

🐺 Wolf Marksman Full Build Guide 🐺

As At Day 19, 28/10/25

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1. Spec Choice – Wildpack



- The Marksman class offers two specs: Wildpack and Falconry.
- Wildpack is the “wolf companion” spec: you summon and command wolves to help, you build Photon Energy and enter Photon Reforge state to spam your main Special Attack and benefit your pets.
- Although Wildpack is very strong and beginner-friendly (semi-auto friendly) it is noted to have some scaling fall-off in ultra-endgame compared to Falconry.
- Wildpack is a solid choice for consistent ranged DPS with less demanding crit-gear and eats early making stormblade cunts run for their money!

2. Key Skills & Priorities

Core Skills (Wildpack)

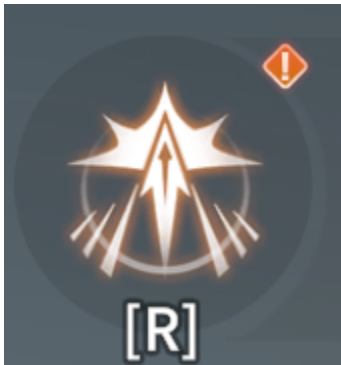
- **Bullseye** (Basic Attack chain) – This is your foundational attack. It also scales your Wolf's attacks (because your wolf damage ties to your Bullseye advancement).



- **Storm Arrow** (Special Attack) – Fires 5 arrows, builds Photon Energy outside Reforge; your entry into Photon Reforge.



- **Luminary Bolt** (Ultimate) – Big arrow, gathers enemies, applies Vulnerability/debuff zone. Use before entering burst windows.



- **Torrent Volley** – A channelling barrage of arrows; during Photon Reforge it stops your energy drain, helping extend your burst window.



- **Arrow Rain** – Area-of-effect arrow rain; serves as a Photon generator (outside Reforge) and can trigger your wolf tail-sweeps with certain talents (inside or outside Reforge) for multi-target.



- **Wildcall** – Summons a second/red wolf companion; powerful cooldown, use it to boost your pet output.



- **Focus** – Boosts Haste & reduces Storm Arrow cooldown by 50%. Good for burst windows.



Skill Level Priority & Advancement

- First advance **Bullseye**, as it scales your wolf damage.
 - Next, advance **Wildcall**, since it enhances your second wolf and overall pet output.
 - After that, if using, advance **Focus** then **Storm Arrow**, followed by the rest.
 - Keep **Torrent Volley** and **Arrow Rain** at usable levels for utility and Reforge extension; they're more about use than advancement priority.
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3. Talent Tree & Key Talents

Base Marksman Tree

Some key talents you want early:

- **Wolf Pact** – Summons your base wolf permanently; your Wolf's attacks scale off Bullseye.
- **Photon Limit / Meditation** – Raise Photon Energy cap from 100 to 120 and reduce energy drain in Reforge; extends burst window.
- **Psychic Surge** – After X Storm Arrows, your next Arrow Rain generates double Photon.

Wildpack Spec Tree

Once you pick the Wildpack spec, grab the following talents asap:

- **Wildpack** – Makes Storm Arrow chance to trigger Coordinated Attack by wolf 100% during Photon Reforge; wolves become your main damage dealers.
- **Light Chasing Sharp** – Reduces Storm Arrow cooldown by 50% during Photon Reforge.
- **Wolf Fang Pact** – Each of your wolf's Coordinated Attacks reduce Storm Arrow cooldown by 1s, allowing near-spamming.
- **Battle Howl** – Guarantees all wolf damage during Photon Reforge will Crit. Means you don't need to gear heavy Crit.
- **Lumi Torrent** – After spending 30 seconds in Photon Reforge, your Torrent Volley evolves (quick shot) and instantly maxes your Photon Energy; allows re-entry faster.
- **Wolf Dancer** – After Arrow Rain, each active wolf does guaranteed Crit Tail Sweep AoE; great for multi-target.
- **Legendary Beast** – Wildcall may also summon Eagle (haste buff) or Boar (light damage buff). Pray for boar every time as it gives you way more dps!



- **Demon Wolf Twin** - After using 1 or 2 Storm Arrows, you can summon a 3rd Wolf (Blue) for ~8 s; this wolf has same properties as your base and Wildcall wolf. Adds another layer of pet damage. 40s cooldown.

