

Sub-class – Dragon Chant (DGC)

Written by Googolplex from Kongregate S6, last revisited: Jul 11, 2023

This guide serves as both an introduction to the sub-class Dragon Chant, or better said DGC, and a source for intermediate information which isn't well known among the average player base.

The key-intention of this guide is to have the majority of DGC-information in one document, which serves as a misinformation-prevention for newcomers or a very interesting summary, even for experienced players.



DGC is first accessible via the Time Cavern challenges, after you've reached Class Advancement. In order to unlock the sub-class you'll have to fight your own character five times, respectively at 20/40/60/80/100% of your stats. Resting your Eudaemon(s) as well as equipping either a Fire or Electro sylph could speed up the battles.

Once unlocked you'll gain access to freely switch between your main class and DGC, either from the class icon at the right-bottom corner of your character portrait, or the same looking icon next of your BR at your character inventory.

Disclaimer:

This guide does by no means follow any kind of strict referential guidelines (such as APA) or any linguistic ones. All of this is but made by a player whom so happened to know more about this game than most game mentors and even game testers.

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1. Talismans

Unlike the main class, DGC gear consist of 6 pieces of talismans where each representing a specific type of stat. Specifically on how to obtain talismans is explained in further details in appendix III, the Time Vortex guide. There exists a grand total of 28 different talismans (per color/rarity) as shown in [table 1](#), with the “ATK” talismans being further districted by PATK and MATK. ATK-talismans that mismatch the character’s main-class ATK-type yields no gain. Respectively shown in [table 2](#) are the set-effects of each talisman-type.

<i>Talismans</i>	1 (ATK)	2 (PDEF)	3 (Crit)	4 (HP)	5 (MDEF)	6 (Block)
Specter	o	o	x	x	o	o
Sunlight	o	x	o	o	x	o
Resurgence	x	o	o	x	o	o
Aegis	x	o	o	o	o	x
Ghoul	o	x	o	o	x	o
Moonlight	o	o	x	o	o	x
Max Value	202.800	151.000	19.910	449.800	151.000	19.910

Table 1: Green represents “existing” while red represents “non-existing”. The six specific talismans in bold represent the best triple-paired effect setup choice for swap-efficiency.

Talisman	2/2 effect	4/4 effect All last 3 turns (extendible) & non-removable.
Specter	Increases damage by 10% in-combat.	For every type of queued-action your character makes, there’s a 10% independent chance on every enemy entity, to have its ability of receiving new beneficial buffs <u>disabled</u> , including Awakening points gaining effects and %-based healing. Also blocks the removal of (removable) negative effects. <i>Doesn’t block the natural Awakening point increment nor stat-based healing and skill-based draining.</i>
Sunlight	Additively increases the Crit damage multiplier (base value = x1.5) by 30% in-combat (thus making x1.8).	For every type of queued-action your character makes , your character has 10% chance to be protected against Rage/Awakening draining and receiving new debuffs. Also protects (removable) positive effects from being removed. <i>The effect can’t negate Soul Intervention’s Awakening drain.</i>
Resurgence	Restores 15 Rage points after each action in-combat.	When taking damage , 10% chance for main Eudaemon to share 30% of received damage.
Ghoul	Increases MDEF by ~8% upfront and (additively) increases by another ~11% in-combat, for an approximate +20% total increase.	For every type of queued-action your character makes, there’s a 10% chance on every enemy entity, to have its damage received increased by 50%.
Aegis	Increases PDEF by ~8% upfront and (additively) increases by another ~11% in-combat, for an approximate +20% total increase.	For every type of queued-action your character makes, there’s a 10% independent chance on every enemy entity, to have its Awakening Points reduced by 350.
Moonlight	Increases max HP by ~8% upfront and (additively) increases by another ~11% in-combat, for an approximate +20% total increase.	For every type of queued-action your character makes , your character has 10% chance have all Elemental resistances increased by 50%.
<ul style="list-style-type: none"> All talisman colors/rarities have the same set-effects, mismatching colors don’t count as one set. Auto attacks cannot proc (4/4) set-effects. Titan skills yield additional proc-chance for the RNG-based (4/4) set-effects. Double (2/2) pairs (e.g. 2x orange & 2x purple) won’t have their in-combat effects stacked. The ~8% raw stat-increase of Ghoul, Aegis and Moonlight (that occur outside combat) do stack. 		

Table 2: The true set-effects of all talismans. Corrections of majorly wrong in-game description aspects are colored **orange** to indicate that they’re not typos in this document. The color **purple** is used to indicate a mechanic that is yet unsure/untested or incorrect.

Talismans range in rarity from Green to Orange and are enchantable. A max-enchanted talisman of a lower rarity can be upgraded to a higher rarity color. This method is not recommended, as on a daily basis you could get 2x2 random talismans from a Rift lord. Over time, it’s better to use already-orange talismans with orange attributes on them.

From the talisman engulf interface: Either one random stat-attribute from the right will replace one random stat-attribute on the left, or the percentage-attribute from the right will replace the one from the left. Meaning that there is (presumably) a 1/3 chance that the 198K PATK will replace either ones from the left, thus a 1/6 chance that the purple 187.1K PATK would become orange.



Figure 1: The talisman engulf interface

Best-in-slot talismans

As with most RPG's, Wartune also highly-favors offense over defense. The pair-effects of Specter and Sunlight are therefore both highly recommended to have. All possible combinations can be found easily through [table 1](#), on which we can also figure out the best setup for swap-efficiency.

General best talisman setup							Description
# swaps	1 (ATK)	2 (PDEF)	3 (Crit)	4 (HP)	5 (MDEF)	6 (Block)	
0	Specter	Resurgence	Sunlight	Sunlight	Resurgence	Specter	Full DPS & Rage gain
2	Specter	<u>Specter</u>	Sunlight	Sunlight	<u>Specter</u>	Specter	Full DPS & Enemy buff blocking
4	<u>Sunlight</u>	<u>Specter</u>	Sunlight	Sunlight	<u>Specter</u>	<u>Sunlight</u>	Full DPS & Self debuff blocking
2	<u>Sunlight</u>	Resurgence	Sunlight	Sunlight	Resurgence	<u>Sunlight</u>	Self debuff blocking & +30% Crit DPS & Rage gain

The ability to gain an extra 15 Rage each turn is great in general situations where you're not facing opponents with annoying buffs, nor receiving horrible kinds of negative buffs yourself. Against most bosses that typically hit until receiving +1K% damage, Resurgence's pair-effect is the way to dish out the most damage over time.

The ability to defend against debuffs/drains or block your opponent from receiving buffs, might however be significant in many other situations, such as of course PvP. With the highlighted triple pair-effect setup, you'll require the least amount of talisman swaps to change to any one of these relevant effects.

Other triple 2/2 DPS setup (<i>Sylph camping</i>)							Description
# swaps	1 (ATK)	2 (PDEF)	3 (Crit)	4 (HP)	5 (MDEF)	6 (Block)	
2	Specter	<u>Moonlight</u>	Sunlight	Sunlight	<u>Moonlight</u>	Specter	Full DPS & +HP
2	Specter	<u>Aegis</u>	Sunlight	Sunlight	<u>Aegis</u>	Specter	Full DPS & +PDEF
4	<u>Ghoul</u>	<u>Specter</u>	Sunlight	Sunlight	<u>Specter</u>	<u>Ghoul</u>	Full DPS & +MDEF

Moreover there are situations where Sylph mode (*thanks to Holy Sword Inscription*) is being camped during the majority of a fight, thus making Rage gain less useful. If buff- or debuff-blocking isn't necessary in those situations, having an extra 10% PDEF, MDEF or HP could be more beneficial. Given this specific "best setup" for efficiency, you'll indeed have quick access to dual-Aegis or dual-Moonlight. Only in case dual-Ghoul is required, would you have to switch four talismans.

Other 4/4 setup (<i>with 2/2 DPS prioritizing</i>)							Description
# swaps	1 (ATK)	2 (PDEF)	3 (Crit)	4 (HP)	5 (MDEF)	6 (Block)	
6	<u>Ghoul</u>	<u>Specter</u>	<u>Ghoul</u>	<u>Ghoul</u>	<u>Specter</u>	<u>Ghoul</u>	10% chance; +50% DPS debuff & +10% DPS
4	<u>Ghoul</u>	Resurgence	<u>Ghoul</u>	<u>Ghoul</u>	Resurgence	<u>Ghoul</u>	10% chance; +50% DPS debuff & Rage gain
4	Specter	<u>Aegis</u>	<u>Aegis</u>	<u>Aegis</u>	<u>Aegis</u>	Specter	10% chance; decrease enemy awaken 350 & +10% DPS
6	<u>Sunlight</u>	<u>Aegis</u>	<u>Aegis</u>	<u>Aegis</u>	<u>Aegis</u>	<u>Sunlight</u>	10% chance; decrease enemy awaken 350 & +30% Crit DPS
5	<u>Moonlight</u>	<u>Moonlight</u>	Sunlight	<u>Moonlight</u>	<u>Moonlight</u>	<u>Sunlight</u>	10% chance; increase all RES by 50% & +30% Crit DPS
3	<u>Sunlight</u>	Resurgence	<u>Resurgence</u>	Sunlight	Resurgence	<u>Resurgence</u>	10% chance; share damage with main Eud & +30% Crit DPS

Finally for the sake of reference and completion, all other talismans' (4/4)-effects are just shown with dual- Sunlight, Specter and Resurgence being second priority.

