

W3-4TY GUIDE

By Adhesive81

Credits to JoeBu, BillyIdol and ZombieSlayer13

This is how I beat T19D4. Build does not differ much from ZombieSlayer13's guide, but with the help from JoeBu's suggestion of using a rather unknown epic fusion fam for deflects, I manage to beat this dungeon at a rather low level (level 580). Keep in mind gear requirements is still pretty steep and you would need a speedy mount. You should have as low attack as possible, but still ideally hit 60k speed. Hope this guide will help someone else someday. Good luck on your quest for W3-4ty!



GEAR

All gear T19 and maxed.

Evolvium - 5% empower chance
5% speed
Purification 20
Revitalize 10

Firium - Combust



RUNES & ENCHANTS

Dual Strike and Empower.
Kor meta rune.
Bonik relic rune.
Mayu artifact rune.



TEAM

Bleeximum +5
Flunder +0
Lady Sparkin +2
<You're here>
Flunder +0

Flunder is an epic fusion from Mallowdale raid and it takes 2 Flitty and 200 Dewdrops to make 2. It has a guaranteed deflect on first hit per battle. This is a suggestion by JoeBu and works amazingly good.

AUGMENTS

Bleeximum -

3x Block pumps

First attack on deals reduces damage bone

Gain damage reduction while all teammates are alive chip

Lady Sparkin -

3x Speed pumps

While at full health SP regen increased bone

Gain damage reduction while shielded chip

Flunder -

3x Deflect pumps

First attack on deals reduces damage bone

Gain damage reduction while all teammates are alive chip

WASHI

Make sure you have Bleeximum on spot 1.

You'd want to keep everyone's health above 30% and cleanse all shocks Washi does to you so, build up your SP with Sparkin's Enhancement (1SP) and keep spamming Tutela deorum (6SP) the whole battle. Right before Washi reaches 2sp move Flunders up to spot 1 and 2.

If Washi uses his "shock 2 closest enemies" then keep rotating Bleex and Flunders around to keep them alive. If not then just let them stay in front until they each hit a deflect.

This was the only boss I had to use pots on fms and you will be OK if you need to also.



ROBOSAWA

Move both Flunders upfront. You need both Flunders to deflect "bleed" from Robo's 1sp attack.

This is a survival battle. You'd want to hit Robo as little as you can, because his brain does a huge amount of damage when you hit him and can wipe out your team pretty fast.

I kept spamming Tutela deorum (6SP) until all trash and Robosawa was down to red health bar.

By that time my entire team was down with only me left. I then started with the below rotation

1. Build up SP and use Tutela deorum (6SP) to build shields.

2. Nuke him with Obliterationum (5SP).

Then back to rotation 1. to build shields, cleanse before going to rotation 2. and so on.



DR EDIBLEGH

Even if the Dr looks a bit funny, he is no joke.

He only attacks weakest and that would be us, so you can't rely on deflect and would need to be fully shielded up when you face him.

Here I kept Bleeximum in front the whole battle just to protect my Flunders.

1. Build up your SP with Sparkin's Enhancement (1SP) and spam Tutela deorum (6SP) until trash is dead.

2. Once you are left with only Dr, you can use Sparkin's Protection on your hero and then nuke him with Obliteratium (5SP).

Then back to rotation 1. to build shields and cleanse before going to rotation 2. and so on.



TRASH

Unless you stumble upon a full team of DPS, you should take down these trash mobs pretty easily.

Build SP and keep spamming Tutela deorum (6SP) to build shields. I had no issues soloing these battles.

NOTES

Ideally you want to find Dr Ediblegh first, then Washi before Robosawa last. It wouldn't hurt building shields between the boss battles, but on my winning run I did not have the luxury to build shields between Washi and Robosawa. You would most definitely need to shield before facing Dr Ediblegh.