



Periwinkle Squad CS Fire/Fyth Team

updated by ns, scuttle, arthur, ol, smith, ant

Guide



CHANGELOGS

Effective 6/7/2025:

- Skull 1 now will be done by Fyth Team
- Myth Fish now caught by Storm Team 2 (Tiny Team)

Effective Once Test Realm Comes To Live Realm:

- Changes to Yetaxa and Cameca due to hot/dot changes in the update. Yetaxa cantrip costs lowered. Cameca strat 2 now 4 turns, strat 3 added
- Changes to decks for all 6 people on Fire and Fyth team, be sure to adjust.
- Fyth Jade stat requirements increased

Raid Outline

Jade can be done on any school, but is traditionally done on Balance or Death. Other schools require IC Hex or IC Curse from a pet.

Storm Team 1

Storm Jade, Storm 1, Storm 2, Storm 3

- Drums
- Cacao Pods and South Tokens
- Storm/Ice Fish
- Sends Surge
- Fights Ixta
- Fights Autloc
- Pulls Minions (Storm Jade)

Storm 3 enters the Hunhau 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 Hunhau 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 Hunhau 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 Hunhau fight as Cameca



Fire Team Objectives

1. Go East to do Drums (If East Rain, go South for Revealing Tokens).
Fire Jade: Fish 4 **Fire fish** by drums end. If not done, call over Fire 1 and 2.
2. Do Skull 2. Fire Hitters fish for 4 Death fish during first turn of Skull 2.
3. North Yetaxa Boss Fight spawn once Shadow Surge pulls, start fight when Surge calls.
4. If Strat 2 Yetaxa, Fire Jade joins Storm 4 to do South + West
5. Fire 1 does Cameca after Yetaxa, Fire Jade pulls South, Fire 2 fights Coatls/waits for Hunhau.
6. Cantrips for Hunhau if assigned, Fire 2 is Yetaxa poly



*In loving memory of Phoenix,
our fearless leader before
Arthur ate him*



Fyth Team Objectives

1. Go North to do Token 2. Check for Pet Token while North.
2. Go West to do Skull 1.
3. Myth Jade and Fyth 2 help South + West, Fyth 1 does Yetaxa Boss
4. North Yetaxa Boss Fight spawn once Stupefy pulls, start fight when Stupefy calls. During Yetaxa, Myth Jade and Fyth 2 go South for Reveal Invisible
5. Team does Cameca after Yetaxa. Remember to pull boss.
6. Cantrips for Hunhau if assigned, Fyth 2 is Cameca poly



*In loving memory of Phoenix,
our fearless leader before
Arthur ate him*



Fire/Fyth Team Objective Map



○ [Token 2](#)

◇ [Skull 1](#)

□ [Skull 2](#)

pentagon [Yetaxa Boss](#)

trapezoid [Cameca Boss](#)

△ [Pull Minion \(Fire Jade\)](#)



North Puzzle

To spawn the north boss, Yetaxa, 2 mob token fights must be completed + the pet token must be found. The fight Fyth Team does is on Slide 13. Once collecting a token, type in #cs-tokens with format “NORTH (TOKEN)”

○ = Token 2 Location



Possible Pet Token Spots



West Puzzles



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.



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



"The world is a nail and storm owl is my hammer" -
Artur DreamWeaver, Beastmoon Tilter



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.

	The Antartican
STAR NORTH	
NORTH CRANE	
	scuttleverse 🌟
SOUTH SPIRAL	

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 (ARTHUR FISH)

= Whole Hog Heal (if needed)

