

Zealot Compendia

ZEALOT COMPENDIA



Credit to:

DornIvanotic (Bald like Egg)

Path (Vet Guide)

Godderific (Formatting)

Miss Kitty, LumenLaus, Cris, Salazar, Fryegg (For their amazing art)

Cyn (Wolp, Provided Talent Tree/Flamer Insight)

And me who wrote this, Ainz 

<https://www.youtube.com/@AinzDT>

<https://darktide.gameslantern.com/user/lord-ainz>

If you have any Input/questions just @ or DM me and I'll see if I can add it

@miiabestsnake

[Path Veteran Guide, Hammer of the Emperor](#)

This is Path's Vet Guide which contains more in depth information about game Mechanics/Curious/Blessings/Weapons (but built for veteran, a little outdated in some parts)

[Steam Community :: Guide :: \[1.7x\] Zealot Talents & Mechanics](#)

Kuli's Zealot Talent guide that will explain in depth on what every talent does

[Darktide Enemy Types List Breakdown - An Enemies Compendium](#)

This is the GamesLantern guide for enemies and enemy armor

TABLE OF CONTENTS

Heretics pg. 5

Rulebook pg. 9

Melee Weapons pg. 10

Ranged Weapons pg. 14

Talent Tree pg. 18

Common Noob Trap pg. 21

Example Builds pg. 25

Example Weapon Combos pg. 29

Curio pg. 30

WIP Pg. 32

MISC. TIPS

If playing Havoc, Auric/Maelstrom loadouts are subject to change

The difference between 60-80 mobility is very minimal enough that you won't notice it, that's why it's a common dump. Defences is the main dump. Mobility being 2nd if defences is not on the weapon

When using chain weapons, use fury while it is shredding enemies with the special attack to do more damage to heavily armored or high health targets (Maulers, Crushers, Bosses)

When using a slow pullout weapon, Bolter and Flamer. While in the pullout animation throw a knife to finish the animation faster.

Push and Block is 360° with where your camera is looking reducing the stamina cost for blocking (I.E when reviving, looking at the enemy attacking you will reduce the stamina cost)

Throwing Knives take the weapon wielded properties (I.E. holding a Zaronia revolver with hand cannon and surgical while aiming down sights your throwing knife will have 100% crit chance and 60% rending on crit)

Bursters increase their explosion radius if they are not pushed, meant to punish people who back dodge instead of pushing

By looking at an enemy then using fury of the faithful you will lock onto them and dash towards them increasing charge distance covered (default dash being ~10 meters and a “lock” charge being ~20 meters)

While moving using the Fury of the Faithful effect, you are not able to take toughness damage (i.e ranged damage does 0 damage). This combos really well with the “lock” charge, target a gunner then charge 20 meters while not taking damage from him

While sprinting with stamina perpendicular to ranged enemies their attacks will count as being dodged (this can work without stamina if using talent “Swift Certainty”)

Fury of the Faithful increases ranged attack speed

You can use Fury of the Faithful to dash through horde enemies by looking up and ulting



HERETICS


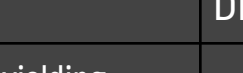




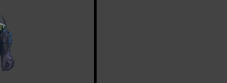


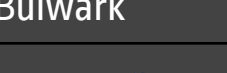



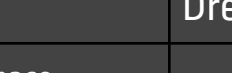


Bosses/Monstrosities are rare enemies that are limited to certain game modes. In the normal mission board you can get up to two in a mission, besides the guaranteed boss on Co-Assignment Yard and Dark Communion, which will spawn one boss guaranteed.

Specialists are unique enemies that are meant to disable or use area of effect attacks. Fire/Gas bombs and flamers. All have unique spawn in "sound queues" to alert you to their presence.
















Elites are enemies with large healthpools, high damage, or heavy armor.

Hordes are timed mass enemy encounters, mainly weak melee fodder. They can also be found throughout a mission as ambient enemies.



