



Periwinkle Squad Storm Team Guide

Raid Outline

Jade can be done on any school, but is traditionally done on Balance, Ice, Life, Death.

Storm Team 1

Storm Jade, Storm 1, Storm 2, Storm 3

- Drums
- Primarily finds Cacao Pods and South Tokens
- Sends Surge
- Fights Ixta
- Fights Autloc
- Pulls Minions (Storm Jade)

Storm 3 enters the Hunhou fight as Ixta

Storm Team 2

Puller, Storm 4

- Drums
- Primarily gets North Token
- Myth Fish
- Fights Autloc
- Pulls Minions (Puller)

Storm 4 enters the Hunhou fight as Autloc

Fire Team

Fire Jade, Fire 1, Fire 2

- Drums
- Fire/Death Fish and collects Skull
- Fights Yetaxa
- Fights Cameca
- Pulls Minions (Fire Jade)

Fire 2 enters the Hunhou fight as Yetaxa

Myth Team

Myth Jade, Fyth 1, Fyth 2

- Gets North / South Tokens
- Does Skull 1
- Fyth 1 does Yetaxa
- Fights Cameca

Fyth 2 enters the Hunhou fight as Cameca



Team Objectives

Storm Team One

1. Go East to do Drums (If East Rain, go South for Revealing Tokens). Storm Jade catch 4 **Ice fish** before and after drums, if you do not finish by rain change, have Storms help.
2. Fish 1 **Storm Fish** each. Deposit your fish BEFORE Ixta!
3. Go South for Revealing Tokens (If South Rain, go west for Cacao Pods)
4. Do **Shadow Surge** Fight for Yetaxa
5. East **Ixta** Boss Fight once minion passes Ixta
6. **Autloc** Boss spawn + fight
7. Cantrips for Hunhau if assigned (Storm Jade pulls North)

Storm Team Two

1. Go East to do Drums (If east Rain, go North for Token fight)
2. Go North to do **Token** fight (If North Rain after East Rain, go West for Skull fight)
3. Go West to catch **Myth Fish**
4. Support/Puller does **Yetaxa** IF Strat 2
5. Help finish West + South after Skull
6. Once 2nd Ixta minion dies, pull the 3rd.
7. Storm 4 does **Autloc** Boss Fight, does Hunhau as poly.



Storm Objective Map



Token 1



Shadow Surge



Yetaxa Boss



Ixta Boss



Autloc Boss



North Puzzle

To spawn the north boss Yetaxa, 2 mob token fights must be completed + the pet token must be found. The fight Storm Team 2 does can be found on Slide 10. Once collecting a token, type in #tokens-cryingsky with format "NORTH (TOKEN)"

 = Token 1 Location



Possible Pet Token Spots



Collect Cacao Pods (can only hold one at a time) from the west and deposit in the Cacao Pod Collector at the west base of the pyramid.

West Puzzles



1 fish of every school within the raid (fire, ice, storm, death, myth) must be deposited in the collector for Autloc to spawn.

This comes second priority behind North Fish N' Wisps as health for Yetaxa team is a priority.



Misfortune's tears spawn in the West which can be deposited at the "Tear collector" (circled in red) which when filled will despawn all wisps for 4 minutes

EAST DRUMS GUIDE

https://docs.google.com/presentation/d/1M6Q_WX8LZu08hhJPA6k0Fvf-veJaB_ilkfCO_8A3eo4/edit#slide=id.p

Drums Guide by Major

South Tokens

(Preferably Clear each spot with at least 2 people)
Myth team often does south during east storm or if something has gone wrong



Yellow: Cast
Blue: Astral
Purple: School
Green: Wildlife

NOTE: #10 will not reach the top of the pyramid.
Check that Astral token ONLY if you are missing Astral and all other spots are checked.

