

WING TERMINAL DUNGEON TIPS/GUIDE

BY R3J

DUAL STRIKE SET TO 0

QUAD STRIKE SET TO 0

30% LOSE TURN AT TO START EACH
TURN

PETS ABILITIES DISABLED

I. GEAR SETUP (SPEEDBAIT)

*THE GOAL OF YOUR SPEEDBAIT BUILD IS TO GET YOUR STAT SPREAD CATER ALMOST/ALL ON YOUR AGILITY/SPEED WHILE HAVING LOWEST POSSIBLE ATTACK/POWER TO GET HIGHER TURNRATE.

*REFORGE ALL YOUR GEAR PIECES TO **AGILITY**. FOR REFERENCE:



- **MAINHAND:** **SPEAR OF ESCARIUM** (UPTIER TO TIER 21).
- **OFFHAND:** THIS SLOT IS A PLACEHOLDER (UPTIER TO TIER 21), MEANING ANY ARMOR PIECE CAN BE PICKED, BUT YOU HAVE TO CHOOSE A GEAR PIECE THAT HAS THE LOWEST STATS TO CATERED TO BOTH POWER AND HEALTH.

THE BEST CHOICE IS **THORNSTEIN SHIELD** (OBTAINED FROM THE **TITANS ATTACK** WORLD BOSS) BECAUSE OF THE STAT SPREAD, LESS POWER AND HEALTH, AND MAJORITY OF THE STATS GOES ALL ON AGILITY/SPEED.

IN MY CASE, I USED AN OFFHAND PIECE FROM THE **SKRAMBLEGG** SET (OBTAINED FROM T21 RAID) BECAUSE IT HAS OK-ISH STAT SPREAD. OTHER PEOPLE, INCLUDING MYSELF, HAVE CLEARED THIS DUNGEON WITHOUT THORNSTEIN SHIELD. BUT IF YOU HAVE IT, THEN YOU'RE SET.

- **HELMET:** **FIRIUM HELMET** (UPTIER TO TIER 21). REFORGE IT TO **FREEZE**.
- **BODY:** **EXOTHERMIC JACKET** (UPTIER TO TIER 20 ONLY).
- **NECKLACE:** **UXONIUM LACE** (UPTIER TO TIER 19 ONLY). THIS NECKLACE IS CRUCIAL BECAUSE YOU WILL USE THIS SKILL ALOT, CONSTANTLY PROTECTING YOUR ENTIRE TEAM.
- **RING:** PLACEHOLDER (UPTIER IT TO T21); JUST LIKE THE OFFHAND, YOU CAN CHOOSE ANY ARMOR PIECE YOU CAN USE AS LONG AS THE STAT SPREAD GIVES LOW POWER AND HEALTH.

SOME TOP CONTENDERS ARE **EVOLVIUM** AND **STARWEAVE**.

FOR MY CLEARED RUN, I USE **STARWEAVE** BECAUSE ITS STAT SPREAD GIVES LESS POWER AND HEALTH (320 EACH RESPECTIVELY), SO I GET MORE AGILITY AFTER REFORGE.

EVOLVIUM IS ANOTHER TOP CONTENDER (IF YOU HAVE IT AND UPTIERED IT TO T21), ITS BONUSES (MAINLY **5%** SPEED BONUS) MAKES UP FOR IT.

- **ACCESSORY:** ANY ACCESSORY THAT GIVES SPEED BONUS.
 - THE BEST CHOICE IS **WINGS OF BEETLE (LEGENDARY)**; IT GIVES **30%** SPEED BONUS AT +0.

SOME OTHER CHOICES ARE:

- **HONORABLE ARTIFACT (LEGENDARY)**; GIVES **15%** SPEED BONUS AT +0.
- **GOLD PENDANT (LEGENDARY)**; GIVES **10%** SPEED BONUS AT +0.
- **BUTTERFLY WINGS (EPIC)**; GIVES **15%** SPEED BONUS AT +0.
- **FREEDOM WINGS (EPIC)**; GIVES **10%** SPEED BONUS AT +0. ONLY UPGRADES CRIT CHANCE.
- **GOLD PENDANT (EPIC)**; GIVES **8%** SPEED AT +0.
- **LIGHTNING SPORE (EPIC)**; GIVES **7.5%** SPEED BONUS AT +0.
- **WINGS OF THE BEETLE (RARE)**; GIVES **10%** SPEED BONUS AT +0.
- **KNIGHT FLAG (RARE)**; GIVES **10%** SPEED BONUS AT +0.
- **VICTORIOUS BANNER (RARE)**; THIS IS THE ONE I USED. GIVES **8%** SPEED BONUS. ONLY UPGRADES DAMAGE BONUS.