<u>Bosses</u>	<u>Boss Armor</u>	<u>Specialist</u>	<u>Specialist Armor</u>	<u>Elites</u>	<u>Elite Armor</u>	<u>Hordes</u>	<u>Horde Armor</u>
 Dreg Captain	All Flak	 Dreg Bomber	All Unarmoured	 Bulwark	Head and Torso: Unyielding Otherwise: Carapace	 Dreg Bruiser	Head: Flak Otherwise: Unarmoured
 Beast of Nurgle	All Unyielding	 Dreg Flamer	All Maniac	 Crusher	All Carapace	 Dreg Cultist	All Unarmoured
 Chaos Spawn	All Unyielding	 Mutant	All Maniac	 Dreg Gunner	Torso: Flak Otherwise: Unarmoured	 Dreg Stalker	All Unarmoured
 DemonHost	All Unyielding	 Hound	All Infested	 Dreg Rager	All Maniac	 Groaner	All Unarmoured



 Plague Ogryn	All Unyielding	 PoxBurster	All Infested	 Dreg Shotgunner	Head: Unarmoured Torso: Flak Limbs: Mixed Unarmoured/Flak	 Moebians	Body: Flak Otherwise: Unarmoured
 Rinda, Rodin Karnak	Head: Carapace Body: Flak Limbs: Unarmoured	 Scab Bomber	Head: Unarmoured Otherwise: Flak	 Reaper	Left Arm: Carapace Torso: Flak Otherwise: Unyielding	 Poxwalker	All Infested
 Scab Captain	All Flak	 Scab Flamer	All Maniac	 Scab Gunner	Legs: Unarmored Otherwise: Flak	 Scab Bruiser	Head and Legs: Unarmoured Otherwise: Flak
		 Sniper	All Unarmoured	 Mauler	Head: Carapace Otherwise: Flak	 Scab Shooter	Limbs: Unarmoured Otherwise: Flak



		 Trapper	All Maniac	 Scab Rager	Chest: Carapace Otherwise: Flak	 Scab Stalker	Torso and Head: Flak Otherwise: Unarmoured
				 Scab Shotgunner	Limbs: Unarmoured Otherwise: Flak		



RULEBOOK

- 1: **NEVER** trust your teammates, they will and can explode barrels and bursters on you.
- 2: Do not risk your life to revive/rescue someone in most cases. One player down is safer than two.
- 3: Don't believe Fatshark, this game has a lot of mission ending bugs, crashes, desyncs, missing audio... don't trust what you see and hear.
- 4: Every build and weapon is viable; it just takes a different set of skills to excel with some.
- 5: Titles, emblems, true level, Scoreboard, and hours played **DON'T** mean anything. People can have off days, not in the mood to care how well they play, or are just messing around to have fun. It is purely cosmetic.
- 6: ~~Praise Khorne, Skulls for the Golden Throne~~ **MOOTASH PHARG!!! NURGLE!!!**
- 7: This is a video game, have fun :)



MELEE WEAPONS



Combat Blade



Combat Blade Dump: Mobility

-All other stats will affect damage

Perks: Flak + Unyielding

Blessings: Precog + Riposte/Uncanny

-Bleed blessings are a contentious debate but overall they are not worth it.

-Bleed on knife only gets value from player buffs like rending, using the Uncanny blessing with a bleed talent, and Lacerate which will cause the bleed ticks to deal 100% rending if you can upkeep Uncanny

Combat Axe



Combat Axe Dump: Mobility

-All other stats will affect damage

Perks: Flak + Carapace/Unyielding

Blessings: Headtaker + Brutal Momentum

"Devil's Claw" Sword



Devil's Claw Sword Dump: Mobility

-All other stats will affect damage

Perks: Flak + Maniac/Unyielding

Blessings: Shred + Rampage

Heavy Sword



Heavy Sword Dump: Defences

-All other stats will affect damage

-Mobility has more value than Defences

Perks: Flak + Elites/Unyielding

Blessings: Headtaker + Deathblow



Crusher



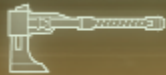
Crusher Dump: Power Output/Defences

- Power output difference between 60-80 is 20 damage
- Defences affects push cost which Crusher uses for its high finesse (1.4 vs 1.8 push cost between 80% and 60% defences)
- In short, power dump will help with better stamina eco with push attack but a minor damage diff, up to preference (Bolt Pistol's Blessing "Lethal Proximity" affects the special stun radius)

