



Periwinkle Squad CR Outside Guide

updated by smith



Raid Outline

Vanguard (Gulag)

Daemon Support + Hitter
Cabalist Support + Hitter

- Mob pulls/collects rope and takes catapults to the Gulag
- Pulls levers to open Gulag
- Defeats minions to collect eternal flames
- Uses eternal flames to collect henchmen
- Defeats Divine Cabalist and Personal Daemon

Oak Team

Oak 1, Oak 2

- Collects rope to set up catapult
- Defeats Oak Mini Bosses
- Defeats Poison Oak



Oblongata Team

Oblong 1, Oblong 2

- Collects rope to set up catapult
- Defeats Oak Mini Bosses
- Defeats Oblongata

Cannon+Puller Team

West and East Puller
Cannons 1, Cannons 2

- Mob pulls/collects rope to set up catapult
- West Pullers pulls at west cannon
- Sends west cannons
- East puller pulls east minions



Raid Phases

Phase 1: Building Catapults

- Everyone either PULLS MOBS or COLLECTS ROPE
- Goal is to launch the Vanguard into the Gulag, once they are, enter phase 2

Phase 2: Cannons and Bosses

- Defeating mini bosses/side bosses
- Sending support cards into the Gulag
- Shooting Cannons
- Mob Pulling



Level 170 Stat Caps

	HP	Damage	Pierce	Resist	Accuracy
	10,418	207%	59%	56%	67%
	11,733	195%	68%	62%	61%
	14,383	176%	47%	85%	57%
	15,449	180%	51%	74%	56%
	11,541	195%	65%	75%	63%
	12,584	202%	56%	78%	57%
	13,199	190%	57%	76%	57%

Oak Team Decks (Ice Variant)

Oak 1: (-yth)

11k HP
Your School's Myth Damage Cap
24 Myth Pierce
45% Resist
25% Myth Acc
2+ Pieces of Shad Gear



Oak 2: Ice (Storm mastery + either pins or 45%)
Set Myth Pip



11k HP
176% Ice Damage
34% Ice Pierce 16% Storm Pierce
45% Resist
30% Storm Acc 25% Ice Acc

Oak Team Decks (Death Variant)

Oak 1: (-yth)

11k HP
Your School's Myth Damage Cap
24 Myth Pierce
45% Resist
25% Myth Acc
2+ Pieces of Shad Gear



Oak 2: Death (Storm mastery)
Set Myth Pip



11k HP
202% Death Damage
14% Death Pierce 16% Storm Pierce
45% Resist
30% Storm Acc 20% Death Acc

Oak Team Objectives

Oak 1

- Stand under the Blue Banner to start
- Collect rope and deposit it into the SW catapult
- Touch snow forts
- Defeat Random Seedling
- Defeat Poison Oak

Oak 2

- Stand under the Purple Banner to start
- Collect rope and deposit it into the SE catapult
- Touch snow forts
- Defeat Root Colonel
- Defeat Poison Oak



Oblongata Team Decks

Oblong 1

195% Myth Damage
25% Myth Accuracy
65% Myth Pierce
Storm Mastery



Styth and Fyth are viable:
 Styth: Requires 207% Myth damage and 59% Myth pierce.

Oblong 2



195% Myth Damage
25% Myth Accuracy
65% Myth Pierce

Fyth is viable.

**Purge required if on-school Myth.



Oblongata Team Objectives

Oblong 1 (-yth)

- Stand under the **Red Banner** to start
- Magic touch bridge lantern
- Collect rope and deposit it into the NW catapult
- Touch snow forts
- Defeat Corrupted Trunk
- Defeat Oblongata

Oblong 2 (-yth)

- Stand under the **Green Banner** to start
- Magic touch bridge lantern
- Collect rope and deposit it into the NE catapult
- Touch snow forts
- Defeat Dead Branch
- Defeat Oblongata



Cannon Team Decks

Cannons 1

Main:

x2 YOUR SCHOOL Wallaru
AoE Path B
3-5 Pip Fast Animation Hit



Cannons 2

Main:

YOUR SCHOOL Wallaru AoE
Path B x2
3-5 Pip Fast Animation Hit x2



School Damage Cap
Sufficient Accuracy
School Pierce Cap
HP Cap, 100% Pip

School Damage Cap
Sufficient Accuracy
35% Pierce
HP Cap, 100% Pip



Cannon Team Objectives

Cannons 1

- Stand under the **Green Banner** to start
- Defeat incoming mobs before they reach the catapult
- Touch snow fort
- Magic touch bridge lantern
- Help spawn jail wisps if needed
- Help with clearing and sending west cannons