Find one of each token (Astral, Wildlife, School) to be able to spawn Cameca

Put Found South Tokens in #cs-tokens with format "SOUTH STORM" "SOUTH BUTTERFLY"



FISHING MAP

☐ = Whole Hog Heal (if needed)

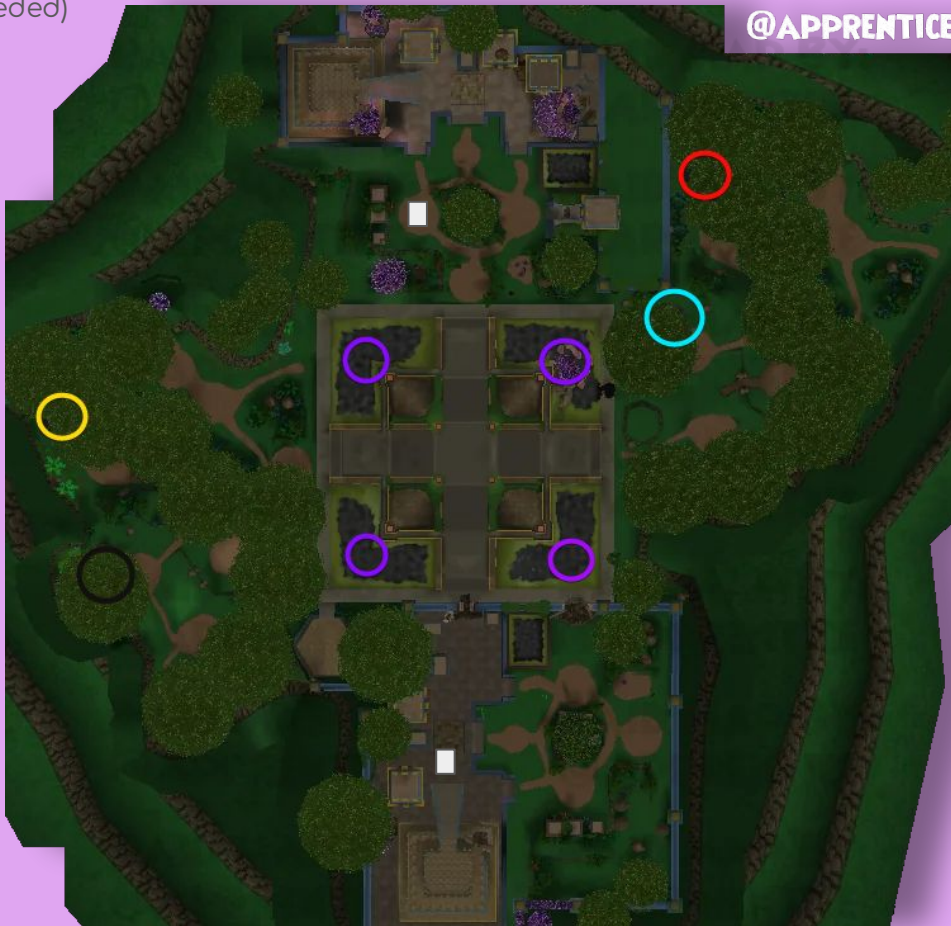
Red = Fire

Teal = Ice

Purple = Storm

Black = Death

Yellow = Myth



Fish deposit
priority is

1. North Fish n' Wisps
2. West Fish Head Collector
3. West Fish n' Wisps
4. South Fish n' Wisps

Stat Requirements

Storms 1 & 2:

- 207 damage
- 59 pierce
- 10k HP
- 100% Pip
- 36%+ Storm Accuracy
- Cantrip Level 5 (7 is ideal)

Storms 3 & 4:

- 207 damage
- 59 pierce
- 10k HP
- 100% Pip
- 36%+ Storm Accuracy
- Cantrip Level 7
- Torrence Rage Pet Talent (Storm 3)

Storm Jade:

- 11k HP
- 100% Pip
- 40 Resist

Support/Puller:

- 11k HP
- 100% Pip
- 40 Resist
- Life mastery
- 15% Life Acc

(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%

Decks

Storm Jade



PET Storm Blade

Storm 1



Storm 2



Decks Cont'd...