Perks: Flak + Elite/Unyielding/Carapace

Blessings: Skullcrusher + Slaughter

Tactical Axe



Tactical Axe Dump: Mobility

- All other stats will affect damage

Perks: Flak + Unarmoured

Blessings: Headtaker + Brutal Momentum

(Mk4) Alt Blessings: Shred + Headtaker

Assault Chainsword



Chainsword Dump: Mobility

- All other stats will affect damage

Perks: Flak + Maniac

Blessings: Shred + Rampage

Heavy Eviscerator



Heavy Eviscerator Dump: Mobility

- All other stats will affect damage

Perks: Flak + Elites/Carapace (for mk15 if using Bloodthirsty)

(MK3) Blessings: Savage Sweep + Rampage

Alt Blessings: Shred + Perfect Strike

(MK15) Blessings: Shred + Rampage

Alt Blessings: Shred + Perfect Strike

-Bloodthirsty + Rampage



Assault Chainaxe



Chainaxe Dump: Defences

- All other stats will affect damage
- Mobility has more value then Defences

Perks: Flak + Maniac

Blessings: Headtaker + Slaughter/Thrust

Thunder Hammer



Thunder Hammer Dump: Defences

- All other stats will affect damage

Perks: Flak + Carapace

Blessings: Thrust + Headtaker/Slaughter

Shock Maul



Shock Maul Dump: Mobility

- All other stats will affect damage

Perks: Flak + Maniac

Blessings: Skullcrusher + Hammerblow

Duelling Sword



Dueling Sword Dump: Varies on MK

- Mk II (2)** Dump: Mobility
- Mk IV (4)** Dump: Cleave Damage
- Mk V (5)** Dump: Defences
- All other stats affect overall performance

Perks: Flak + Unyielding

Blessings: Precog + Riposte/Uncanny

Relic Blade



Relic Blade Dump: Mobility

- All other stats will affect damage

Perks: Flak + Unyielding/Elite

Blessings: Rampage + Cranial Grounding



RANGED WEAPONS



Shredder Autopistol



Shredder Autopistol Dump: Mobility

-All other stats affect overall performance

Perks: Maniac + Flak/Specialists (not worthwhile to shoot any other armor class)

Blessings: Inspiring Barrage + Pinning Fire

Alt Blessings: Pinning Fire + Blaze Away

-Pinning Fire + Cavalcade

Braced Autogun



Braced Autogun Dump: Varies on **Mk**

-**Mk VII (8)** Dump: Mobility

-**Mk II (2)** and **Mk IV (4)** Dump: Collateral

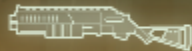
-All other stats affect overall performance

-Collateral does not change stagger breakpoints on **Mks** besides **Mk VII (8)**

Perks: Flak + Maniac

Blessings: Fire Frenzy + Deathspitter

Combat Shotgun



Combat Shotgun Dump: Mobility

-All other stats affect overall performance

Perks: Flak + Maniac

Blessings: Full Bore + No Respite

Vigilant Autogun



Vigilant Autogun Dump: Mobility

-All other stats affect overall performance

Perks: Maniac + Elite

Blessings: Deadly Accurate + Surgical

(Mk3) Alt Blessings: HeadHunter + Deadly Accurate



Infantry Lasgun



Infantry Lasgun Dump: Mobility

-All other stats affect overall performance

Perks: Flak + Maniac

Blessings: Headhunter + Ghost/Deadly Accurate

Quickdraw Stub Revolver



Revolver Dump: Mobility

-All other stats affect overall performance

Perks: Maniac + Elite

Blessings: Hand Cannon + Surgical/Crucian Roulette/Point Blank

Purgation Flamer



Flamer Dump: Damage

-Damage only affects direct fire impact damage, the difference between 60-80 damage stat is about 1-2 damage

Perks: Flak + Unyielding/Maniac/Carapace (if taking penetrating flames)

