

# T16d4 in tier - Soul/Heart of Escarium

Attempts needed: ~11k energy  
Mental damage: moderate to high

**Chapter 1:** My Setup

**Chapter 2:** Tips for the run

**Chapter 3:** Some recommendations to make this easier



## 1 My Setup

### 1.1 Player

I've finally beaten this goddamn dungeon with **28260 TS**. (Dracus +5; rest full t16).

#### Trash mob gear:



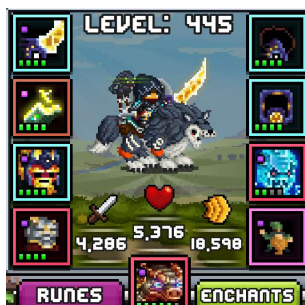
Offhand: Thorstein shield (t16 titans); essential  
Body: Ultimatum (Idol Expedition Astamus Portal) 2% DS, 0,5% Quad-Strike; optional

Runes: Triangle up: myth Mull (6.25 % to reduce target health by 10% when you hit)  
Triangle down: myth Othale (10% emp when you are full health)  
Meta: myth Berthro (While above 75% health gain 15% dmg)  
Major: 1 leg emp, 3 leg team dmg enrage



Enchants: Full emp with one split ds and emp

#### Boss Gear:

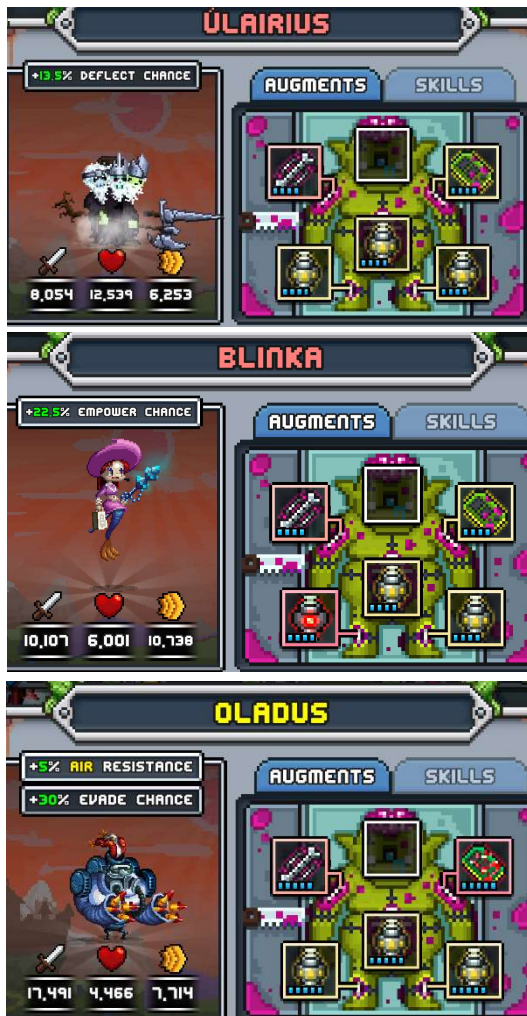


Offhand: Codex – Offensive (+35% combustion dmg + skill)



Runes: Major: 2 leg emp, leg ds, leg speed

## 1.2 Fams



Bone: epic redirect (13%)  
Chip: leg dmg reduction when all team are alive (9%)  
Pumps: 3 leg deflect (13,5% total)

Bone: epic while at full health gain sp regen (13%)  
Chip: leg heal power (10,5%)  
Pumps: 2 leg emp, myth emp (2\*10% + 12,5%)

Bone: epic Dmg reduction on first hit from an enemy (18%)  
Chip: myth evade chance (15%); sp regen decreased (20%)  
Pumps: 3 leg evade (31,2% total)

## 2 The Run

### 2.1 Trash waves

The first wave is one of the hardest parts in this dungeon. Bad rng with too many hit weakest mobs just too much dmg on my primary ula cripples a run. I would usually restart rather than revive on first wave to preserve my major res potions.