- Full-Ghoul "may" seem like a good DPS choice, because it increases your enemy's damage taken by 50%. Sadly you cannot combine this with a Sunlight pair, thus losing out 30% Crit damage. Because full Ghoul's effect only has a 10% chance (*for 3 turns*), it effectively means your damage increase is superficially $50 \cdot 3 / 10 = 15\%$.
- Full-Moonlight isn't too bad if you really-really need the defense. But if that is the case, then 10% chance for 3 turns likely wouldn't be consistent enough to keep you alive. So it probably wouldn't worth it anywhere anytime.
- Full-Aegis does seem interesting to use for support in PvP, but its effect is vastly inferior to full-Specter.
- Then last but not least, full-Resurgence is as useless as its description tells. The only scenarios in which this is useful is with Frost Panther Lord's deflect-Delphic, or Eagle Warrior's immortality(?) passive proc.

2. DGC-Exclusive features

With this sub-class comes several new features that sets it apart from the three main classes.

2.1 Symbiosis

This feature serves as a gear-bridge between DGC and the main class and is categorized as six gear-pieces (*figure 2*), all of which can be leveled up to a maximum of 29 for 50% shared stats. As is noticeable, these six categories represent the six types of main-class gear. With Symbiosis, DGC will indeed inherit a certain percentage of stat-value from the respective gear piece that's equipped on the main class.

Similarly, the main class also inherits a percentage of stat-value from one of the six DGC talismans. The stat-type of talisman that is associated with each category is shown in *table 3*:

Helmet	ATK
Brooch	HP
Armor	Block
Rings	PDEF
Jewelries	MDEF
Weapon	Crit

Table 3: The respective DGC- and main-class gear pairs.



Figure 2: The Symbiosis interface

Other than the raw stat from said items, their (set) effects **are not** shared between the two classes. Equipping the Recharge starter weapon with +60 initial Rage for your main class doesn't apply to DGC. Nor does the Ring effect to randomly reduce Rage/Awaken/Squares consumption by 50% work. Vice versa, DGC's talismans effects don't work for the main class either.

2.2 Combo points (CP)

Besides requiring Rage to cast certain skills, DGC adds CP as a second layer of restriction to limit skill utilization. The maximum amount of CP that can be held is 6. DGC's first skill is not only a Rage builder, but also an CP builder that adds 2 points to your amount.

Also unique to DGC is the Battle Beast, which is yet another source for raw stats. But other than just raw stats at higher Battle Beast levels, the amount of starting CP will increase. At the final lvl (8), your Battle Beast will give you +6 CP during the start of every battle. At new Battle Beast look will be unlocked at each level, which is just purely cosmetic. In order to level up the Battle Beast, Terra Grass is required, which is only obtainable from your guild's Merit shop and the Insignia shop.

2.3 DGC-Flames

Each DGC skill adds a number of flame stacks (*varies per skill*) on the target(s) before the hitsplat(s) have landed, which upon 5 stacks will trigger one of two effects:

1. **Explosion:** The target takes 300% typeless damage (*ignores PATK/MATK immunity*), which (*similar to Bleed damage*) ignores defensive stats and damage reducing passives & effects.
2. **RNG-debuff:** The target randomly takes 1 of the following debuffs:
 - Either Chaos or Amnesia for 2 to 4 turns.
 - Reduces Awakening points by 1500 to 2400 points.

Similarly the effect is also triggered before the hitsplat. Upon activation of the effect, the respective target will lose 5 stacks of flames. Each DGC-skill is labeled to either trigger an explosion or an RNG-debuff. Once said target reaches the 5th flame stack by a DGC skill, or is being hit by a DGC skill at or beyond 5 stacks, the labeled effect from the skill in question will be triggered. The amount of Flames can stack up to a grand total of 1000 layers.

If a DGC has 0 or negative ATK, its skills will infinitely add stacks on a target but never trigger any effect.

3. Skills

Unlike the original main class-skills up until Class Advancement, DGC does not allow the player to pick every combination of skills freely. Instead of free picking, for each active and passive skill only 1 out of 2 can be chosen. Once chosen and saved to apply for combat it will require **895 bound balens to reset**. The secondary and tertiary skill sets can be unlocked for respectively **1K and 1.5K balens**, but very unfortunately bound balens cannot be used! Unfortunately (*as awful as it sounds*) for light cashers who can't afford to rent Spirit Covellant forever, spending 1 or 2.5K balens to permanently unlock more skill sets is "perhaps" a good choice for the long run.

Table 4 shows DGC's 10 active skills that are arranged by 2 columns and 5 rows that are numbered from 1 to 5. In each row only one skill can be picked. Unfortunately for 7Road as well as their entire player base, the game's descriptions aren't nearly as good and complete (nor correct) as this one. Orange text in the table indicate that said text differs from what's written in game, where the official description is **wrong!**

1	Cooldown: 2s	Rage change: +20	CP change: +2
	Impaling Ice – C [Random 1-2] Deals 180% DMG in 2 hits to 1-2 random enemies. Gains 20 Rage and 2 Combo points, giving each target 1 Flame. Effect: Explosion	Misfortune – C [Random 1-2] Deals 180% DMG in 2 hits to 1-2 random enemies. Gains 20 Rage and 2 Combo points, giving each target 1 Flame. Effect: RNG-debuff	
2	Cooldown: 2s	Rage change: -10	CP change: -1
	Lingering Death -changed [Random Single Target] Deals 240% DMG in 1 hit to 1 random enemy, causing target to gain 2 Flames. Effect: Explosion	Blizzard -changed [Random 2-3] Deals 220% DMG in 1 hit to 2-3 random enemies, giving each target 1 Flame. Effect: Explosion	
3	Cooldown: 10s	Rage change: -80	CP change: -3
	Fatal Chain Reaction – C [Random Single Target] Deals 500% DMG in 1 hit to 1 random enemy, causing target to gain 3 Flames. Effect: Explosion	Frosting Feast -changed [All] Deals 350% DMG in 2 hits to all enemies, giving each target 2 Flames. Also gives all allies a buff that reduces damage received by 20% for 3 turns. <i>Reapplying the skill restores the amount of turns to 3 for all players except the caster, which amount of turns will remain the same number as before casting the skill.</i> Effect: RNG-debuff	
4	Cooldown: 30s	Rage change: -30	CP change: -3
	Soul Eater -changed [Back Row] Deals 350% DMG in 1 hit to 1 back row enemy, causing each target to gain 1 Flame. <i>Adds a 1-turn effect that guarantees the next action to be a Crit. Also adds a 1-turn non-removable effect that 'additively' increases the Crit-DMG multiplier by 50 – 200% base-relative.</i> Effect: Explosion	Dragon Dance – C [Random 3-4] Deals 250% DMG in 1 hit to 3-4 random enemies, giving each target 1 Flame, causing them to gain 2 Flames after each action for 2 turns. <i>If the target is stunned while the Flame gaining effect is active, no Flames will be added.</i> Effect: RNG-debuff	
5	Cooldown: 30s	Rage change: -80	CP change: -4
	The Nightmare – C [Single Target] Deals 450% DMG in 3 hits to the enemy with lowest HP, causing target to gain 4 Flames. Effect: Explosion	Magic Eraser – C [All] First restores each ally's health by their max HP's 30%. Then deals 230% DMG in 1 hit to all enemies, giving each target 2 Flames and a debuff that increases their damage received by 20% for 3 turns. <i>Reapplying the skill restores the amount of turns on all enemies back to 3. Debuff-effect cannot be stacked on an opponent.</i> Effect: RNG-debuff	

Table 4: All active DGC skills with improved/corrected descriptions to match their true in-game behaviors, up to date in July 2022.

As is explained in the DGC-flames section, DGC Flame-effects are triggered by which ever skill is used. The popular advice of going either full-Explosion or full-RNG-debuff is therefore not a thorough advice, unless skill-wise specifically needed for the situation(s). Designing skill sets with both effect types available indeed grants access to both effects in one singular battle, if needed.

Before discussing which active skills to take, there are also 5 passive skills as shown in [table 5](#). Similar to [table 4](#), some of the in-game description is outright incorrect, thus correctly written in **orange** here.

1	Dragon Spell – C Increases max HP, ATK and DEF by 20% when entering combat against monsters. Works against rift lords.	Armor Piercer – C Reduces all enemy unit's HP, ATK and DEF by 20% if the enemy's a player. Doesn't work against rift lords. <i>The same level's effect cannot be stacked by multiple players in the same party, but effects between different levels are stackable.</i>
2	Tenacity - C When the character's action triggers a Flame effect on the enemy, 25% chance the character's health will be restored by 10% of its max HP.	Divine Peace - C When the character's action triggers a Flame effect on the enemy, 25% chance the character's Crit chance is increased by 20% for 3 turns.
3	Undead – C Each action earns an extra 10 points of Rage, plus X% chance to gain $Y_1 - Y_2$ more Rage. Y_1 and Y_2 represent the unknown range of value that can be additionally gained. This passive has no effect in Sylph mode.	Threat – C Each action earns an extra 10 points of Rage, and 20% chance to cause one random enemy to lose 30 Rage. The Rage gaining effect doesn't work in Sylph mode.
4	Icicle – C Each action restores 1 AP and has a 15% chance to earn an additional 2 AP.	Shadow Arrow – C Each action restores 1 AP and has a 20% chance to cause 1-4 enemies to gain 1 Flame.
5	Lashing Out – C Each action has a 20% chance to increase the party's DMG by 20% for 3 turns.	Armor Breaker – C Each action has a 20% chance to dispel all buffs from 1 enemy, before the respective action resolves.

Table 5: All passive DGC skills with improved/corrected descriptions to match their true in-game behaviors, up to date in July 2022.