Blessings: Blaze away + Overpressured

^(Most common, the most overall damage)

Alt Blessings: Blaze away + Inspiring Barrage/Penetrating Flames

-Inspiring makes it safer to empty the clip

-Penetrating Flames helps if your melee isn't viable against Carapace

Heavy Laspistol



Laspistol Dump: Varies on MK

-**Mk II (2)** Dump: Stability

-More spam heavy and doesn't need help with stability

-**Mk X (10)** Dump: Mobility

-Needs to be precise for its damage with its lower fire rate

Perks: Flak/Maniac + Unyielding

Blessings: Dumdum + Raking Fire/Ghost

Alt Blessing: Dumdum + Infernus (if running Blazing Piety)



Bolt Pistol



Bolt Pistol Dump: Collateral

-Doesn't change a stagger breakpoint

Perks: Maniac + Elite

Blessings: Puncture + Run and Gun/Lethal Proximity (Crusher special radius increased)

Alt Blessings: Surgical + Deadly accurate (for a budget revolver)

Double-Barrelled Shotgun



Double-Barrel Shotgun Dump: Mobility

-All other stats affect overall performance

Perks: Flak + Maniac

Blessings: Deathspitter + Both Barrels

Infantry Autogun



Infantry Autogun Dump: Mobility

-All other stats affect overall performance

Perks: Flak + Maniac

Blessings: Dumdum + Deathspitter

Spearhead Boltgun



Boltgun Dump: Collateral

-All other stats affect overall performance

Perks: Carapace + Unyielding

Blessings: Puncture + Pinning Fire

Alt Blessings: Puncture + Shattering Impact

Recon Lasgun



Recon Lasgun Dump: Collateral

-Doesn't change stagger breakpoint

Perks: Flak + Maniac

Blessings: Dumdum + Deathspitter

(Mk12) Alt Blessings: Dumdum + Infernus (if running blazing piety)



TALENT TREE



-Purple Pathing Being
Baseline Talents
Yellow Pathing Being
Optional/Varies Talents
(provided by Cyn)





Main build differences will be when you take a crit or non-crit melee weapon

-Crit weapon, take Scourge and Enduring Faith (Yellow)

-Non-crit weapon, take Blood Redemption and Good Balance (Red)

Example of weapons that don't benefit from crits (non-crit weapons)