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4. Stat Priorities & Gear Focus

Stat priority (Wildpack)

1. **Mastery** – Increases pet damage by ~2.75% per 1% mastery (for Wildpack). High priority.
2. **Versatility** – Applies a separate multiplier to all wolf damage and your damage. Good supplementary stat.
3. **Haste** – Early on, increases your and wolf attack rates; helps build Photon Energy faster and spam Storm Arrow. But over-stacking can reduce efficiency with Torrent / Lumi mechanics.
4. **Crit Rate / Luck** – Low priority for Wildpack, because many wolf attacks are guaranteed Crit via Battle Howl talent and many pet-attacks cannot Lucky Strike.

Gearing & Consumables

- Choose gear pieces that boost **mastery > versatility > haste**.
I recommend the below table based on the Chinese server meta:

		Purple Stat	Main stat	Secondary stat	Bonus Stat
Weapon	Lv 90/ Lv 100 Weapon	8% Ranged Damage	Mastery	Haste	N/A
Helm	Raid Gear	4pc Set Effect	Mastery	Haste	Mastery
Chest	Raid Gear	4pc Set Effect	Mastery	Haste	Versatility
Boot	Dungeon gear	1.5% Agility	Mastery	Versatility	Versatility
Gloves	Dungeon gear	1.5% Agility	Mastery/	Versatility	Versatility
Left Braclet	Raid Gear	4pc Set Effect	Mastery	Haste	Versatility
Right Braclet	Raid Gear	4pc Set Effect	Mastery	Haste	Versatility
Necklace	Dungeon gear	2% Attack Speed	Versatility	Haste	Versatility
Earring	Dungeon gear	2% Attack Speed	Mastery	Versatility	Versatility
Ring	Dungeon gear	2% Attack Speed	Mastery	Haste	Versatility
Charm	Dungeon gear	2% Attack Speed	Mastery	versatility	Versatility

Note: 2p raid set = After the cast of Torrent Volley or Lumi Torrent, Wild Wolf gains 30% increased Attack SPD for 8s.

4p raid set = Wild Wolf attacks have a 10% chance to increase your Light Bonus by 6% for 8s.

Where to drop 60 gear:

Gear	Specific Source (Gear Rarity and Server Day Unlock)
 Weapon	Muku King (Day 21) Master 1-5 Dark Mist Fortress Dungeon (Day 26)
 Helmet /  Necklace	Golden Juggernaut (Epic Only, Day 19) Phantom Arachnocrab (Epic Only, Day 19) Storm Goblin King (Day 19) Master 1-5 Tina's Mindrealm Dungeon (Day 19)
 Armor /  Ring	Frost Ogre (Epic Only, Day 19) Brigand Leader (Epic Only, Day 19) Tempest Ogre (Day 19) Master 1-5 Towering Ruin Dungeon (Day 19)
 Gauntlets /  Earrings	Venobzzar Incubator (Epic Only, Day 19) Master 1-5 Goblin Nest Dungeon (Day 19) Celestial Flier (Day 19)
 Boots /  Charm	Muku Chief (Epic Only, Day 19) Lizardman King (Day 19) Master 1-5 Kanamia Trial Dungeon (Day 26)
 Left /  Right Bracelet	Inferno Ogre (Epic Only, Day 19) Iron Fang (Epic Only, Day 19) Goblin King (Day 19) Master 1-5 Dragon Claw Valley Dungeon (Day 26)

- Consumables: Use ones that boost Elite/Boss damage and Attack. E.g., “Painfly” culinary option for ATK + Elite/Boss DMG%.

Currently using simple asterleeds pots as they’re only 1-2k on the market. Lvl 2 is 4k.

Simple Asterleeds Pot Lv.1

Consumable
Quantity: 5710



Recommend: Stormblade, Wind Knight, Heavy Guardian, Marksman, and Shield Knight.
Effect: ATK +60 for 30m.
Reusing stacks duration, up to 720m
[Up to 30% of current Basic ATK].