Sadly even more unfortunate is that the passive **Undead – C** isn't completely figured out yet, specifically the **purple** part of the text. The outright incorrect description of said passive skill has been reported to one of 7Road's GM's, along with the obvious question about **the true** RNG-related behavior of this skill. To the surprise of nobody among the experience player base, this question "just" could-not be answered. Directly quoted from the involved GM is the following answer:

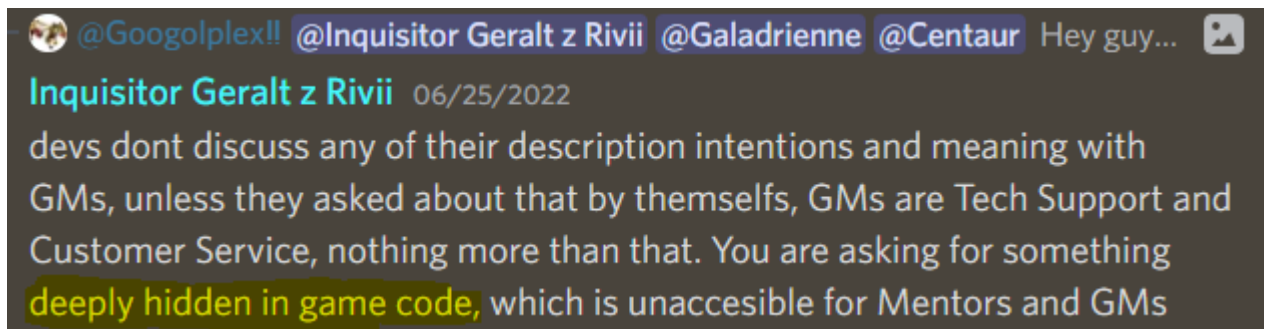


Figure 3: The quote from the GM in Wolfpack's Guild Discord.

As is stated in this reply, the game's skill description that is supposed to be visible to the end-user is confirmed to be "deeply hidden in game code", thus cannot be discussed even by Game Mentors and GMs. So by this logic, whenever the skill description's wrong we're basically out of luck: The Tech Support can't help us with this "technical" misarticulation of a skill's true behavior...

Therefore the closest to a real skill description we have, is simply that there's a **X%** chance that the character would gain an additional Y_1 up to Y_2 amount of Rage points. From experience both +30 and +50 Rage have been seen before, still it's unsure whether it's $Y_1 = 30$ and $Y_2 = 50$ or otherwise. For all we know, the range could be wider.

3.1 Player vs Monster (PvE)

In any non-PvP combat, choosing all five top row passives (e.g. the left column skills in [table 5](#)) is always the best choice. First of choices that won't require any things are **Dragon Spell – C** and **Undead – C**, because monsters don't have Rage points. Since AP is usually the bottleneck for DGC skills **Ice – C** is the superior choice, unless (without *Resurgence's pair-effect*) whatever "rare" scenario where Rage is the larger bottleneck.

Next up is **Tenacity – C** which is generally superior over **Divine Peace – C**, because health restoring's more valuable than the increase of Crit chance, which by character build is usually assumed to be "sufficiently high". Situationally if health isn't the issue, choosing **Divine Peace – C** might be worth it against bosses in Time Vortex or Demon Continent for lower characters. Those bosses are highly resistant to Crit attacks from around 100K – 200K Crit stat.

The final recommend passive is indeed **Lashing Out – C** as most "removable" buffs from bosses aren't even worth removing. Even though the reaper's deflect buff is worth removing, counting on a 20% dispel chance isn't reliable enough. Moreover the strongest reaper is in Time Vortex, which also happens to be a DPS-check. Often times even against the reaper, the extra 20% DMG is the better choice when given good rotations.

At last are the active skill choices that are best for specific scenarios, as shown in [table 6](#):

Scenario 0	Impaling Ice – C ; Blizzard -changed ; Fatal Chain Reaction – C ; Soul Eater -changed ; Magic Eraser – C ; The general-best PvE choice if you're forever limited to 1 skill set. Blizzard will have to be your to-go AoE skill, because Soul Eater -> Fatal Chain Reaction's an essential part of most DPS-rotations. Magic Eraser is great because it's an AoE attack that boosts your enemies' damage taken and heals your party.
Scenario 1	Impaling Ice – C ; Lingering Death -changed ; Fatal Chain Reaction – C ; Soul Eater -changed ; The Nightmare – C ; The full-1vs1 skill-set for the maximum damage output, where health recovery is not an issue.
Scenario 2	Impaling Ice – C ; Lingering Death -changed ; Fatal Chain Reaction – C ; Soul Eater -changed ; Magic Eraser – C ; The full-1vs1 skill-set for the maximum damage output, where survival's just as difficult as dealing massive damage fast enough.
Scenario 3	Impaling Ice – C ; Blizzard -changed ; Frosting Feast -changed ; Soul Eater -changed ; Magic Eraser – C ; A full-AoE skill-set in situations where a bunch of mobs can be a threat, e.g. low-stat Ghoulish Abyss Hell or Plague Marsh NM. This skill-set's also great in Demon Continent, where bosses come with two high-HP mobs.

Table 6: The best skill-sets for the most common PvE scenarios.

Important to note is that the RNG-debuff effect is rarely useful in PvE, because 1) Monsters don't have Awakening Points, 2) Amnesia hasn't been proofed to block special abilities from bosses, and 3) Chaos is only slightly useful in Demon Continent if the player chooses to let the mobs live. Therefore the explosion effect should always be picked.

3.2 Player vs Player (PvP)

For the passives in PvP, **Armor Piercer – C** is the obvious choice. Although in party PvP with multiple DGC's, the highest lvl of this passive isn't always best since the effect doesn't stack. The 2nd highest lvl of **Armor Piercer** that reduces the enemies' stats by 10% is better, if someone else in the party already has **Armor Piercer – C**. At 3 players or more, Armor Piercer's effect could be maximized up to a -35% to the enemy party.

When having to choose between **Tenacity – C** and **Divine Peace – C** there is even less reason to go for the latter than in PvP, because in any close match 10% HP means far more than just a small Crit chance in a game where over-Crit¹ applies.

The choice between **Undead – C** and **Threat – C** is tougher than it looks: Although it's great to have a chance at reducing someone's Rage points, your character (*without Resurgence's pair-effect*) could be in a Rage point bottleneck if camping DGC. This choice, as well as the choice between **Icecle – C** and **Shadow Arrow – C** are heavily build- and scenario-dependent. For the final passive **Armor Breaker – C** becomes the better choice in 1vs1 PvP, due to the likelihood of the enemy having more than 1 buff that's also stronger than a +20% DMG increase.

With the active skills there are many strategies that could be formed, which in practice are heavily dependent on the talisman combinations as well. For this guide we'll low-key ignore the talisman combinations and look at some general skill strategies in [table 7](#):

Strategy 1	Misfortune – C ; Blizzard -changed ; Fatal Chain Reaction – C ; Soul Eater -changed ; Magic Eraser – C ; This strategy involves a fair distribution between both explosion and RNG-debuff effects and best used in 1vs1. The Soul Eater and Fatal Chain Reaction combo will be the main source of damage that includes the 300% undefendable explosion damage. Having Misfortune as Rage builder allows for easy access to the RNG-debuff.
Strategy 2	Misfortune – C ; Blizzard -changed ; Frosting Feast -changed ; Soul Eater -changed ; Magic Eraser – C ; As opposed to strategy 1, this one is more toward fighting against many.
Strategy 3	Misfortune – C ; Lingering Death -changed ; Fatal Chain Reaction – C ; Dragon Dance – C ; Magic Eraser – C ; This is theoretically the best optimized & balanced skill-set that can trigger both Flame effect with fair ease.

Table 7: The best skill-sets for the most common PvP strategies.

¹ Although unconfirmed, it is highly the case that Crit- and Block-chances can go beyond 100%, like in League of Angels. Unconfirmed also, is that the character's Crit-stat also reduces the chance of receiving Crit attacks.

4. Potency

There are a total of 4 Potency categories that are (badly) named Lvl. 2, 4, 6 and 8 by the game. These potency categories are respectively unlocked per 20 Adv. Class levels, starting at lvl 20 for Potency lvl. 2 and so forth.

Only potency may be chosen per Lvl. Category, while changing potency will cost the full price of rare items. These rare items are only obtainable from secondary event tokens for the first 7 days of each event cycle. One Dragon's Whisper costs 70 secondary tokens, while a Perfume Chest costs 140 and only gives 1 random perfume out of the 6 different colors.

4.1 Lvl.2 – Choosing raw stats

Lvl. 2 <i>Required materials: 10x Dragon's Whisper & 3x Red Perfume</i>		
Primal Power	Forest Spirit	Rules of Survival
PATK and MATK increased by 2%	Max HP increased by 2%	PDEF and MDEF increased by 2%
PATK and MATK increased by 4%	Max HP increased by 4%	PDEF and MDEF increased by 4%
PATK and MATK increased by 6%	Max HP increased by 6%	PDEF and MDEF increased by 6%

Table 8: All Potencies in Lvl 2

As shown in table 8 are the three different potency choices for the Lvl.2 category. Interestingly due to the average damage formula being...

- If $\frac{ATK-DEF}{2} < 10\% ATK$, average damage = 10% ATK, Else $\frac{ATK-DEF}{2}$

...**Forest Spirit** is theoretically (value-wise) a good choice, but not in practice. Since Wartune (similar to most RPG) mostly favours ATK, **Primal Power** is easily the best choice here. ~Albeit giving more “fake-BR” in the form of the (opposite) ATK-stat that your character cannot use.

4.2 Lvl.4 – Multiplicative Damage “Or” Crit & Rage-gain?

Lvl. 4 <i>Required materials: 10x Dragon's Whisper & 3x Yellow Perfume</i>		
Volcanic Wrath	Energy Flood	Belial Trap
The pair-effect of Moonlight and Specter talismans are increased to 11%	The pair-effect of Sunlight talismans are increased to 35%, and that of Resurgence increased to +20 Rage.	The pair-effect of Aegis and Ghoul talismans are increased to 11%
The pair-effect of Moonlight and Specter talismans are increased to 13%	The pair-effect of Sunlight talismans are increased to 40%, and that of Resurgence increased to +25 Rage.	The pair-effect of Aegis and Ghoul talismans are increased to 13%
The pair-effect of Moonlight and Specter talismans are increased to 15%	The pair-effect of Sunlight talismans are increased to 45%, and that of Resurgence increased to +30 Rage.	The pair-effect of Aegis and Ghoul talismans are increased to 15%

Table 9: All Potencies in Lvl 4

Before jumping to conclusions it's important to know: Every effect in Wartune that reads “increases Crit-DMG” actually refers to “addictively increases the Crit-DMG multiplier”. Equipped with this knowledge it becomes apparent that Energy Flood's damage increment looks better on paper than in actuality.

