

BH – T21d4 (Wing Terminal) Guide

Guide created by JDtheGreat.

BUILD OVERVIEW – USED TO CLEAR



OFFICIAL STATS ON CLEAR:

→	Player 1
Power Stat	2,735
Agility Stat	92,692
Total Speed %	48
Turn Rate	1,231,932.56

GEAR PIECES

REQUIRED PIECES:

Spear of Escarium - T21

Firium Helmet - T21

Exothermic Jacket - (T20) - KEEP AT T20 FOR BETTER SPREAD / HIGHER TURN RATE

Uxonium Lace - (T19) - KEEP AT T19 FOR BETTER SPREAD / HIGHER TURN RATE

Evolvium - (T21)

(Epic) Mount - (GET AS MUCH SPEED AS POSSIBLE) (0-0-X BEST VALUE)

Accessory - (ANY KIND OF SPEED ACCESSORY WITH HIGH-SPEED PERCENTAGE)

OPTIONAL PIECES:

W3-4TY - (ONLY USED BECAUSE OF GOOD SPEED STAT SPREAD)

<div>SPEAR OF ESCARIUM</div> <div>ANCIENT MAINHAND TIER 21 HERO BOUND</div> <div> 642  642  14,807</div> <div>+5% DAMAGE BONUS +5% SPEED +2 SP MAXIMUM. GAIN 1SP PER TURN</div>	<div>FIRIUM HELMET</div> <div>ANCIENT HEAD TIER 21 HERO BOUND</div> <div> 481  481  15,129</div> <div>+5% DAMAGE BONUS +5% DAMAGE REDUCTION EXPENDER 5: FULLY FREEZE ENEMY TEAM AND DAMAGE ALL FOR 175% OF YOUR POWER</div>	<div>EXOTHERMIC JACKET</div> <div>MYTHIC BODY TIER 20 HERO BOUND</div> <div> 241  241  11,581</div> <div>+4% AIR RESISTANCE +4% EARTH DMG BARKSKIN: YOU CANNOT TAKE MORE THAN 50% OF YOUR MAXIMUM HEALTH IN ONE ATTACK. YOU RECEIVE 50% LESS HEALING.</div>	<div>KNIGHT FLAG</div> <div>RARE ACCESSORY HERO BOUND</div> <div>+12% SPEED</div>
<div>UXONIUM LACE</div> <div>MYTHIC NECK TIER 19 HERO BOUND</div> <div> 268  268  8,513</div> <div>+4% WATER DMG +4% FIRE RESISTANCE GAIN SKILL: 2SP (REJUVENATE) HEAL TARGET AND TRANSFORM THE NEXT DAMAGE THEY RECEIVE TO A HEAL</div>	<div>ANCIENT RING</div> <div>ANCIENT RING TIER 21 HERO BOUND</div> <div> 481  481  15,129</div> <div>+5% DAMAGE BONUS +5% DAMAGE REDUCTION +5% EMPOWER CHANCE +5% SPEED PURIFICATION 20 REVITALIZE 10 EACH UPGRADE UNLOCKS 1 OFFENSIVE BONUS TO APPLY TO THIS ITEM, UP TO 4</div>	<div>VENUX</div> <div>EPIC MOUNT TIER 21 HERO BOUND</div> <div> 0  0  11,032</div> <div>+20% MOVEMENT SPEED +2.5% DAMAGE REDUCTION VENUX (2 SP): DEALS 7,483-11,224 DAMAGE TO TARGET ENEMY. USABLE ONCE PER ADVENTURE.</div>	<div>W3-4TY</div> <div>ANCIENT OFFHAND TIER 21 HERO BOUND</div> <div> 481  481  15,129</div> <div>+5% DAMAGE BONUS +5% DAMAGE REDUCTION COPY ANY SET EFFECT THAT REQUIRES 2 PIECES</div>

RUNES

MINOR RUNE: DOES NOT MATTER

ORA RUNE: 2x myths (3% Speed), 2x Legs (2.5% Speed)

BOLI RUNE: 30% CHANCE WHEN YOU GET HIT TO INCREASE SP BY 1

GAEL RUNE: WHILE AT FULL HEALTH, SP REGENERATION INCREASED BY 30%

OTHALE RUNE : WHILE AT FULL HEALTH, GAIN 10% EMPOWER



ENCHANTS:

6x Keen Enchants - (2.5% Speed)



