



# Periwinkle Squad VV Outside Guide

created by smith and then f\*cking ruined by smithling\*



# Credits

SMITHLING'S MILLISPEEDER-FOCUSED VERSION  
of Smith's guide to the Voracious Void outside combat/puzzle teams

The Voracious Void Raid has evolved significantly over the past year and a half. I would like to thank the developers of the original Periwinkle VV strategy, the new strategies, and all those who've helped along the way. This guide couldn't exist without you!

Xandersilver  
Scuttleverse  
Valdus WildHeart  
Major  
NS  
Prismma  
Seine



# Roster Setup - For Leads

\*Any drummer can technically be the Millispeeder Hitter

Jade Vanguard  
Storm Vanguard

-yth Vanguard 1

-yth Vanguard 2

Ice Elf Hitter

Surge Hitter

Surge Support

Floater/Millispeeder Hitter

Close Drummer/Millispeeder Support 1

Mid Drummer/Millispeeder Support 2

Far Drummer/Mob Pull

Upper Drummer/Mob Pull

## ROLE BREAKDOWN:

Red roles require max level and stat caps.

Green roles require off-school spells!!!

Millispeeder Hitter must be Styth, Stire, Mire, or Fyth.

Purple roles must be around level 130+.

Black roles can be done at any level.

That's right, 4  
drums!!!!!!!!!!!!  
!!!!!!!!!!!! !!!!!



# RAID OUTLINE AND INFO



# Raid Outline

## Vanguard

4 Combatants (Schools Vary)

- Fights four rounds of bosses (Jaguar, Phlegmtasm/Badger, Gobbler/Unfun, The Nullity)
- Broken into two teams: Myth Side and Storm Side
- Collects tokens for outside puzzles

## OUTSIDE

- Completes two mana chests and one health chest

## Surge Team + Solo Elf

Elf Hitter,  
Surge Hitter, Surge Support

- Sends helpful buffs to Vanguard
- Elf Hitter defeats Thundering Elf
- Surge Team defeats the mobs guarding Seraph or Revenant, Surge, and Levin Bruin

## Millispeeder/ Puzzle Team

Floater, 4 Drummers

- Floater inserts tokens into gate puzzles
- Floater finds the pet token
- Drums complete the drum puzzle to stop Vanguard mana drain
- During phase 3, either pull mobs or fight the Millispeeder





# Outside Map

● = Levin Bruin

● = Seraph

● = Thundering Elf

● = Mana Chest

● = Surge

● = Revenant

● = Mounds

● = Health Chest

● = Swift Chest



- Completing puzzle gates by inserting tokens unlocks second and third streets
- Defeating enemies around the map “sends” spells into Vanguard
- Periwinkle Squad sends Levin Bruin, Seraph/Revenant, Surge, and Retribution



# Chests

- Outside completes these chests by putting power stars into them. Once enough have been added, mana or health are sent to the Vanguard Team.
- Try to complete the chests while drums are down. Putting a star into the chest starts a timer before all the stars get deleted.

- Mana Chest is located on First Street (we complete 2)
- Health Chest is located on Second Street (we complete 1)
- Swift Wisp Chest is located on Third Street (not needed)



# Stat Caps

*(P)=Primary School*

Level 150	Max Health	(P)Damage	Pierce	Resist	Accuracy	Outgoing
Fire	10085	179%	60%	57%	58%	87%
Ice	12363	164%	44%	77%	54%	77%
Storm	8984	189%	55%	53%	64%	87%
Myth	10077	179%	58%	69%	60%	77%
Life	12975	168%	47%	69%	53%	105%
Death	10975	183%	52%	72%	54%	77%
Balance	11308	176%	52%	71%	54%	87%

Level 160	Max Health	(P)Damage	Pierce	Resist	Accuracy	Outgoing
Fire	10938	190%	62%	59%	61%	94%
Ice	13408	174%	45%	79%	57%	83%
Storm	9788	199%	57%	54%	67%	94%
Myth	10951	190%	60%	71%	63%	83%
Life	14094	178%	49%	71%	56%	112%
Death	11954	194%	54%	74%	57%	83%
Balance	12284	186%	54%	73%	57%	94%