Cannons 2

- Stand under the **Purple Banner** to start
- Collect rope and deposit it into the SE catapult
- Touch snow fort
- Help spawn jail wisps if needed
- Help with clearing and sending west cannons



Puller Team Decks

West Puller

Main:
Wallaru AoE Path B x2
3-5 Pip Fast Animation Hit x2



East Puller

Main:
Wallaru AoE Path B x2
3-5 Pip Fast Animation Hit x2



School Damage Cap
Sufficient Accuracy
35% Pierce
HP Cap, 100% Pip

School Damage Cap
Sufficient Accuracy
35% Pierce
HP Cap, 100% Pip



Puller Team Objectives

West Puller

- Stand under the **Blue Banner** to start
- Defeat incoming mobs before they reach the catapult
- Touch snow fort
- Pull west minions before they reach the cannon

East Puller

- Stand under the **Red Banner** to start
- Defeat incoming mobs before they reach the catapult
- Touch snow fort
- Magic touch bridge lantern
- Pull East cannon without clearing the mobs

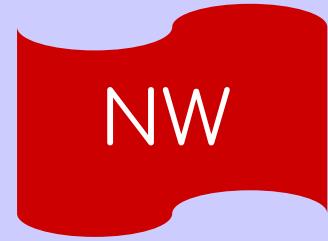


PHASE 1

Building your catapult and launching Vanguard



Starting Flags



STARTING HERE:

Daemon 1
(Rope, Igloo)

Oblong 1
(Rope, Igloo, Bridge)

East Puller
(Pulling, Bridge)



STARTING HERE:

Cabalist 1
(Pulling)

Oak 2
(Rope, Igloo)

Cannons 2
(Rope, Igloo)

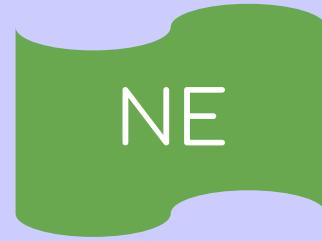


STARTING HERE:

Cabalist 2
(Pulling)

Oak 1
(Rope, Igloo)

West Puller
(Rope, Igloo)



STARTING HERE:

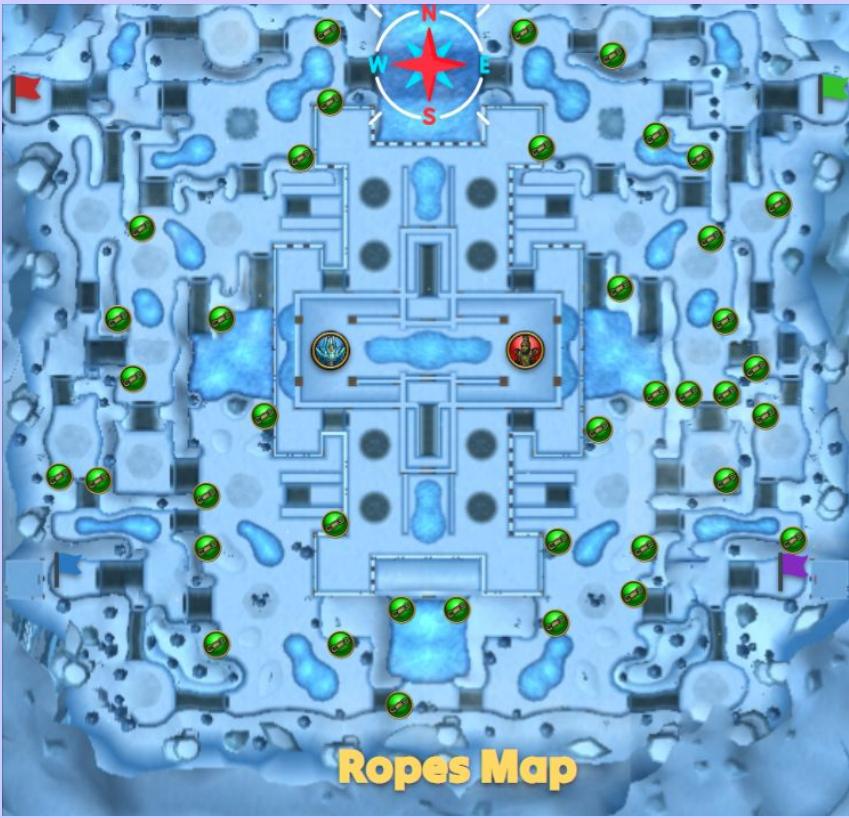
Daemon 2
(Rope, Igloo)

Oblong 2
(Rope, Igloo, Bridge)

Cannons 1
(Pulling, Bridge)



Collecting Rope



- Rope spawns all throughout the map during Phase 1.
- Interact with it to pick it up, then bring it over and deposit it into your quadrant's catapult.
- 6 Rope is needed to complete the catapult.