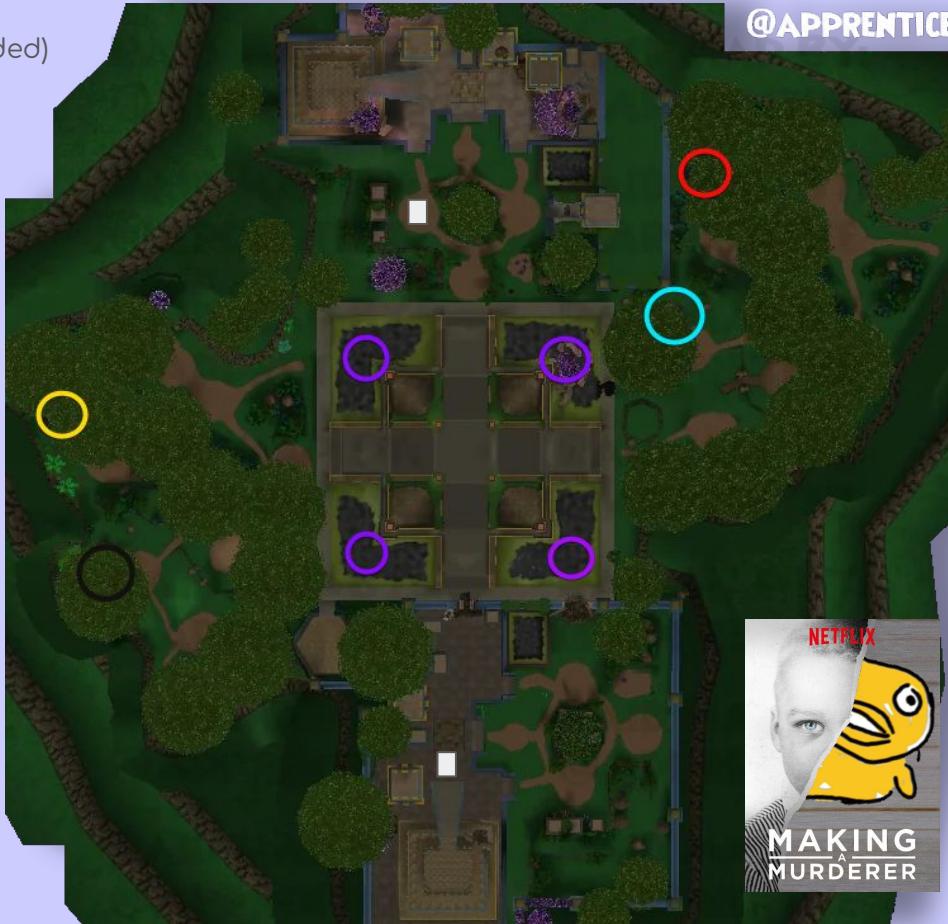
Red = Fire

Teal = Ice

Purple = Storm

Black = Death

Yellow = Myth



@APPRENTICE



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

Fire 1 & 2:

- 195 Fire Damage
- 68 Fire Pierce
- 100% Pip
- 31% Fire Acc
- 11k HP
- Level 7 Cantrip
- Bernie's Omen (Fire 2)

Fyth 2:

- 195 Myth Damage
- 68 Myth Pierce
- 100% Pip
- 26% Myth Acc
- 11k HP
- Level 5 Cantrip (7 ideal)
- Torrence Rage Pet Talent

Fyth 1:

- 195 Myth Damage
- 68 Myth Pierce
- 31% Fire Accuracy
- 26% Myth Accuracy
- 100% Pip
- Level 5 Cantrip (7 is ideal)

Fire Jade:

- 12k HP
- 100% Pip
- 26% Fire Acc
- Fire Mastery

(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%	

Fyth Jade (NO Myth):

- 12k HP
- 100% Pip
- 155 Myth Damage
- 40 Myth Pierce
- 26% Myth Acc
- Myth Mastery
- Level 7 Cantrip



Decks

Fire Jade



Fire 1



Fire 2



Decks

Myth Jade



Fyth 1



Fyth 2



North Token 2 Fight

NOTE: Fyth 2 joins BEFORE Fyth 1

Myth Jade	Fyth 2	Fyth 1
Curse/Hex	Mass Myth Trap	Myth Trap
IC Myth Fuel	Spirit Trap	Pass
Betrayal	Spirit Trap	Myth Scion

Use only 1 TC Myth Trap. If you do not pull Turn 1, use Turn 2.