***IF YOU HAVE **ASTRAROTH'S CROWN (MYTHIC)** OR **SHOKAN ATTACHMENT (MYTHIC)**, YOU CAN USE THEM SINCE BOTH OF THEM GIVE SPEED BONUS (**6%** SPEED BONUS AND **8%** SPEED BONUS AT +0 RESPECTIVELY).**

- **PET:** DON'T BOTHER, PETS ARE DISABLED IN THIS DUNGEON.
- **MOUNT:** **SPIRIT (MYTHIC)** IS A NO-GO DUE TO HOW MUCH POWER IS GIVES DESPITE CATERING TO SPEED, REDUCING YOUR TURNRATE.

HIGHLY RECOMMEND ROLLING AN **EPIC MOUNT** IN HOPES OF GETTING A STAT SPREAD MOST, IF NOT ALL ON AGILITY.

FOR REFERENCE, THIS IS MY **EPIC MOUNT** THAT I USE:



***NOTE:** IF YOU HAVE A **LEGENDARY MOUNT** SIMILAR TO THE STAT SPREAD ON THE IMAGE ABOVE, YOU'RE SET. BETTER IF ALL STATS ARE PUT AGILITY/SPEED.

A GOD ROLL IF YOUR **LEGENDARY MOUNT** HAS ITS STATS PUT ALL ON SPEED AND HAS A **3.75%** SPEED BONUS

- RUNES:**

- FOR TRIANGLE RUNES; **MULL RUNE** (LEFT: **X%** CHANCE WHEN YOU HIT AN ENEMY, REDUCE THEIR HEALTH BY **10%**) OR **BONIK RUNE** (LEFT: **X%** CHANCE WHEN YOU HIT AN ENEMY, REDUCE CURRENT ENEMY TEAM HEALTH BY **5%**) AND **OTHALE RUNE** (RIGHT, GAIN **X%** EMPOWER WHILE FULL HEALTH) OR **MAYU RUNE** (RIGHT, GAIN **X%** DAMAGE WHILE FULL HEALTH).
- FOR MAJOR RUNES (FOUR RUNES SURROUNDING META RUNE); **ORA RUNE** FOR THE SPEED BONUS, IF YOU HAVE **4X MYTHIC ORA RUNES** THE BETTER, BUT IF YOU HAVE **4X LEGENDARY ORA RUNES**, ITS ENOUGH.
- FOR META RUNE (MIDDLE); I WOULD RECOMMEND **GRUNAK RUNE** (**X%** CHANCE FOR SKILLS TO NOT SPEND SP) OR **GAEL RUNE** (WHILE AT FULL HEALTH, INCREASED SP REGENERATION BY **X%**) IF YOU DON'T HAVE **GRUNAK RUNE**.

IF YOU HAVE A **LEGENDARY VARIANT**, ITS ENOUGH, IF **MYTHIC**, BETTER.

FOR REFERENCE, HERE IS MY RUNES SETUP:



- **ENCHANTS:** ALL **5X KEEN ENCHANTS (MYTHIC)** THAT GIVE SPEED BONUS. FOR REFERENCE: IDEALLY, YOU ALSO WANT THE STATS SPREAD CATER TO ALMOST/ALL TO AGILITY/SPEED.



II. FAMILIARS SETUP

*YOUR FAMILIAR SETUP COMPRISES OF TWO FRONT TANKS, TWO DPS, AND YOU AS THE SUPPORT AT THE BACK

FOR REFERENCE, HERE'S MY SETUP:

	Googie Moogienz	69,200	42,493	13,287	  
	Googie Moogienz	69,200	42,493	13,287	  
	Lerky	34,959	22,520	73,453	  
	Lerky	34,959	22,520	73,453	  
	[KoE1] R3J	30,080	24,822	53,058	   

*IGNORE THE STAT SPREAD ON MY CHARACTER, PRETEND IT HAS 2.5K POWER, 2.5K HEALTH, AND 93K AGILITY.

- **TWO FRONT TANKS RECOMMENDATIONS:**

- I'LL START WITH **GOOGIE MOOGIENZ** (THE ONE I USE). IF YOU HAVE THIS FAMILIAR, HIS BONUS (+25% BARRIER AND 30% CLEANSE SELF WHEN GET HIT) ARE AMAZING.

HIS SKILLS ARE ALSO NICE. HE HAS A 3SP SKILL THAT GIVES **FURY** TO YOUR DPS. A PRETTY NICHE SITUATION; IF HE GETS A TURN AND HAS A 3SP, YOU CAN USE THAT SKILL ON YOUR DPS AND THEY WILL DEAL ALOT MORE DAMAGE.

