

# Warning: EXTREMELY OUTDATED!

If these weapons get AX skills or some other update this guide might be revisited. Keep in mind this grid was introduced to the game in August 2019. It had a decent run as a fully or partially farmable Primal option and until it gets updated it is completely outclassed. Doesn't mean it's not usable, just outclassed and currently not worth farming.

## A Guide to Self-Harm: Prometheus and You

***Disclaimer:** I don't claim to know everything, nor do I claim any absolutes about anything being the best of the best. This is more or less a collection of my findings and play/test results.*

**Other grids:**

[Hector](#)

[Morrigna](#)

For additional fire considerations/calculations check out Mido's evaluations here.

<https://gbf.wiki/User:Midokuni/Notepad/FireGrids>

## **What is it?**

An enemy focused grid built around the Epic tier weapons.

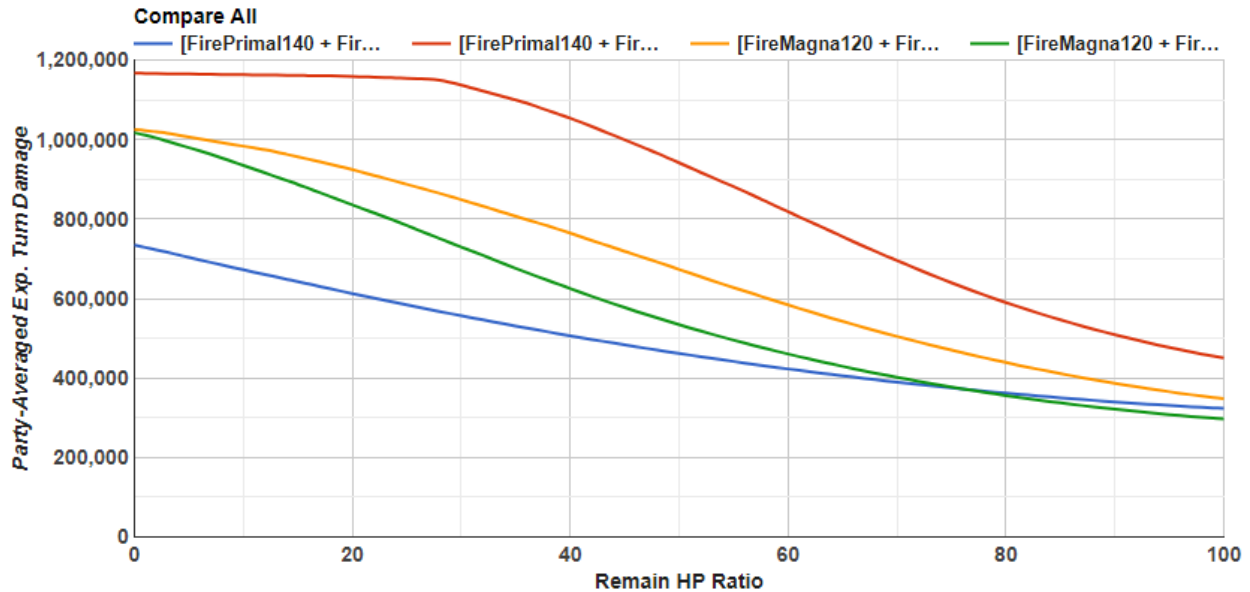
## **Why is it good?**

There are several reasons why this grid can be considered good;