In short summarization while assuming 100% Crit-chance: (with no arithmetic proof)

- **Energy Flood's** DPS-increase is “neglectably” higher than **Volcanic Wrath's**, but diminishes the more Crit-DMG buffs are present (or added.)
- On characters with low starting Rage, **Energy Flood's** Rage gain increment might make decisive difference in Demon Continent.
- In general PvE with Sylph-camping, choosing dual-Moonlight is technically best-in-slot. Unless against mobs/bosses with very-punishing buffs/debuffs.
- Conclusion: **Volcanic Wrath** is the best (general) choice.

From here, you can skip to the section about the Lvl.6 category, or delve into the (arithmetic) rabbit hole that are the next 4 sub-sections that describe the true DPS-differences between the two Potencies.

4.2.1 Arithmetic comparison (warning: Can cause headache to avg. players)

Every time the game's description reads "increases Crit DMG by X%", it in fact means to say: "*additively increases the Crit DMG multiplier by $X/100$* ". Assuming that the reader comprehends elementary arithmetic, we'll take a Lvl 10 Enhanced Determination with Lvl 10 refinement (*everyone must-have*), an astral that increases the base x1.5 Crit DMG multiplier to x2.1.

Because the dual-Sunlight effect is additive to the Crit-DMG multiplier:"

- **No Lvl. 2 potency:** $(1 + .5 + .6 + .3) * 1.1 = 2.4 * 1.1 = \mathbf{2.64}$
- **3-star Volcanic Wrath:** $2.4 \text{ (Sunlight)} * 1.15 \text{ (Specter potency)} = \mathbf{2.76}$
- **3-star Energy Flood:** $2.55 \text{ (Sunlight potency)} * 1.1 \text{ (Specter)} = \mathbf{2.805}$

With these multipliers obtained, we'll just apply the new/old rule to figure out the percentage of damage increase that we've obtained with the potency.

- **3-star Volcanic Wrath:** $2.76 / 2.64 \approx 1.0455 \rightarrow \sim 4.55\% \text{ increase}$
- **3-star Energy Flood:** $2.805 / 2.64 \approx 1.0625 \rightarrow \sim 6.25\% \text{ increase}$

Translated to game language: 3-star Volcanic Wrath has 100% chance to give $\sim 4.55\%$ more damage. 3-star Energy Flood has x% chance to give $\sim 6.25\%$ more damage, where X = an unknown variable Crit chance depending on who or what you're fighting.

Because the types of skills that'll be used in combat is heavily dependent on the various situations, we will simplify it by assuming that every action yields the same damage. Given said assumption we can thus have the equation...

$$1 * 4.55 = X * 6.25 \rightarrow X = 4.55 / 6.25 = 0.728 \rightarrow 72.8\%$$

... to state that one would require 72.8% Crit chance with 3-star Energy Flood to deal as much damage as having 3-star Volcanic Wrath, on average. Any Crit chance beyond that, and Energy Flood would offer higher damage.

This amount of Crit chance seems very unlikely to be the case in tougher PvE content, even with over 400K Crit stat. In PvP however, it surprisingly seems less terrible, although still highly debatable.

4.2.2 Other Crit-DMG buffs (warning: same as above)

Other than the (Enhanced) Determination astral and dual-Sunlight effect, there are a few more sources that offer Crit-DMG increase, which in essence all follow the same additive mechanic as discussed thus far. The ones that we'll look at are the Titan skill Celestial Strength (+100%) and Soul Eater's skill effect (+50 – 200%). *The Wolf pennant and recently released Warspirit Light passive will be excluded in this analysis, because they're generally not that good. Those might or will eventually have their analysis in a separate guide.*

In this analysis we'll again take a look at both 3-star Volcanic Wrath and Energy Flood to compare the change. Same as in 5.1.1, we will (for simplicity) assume that every action yields equivalent damage. Starting with Celestial Strength, we'll see:

- **No Lvl. 2 potency:** $(2.4 + 1.0) * 1.1 = \mathbf{3.74}$
- **3-star Volcanic Wrath:** $(2.4 + 1.0) * 1.15 = \mathbf{3.91}$ -> $3.91 / 3.74 \approx 1.0455$ -> 4.55% increase
- **3-star Energy Flood:** $(2.55 + 1.0) * 1.1 = \mathbf{3.905}$ -> $3.905 / 3.74 \approx 1.0441$ -> 4.41% increase

Right now, the difference is already apparent. The additive nature of Crit-DMG buffs means a shrinkage of increment, the more that's added to it. Because the dual-Specter effect counts multiplicatively, it will eventually cause the end-value to outgrow dual-Sunlight, despite Energy Flood's increase looking "bigger" on paper.

Since we're already doing these elementary analysis, we'll do Soul Eater as well: *Fun fact in case you noticed, 3-star Volcanic Wrath always results in a ~4.55% damage increase compared to the non-Lvl. 2 potency value, because it's the same Crit-multiplier multiplied by 1.1.*

- **No Lvl. 2 potency:**
 - Low-bound (+50%): $(2.4 + .5) * 1.1 = \mathbf{3.19}$
 - Hi-bound (+200%): $(2.4 + 2.0) * 1.1 = \mathbf{4.84}$
 - The multiplier-range is **3.19 – 4.84**
- **3-star Volcanic Wrath:**
 - Low-bound (+50%): $(2.4 + .5) * 1.15 = \mathbf{3.335}$ -> $3.335 / 3.19 \approx \sim 4.55\%$ increase
 - Hi-bound (+200%): $(2.4 + 2.0) * 1.15 = \mathbf{5.06}$ -> $5.06 / 4.84 \approx \sim 4.55\%$ increase (*at this point you get it*)
 - The multiplier-range is **3.335 – 5.06**
- **3-star Energy Flood:**
 - Low-bound (+50%): $(2.55 + .5) * 1.1 = \mathbf{3.355}$ -> $3.355 / 3.19 \approx 1.0517$ -> $\sim 5.17\%$ increase
 - Hi-bound (+200%): $(2.55 + 2.0) * 1.1 = \mathbf{5.005}$ -> $5.005 / 4.84 \approx 1.0341$ -> $\sim 3.41\%$ increase
 - The multiplier-range is **3.355 – 5.005**

Setting the true percentage-based increase aside, the bold numbers represent the actual Crit-DMG multipliers that affect the damage output. Because this "final multiplier" itself is what stacks multiplicative with all the other (multiplicative) damage increments, the obtained multiplier-ranges are most convenient to describe the buff-effect.

Finally, in the same representation, we'll look at a Soul Eater combo inside a Celestial Strength buff:

- **No Lvl. 2 potency:**
 - Low-bound (+50%): $(3.4 + .5) * 1.1 = \mathbf{4.29}$
 - Hi-bound (+200%): $(3.4 + 2.0) * 1.1 = \mathbf{5.94}$
 - The multiplier-range is **4.29 – 5.94**
- **3-star Volcanic Wrath:**
 - Low-bound (+50%): $(3.4 + .5) * 1.15 = \mathbf{4.485}$ -> $4.485 / 4.29 \approx \sim 4.55\%$ increase (*of course*)
 - Hi-bound (+200%): $(3.4 + 2.0) * 1.15 = \mathbf{6.21}$ -> $6.21 / 5.94 \approx \sim 4.55\%$ increase (*once again*)
 - The multiplier-range is **4.485 – 6.21**
- **3-star Energy Flood:**
 - Low-bound (+50%): $(3.55 + .5) * 1.1 = \mathbf{4.455}$ -> $4.455 / 4.29 \approx 1.0385$ -> $\sim 3.85\%$ increase
 - Hi-bound (+200%): $(3.55 + 2.0) * 1.1 = \mathbf{6.105}$ -> $6.105 / 5.94 \approx 1.0278$ -> $\sim 2.78\%$ increase
 - The multiplier-range is **4.455 – 6.105**

So as we can see, the increment only continues to shrink when stacking Crit-DMG buffs/effect. This ultimately makes the Wolf pennant's effect look "somewhat ok" on paper but neglectable.

4.2.3 What-if Multiplicative comparison (warning: same as above)

If the dual-Sunlight effect were multiplicative, using the same method as described in 5.1.1, we'll have...

- **No Lvl. 2 potency:** $2.1 \text{ (Enhanced Determination)} * 1.3 \text{ (Sunlight)} * 1.1 \text{ (Specter)} = 3.003$
- **3-star Volcanic Wrath:** $2.1 * 1.3 \text{ (Sunlight)} * 1.15 \text{ (Specter potency)} = 3,1395$
- **3-star Energy Flood:** $2.1 * 1.45 \text{ (Sunlight potency)} * 1.1 \text{ (Specter)} = 3,3495$

...followed by...

- **3-star Volcanic Wrath:** $3,1395 / 3.003 \approx 1.0455 \rightarrow \sim 4.55\% \text{ increase}$
- **3-star Energy Flood:** $3,3495 / 3.003 \approx 1.1154 \rightarrow \sim 11.54\% \text{ increase}$

... which ultimately means the threshold Crit-chance will be approx. 39.42%, which is still higher than the naïve comparison that gave 1/3. Nonetheless, **‘if’** the dual-Sunlight effect were multiplicative, there wouldn't have been a shadow of a doubt that Energy Flood is superior. Sadly, it ain't that...