**INTERACTING WITH A 6/6 CATAPULT
WILL AUTOMATICALLY LAUNCH YOU.
UNLESS YOU ARE ON VANGUARD, DO
NOT TOUCH IT. OTHERWISE THE RAID
IS LOST.**

- Please stay in your quadrant while looking for rope, unless another quadrant needs help.



Pulling Mobs

East Puller post

Phase 1 Pulling Locations



Cannons 1 post

Phase 2 Pulling Locations



East Puller.
Do not kill
enemies
here.
Stand and
stall for
the
duration
of the raid.

Cabalist Storm post

Cabalist 1 post

West Puller here after catapult

- Get to your post and kill the mobs ASAP. They spawn EXTREMELY FAST. If even one reaches the catapult, the raid is lost.
- Do not pull multiple into one fight. Engage one, use a fast 3 to 5-pip hit to kill, and then engage the next one.



Snow Forts

- Use the magic touch contraption on the snow forts.
- Do this during rope collection, unless you're pulling, then do it after the catapult is done.

SNOW FORT ASSIGNMENTS



Daemon 1
(4)

Cabalist Storm
(14)

Oblong 1
(5)

Oak 1
(7 + 9)

East Puller
(6)

West Puller
(8)



Daemon 2
(1)

Cabalist 1
(13)

Oblong 2
(2)

Oak 2
(10+11)

Cannons 1
(3)

Cannons 2
(12)



PHASE TWO

Shooting cannonballs and killing evil stuff

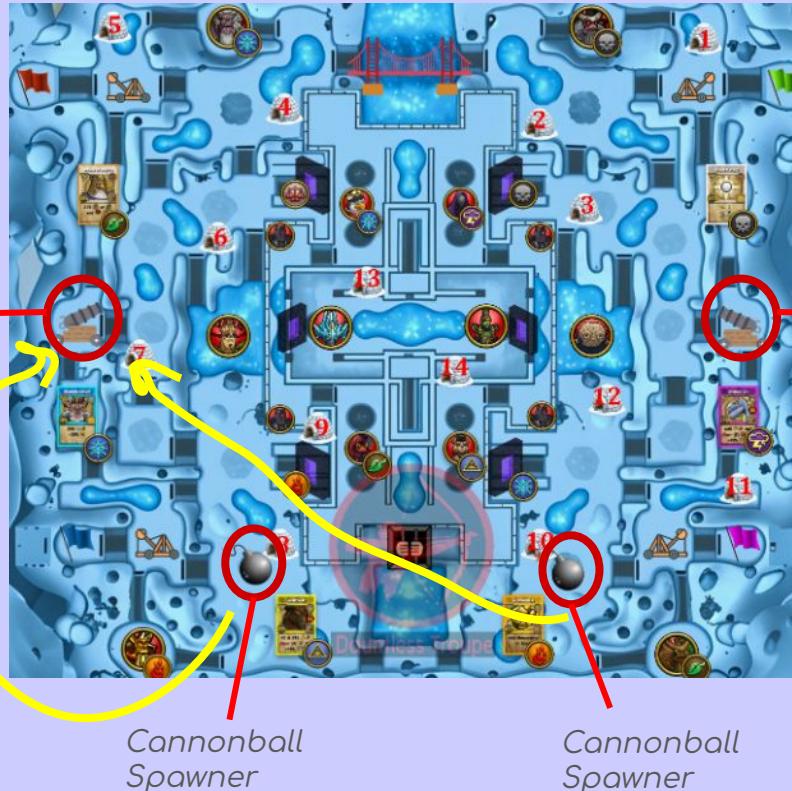


Sending Cannons

Two people need to pass cannonballs to each other from the spawners to the cannon.

HOW TO PASS CANNONBALLS:

- Person 1 picks up ball.
- When the cantrip begins to cast, the other player will try to run as far as possible before they catch the ball.
- Person 2 will repeat the throw to Person 1.
- Repeat until ball is deposited into cannon.