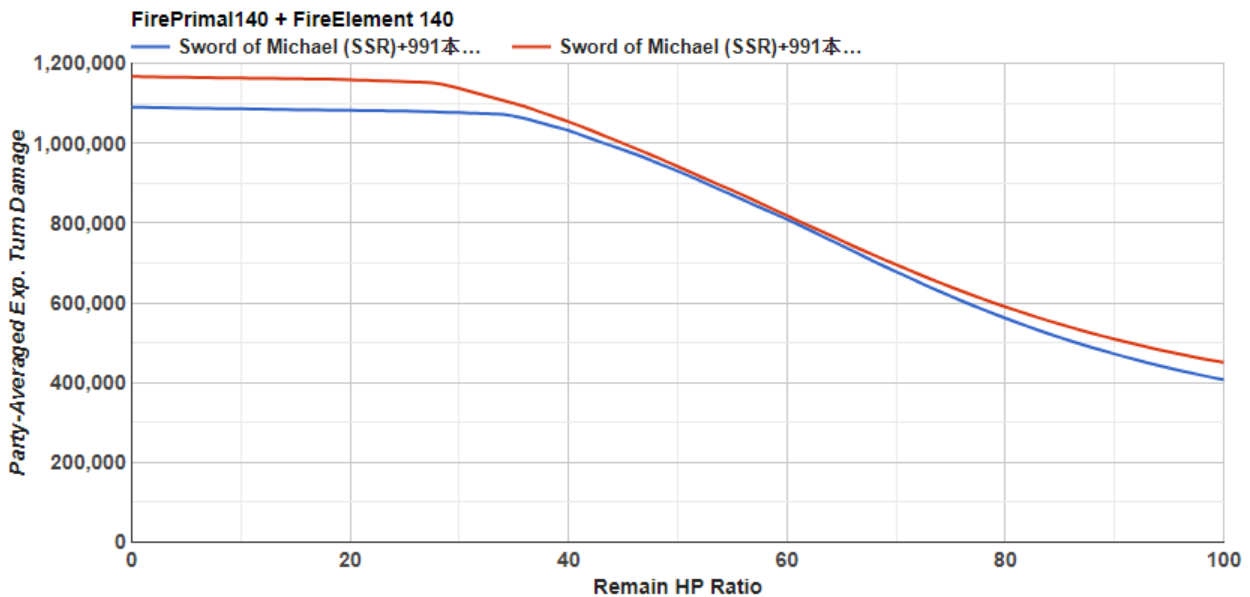
- Can be built entirely free-to-play or can be enhanced with premium weapons.
- Unique mod distribution (EX, Magna, Normal) allowing more flexibility.
- Potentially stronger starting turns, where historically enemy based grids have had issues.
- Has the ability to beat premium grids and magna grids by a significant margin.
- Can handle just about any content in the game with common scenarios in mind.
- Returns some value to characters with Normal type buffs such as [Anila](#).
- [Competitive in content such as GW](#) due to the typical boss def values, attack patterns, and plethora of blue potions to abuse.

## Comparisons

### 5AES vs 4CoC/2FoP



### 5CF vs 4CoC/2FoP



As you can see from the comparisons the Prometheus grid beats the most common Colossus build by a wide margin. You can also see it beats a full on premium grid by a significant amount.



## How does it work?

The short answer is, you have a very well balanced spread of damage modifiers to push your early turn damage to the damage cap or get very close with your team buffs. After 1-4 turns when your buffs start to enter downtime you'll be very deep into enmity (~60% or less HP) which will keep your damage very high in exchange for a continuous burn on your team which you may have to manage for longer fights.

We'll continue below for a longer explanation.

The main theme of the grid is mod distribution. That combined with the other key principle, enmity enable, allows this grid to perform at a very high level, especially for something that can be completely farmed in game. If you are unfamiliar with how different damage modifiers work together I suggest reading this [wiki page](#).

Once you have a grasp on how damage works in GBF you can look at [Chains of Caucasus](#) and start to understand what is going on.

Weapon Skills		
	Hellfire's Enmity	Medium boost to fire allies' ATK based on how low HP is
120	Unlocks at level 120:	Unlocks at level 120:
	Grand Epic	Boost to ATK based on how many Epic weapons are equipped

The “Grand Epic” skill that was introduced with the new [Epic weapons](#) is an EX modifier that scales with other weapons of the same class. Typically, you only find the EX modifier in weapons such as [Xeno](#), [Hollowsky](#), [Proving Grounds](#), and sometimes event weapons. Furthermore, there is usually not enough grid space to slot more than 1-2 weapons with EX modifiers at any given time.



If we look at the scaling rules for the Grand Epic skill we can see how it all stacks up:

- 4% boost to ATK (**Max: 80%**) to all allies per Epic Weapons in the grid.
- Multiple Grand Epic skills stack additively up to a maximum of 80%.

