

Ee's Terrible, Horrible, No Good, Very Bad Iron Fate D4 Clear

Welcome to the guide. You're probably wondering - what makes this strat so bad if it could clear Iron Fate?

The answer is that this strat does **NOT** use:

- Def brains
- Def pet
- Evade on damage sponges (Oladus/Teith)
- 100% player block
- Dracus

If you have *at least two* of the above listed items, **you're already set up better for this d4 than I was**. Additionally, the more you have of the above items, the **less ancients you'll need**.

You actually don't really need Starweave for this at all, but I melted the Sigbiorn neck to roll more Orvar pieces. Oops.

Let's get into the kit.

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Damage Bonus:	10%
Health Bonus:	0%
Speed Bonus:	0%
Critical Chance:	10%
Critical Damage:	50%
Evade Chance:	11%
Block Chance:	82%
Life Steal:	0%
Damage Enrage:	1%
Deflect Chance:	0%
Absorb Chance:	0%
Damage Reduction:	25%
Dual Strike:	0%
Empower Chance:	13.4%

GEAR

TOTAL STATS: 24,076 (lightly over T15 max TS)

PLAYER TIER: T16

PRIMARY SET: Sigbiorn 4/4 (T16 TG)

MAINHAND: Boreas Battleaxe (T15 Abyss)

ANCIENTS: Starweave T15 max, Evolvium T14 max

MOUNT: Spomder (+3.5% Evade)

KEY STATS: Block 82%, Damage Reduction 25%, Empower 13.4%



Boreas Battleaxe (T15 Ignited Abyss)

The big gun. I only used the 4sp nuke. Barrier stops bleed on this MH because it's a secondary proc. Feed it with Boli rune.

I had some success with a T12 Cursed Calavera (T10 Netherworld), but at 19k ts it doesn't bring down Melica's health enough and she can cause a wipe due to lack of def brains in this strat. Calavera could work for the other bosses with a Dracus nuke on Melica.

Insane Overdrive	4	Deals air damage to the strongest enemy and self	780% (663-897%) / 156% (93.6%-218.4%)
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Sigbiorn (T16 TG Tank/Bait)

2/4: A good extort can trip up Melica and cause her to open the encounter with a 0sp heal weakest skill instead of her 0sp attack furthest.

3/4: The sustain turnaround is fast thanks to the **100% chance to shield self for 5% when hit** in the Sig 3/4. This can also empower to hit 10%, and it happens all the time.

4/4: The Sig 4/4 keeps the entire team shielded on its own during trash mob encounters.

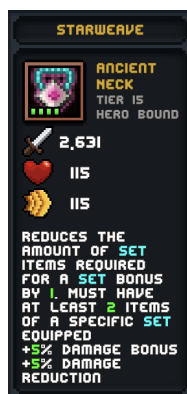


Evolvium (T14)

*I mainly used Evo to raise my Block. The extra extort is nice. If you have 100% block and def brains you can probably go without it. **Thorstein Band (T16 Raid)** would be a good replacement.*

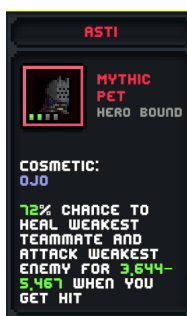
Vampirism: Occasional lifesaver with Kor Rune.

Extort: 2extort is nice and can more consistently bait Melica's 0sp heal weakest. It can also bring down Asunteng's health a good chunk if he spawns in the front.



Starweave (T15 maxed)

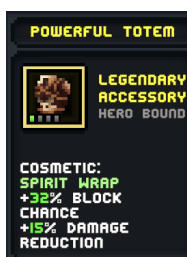
You probably don't need Starweave for this. It's all I had in the neck slot. The extra % damage and DR is nice but negligible if you incorporate empower and block.



Asti +2

I love Asti. He's cute, but Dwadin or Sqweeb might have been better. The only advantage that Asti has over a full defensive pet is the attack weakest, which is helpful to clear trash mobs. However, the boss fights happen so fast that an Asti hit becomes negligible.

