

Bannerspear Build Guide: Brightspear Build



[Image source](#)

I'd like to share a Bannerspear build I've been having a lot of fun playing lately. This is a mid-campaign build only, as it requires access to some advanced items. This guide will contain item spoilers! You will at least need access to 3-herb potions for this build. Level 7 craftsman is not required, but does improve the build. **The beginning portion of this guide will contain item spoilers for 3-herb potions, level 7 craftsman, and item 72.**

The core idea of the deck is to thin out your attack modifier deck as much as possible, fill your own deck with bless cards, and attack high-health enemies with a good chance to draw a crit.

Treat Yo' Self

The first step for this build is to fill our deck with blesses in a burst near the start of the scenario. I will give one example opening for how we can do this below. For this opening we need to be at least level 4. It will be done with items (72) [Oak Staff](#) and (108) [Holy Rain](#). Access to (108) Holy Rain is critical, but there are other good substitutes if you haven't unlocked Oak Staff - I'll talk about other item options later in the guide. I've also found it very useful to bring (38) [Duelist's Shoes](#).



Turn 1: Summon your [Reinforcement](#), trying to keep it safe from enemy attacks, and attack using [Driving Inspiration](#), generating light.

Turn 2: Set up for the [Boldening Blow](#) top formation with your own summons in the blue hexes by dropping your [Banner of Strength](#) and using the Reinforcement to fill the other blue hex. If you don't start your turn with an adjacent enemy, you can use (38) [Duelist's Shoes](#) to get in position before deploying the banner. Activate Holy Rain and Oak Staff. Any blesses on your summons go to your own attack modifier deck, so as a result of all of this you'll flood your deck with 6 blesses.

It may not be possible to set this up on turn 2; the scenario may not allow for it or your party comp may be too crowded. Try to coordinate with your team to make it happen, but you may have to wait until turn 3. After hitting the Boldening Blow formation, I like to activate item (100) Major Stamina Potion, to add 2 more blesses with a second use of Boldening Blow and get more value out of all the work you've done to set it up.

From here, you should focus on attacking high-health enemies to get good value out of the blesses. Your high concentration of blesses gives you good odds to hit. Ideally you should try to refill blesses through items and enhancements throughout the rest of the scenario.

The Rest of the Build

To complement the bless portion of this build I chose to use a banner-focused build. The Banner of Strength increases the value of our crits and ranged attacking gives us good flexibility to select high-health targets for our attacks.

Here are the cards I decided to bring for this build. There are some good arguments to be made for other cards, and this is not the only way to play this build. I'll talk about the build at level 5, since this is really when the build takes off.

Primarily top actions:



- [Air Support](#) (4) – Attack 4 pierce 2 range attack is great for us, and the wind will be useful for us as well. The bottom action gives us a lot of flexibility as well – for scenarios that require a lot of movement we can use the Falcon summon early to gather blesses instead of the banner, and summon the banner later in the scenario.
- [Driving Inspiration](#) – An excellent card for us. Solid initiative and the advantage gives us a good chance to crit. The light is great if we're using the Oak Staff. High priority candidate for a +1 damage enhancement.
- [Deflecting Maneuver](#) – This is added for another attack with advantage, to more reliably draw blesses. Also gives a nice little defensive bonus.

Primarily bottom actions:



- [Combined Effort](#) – Valuable for repositioning and moving a banner along. Great for setting up Boldening Blow. The top formation is occasionally useful as well since it's easy to set up.
- [At All Costs](#) – A crucial piece early in the scenario for gathering blesses.
- [Meat Grinder](#) (2) - Pretty simple, good movement, useful heal. Top formation is useful at times as well.
- [Head of the Hammer](#) (3) – Move 4 that generates wind for Deflecting Maneuver, and good late initiative.

Loss / Flex:



- [Rallying Cry](#) (loss)- Banner of Strength is vital for this build. It provides another ally to be blessed with Boldening Blow and Holy Rain, supports teammates, and increases the value we get out of blesses.

- [Boldening Blow](#) (4) (flex) – A centerpiece of the build, helps keep our deck stacked with blessings. Attack 4 disarm is great too, as it gives high damage when we crit and disarm is a nice consolation when we don't. Later in the scenario the top action can be harder to pull off, but the bottom is excellent for positioning and moving our banner along.
- [Regroup](#) (flex) – The top action is a great candidate for a bless enhancement. Great for scenarios with breaks in the action. The bottom action is a good banner mover.

Other options:

You could definitely make the case for taking [Javelin](#) + [Set for the Charge](#) instead of Deflecting Maneuver + Head of the Hammer. I took the latter because I found the advantage to be very strong for this build.

If banners are particularly strong for your party comp, or you want to always summon a banner at the start of the scenario regardless of the movement required, you can choose (and possibly enhance) [Pinning Charge](#) instead of Meat Grinder or Head of the Hammer to provide more banner movement.

In some scenarios it can be really helpful to have good AOE attacks. [Resolved Courage](#) or [Unbreakable Wall](#) are easy formations to pull off and make good sideboard options in those scenarios.

Levels 6+:

6 - [Barricade](#) - No super strong options for our build at this level. I like to take Barricade to have the Banner of Valor as a sideboard option for shorter scenarios or scenarios with less movement required. I definitely recommend grabbing Barricade if you predict that you'll play this build at level 9.