THE DOWNSIDE IS THAT HIS HEALTH IS ON THE "LOW" SIDE, BECAUSE ENEMIES CAN EASILY 1-3 SHOT HIM IF HE'S NOT PROTECTED OR HE GETS MULTI-HIT.



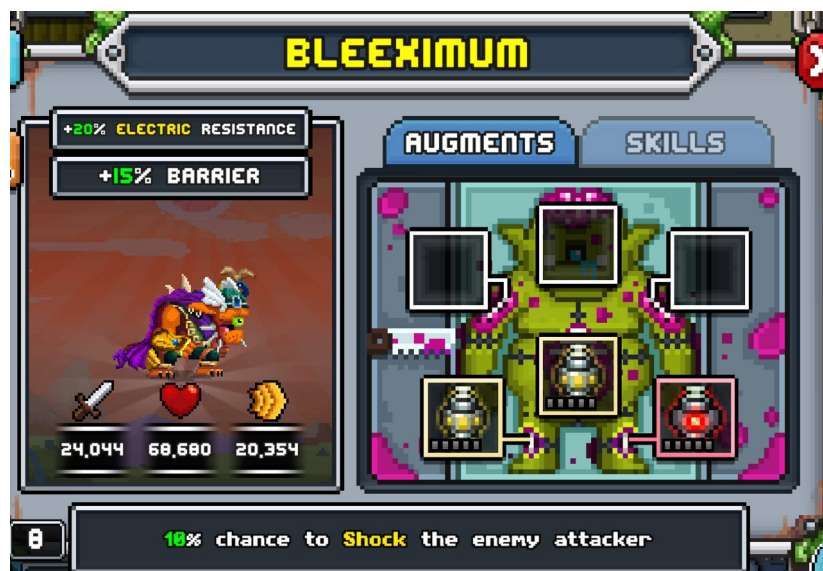
- **KIMUSABA:** IF YOU'VE ALREADY INVESTED IN THIS FAMILIAR (MAX STABLED), YOU CAN USE HIM, HIS HEALTH IS A BIT HIGHER THAN **GOOGIE MOOGIENZ** AND HAS **35% BARRIER**, **20% DAMAGE REDUCTION**, AND **20% AIR RESISTANCE**.

THE DOWNSIDE IS THAT HE HAS NO SELF CLEANSE, SO HE IS PRETTY MUCH JUST A MEAT SHIELD. HE *MIGHT* SURVIVE A TAD BIT BETTER THAN **GOOGIE MOOGIENZ** BUT I HAVE NO WAY OF PROVING IT (I DON'T HAVE **KIMUSABA**)



- **BLEEXIMUM:** 2ND CHEAPEST OF ALL THE CHOICES HERE (**GOOGIE MOOGIENZ** IS THE CHEAPEST *IF* YOU HAVE HIM)

HE HAS THE HIGHEST HP OF ALL THE CHOICES HERE (NEARLY TWICE THE HP COMPARED TO **GOOGIE MOOGIENZ**), HAS **15% BARRIER**, **20% ELECTRIC RESISTANCE**, AND **10% TO SHOCK THE ATTACKER** WHEN HE GETS HIT. MUCH LIKE **KIMUSABA**, HE IS ONLY A MEAT SHIELD, HAS NO SKILLS THAT CAN SUPPORT YOUR DPS, AND NO SELF CLEANSE. HE CAN TANK *SOME* HITS BEFORE GETTING PROTECTED.



- **FATHER MAURITUS:** OBTAINED FROM THE NEW WORLD BOSS **GALLUS APOTHEOSIS**. HE HAS SLIGHTLY LESS HP THAN **KIMUSABA**. HIS BONUSES ARE INTERESTING, **25% BARRIER** AND **50% DETOX**.

DETOX MAKES IT SO THAT THE STACKING (COMBUST, FREEZE, ROOT, BLEED) DOES NOT GO UP, SO HE'LL GET ROOTED, EXPLODE, E.M.P, AND BLEED LESS FREQUENTLY.

HIS SKILLS ARE ALRIGHT, HOWEVER, HE HAS A **4SP** SKILL "**DIVINE INTERVENTION**" THAT GIVES **2SP** AND PROTECTION TO THE ENTIRE TEAM; A NICHE THING BUT IT CAN DEFINITELY HELP.

