

Key: Build Name [Role] ([Crafted | Content Req]) [Tome Req] [Average Cost Estimate]

Mage

Note: All the prices are averages/estimates.

Monster

[FTW Mixed-Mana Ophanim Winded \(No Statue\)](#) [Solo] [AHC] [Qira] **[1-4 stx]**

- Armor should be powdered to give Endurance, Concentration, and Kill Streak for extra damage.
- Using Bonder as a secondary is useful to regenerate mana at the start of the war.

Build Stats:

- 21.1k HP | 98k EHP | 12.8k Heal
- 9.3k Base Ophanim | 118k Full Buff Ophanim
- 16 MR | 18 MS

[FTW Mixed-Mana Ophanim Winded \(Statue\)](#) [Solo] [Qira] **[1-4 stx]**

- Armor should be powdered to give Endurance, Concentration, and Kill Streak for extra damage.
- Using Bonder as a secondary is useful to regenerate mana at the start of the war.

Build Stats:

- 29.6k HP | 104k EHP | 18k Heal
- 9.3k Base Ophanim | 118k Full Buff Ophanim
- 16 MR | 18 MS

Usage:

- At the beginning of the war, once you have enough mana, cast Meteor. This will summon your Ophanim orbs that are the source of your dps.
- Melee tower and your orbs will hit the tower as well.
- Every few hits and as needed, cast Heal then Ice Snake. Healing keeps you and your orbs alive, and Ice Snake is to reset the Heal cost so it does not become too expensive.
- Teleport straight upward to dodge Aura.
- If needed, can carry Agility consumables such as potions and scrolls to help with survival in harder wars.

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Non-Mythic

Judas

[Cheap FTW Mixed-Mana Ophanim Winded](#) [Support/DPS] [Qira] [LI] [Forgery] **[8 LE]**

- Armor should be Thunder and Water powdered for Concentration and Kill Streak.
- Wand can be swapped for various others.

Build Stats:

- 8.5k HP | 7.1k EHP | 4.7k Heal
- 22k Base Ophanim | 236k Full Buff Ophanim
- 7 MR | 43 MS

Usage:

- At the beginning of the war, once you have enough mana, cast Meteor. This will summon your Ophanim orbs that are the source of your dps.
- Melee tower and your orbs will hit the tower as well.
- Every few hits and as needed, cast Heal then Ice Snake. Healing keeps you and your orbs alive, and Ice Snake is to reset the Heal cost so it does not become too expensive.
- Teleport straight upward to dodge Aura.

The Nothing

[Ophanim The Nothing Solo Build](#) [Solo] [EO][Qira][AHC] **[15 LE]**

- NOTES

Build Stats:

- 17.2k HP | 61k eHP | 10.4k Heal
- 11.4k Dps Ophanim Base | **FULL BUFF OPHANIM**
- 16 MR | 18 MS

Usage:

- See [Monster](#) above

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Warrior

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Hero

[EWA MR Fallen](#) [DPS] [Qira] [LI] **[6-8stx]**

- Armor should be earth powdered for rage

Build Stats:

- 14.7k hp | 47.6k ehp | 19.5k Uppercut | 11k Bash | 99mr

Usage:

- At the beginning of the war cast war scream and bash enough times to lose 30% health from blood pact.
- During the war keep casting uppercut and bash (you might need to slow down once you run out of health).
- To dodge aura either use uppercut or charge up.

