

# Total War: A Minimalistic Guide

by Sikrena



*“All that remains is to become a  
fire capable of devouring that **Tyrant**.”*

# Author Bio

(This bit is for the “Master of Total War” event.)

I may or may not spend too much time on this game.



Feel free to message me on Discord (@sikrena) for any questions, suggestions, or corrections. Or say hi that’s cool too.

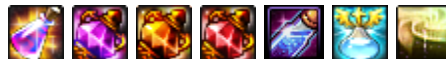
## “What’s the purpose of this guide?”

Similar to my previous guides, this guide is intended for those who already somewhat know the general idea of the gimmicks/moves and want either a refresher, a look at the health values or any other extra tips on the side as they play. A “tl;dr” is provided at the top of each boss page and the more dangerous moves are below it with pictures and a brief description (wouldn’t be very minimalist otherwise :v). I will update this guide as I figure out the nuances of the content.

If you have no idea what you’re doing and need a visual of each gimmick, I highly suggest taking a look at [DUFO’s guide](#) or looking at the [videos](#) that this guide takes reference from— As this guide removes all of the visual GIFs to keep your computer happy while you play.

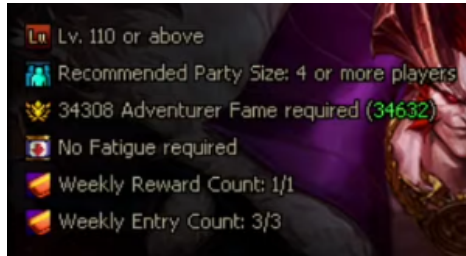
My mantra “red circle bad” holds true in Total War, with some callbacks to Ispins (namely [ltrenok](#)).

**PLEASE use potions if you value your time.**



# Content Rules & Map Explanation

Total War (or *Warpath*) is a **Raid dungeon** that requires **34308 Adventurer Fame** and costs **0 Fatigue Points** to enter, and you can enter **3 times a week** until you get your rewards.



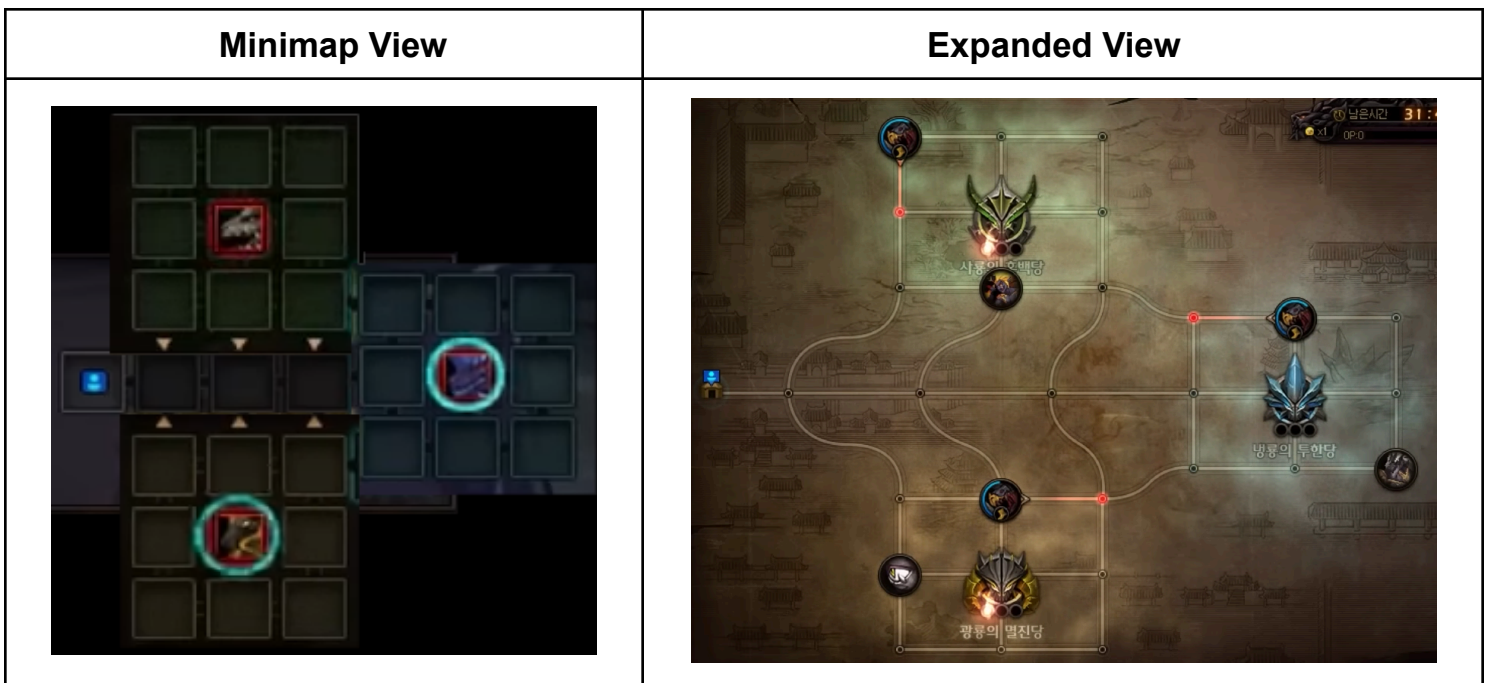
You can only claim rewards **once** a week, and you cannot get any rewards unless you defeat all of the dragons: **Hismar**, **Spirazzi**, and **Skasa** within **35 minutes**.