*Example:* 1 [Chains of Caucasus](#) (from now on referred to as CoC) is 4% EX modifier by itself. Not very good. However, if you add a 2nd, each are now 8% because they work off each other for a total of 16%. Add a 3rd copy and now each sword is 12%, and so on until you reach the maximum combined cap of 80%.

So 4 CoC and 1 [Fire of Prometheus](#) (from now on referred to as FoP) brings you to the 80% EX cap (20% each sword). FoP is also an Epic tier weapon. It helps to reach the 80% EX cap, but also works as an enmity enabler for your team, burning your team for 5% HP per turn.

So why would we slot two FoP? Because if we look at CoC again we can see it has absolutely no normal attack modifier. It has Normal enmity and EX. The two reasons you want another [Fire of Prometheus](#) is because it has two Normal attack modifiers AND an additional 5% HP burn on top of the one you already have in grid, for a total of 10% HP burn per turn. This is a major part of enabling your enmity after your initial turns. Burn the candle from both ends.

Weapon Skills		
	Inferno's Insignia	Big boost to fire allies' ATK / Take <u>5% damage</u> every turn.
	Hellfire's Primacy	Medium boost to fire allies' ATK / Medium boost to double attack rate for fire allies

If we look at the grid below you can visualize how the damage modifiers are being spread. Notice the 80% EX from CoC and an additional 23% from the Xeno.

<b>MAIN WEAPON</b> Skin EX +99	Seraphic Normal +99 349 3475	Normal +99 419 2925	Normal +99 419 2925	
	Normal +99 274 3025	Enmity EX +99 339 3325	Enmity EX +99 339 3325	
	Magna +99 376 4365	Enmity EX +99 339 3325	Enmity EX +99 339 3325	
	295 3320	376 4365	339 3325	339 3325

Compare that to something a bit more typical of a primal grid, which is completely saturated in Normal modifier and only has 23% EX.

<b>MAIN WEAPON</b> Skin EX +99	Seraphic Normal +99 349 3475	Normal +99 419 2925	Normal Enmity +99 399 3345	
	Normal +99 274 3025	Normal Enmity +99 300 2850	Normal Enmity +99 300 2850	
	Magna +99 376 4365	Normal Enmity +99 300 2850	Normal Enmity +99 300 2850	
	295 3320	376 4365	300 2850	300 2850

Comparing both grids, it is clear why the Prometheus grid and its unique damage modifier distribution is so strong. It returns value back to primal weapons and character buffs which are typically Normal type. [Anila's](#) "Hidden Tiger, Crouching Dragon" buff which originally had lost favor in Agni setups, but revered in Colossus, now has some of its strength returned due to a less diluted grid.

### **How do I build it?**

- You'll need to farm [Prometheus](#)
  - The base of the grid is 4 [Chains of Caucasus](#) and 1-2 [Fire of Prometheus](#).
    - *Note:* Use common sense. If there is content that you are dying in, because of the burn from FoP, remove a FoP and replace it with something else. However, most content in GBF will allow you to keep both in for maximum damage potential.
  - Other "auto-slot" items such as;
    - [Valorblaze](#) (on-element)
    - [Dark Opus Weapon](#)
      - Because of how this grid handles its damage modifiers, the ULB version of Dark Opus does not have an incredible impact on the grid. It is still worth building without a ULB Opus.
      - Your choice between Primal and Magna opus widely depends on what you prioritize. For example, if you want the most damage at lower HP you can run Magna/Enmity. However, due to 140% Primal aura, Primal/Stamina is usually a very safe bet and you get a nice bump in HP as well.
  - The two remaining slots are flexible and you can fill them as needed. Recommended weapons are;
    - [Wrathfire Longblade](#): Great mainhand and more EX mod for your grid.

- [Ray of Zhuque](#) (If you are hitting the damage cap)
- [Colossus Cane](#) ULB
- [Cosmic Sword](#) (Can help add additional damage cap up)
- Other options (Premium):
  - [Ixaba](#) if you have a hard time reaching the damage cap on early turns.
  - [Crimson Finger](#) if you want to go all in on enmity
  - [Brahma Gauntlet](#) if you prefer a very large, stable damage increase with no drop off until after Turn 8. Also a great Luchador MH.
  - [Metal Destroyer](#) if you have the team/grid to consistently hit your new damage cap.
  - [Gangsta Knife](#) for the Garrison weapon skill, and big enmity if you have interest in playing full-on enmity.