Fyth Team Skull 1 Fight

NOTE: Fyth 2 joins BEFORE Fyth 1

Myth Jade	Fyth 2	Fyth 1
Curse/Hex	Mass Myth Trap	Myth Trap
IC Myth Fuel	Spirit Trap	Pass
Betrayal	Spirit Trap	Myth Scion



Fire Team Skull 2 Fight

Fire Jade	Fire 1	Fire 2
Pass	Pass	IC Wyldfire
Immolate B	Pass	Pass
Fire Elf	King Art B	Fire Scion B



YETAXA STRATS



Strat 1 (DOTS)



MINION
SCHOOL



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

Shadow Surge sent Turn 1

	Fire Jade	Fyth 1*	Fire 1*	Fire 2
Turn 1	Immolate B (Boss)	Pass	Pass	IC Wyldfire
Turn 2	Immolate B (Boss)	Fire Dragon B (Both)	Fire Scion B (Boss)	Fire Scion B (Boss)
Turn 3	Dark Surge Self	Pass	Dark Surge Self	Dark Surge Self
Turn 4	Rain of Fire B	Fire Elf	Fire Scion B	Fire Scion B



Strat 2 (HOTS)



MINION SCHOOL



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

Fire 1 Sprite Swarm 1

Shadow Surge sent Turn 1

	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



CAMECA STRATS



Strat 1



MINION SCHOOL



FYTH 1 DONATE POWER 2

	Myth Jade	Fire 1	Fyth 1	Fyth 2
Turn 1	IC Myth Fuel (Boss)	TC Hex (Boss)	Myth Trap (Boss)	Mass Myth Trap
Turn 2	IC Time of Legend	Spirit Trap (Boss)	Spirit Trap (Boss)	Myth Scion (Boss)
Turn 3	Curse/Hex	TC Hex	TC Spirit Trap	Spirit Trap
Turn 4	Betrayal	Pass	Myth Scion	Troll

ALWAYS PULL
BOSS FIRST!!



Strat 2



OR



MINION SCHOOL

ALWAYS
PULL BOSS
FIRST!!

FYTH 1 DONATE POWER 2
FYTH 2 DONATE POWER 2

	Myth Jade	Fire 1	Fyth 1	Fyth 2
Turn 1	IC Time of Legend	TC Spirit Shield (Fyth 1)	TC Spirit Shield (Self)	TC Spirit Shield (Self)
Turn 2	Stone Colossus A (Boss)	TC Spirit Shield (Fyth 2)	Myth Jinn (Boss)	Myth Jinn (Boss)
Turn 3	TC Troll A	Fire King Art B	TC Empower	TC Empower
Turn 4	TC Minotaur A	Helephant A	TC Minotaur A	TC Minotaur A



Strat 3



MINION SCHOOL



ALWAYS
PULL BOSS
FIRST!!

FYTH 1 DONATE POWER 2
FYTH 2 DONATE POWER 2

	Myth Jade	Fire 1	Fyth 1	Fyth 2
Turn 1	IC Time of Legend	TC Spirit Shield (Fyth 1)	TC Spirit Shield (Self)	TC Spirit Shield (Self)
Turn 2	Stone Colossus (Boss)	TC Spirit Shield (Fyth 2)	Myth Jinn (Boss)	Myth Jinn (Boss)
Turn 3	TC Spirit Blade Fyth 2	TC Myth Blade Fyth 2	IC Myth Blade Fyth 2	TC Empower
Turn 4	Spirit Blade Fyth 2	TC Sun Blade Fyth 2	TC Cyclops	TC Minotaur A



HUNHAU FIRE AND FYTH CANTRIPS





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



FIRE 2: RESTORING RAIN 3 FYTH 1 AND FYTH 2: RESTORING RAIN 1 (AFTER RESTORING RAIN 3 IS SENT!)



ONLY SEND
DONATE
POWER 2 IF
DINOS GO
FIRST



**FIRE 1: DONATE POWER 2
Myth Jade: DUAL STRIKE 3**





CONGRATULATIONS ON
BEE DANCING YOUR WAY
TO VICTORY!!!

Certificate
of Achievement

PROUDLY PRESENTED TO

You

For significant contributions to Periwinkle Squad's first Crying Sky win
on May 5th, 2024 and/or since February 17th, 2024

Sallie
guild leader

Connor
periwinkle leads

Arthur
Cacoon