4.2.4 The lvl 4 choice conclusion (recommendations for avg. players)

Assuming that a Lvl 10 Enhanced Determination astral is always equipped on a Lvl 10 refinement slot:

If **“consistent damage”** is the top-priority: Even in the best case scenario, Volcanic Wrath > Energy Flood, unless Crit-chance is higher than 72.8%. In any scenario where the additive Crit-DMG multiplier grows higher, Energy Flood only becomes worse in comparison to Volcanic Wrath, all the way to the point where Volcanic Wrath ends up giving a higher damage increase. In case **“maximum burst damage”** is wanted, Volcanic Wrath > Energy Flood is always true.

Else if the other talisman has to be considered:

Energy Flood's additional Rage gain for Resurgence “may” be appealing in certain very-rare-scenarios, e.g. low initial Rage + a way to dump massive amounts of Rage. Because CP is DGC's obvious bottleneck, the extra Rage again on top of Resurgence's +30 is often unnecessary in PvE.

Extra Rage gain in PvP “would” seem more useful in potential battles against Rage draining opponents. But there is a problem: Full Specter and full Sunlight are both far more important to use in PvP, while a full Specter doesn't even allow dual-Resurgence at all. Dual-Resurgence could be equipped in full Sunlight, but obviously with the compromise of dual-Specter, which is a terrible trade-off: The trade-off is especially terrible, given the “general playstyle” when choosing for full Sunlight. This will be further explained in the Lvl. 6 potency section.

In any way, the Resurgence choice boils down to one question: Is more than +30 Rage from Resurgence necessary? Especially with the release of Warspirits, the answer is even more likely to be “no”.

Finally if neither full Specter nor full Sunlight is needed, as well as Rage not being an issue:

Dual Moonlight's HP-boost could actually make a difference. Especially against DMG-based bleeds that ignore all types of defenses, where a large pool of health is the only defense. Unlike Rage points that can cap at a certain value, getting more HP is always better. *(This is true as long as the amount has any significance, unlike the HP-astral.)*

With all of the considerations out of the way, we can safely conclude:

- Volcanic Wrath is the best Lvl. 4 potency choice!

4.3 Lvl.6 – Floodgate or Unaffected?

Lvl. 6 <i>Required materials: 10x Dragon's Whisper & 3x Blue Perfume & 3x Green Perfume</i>		
Shadow Ritual	Soul Purify	Heavenly Light
The full-effect of Moonlight and Specter talismans have their activation chance increased to 15%	The full-effects of Sunlight and Resurgence talismans have their activation chance increased to 15%	The full-effects of Aegis and Ghoul talismans have their activation chance increased to 15%
The full-effect of Moonlight and Specter talismans have their activation chance increased to 20%	The full-effects of Sunlight and Resurgence talismans have their activation chance increased to 20%	The full-effects of Aegis and Ghoul talismans have their activation chance increased to 20%
The full-effect of Moonlight and Specter talismans have their activation chance increased to 25%	The full-effects of Sunlight and Resurgence talismans have their activation chance increased to 25%	The full-effects of Aegis and Ghoul talismans have their activation chance increased to 25%

Table 10: All Potencies in Lvl 6

This level of potency choice involves the full-set effects, as are described in [table 2](#). As some players have often pointed out, the full-set effects “may not” seem that good in comparison to choosing three dual-effects, and this ain’t incorrect: The full-set effects are all limited by RNG, while the offered benefits don’t always look as “necessary” as the dual-effects that offer percentage-based stat-increase. So how do the full-set effects compare to having triple-dual sets, and/or how do the effects compare against themselves?

4.3.1 The difference between PvE and PvP

In PvE: Almost every relevant boss in the game will gain a non-removable +1K% DMG-buff after a fixed amount of turns, or perpetually gain stacks of +50% DMG-buffs for each turn starting from their 3rd turn. Some bosses might (also) utilize one or two turn-limited buffs or debuffs. With this being the case, buff-locking and debuff-blocking are hardly ever useful against non-players. Unless for example, the goal is to push for the lowest of the lowest (inconsistent) victory against a boss that gains non-removable buff/debuff, *while Purge/Puri runes can't be taken*, it is never worth using full-Specter or full-Sunlight in PvE.

In PvP: One of the key differences between players and monsters, is the fact that players utilize far more (*and often also stronger*) “turn limited” buffs and debuffs. Secondly, unlike in PvE, PvP is far less predictable: Every move will likely depend on what the enemy does, while pre-planned strategies are often non-optimal. Given said two reasons, the chance of buff-locking or debuff-blocking is far more useful in PvP than in PvE.

4.3.2 Best-in-slot PvP: Full-Specter vs Full-Sunlight

Full-Specter and full-Sunlight are both far superior over having a third dual-effect that either increases Rage gain or percentual-increase HP, PDEF or MDEF. **Shadow Ritual** and **Soul Purify** are therefore the obvious two potency choices, depending on the talisman type of choice. Presumably the best way to make a decision is to consider one’s playstyle, as each of the two effects obviously associate to its own general combat strategy:

The goal of Sunlight is “consistency”: The aim to minimize your character being stunned, debuffed, bleed or Rage/Awakening-drained. Glass cannon strategies that rely on set in stone buff-rotations are examples where full-Sunlight’s effect shines the most. If you’re confident enough to defeat the opponent(s), unless being flooded by troll-effects, then debuff-blocking might be the choice.

The goal of Specter is “floodgating”: The aim to debilitate the enemy, to the point where his/her overwhelmingly greater stats become less significantly punishing. Support characters with lesser stats than their teammates might benefit the most from full-Specter’s effect. If you’re confident enough in defeating the opponent(s), even if taking more risk of receiving troll-effects, then floodgating could add insult to injury through toying with the opponent.

Alternatively, full-Specter works best against non-DGC cashers and/or long-term non-English users that never bothered to learn the game’s combat system: Essentially allowing utter humiliation of players that are potentially even twice your own raw-stats.

Either way: The choice for Lvl. 6 is painfully difficult to make, since both **Shadow Ritual** and **Soul Purify** pertain to a terribly good full-effect. Naturally, the above summary has only described a mere sliver of the full amount of pros per effect. At the end of the day there is no “general best choice” between full-Specter and Sunlight. As the title of the paragraph implies, it all depends: What is “your” playstyle?

Superficially spoken though: In case both Specter and Sunlight's effects are considered equally good, **Shadow Ritual** might win out. This is because Shadow Ritual's other talisman is Moonlight while Soul Purify's second talisman is Resurgence, which full-effect is worse than having nothing.

4.3.3 Best-in-slot PvE: Triple dual-effects vs full-sets

Before delving deep into PvE it's important to note that (*sooner or later*) no character could escape PvP, as all "reasonably beatable" PvE content can be beaten at sub-30M BR. *PvE challenges that are excepted from said claim are: All Theseus-exclusive content, Holy Sword Temple, Endless Abyss, Cuties Exploration and lastly Sylph Expedition.* Therefore it is crucial to not choose anything other than **Shadow Ritual** and **Soul Purify** as Lvl. 6 potency, regardless of what's to come down below. Because eventually, the setup switch from PvE to PvP will be made.

As is being implied at [2.5](#), dual-Resurgence is generally a good choice for PvE despite CP being the bottleneck over Rage, which is especially true for beginners with low initial-Rage. From experience as [one of the best PvE players](#), most close-call boss battles see more significant difference in the increased versatility of skill usage than a mere 10% HP, MDEF or PDEF, even post-Warspirit release. As your mileage may vary as well as setups naturally being situational, Resurgence is very much hot-swappable to dual- Moonlight, Aegis or Ghoul. These are in a nutshell the general-best PvE choices.

For any kind of try-hard combat strategist however, the gained insight about full-Ghoul just might offer a whole new realm of skill rotational possibilities.

4.4 Lvl.8 – a Blessing or a Curse?

Lvl. 8 <i>Required materials: 10x Dragon's Whisper & 3x Cyan Perfume & 3x Purple Perfume</i>		
Essence Leech	Soul Intervention	Glorious Ascension
After each of your turns, both you and a random rival character gain 100 Awakening Points. The Awakening-turn doesn't add points to either side.	Your character deals & receives +30% DMG. After each of your turns, both you and a random rival unit (<i>prioritizes players</i>) lose 150 Awakening points. The Awakening-turn doesn't drain points from either sides. <i>Multiple drain-effect can target one player and negates Sunlight.</i>	Willpower gains 100 Awakening points after each turn.
After each of your turns, both you and a random rival character gain 200 Awakening Points. The Awakening-turn doesn't add points to either side.	Your character deals & receives +40% DMG. After each of your turns, both you and a random rival unit (<i>prioritizes players</i>) lose 200 Awakening points. The Awakening-turn doesn't drain points from either sides. <i>Multiple drain-effect can target one player and negates Sunlight.</i>	Willpower gains 200 Awakening points after each turn.
After each of your turns, both you and a random rival character gain 300 Awakening Points. The Awakening-turn doesn't add points to either side.	Your character deals & receives +50% DMG. After each of your turns, both you and a random rival unit (<i>prioritizes players</i>) lose 300 Awakening points. The Awakening-turn doesn't drain points from either sides. <i>Multiple drain-effect can target one player and negates Sunlight.</i>	Willpower gains 300 Awakening points after each turn.

Table 11: All Potencies in lvl 8

The choice for Lvl. 8 heavily depends on the player's style of gameplay. **Essence Leech** is essentially a blessing for both sides, while **Soul Intervention** is both a curse and blessing for both. **Glorious Ascension** is the only choice that doesn't benefit the enemy, but is by far the least useful.