*My preferred variation of the grid as of 01/07/19*



## **Common Questions**

### ***Does this beat AES?***

See above.

### ***How does this compare to Crimson Fingers?***

See above.

### ***How many ixabas does this beat?***

They serve the same purpose from opposite ends of the spectrum. This grid has higher damage potential than ixabas top end, but only at lower HP %. That's enmity.

### ***Is this better than 5-6 Ixabas?***

Short answer, no. 5-6 ixabas will be stronger at 100% HP, faster, and have less risk involved due to how stamina works in GBF. Very little risk for a very big reward. However, that is not to say this grid can't output the same damage if not higher, it can, but the advantages of stamina are clear.

Keep in mind that the Prometheus grid will have a lower starting point for damage at full HP in comparison to a fully finished Ixaba grid. However, with meta characters and buffs accounted for a finished Prometheus grid can reach the same damage range as a fully finished Ixaba grid or get VERY close at full HP against 14-15 Def content as well as 20 Def content.

### ***How do I play with this grid and not die?***

The simple answer is that 99% of the content in GBF will die before your survivability becomes an issue. However, content that does stretch into later turns will require you to use things such as green/blue potions, characters with defensive tools to reduce incoming damage from the enemy, heals/shields, etc. If you're looking to solo VERY HARD content, this grid will have some issues with sustainability. However, if all you're concerned about is fights such as Guild Wars you're granted even more blue potions there than are normally available.

### ***Prometheus farming sucks. Can I just use 3 CoC?***

You can do whatever you like. Personally, I wouldn't bother using anything other than 4 CoC since that is a very large part of your damage and what makes this grid what it is.

**Do I really have to use 2 FoP?**

No you don't. You can do whatever you like. However, I personally recommend running 2 FoP especially if you are running a non-premium weapon version of the grid for the huge bump in base damage and enmity enable. There are ways to help maintain or temper the burn damage such as character selection, potions, MC class choice, etc.

**Can you do Lucilius HL with this grid?**

With some adjustments to the grid, familiarity with playing enmity, and some forethought in regards to damage taken and burn damage, yes. This is actually my preferred Lucilius HL setup. Don't bring 2 FoP. Trust me... Also, exchange the Excalibur with Hollowsky spear.



**How does this grid perform in Guild Wars?**

You can check out my experience and notes on the grid during GW [here](#).

## **Testimonials**

Real quotes from real players who really finished the grind...



*"... 3 berries left"*

*"Prom chains are stupidly strong"*

*"This grid is great"*

*"Grid shits out dmg"*

*"...I farmed prom while having 5 ixaba"*

*"...I farmed prom while having 6 ixaba"*

*"Took prom grid into faasan to see if I sabo or not"*

*"I spent roughly 22k berries for prom grid"*

*"i burn berries because i like nice looking grids"*

*"i farmed prom in 5k berries and all i got were accusations of being a sack"*

## Bonus

*Interested in how this grid performs in Guild Wars?*

[Click here for impressions specific to GW](#)

*F2P version in GW #47 (Garula 15 def and 14 def)*

<https://streamable.com/l6pah>

*F2P version of the grid, Turn 1, common buffs, simulating ~14 def*

<https://streamable.com/7evwl>

*“Whale” Version using Crimson Finger instead of Xeno, Primal Opus with Stam, simulating ~14 def*

<https://streamable.com/n681q>



## **Change Log**

02/11/20

Added Gangsta Knife as a viable option for the flex slot.

01/08/20

Updated personally preferred grid. DO NOT COPY THAT unless you know what you want.

01/07/20

Updated weapon options with new Cosmic Sword.

10/07/19

Updated **Common Questions**.

10/06/19

Added a few notes under **Common Questions**.\_\_\_\_\_

10/02/19

Added a link to Guild Wars experience under section **Common Questions**.

Added Metal Destroyer as a possible flex weapon.

Added more information to the always popular question, "Is this better than 5-6 Ixabas?"

10/01/19

Added most preferred grid variation to section "**How do I build it?**".