Cannonballers:
Cannons 1
Cannons 2

West Cannon

East Cannon

NEVER SEND EAST CANNONS UNLESS REQUESTED.



Solo Jail Healing



Wisps do NOT spawn naturally in the Cabal's Revenge Raid. HOWEVER, freeing someone in the jail will spawn health and mana wisps. There is a method to put yourself and free yourself from jail to heal up before a fight if needed.

1. Magic touch the left AND right lamp outside the jail
2. Join a fight and flee from it.
3. Magic touch the lamp within the jail.
4. The jail will open and wisps will spawn to heal from.



OAK TEAM



Random Seedling (Oak 1)

Start Random Seedling once your catapult is finished.

Oak 1
Blade
Blade
Blade
Frenzy
Phantastic Jinn

Starting Area



Random Seedling

If Myth or Balance, use an extra **TC** blade if he uses chromatic weaknesses. Do this on a turn you go second so you can hit the next turn.



Root Colonel (Oak 2)

Begin directly after the Vanguard has taken the catapult.

Oak 2 (Discard ToL, Shields)
Blade
Blade
TC School Blade
Thundersnake B
TC School Blade
Frenzy
Ice Scion/Doom Oni



Root
Colonel

Starting
Area



Poison Oak (Ice)

Poison Oak

Oak 1	Oak 2 (Storm mastery)
Mythblade IC self (35%)	Thermic Shield self
Mythblade IC self (35%)	Thermic Shield self
Mythblade IC self (35%)	Storm Blade self
Elemental Blade Oak 2	Sirens B (65%)
Thermic Shield self	Thunder Snake B (45%)
Thermic Shield self	Ice Blade IC (45%)
Mythblade TC self (35%)	Ice Blade self (35%)
IC Balefrost (35%)	TC Donate Power self
Reinforce/Frenzy (40%)	Reinforce/Frenzy (40%)
Attenuate (20%)	Scion of Ice
Shrike	IC Time of Legend (35%)
Phantastic Jinn	



Poison Oak (Death)

Poison Oak

Oak 1	Oak 2 (Storm mastery)
Mythblade IC self (35%)	Thermic Shield self
Mythblade IC self (35%)	Thermic Shield self
Mythblade IC self (35%)	Storm Blade self
Elemental Blade Oak 2	Sirens B (65%)
Thermic Shield self	Thunder Snake B (45%)
Thermic Shield self	Death Blade IC (35%)
Mythblade TC self (35%)	Death Blade self (35%)
Deadzone (25%)	TC Donate Power self
Reinforce/Frenzy (40%)	Reinforce/Frenzy (40%)
Attenuate (20%)	Doom Oni
Shrike	Time of Legend (35%)
Phantastic Jinn	



OBLONGATA TEAM



The Bridge



At the start of the raid, use magic touch cantrip on the lanterns around north bridge to lower it.

After you lower it, collect rope for the catapults.



Corrupted Trunk (Oblong 1)

Oblong 1
Dream Shield (self)
Dream Shield (self)
Myth Trap
IC Myth Trap
TC Hex
Phantastic Jinn

Begin directly after the Vanguard has taken the catapult.

Corrupted
Trunk

Starting
Area



If on school Myth, use Jinn's defense if he uses chromatic shields.



Dead Branch (Oblong 2)

Oblong 2
Dream Shield (self)
Dream Shield (self)
Myth Trap
IC Myth Trap
TC Hex
TC Myth Trap
Phantastic Jinn

Begin directly after the Vanguard has taken the catapult.

Dead
Branch



If on school Myth, use Purge if he uses chromatic weaknesses.