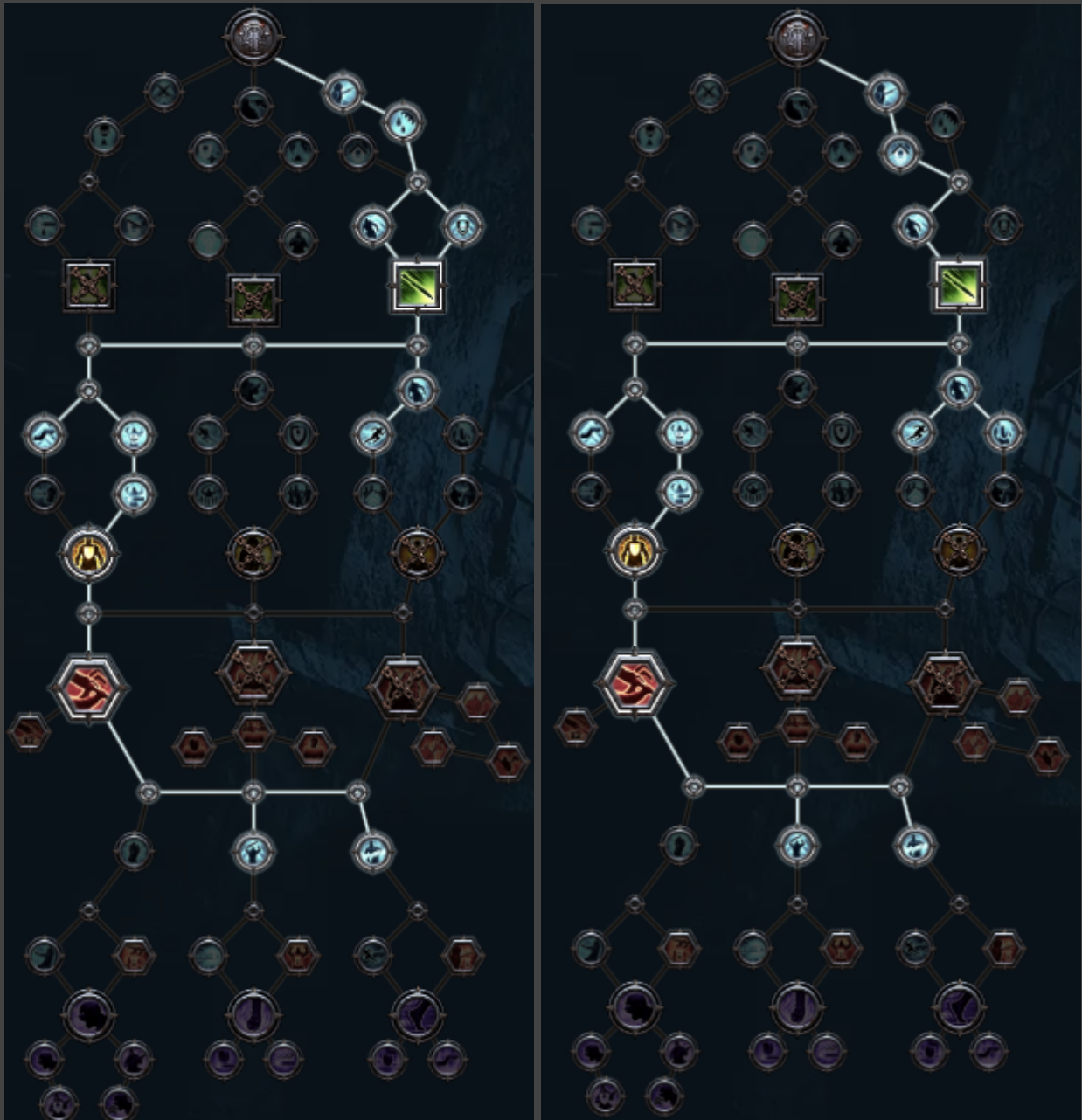
Combat Axe	
Heavy Sword	
Thunder Hammer	
Relic Blade	

These weapons don't want a crit setup because they don't have crit blessings that increase their crit chance. They have low base crit chance and don't need crits to reach one-shots



-You see these builds take throwing knives over grenades because the talents before the grenades are generally terrible. A straight point tax if you want a grenade that minimally helps in most situations.

-Fury is a better Shroudfield. It will give you the guaranteed crit as well as 50% toughness, 20% attack speed for 10 seconds, and your next melee hit does 25% more damage and deals 100% melee rending.



These 2 examples are baseline talent picks for crit (left), and non-crit (right)
-Both are only 23 points, so it lets you choose a keystone and then some misc. talents

COMMON TRAP TALENTS



Aura

Locked

Beacon of Purity

Removes **1.5 Corruption** from the current Wound for you and Allies in Coherency every **1 second**.

+++-----+++

- This rate is strong enough to counter a Grimoire's Corruption Damage tick rate. However, the initial 40 Corruption Damage per book cannot be removed.

Selecting this Aura locks all other Auras.



Beacon of Purity does not heal past a wound. In non-havoc missions, there are so few sources of corruption outside of going down that the value is minimal

Passive

Locked

Punishment

Melee Attacks that Hit at least **3 Enemies** grant **+5% Impact Strength** for **5 seconds**. Stacks **5 times**. At max Stacks gain Uninterruptible.

+++-----+++

- Stacks additively with related buffs from "Grievous Wounds", "Hammer of Faith" and "The Emperor's Bullet".
- At max stacks, grants immunity to Stuns from both Melee and Ranged attacks (slowdown effects still apply), and makes Zealot's interact actions (e.g. reviving or object interactions) Uninterruptible so that they cannot be canceled as part of hit reactions when taking Health Damage.



Impact is stagger and even with full buffs it won't make a difference. The Uninterruptible on max stacks sounds good, but Thy Wrath Be Swift already does that constantly with no triggers

Passive

Locked

Faith's Fortitude

+2 Wounds.