FAMS AND AUGMENTS USED

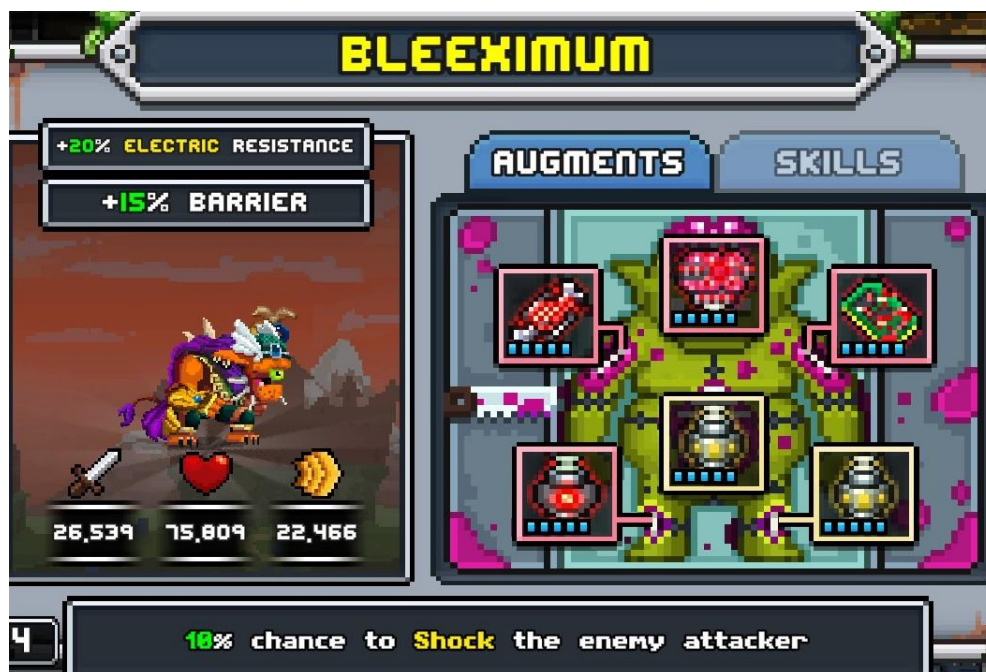
BLEEXIMUM - Legendary

Brain - (66% CHANCE TO ATK WEAKEST ENEMY WHEN YOU GET HIT)

Bone - (30% REDIRECT CHANCE)

Chip - (GAIN 15% DMG REDUCTION WHILE ALL TEAMMATES ARE ALIVE)

Pumps - 2x leg (11.4% BARRIER) - 1x Myth (15% BARRIER)



LERKY - MYTHIC

Brain - (66% CHANCE TO ATK ENEMY TEAM WHEN YOU HIT AN ENEMY)

Bone - (YOUR FIRST ATK ON AN OPONENT HAS 30% INCREASED EMPOWER CHANCE)

Chip - (SKILLS THAT COST SP DEAL 18% INCREASED DAMAGE)

Pumps - 1x Myth (15% EMPOWER), 1x Myth (15% Speed), 1x Leg (11.4% SPEED)



TEAM LAYOUT

	Bleeximum	26,537	75,802	22,464			
	Bleeximum	26,537	75,802	22,464			
	Lerky	34,909	22,488	73,349			
	Lerky	34,909	22,488	73,349			
	[Core] JDtheGreat						

RECOMMENDED SETTINGS TO TURN ON FOR DUNGEON:

<input type="checkbox"/>	DAMAGE
<input checked="" type="checkbox"/>	HEAL
<input checked="" type="checkbox"/>	BONUS DAMAGE
<input type="checkbox"/>	SHIELDS
<input checked="" type="checkbox"/>	ELEMENT BONUS

These settings will help you with protecting your familiars

GENERAL DUNGEON OVERVIEW AND EXPLANATION:

When you enter the dungeon, it is recommended that you focus on the “trash” waves and go for them first. The trash waves will give you the most troubles. Depending on RNG and the mobs that spawn in the wave. This is what I did in my winning run

Once in a battle, you will begin to use the 2sp protect skill from back to front. In that order. IF ANY OF THE FAMS GET HIT OR PROC BARRIER BEFORE YOU FULLY PROTECT BACK TO FRONT, YOU MUST PROTECT SAID FAM BEFORE CONTINUING TO PROTECT FROM BACK TO FRONT. YOU MUST PROTECT YOUR FAMS FROM GETTING HIT A 2ND TIME AT ALL TIMES.

Once all your fams are protected, feed SP to your lerkies by using the 2sp skill (shield and give sp). Once your lerkies are full of sp you can start feeding your lerkies fury and enrage for more power on their turn with the 4sp skill.

Once it is lerkies' s turn, YOU MUST TARGET ANY OF THE MOBS THAT HAVE A PER TURN BRAIN. (You can find the familiar priority cheat sheet in adhesive and olivernoko' s guide).

Once they are eliminated, you can focus on the rest of the team. The mobs that have ATK ON HIT brains, use the random skill on lerkies to avoid wipes. Attacking the shield when hit fams is safe.

When bleeximum gets a turn, use the atk random skill. This will avoid brains proccing from the shock.

If you have too many bleed stacks, use the cleanse skill to remove those stacks.