Storm 3



MUST be
Amulet
blade

Storm 4



Balance Support



Pet/Tear
Storm
Blade

Storm Team 2 North Token Fight

	Support/Puller	Storm 4
Turn 1	Pet/Tear Storm Blade (Storm 4)	IC Storm Blade (Self)
Turn 2	Elemental Blade (Storm 4)	TC Dual-Blade/Cleanse (Self)
Turn 3	IC Star Blade (Storm 4)	Storm Scion



	Support/Puller	Storm 4
Turn 1	Pet/Tear Storm Blade (Storm 4)	IC Storm Blade (Self)
Turn 2	IC Star Blade (Storm 4)	Pierce/Pass
Turn 3	Elemental Blade (Storm 4)	Elemental Blade (Self)
Turn 4	*Pass until Support goes after mob*	
Turn 5	Wand Hit	Storm Scion



Storm Team 1 Shadow Surge Fight (West)

	Storm Jade	Storm 1	Storm 2	Storm 3
Turn 1	Pass	Pass	Pass	Pass
Turn 2	Pass	Pass	Pass	Pass
Turn 3	IC Darkwind	Storm Oni	Storm Oni	Storm Oni

Call to pull Yetaxa while SECOND
oni is mid-animations!



YETAXA STRATS



NOTE: Support Puller does
Strat 2 Yetaxa



Strat 2 (HOTS)



MINION SCHOOL



Mire 1 Sprite Swarm 1

Shadow Surge sent Turn 1

**ALWAYS PULL
MINION FIRST!!!
PULL WHEN
SURGE CALLS!!
STAGGER!!!**

	Support/Puller	Fire 1	Fyth 1	Fire 2
Turn 1	Pass	Pass	Pass	IC Wyldfire
Turn 2	Rebirth B (Fire 1 and 2)	Infernal Oni (Boss)	Dark Surge (Fire 2)	Infernal Oni (Boss)
Turn 3	Dark Surge Self	Dark Surge Self	IC Myth Blade Self/Pass (If Crying Sky Greenhorn)	Shrike
Turn 4	Rebirth B (Fire 2)	King Art Path B	Phantastic Jinn	Infernal Oni



IXTA STRATS



Strat 1



**ALWAYS PULL
MINION FIRST!!!**

	Storm Jade	Storm 1	Storm 2	Storm 3
Turn 1	Donate Power (Storm 3)	IC Star Blade (Storm 3)	Elemental Blade (Storm 3)	Cleanse Charm (Self)
Turn 2	IC Darkwind	Elemental Blade (Storm 3)	TC Kraken (Boss)	Rain of Torrence (Boss)
Turn 3	TC Donate Power (Storm 2)	Elemental Blade (Storm 2)	TC Empower	Storm Blade (Storm 2)
Turn 4	Pet Storm Blade (Storm 2)	Lightning Bats	Turmoil Oni	Lightning Bats



Strat 2



**ALWAYS PULL
MINION FIRST!!!**

STORM 3 DONATE POWER 3

	Storm Jade	Storm 1	Storm 2	Storm 3
Turn 1	IC Darkwind	Spirit Weakness (Boss)	Spirit Weakness (Boss)	Cleanse (Storm 1)
Turn 2	Threefold Fever (Boss)	Turmoil Oni (Boss)	Cleanse (Storm 3)	Turmoil Oni (Boss)
Turn 3	Donate Power (Storm 3)	TC Cleanse (Storm 2)	TC Threefold Fever	TC Empower
Turn 4	TC Threefold Fever	TC Threefold Fever	Turmoil Oni	Turmoil Oni

AUTLOC STRATS



Strat 1

OR



ALWAYS PULL
BOSS FIRST!!

