

Uzum's VIP (T18 D4) Mostly Solo Guide

Created by : JD

Gear that i used to clear :

- T19 Clover (Maxed)
- T19 Soul of Escarium (Maxed) (set to combustion)
- T19 4/4 Witchum set (Maxed)

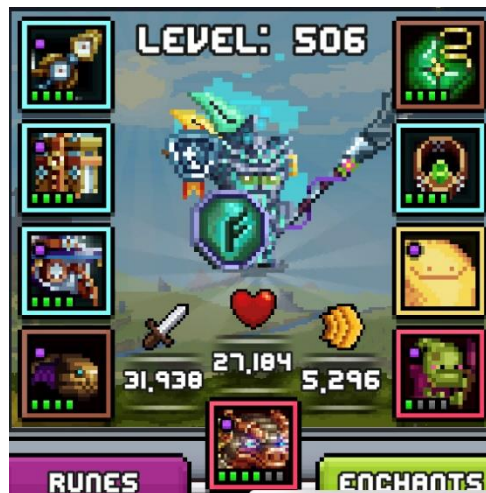
Accessory, Mount and Pet :

- Honor Cloud Accessory (10% evade, 30% crit chance)
- Sqweeb Pet (71% chance to heal lowest health teammate for % and shield self for % when you get hit)
- Dracus Mount (Deals % damage to strongest enemy) (2SP)

Note: the honor cloud accessory was to help hit 75% evade and give a slight chance of crit chance.

Sqweeb will be very important in this guide if you want to do the method that I had done. He will be the best defense pet for solo

The stat distribution of all your gear should be 3 pieces into power, 3 pieces into stamina. When clearing the dungeon, I had my stats as (31,938) (27,184) (5,294) 64.4k TS in total, as seen in the image below:



Bonus Stats: 75% Evade (Required), 40% crit chance



| INFO | |
|------------------|--------|
| Power: | 31,938 |
| Stamina: | 27,184 |
| Agility: | 5,296 |
| Total Stats: | 64,418 |
| Damage Bonus: | 10% |
| Health Bonus: | 0% |
| Speed Bonus: | 0% |
| Critical Chance: | 40% |
| Critical Damage: | 50% |
| Evade Chance: | 75.8% |
| Block Chance: | 0% |
| Life Steal: | 0% |
| Damage Enrage: | 0% |

Runes Used:

- **Boli Rune:** 25% chance when you get hit to increase your SP by 1
- **Dej Rune:** 3% evade, 2.5% evade, (2) 2% evade (9.5% evade in total)
- **Kor Rune:** While below 25% health, heals received are 125% more effective (**Required**)
- **Mayu Rune:** While at full health, damage increased by 10%



Enchants Used:

- **Hateful:** 2.5% evade (4)
- **Magma Lamp:** 1% evade (2)

Total evade: 12%



Team used:

Ulairius (+5 – Fully stabled)

Flunder (+0 – Unstabled)

| | | | | | |
|---|----------------|--------|--------|--------|--|
|  | [Core] JDizzle | 31,938 | 27,184 | 5,296 |     |
|  | Flunder | 36,460 | 13,721 | 4,573 |    |
|  | Ulairius | 18,359 | 28,582 | 14,255 |    |
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|  | Ulairius | 18,359 | 28,582 | 14,255 |    |

Augments used on Ulairius :

- **Brain:** 55% chance to attack enemy team for % when you get hit
- **Bone:** 18% Redirect Chance
- **Chip:** Gain 8.5% damage reduction while all teammates are alive
- **Pumps:** 4.5% deflect chance (x3) (13.5% deflect in pumps) (27% deflect in total)

(Flunder had no augments)



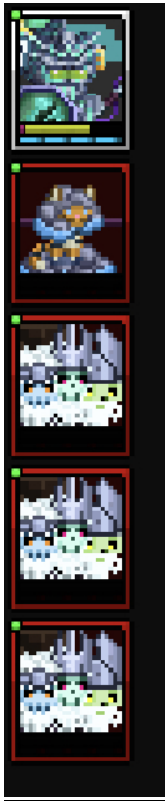
Basics of the run:

*-When you enter the dungeon, try to face trash mobs until you come in or out the only one alive. If not, then keep facing trash mobs until you're solo. **It was much easier for me to beat the mobs as solo***

-If you have a boss first encounter of the dungeon, do the method that I have said for certain bosses and hope to come out alive so you can defeat the rest of the dungeon

-When facing the mobs, you will mostly spam your 0sp skill to bleed the front enemy. Most of the time it will be a tank or a bait who constantly heals/shields. Hopefully your Escarium will proc and combust any DPS or other type of enemies in the back

*-Make sure to **NOT** revive or heal any of your familiars until you reach the boss (Thanates). If you have, i recommend restarting the d4. **You will 100% want to be able to revive your fams to 100% when facing him***



Bosses defeated in order and what to do:

Thanates: Before entering the boss fight, you will want to make sure everyone is **100% healed or revived before proceeding**. Then, move Flunder in the back. When entering, Flunder will deflect the first hit of the enemy team, it being a hard-hitting skill by Thanates. After that, you have to pray that Ulairius will be able to survive and redirect long enough to deflect all the damage incoming from the boss. Once the boss is down, just spam 0sp bleed until everyone is dead (if not already)

Thebes: When fighting this boss, you will just want to spam the 0sp bleed skill. He is most of the time going to be the guy in the front. If not, kill the trash mobs in front of him and then proceed to spam 0sp bleed skill. The mobs behind him should die easily to your Escarium procs unless it is a tank. **Thebes was the easiest boss to deal with**

Aeololo: When entering the fight, you will have to hope that he does not kill you in his first turn. If you survived and the boss has died from your escarium procs, kill the rest of the mobs by spamming the 0sp skill to finish the fight. If the boss is not dead by the start of your turn, you will want to use your mount skill (atk strongest enemy) to fully kill him. **If there is a tank on the team, the mount nuke will not go towards the boss.** make sure before using this skill that there is no tank, or if there was make sure he's dead before using the skill. This boss can be a bit tricky to beat, as sometimes he will be fully killing you in his first turn. or you will survive but attempt to use your mount strike and die. **It all depends on RNG!**

This D4 was definitely one of the most annoying and frustrating ones to beat. As RNG likes to troll a lot with how the bosses or even trash mobs will act during the run. It took me a ton of tries, days and weeks to beat the dungeon, but in the end I beat the d4, and you can too! I believe in you!

I wish you the best of luck pal!