FATHER MAURITUS

+50% DETOX CHANCE
+25% BARRIER

45,945 51,301 15,030

Augments

- Flagellate:** Deals 41,358-50,540 air damage to the closest enemy and bleed
- Tend to the Flock:** Spread heal to teammates for 33,000-49,621
- Inspiring Sermon:** Fury fastest for 45,945 and Shield weakest for 34,918-52,377
- Piercing Gaze:**

Spread heal for 107,511-131,403 the first time you drop below 50% HP

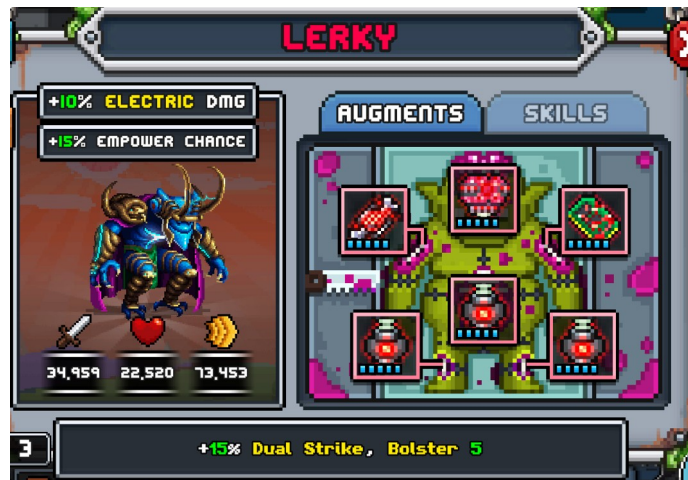
Divine Intervention: Give 2 SP to your team and **Courage:** transform the next received damage to heal

- **DPS RECOMMENDATIONS:**

- **LERKY** (OBTAINED FROM **NORDIC DREAM** WORLD BOSS AND THE ONE I USE): THE **"CHEAPEST"** FAMILIAR TO FUSE OF ALL THE CHOICES. VERY GOOD DPS FAMILIAR, THE MOST POPULAR CHOICE, CAN TARGET A SINGLE ENEMY AND WITH THE HELP OF E.M.P, CAN HIT MORE THAN ONE ENEMY. WITH HIGH AGILITY, HE CAN DEAL ENOUGH DAMAGE EVEN WHEN THE ENEMY TEAM HAS 3 HEALERS.

YOU WILL BE USING HIS 3SP SKILL **"DESTINY CHASER"** TO SNIPE ENEMY DPS/HEALER/CLEANERS.

WHEN THE ENEMY TEAM HAS AN ATTACK TEAM BRAIN WHEN THEY GET HIT, YOU WILL BE USING HIS 1SP **"SPARK STINGER"** TO SLOWLY CHIP AWAY THEIR HP.



- **KZULUM** (OBTAINED FROM **T10 RAID**): ALTHOUGH VERY EXPENSIVE TO MAKE UNLESS YOU HAVE HIM MAX STABLED ALREADY; HE IS A VERY GOOD DPS FAMILIAR THAT CAN NUKE ONE ENEMY AT A TIME THANKS TO COMBUST, HAS A TARGET SKILL, AND SOME SKILLS THAT CATER TO KILLING DPS/HEALERS/CLEANSE ENEMIES. ADDITIONALLY THEY GAIN 50% DAMAGE BONUS AGAINST A COMBUSTED ENEMY.



- **VOLTHAI (OBTAINED FROM T20 RAID):** ANOTHER EXPENSIVE FAMILIAR, UNLESS YOU HAVE HIM MAX STABLED; HE IS ALSO VERY GOOD.
HAS A 3SP "VOLTAIC BURST" TARGET SKILL TO SNIPE DPS/HEALERS/CLEANSERS.



III. FAMILIAR AUGMENTS

*WHETHER YOU GET THE **LEGENDARY VARIANT** OR **MYTHIC VARIANT**, IT'S ENOUGH, BUT IF YOU GOT ALL **MYTHIC**, THE BETTER, EXCLUDING MODEL KOOL.

- **FOR YOUR FRONT TANK FAMILIARS**

- **BRAIN:** MODEL H023 (ATTACK CLOSEST WHEN YOU GET IT) OR MODEL H020 (ATTACK ENEMY TEAM WHEN YOU GET HIT) OR MODEL H029 (WEAKEST WHEN YOU GET HIT).

SINCE YOU'LL BE PROVIDING PROTECTION TO YOUR ENTIRE TEAM, THEY WOULD JUST GET HEALED FROM THE ENEMY DAMAGE THEY RECEIVED.

