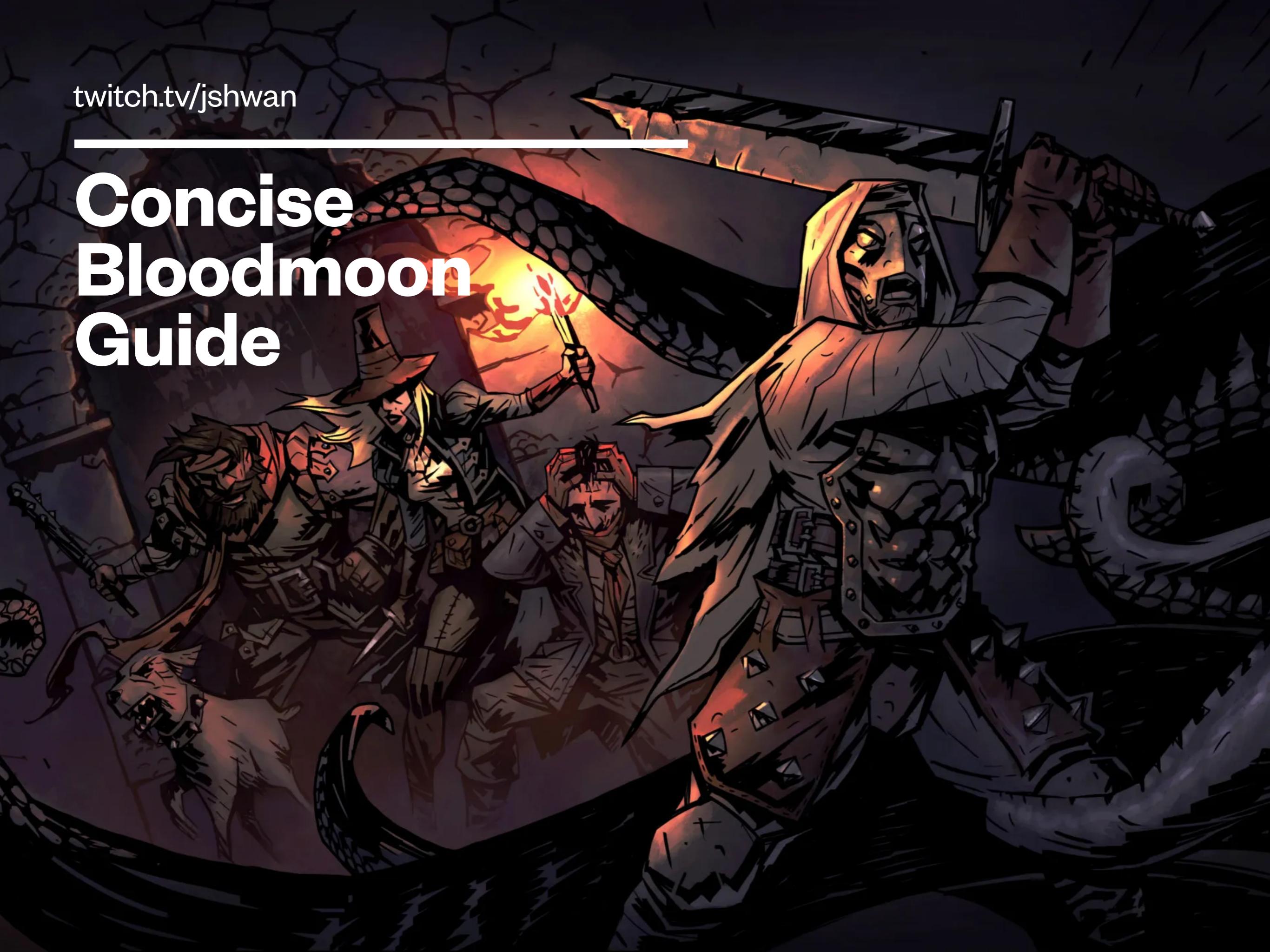


twitch.tv/jshwan

Concise Bloodmoon Guide



Overview



Entry Level

Complete the game on Radiant

Unlocked on Aug 17, 2023, 2:32 AM

6.4% of players have this achievement

This guide is intended for players who've beaten the game once in radiant or darkest difficulty and are looking to challenge themselves in bloodmoon. The goal is to provide experienced players a different perspective from the way DD is 'conventionally' played.