My starting composition for trash waves:

**Ula-Oladus-Blinka-Me-Ula**

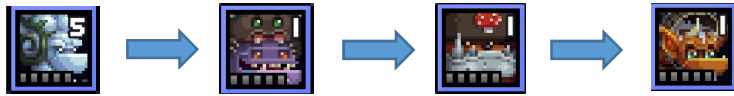
Priority fams should always be hit with your **1sp target: Fuming Flash**

Apart from that ive really only ever used my **0sp: Red Pierce** and in some rare cases where a priority fam is in first slot I would butcher them with my **3sp: 1 Flash Barbeque**.

If its manageable you could leave 1 or high dmg fams alive to stack some enrage quickly but this is very risky and I personally didn't do this very often.

First thing to check is the amount of hit weakest fams. Your Oladus should be able to handle 1 of them but 2 can be too much oftentimes.

The priority list here is:



Next thing to check is the amount of dmg mobs. Having a stack of 3 or more of one of these is gonna hurt bad:



In this case try to focus these first.



Having these as survivors is a freeby to stack up sp and shields. When these 2 together are the last mobs maybe try to target the Grunturgh first in order for Blinka to not get chipped too much.

## 2.2 Bosses

The most optimal fighting order for this dungeon is:

2 trash waves → 1 Boss → 2 trash waves → etc.

For every Boss you should enrage on the first hit and maybe have a kind conversation with RNGesus.

### Baga Baya



Should be 1<sup>st</sup> or 2<sup>nd</sup> Boss. First slot is a must here since I've never managed to kill this thing with my mount skill.

### Ula-Ula-Blinka-Me-Oladus

Pray for some early deflects and maybe revive one Ula and then try to 1 shot it with your **3sp: 1 Flash Barbeque**. If it's not lying in his moldy grave by then kick it again with your **1sp target: Fuming Flash**.



### Calaverag

Should be 1<sup>st</sup> or 2<sup>nd</sup> Boss. First slot is good but not a must since it happens rarely.

### Oladus-Blinka-Me-Ula-Ula

Hope that Oladus survives with his evades in first slot and some lucky deflects from your back Ula's. I have killed it with my **mount skill** but be careful here, bc at  $\frac{3}{4}$  health it might be below the trash tanks health. If you can't Mount skill here repeatedly use your **1sp target: Fuming Flash**.

## Haefest



Should be the last Boss. Be sure to check for any leftover trash waves before fighting it.

### **Ula-Ula-Blina-Me-Oladus**

Same procedure as always: Pray for deflect RNG, revive your Ula's and fry him with either your **3sp: 1 Flash Barbeque** if he's in first slot or spam your **1sp target: Fuming Flash**.

## **3 Recommendations**

The first big thing is the Orvar Mainhand from t16 Titans wb.



Its **2sp Revive: Piercing Defibrillator** has 2 charges and can bring back a fallen teammate after a big battle. I've only ever used it after my 1<sup>st</sup> or 2<sup>nd</sup> Boss to bring back an Ula and with it save me potion charge. For the revive I would use my usual

**Trash Mob Loadout** and swap the mainhands.

In the trash wave you first want to eliminate any menaces to your freshly revived Ula by spamming the **1sp: Sparking Arrow**. This targets the weakest (most dangerous) mobs and then you only have a tank left to resurrect and heal you Ula. The **1sp: Cleansing Shock** can heal surprisingly much btw.

The next thing would of course be a **better deflect tank**. Ula oftentimes just doesn't cut it and can easily die even on trash waves. The big 4 leg deflect tanks with 18% deflect are: **Gello** (Jelly Invasion), **NosStorVo** (Jammie Expedition), **Fati** (Inferno Expedition), **Demeter** (Titans wb).

I have listed them in terms of usefulness and cost inside and outside of this d4.

## **4 GL!**

I strongly recommend not trying it with anything less than this. I did and I failed miserably resulting in this high amount of tries. Getting used to this dungeon and knowing what to prioritize and when really does help so don't be discouraged by the constant RNG shit that's happening.

I'd like to mention **PocketApple's** video of his t16 intier clear which initially motivated me to even try this d4 as a F2P and gave me lots of the ideas used for the clear.

His video: <https://www.youtube.com/watch?v=F8p5Q60Yzw0>

Thanks for listening to my presentation and greetings to you for trying this d4 and to my lovely guild members from **DARK** (and Barlooooooooooww)!



~ Fr3sTy7