



## W3-4ty D4 in-tier guide

by: CG38

### 1. Gear used:



Mainhand: Spear of Escarium (Tier 19)

Offhand: Thorstein Guard (Tier 18)

Head: Firium Helmet **FREEZE** (Tier 19)

Body: Exothermic Jacket (Tier 17)

Neck: Uxo Lace (Tier 19)

Ring: Evolvium (+5% speed, +5% dual strike, +20% purification, the last bonus doesn't matter) (tier 18)

Mount: Legendary mount: 0% power, 0% stamina, 100% agility, mount bonus: 3.75% dual strike (epic agility mount should be fine)

Accessory: Knight Flag: 12% speed.

Runes: 1 Dual Strike and 3 Speed Bonus

Enchants: Full Dual Strike

My turnrate was 552k, but you can easily improve this number by just uptiering what I used, and use a better speed bonus accessory.

Mainly you want to have over 462k turnrate so you can be as fast or faster than Dr. Ediblegh.

## 2. Team format and Familiars used:

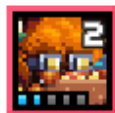
	<b>Kimusaba</b>	20,933	28,204	9,499				
	<b>Kimusaba</b>	20,933	28,204	9,499				
	<b>Kzulum</b>	21,893	10,171	29,955				
	<b>Kzulum</b>	21,893	10,171	29,955				
	<b>Landy</b> C638	1,555	3,081	51,635				



**DPS: 2 +5 Kzulum**

Augments used:

- Pumps: all dual strike
- Chip: Skills that cost SP deal X% increased damage
- Bone: While above 75% health, gain X% more damage



**TANK: 2 +2 Kimusabas**

Augments used:

- Pumps: all barrier
- Chip: Gain x% block chance (I didn't have anything else better, you should use damage reduction with any condition)
- Bone: X% Redirect chance

### 3. In battle:

#### 3.1: Your team:

1. **The player:** As the speedbait, you'll need to manage a lot of stuff:

Main priority is to protect your team with the **2sp skill: "Rejuvenate"** in this order: Yourself, then your Kimusaba's, then your Kzulums's. Each time someone/multiple people get hit, **you immediately reuse the 2sp skill: "Rejuvenate" on them (based on the prioritization/order said earlier) before doing anything else.**

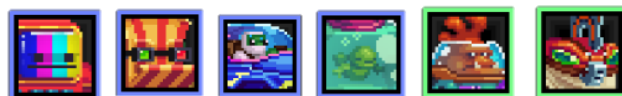
If your entire team is protected, use the **2sp skill: Acceleratus** on your Kzulums until they both get to 3-4 sp.

If your Kzulums have 3-4 sp and your entire team is protected, use the **6sp skill: "Insania"** equally on each Kzulum as many times as you can.

2. **Kimusaba:** He's usefulness only comes from his barrier. Just use his **0sp skill: "Acid Fumes"** and **1sp skill: "Armorwind"**.

3. **Kzulum:** He's the DPS, and the main reason I felt that this D4 in-tier is easy, because his single target is amazing.

Your killing priority with him will be: DPS and Support mobs, then Tank mobs, and then the bosses for the easiest path to victory, which I'll talk about below.



#### 3.2: Dps and Support mobs:

With your Kzulum you'll use the **2sp skill "Scorching Rave"** (with **enrage + fury** if you have) and kill them in this order: ColorTeeBee, Moozy, Clonatronix9000, Maxmax, Gotapatents, Krablam.

These mobs aren't "hard", but left ignored, they'll poke at your protected teammates, which can lead to wasting time protecting when you could do something else, or your fams or you being killed by bigger attacks.

Also if there's a full army of them, use Kzulum's **3sp skill: "God of the Heat"** (with **enrage + fury** if you have).



### 3.3: Tank mobs:

You can kill Pizzananax, Captain Babosha, and Chook in what order you like.

If the tank is:

- In front of the boss: Use Kzulum's **3sp skill: "God of the Heat"** (with **enrage and fury** if you have)
- Behind the boss: Use Kzulum's **2sp skill "Scorching Rave"** (with **enrage and fury** if you have)

### 3.4: The bosses:



#### 1. Robosawa:

Once you kill all mobs, you'll use Kzulum's **2sp skill: "Melting Rage"** (with **enrage and fury** if you have)

(don't confuse it with Scorching Rave), because it only hits ONCE, making sure that your Kimusaba's don't die stupidly from Robosawa's "attack strongest when you get hit" brain.



#### 2. Dr Ediblegh:

Once you kill all mobs, use Kzulum's **3sp skill: "God of the Heat"** (with **enrage and fury** if you have) to nuke him out for good.



#### 3. Washi:

This boss is the only trouble in this d4, and despite protection, he can still kill your Kimusabas. When Washi hits your Kimusabas or you, protect with the **2sp skill: "Rejuvenate"**, and use the **5sp skill: "Iram Purgationem"** to cleanse and after making sure no shock stacks are on your team and everyone is

protected, you can give sp and fury + enrage on your Kzulum's.

Once the mobs are killed, use Kzulum's **3sp skill: "God of the Heat"** (with **enrage and fury** if you have) to kill Washi asap.

If you still have both or 1 Kimusaba still alive after this fight, your victory for the rest of the fights is assured.

If both your Kimusaba's are dead with no chance at revival and Washi is still alive or there are more battles after this one, restart the entire run.

Hope this guide helps you with this D4, and I wish you good luck getting that sweet and juicy W3-4ty.

Signed: CG38