Level 170	Max Health	(P)Damage	Pierce	Resist	Accuracy	Outgoing
Fire	11733	195%	68%	62%	61%	94%
Ice	14383	176%	47%	85%	57%	83%
Storm	10418	207%	59%	56%	67%	94%
Myth	11541	195%	65%	75%	63%	83%
Life	15449	180%	51%	74%	56%	112%
Death	12584	202%	56%	78%	57%	83%
Balance	13199	190%	57%	76%	57%	94%

Hitter roles must meet Damage and Pierce caps - Support roles must meet or come close to Health and Resist caps

Level 170	Off-School Damage						
School	Fire	Ice	Storm	Myth	Life	Death	Balance
Fire	195%	195%	136%	195%	195%	195%	195%
Ice	129%	176%	83%	155%	176%	170%	170%
Storm	207%	207%	207%	207%	207%	207%	207%
Myth	166%	195%	112%	195%	195%	195%	195%
Life	132%	180%	86%	158%	180%	173%	173%
Death	157%	202%	105%	185%	202%	202%	202%
Balance	147%	190%	97%	174%	190%	190%	190%





# Roshambo

\*Generally,  
blade stack  
on everything  
except Ice  
and Death.

	BLADES	TRAPS
		
		
		
		X
		X
	X	
	X	



# Raid Phases - Phase 1

## First Street

- This phase begins when Vanguard enters the Jaguar Fight, and ends when they defeat Phlegmtasm/Badger
- The primary goals of Phase 1 are to *complete the drum puzzle, complete two mana chests, and open the gate to second street*

Elf Hitter	Aid drums - collect stars
Surge Hitter	Defeat the mob guarding Levin Bruin if Vanguard needs it - aid drums - collect stars
Surge Support	Defeat the mob guarding Levin Bruin if Vanguard needs it - aid drums - collect stars
Floater	Open second street gate once Vanguard calls all 3 tokens - aid drums - collect stars
Close Drummer	Complete drum puzzle - collect stars
Mid Drummer	Complete drum puzzle - collect stars
Far Drummer	Complete drum puzzle - collect stars
Upper Drummer	Complete drum puzzle - collect stars

# Raid Phases - Phase 2

## Second Street

- This phase begins when Vanguard enters the Gobbler/Unfun Fight, and ends when Gobbler/Unfun are defeated
- The primary goals of Phase 2 are to *complete the drum puzzle*, *complete one health chest*, *defeat Seraph or Revenant*, and *open the gate to third street*

Elf Hitter	Summon Thundering Elf / Begin fight & kill during phase 3 - collect stars
Surge Hitter	Defeat the mob guarding Seraph/Revenant - collect stars
Surge Support	Defeat the mob guarding Seraph/Revenant - collect stars
Floater	Find the pet token under a dirt mound - open third street gate once Vanguard calls their 2 tokens - collect stars
Close Drummer	Complete drum puzzle - collect stars
Mid Drummer	Complete drum puzzle - collect stars
Far Drummer	Complete drum puzzle - collect stars
Upper Drummer	Complete drum puzzle - collect stars

# Raid Phases - Phase 3

## Third Street

- This phase begins when Vanguard enters the final Nullity Fight
- The primary goals of Phase 3 are to *defeat Thundering Elf, defeat Surge, defeat the Millispeeder, and pull mobs* to prevent them from entering Nullity.

Elf Hitter	Defeat Thundering Elf - aid mob pull <u>OR</u> close drum if Vanguard is low on mana
Surge Hitter	Defeat the mob guarding Surge - aid mob pull <u>OR</u> mid drum if Vanguard is low on mana
Surge Support	Defeat the mob guarding Surge - aid mob pull <u>OR</u> far drum if Vanguard is low on mana
Floater	Defeat the Millispeeder - aid mob pull
Close Drummer	Defeat the Millispeeder - aid mob pull
Mid Drummer	Defeat the Millispeeder - aid mob pull
Far Drummer	Mob pull
Upper Drummer	Mob pull

# SURGE





## Surge Hitter and Surge Support



## The Nullity

*Surge Support and Hitter can be any school. Please communicate beforehand what school the hit will be.*

*Balance and Ice mobs may require an extra buffing turn/hit, so bring extra!*



# Surge Hitter and Surge Support



ONLY SEND IF  
PHLEGMTASM'S  
MINION IS ICE  
OR DEATH.