- **BONE:** EITHER MODEL K020 (TEAMMATES BEHIND GAIN X% DAMAGE BONUS) OR MODEL K001 (X% REDIRECT CHANCE)

*FOR MODEL K001, I WOULD EITHER STICK WITH **RARE VARIANT**, OR EVEN **EPIC VARIANT**. FROM MY EXPERIENCE, I HAVE A MYTHIC VARIANT OF MODEL K001, AND MY FRONT TANKS ALWAYS DIES DUE TO UNLUCKY MULTI-HIT, ESPECIALLY IF THE ENEMY TEAM HAS 2 DPS. HENCE, I WANTED TO LOWER THE REDIRECT CHANCE, ALTHOUGH IT SEEMED SAFER IN MY EYES, IT STILL POSES RISK.

- **CHIP:** EITHER MODEL Q012 (GAIN X% BLOCK CHANCE) OR MODEL Q015 (GAIN X% BLOCK CHANCE IF YOU HAVE HIGHEST HEALTH IN THE TEAM) OR MODEL Q013 (GAIN X% EVADE CHANCE, BUT -X% SP REGENERATION)

*MODEL Q017 (OVER HEALING CONVERTS TO SHIELDING) COULD HELP, BUT I DON'T HAVE IT SO I COULDN'T TEST IT UNFORTUNATELY.

- **PUMPS:** EITHER 3X BLOCK PUMPS OR 3X BARRIER PUMPS OR 2X BLOCK AND 1X BARRIER IF YOUR CHIP USES MODEL Q012 OR Q015.

- **FOR YOUR DPS FAMILIARS**

- **BRAIN:** MODEL H030 (X% CHANCE TO ATTACK WEAKEST WHEN YOU HIT AN ENEMY)

- **BONE:** MODEL K007 (FIRST ATTACK HAS INCREASED CHANCE TO GET EMPOWERED) OR MODEL K011 (WHILE ABOVE 75% HEALTH, GAIN X% DAMAGE).

- **CHIP:** MODEL 0001 (SKILLS THAT COST SP DEAL MORE X% DAMAGE) OR MODEL 0011 (GAIN X% DAMAGE, -25% REDUCE SHIELDS).
- **PUMPS:** 1X MODEL 0003 (X% SPEED), 2X MODEL 0011 (X% EMPOWER).

IV. ROTATION

***IMPORTANT:** BEFORE ENTERING THE DUNGEON, BE SURE TO WEAR YOUR T2I BUILD FIRST, THEN ONCE AFTER ENTERING THE DUNGEON, SWITCH TO YOUR SPEEDBAIT BUILD.

1. AT THE START OF YOUR TURN (YOUR CHARACTER), PROTECT THE 1ST FRONT TANK FIRST SO THEY DON'T GET 1-3 TAPPED.
2. PROTECT YOURSELF USING 2SP "REJUVENATE" SKILL
3. PROTECT YOUR TWO DPS USING 2SP "REJUVENATE" SKILL
4. AND FINALLY PROTECT YOUR 2ND AND 1ST FRONT TANKS (AGAIN).
5. ONCE EVERYONE IS PROTECTED, USE YOUR 2SP "ACCELERATUS" SKILL TO GIVE YOUR TWO DPS SOME SP BEFORE THEY GET THEIR TURN.

THEN, REPEAT STEP 1.

***A FEW OTHER FACTORS TO CONSIDER:**

- IF THE ENEMY TEAM HAS 4 HEALERS = **RESET RUN**
- IF THE ENEMY TEAM HAS 3 CLEANSERS = **RESET RUN**
- IF THE ENEMY TEAM HAS MORE THAN ONE PORTERUIZ (RARE) = **RESET RUN**
- IF THE ENEMY TEAM HAS MORE THAN THREE CLUCHICKS (RARE) = **RESET RUN**
- IF THE ENEMY TEAM HAS MORE THAN THREE BIRDSWORTH (COMMON) = POTENTIAL TO RESET THE RUN
- ***IF YOU FEEL THAT YOU CAN TAKE ON THREE CLUCHICKS (RARE) OR THREE BIRDSWORTH (COMMON), GIVE IT A TRY, LUCK MIGHT BE ON YOUR SIDE ON THAT RUN.**
- LET'S SAY, THE ENEMY TEAM HAS TWO DPS (UNLESS ITS TWO PORTERUIZ (RARE), THEN RESET THE RUN). IF YOUR CHARACTER AND TWO DPS ARE PROTECTED AND YOUR 1ST OR 2ND FRONT TANK TOOK DAMAGE, PROTECT THEM AGAIN IF YOU CAN.
- IF YOUR CHARACTER GETS HIT BUT THE REST ARE STILL PROTECTED. PROTECT YOURSELF AGAIN.
- WHEN THE SITUATION BECOMES DOUBLE BUT YOU'RE STILL UNSURE IF YOUR ENTIRE TEAM IS PROTECTED OR NOT. PROTECT THEM AGAIN JUST TO BE SAFE, STARTING YOURSELF, THEN YOUR FRONT TANKS, THEN YOUR DPS.
- IF YOU'RE IN A SITUATION WHERE GET STUCK BY NON-STOP PROTECTING YOURSELF AND YOUR TWO FRONT TANKS BECAUSE THE ENEMY TEAM KEPT HITTING NON-STOP AND YOU'RE DPS IS ABOUT TO GET THEIR TURN, YOU MAY WANT TO RISK OF USING YOUR SPEAR OF ESCARIUM'S 2SP "ACCELERATUS" TO GIVE YOUR DPS 2SP WHETHER THEY ARE PROTECTED OR NOT, AND WHEN THEY GET THEIR TURN, USE THEIR SKILLS TO SNIPE THOSE DPS.