Newer players can still learn from this guide but I will not go into detail about game mechanics. This guide will focus on the practical/tactical aspects of the game and it'll be up to the player to figure out the theory/strategy behind the decisions in the guide.

This guide will not go over Vestals because it is a straight forward class to use. More importantly my hope is that players will move away from using Vestals since healing is reactive and move towards a more proactive/aggressive play style.

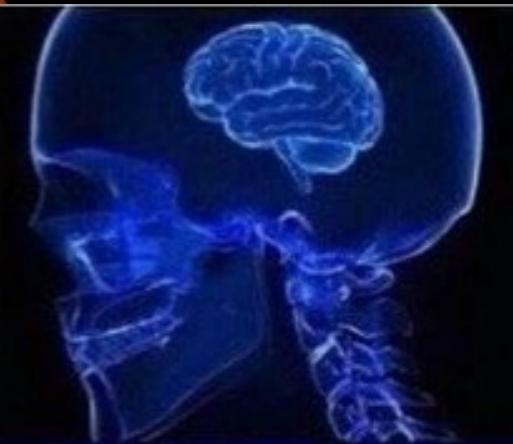
Strategy

Killing enemies before their turn is the most proactive form of damage prevention whereas healing is the most reactive. As a rule of thumb:

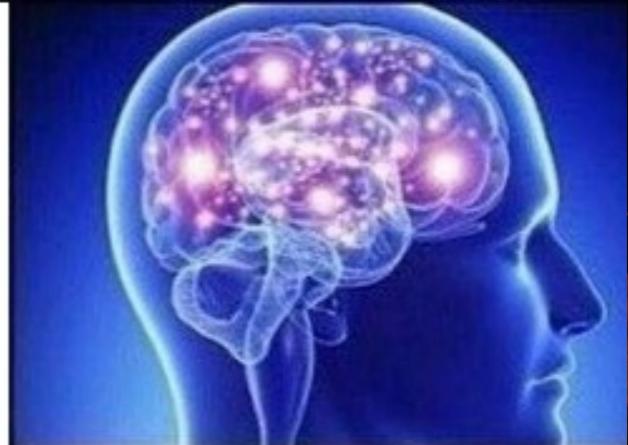
speed > **stun** > **stress healing** > **healing**. Speed is a priority since being higher in the turn order allows you to kill the enemies first. If you can't kill a unit in one turn, stunning is the next best option since it will skip their turn and give you another chance to kill the unit before their next turn.

Dodge, **Scouting %**, and **ACC** are other keep stats to keep in mind when selecting trinkets for heroes and when prioritizing dungeon rewards. **Dodge** is an overlooked stat but when dodge is stacked it is a great form of damage prevention and reduces reliance on healers. **Scouting %** is a crucial stat that lowers the difficulty of the game by reducing party surprises and allows for easier map traversal by avoiding unnecessary fights and clearing objectives. **ACC** is an important stat that can be supplemented through buffs from heroes like the Jester and Man-at-Arms.

HEALING



STRESS HEALING



STUNNING



SPEED

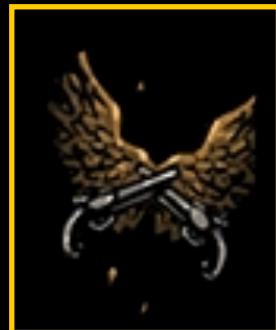


Trinkets

offense



legendary bracer



quick draw charm



surgical gloves

survivability



fortifying garlic



heavy boots



fasting seal

cleansing crystal



dodge



sun cloak



feather crystal



seer stone



survival guide



chirurgeons



camouflage cloak



shimmering cloak



bloodthirst ring

These are generic trinkets that should be prioritized when deciding on which dungeon to enter each week. The trinkets with the gold border are my favorite and can be taken to any dungeon. While **focus ring** is a good trinket, it is not included due to the -8 dodge penalty.