Starting
Area

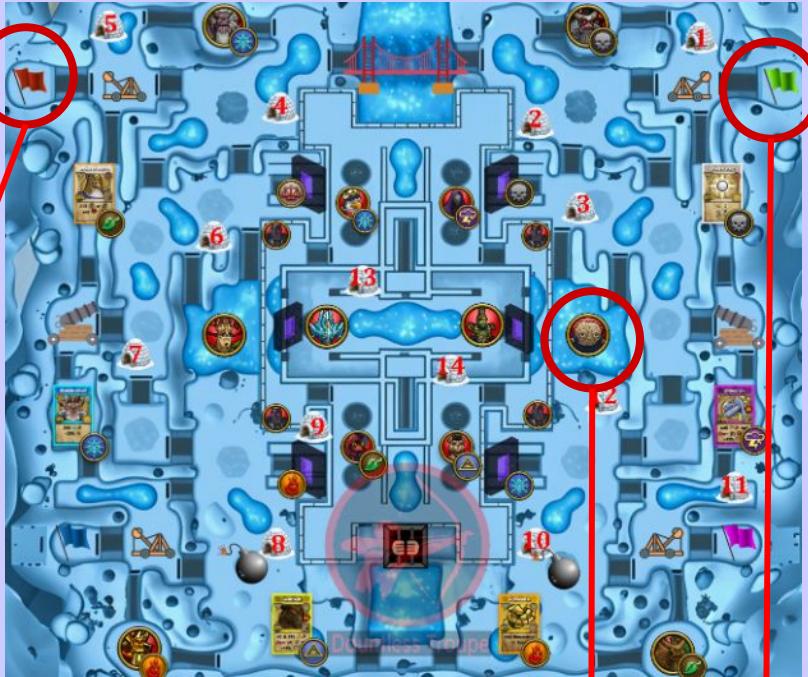


Oblongata

Oblong 1	Oblong 2
Ether Shield (self)	Ether Shield (self)
Ether Shield (self)	Ether Shield (self)
IC Myth Trap	Myth Trap
TC Hex	TC Myth Trap
COUNTER	COUNTER
Phantastic Jinn	IC Myth Trap
TC Hex	TC Myth Trap
Myth Trap	COUNTER
COUNTER	Phantastic Jinn

See next slide for *counters*.

Oblong 1
Start Area



Oblongata

Start the fight immediately once the boss is spawned.

Oblong 2
Start Area



Oblongata

Oblong Support (Life Mass)	Oblong Storm
Ether Shield (Fire)	Blood Bat B
IC Storm Trap (35%)	TC Blood Bat B
Pass	IC Hex (35%)
COUNTER	Pass until 200% Trap and Sup 4 pips
COUNTER	Pacify
TC Shatter/Pass	Frenzy
Rebirth B (Fire)	Thundering Jinn

See next slide for *counters*.



Start the fight immediately once the boss is spawned.



Oblongata Counter Turn

HANGING EFFECT	HOT (HEAL OVER TIME)	SHIELD	BLADE	WEAKNESS	TRAP / DOT (DAMAGE OVER TIME)
Oblong 1	Jinn's Restoration	Jinn's Defence	Pass	Pass	Pass until new hanging effect is applied
Oblong 2	Pass	Jinn's Defence	Jinn's Larceny	Jinn's Vexation	Pass until new hanging effect is applied



CANNON TEAM

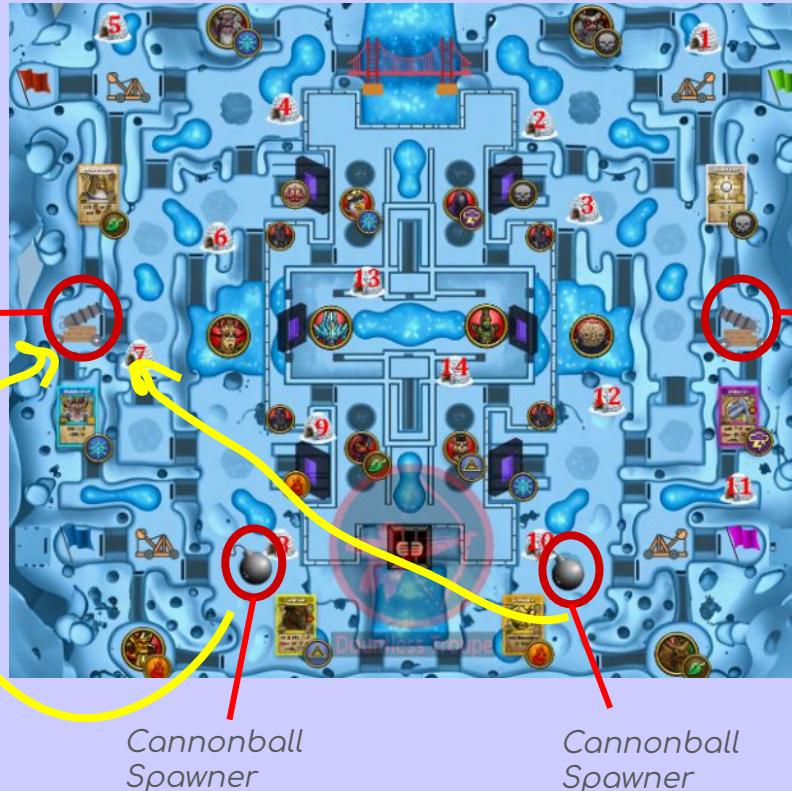


Sending Cannons

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HOW TO PASS CANNONBALLS:

- Person 1 picks up ball.
- When the cantrip begins to cast, the other player will try to run as far as possible before they catch the ball.
- Person 2 will repeat the throw to Person 1.
- Repeat until ball is deposited into cannon.