IT'S RISKY, BUT WORTH A TRY.

- REGARDING STEP 1, ONCE THEY GOT HIT AND HAS NO PROTECTION, YOU MAY WANT TO SWITCH THE 1ST FRONT TANK TO THE 2ND SLOT SO THE 2ND (NOW 1ST) FRONT TANK CAN TAKE A HIT, THEN SWITCH THEM BACK TO THE 2ND SLOT.

IT'S MICRO-MANAGING YOUR FRONT TANKS SO THE DAMAGE IS DISTRIBUTED UNTIL YOUR ENTIRE TEAM IS PROTECTED.

- IF THE ENEMY TEAM ONLY HAS COMPRISE OF ATTACK TEAM WHEN GET HIT BRAIN, THIS IS YOUR MOMENT TO STACK UP ON **ENRAGE** AND YOUR TWO DPS IN PREPARATION FOR THE NEXT ENEMY ENCOUNTER USING YOUR **SPEAR OF ESCARIUM'S** 6SP "**ISANIA**" SKILL THAT GIVES **ENRAGE** AND **FURY** TO YOUR TARGET TEAMMATE.

LEAKY FOR EXAMPLE CAN STORE UP TO A MAX OF 56,XXX **ENRAGE**.

- IF THE ENEMY TEAM HAS MULTIPLE HEALERS/CLEANSERS, FEEL FREE TO STACK AND USE **ENRAGE** ON BOTH OF YOUR DPS TO KILL THEM WITHOUT GETTING HEAL-LOCKED.

HEAL-LOCKED MEANS THAT YOU DON'T DEAL ENOUGH DAMAGE AND THE THEIR HEALING IS SUSTAINABLE ENOUGH, MORE EVEN.

V. ENEMIES

- **THREAT/S AND PRIORITIES**

*THIS IS CAN BE INTERCHANGEABLE TO SOME PEOPLE, I'M WRITING THIS FROM MY OWN EXPERIENCE.

- **PORTERUIZ (RARE):** EASILY, AND SINGLE-HANDEDLY THE BIGGEST THREAT OF THE ENTIRE ENEMY LIST. EVEN IF THERE'S ONE IN THE ENEMY TEAM, IT CAN QUITE LITERALLY WIPE YOUR TEAM, ESPECIALLY IF YOUR CHARACTER DIES FIRST.

DEPENDING ON YOUR TURNRATE, AFTER YOUR TURN IS DONE, HE GETS HIS TURN RIGHT AWAY, HURTING YOUR FRONT TANK. WHICH IS WHY YOU ALWAYS NEED TO KILL IT FIRST A.S.A.P BEFORE ANYTHING ELSE TO MAKE THE SITUATION DOABLE.

*IF THERE'S TWO OF THEM, USUALLY THE RUN IS OVER AND START OVER, UNLESS YOU FEEL LUCKY AND TRY TO MICRO-MANAGE YOUR FRONT TANKS, AND THE ENTIRE TEAM UNTIL YOUR TWO DPS GETS A TURN, IF YOU MANAGE TO KILL ONE OR TWO OF THEM WITHIN ONE TURN OF YOUR TWO DPS, THE SITUATION IS NOW DOABLE.

- **CLUCHICK (RARE):** ALTHOUGH PERSONALLY, NOT AS OF A BIG THREAT AS SINGLE **PORTERUIZ (RARE)**, I'D STILL BE WARAY OF HIM, CAN DEFINITELY WIPE YOUR TEAM, SEVERELY DAMAGE YOUR FRONT TANKS WITH IT'S **OSP** SKILL, AND CAN TARGET ANYONE IN THE YOUR TEAM WITH IT'S **2SP** SKILL.