Hero Trinkets

abomination



padlock of
transference

antiquarian



bag of
marbles

arbalest



medic's
greaves

bounty hunter



camper's
helmet

grave robber



lucky
talisman

hellion



heaven's
hairpin

highwayman



sharpening
sheath

houndmaster



cudgel
weight

jester



critical
dice

leper



fortunate
armlet

occultist



demon's
cauldron

plague doctor



witch's
vial

Not all classes have good hero trinkets. The classes without hero trinkets are better off using the generic trinkets.



protective
collar



bright
tambourine

Get the trinkets with the gold border before finishing all the apprentice bosses. Save the last apprentice boss until the trinkets appear as a quest reward if you have to.



blasphemous
vial

DLC Trinkets

abomination



antiquarian



arbalest



bounty hunter



crusader



flagellant



grave robber



broken key

smoking skull

childhood treasure

mask of the timeless

signed conscription

chipped tooth

letter opener

highwayman



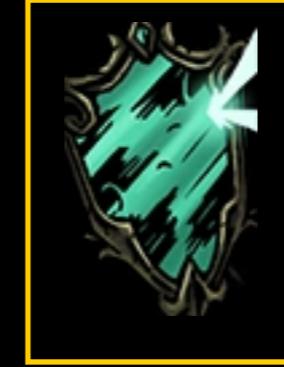
houndmaster



jester



man-at-arms



occultist



plague doctor



shield breaker



bloodied neckerchief

evidence of corruption

tyrant's fingerbone

mirror shield

vial of sand

ashen distillation

spectral speartip



shameful locket



lawman's badge



toy soldier

Color of Madness trinkets with the gold border are ones that should be prioritized when deciding on how to spend shards. This is a non-exhaustive list notable dlc trinkets. Musketeer trinkets were not included but share the Arbalest equivalent.

Team Compositions

The general idea for team compositions is to have **healing**, stress healing, damage over time (DoT), **stuns**, and high burst damage on a team. While a single team doesn't have to check off all the boxes, the more boxes a team can check off the more balanced the team will be. This is why heroes with skill diversity are valued since they can fit into more teams and are suitable for different situations.

Skills such as stress healing are not as important if you can consistently stun and kill the backline within the first 2 turns. Trinkets such as **Quick Draw Charm** are very effective in helping kill the backline on the first turn when used on the right heroes. Efficient camping along with the right camping skills are another good way of reducing stress without having to bring stress healers onto a team. For Crimson Court and Darkest Dungeon missions, it is recommended to bring stress healers.

Vestals can be swapped into teams as you see fit but playing without Vestals frees up team compositions and allow for a more aggressive play style

Team Compositions

all purpose team



control team



dance team



high burst team

Team Compositions

antiquarian team



mark team



Crimson Court Annihilation Team™



ThickVeinySausage team™



Brainchild of twitch.tv/jarebroni

“This team fucks” - Jarebronni 2023

Team used by ThickVeinySausage for DD2
on a Bloodmoon, Torchless, No heal run.
One of the strongest teams you can make

Ruins Bosses

necromancer



Likes:

Summoning skeletons and AoE stress damage

Dislikes:

Bleed and blight DoT damage and holy lance

Strategy:

Basic boss, not much strategy other than to stack DoTs and have enough range to reach rank 3 and 4

prophet



Likes:

High burst damage rocks

Dislikes:

ACC and damage reduction debuffs

Strategy:

Damage debuffs like intimidate and weakening curse to lower the damage of rubble of ruin while having range to attack the prophet

team examples



Warrens Bosses

swine prince



Likes:

Marking for big damage and stunning

Dislikes:

Mark removal

Strategy:

Remove mark when Wilber applies it and stunning Wilber to reduce the amount of stuns and marks while attacking the Swine Prince

flesh



Likes:

Shape shifting and undulating invasion with the butt

Dislikes:

AoE DoT damage

Strategy:

Stack bleed and blight skills since the Flesh shares a single hp bar

team examples



Cove Bosses

siren



Likes:

Taking one of your heroes and summoning fish

Dislikes:

Taking heroes with little to no damage skills

Strategy:

Siren likes to take heroes with the lowest debuff resistance % which is often the Antiquarian (AQ) on a team. Buffing with holy water will also boost debuff resistance for the rest of the team making AQ a bigger target for Siren to pull

team examples



drowned crew



Likes:

Stressing damaging rank 1 hero and healing when rank 1 hero is drinking with the dead

Dislikes:

Having its crew attacked the captain is healing

Strategy:

Alternate between attacking the captain the crew. Attack the crew when the rank 1 hero is chained.



