

Tomb of Titans Guide

by Ocelot · Version 1.0 · September 2026

1. Introduction

Hi, I'm Ocelot. I've been playing Tomb of Titans since its first season, finishing 4th overall at Floor 156 in Season 1 and 1st overall at Floor 362 in Season 2.

This guide is based primarily on what I learned from pushing the Tomb at high levels. It covers both the core principles of roster building and team selection and the actual hero builds and setups I use for different modifiers and elemental barriers.

My goal is to provide practical setups you can use directly, while also explaining the reasoning behind them so you can adapt them to your own roster.



2. Building a Tomb Roster

2.1 Roster Overview

A well-developed Tomb roster should cover several distinct roles, as different modifiers and elemental barriers require different solutions.

Role	Recommended Heroes	Main Purpose
Buff	Ashley	Core Champion for most Tomb situations
Tank	Chieftain, Death Knight, Velite, Ranger, Samurai, Wanderer	Dedicated tanking across different elements and modifiers
Crit DPS	Geomancer, Warlock, Spell Knight	Maximum damage output for Reaper, Steamroller, and other fast-kill situations
General DPS / Elemental Coverage	Archmage, Druid, Geomancer, Warlock	Reliable DPS while covering different elemental barriers
Anti-Adamantine	Dancer, Spell Knight, Chronomancer	Specialized force for breaking through gatekeeper floors

Some heroes appear in more than one category because their role depends on the build.

Ideally, a developed Tomb roster should include at least one of nearly every hero listed above, although some overlap is possible—for example, you may not need both a Druid and a Wanderer.

The following sections cover the recommended setups and examples of my actual builds.

2.2 Champions

2.2.1 Ashley

Ashley is the most important Tomb Champion and my default for most teams. Her large Attack and Defense bonuses make her the standard choice around which many compositions are built.

For Aura Song, I generally use Aura of Inspiration as the default.

2.2.2 Argon

When it is difficult to meet a Light elemental barrier with Ashley, Argon is a strong alternative.

2.2.3 Malady

Malady is useful when reaching the required Evasion cap is difficult, providing an additional 15% Evasion to the party—particularly valuable against Evasion-reduction modifiers.

2.3 Tanks

2.3.1 General Tank Building

Because enemies hit extremely hard in Tomb, Evasion is especially important.

Several Tomb modifiers directly reduce Evasion:

- **Hawk Eye:** -20% Evasion
- **Sniper:** -30% Evasion
- **Rat Catcher:** -15% Evasion for Rogues, along with increased Threat

The key Evasion targets are therefore 95%, 115%, and 125%.

Preparing multiple tank versions—or multiple equipment sets for the same tank—around these targets is often worthwhile. Several fully Transcended items are particularly useful for reaching these Evasion targets:

- **Torc of Peace** — Necklace, +10% Evasion
- **Obsidian Lava Cake** — Dessert, +8% Evasion
- **Mantle of Splendor** — Cloak, +12% Evasion

Once the target is reached, I generally use one Titan spirit and fill the remaining slots with Krampus to maximize Threat. These principles apply to both Warrior and Rogue tanks; the main difference is the recommended skill set.

2.3.2 Warrior Tanks

Chieftain (Fire) / Death Knight (Dark) / Ranger (Air) / Samurai (Water)

The following skill set is my preferred general-purpose setup.



A higher-HP variation can also be useful.



Below are examples of tanks built using this approach.



2.3.3 Velite (Light)

The following skill set is my preferred general-purpose setup for Velite. S1 can be changed depending on the situation or desired stat balance.



2.3.4 Wanderer (Earth)

Wanderer follows the same general tank-building principles, but has a 3% higher Evasion cap. Its corresponding Evasion targets are therefore: 98% / 118% / 128%



2.4 Crit DPS

Geomancer / Warlock / Spell Knight

These are classic glass-cannon builds focused heavily on Critical Hit Chance and Critical Hit Damage. Because they also have high displayed Power, many players will already have several built for Dragon Invasion. There is no Tomb-specific skill setup required. You can generally keep the full offensive build and simply add some survivability through gear as needed.

Geomancer, Warlock, and Spell Knight have particularly high damage potential. Mixing these classes also helps with elemental coverage and Nullifier.

2.5 General DPS / Elemental Coverage

Archmage (Fire) / Druid (Earth) / Geomancer (Water) / Warlock (Dark)

These heroes mainly fill gaps in elemental coverage. One of each is generally enough.

They are lower priority than tanks, Crit DPS, and specialized heroes. For versatility, I generally recommend flat-damage builds that can perform consistently across different situations.

Here is one example of Warlock:



2.6 Anti-Adamantine Team

Adamantine reduces Critical Hit Chance by 70%, making conventional Crit DPS extremely unreliable and greatly reducing the chance of clearing through favorable RNG.

There are two main ways around it: Dancers and Kiku-Ichimonji users.

2.6.1 Dancer

Dancers guarantee a critical hit after successfully evading an attack, and this guaranteed crit is not affected by Adamantine. This allows them to function as both a tank and a reliable damage dealer against Adamantine.

Dancers are also exceptionally strong against Titanic / Absolute Unit, making at least one well-built Dancer essential for deep Tomb progression.