With the release of the Bakal Raid, Total War will share reward counts with the raid. Meaning that if you get rewards from Total War, you **cannot** get rewards from Bakal — and vice versa.

**Total War is essentially the Guide mode to Bakal Raid.**

Below is the map in normal view and expanded view.



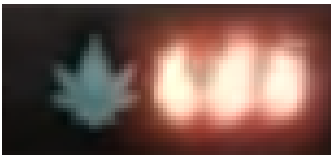
Each Dragon has their own 3x3 zone accompanied by one miniboss and a [Dragon Brute](#). The Brutes will **move around the area** when the **bar around their portrait fills**, whereas the minibosses remain stationary. When a miniboss is killed, **all monsters** except for the main Dragon in the area **are killed**.



Each zone will give you a **debuff** when you enter it. These debuffs are the different for every zone, and are removed after defeating the Miniboss.

Dragon	Debuff	Miniboss
<a href="#">Hismar</a>	Damage Taken Increased by 20%	<a href="#">Rotund</a>
<a href="#">Spirazzi</a>	Reduced Poison Resistance	<a href="#">Swan</a>
<a href="#">Skasa</a>	Reduced Freeze Resistance	<a href="#">Steitze</a>

Upon entering, two Dragons will receive +1 to their "Rage Gauge". **When a Dragon is defeated, the remaining Dragons receive +1 to their Rage Gauge** with a maximum of 3.

Level 1 Rage Gauge	Level 2 Rage Gauge	Level 3 Rage Gauge
		
Dragons' Damage increased by 5%	Dragons' Damage increased by 15%	Dragons' Damage increased by 30%, <b>Players deal 15% more damage.</b>

**OP-Packs** grant the party a damage increase when destroyed. There is one in each area, and they grant the following buffs:

1 OP-Pack	3% Damage Increase
2 OP-Pack	5% Damage Increase
3 OP-Pack	10% Damage Increase



There is a **Life Token limit of 1** across the entire party. Acquiring **OP-Packs** will increase the **Token limit by 1**. While you can retreat, you will be placed on a cooldown of (30 seconds \* [# of times retreated]) before re-entry.

Party members who die can be **revived** with 30% **HP/MP** when a **boss or miniboss is defeated** or at the start of a new Phase.