7 - [Lead from Afar](#) - Another solid ranged attack that is often an attack 4 or 6, often helped by sending out your squire to locate your target for you.

8 - [Taunting Howl](#) - The bottom is excellent for setting up formations or hauling banners around.

9 - [Hail of Spears](#) - An awesome card. I would recommend running both Banner of Valor and Banner of Strength at this level. The top of this card hits for big damage, multiple targets, and can help move your banners forward if you use it with good timing.

Formation Variant

Instead of a banner-centric build, you could play the Brightspear build with more of a focus on formations. At level 5 you can use the Reinforcement and Falcon to gather blesses. You'll still want some ranged attacks since you'll have to have some stationary turns to set up these summons. The main advantage of playing this variant is the AOE attacks giving you more chances to pull blesses. You will have less control over where your blesses land, and you don't get the doubled bonus from the banner of strength. Here's an example of a formation variant build at level 5:

Primarily top actions:

- [Boldening Blow](#) (4)
- [Driving Inspiration](#) (enhanced +attack)
- [Resolved Courage](#) or [Pincer Movement](#)
- [Regroup](#) (enhanced with bless)

Primarily bottom actions:

- [Combined Effort](#)
- [At All Costs](#)
- [Set for the Charge](#)

Flex:

- [Air Support](#) (4)
- [Meat Grinder](#) (2)
- [Tip of the Spear](#)

Items

Here are some notable items I felt worth highlighting for this build. I have not yet unlocked all the items so there almost certainly are other items out there that would be good for this build. **Item spoilers in this section.**

(1) [Spyglass](#) –Gaining extra advantage is very nice for more reliably drawing blesses.

(41) [Intricate Charm](#) – Thin your deck more, improve your odds of drawing crits.

(73) [Energizing Baton](#) - Can add an additional bless when you use Boldening Blow, and has the advantage of only taking up a single hand slot.

(44) [Sword of Absolution](#) – Really nice if there are enemies or allies that poison or curse you.

(45) [Master Scepter](#) – Good for protecting the Banner of Strength from random hits.

(90) [Muscle Potion](#) / (107) [Vigor Potion](#) – These give a couple of turns with great odds to pull blesses.

(132) [Cloak of Pockets](#) / (60) [Cloak of Many Pockets](#) – Small items are very valuable in this build.

(91) [Holy Water](#) & (109) [Major Renewing Potion](#) – You can bring one or both of these if you want more burst blessing at the beginning of the scenario.

(180) [Boots of Greed](#) – Another source of bless. If you plan on using these I would recommend enhancing Pincer Movement bottom with +1 move.

(242) [Lucky Dice](#) – Particularly strong against bosses. Can cause damage to stack up by drawing multiple rolling blesses.

(244) [Ember Energy Source](#) - Very strong at level 9 to turn Hail of Spears into a 5 target attack if you have 2 banners out.

Armor items – You should be taking the perk to ignore item -1s anyway so these are great for keeping your health up.

Spyglass vs. Intricate Charm

These items improve your odds to draw blesses in very different ways. The major deciding factor between these two is how many times you're able to long rest. If you're able to use spyglass three times in a scenario, it is very likely better than intricate charm. It will take approximately 16 attacks for intricate charm to improve your odds of drawing a crit as much as 3 extra instances of advantage would. It takes around 11 attacks for intricate charm to meet the output of 2 uses of the spyglass.

It could be good to bring both items and switch between them depending on the scenario. Additionally, if you don't have access to intricate charm it's not a huge deal since spyglass is a very competitive alternative.

Perks

Perks	
X: ☐ ☐ ☐ X: ☐ ☐ ☐ X: ☐ ☐ ☐	☐ ☐ Add two cards
X: ☐ ☐ ☐ X: ☐ ☐ ☐ X: ☐ ☐ ☐	☐ ☐ Add two "1, self" cards
☐ ☐ ☐ Replace one card with one "1" card	☐ Ignore item effects and remove one card
☐ ☐ Replace one card with one "Add +1 for each ally adjacent to the target" card	☐ At the end of each of your long rests, grant one ally within 3: 2
☐ ☐ Add one card	☐ Whenever you open a door with a move ability, add +3
☐ ☐ Add one 1 card	☐ Once each scenario, during your turn, gain 2 for the round

For this build we want to make our deck as small as possible to increase our odds to crit.

1. Ignore item -1 effects and remove one -1 card
2. Replace one -1 card with one shield 1 rolling card
3. At the end of each of your long rests, grant one ally within range 3 move 2
4. Once each scenario, during your turn, gain 2 shield for the round
5. Replace one +0 card with one +1 "Add +1 attack for each ally adjacent to the target" card
6. Whenever you open a door with a move ability, add +3 move
7. Add two rolling +1 cards

If available, we can also use item (41) Intricate Charm to remove an additional -1 and +0 to thin our deck even more.

Odds to Crit

If you're interested, I made [a chart showing the chances to draw a bless](#). The numbers are not 100% exact, since the chart assumes all the cards in the discard are non-rolling for the sake of simplicity, but they should be close enough.