

## Guide to Sacramentum Clear (Skyent and Flamium)

By Ember

Special thanks to BillyIdol, Blanquiito, SuprPurplPan123, and Fyra

Screenshots taken by BillyIdol

First clear with build by Blanquiito

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### **Gear used:**

- T20 Skyent Soul (T20 Notorious Beef)
- T19+ Clover / T20 Gomoloid Jewel (T20 Notorious Beef)
- T17+ Exothermic Jacket (Required)
- T19+ "Give 2 SP to team" Flamium
- Full T20 gear for max ts on familiars
- Gael Meta rune (increased SP regeneration at full health)
- Speed runes and enchants

**Accessory used:** Divine Ward +3 (Allows me to gain multiple sp from skyent mh 1sp skill)

**Pet used:** Savage +1 on "per turn" (Enrage buildup for greater EMP damage)

Only 1 stat distribution with a very high turn rate was needed




- Billy's Stat Distribution: 3.6k / 3.6k / 81k (88.3k ts at 582,361 turn rate)



Your turn rate is:

582361

- *My Final Stat Distribution: 2.5k / 2.5k / 76.8k (81.8k ts at 733,668 turn rate)*

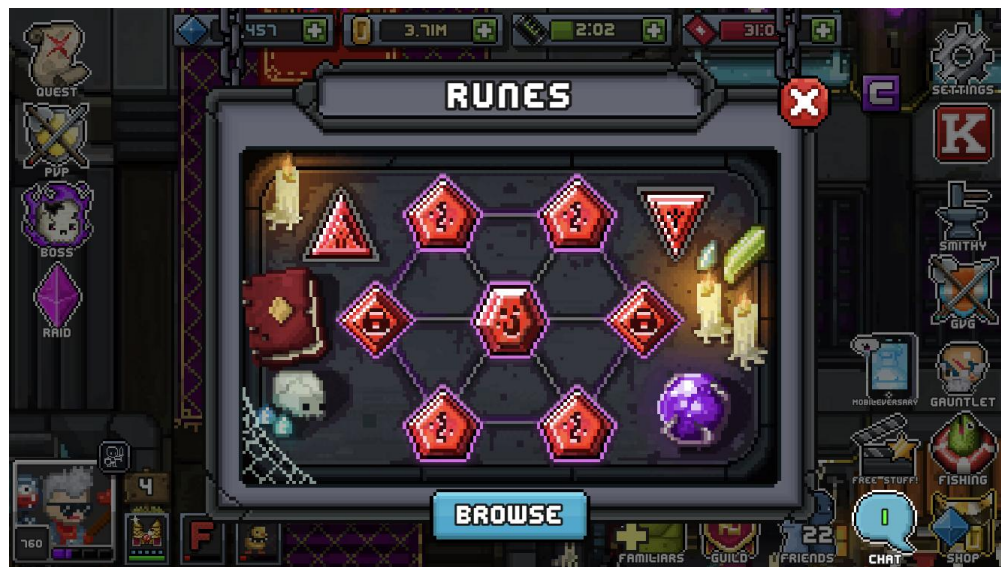
**Total:** 2,481  / 2,474  / 76,847   $\Sigma =$

**81,802**

**Turn Rate:** 733,668.06

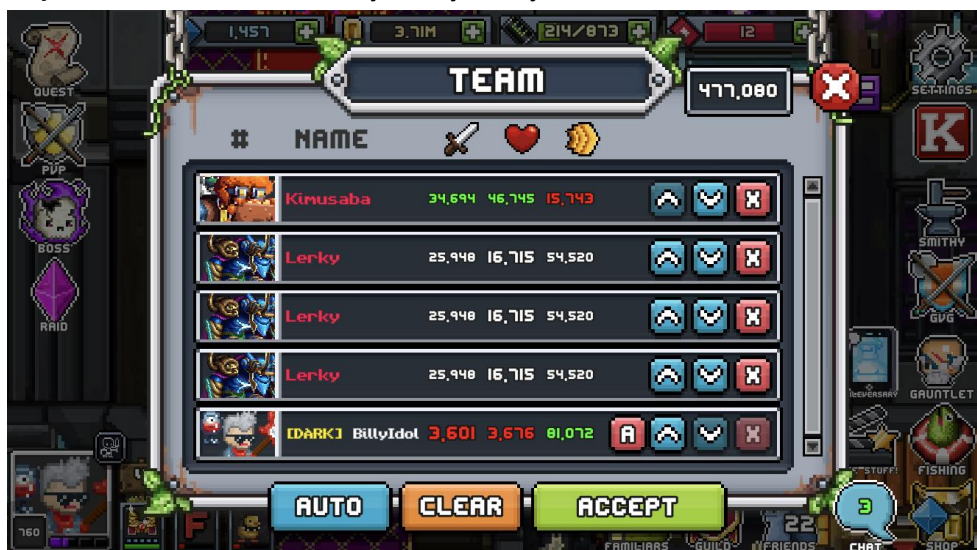
**Important Stats/Bonuses:** Multihits (dual strike, quad strike), additional speed bonus