On a strategic standpoint **Soul Intervention's** effect is actually far more strategic than the in-game description lets us believe. With **Essence Leech** and **Soul Intervention**, multiples of their effect can target the same rival's Awakening points. A party with multiple **Soul Interventions** that "conveniently" all target the same random player, will therefore cause that player to lose Awakening Point on each of the Soul Intervention users' turn, making it a very consistent Sylph nerf strategy. Sadly it could be a great annoyance to use this Potency without the Sylph's Wrath passive from Holy Sword Inscription. And the game gives no option to disable this potency, as it would have to be replaced by another lvl 8 Potency.

Essence Leech in PvE sees a much better use, especially for non-fused Sylph users. Sadly it'll greatly help the enemy in PvP if used with rapid move-combo's.

Glorious Ascension is at least better than having absolutely no lvl 8 Potency chosen, so there's at least that...

5. Generalized buff-equations (Robin better not read this xD)

In the Lvl.4 Potency section we've seen several different cumulative buff multipliers with Crit-related buffs, from where we've compared 3-star Volcanic Wrath to 3-star Energy Flood. When Crit chance is assumed to be 100%, then presumably the most interesting observation is that **Energy Flood** starts out stronger than **Volcanic Wrath**, but ends up weaker if the player received a certain amount of Crit-DMG buff. As such an observation is the case, a new question arises: At what percentage of Crit-DMG buff does this change occur?

In this paragraph we'll be looking for the answer, as well as taking things one step further by observing the simple logic behind solving these (simple) questions.

5.1 If Crit chance = 100%: When is Volcanic Wrath = Energy Flood?

First to give the reader a quick reminder of the setup: Every single Crit-DMG increasing passive/buff in the game stacks additively with the base-Crit multiplier that is "times 1.5". We will assume that everyone has a full-maxed Enhanced Determination which is a +60% increase, hence the Crit-DMG multiplier becomes $1.5 + 0.6 = 2.1$. As we're also working with dual-Sunlight which is by default +30%, the multiplier becomes $2.1 + 0.3 = 2.4$.

- **3-star Volcanic Wrath** will have a multiplier of $2.4 * 1.15$.
- **3-star Energy Flood** will have a multiplier of $2.55 * 1.1$.

With the basics out of the way, we'll define:

- $x = \text{The Crit DMG multiplier's additive increment}$

This variable x is added to the Crit-DMG multiplier before dual-Specter's +10% or +15% multiplicative damage increase, as such the usage of brackets is the answer. Of course, as many primary school students should know:

$$(2.55 + x) * 1.1 = (2.40 + x) * 1.15$$

$$\rightarrow 2.805 + 1.1x = 2.76 + 1.15x$$

$$\rightarrow 0.045 = 0.05x$$

$$\rightarrow x = 0.9$$

As it turns out: Given that the player has dual-Specter & Sunlight, with +60% passive Crit DMG from a max Enhanced Determination. When the cumulative amount of Crit-DMG buffs are summing up to 90%, 3-Star Volcanic Wrath and Energy Flood are equally strong, even if every attack is a successful Crit. Any Crit-DMG buff higher than 90% will start resulting in Volcanic Wrath being stronger, 100% of the time.

5.2 How good is full-Ghoul compared to dual Sunlight?

Since we've seen how easily one could write down such a buff-equation, we'll put the common sense to the practice with a silly question: At what amount of Crit-DMG buff would 4/4-Ghoul + dual-Specter > dual-Specter-Sunlight?

Just as done earlier: We'll assume Crit chance to be 100%, so we don't have to deal with a multivariate problem. With full-Ghoul however, we're still facing the additional challenge that its buff-effect is chance-based. From what we know: Full-Ghoul has a 10% chance to increase your damage dealt by 50% for 3 turns, which can be increased to a chance of **25% with 3-star Heavenly Light**. For the sake of simplicity, ignoring Sunlight's debuff blocking, every single attack has 25% chance to increase the damage dealt for the next 3 hits. As a side note: Getting a successful Ghoul-proc while having buff-turns remaining will restore the remaining amount of turns back to 3.

If the effect only boosted the next attack by 50%, then the percentual increase "on average" will be $0.25 * 50\% = 12.5\%$. But the fact that the next 3 turns are buffed complicates the matter by a lot. At the start of a fight, once the attack at turn 1 is dealt, there will be $\frac{1}{4}$ chance that turn 2 is DMG boosted by 50%. Because the buff lasts for 3 turns, this same $\frac{1}{4}$ chance also ensures the 3rd and 4th turn to be boosted. Independently of turn 1 however, turn 3 and 4 can have the DMG boost, if turn 2's attack (with again $\frac{1}{4}$ chance) is a success. Similarly, turn 4 also has $\frac{1}{4}$ chance at turn 3 that is independent of turn 1 and 2.

5.2.1 How “not” to work with probability

When reading full-Ghoul’s effect carefully, some may indeed notice that there’s a cumulative higher chance on that your 3rd turn is Ghoul-buffed compared to the 2nd chance. (*Same with the 4th turn compared to the 3rd.*) Since each turn yields an independent $\frac{1}{4}$ chance, many would think/assume that “the average” buff-chance on turn-3 is $\frac{1}{4} + \frac{1}{4} = 50\%$, and similarly $\frac{1}{4} * 3 = 75\%$ for the 4th turn. This is of course far from the truth.

One simple counter-example is “25% chance for 5 turns”, in which given the above-logic means:

- Your 5th turn will “on average” have $\frac{1}{4} * 4 = 100\%$ success chance. (*Yeah... that can’t be right*)

Even though the expected chance of success is $\frac{1}{4}$, one could in practice roll more than 4 times failure. Adding independent probabilities in this case is therefore not the correct approach.

5.2.2 The sum of all possible outcome probabilities = 1

As the header suggests, the correct methodology involves looking at all possible outcomes, given the situation.

# success	Chance of the outcome
0	$0.75^3 = 0.421875$
1	$0.25 * 0.75 * 0.75 + 0.75 * 0.25 * 0.75 + 0.75 * 0.75 * 0.25 = 0.25 * 0.75 * 0.75 * 3 = 0.421875$
2	$0.25 * 0.25 * 0.75 * 3 = 0.140625$ (<i>the above example explains the “times 3”</i>)
3	$0.25^3 = 0.015625$
Chance to have 0, 1, 2 or 3 success = $0.421875 + 0.421875 + 0.140625 + 0.015625 = 1$	

Table 12: All possible full-Ghoul effect outcomes at the 4th turn, given 25% independent success chance on each of the previous 3 turns.

As long as the number of success is greater than zero, the 4th turn will have its damage boosted by the Ghoul effect. “The average” chance that turn-4 is Ghoul-boosted can thus be calculated via the complement, by subtracting “the chance of zero success” from the total chance 1. The chance that the 4th turn is Ghoul-boosted is $1 - 0.421875 = 0.578125 = 57.8125\%$.

With the same method, we can calculate the chance of the 3rd turn being Ghoul-boosted as $1 - 0.75^2 = 0.4375 = 43.75\%$. And of course, the chance at the 2nd turn is $1 - 0.75 = 0.25 = 25\%$, just as we already knew. Because full-Ghoul’s damage buff lasts 3 turns, we’d only require three chances. From the 4th turn on, every next turn “on average” has 57.8125% chance to be damage buffed by 50%.

5.2.3 Damage comparison (assuming 100% Crit chance)

# turn	1	2	3	>=4
Multiplier	$1 + 0.5 * 0$	$1 + 0.5 * 0.25$	$1 + 0.5 * 0.4375$	$1 + 0.5 * 0.578125$

Table 13: Full-Ghoul’s per-turn expected-damage multipliers, assuming no Sunlight-blocking.

With all probabilities now modelled we can finally obtain the per-turn multipliers, as are shown in table 13. Finally, we can talk about the general setup:

- Lvl 10 Enhanced Determination with lvl 10 refinement = +60% Crit-DMG.
- Dual-Specter with 3-star Volcanic Wrath = +15% damage.

Since Volcanic Wrath is assumed, dual-Sunlight will have +30% Crit DMG against full-Ghoul + 3-star Heavenly Light for 25% chance to increase the enemy’s damage taken by 50% for 3 turns per attack. The results are:

- Dual Sunlight: $2.4 * 1.15 = 2.760$
- Ghoul turn-1: $2.1 * 1.15 = 2.415$
- Ghoul turn-2: $2.1 * 1.15 * 1.125 \approx 2.717$
- Ghoul turn-3: $2.1 * 1.15 * 1.21875 \approx 2.943$
- Ghoul turn-4: $2.1 * 1.15 * 1.578125 \approx 3.811$

To my own surprise as I’m writing, full-Ghoul turned out far better than I had assumed. Because we’re working with estimated average values your mileage may vary a lot in practice. But on paper it’s actually looking rock solid, since we’ve already given dual-Sunlight the benefit of the 100% Crit-chance assumption. Despite for PvP where full-Specter and full-Sunlight obviously still reign supreme, full-Ghoul “may” actually be a fair choice for PvE!

5.2.4 Full-Ghoul without potency

Obviously though, all of these calculations are made with **3-star Heavenly Light** in mind. Because any “main” character that isn’t purely PvE-locked should go for **Shadow Ritual** or **Soul Purify**, the harsh reality is that barely anyone would go for Heavenly Light. Using the same method as before, we obtain the multipliers in table 15, which are as expected massive drops:

# turn	1	2	3	>=4
Multiplier	1	1.05	1.095	1.1355

Table 14: Full-Ghoul’s per-turn expected-damage multipliers, assuming no Sunlight-blocking.

- Dual-Sunlight: $2.4 * 1.15 = 2.760$
- Ghoul turn-1: $2.1 * 1.15 = 2.415$
- Ghoul turn-2: $2.1 * 1.15 * 1.05 \approx 2.536$
- Ghoul turn-3: $2.1 * 1.15 * 1.095 \approx 2.644$
- Ghoul turn-4: $2.1 * 1.15 * 1.1355 \approx 2.742$

Just as expected, full-Ghoul without potency is always weaker than dual-Sunlight, given the mainstream setup with max-Enhanced Determination. But even with the overwhelmingly negative result, there is still one more question to be asked: “At what estimate-percentage Crit-DMG buff will full-Ghoul with no potency surpass dual-Sunlight?”