If you have def brains I'd wager that B.75 would even work for this.



Powerful Totem +1

The only block accessory I had.



Spomder +4

I rarely used Spomder's hit furthest skill because I had Boreas Battleaxe. **100% replace Spomder with Dracus if you have him.**

RUNES

Relic Rune: Boli (**Mythic**)

30% chance to increase SP by 1 when hit.
Absolutely beefed. Battleaxe fuel.

Artifact Rune: Mayu (**Epic**)

It's what I had sitting around, lol.

Major Runes: Full Legendary Block

Meta Rune: Kor (**Mythic**)

Kor keeps you alive all the time and lets you stack Enrage on Thikad Mul. I direct crafted Kor specifically for this d4.

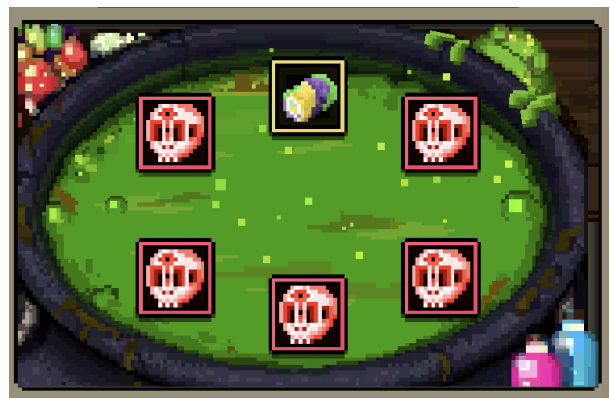


ENCHANTS

Generous x5 (2.5% Empower)

Every set bonus from Sigbiorn can be empowered.

In order to clear, you have to one-tap Melica with an empowered/enraged nuke before she has a chance to heal.



King Cake x1 (T16 Legendary Enchant)

+0.9% Empower

+1% Damage Enrage

This stupid little Legendary Enchant was key to my entire clear. Farm Enrage on Thikad Mul and Gobby, nuke Melica. It's tempting to use it on Asunteng, but he can be cleared without Enrage.

FAMILIARS

I used full offensive brains on the fams because I have no def brains. Not even epic ones.

Strongest: Itrolf X

Weakest: Glarzdos

2nd Weakest: Blinka

3rd Weakest: Player (Ee)

	[ZORØ] Ee	16,871	5,261	1,943	A	⬆	⬇	⬇	⬇
	Drazig	9,685	5,907	9,685		⬆	⬇	⬇	⬇
	Blinka	8,610	5,112	9,148		⬆	⬇	⬇	⬇
	Glarzdos	18,972	4,630	1,676		⬆	⬇	⬇	⬇
	Itrolf X	10,377	10,909	3,991		⬆	⬇	⬇	⬇

More on this in the boss section, but it's important for this clear that you have more health than Glarzdos and Blinka but less than Drazig and Itrolf. Asunteng will open by killing Glarz and Blinka immediately, at which point he becomes vulnerable to attack.

Drazig +5

Brain: 66% chance to attack strongest for x% per turn

Bone: While at full health, SP regen increased by x%

Chip: Skills that cost SP deal x% Damage



Pumps: x2 Empower, x1 Damage

Skill Usage: Drazig is very versatile in this dungeon. Use him to deal extra damage to bosses; otherwise use his target heal for sustain.

Blinka +5

Brain: 66% chance to attack team for x% per turn

Bone: While at full health, SP regen increased by x%

Chip: 10% heal power



Pumps: x1 Empower, x1 Speed

Skill Usage: Full sustain. Could be replaced with another Drazig. The spread shield is the heaviest hitter.

Glarzdos +5

Brain: 66% chance to attack closest for x% when you get hit

Bone: While below 25% health, heals received are 78% more effective

Chip: 10.2% Damage Reduction when all teammates alive

Pumps: x3 Damage Reduction

Skill Usage: 1sp Heal self, 1sp spread heal, 1sp target heal. Glarz is used here for full sustain, rarely using his target skill on trash mobs.