+++-----+++

- Stacks additively with extra Wounds from Curios.
- Interacts nicely with "Bleed for the Emperor" or the "Martyrdom" keystone.



As I will talk about in the Curio section, wounds do not make you tankier. (Only take when using the Martyrdom Keystone)



Passive

Locked

The Master's Retribution

Knock back the Attacker on taking a Melee Hit. Cooldown: 10 seconds.

+++-----+++

- When taking a Damaging Melee hit, releases a push knocking back the attacker (if possible).
- The push has a range of 2.75 meters and a very tight effective push angle.
- Always pushes back the direct attacker (if possible).
- Pushes back additional targets (if possible) when they're inside the effective push angle.
- Pushes back Reapers and Maulers very weakly.
- Doesn't work on: Monstrosities, Crushers, Mutants, Trappers, Dreg Ragers, Poxbursters or when you are hit by Bulwark shield bash, despite not dealing any Damage, procs the Talent.
- Does not proc while disabled or downed.



This talent has terrible uptime as taking toughness damage triggers it. It really only helps with stopping dogs from pouncing on you IF it's not on cooldown. If it is, the dog will keep eating and won't get pushed off even when the cooldown is refreshed.

Ability Modifier

Locked

Martyr's Purpose

1% of Health Damage taken is converted to Ability Cooldown Reduction.

+++-----+++

- Does not proc while downed.
- Procs additionally to Concentration Stimm's cooldown reduction effect of 3 seconds per second.
- For example, if Zealot has 55 seconds of Chorus of Spiritual Fortitude's 60 seconds Cooldown remaining and takes 80 Health Damage, then the remaining 55 seconds are reduced by $60 \times (80 \times 0.01) = 48$ to 7 seconds.
- Indirectly interacts with Combat Ability Regeneration from Curios: The Curio stat reduces the maximum Cooldown of the Combat Ability which then also decreases the flat amount of time reduced by the Talent.



Every singular point of health (not toughness) lost equates to 1% of cooldown reduction. But since Hp is not a worthwhile resource to increase (toughness being better), this talent doesn't have much use



Passive

Locked

Swift Certainty

Increases Sprint speed by **+5%**. In addition, always counts as Dodging while Sprinting, even if Stamina is depleted.

+++-----+++

- This Sprint speed buff **Stacks** multiplicatively with movement speed buffs from "Shroudfield" and "Thy Wrath be Swift".
- Usually, when Dodging a shooting enemy by Sprinting around them in an angle (it's like a 70 degree angle in front of you, and the firing enemy has to be outside of it but not fully behind you), the enemy will ultimately start hitting you as soon as Stamina reaches 0. The Talent preserves your Sprint Dodging capability regardless whether you have Stamina or not.
- Sprint Dodging does not fulfill proc condition of "Dance of Death", "Duellist", "Good Balance", "Inebriate's Poise" and "Second Wind".



What this talent does is already what all the classes can do, the only difference is that it works at 0% stamina which is already not recommended. This talent really is just +5% sprint speed which zealot doesn't need more of



EXAMPLE BUILDS

With some example weapons that go well with the builds

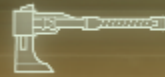


-Crit Ability Spam

Combat Blade



Tactical Axe



Heavy Eviscerator



Duelling Sword



-Crit

"Devil's Claw" Sword



Assault Chainsword



Heavy Eviscerator




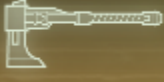


-Non-Crit

- Combat Axe 
- Crusher 
- Thunder Hammer 
- Relic Blade 
- Heavy Sword 



-Blazing Piety

- Heavy Eviscerator 
- Tactical Axe 



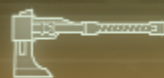


-Full Damage Reduction (Talent Tree Best for Havoc)