Guardian

[Uncrafted Full-Tank Guardian](#) [Tank] [LI] **[8-16stx]**

- You could apply fire powder Guardian for Courage

Build Stats:

- 42.3k HP | 366k eHP | 2.1k HPR

Usage:

- In the start of the war be sure you are either hugging the tower wall or be in front of the damage dealers
- To dodge aura charge looking down multiple time or use Jump Height Food

Alkatraz

[Alkatraz](#) [DPS] [Qira][LI] **[5stx]**

- You need to apply earth powders to your armour for Rage
- Works best with a Healer

Key: Build Name [Role] ([Crafted | Content Req]) [Tome Req] [Average Cost Estimate]

Build Stats:

- 16k eHP | 108k Dps - 700k Dps (Boosted)

Usage:

- When you get in the war get healed to full by the healer, activate Corrupted (Bak'al's Grasp), then remove your armour to lose most of your hp to get the most out of Rage and Corrupted. Then re-equip it before the war starts to get the max possible dps.
- For harder wars you may need Jump Height Food to be able to dodge Aura as with only 1jh it's pretty difficult and inconsistent to do so.

Non-Mythic

Praesidium

[Tank Praesidium](#) [Tank] [LI] **[0.5stx]**

[Lower eHP/Higher HPR Praesidium](#) [Tank] [Qira][LI] **[0.5stx]**

- You could apply fire powder Praesidium for Courage
- The first build is recommended when a healer is present

Build Stats:

- 1st) 38.8k HP | 324k eHP | 700 HPR
- 2st) 31.1k HP | 238k eHP | 1.9 HPR

Usage:

- See [Guardian](#) above

Rikter

[Rikter](#) [DPS] [LI] **[1stx]**

- You need to apply earth powders to your armour for Rage

Build Stats:

- 10k ehp | 71k Dps | 450k+ Dps (Boosted)

Usage:

- See [Alkatraz](#) above

Archer

Note: All the prices are averages/estimates.

Grandmother

[Grandmother Rawstack/Tierstack](#) [DPS] [LI] [4-6stx]

- Using a health regen bow is useful to not lose health between wars

Build Stats:

- 12k eHP | 106k Dps | 413k Dps (Boosted) |

Usage:

- Hold right click and try to stand closer to the tower than guards
- To dodge aura use jump height food or escape up (if you have the mana)

Non-Mythic

[Anthracite Ballista Tierstack](#) [DPS] [Qira] [LI] [0.5-1.5stx]

- Using a health regen bow is needed to not lose health between wars
- A replacement to Slayer is Accelerator although you lose 7k DPS with it

Build Stats:

- 28k eHP | 66k Dps | 181k Dps (7 focus)

Usage:

- Hold right click (you can occasionally cast arrow storm if you have the mana)
- To dodge aura escape up

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Assassin

Note: All the prices are averages/estimates.

Grimtrap

[Grimtrap](#) [DPS] [Qira][LI] **[2-3stx]**

- NOTES

Build Stats:

- 15k eHP | 47k Base Dps

Usage:

- At the start of the war vanish and summon your clones after that keep throwing smoke bombs on the tower to keep adding marks

Non-Mythic

[Limbo Tierstack](#) [DPS] [Qira][LI] **[1stx]**

- NOTES

Build Stats:

- 14k eHP | 101k Base Dps

Usage:

- Same as [Grimtrap](#) above

Shaman

Note: All the prices are averages/estimates.

Hadal

[Hadal Tierstack](#) [DPS] [Crafted] [Tomes] **[2-3stx]**

- Needs Tomes that give at least +2 strength **AND** +2 Intelligence to work

Build Stats:

- 8k eHP | 98k Base Dps

Usage:

- At the start of the war place your totem and start using melee for time rift to boost damage the most at the start of the war.

Aftershock

[Aftershock Tierstack](#) [DPS] [LI] **[7stx]**

- It is necessary to put earth powders on your armor

Build Stats:

- 10k eHP | 140k Dps | 430k Dps(boosted)

Usage:

- At the start of the unequip your armor for rage and place your totem.

Non-Mythic

[Silent Ballet](#) [Healer] [LI][[Corkus Discovery](#)] **[0.5stx]**

- NOTES

Build Stats:

- 31k HP | 114k EHP | 10k Heal (first wave)

Usage:

- Throw out your totem, cast aura to heal, every so often recast your totem.