You have a **consumable limit of 5** that is **refreshed** every time a **boss or miniboss is defeated**. Restoratives (Remy's Touch, Canna Bread/Milk/Pudding, etc.) count towards the consumable limit while damaging potions (Warlord's, +10 Elemental Damage pot, etc.) do not.

 **AS ALWAYS - USE WARLORD'S** 

# Bosses and Named Bosses

## Dragon Brute



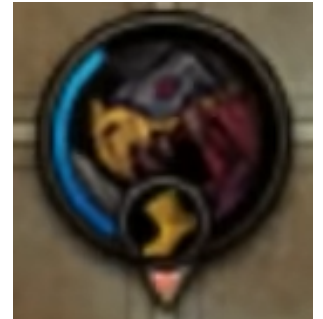
HP: **Solo - 88M** | **Party - 1.41B**  
Weak to: **Fire**, **Water**, **Bleed**, **Poison**

**tl;dr**

Red circle bad, "Just Kill It™"

The **Brute** is just an **obstacle that should be avoided if possible**. You can see an indicator bar of when it will move and the direction it will move in.

Its moveset is extremely simple. **Dodge red circle**. Sometimes you'll need to dodge outside then inside. Sometimes you'll just need to dodge a cone. Beat it down and move on.



I wasn't kidding




# Rotund



HP: Solo - 351M | Party - 7.83B  
Weak to: Fire, Light, Shock, Burn

tl;dr

**Rotund's** distinct feature is that most of his moves **put you to sleep**.  
Red circle bad, "Just Kill It™"

	<p><b>Rotund</b> has a groggy bar that <b>fills</b> when he rolls into walls.</p>
	<p><b>Rotund</b> will force you to a spot in the middle as it circles around you with slow green trails before slamming. <b>Run out</b>.</p>
	<p><b>Rotund</b> will pick a target and spin in their direction. <b>Run away</b>.</p>

# Hismar



Phase 1 HP: **Solo - 564M** | **Party - 12.4B**

Phase 2 HP: **Solo - 1.03B** | **Party - 22.7B**

Total HP: **Solo - 1.59B** | **Party - 35.1B**

Weak to: **Water**, Light, **Shock**, **Poison**

**tl;dr**

Avoid red. Hit weak points when you can. Pick up scales to do more damage.

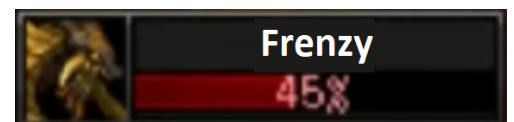
## Boss Properties

After attacking, **weak points** will appear on **Hismar** that when hit by basic attacks drops its scales and decreases its Neutralization gauge. These scales grant **20% damage buff** and **150% movement speed**, but **increase damage taken by 20%**.



**Hismar** has a **Frenzy** gauge that **fills** when it is attacked. **Picking up scales** will further **increase this gauge** by about **14%**. Upon reaching 100%, **Hismar** will enter a frenzied state where it performs a sequence of attacks that need to be dodged. Afterwards, it will enter a short **groggy state**.

*It is advised to focus on dodging during Frenzy.*



Similar to **ltrenok** in Ispins, some of **Hismar** moves will create an Earth Tremor. Just like **ltrenok**, you want to be **off the ground** before the bar is filled.



In **Phase 1**, pretty much all of **Hismar**'s moves can be dodged by **simply avoiding the red areas**. This section will cover the less intuitive attacks that are in **Phase 2**.



*Used at the start of Phase 2*

**Hismar** will stand in the middle and roar. Causing rocks to fall and a **sequence of 5 Earth Tremors**.

**Go to the safe zones and jump.**




**Hismar** will diagonally sweep across the room twice before slamming in the center of the room. Move vertically to **avoid the red zone**.