If we take the 4th+ turn as reference, the equation is as followed:

$$(2.40 + x) * 1.15 = (2.10 + x) * 1.15 * 1.1355 \rightarrow x \approx \mathbf{0.1140} = \mathbf{11.4\%}$$

Interesting indeed: Due to full-Ghoul being a flat 50% multiplicative damage increase, the amount of (estimated) additionally required Crit-DMG buff for the breakeven is very noticeably lower than the [example in 6.1](#). In cases where pre-planned burst-damage rotations are important, full-Ghoul could therefore still be relevant, even without its supporting potency!



And so: The best-case (recommended) scenario where both Celestial Strength and Jupiter’s Blessing are present...

- Dual-Sunlight: $3.9 * 1.15 = 4.485$
- Ghoul turn-1: $3.6 * 1.15 = 4.14$
- Ghoul turn-2: $3.6 * 1.15 * 1.05 = 4.347$
- Ghoul turn-3: $3.6 * 1.15 * 1.095 \approx \mathbf{4,533}$
- Ghoul turn-4: $3.6 * 1.15 * 1.1355 \approx \mathbf{4,701}$

... full-Ghoul does look fairly decent on paper. Whether it’s actually worth sacrificing the non-boosted hits is definitely up to debate.

5.3 How to interpret chance-weighted multipliers?

In the past two sub-paragraphs we've been over some basic "average chance" calculations while given (of course) various assumptions, such as Crit rate = 100% etc... For those in the unclear, this section will clarify what those certain "estimated average" damage multiplier truly mean.

The example that we'll look at is the earlier done full-Ghoul effect calculation, specifically at the damage multiplier tables 13 and 14. What we were in fact looking at is instead:

An estimation of the "average" value of the damage buff, if we theoretically were to calculate the damage multiplier's mean-value over an infinite amount of combat turns, based on the known success chance.

The values are (of course) not the multiplier that come with the Ghoul-effect, as the effect itself is a static "times 1.5" multiplier for a +50% damage increase. Those chance-integrated damage multipliers are instead meant to be a benchmark to determine whether full-Ghoul's effect is worth choosing as main build.

If for whatever reason burst damage is more important than everything else, *maybe for a world record lowest BR in Time Vortex completion through nuke strategies*, then the actual multiplier "1.5" should be used instead. (As in such case you would be gambling for that one lucky attempt, above consistency.)

Changelog

- **07/11/2023:**
 - Added a whole Time Vortex guide as appendix, which also contains boss information and migrated all talisman obtaining and Rift lord related information to it.
 - Fixed the talisman table's max-values for PDEF and MDEF, which were both missing one zero behind the last digit.
 - Moved the stupidly short paragraph 1 about "unlocking DGC" to the guide's cover page xD
 - Added two new general terms to the urban dictionary.
- **07/10/2023:**
 - Greatly improved the information in the talisman set-effect section, as well as in linguistic read-efficiency.
 - Greatly improved the structure of paragraph 5 (about Potencies.)
 - Added max stat-values to the Talisman table.
 - Added new urban dictionary terms.
 - Fixed information related to the ATK-stat multiplier on the final map's Riftlords.
- **03/27/2023:**
 - Added new details related to the talisman set-effects.
 - Added new detail about the passive skill Armor Breaker.
- **02/20/2023:**
 - Added 6.3: How to interpret chance-weighted damage multipliers?
 - Added extra details regarding Magic Eraser's debuff-properties.
- **02/06/2023:**
 - Added appendix II to list known bugs.
 - Added new details related to the Soul Intervention and Essence Leech potencies.
- **11/08/2022:**
 - Fixed the skill description on Blizzard // Lingering Death: The -1 CP is actually correct, because I overlooked that even lvl 0 Icicle (passive) provides +1 CP per action.
- **10/28/2022:**
 - Discovery that full-Sunlight's effect cannot negate Soul Intervention's Awakening drain.
- **10/16/2022:**
 - Added 6.2.4: A "practical" full-Ghoul analysis section.
 - Finished paragraph 5.2: The Lvl. 6 potency discussion.
- **10/13/2022:**
 - Finally added a front page with a DGC picture xD
 - Added paragraph 6: A quick-guide to solve damage equations with simple Math (read: logic)
- **10/04/2022:**
 - Further "fixed" the descriptions of dual-Sunlight's passive effect as well as Soul Eater's skill effect, doing the dev's work for them.
 - Added a full-breakdown on the Lvl. 4 potency, specifically Volcanic Wrath vs Energy Flood.
 - Added information about the final Time Vortex map's Rift lord stat multipliers.
- **08/13/2022:**
 - Added reapplying-info to some skill descriptions.
 - Elaboration about Time Vortex with better paragraph splitting.
 - Soul Intervention's full (true) effect has been figured out.
- **07/19/2022:**
 - Added additional information about the Flame mechanic.

Appendix I – Urban dictionary

Term	Definition
DGC	Dragon Chant
Floodgate	The act of unarming, preventing or skipping the foe's every action. Often pertaining to full-Specter's buff lock, stun spamming in group Arena, or (less frequently seen) Mire Rune's speed debuff.
CP	Combo Points: The additionally required resource to cast DGC skills.
Max-DGC	Mainly used as reference to having a 3-star Shadow Ritual potency, but often also pertaining to the Illiya goddess' max-lvl skill, Gun of Spirigoth with max skills, lvl 15 Unholy Saber and so on... In a nutshell: The utmost max character setup for floodgating.
Stat-based (healing)	Skill-output percentages that are based on the caster's stat-value. For example Healing skills from Mage, Water- & Wind/Water Sylphs and Battle Oracle or Sea Witch.
Skill-based draining	ATK-skills that heal the attacker for a percentage of damage dealt, namely Devour Soul and Light of Inspiration.
HoT	Heal-over-Time effect, e.g. Suntoria, Undead Gladiator's Mass Healing or Demolition Lightning Divine.
DoT	Damage-over-Time effect, e.g. all Bleed, Poison and Burn effects.
Queued action	Any action that involved the player clicking a button, or AFK-mode having picked one. E.g. all except auto-attacks.

Table 12: Table-list of frequently used Wartune definitions.

Appendix II – Known bugs

- When relogging as DGC mid-battle, there is a chance that the skills become bugged into non-DGC skills, while unable to be cast. Sylph Awakening does work, but reverting back to DGC doesn't fix the issue.

Appendix III – Time Vortex Guide

Along with the DGC-system comes its whole activity, which makes the 2nd toughest main-character targeted piece of PvE content after Demon Continent. As Time Vortex's the only source for talismans we'll first take a look at how they're obtained. Next we'll look at Time Vortex's overall combat aspects as well as the properties of some of its bosses, including its two strongest ones. Lastly, we'll also look at the player-set-rules of this game content.

1. How to get DGC Talismans

1. Defeating bosses in Time Vortex will grant the ability to occupy the boss' stage. The map stage occupation yields 1x talisman chest per hour to your in-game mailbox for 4 hours long, plus 5x talisman chests at the end of the 4th occupation hour. Higher maps will give higher quality talismans.
2. At the 5th minute of every hour, every Time Vortex map will assign one of the (player) occupants to be a Rift lord. All players are given 2 daily Rift lord reward attempts to gain rewards, and dying won't subtract the attempt. One successful kill grants 2 talisman chests and 2 Symbiosis stones. The color of the talisman chest depends on the height of the Rift lord's occupied map.

New characters can party up with older players that have unlocked access to the final map, which is Immortal Pass. (*Time Vortex's maps and stages are an exact copy of solo Campaigns.*) The (two) Immortal Pass stages are the only stages in Time Vortex that will have Rift lords dropping orange (*the highest tier*) talisman chests.



As for the map-lords themselves, other than the two spots in the final map, the second-final map (Demon Void) has five more occupation spots that yield orange talisman chests, excluding the first 2 spots.

The amount and quality of rewards for map lords in these slots are identical to the map-lord rewards in the final map. Due to the player-importance of the final 2 map spots, being a Rift lord in those come with additional player-rules. Anybody that doesn't want to follow those rules can instead use the Demon Void for talismans.

2. Time Vortex bosses

Disclaimer: This boss-guide is yet incomplete, with many bosses still missing information related to their DEF-stat, phase-2 buff- or pattern-change etc.. Truthfully this guide will never be 100% completed, due to said bosses with incomplete information simply being too boring and/or non-challenging to ever be a bother.

- All bosses gain a +1K% ATK-buff on their 13th turn, can be stun-skipped or floodgated.
- Starting from the Budget Reaper, every boss is actually a Dark type while some of the earlier bosses were actually Fire type.
- Most bosses have a phase 2 (P2) where their attack patterns may slightly change as well. This documentation may not have that information for every boss yet.

[Dark] Reaper's Illusion & Hall of Judgement

- Budget Reaper: 3.920K DEF
- Final Reaper: 5.460K DEF

1	Scythe Swipe ~2 Random front row target	PATK hit-splat 2x
2	Skull-Deto ~1.5 Full-AoE (Debuff: -30% damage dealt, 3 turns)	MATK hit-splat 3x
3	Reflect Reflects 50% damage.	3-turn buff
4	Blood Strike ~1 Full?-AoE (Debuff: Applies a 2M bleed, can miss, 1 turn)	MATK hit-splat 1x

- P2 starts at ~30% health: Applies a removable +40% DMG for 50 turns.
- Attack pattern changes:

1	Scythe Swipe ~2 Random front row target	PATK hit-splat 2x
2	Scythe Swipe ~2 Random front row target	PATK hit-splat 2x
3	Skull-Deto ~1.5 Full-AoE (Debuff: -30% damage dealt, 3 turns)	MATK hit-splat 3x
4	Blood Strike ~1.x Full?-AoE (Debuff: Applies a 2M bleed, can miss, 1 turn)	MATK hit-splat 1x

[Dark] Buradoth's Grave

1	Staff Smash Random front row target	PATK hit-splat 1x
2	Staff Smash ~2.x Random back row target (Debuff: Chance to stun, 1 turn)	PATK hit-splat 1x
3	Rain of Fire Full-AoE (Debuff: Applies a 2M bleed, can miss, 1 turn)	MATK Hit-splat 2x
4	Health reduction Reduces the target's current health by 50% (ignores Holy Seal and all defensive effects), then hit an additional auto.	PATK hit-splat 1x

- Phases at ~30% health: One more weak **Staff Smash** is added, before the last 3 moves.