SEND SERAPH IF  
GOBBLER'S MINION IS  
LIFE OR FIRE. SEND  
BRIMSTONE FOR ALL  
OTHER SCHOOLS.

Our brave Vanguarders will tell you which one they need!!



ELF



# Elf Hitter

To summon Thundering Elf, you must magic touch the four crystals surrounding his spawn. This requires 20 energy per run.



# Elf Hitter

Smack the heck out of the little man  
with a gambitted Iceburn Jinn or Kelvin!!  
ICE WIZARDS ONLY - Thundering Elf hits  
like a truck with gambitted Torrences



Send during  
The Nullity

Example deck using 6 buffs, and 2 elemental  
weaknesses to set up Jinn gambit.  
Alternatively, use 5 buffs, and 2 IC or TC elemental  
shields to set up Kelvin gambit





# Elf Hitter

If using Kelvin:

T1	Buff
T2	Buff
T3	Buff
T4	Buff
T5	Buff
T6	Elemental Shield
T7	Elemental Shield
T8	Kelvin's Icy Gaze

If using Jinn:

T1	Buff
T2	Buff
T3	Buff
T4	Buff
T5	Buff
T6	Buff
T7	Elemental Weakness
T8	Elemental Weakness
T9	Iceburn Jinn



THE GOOD PART:  
MILLISPEEEEEEEEEEEEEEE



# DRUMS



# Drums

THE DRUM PUZZLE WILL START EVERY 3 MINUTES



*Completing the drum puzzle stops the drain of mana from Vanguard.*

*The close drummer activates the drum puzzle for the first time (where the X is). They will count every 3 minutes for when drums will automatically start again.*

*Run to and stand on a drum when its flashing. They will flash randomly and quickly, so be vigilant.*



# Drums

6 Drummers!!!



Before the second street is open, TWO MORE PEOPLE ARE AVAILABLE TO HELP WITH DRUMS  
Drums need to get finished ASAP so Vanguard has plenty of mana going into the part where Drummers leave drums to go fight the Millispeeder on the third street, before the combat teams come back from war





Drums ~~8 Drummers!!!!!!~~  
~~6 Drummers!!!~~



If the Phlegmtasm minion isn't Ice or Death, Vanguard doesn't need Levin Bruin. That means there's two MORE people available to do drums!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Drums need to get finished ASAP so Vanguard has plenty of mana going into the part where Drummers leave drums to go fight the Millispeeder on the third street, before the combat teams come back from war



# Drums



Once PHASE THREE HAS BEGUN, combat teams take over for drums  
Elf Solo does Close, Surge Hitter does Mid, and Surge Support does Far  
(or do whatever you want just tell each other which one you're doing!!)



# Drums colorblind-friendly version



## Phase 1

- 1-3: "Close" Drummer
- 4,5: "Upper" Drummer
- 6,7: Floater (share 8)
- 8: "Mid" Drummer
- 9: Surge Support
- 10: Surge Hitter
- 11: "Far" Drummer
- 12: Elf Hitter

## Phase 1 (Levin Bruin)

- 1-3: "Close" Drummer
- 4,5: "Upper" Drummer
- 6,7: Floater
- 8,9: "Mid" Drummer
- 10,11: "Far" Drummer
- 12: Elf Hitter

## Phase 2

- 1-3: "Close" Drummer
- 4-6: "Upper" Drummer
- 7-9: "Mid" Drummer
- 10-12: "Far" Drummer

## Phase 3

- 1-5: Elf Hitter
- 6-9: Surge Hitter
- 10-12: Surge Support



# FLOATER



# Floater

## TO OPEN:

Street 2 Gate = Insert 3 Tokens from Vanguard

Street 3 Gate = Insert Pet Token + 2 Tokens from Vanguard



- Finding the pet token quickly is your first priority during Phase 2
- Pet token is located only on the second street under dirt mounds



Possible Token Location



Chests

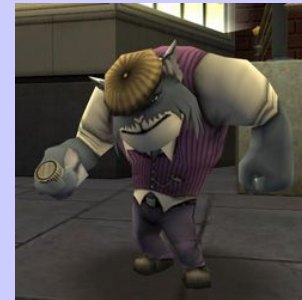




# Floater



- “Pet mounds” are small mounds of dirt **only visible in pet mode**
- Pet mounds in the Voracious Void raid also contain cantrip TCs and the MILLISPEEDER KEY
- Announce in chat when you find Thousand Peter’s Key



# MOB PULL



# Mob Pulling

2 drummers are responsible for mob pull.  
You should head to 3rd street once Vanguard  
defeats Gobbler and Unfun Guy.