Recommended skills:



Multiple Dancer versions built around different Evasion targets are also worth considering.

A more defensive skill variant is particularly strong against Titanic / Absolute Unit.



2.6.2 Kiku-Ichimonji Users

Spell Knight / Chronomancer

Kiku-Ichimonji fixes Critical Hit Chance at 20%, bypassing Adamantine. Spell Knights and Chronomancers are particularly strong users.



Spell Knight is a strong Kiku-Ichimonji user. Its multi-element flexibility makes it easy to fit into different teams, and it does not rely on Evasion.

Recommended skills:



Chronomancer fills a similar role, but Time Rewind adds Attack and Defense buffs and effectively grants another attempt from the same Lantern.

When you would otherwise use two Spell Knights, replacing one with a Chronomancer—when the element allows it—effectively gives you two chances to clear the floor.

Recommended skills:



3. Modifiers & Team Building

3.1 Core Principles

The defining feature of Tomb is its modifiers: different modifiers create different problems, so the optimal solution changes accordingly.

Combined with elemental barriers, this means no single team or build can optimally handle everything.

Even a fully developed roster may require equipment and spirit adjustments from floor to floor.

Difficulty is also highly uneven. Certain combinations create gatekeeper floors—especially Reaper and Adamantine—and clearing them often determines how far you can push.

The goal is not simply to build the strongest heroes, but to have the right answer for each problem.

3.2 Key Modifiers & Strategies

A few modifiers have an especially large impact on team selection and setup.

3.2.1 Reaper

Reaper gives enemies +300% Critical Hit Chance and +250% Critical Hit Damage, along with minor HP and regeneration penalties to heroes.

These critical hits are often lethal even to high-HP heroes. They do not literally ignore DEF, but damage at this level makes DEF far less effective, leaving Evasion as the most reliable defense.

Tanks should therefore reach the required Evasion cap, while DPS should either stay safe behind a large Threat gap or carry enough Evasion of their own.

Because even a strong tank cannot survive indefinitely, high damage is essential. Moderate defensive investment on DPS often adds little if a critical hit will still kill them.

Practical starting point:

Tank + 2 Crit DPS + Ashley

Use a tank of the required element at the relevant Evasion breakpoint. Two Crit Spell Knights are especially convenient when their multi-element coverage fits the barrier.

3.2.2 Adamantine

If Adamantine is also present, switch the damage core to the Anti-Adamantine options described above.

Practical starting point:

Tank + 2 Kiku-Ichimonji Spell Knights + Ashley

Nullifier can block either Anti-Adamantine route, but not both at once: if it blocks Spell Knights, use the Air-element Dancer/Chronomancer route; if it blocks that route, use Spell Knights.

Adamantine often acts as a gatekeeper, which is why a dedicated Anti-Adamantine setup is so important for high-floor progression.

3.2.3 Steamroller

Steamroller increases enemy Attack by 10% every turn.

This creates a time limit: if the enemy is not killed quickly, its damage becomes overwhelming.

Like Reaper, Steamroller generally favors high damage and a fast kill, although other modifiers can change the optimal setup.

Start with the same high-damage structure as a Reaper floor, then adjust for the other major modifier.

3.2.4 Titanic

This modifier gives enemies +200% AoE chance and +100% AoE damage.

Frequent AoE attacks undermine conventional tanking: a tank cannot draw attacks away when the entire party is being hit.

AoE attacks cannot critically hit, however, making DEF much more effective than against Reaper. DPS therefore need enough DEF—or Evasion—to survive the AoE.

A dedicated tank has less value here, and on some floors replacing it with another DPS is better.

Practical starting point:

Element-Matching Champion + 2 Defensive Dancers + General DPS

The Titanic-oriented Dancer variant shown earlier is particularly strong here. If Steamroller is also present, a higher-damage Dancer build is often preferable.

When Reaper and Titanic appear together, the two modifiers partially counteract each other: Titanic's frequent AoE attacks reduce the number of regular attacks, limiting Reaper's impact. In this combination, prioritize Titanic.

3.2.5 Threat-Related Modifiers

Threat modifiers can weaken or strengthen tanking by changing attack distribution. Hates Spellcasters multiplies Spellcaster Threat by 4, while Hates Rogues multiplies Rogue Threat by 3.

Against Hates Spellcasters, for example, you may need more tank Threat to keep attacks away from Spellcaster DPS.

They can also change which tank is best. On an Air floor, for example, Hates Rogues can dramatically improve a Dancer tank by increasing its Threat.

3.3 Elements and Barriers

Modifiers determine what kind of team you need; elemental barriers determine which heroes can fill those roles.

For example, Reaper may require a max-Evasion tank, while the barrier determines whether that tank should be a Chieftain, Death Knight, Velite, Ranger, or another option.

Solve the main modifier problem first, then meet the barrier with the appropriate heroes.

4. Final Tips

Don't trust the quest face alone. Run the fight at least once and watch the full battle: who dies first, how they die, and whether it was simply bad RNG.

If the tank dies first, improve survivability: reach the Evasion cap first, then consider Tomb spirits.

If a DPS dies first, look at Threat and survivability: add Krampus spirits to the tank to increase its Threat, or a Tomb spirit to the DPS armor to improve survivability.

Make small adjustments, run it again, and repeat.