[Dark] Desert of Palms

1	Slash Random front row target	PATK hit-splat 1x
2	Slash Random front row target	PATK hit-splat 1x
3	2-fold Slash Random target (<i>Debuff: Applies a 1M bleed, can miss, 1 turn</i>)	PATK hit-splat 2x
4	Slash Random front row target	PATK hit-splat 1x
5	Ultimate Slash ~1.5 Random front row target (<i>Debuff: +30% DMG taken, can miss, 3 turns</i>)	PATK hit-splat 1x

- Phases at ~30% health: Applies a removable +100% DMG buff.

The following bosses are all rather chaotic, all queuing from a list of random yet boring skills.

[Dark] Blood Moorland

- Attack pattern is random between 3 skills.

A	Lance Stab Random front row target	PATK hit-splat 1x
B	Lance Pierce Front row enemy + its backrow (<i>Debuff: -20% PDEF, 2 turns</i>)	PATK hit-splat 1x
C	Smite Random target	PATK hit-splat 3x

- Phases at ~30% health: Reduces DMG taken by 20% for 2 turns. (*What a lame boss*)

[Dark] Nightmare Ruins

- Attack pattern is random between 2 skills.

A	Smash Random front row target.	?? hit-splat 1x
B	Fireball ~1.63 Random [1-2] targets (<i>Debuff: Chance to reduce casting speed, 2 turns</i>)	?? hit-splat 1x

- Because this boss was too lame, it died before all of its traits were verified.

[Dark] Demon's Rill

- Attack pattern is random between 3 skills.

A	Slash Random front row	PATK hit-splat 1x
B	Blood Strike ~1.5 Full-AoE (<i>Debuff: Applies a 2.5M bleed, 2 turns</i>)	PATK hit-splat 1x
C	Wave Slash Front row enemy + its backrow (<i>Debuff: Chance to increase DMG received by 30%, 2 turns</i>)	PATK hit-splat 2x

- Has a secret passive cheat-effect that can randomly force your character into losing, regardless of health.

[Dark] Forest of Chaos & [Dark] Devil's Trail

- Attack pattern is random between X skills.
- Too boring to document.

[Dark] Soul Trials

- Attack pattern is random between 2 skills.

A	Tornado ~3 Random back row target	hit-splat 3x
B	Divine Prayer ~1 Random front row target	hit-splat 1x

After a bunch of garbage Erandel bosses, the Demon Void (filler) bosses are refreshing to fight. Nothing more that needs to be said because they're not that tough at all, albeit (perhaps) providing stylish skill-displays if you feel up to show-off xD

[Dark] Bloodnite Canyon

1	Overhead Slash	MATK hit-splat 1x
	Random front row target	
2	Threefold Slash	PATK hit-splat 3x
	Full-AoE	
3	Overhead Slash	MATK hit-splat 1x
	Random front row target	
4	Green beam	MATK hit-splat 3x
	Full-AoE	
5	Overhead Slash	MATK hit-splat 1x
	Random front row target	

[Dark] Temple of Fire

1	Arm Smash	PATK hit-splat 1x
	Random front row target	
2	Arm Smash	PATK hit-splat 1x
	Random front row target	
3	Whirlwind	PATK hit-splat 3x
	Full-AoE	

[Dark] Soulless Tomb

1	Flail Smash	PATK hit-splat 1x
	Random front row target	
2	Blood Strike	MATK hit-splat 1x
	Random back row target (<i>Debuff: Applies a 2M bleed, can miss, 1 turn</i>)	
3	Flail Spin	MATK hit-splat 3x
	Full-AoE (<i>Debuff: Chance to reduce casting speed by 100%, 2 turns</i>)	

- This boss has a phase 2, which triggers a removable +100% DMG buff. But since he's too boring there ain't nobody interested to figure his 2nd attack pattern.

[Dark] Palace of Corruption

1	Piercing Strike	PATK hit-splat 1x
	Random front row target	
2	Magic Boost	5-turn buff
	Increases own MATK by 10%	
3	Piercing Strike	PATK hit-splat 1x
	Random front row target	
4	Chaos Lightning	MATK hit-splat 1x
	Full-AoE	
5	Piercing Strike	PATK hit-splat 1x
	Random front row target	
6	Piercing Strike	PATK hit-splat 1x
	Random front row target	

The last 2 bosses of the Demon Void aren't half bad, despite significantly weaker than the Final Reaper. They could be decently fun to fight against.

[Dark] Throne of Yaros

1	Hellfire Full-AoE	MATK hit-splat 3x
2	Quake Random front row target	PATK hit-splat 1x
3	Shout Random front row target (-30% PDEF, 2 turns)	MATK hit-splat 2x
4	Hellfire Full-AoE	MATK hit-splat 3x

- Phase 2: Stat +50% for 10 turns, cannot be debuffed. The boss doesn't re-buff after the 10 turns.

[Dark] Cursed Lair

1	Hell Scream Random front row target	MATK hit-splat 1x
2	Dark Lightning Full-AoE	MATK hit-splat 4x
3	Hell Scream Random front row target	MATK hit-splat 1x
4	Hell Rain Full-AoE	PATK hit-splat 3x
5	Hell Scream Random front row target	MATK hit-splat 1x

At last is the Bleed Dragon, which in conventional DPS-rotations is easier than the Final Reaper. However significantly more difficult than the Final Reaper, if fought in Buff-skip rotations instead.

[Dark] Eternal Sanctuary

- Bleed Dragon: 6.300K DEF

1	Ground Slash Random front row target	PATK hit-splat 1x
2	Invisible Strike ~2 Random front row target	PATK hit-splat 1x
3	Ground Slash Random front row target	PATK hit-splat 1x
4	Invisible Strike ~2 Random front row target	PATK hit-splat 1x
5	Dragon Breath ~2 Full-AoE (Debuff 1: Applies a 6M bleed, can miss, 1 turn.) (Debuff 2: +30% DMG taken, can miss, 3 turns.)	MATK hit-splat 3x
6	Invisible Strike ~2 Random front row target	PATK hit-splat 1x

- Phase 2: Damage received decreased by 30% (removable), lasts 2 turns.

To break the style of this "boss guide" we won't look at the Worm boss that comes last. Because once you've finally defeated the Bleed Dragon all by your skills, the Worm boss is just too disappointing to be called a challenge. So ain't nobody want to document his weak information xD

3. Final map Rift lord rules & activation mechanics

The general player-rule for Time Vortex occupants in the final map is to take off a certain amount of combat-related features before setting their character as a Rift lord. This is done because a Rift lord is the exact copy of the respective player (*at the occupation's start-moment*), with health multiplied by ten times, while its damage is multiplied by a variable multiplier depending on the occupied map. The raw ATK-stat of Rift lords in the final map are multiplied by ~5.23 for an approximate x2.61 damage increase, assuming zero defensive stats and effects. Having ungear players set as Rift lords is therefore done to make the rewards accessible to weaker players.

For players that wish to occupy one of the final map's spots to help lower players grow, here's a un-gear list:

1. **[Mandatory]** All equipped talismans.
2. **[Mandatory]** Active Sylph, main Willpower/Eudaemon and sub- Eudaemon.
3. **[Mandatory]** Active Relic and Goddess.
4. **[Mandatory]** Artifact and Halidom.
5. **[Preferably off]** Main-class equipment (*if the player's beyond 70M BR with decent Symbiosis lvl.*)
6. **[Preferably off]** Titan skills (*which is easily overlooked by accident.*)
7. **[Nice if off]** Active Cutie (*not too terribly important, it's inactive vs a party of >1 player.*)
8. **[Nice if off]** All four %-Astro, e.g. (Enhanced) Determination, Goddess Blessing, Illusion, Guardian Angel.



Next up to be explored is how the Rift lord activation mechanic actually works, which is when we'll take a look at the above-two pictures. The first picture shows the final Time Vortex map, with both statuses of an occupation visible.

The blue portal-lookalike map spot is what a Rift lord-active spot looks like. On the right is what an inactive one looks like when a player occupies it. When clicking on an inactive spot the respective map boss is shown, as well as the player that is currently occupying the spot. *While a Map lord isn't active as Rift lord, the fight button can be used by other players to take over the spot for themselves. The de-facto player-rule is that non-ungear players will be removed by the stronger players for breaking the rule.*

As is briefly described earlier, a Rift lord activation/assignment takes place at the 5th minute of every hour.

Therefore, if the above picture was taken at 23:04, then in 1 minute time Endless Path will become the active Rift lord spot while Eternal Sanctuary becomes inactive. In case Endless Path isn't occupied by any player, then at 23:05 there will be no active Rift lord.

A Rift lord cannot be removed during its 1 active hour, even if the player is moved to a different map spot. By this mechanic, one player could instantly move from Eternal Sanctuary to Endless Abyss, as soon as his/her occupation at Eternal Sanctuary is the active Rift lord. If so, then the next hour's active Rift lord will be the same player again. Doing so would allow one player to consecutively be the active Rift lord, in sacrifice of the 4-hour rewards.