- 4 myth speed runes were used to maximize turn rate



**Familiars used:**

- *Billy's Team:* Kimusaba Lerky Lerky Lerky You



- My Team: Bleeximum Lerky Sparkin McFuzzka You



Augments bolded in red are highly recommended to have

(+5) *Bleeximum/Kimusaba augments*: **Redirect bone**, **Spread heal and spread shield when you get hit brain**, Gain dr while all teammates are alive chip, **3 deflect pumps**

(+0) *Lady Sparkin augments*: Heals are more effective while below % bone, **Spread heal and spread shield per turn brain**, **Healing also produces shields chip**, **3 speed pumps**

(+5) *Lerky augments*: First attack has increased chance to empower bone, **Attack strongest enemy when you hit brain**, **Skills that cost sp deal increased damage chip**, **2 empower pumps**, **1 ds pump**

(+0) *Mcfuzzka augments*: First attack has increased chance to empower bone, Spread heal and spread shield when you get hit brain, **Skills that cost sp deal increased damage chip**, **3 empower pumps**

- Sparkin's fury added additional damage to Lerky and protection/sp when needed
- Lerky's final 3 skills (shock closest 3, target shock 3x, shock team) are essential skills
- I used Mcfuzzka to either grant large amounts of team fury for Lerky's skills, or nuke backline with the "bleed furthest 3x" skill. This was especially useful against Tomor, who can heal, and Davidator, who has a ton of health.
- Bleeximum/Kimusaba's barrier stopped multi-familiar hits (especially Espanior)
  - I recommend deflect since deflect does not cancel protection and it is not needed to reapply protection, unlike evade. Deflect is also great against Tomor's bleed

## Basics:

- Your main goal as the support is to spam protection as much as possible. The SP Flamium will supply Lerky with the SP so don't worry about giving them SP.
- If using sparkin, use protection when needed and spam fury when everyone is protected

- Bleeximum/Kimusaba is recommended to have for their barrier, which stops multi-hits like coloratrix's 1 sp attack team and Espanior's 0 sp attack closest, weakest, and strongest
- Trash enemies can be worse than the boss, especially when there are multiple of them
  - Coloratrix (shark), Leftrararu (knight with hammer), Sarbrin (bleed furthest)
- 3 trash enemies have attack team brains that cancel protection
  - Freh, Leftrararu, Coloratrix
- Team placement is very important. If you see that 2 enemies are attacking backline with bleed, swap places with your tank so they can take the hit and allow you to survive
- There is no ideal boss order
- Jacket is required

### **Dungeon Basics:**

- Start every encounter off using the 0 sp spread heal skill, then the 1 sp "gain 1 sp". skill. Start using the 2 sp protection skill on any familiar that enemies will hit (check enemy skills).
- Skyent's 3/4 cleanse is incredibly helpful when supporting your front tank against bleed (Tomor).
- Use Sparkin as a backup for protection, giving yourself SP, or for building up fury.
- Use Lerky's "shock team" when there are more than 4 enemies alive, and "shock closest 3" when there are only 3 enemies alive. Use "target shock 3x" when you want to attack a specific enemy, like a boss or one of the dps trash enemies
- If using Mcfuzzka, use fury team skill where there is no backline enemy you want to kill. Use the "bleed furthest 3x" skill to quickly kill and bleed out the backline enemy

*Davidator:* Start cycling sp to yourself and get SP Flamium going. If possible, enter the fight with max sp. As soon as you can, use 2 sp protection on yourself. This is mainly to protect against potential trash familiars that are with Davidator. Davidator's 0 sp skill attacks closest, so your front tank should be able to take some damage before needing protection. After protecting yourself, start looking to protect your lerkies next. Because Davidator has a 3 sp attack random nuke, get protection on your middle fams as soon as possible. Davidator should be easy, as he has no multi hit skills and no bleed.