Itrolf X +5

Brain: 66% chance to attack random for x% when you get hit

Bone: 21.6% Redirect Chance

Chip: 10.2% Damage Reduction when all teammates alive

Pumps: x3 Block

Skill Usage: Mainly 0sp spread heal. Don't sleep on Itrolf's nuke! Use it to finish off Asunteng if Insane Overdrive (Boreas 4sp) doesn't hit as hard.



Notes:

I'd wager that any def brains on any of the fams would have made this run easier. With full off brains, Melica and Asunteng encounters last 1-2 turns before a wipe.

If you have def brains, Blinka could be replaced with another Drazig.

THE MOBS



Most trash mob encounters are a breeze, even with off brains on fams. A couple mobs to note:



Nerrocen will attack weakest and could potentially take out your bait. Eliminate him first in trash mob encounters. If he shows up in Melica's fight, use Drazig to take him out priority as Nerrocen can eliminate Glarzdos before he has a chance to save Itrolf.



Bhirkund's target skill defaults to attacking weakest, and he hits hard. Eliminate him first in trash mob encounters. If he shows up in Asunteng's fight, it's probably a wipe.



Primadur is somehow absolutely useless. If he shows up in any fight, the fight will be much easier. A Melica encounter with two Primadurs is an ideal situation to use a Super Potion.

THIKAD MUL - AKA THE PUSHOVER

This is the boss you want to tackle first. He will primarily use his 0sp Damage Closest skill, so keeping yourself in front and alive will fill in any gaps. The off brains will clear his entourage eventually; otherwise use Drazig to take them out.

Maintain your front sustain with Kor rune and keep stacking Damage Enrage from this guy. If your run has him as the first boss, you're off to a good start.



ASUNTENG - AKA THE WILDCARD

Fight as many trash mobs as possible before fighting Asunteng; this will help Itrolf build his **4sp nuke** which is a deciding factor in an Asunteng encounter.

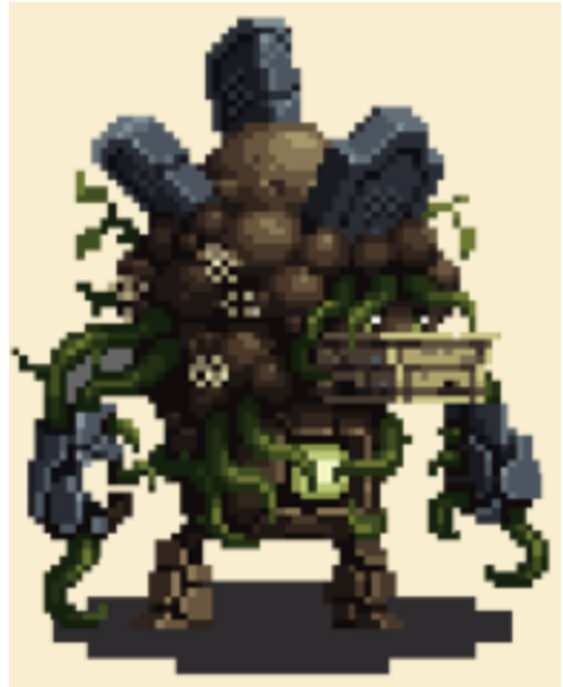
Asunteng opens with a **damage/root weakest**, and this will absolutely kill both Glarz and Blinka before you can get a turn in. That's just how it's gonna happen.

One turn in and with two fams down, now is the time to nuke Asunteng. **Insane Overdrive 4sp** from Boreas Battleaxe should take him out, and if not then **Itrolf's 4sp** nuke will finish him off. Drazig can tap in too.

Only revive Blinka and Glarz after Asunteng is dead, or he'll double kill them and prevent them from being revived.

If you're using my exact build and have no other source of enrage, **DO NOT** use enrage on Asunteng, as tempting as it may be. The only way to get back the enrage built up from fighting Thikad Mul is to fight a Gobby before fighting Melica.