5. Rotation & Playstyle Tips

Playstyle

- Stay at a ranged distance; your wolves do much of the heavy lifting while you manage builds, cooldowns, and positioning.
- Use your buff skills / summons ahead of burst windows.
- Manage Photon Energy carefully: building it outside Reforge, entering Reforge, spamming Storm Arrow, using Torrent/Arrow Rain to sustain, then re-enter.
- Use utility skills (Deter Shot) when in group/raid to support your team.

- Prioritise positioning so your wolves attack the correct targets; avoid losing agro or letting them wander off.

Example Burst Rotation (Wildpack)

1. Build Photon Energy to ~120 (via Bullseye, Arrow Rain, etc).
2. Use **Luminary Bolt** to apply vulnerability and gather enemies.
3. Activate Imagines / buffs.
4. Use **Wildcall** to summon second wolf (and its buff/stomp if available).
5. Use **Focus** (if selected) to reduce cooldowns and increase Haste.
6. Enter Photon Reforge (via Storm Arrow).
7. While in Reforge: spam **Storm Arrow**, weave in **Arrow Rain** (at ~76 energy if Focus is active or later if not) and **Torrent Volley** (when energy low ~7-8) to extend Reforge and boost wolf output.
8. If available and used in your build: when Reforge ends, use **Lumi Torrent** to instantly refill Photon and re-enter.
9. Continue as above, using wildcall when off cooldown, maintain buffs, and repeat bursts.

OR just autobattle by pressing H like I do >:)

Multi-Target / AoE

- Use **Arrow Rain** (generates Photon even outside Reforge)
- Use wolves' Tail-Sweep mechanic (via Wolf Dancer talent) to maximize AoE.
- Use **Torrent Volley** inside Reforge for extended damage to multiple targets.

6. Group / Raid Utility & Play Considerations

- While primarily a DPS class, you also bring pet-pressure and ranged flexibility.
 - Use **Deter Shot** if you selected it: gives you and up to 10 allies immunity for 5s — excellent for boss mechanics or raid-heavy encounters.
 - Position yourself in a safe ranged spot — you avoid melee-hazards and can maintain sustained DPS.
 - Ensure you coordinate with tanks and support so your wolves target priority enemies and you maintain range.
 - Because Wildpack is simpler and auto-friendly, you can focus somewhat less on ultra-complex rotations and more on mechanics & positioning.
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7. Early Game / Leveling Tips

- When starting, you'll work through the base Marksman skills before spec unlock. A simplified skill build early helps you progress quickly.
 - Focus on unlocking your spec tree as soon as possible (get initial 30 talent points).
 - Keep upgrading your Bullseye and Storm Arrow early; they'll carry you until you get full spec mechanics.
 - Use your free Imagines and upgrade them over time.
 - Collect gear with decent Mastery/ATK, rather than worrying about perfect end-game stats immediately.
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8. Weaknesses & Transition Considerations

- As noted, Wildpack may **fall off** in ultra-endgame compared to Falconry due to diminishing returns on mastery/pet scaling.
- If you find later that Falconry suits your style (more crit-burst, less pet dependency), you can respec, but you may need to adjust gear/stats accordingly.

> “Go Wildpack early ... you can reset your talents freely ... just keep the same class”

- Some mechanics (bosses, high mobility) may make ranged but pet-focused build more subject to positional hazards — be mindful of movement and avoid being caught out.

9. Recommended Imagines

These are your “Battle Imagines” (gear-like buffs) that you’ll want to target for optimal performance.

Top Picks

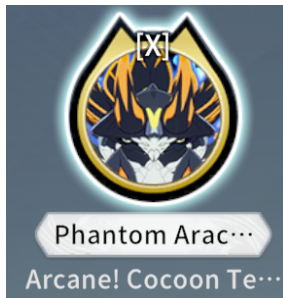
- Muku Scout: Purple rarity endgame pick. Passive gives ATK buff (15 %) and when activated it doubles (~30 %). Great generic DPS buff.



- Brigand Scout Leader: Also strong, especially if you favour Agility-stat builds. Passive +10 % Agility, active +20 %.



- Phantom Arachnocrab (for whales): A “gold” tier imagine. Provides Mastery boost. Nuts in the early game. A fat +800 mastery at lvl 1. But note: for Wildpack, mastery is important but has diminishing returns. Use it if you have it.



Personally i'm going crab + scout early.

