - **Habitual Strike** (40%)
 - **Huffy** (40%)
 - **Read the Room** (40%)
- **Corazón:**
 - **Well Traveled** (80%)
 - **Notorious** (80%)
 - **Cautionary Tale** (40%)
 - **Adaptable** (40%)
 - For Vajra you'd replace **Cautionary Tale** or **Adaptable** with **Tenacious**.
- **Rust:**

- All I Need (40% to One Gold Piece max Riches stacks)
 - I Know Those Guys (20% to One Gold Piece max Riches stacks)
 - Big Spender (80%)
 - A Good Deal (40%)
 - You could use Halls of Gold (80%) instead of A Good Deal
 - **Merilwen:**
 - Isle in a Sea of Chaos (40%)
 - Puntastic (40%)
 - Inspiring Leader (25%)
 - Cutest Oxventurer (One extra count for Prudence's CHA legendary)
 - You could use Neutralist (20%) instead of Cutest Oxventurer.
 - **Dob:**
 - With the Band (80%)
 - Strike up the Band (40%)
 - A Dark Horse (40%)
 - Inspiring Leader (25%)
 - You could use Double Deposit (50% Deposit Chance) instead of Inspiring Leader.
 - **Egbert:**
 - Holy Touch (80%)
 - Mauve Blessings (40%)
 - Gainful Employment (40%)
 - Inspiring Leader (25%)
 - You could use Resilient instead of Inspiring Leader.
-

Legendaries

The first 6 go on Prudence because they will all affect her. Then you move from support champion to support champion depending on which ones give the most benefit for your formation. Luckily I have a list for this - though it is for the formation provided above. If you use a different formation - you'll need to do your own homework (there are plenty of #resources for that available).

For those of you who may be wondering - no - the legendaries that buff Neutral champions do not buff champions that are made neutral by Corazón. This is due to a lack of foresight by the developers* - so please bear that in mind when planning legendaries. I have already done that in the list below.

- Prudence 6 / 6
- Aeon 6 / 6
- Antrius 6 / 6
- Nixie 6 / 6

- Rust 5 / 6
- Dob 5 / 6
- Corazón 4 / 6
- Merilwen 4 / 6
- Birdsong 4 / 6
- Egbert 3 / 6 ‡

** The reason is that there are 3 types of Neutral tags champions can have in the code: `neutral` - `geneutral` and `lneutral`. The latter two being Good/Evil axis Neutral and Lawful/Chaotic axis Neutral respectively. The legends look for the general `neutral` tag - which all champions that are (innately) any type of Neutral have. However - Corazón - as you might expect - only adds the `geneutral` tag - not the `neutral` tag. That means the legends couldn't care less about Corazón's ability.*

‡ Dynaheir is typically 4 / 6 for Prudence - but in this case she is 5 / 6 because there are male champions in the formation.

‡ Egbert's legends are awful for Prudence.

Modron Core

You've only really got two choices for Prudence. Either you use the Magic Core for far more damage and no health - or you use Modest Core for less damage but more health.

The Magic Core's lack of health is its biggest downfall. It basically applies the typical Glass Cannon trope RPGs have with magic users. If you find your tanks dying too quickly with the Magic Core - to the point where you can't progress - perhaps switch to the Modest Core.

Remember that Prudence does not benefit from Dexterity or Wisdom nodes in the cores - so you can safely unplug them for higher flow to other nodes.

See my *Encyclopedia Modronica* guide for some Prudence specific modron layouts.
https://emnotes.github.io/ic_modron_library/

FAQs

1. How would you farm Corazón's G.O.A.T. Pirate ability in an adventure?

Personally - I wouldn't bother. As I said previously - it's an additive ability so time spent farming it will likely provide trivial increases in damage over what you'd get just letting him attack while going to your wall.

It's because in order to double the effect - he needs to double the amount of attacks he's made - and each doubling is only one extra zone of progress.

That said - it is really very easy to farm the ability. You basically want to get him attacking at his attack cooldown cap - and always have something he can attack. The attack speed cap can be managed via the Alyndra+Widdle combination for example - which is achieved by making sure Corazón is buffed by Alyndra's Portent and Widdle's Vampiric Gaze at the same time. He'll attack at his attack cooldown cap of 1.2s thanks to having more than 100% chance to reset his attack cooldown due to Widdle's Hurry Up Now ability.

2. How would you farm Rust's Riches stacks?

The quickest method by far is to combine Rust - Dungeon Master - and Astarion together and use their ultimates (and only their ultimates).

Rust drops his coin when he uses his ultimate - and then gains a Riches stacks when he finds a new one. Astarion's ultimate will reduce the cooldown of all currently active ultimate cooldowns if he's in a position where he buffs himself (top or bottom of the formation). And Dungeon Master resets the longest active cooldown when it's used.

The temptation is to also add Hew Maan but this would be a mistake. Hew's ultimate cooldown can reduce other active cooldown ultimates - like Astarion - but it has a very long cooldown - meaning more often than not - Dungeon Master will reset Hew's ultimate rather than Rust's - reducing the rate of Rust's ultimates. Believe me I've tested this extensively.

Any Other Questions or Suggestions?

If you have anything else you want an answer to - or you have corrections or ideas for this guide - feel free to ping or DM me on Discord. My username is emmote (with the Prudence picture).

ps. Can you tell I don't typically write guides?