	Storm Jade	Storm 1	Storm 2	Storm 4
Turn 1	IC Darkwind	TC Storm Blade (Storm 4)	Storm Blade (Storm 4)	TC Empower
Turn 2	TC Shatter (Boss)	Elemental Blade (Storm 4)	Elemental Blade (Storm 4)	Storm Scion B (Boss)
Turn 3	Pet Storm Blade (Storm 2)	IC Star Blade (Storm 2)	Cleanse (Self)	IC Storm Blade (Storm 2)
Turn 4	Elemental Blade (Storm 2)	Elemental Blade (Storm 2)	Storm Scion B	Lightning Bats



Strat 2

AND



ALWAYS PULL BOSS FIRST!!

STORM 4 DONATE POWER 2

STORM 1 RESTORING RAIN 1

	Storm Jade	Storm 1	Storm 2	Storm 4
Turn 1	TC Cleanse (Storm 4)	Thunderman (Boss)	Storm Blade (Storm 4)	IC Storm Blade (Self)
Turn 2	Elemental Blade (Storm 4)	Elemental Blade (Storm 4)	TC Thunder Snake B (Boss)	Storm Scion B (Boss)
Turn 3	Elemental Blade (Storm 2)	Elemental Blade (Storm 2)	Storm Scion B	Bats



Strat 3

OR



**ALWAYS PULL
BOSS FIRST!!**

STORM 4 DONATE POWER 3

STORM 2 DUAL STRIKE 2

STORM 1 DUAL STRIKE 1

	Storm Jade	Storm 1	Storm 2	Storm 4
Turn 1	IC Darkwind	TC Elemental Trap (Boss)	Elemental Trap (Boss)	Cleanse (Self)
Turn 2	TC Shatter (Boss)	TC Hex (Boss)	TC Storm Trap (Boss)	Storm Owl (Boss)
Turn 3	TC Cleanse (Storm 1)/TC Shatter	Lightning Bats	Cleanse (Self)	IC Storm Trap
Turn 4	Curse/Hex	Turmoil Oni	Turmoil Oni	TC Kraken

HUNHAU STORM TEAM

CANTRIPS + Willcast Talents



Hunhau



Due to priests' assorted decks, these two talents are required on pets to minimize rng during Hunhau fight

Ixta/ Cameca polymorphs



To use, **discard a spell** and use the will-cast on yourself

make sure to feed snacks to pet before entering raid



Yetaxa polymorph



STORM 3: RESTORING RAIN 1 (AFTER FIRE 2 USES RR3)

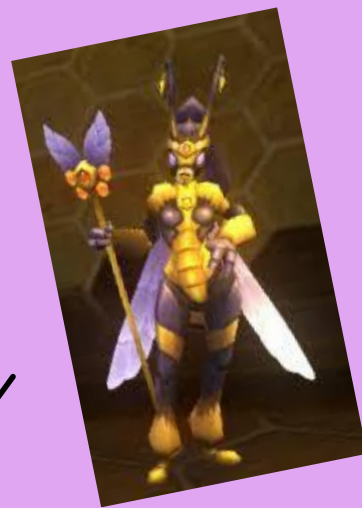


Do NOT!!! Send
Dual-Strikes
until
Polymorphs
Call for it.



STORM 1: DUAL-STRIKE 2

STORM 2: DUAL-STRIKE 1



CONGRATULATIONS ON
BEE DANCING YOUR WAY
TO VICTORY!!!





Strat 1



OR

STORM 4 DONATE POWER 2
STORM 1 RESTORING RAIN 1

ALWAYS PULL
BOSS FIRST!!

If



Otherwise

	Storm Jade	Storm 1	Storm 2	Storm 4
Turn 1	Pet Storm Blade (Storm 4)	Thunderman (Boss)	Storm Blade (Storm 4)	Cleanse/ IC Storm Blade (Self)
Turn 2	Elemental Blade (Storm 4)	Elemental Blade (Storm 4)	TC Thunder Snake B (Boss)	Storm Scion B (Boss)
Turn 3	Elemental Blade (Storm 2)	Elemental Blade (Storm 2)	Storm Scion B	Bats