- Davidator has a ton of health, which is multiplied greatly by the revive mechanic new to this D4. I recommend bringing a bleed fam like Mcfuzzka to make this fight quicker
- *STAT DISTRIBUTION:* 60,000 / 302,500 / 237,500 (*Turn Rate:* 368,776)



*Tomor*: Tomor can be deadly with his 1 sp “attack closest 3” skill if you fail to protect your front 2 lerkies. It is highly recommended you enter this fight with max sp to start. Start by using protection on your 2nd position lerky. Your front tank should be able to eat up Tomor’s 0 sp bleed skill. If sarbrin is present, use protection on yourself. Tomor’s 1 sp closest 3 skill has an auto weight of 20, so there is a good chance he will not use this skill on his 2nd turn. Use your 3rd protection on your 3rd position lerky, then on your front tank to regain some health. This fight is RNG dependent on what trash enemies you get.

- Tomor’s 2 sp skill heals the team for 180%. To circumvent these massive heal nukes, keep your front tank slightly damaged to draw the AI to use attacking skills in an attempt to kill the tank
- Deflect tanks work great against Tomor’s bleed
- *STAT DISTRIBUTION*: 170,000 / 145,000 / 287,500 (*Turn Rate*: 363,207)





STATS				
#	NAME	TEAM	DAMAGE DONE	
1	Lerky	My Team	9274918	
2	Lerky	My Team	6330293	
3	[DARK] Ember	My Team	4897837	
4	Tomor	Enemy	4689368	

STATS				
#	NAME	TEAM	HEALING DONE	
1	Tomor	Enemy	56968750	
2	Tukatuku	Enemy	13940539	
3	Mananan	Enemy	3087681	
4	Lerky	My Team	2048281	

*Espanior*: Espanior's 0 sp "attack closest, weakest, and strongest" skill will whittle down your front tank considerably when barrier or deflect is not activated. It is highly recommended you enter this fight with max sp to start. Start the fight by using protection on yourself. Use your 2nd protection on your front tank. Like Tomor, Espanior also has a 1 sp "attack closest 3" skill with

an auto weight of 20, so use protection on your front 2 lerkies at some point in the fight. Preferably do it near the start so you don't get blindsided when it happens. If your front tank is getting low on health, move them to the 2nd position and your lerkie to the 1st position. When Espanior uses its 0 sp or 1 sp skill, protection will heal your tank. Move your tank back to the 1st position afterwards. This fight is extremely RNG dependent on what trash enemies you get because of Espanior's multi hit skills.

- Espanior's brain does not cancel protection, unlike other brains. There is no need to protect your middle familiars when you see it activate
- Barrier is highly recommended to have because of Espanior
- *STAT DISTRIBUTION: 220,000 / 217,500 / 162,500 (Turn Rate: 166,257)*



**Important Bugs:** There are some bugs in this dungeon that you should be aware of before attempting any run

- Enemies dying on their first life to bleed will still have their turn after being revived. Normally, enemies lose their turn when they revive after you kill them.

- When the enemy dies to bleed and revives, everyone's turn rate bar will continuously fill up and reset until the turn rate bar of the revived enemy returns back to full. You will lose all your current sp after using a skill on your next turn. However, you can circumvent this by activating Flamium's expender or by using the 1 sp "gain sp" skill.
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### **Final Thoughts:**

Espanior is the toughest of the 3, but Tomor is not far behind. Your success in this D4 will be heavily dependent on what trash enemies you get. I have had many close runs fail because of Leftraru's attack team brain and "hit weakest" 3x combo, Coloratrix's attack team brain and "attack team" skill, and Sarbrin's bleed furthest skill (FYI bleed bypasses jacket!). Due to the focus required to pay attention to protection, each run took me anywhere from 10 minutes to an hour and a half. *You can also use the Aeneas mainhand/Spear of Escarium and T19 TG mythic neck instead of Skyent soul.*

**Good luck!**