IF THERE'S TWO OF THEM, IT'S GONNA BE A TOUGH FIGHT, AND YOU MUST TARGET THEM FIRST, HOWEVER IT'S THERE THREE, I WOULD RECOMMEND TO RESET THE RUN. UNLESS IF YOU FEEL LUCKY, THAT IS. KILL ALL THREE OF THEM IN ONE TURN OF BOTH YOUR DPS, THE SITUATION BECOMES DOABLE.

IF THERE'S THREE OF THEM OR MORE, REST THE RUN UNFORTUNATELY.

- **TIBOURKE (EPIC):** I WOULD PUT HIM ON THE SAME THREAT AND PRIORITY AS **BIRDSWORTH (COMMON)**, OR MAYBE EVEN A STEPPING STONE BETWEEN **BIRDSWORTH (COMMON)** AND **CLUCHICK (RARE)**. EVEN THOUGH HE'S A BOSS, I'D STILL BE CAREFUL OF HIM AS HIS SKILLSET PRETTY MUCH TARGETS EVERONE IN YOUR TEAM.

- **CACHICKEN TOTEM (EPIC):** HIS THREAT AND PRIORITY WOULD BE ROUGHLY THE SAME AS **TIBOURKE (EPIC)** OR EVEN THE SAME AS **BIRDSWORTH (COMMON)**.

A HEALER BOSS FAMILIAR THAT CAN BE REALLY ANNOYING BECAUSE OF HIS ISP "**SWEET SUCK**" SKILL THAT DRAINS ISP FROM YOUR ENTIRE TEAM, YOU MAY NEVER REALIZE THAT YOUR DPS LACKS SP TO TARGET AN ENEMY.

HIS OSP "**HAPPY ARCANE**" SKILL CAN ALSO BE A PROBLEM BECAUSE IT CAN TARGET ONE OF YOUR DPS.

- **BIRDSWORTH (COMMON):** PERSONALLY, THEY ARE THE THIRD BIGGEST THREAT AFTER **PORTERUIZ (RARE)** AND **CLUCHICK (RARE)**. THEIR SKILLS HURT YOUR FRONT TANKS, AND IF THERE'S TWO OR EVEN THREE OF THEM, PREPARE TO MICROMANAGE YOUR TEAM.

- **B.R.E.M (RARE)**: ALTHOUGH MOSTLY A HEALER/CLEANSER, THOUGH THEIR 2SP SKILL CAN HURT YOUR ENTIRE TEAM. HE'S RANKED LOWER THAN **BIRDSWORTH (COMMON)** PERSONALLY.
- **MOLIERE (RARE)**: ANOTHER HEALER/CLEANSER, THEIR 2SP WILL TARGET YOUR CHARACTER, SO BE CAREFUL. I WOULD PUT HIM ON THE SAME TIER ARE **B.R.E.M (RARE)**.
- **KRISPY (COMMON)**: PURE HEALER, ALTHOUGH ANNOYING TO KILL BECAUSE OF ITS CONSTANT HEALING. HE'S AT THE BOTTOM OF THE BARREL PRIORITY FOR ME.
- **BROKY (COMMON), DR. NEWTHER (RARE), DR. HUTHER (EPIC), AND GOTHRA SHAMAN (RARE)**: ALL THESE FAMILIARS ARE AT THE BOTTOM OF THE BARREL PRIORITY, ALTHOUGH SLIGHTLY ABOVE **KRISPY (COMMON)**, BECAUSE THEY STILL POSE SOME THREAT BECAUSE ALL OF THEM HAVE ATTACK TEAM BRAIN WHEN THEY GET HIT. SO YOU MUST PROTECT EVERYONE, AND IT'S ALSO WHY FOR YOUR TWO DPS, USE A SKILL THAT HITS THEM ONCE OR TWICE.

FOR **LERKY** AS AN EXAMPLE, ONLY USE THE ISP "SPARK STRINGER" TO HIT THEM ONCE. IT'S SLOW BUT IT'S THE SAFEST WAY TO PREVENT A TEAM WIPE, ESPECIALLY IF THERE'S MULTIPLE OF THESE ENEMY TYPES.








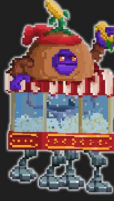




VI. FINAL THOUGHTS

1. THIS DUNGEON IS SO ANNOYING; BECAUSE THE BIGGEST FACTOR OF WINNING HERE IS GETTING ALL 8-9 ENEMIES TEAM ENCOUNTERS WITH JUST ONE OR WITHOUT A SINGLE **PORTERUIZ (RARE)** IF YOU'RE LUCKY. SO THE 3 BOSSES ARE NOT EVEN THE BIG THREATS HERE, IT'S THE TRASH MOBS.

