

T20D4 Guide (Spear & Lace)

By Special_Delivery

Credits to: Joebu and ZombieSlayer13

Gear:

- T19 Spear of Escarium*
- T21 Kolunus Pressure Shield
- T15 Flamium*
- T18 Exothermic Jacket*
- T19 Uxonium Lace*
- T21 Venturer Ring

Asterisked items are required!

Accessory used: Monarch's Command (+o)

Pet used: Crucru (+1) "when you get hit" (Pet doesn't matter)

Runes/Enchants: Doesn't matter

Stat Distribution: 1,960 / 1,930 / 64,120 (68,010 TS - 584,808 Turn rate)

I recommend a turn rate anywhere above 500,000.



Team Used:

Bleeximum, Bleeximum, Lerky, Lerky, You



Familiar Augments:

- Bleeximum (+5): Redirect bone, spread heal + shield when you get hit brain, gain dr when all teammates are alive chip, 3 damage reduction pumps
- Lerky (+3): Drain SP bone (doesn't matter), attack closest when you hit an enemy brain, gain increased damage the higher your target's health percentage is chip (doesn't matter), 3 dual strike pumps
- *Attack closest brain on Lerky was very effective, I highly recommend it.*

Dungeon Tips:

- Always go into the dungeon with max T21 TS, then swap to your speedbait build.
- Only use Lerky's "Destiny Chaser" 2SP and "Judgement Flash" 3SP skills.
- Boss order doesn't matter
- Turn on Battle Text and Overlay Status Bars in Settings. Keep the battle speed at 1x to see where every hit is landing so you can manage protection.
- *Always start every encounter off with the "Anima Boost" skill then casting the "Rejuvenate" 2SP protection skill on yourself. After you're protected, cast it on the middle Lerky, then the second Lerky, then your front Bleeximum, and then

your second Bleeximum. Make this a habit since you'll need to do this with every encounter.*

- The D4 debuff begins to apply after enemies revive, so the max debuff you will encounter is: 35% Damage, 35% Accuracy, 35% Armor, and 35% Lifesteal.

Mob Focus:

- High Priority: Sarbrin, Leftrararu, Coloratrix
- Moderate Priority: Mananan, Freh, Geordi
- Low Priority: Tukatuks, Nan, Merk

Mob Tips:

- Use Lerky's "Judgement Flash" 3SP until high priority mobs are defeated, then use his "Destiny Chaser" 2SP to finish the fight.
- Do your best to avoid hitting Geordi since his brain is: "15% chance to attack strongest for 80% when you get hit".
- Be wary:
 - Leftrararu's brain is: "15% chance to attack team for 36% per turn".
 - Freh's brain is: "5% chance to attack team for 36% per turn".
 - Coloratrix's brain is: "15% chance to attack team for 36% per turn".

Tomor:

- *Overview:* by far the most difficult boss out of the 3. The fight against Tomor is heavily RNG reliant, as you'll likely need him to be the closest or second closest. This will allow your two Lerkys to generate enough brain procs to defeat Tomor, and throughout the fight Tomor will heal both himself and the mobs. Use Lerky's "Judgement Flash" 3SP until Tomor has used his revive, then focus on him with Lerky's "Destiny Chaser" 2SP. If Tomor is the last one standing it will be impossible to out damage his healing.
- *Skills:* Tomor only hits your front 3 units, so you should watch the battle text carefully and protect your front Lerky whenever possible. Tomor's oSP skill always hits closest, so constantly protect your front Bleeximum.

- *Brain:* Tomor's brain is: "30% chance to attack closest for 64% per turn", so again, spam protection on the front Bleeximum.

Espanior:

- *Overview:* Espanior isn't that difficult, but can wipe your Bleeximums if you don't carefully watch the battle text. For this battle in particular you should have your battle speed at 1x. Throughout the fight you'll need to constantly protect your entire team, especially your front Bleeximum and your front Lerky. Cycle Lerky's "Judgement Flash" 3SP until Espanior is alone or until he's dead. If you manage to get Espanior alone, spam Lerky's "Destiny Chaser" 2SP skill.
- *Skills:* Espanior's oSP skill oxidizes your entire team and will remove any protection you have, so you'll have to keep up with spamming protection. Espanior's 1SP will hit the closest 3 teammates, so make sure to protect your front Lerky.
- *Brain:* Espanior's brain is: "30% chance to attack closest for 31.5% and spread shield for 22% when you hit an enemy". Keep a close eye on your front Bleeximum. The whole fight against Espanior is about multi tasking protection.

Davidator:

- *Overview:* Compared to Tomor and Espanior, Davidator is a breeze. Cycle Lerky's "Judgement Flash" 3SP skill to delete the team and once you get Davidator alone, spam Lerky's "Destiny Chaser" 2SP skill. The fight will take a long time because he has a ton of health, but he's very manageable.
- *Skills:* Davidator's oSP skill hits strongest, which will likely always be your front Bleeximum. His 1SP skill also hits closest, so the majority of the fight you'll be looping protection on your front Bleeximum. Davidator's other skills are a 2SP hit furthest and a 3SP hit random, so make sure to occasionally protect yourself and your 2 Lerkys in case his 3SP hits them.
- *Brain:* Davidator's brain is: "30% chance to spread shield for 44% when you get hit". It's a simple brain to work around and it doesn't matter if you directly hit him because his power is ridiculously low.

Closing Thoughts:

Average run time is probably around 20 minutes for a full run. With this strategy it took me less than a dozen attempts in total. It's okay if you don't clear the dungeon right away, the encounters are totally random and can be frustrating. Multiple Leftraru or Sabrin is usually what will end a run, but don't get discouraged! Good luck, hero!