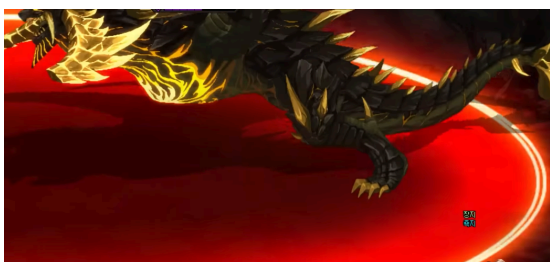
*"You weaklings!"*


**Hismar** will create an "undodgeable" damage zone while casting **Earthquake**. **DO NOT JUMP EARTHQUAKE**.

It'll knock your character down, where you **must use Quick Rebound**  to avoid damage.



**Hismar** will do a screenwide wall slam twice. **Run opposite of the direction Hismar is charging towards**.



**Hismar** then slams towards the center of the room, flinging your character up in the air. As you land, **Quick Rebound**  to avoid damage as **Hismar** performs a damaging roar.



# Swan



HP: **Solo - 272M?** | **Party - 6.01B**

Weak to: **Water, Shadow, Shock, Poison**






**tl;dr**

Pick up coins, dodge, deal damage.  
(Buffers, let the DPS pick up the coins)

**Swan** has a “Hardening” bar that **affects the amount of damage he takes** (Higher bar = less damage taken).



Swan sometimes drops coins that when **picked up both decreases this bar** and consequently **increases the amount of damage you deal to him**.

 <p><i>“Wah! Why did it fall?”</i></p>	<p><b>Swan</b> drops a <b>treasure chest</b> and starts to charge towards a player. The targeted player should <b>lead him to hit the box 3 times</b>. The chest will <b>drop coins when destroyed</b>.</p>
 <p><i>“Watch what Swan can do!”</i></p>	<p><b>Swan</b> will target a player from the air 3 times and <b>slam at their location</b>. Afterwards, he will do a roomwide slam. <b>Jump</b>.</p>
	<p><b>Swan</b> will throw small coin explosions at you before dropping large coin bombs. <b>Attacking the large coins</b> removes them and drops coins.</p>
	<p><b>Swan</b> forces players to drop coins and pulls you towards him. <b>Walk away</b>.</p>
	<p><b>Swan</b> rolls around the map, triggering AoE explosions when he runs over a red circle. Swan has a <u>special gauge</u> that Players must deplete by <b>dealing damage</b> or he will charge at you at the end of the gimmick with massive damage if not avoided.</p>

# Spirazzi



Phase 1 HP: **Solo - 702M** | **Party - 15.4B**

Phase 2 HP: **Solo - 1.05B** | **Party - 23.1B**

Total HP: **Solo - 1.75B** | **Party - 38.5B**

Weak to: **Fire**, **Light**, **Bleed**, **Burn**

**tl;dr**

Attack **Blue Zombies** to get buff and clear **poison puddles**. Red zone bad.

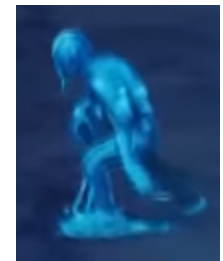
## Boss Properties

**Spirazzi's** attacks create **green poisonous puddles** around the map that do **fixed damage** on you.



**Blue Zombies** will also occasionally spawn. When you attack these zombies, they will become a **blue puddle** that when walked over gives you a **10 second buff** — allowing you to **remove the poisonous puddles by walking over them**.

Doing so will restore **HP** and extend your buff.



Additionally, you are given a **20% Damage** and **Movement Speed Increase** for the duration of this buff.



**"I'll melt you into puddles!"**

**Spirazzi** goes to the top of the screen and sprays a cone down the center of the field. **Avoid the blast zone, clear the poison.**



**"Melt!"**

**Spirazzi** goes to the side of the room and prepares a screenwide attack. **Sit under it.**

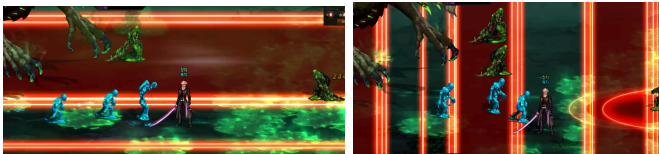


**"Do you really want to die? Then, I'll grant your wish!"**

**Used at the start of Phase 2**  
**Spirazzi** spawns a horde of **green zombies** and becomes untargetable. **Spirazzi** will attack you from the background, and you must **knock the green zombies with basic attacks** into his attacks.