Tips:

- Aim to at least secure a Purple Imagine (like Muku Scout) and upgrade it to Advancement level ~5 as you progress.
 - If you can manage the materials/time, get the better Gold-tier ones, but for F2P or mid-progress you'll be fine with the purple picks.
 - Make sure your gear stats complement whichever imagine you choose (see next section).
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10. Gear Sets, Modules & Stat Recommendations

Set Gear Bonuses

Your Wildpack spec has dedicated “set gear” (2-piece, 4-piece) that you should aim for.

- **2-Piece Bonus:** After you cast either Torrent Volley or its evolved version, your Wild Wolf companion gains +30 % Attack Speed for 8 seconds.
- **4-Piece Bonus:** Wild Wolf attacks have a 10 % chance to increase your Light Bonus by 6 % for 8 seconds.
- **Class Weapon:** The Marksman class weapon itself gives “+8 % Ranged DMG” plus stat boosts; using the class weapon is still worth it even if other gear have high stat rolls.

Recommendation: try to complete the 4-piece set as soon as you're able to do raids/trials that drop it — the Wolf bonuses directly amplify your main DPS loop.

Modules (Gear Enhancements)

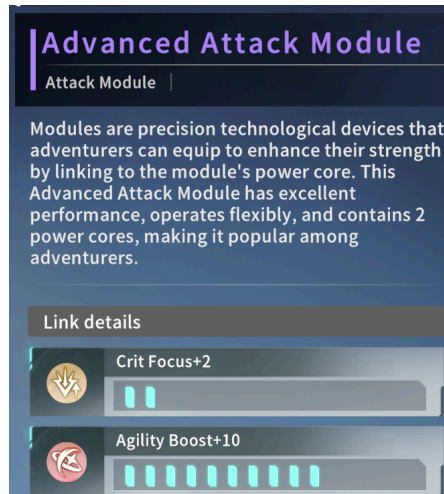
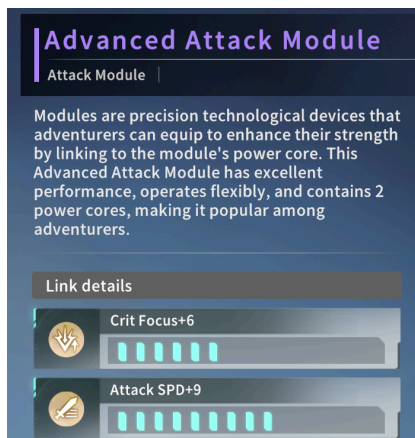
Modules are the stat-bonuses you slot into your gear.

Top module priorities:

1. **Crit Focus:** Since your Wolf attacks get guaranteed Crit (via the talent Battle Howl) during Photon Reforge, you benefit more from Crit Damage rather than building raw Crit Rate.

2. **Attack Speed (ATK SPD):** Faster attacks = faster spamming of Storm Arrow, quicker Photon build, more Wolf triggers.
3. **Elite Strike / DMG vs Bosses:** Good but less priority than the first two because many of your talents and stats overlap with Boss damage already.
4. **Agility Boost:** Works, especially early, but eventually you'll focus more on Mastery/Versatility rather than pure Agility.

Currently got these - use what you get.



Stat Priorities

- **Mastery:** Highest priority — increases pet (wolf) damage significantly.
- **Versatility:** Good secondary; amplifies generic damage including your wolves.
- **Haste:** Early/mid-game this is helpful (faster attack rate). Late game use with caution: too much haste can diminish marginal gains if it offsets other stats or system mechanics.
- **Crit Rate / Luck:** Low priority for Wildpack — because your wolves get Crit anyway for many attacks via talents, and your personal damage is less than their output.

11. 💎 Gems

Emeralds in all. Make or buy. I've just been buying em.





Note: everyone is using lvl 3 gems right now (day 19) on 40 gear but you can actually get 2 tiers higher on 60 gear:

Eg. 10% chance for agi 5

30% chance for agi 4

But it's 50k bound luno per try for the emerald - agi 5 chance! Hit one today.