EVEN IF THERE'S ONE **PORTERUIZ (RARE)** IN ONE OF THOSE 8-9 ENEMY TEAM ENCOUNTERS, YOU ALSO HAVE TO FACTOR MULTIPLE **CLUCHICKS (RARE)** IN ONE ENEMY TEAM, OR EVEN MULTIPLE **BIRDSWORTHS (COMMON)** IN ONE ENEMY TEAM, OR EVEN HAVING ONE **PORTERUIZ (RARE)** IN A BOSS ENCOUNTER.
2. YOU GOTTA HAVE THE PATIENCE OF A MONK. **PREPARE TO FAIL A LOT**, AND WHEN YOU GET A DECENT RUN, IT WILL DEFINITELY TAKE YOU ALMOST AN HOUR (MAYBE EVEN LONGER) TO EITHER BEATING IT, OR DIE TRYING.
3. IF ONE OF YOUR TWO TANKS OR ONE OF YOUR TWO DPS DIED AND COULD NO LONGER BE REVIVED, DON'T GIVE UP JUST YET AND KEEP TRYING TO CLEAR OTHER ENEMY TEAM ENCOUNTERS TO SECURE THAT WIN.
4. WITH ALL THE TIPS AND GUIDE I'VE PUT DOWN, IT STILL ALL BOILS DOWN TO LUCK, ESPECIALLY IN ENEMY TEAM COMPS.
5. I WOULD HIGHLY RECOMMEND GET A TURNRATE OF 1.2M OR HIGHER. SOME PEOPLE CLEARED WITH AROUND 1.064M BUT I WOULDN'T WANT YOU TO STRESS MORE WITH LOWER TURNRATE THAN 1.2M BECAUSE OF **PORTERUIZ (RARE)**.
6. WHENEVER IT'S YOUR TEAM'S TURN, EITHER YOU, YOUR TWO DPS, OR YOUR FRONT TANKS. ALWAYS CHECK THE ENEMY'S TURN, THEIR SP, AND STUDY THEIR SKILLSET AND JUDGE WHAT SKILL ARE THEY GONNA USE. IT'S HOW I SAVED MY CHARACTER OR FRONT TANKS ON SOME OCCASSIONS.
7. THERE IS AN ENEMY PRIORITY LIST OF ALL THE ENEMIES IN THIS DUNGEON BY OLIVERNOKO AND ADHESIVE81, GO CHECK OUT THEIR GUIDE AS WELL IN [BHGUIDES.COM](http://bhguides.com), THERE ARE OTHER PEOPLE'S GUIDES THAT CAN HOPEFULLY HELP YOUR TEAM BUILD.

IMAGE FOR THE ENEMY PRIORITY LIST MADE BY ADHESIVE81 AND OLIVERNOKO:

Adhesive81 & Olivernoko

Priority 1				
ATTACK ON TURN				
 <p>Kill ASAP. Protect only yourself, give SP to both Volt's and nuke. Shift places on Kimu's if needed.</p>	 <p>Protect yourself, Voltaic Burst safe, kill first unless a higher priority target is present</p>	 <p>Protect yourself, Voltaic Burst safe, Cleanse bleed if needed</p>		 <p>Protect yourself, Voltaic Burst safe</p>
High ← — Attack priority — → Low				
Priority 2				
HEAL/SHIELD ON TURN/HIT				
	 <p>Protect yourself, Voltaic Burst safe</p>	 <p>Protect everyone, Voltaic Burst safe</p>	 <p>Voltaic Burst safe</p>	 <p>Protect everyone, Voltaic Burst safe</p>
High ← — Attack priority — → Low				
Priority 3				
ATTACK ON HIT				
	 <p>Protect everyone, ONLY use Bullyzap skill, Cleanse shock if needed</p>	 <p>Protect everyone, ONLY use Bullyzap skill</p>	 <p>Protect everyone, ONLY use Bullyzap skill</p>	 <p>Protect everyone, ONLY use Bullyzap skill, Cleanse shock if needed</p>
High ← — Attack priority — → Low				

SPECIAL THANKS TO THE PEOPLE WHO GAVE ME TIPS ON CLEARING THIS DUNGEON: **VANTERIO**, **SWICHI**, **KUZSS**, **ZOMBIESLAYER13**, **BILLYIDOL** FOR THE AMAZING WEBSITE AND TURNRATE CALCULATOR, AND OTHER PEOPLE THAT I FORGOT TO MENTION.

AROUND 1500-2000 ENERGY WERE SPENT (MAYBE EVEN A LOT MORE) OF JUST TRIAL AND ERROR.