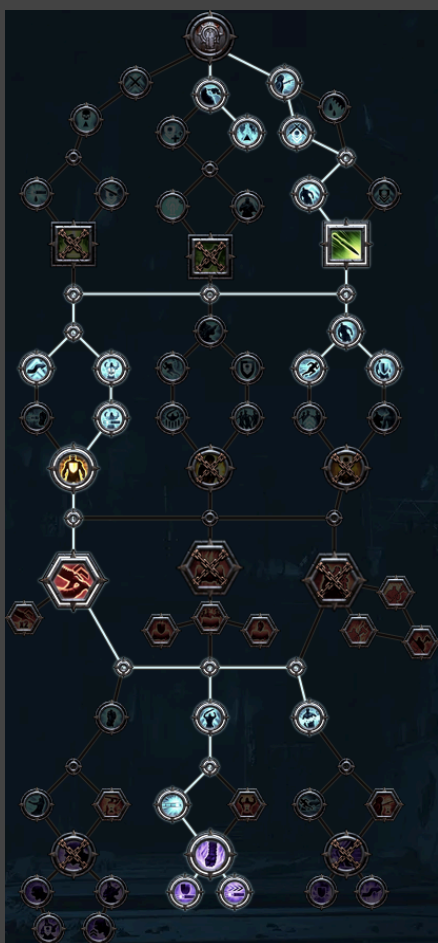
Relic Blade



Tactical Axe



"Devil's Claw" Sword



-Martyrdom

Combat Axe



Crusher



Relic Blade





EXAMPLE WEAPON COMBOS



^Fast Single Target Melee, Horde Clear Ranged



^Horde Clear/Low Armor Damage Melee, Single Target/Armor Damage Ranged



^Hordeclear and Single Target Melee, Mobility/Utility Ranged



CURIOS

SILENCE

A MARTYDOM PLAYER IS SPEAKING!



Max Curio Main Stats

17% Toughness

21% Health

+3 Stamina (Curio rating needs to be 410+ or it won't give +3)

+1 Wound

I will never recommend taking extra wounds outside of taking the martyrdom keystone

THIS DOES NOT MAKE YOU MORE TANKY

Common Curio Combos

x2 Toughness, x1 Stamina

(debatably the best setup)



x1 Health, x1 Toughness, x1 Stamina



x3 Toughness



x2 Toughness, x1 Health



x3 Wounds (for martyrdom only)



Curio Minor Perks

These can vary from person to person, the stats that don't change on them is toughness and gunner resistance. Having +toughness on all 3 should always be considered best in the slot. Then having at least 2 Gunner resistances (This only affects Scab and Dreg elite gunners and Reapers).



[Baseline perk setup]

The rest is up to preference, you can take a 3rd gunner res (you do get diminishing returns, it really only adds +5%gunner res since its multiplicative, 3 gunner res goes to around 45% gunner res)

The 3rd row varies a bit,
x3 stamina regen
^(debatably the best setup)

Or

X3 Health

Or

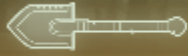
x3 (misc other resistances)



OTHER CLASS WEAPONS

[WIP, idk if I will continue]

Sapper Shovel



Sapper Shovel Dump: Defence
-All other stats will affect damage
-Mobility has more value than Defences

Perks:

Blessings:

Power Sword



Power Sword Dump: Cleave Targets
-No difference in cleave, mobility has a little more value

Perks:

Blessings:

Helbore Lasgun



Helbore Lasgun Dump: Stability
-No difference in aiming control

Perks:

Blessings:

Plasma Gun



Plasma Gun Dump: 71-72 Charge Rate 69-68 Thermal Resist
-Charge rate affects light attack speed, while having 68-69 thermal allows 8 light attacks before max heat.

Perks: Unarmoured + Flak

Blessings: Gets Hot + Rising Heat

Alt Blessings: Blaze Away + Optimized Cooling



Psyker force sword
Psyker force great sword
Psyker staff Voidblast
Psyker staff Voidstrike
Psyker staff Purg
Psyker staff Electro

Ogryn shovel
Ogryn knife
Ogryn picaxe
Ogryn shield
Ogryn club
Ogryn power paul
Ogryn heavy stubber
Ogryn double stubber
Ogryn grenade gauntlet
Ogryn rumbler
Ogryn kickback
Ogryn ripper





**post this cat when
they least expect it**