Zombies hit by his attacks become poison orbs, and you **must clear every zombie and pick up their orbs** or he will perform a heavy undodgeable attack.

*Tip: If you still have the blue zombie aura, it clears the zombies without needing Spirazzi to attack them.*



**"Writhe in pain!"**

**Phase 2 Attack**  
Large lines of damage that span horizontally or vertically. **Avoid red zones** by moving up/down or left/right.



**Phase 2 Attack**  
**Spirazzi** slams at your location and slams again in the center which creates thorns around the area after the slam.  
**Dodge outside, dodge outside, dodge inside**



**Phase 2 Attack - Annihilation**  
**Spirazzi** creates a big damage circle. **Attack it to reduce the blast zone.**

# Steitze



HP: **Solo - 298M** | **Party - 6.56B**  
Weak to: **Water**, **Shadow**, **Bleed**, **Poison**

**tl;dr**

Stand on spears to get rid of your lightning charge.  
Avoid red zones. Deal damage.



*"I shall test your valor."*

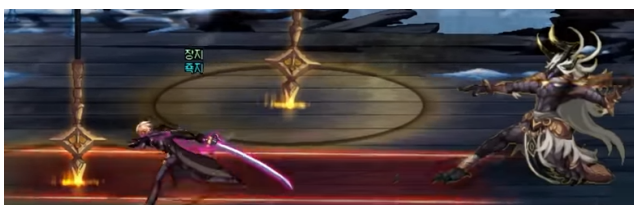
Steitze will occasionally zap you which gives you a charge.  
**You must remove the charge by standing near a spear.** That spear will become a zone that damages you.  
Failure to do so in time results in taking **lethal damage.**



Funny attack patterns. **Avoid the red zones.**



Whirlwind move that pulls you towards him and drops lightning. **Run away while avoiding red zones.**



Steitze lunges at you 3 times and slams in the center. **Avoid the red zone.**

# Skasa



Phase 1 HP: **Solo - 667M** | **Party - 14.7B**

Phase 2 HP: **Solo - 814B** | **Party - 17.9B**

Total HP: **Solo - 1.48B** | **Party - 32.6B**

Weak to: **Fire**, **Shadow**, **Burn**, **Poison**

**tl;dr**

Avoid red zones, **freeze** yourself when **Skasa**'s filling a bar or if things look undodgeable.

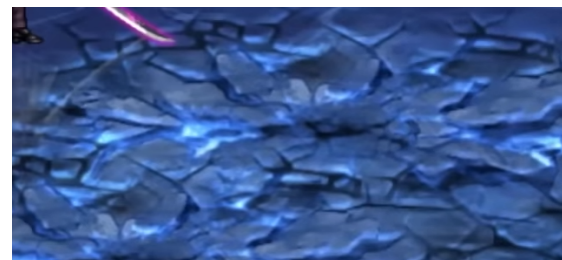
## Boss Properties

During the fight, **ice crystals** will periodically appear in the field. Over time, or when attacked by basic attacks, will grow until they can become absorbed. Once absorbed, the "coldness" gauge begins to fill. Once filled, the player will **freeze**, becoming **invulnerable** for a short duration. You can **skip the wait by jumping** where you will **freeze yourself and everyone around you upon landing**. Being **frozen** allows you to dodge **Skasa**'s attacks



**Skasa** will create cracks in the ice with some of its attacks.

These **slow** you and are used by **Skasa** as an extra explosion zone in select attacks.