Weald Bosses

hag



Likes:

Putting one of your heroes in the pot

Dislikes:

Ignoring her pot

Strategy:

Having a high burst damage team with riposte to kill the Hag as fast as possible while ignoring the hero in the pot. Aim for 1-2 turn kill of the Hag

team examples



brigand pounder



Likes:

Having the matchstick man light the fuse

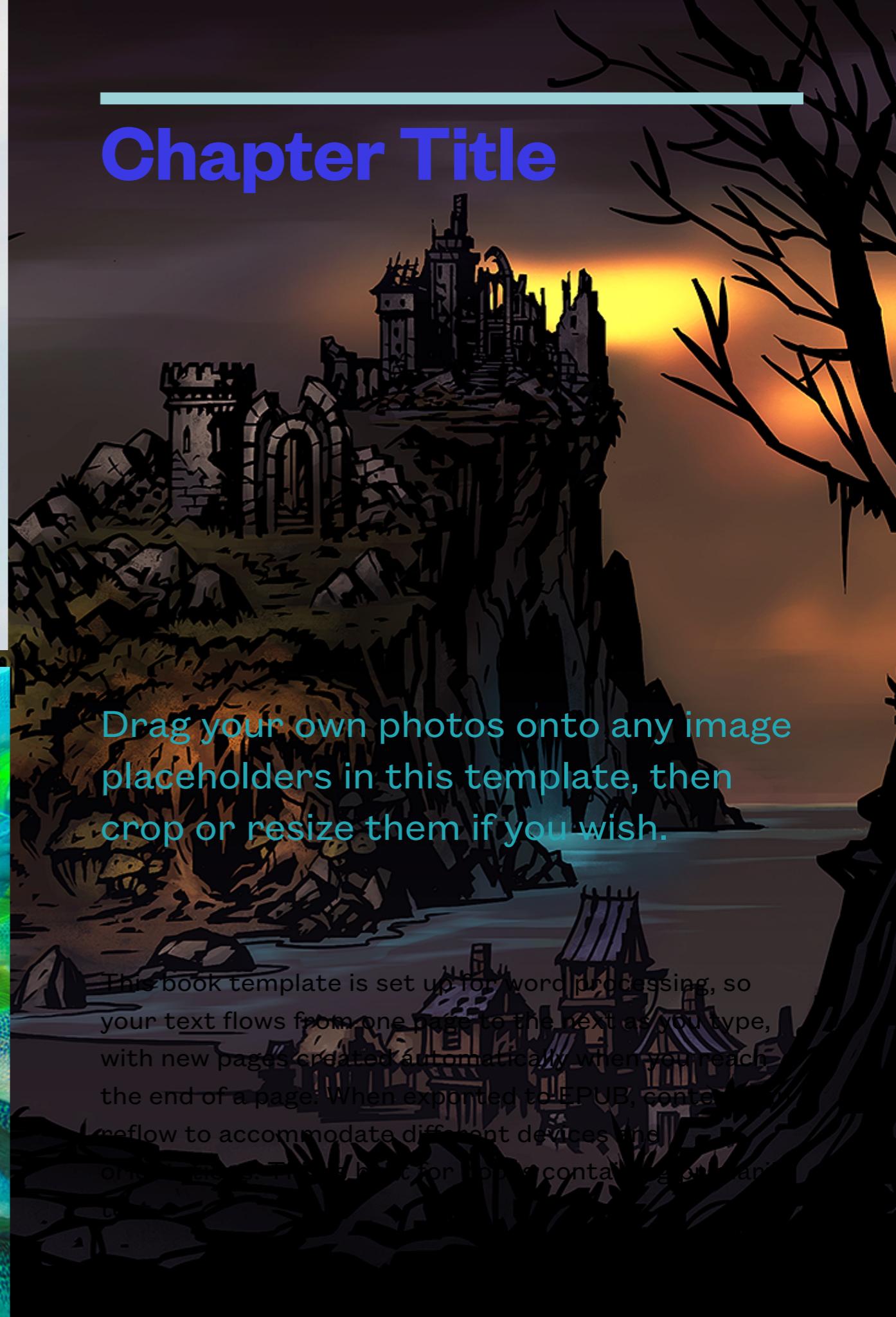
Dislikes:

Not having the matchstick man around

Strategy:

Continuously kill the matchstick man while having riposte or cleave attacks to whittle down the rest of adds





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Chapter Title

Introduction

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