Pre-inlay state Stats Boost Compare ☐

Emerald - Agility 5	>> 60% chance to obtain:
Mastery +50	Emerald - Agility 3
Agility +16	Mastery +30
	Agility +8
	30% chance to obtain:
	Emerald - Agility 4
	Mastery +40
	Agility +12
	10% chance to obtain:
	Emerald - Agility 5
	Mastery +50
	Agility +16

Cost

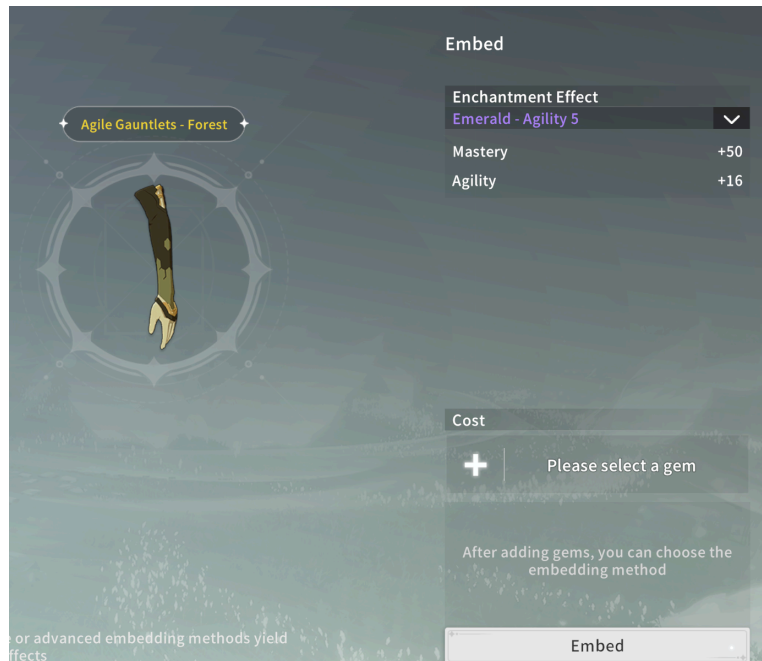
Emerald - Agility 3

Embedding Methods

Normal Intermediate Advanced

999k+750k

Embed



I'm going for emerald - agi 4 minimum on all of my 60 gear. Easy to hit.

Early/Mid vs Late Game Transition

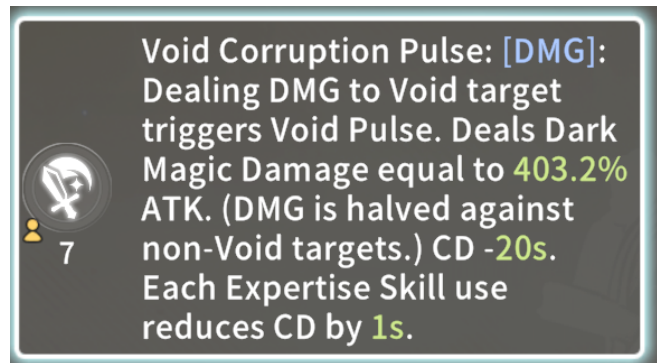
- Early/Mid: Focus on ATK SPD, Agility, building your imagine and set bonuses.
- Late Game: Shift toward Mastery + Versatility to maximise your wolf output and fully exploit the set and imagine buffs.
- Be mindful: since Wildpack spec "falls off" somewhat at ultra-endgame compared to other specs (due to stat scaling diminishing returns) you might choose to transition later, but that's optional.

12. Emblems (exclusive to the season)

- Void Corruption Power: Stackable expertise damage, buffs wolves.



- Void Corruption Pulse: Deals huge magic damage based on your attack.



12. What to watch out for / Pitfalls

- You **must** manage your Photon Energy and time your burst windows. If you enter Reforge at a sub-optimal moment (e.g., when boss immune or mechanic phase bad) you'll lose a lot of potential.
- While easier than many specs, you still need awareness: positioning, timing your pet summoning (Wildcall), and weaving your active skills matter.
- Endgame Scales: The Wolfpack spec is strong early-to-mid game, but at very high tier (top Chinese server raids) some builds specialised more in single-target or other classes might outpace it. So if you're chasing "top of the ladder" you might need to plan accordingly.
- Gear/upgrade stagnation: don't assume "just pick this spec and you're done" — upgrade your gear, invest in the right stats, optimize your pets.