Melica and Asunteng can be faced interchangeably, but in my experience it's better to fight Asunteng first as there's a chance he won't kill Glarz due to Itrolf's redirect.. Melica will 100% kill Glarz if given the chance.



THE MELICA BUILD



That's right, there's an entire separate build for Melica. Why? Because I hate Melica. I **HATE** Melica. And you will too.

Replaced Asti with Hurricane Cow/Prisby (attack strongest when you get hit).

Replaced Powerful Totem with Transcendence (+5% empower, +40% critical chance).

Replaced Major runes with full Legendary Empower.

The goal here is to obliterate Melica in one shot with an enraged, empowered critical nuke from Boreas Battleaxe. Any hits you take before the big nuke will damage her further.



Damage Bonus:	10%
Health Bonus:	0%
Speed Bonus:	0%
Critical Chance:	52%
Critical Damage:	50%
Evade Chance:	11%
Block Chance:	30%
Life Steal:	0%
Damage Enrage:	1%
Deflect Chance:	0%
Absorb Chance:	0%
Damage Reduction:	10%
Dual Strike:	5%
Empower Chance:	27.9%

MELICA - AKA THE WALKING WARCRIME

I hate Melica, dude. I hate Melica so much.

You can use Extort as an open to bait her into healing the weakest ally first, giving you an extra turn to figure things out.

However, 9 times out of 10 Melica will open the encounter with a **0sp Attack Furthest** that will obliterate your rear defense. That's Itrolf and Glarzdos.

When this happens, switch out Itrolf and Glarzdos so that Glarz is the furthest enemy.



Once Glarz is furthest, use Drazig to **target heal** Itrolf, then put Itrolf back in the back. **Spread shield** with Blinka and Glarz to get a bit more defense on Itrolf before Melica hits again. Glarz at full shields can take exactly ONE hit from Melica before going down.

There will be one or two turns with full shields. Use this time to attack Melica's life points directly with Drazig, Itrolf, and Glarz target skills.

Finally, it's your turn. Use full enrage to hit Melica with the **Boreas 4sp** and pray for an empowered crit. With this setup and good RNG you should one-tap her. Anything less and she'll heal back to full in a single turn.

If Melica goes down, it doesn't matter who's left in your team. Sigbiorn can solo the remaining mobs. Revive everyone and ideally go for a victory lap clearing trash mobs.

CONCLUSION

There are so many areas where this clear strat could be improved. Obviously, having **ANY DEFENSIVE BRAINS WHATSOEVER** would increase the sustain potential and make the clear easier. At a certain point this clear became about finishing the d4 in the worst way possible to make room for improvements.

GEAR:

Sigbiorn was a very solid set for this clear, but the benefits of Sig could easily be acquired with a def pet and def brains. Extort is the only nice thing that you'd lose by changing the primary set, but more sustain would mean a higher survival rate and battles lasting longer than 2 turns. I can see this clear being done with **Perkunas** and **Thorstein Band** (T16 Raid) with **Thorstein Mail** (T16 Abyss) for enrage.

Dwadin or Sqweeb would also increase survivability.

Using Cursed Calavera in place of Boreas Battleaxe would do fine for Thikad Mul and Asunteng, but you'd need a nuke from **Dracus** to take down Melica fast enough. Perk with Starweave and Cursed Calavera could clear this in T15.

Evolvium can be replaced with Thorstein Band.

I strongly believe this D4 can be done without ancients since neither Starweave or Evolvium contributed much to the vital stats I used, so give it a try.

FAMILIARS:

Once again, **I HAVE NO DEF BRAINS**. If you're gonna attempt this strategy, get some def brains. Each boss fight lasts about 1-2 turns without them.

Having Oladus and Teith would make Asunteng and Melica's boss fights easier respectively, as both Glarzdos and Itrolf are still taking damage on the first turns. Evade procs would negate this and give you more time to deal damage.

That's the clear. Good luck, have fun, stay vigilant.

-Ee

