



# Periwinkle Squad VV Vanguard Guide

updated by smith and al



# Credits

This guide was created by Smith

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.

Xandersilver  
Scuttleverse  
Valdus WildHeart  
Major  
NS  
Ashley & Juk3

This guide covers exclusively the vanguard team.

[Outside Guide and Information](#)



# Roster Setup - For Leads

\*Any drummer can technically be the Millispeeder Hitter

## 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.

Jade Vanguard  
Storm Vanguard 1  
Storm Vanguard 2  
Storm Vanguard 3  
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

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: **Left Side** and **Right 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





# Vanguard Map



- Mana wisps from M1 and M2 will spawn along the pathways and Health from H1 will spawn inside the nullity fight
- Honeycomb Horror and Unfun Guy are fought by Dual Storms
- Phlegmtasm and Gobblerian are fought by Jade and Storm



# Roshambo

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

	BLADES	TRAPS
		
		
		
		X
		X
	X	
	X	



# DECKS & GEAR





# Deck Setups

## Jade (Storm Pip)

## Storm 1 (Life Pip)

## Storm 2 (Life Pip) Storm 3 (Death Pip)



\*\*If no IC or Trained  
Dispel, you must pack 4  
total Ele Dispel TC and  
3-fold main



## Vanguard Jade Gear

Deft Dream Stalker Hood	Two life punishing pins
Deft Dream Stalker Armor	Life punishing pin
Deft Dream Stalker Boots	Life punishing pin
Headmaster's Law Staff	HP square
Burrower's Sorcery Athame, Balanced August Sage Knife, etc.	HP tear, IC darkwind
Balanced Night Mire Amulet	Two HP or block squares
Loop of King Avernus, Deft Dream Reaver Ring, etc.	Two HP tear, HP square
Pet - Clamoring Ghulture (gives IC Stormblade and Windstorm)	Spell-proof, Spell-defying, Mighty, Storm-ward, Fire-ward, Myth-ward, etc.
Any Triangle Deck	IC Time of Legend
Mount	



## Vanguard Storm Gear

Fierce Dream Reaper Hood	Two life punishing pins
Umbra Queen's Shocked Garment	Life punishing pin
Fierce Dream Reaper Boots	Two life punishing pins
Headmaster's Sky Staff	HP square
Shocking August Sage Knife	HP tear, IC darkwind, two 6% pierce circles
Fierce Dream Reaper Amulet	6% pierce circle, 16% accuracy triangle
Fierce Dream Reaper Ring	HP tear, HP square, 6% pierce circle
Pet	Reinforce + any damage/pierce traits that can get you to caps with your chosen gear set
Fierce Dream Reaper Deck	6% pierce circle
Roc or Clockwork Courser	Use stat mount if pet cannot get you to caps.

# 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 + 102% PPC

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%



# BIG CAT





# Big Cat Burglar

Pull Minion

Balance minion: Donate Dower 2  
Otherwise DP3

Storm 2 joins BEFORE Storm 1!!!

Donate Power 2 if <b>Balance</b> , 3 otherwise (Storm 1/2 alternating)			
Jade	Storm 2	Storm 1	Storm 3
Elemental Defuse (Boss)	Reinforce	Reinforce	Reinforce (Set Death pip)
<b>IC</b> Darkwind	Sirens B (Both)	Sirens B (Both)	<b>TC</b> Threefold (Boss)
NEXT TURN DEPENDS ON THE MINION SCHOOL (Jade)			
<b>TC</b> Threefold	Lightning Bats (Minion, otherwise Boss)	Typhoon Attenuate	Turmoil Oni (Boss)
<b>TC</b> Elemental Defuse (Boss)	Lightning Bats (Minion, otherwise Boss)	Typhoon Attenuate	Turmoil Oni (Boss)



# PHASE 2 BOSSES

Right side in blue, Left side in pink



Outside buffs should be sent during turn 1 animations

Send Levin (Storm calls STK) RR1 (Storm)	
Jade	Storm 3
Ele Blade	Reinforce
IC Stormblade	Storm Blade
IC Darkwind	Sirens B

Send Levin (Storm calls STK) DS1 (Storm)	
Jade	Storm 3
Windstorm	Reinforce (Set Life Pip)
Attenuate	TC Entangle (Boss)
Mass Hex	Mass Storm Trap
IC Darkwind	Sirens B

Clean up if needed



Outside buffs should be sent during turn 1 animations

Send Levin (Storm 4 calls STK) Donate Power 1 (Storm 2)	
Storm 1	Storm 2
Reinforce	Reinforce
Darkwind	Tree of Strife (Minion)
Typhoon Attenuate (Boss)	Tree of Strife (Boss)
Turmoil Oni (Boss)	Lightning Bats

Clean up if needed



# HEALING 4 - AFTER PHLEGM/BADGER

Recommended if the team is <5k HP  
Casted by Jade





Outside buffs should be sent during turn 2 animations

Send Seraph RR2 (Storm)	
Jade	Storm 3
IC Stormblade	Reinforce
Ele Dispel	Storm Blade
Ele Blade	Sirens B (Both)

Send Revenant DS1 (Storm)	
Jade	Storm 3
Windstorm	Reinforce
Mass Hex	Mass Storm
Attenuate	Sirens B (Both)

Clean up if needed



Outside buffs should be sent during turn 1-2 animations

Send Seraph/Revenant (Storm 3 calls STK)	
Storm 1	Storm 2
Reinforce	Reinforce
IC Darkwind	Thermic Shield (Storm 1)
Sirens B (Both)	Sirens B (Both)

Clean up if needed



# PHASE 3 BOSSES

Storm side in blue, Myth side in pink



# NULLITY



# Nullity

Outside buffs should be sent during turn 2 animations.  
Need to watch for the nullity school, MAKE SURE YOU CYCLE DECKS.

Pull Minion

Retribution and Surge (Storm Calls STK)  
Elf team should send on turn 2 animations on Life Null

Jade	Storm 1	Storm 2	Storm 3
Pass (Discard Attenuate)	Pass (Set Balance)	Pass (Set Balance)	Pass
IC Darkwind	Most: Tree of Strife (Minion)	Tree of Strife (Minion)	Storm: TC Impair (Boss) Otherwise: Reinforce
Myth: TC Cleanse Ward Fire: TC Mass Triage Otherwise: Buff	Most: Buff Ice: Lightning Bats (Nullity)	Death: Cleanse Charm Fire/Storm: TC Weakness Otherwise: Buff	Life: TC Triton Path B Storm: Reinforce Otherwise: Buff
Elemental Dispel	Unbalance	Spirit Dispel	Shrike
Buff	Typhoon Attenuate	Buff	Turmoil Oni