**Skasa** dives into the lake, creating cracked ice. When **it** lands, a safe zone will appear where the damaging zone was. Go outside then go inside  
**Avoid red circles.**



*"I'll show you something worse than death."*

**Skasa** creates damaging circles around the map. **Cracks in the ice formed by Skasa will act as a hidden damaging zone.**

**Avoid both red circles and cracked ice.**



*"You dogs!"*

Screenwide breath attack.  
**Stand next to Skasa to avoid it.**



*"I'll freeze you — even your souls!"*

**Used at the start of Phase 2**  
**Skasa** jumps in and out of the lake. The area it enters and exits the ice becomes safe zones. **Skasa** will then jump to the center and roar, covering the outer circle in ice. Icicle explosions appear afterwards.

**Avoid red zones.**



*"Stay buried in the cold!"*

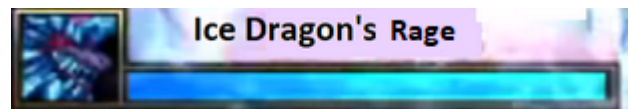
**Phase 2 Attack**  
**Skasa** creates a rain of icicles coming from **Skasa's** back to the front.

**Avoid red zones.**



*"This is your burial site!"*

**Phase 2 Attack**  
**Skasa** roars, and slams on the ice. A bar will start filling, to which you **must be frozen before it is filled to avoid taking fatal damage.**

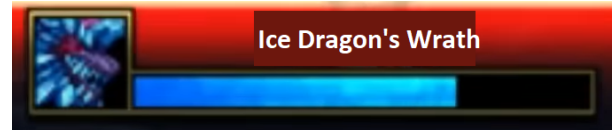




*"I'll freeze even the last breath of yours!"*

### **Phase 2 Attack**

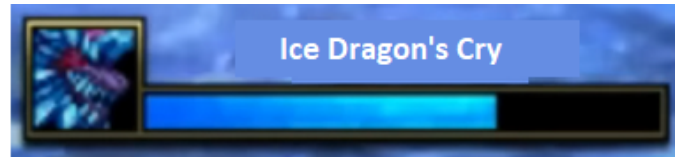
**Skasa** charges an unavoidable, roomwide attack. A bar will start filling, to which you **must be frozen** before it is filled to avoid taking fatal damage.



*"Foolish creatures... Die in [the] inescapable cold!"*
















### **Phase 2 Attack**

**Skasa** fills the room with icicle explosions. A bar will start filling, to which you **must be frozen** before it is filled to avoid taking fatal damage.





# Rewards

Players must **qualify** for rewards by being present in the death of at least **two** dragons, similar to getting “clears” in raid. All 3 dragons must be killed before anyone in the party can obtain rewards.

Clear Reward	
Guaranteed Rewards	 148 Cruel King of Dragons' Seal (+17 VIP Contract)
	 23 Burning Cruel King of Dragons' Seal
	 ~28 Boundary Fragments
	 200 Golden Beryl
	 450 Leiern Core
	 2 Tales of Bravery - The Machine Revolution*
	 15 Dragon Conflagration (+2 VIP Contract)
Chance Rewards	 Custom Level 105 Epic Equipment (All Sets)
	 Fixed Level 105 Total War Exclusive Gear
	 ~125 Flawless Golden Beryl
	 Dark Fragmented Abyss Pieces
	 Sacrosanct Area Legendary Pot
	 Monster Cards
	 Warped Dimension Cube
 Fiery Oath Jewel	



\*You can exchange up to 180 per week for  which is used in the NPC shop for Epic Boxes, and  Enchant Beads. Or you can exchange up to 60 times for Gold. (All unused Tales of Bravery are deleted every week). See the list of items in the token shop [here](#). (Credits to DUFO)





# Credits



Yong and Pata for translation help/clarifications

Namuwiki for health values, reference

DUFO for the translated shop and epic descriptions

[Jangji](#), 히카리타마 for the video references

And you, for taking the time to read!