Cannonballers:
Mao Zetom
East Puller (Before Cabalist)
Surge Hitter (After Surge)

West Cannon

NEVER SEND EAST CANNONS.

Cannonball Spawner

Cannonball Spawner



PULLER TEAM



Pulling Mobs

East Puller post

Phase 1 Pulling Locations



Phase 2 Pulling Locations

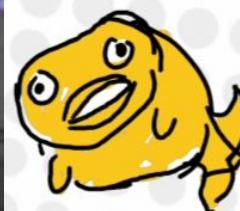
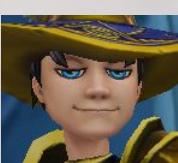


East Puller.
Do not kill
enemies
here.
Stand and
stall for
the
duration
of the raid.

- West Puller pulls at west cannon for the rest of the raid once catapults launch
- East Puller pulls at east cannon for the rest of the raid once Cabalist starts



CONGRATS ON BEATING THIS SHITTY ASS RAID MAY TOM BLESS YOU!!!



If you're cold, they're cold

Gretta Darkkettle (Shadow Surge)

Surge Hitter
School Trap
IC School Trap
TC School Trap
TC Hex
Burst Hit



This MUST be sent during turn 2 animations of the Personal Daemon fight.

It's recommended to start when Vanguard collects their minions. They will communicate when to start and when to kill.

Killing = Sending



Killer Krok (Wrath of Aquila) (Storm 1)

STORM 1

Stormblade

IC Stormblade

TC Stormblade

Frenzy

Storm Owl



This **MUST** be sent during turn 2 animations of the Personal Daemon fight.

It's recommended to start when Vanguard collects their minions. They will communicate when to start and when to kill.

Killing = Sending

Killer Krok



Starting
Area



Scarlet Shrimpernel (Monumental) (Storm 1)

STORM 1

Stormblade

IC Stormblade

Frenzy

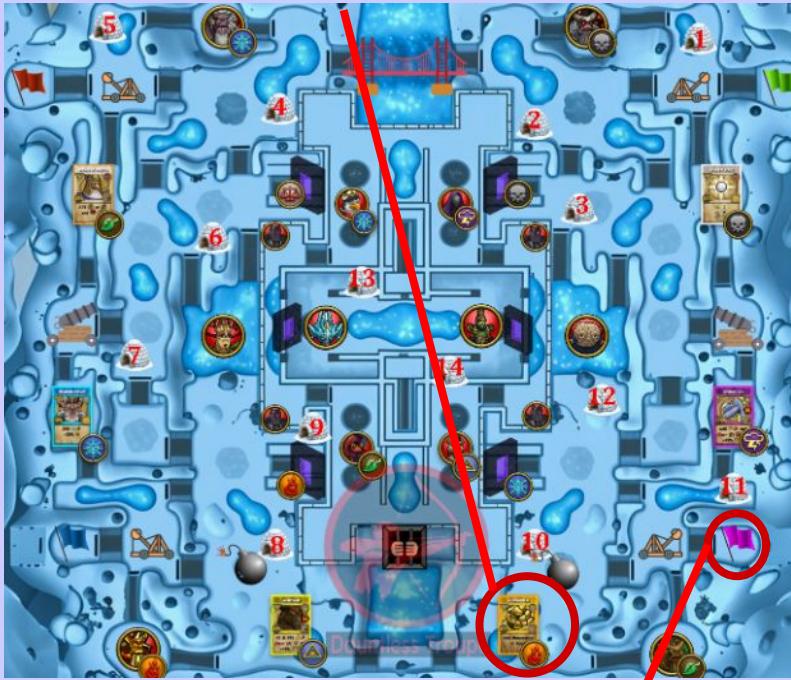
Storm Owl



This can be sent during turn 2 - turn 7 animations of the Divine Cabalist fight.

It's recommended to start when Daemon is on turn 8. They will communicate when to start and when to kill.

Killing = Sending



Scarlet
Shrimpernel

Starting
Area

