

Enchantments are mostly listed in order of importance from left to right. For builds with life boost, it assumes you lose 3 lives. The mob stats is level difficulty the builds can beat. Some are estimates, most are known.

"Armor swapping" is with a Hero's or mystery armor with 30% positive status effect and -40% potion cooldown that has potion barrier + surprise gift. Food reserves and beast surge also helps but less needed.

Somewhat difficult playstyle. Uses armor swapping. Completes levels with 168x mob damage and health:



(Love medallion, light feather, gong of weakening)

+ Armor swapping. Can beat 65x mob stat levels



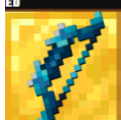
35x mob stat levels.

				
ANY	1	1	1	1

SHADOW WALKER COOL DOWN ACROBAT MULTI-ROLL POTION BARRIER

				
ANY	1	1	1	1

ENCHASTED ANCHOR DYNAMO GUARDING STRIKE VOID STRIKE REFRESHMENT

				
ANY	1	1	1	1

WINTERS TOUCH BURST BOWSTRING COOLDOWN SHOT RADIANCE SHOT WEAKENING FACTS

		
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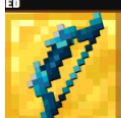
33x mob stat levels.

				
ANY	1	1	1	1

SHADOW WALKER COOL DOWN HEALTH SYNERGY LIFE BOOST SWIFTFOOTED

				
ANY	1	1	1	1

PICKAXE GUARDING STRIKE COMMITTED ARTEFACT SYNERGY EXPLODING

				
ANY	1	1	1	1

WINTERS TOUCH BURST BOWSTRING COOLDOWN SHOT WEAKENING RADIANCE SHOT FACTS

		
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10x mob damage levels. Is great at speedrunning or getting banners fast.



11x mob stat levels.



Hitless builds:

Doesn't always kill every boss or mob but is very easy to use and works even when all items are power level 1.



Finishes levels quickly but doesn't deal very high damage compared to other builds.



Works well against bosses and high mob health levels.



Credit: Improved version of Shin's original "shadow anchor" build

For comparison: 263 power level gear on apocalypse + 25, tier 3 trial with 3 threat banners, -75% player health, and 200% more mob damage is **29x** mob damage, which is essentially the most difficult possible level if using high power level items. Many of these builds have other benefits like high movespeed/clearing speed.