[https://youtu.be/PQ2z\\_lx56K8?feature=shared&t=58](https://youtu.be/PQ2z_lx56K8?feature=shared&t=58)

Mob Pull video by Jellybean

## Smithling's Foolproof Guide to Pulling Mobs like a Pro

1. Puller 1 pulls a mob
  2. If Puller 2 wasn't automatically pulled, they wait 15 seconds, enter the sigil to reset the turn timer, and then immediately flee
  3. Puller 2 stands **on** the mobs in the sigil
    - a. If a new mob spawns, chase it down and tell Puller 1 to flee when you catch it
  4. Puller 1 concedes with 5 seconds on the timer
  5. Puller 2 automatically pulls the mobs
  6. Repeat Steps 2-5 (switching Puller 1/2) !!!
- Whichever puller is in sigil slot 2 **ALWAYS FLEES IMMEDIATELY**
  - Mobs respawn every 1 minute
  - Communicate, communicate, communicate!
  - Ask for help from Millispeeder team if mob pull falls apart - keeping minions out of the Nullity is more important



# Mob Pulling

MOBS SPAWN HERE DURING PHASE 3

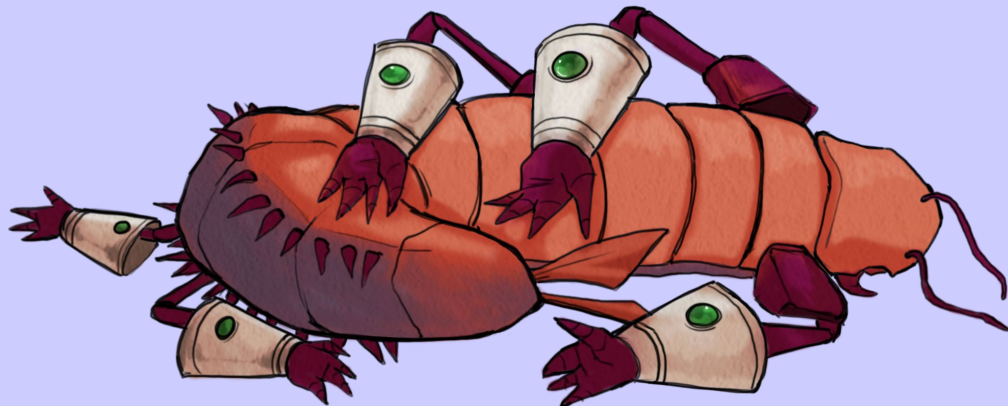
IF MOBS MAKE IT  
HERE THEY WILL  
ENTER THE FINAL  
BOSS AND **KILL  
EVERYONE**

STALL THE MOBS  
IN THIS AREA

MOB  
PULLERS GO  
TO THIRD  
STREET ONCE  
THE GATE IS  
OPEN



NOW LETS KILL  
MILLISPEEEEEEEEEEEEEEE



# Millispeeder

- Millispeeder is a secret boss on third street
- If the floater finds the **Millispeeder's Key**, they can pull a lever nearby mob pull to spawn the boss. The lever can only be seen in **pet mode**.
- MILLISPEEDER TEAM FIGHTS THE MILLISPEEDER
- Defeating the Nullity ends the raid, and Vanguard can't stall forever. Pick spells quickly!



# Millispeeder

Millispeeder must be done by offschoolers. You cannot use cards of your own school, as it will dispel you.

Below is an example that can be done on all schools except Myth. Coordinate your buffs in advance.

Close Drummer / Millispeeder Jade 1	Mid Drummer / Millispeeder Jade 2	Floater / Millispeeder Hitter (-yth)
IC Myth Trap	IC Myth Blade	TC Empower
TC Myth Blade	Mass Myth Trap	Reinforce
TC Myth Trap	Time of Legend	Phantastic Jinn

