



Cabal's Revenge Guide

Periwinkle Squad

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 Surge to Daemon
- Sends **west cannons**
- East puller pulls east minions



Raid Phases

Phase 1: Building Catapults

Phase 2: Collect Bots + Gulag Bosses

- Everyone either PULLS MOBS or COLLECTS ROPE
- Goal is to launch the Vanguard into the Gulag, once they are, enter phase 2
- Fights the mobs on the Gulag for flames that release the Bots (2 for Daemon).
- Fight Daemon
- Fight Cabalist
- Time the deaths of Daemon and Cabalist within 3 minutes of each other!



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%



Personal Daemon Decks + Stats

Daemon 1

10k+ HP
40+ Res
100% Power Pip
On-school Damage Cap
On-school Accuracy
Balance Mastery, else
pack TC Empower
15% Balance Accuracy



Your School's Wallaru Path B, Fast Animation Hit, and 2-pip Cleanup



Daemon 2

10k+ HP
40+ Res
100% Power Pip
On-school Damage Cap
On-school Accuracy
Balance Mastery
15% Balance Accuracy



Available Schools



Available Schools



Daemon Team Objectives

Daemon Support

- Stand under the **Red Banner** to start
- [Collect rope](#) and deposit it into the NW catapult
- Touch [snow forts](#)
- Take Catapult when 6/6
- Pull lever in Gulag
- [Defeat mobs](#) for Flames to melt and collect bots
- Defeat [Personal Daemon](#)

Daemon Hitter

- Stand under the **Green Banner** to start
- [Collect rope](#) and deposit it into the NE catapult
- Touch [snow forts](#)
- Take Catapult when 6/6
- Pull lever in Gulag
- [Defeat mobs](#) for Flames to melt and collect bots
- Defeat [Personal Daemon](#)



Divine Cabalist Decks + Stats

Cabalist 1

10k+ HP
 Your Schools Damage Cap
 40%+ Pierce to Your Own School
 40+ Resist
 10% Life Accuracy, Your School
 Accuracy
 3-piece Shadow Gear
 100% Power Pip
 Cantrip 7 Required
LIFE MASTERY

Your Schools Fast Animation Hit + 2 pip Cleanup



Available
Schools



Cabalist Storm

10k+ HP
 207 damage
 56+ pierce
 40+ Resist
 35% Storm Accuracy, 20% Myth
 Accuracy
 3-piece Shadow Gear
 100% Power Pip
 Cantrip 7 Required
MYTH MASTERY

Your Schools Fast Animation Hit + 2 pip Cleanup



Available
School



Cabalist Team Objectives

Cabalist 1

- Stand under the **Purple Banner** to start
- Defeat incoming mobs before they reach the catapult
- Take Catapult when 6/6
- Pull lever in Gulag
- Touch snow forts
- Defeat Divine Cabalist

Cabalist Storm

- Stand under the **Blue Banner** to start
- Defeat incoming mobs before they reach the catapult
- Take Catapult when 6/6
- Pull lever in Gulag
- Touch snow forts
- Defeat Divine Cabalist

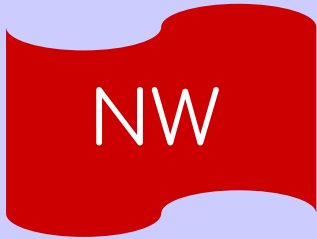


PHASE 1

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)

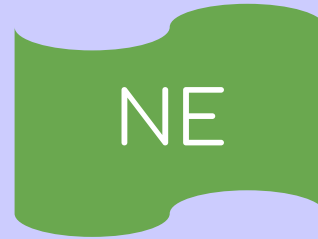


STARTING HERE:

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.



Cannons 1 post

Phase 2 Pulling Locations



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

- 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 cantrip 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)

Oblong 1
(5)

East Puller
(6)

Cabalist Storm
(14)

Oak 1
(7 + 9)

West Puller
(8)

Daemon 2
(1)

Oblong 2
(2)

Cannons 1
(3)

Cabalist 1
(13)

Oak 2
(10+11)

Cannons 2
(12)



PHASE TWO

Getting Bots and Killing Bosses



Robot Collection

Both Daemon team members will defeat Dogs of War (Myth) or Dark Cloud Agents (Storm) atop the gulag.

Please be aware that mobs can continue to join the sigil even if the enemies die, so make sure to only hit when an enemy CANNOT leak into the fight.

After killing a group of enemies, an eternal flame will drop which can be placed into braziers located in the diagonal quadrants of the gulag to summon Robots.

The robots you will be collecting are Mr. Frozen (North-East **Daemon 2**) and Old Kernel (South-West **Daemon 1**).



Dog of war



Dark Cloud Agent



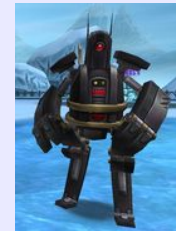
Eternal Flame



Brazier to unfreeze Robot



Frozen Robot



Unfrozen Robot



Gulag Fights

Personal Daemon (Pro Gamer Version)

	Daemon 1	Daemon 2
1	Pass	Empower
2	Pass	Scarab
3	Hydra B	Chimera A/Scarab
4	Pass	Pass
5	Pass	Legion Shield

Time Daemon and Cabalist to finish within 3 minutes of each other!

If Scarab Breaks Trap Turn 2, Daemon 2 Scarab, otherwise Chimera

Daemon 2 use all 20 seconds of the picking timer!



Divine Cabalist

	Cabal Storm Discards: Bats + Do-Daga	Cabal 1 Discards: Fast Hit + 2 pip hit
1	Pass	Pass
2	Pass	Pass
3	Pass	Pass
4	Pass	Pass
5	Pass	TC Donate Power Storm
6	Triton B	TC Donate Power Cabal Storm
7	TC Triton B	Reap The Whirlwind Storm
8	TC Myth King Art B	Dark Surge Storm
9	Dark Surge Self	Taunt
10	Frenzy	Tawaret Storm
11/12	TC Donate Power Supp	IC Darkwind

12/13	Thundering Jinn	Tawaret Storm
13/14	Thundering Jinn	Pass

Start Divine Cabalist
when Daemon starts

Pass if going
first. Continue if
Cabalist first.

Time Daemon and
Cabalist to finish
within 3 minutes of
each other!



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



If you're cold, they're cold

Divine Cabalist

	Cabal Storm Discards: Bats + Do-Daga	Cabal Sup Discards: Fast Hit + 2 pip hit	12/13
1			13/14
2			
3			
4			
5			
6			
7			
8			
9			
10			
11/12			

Start Divine Cabalist
when Daemon starts

Pass if going
first. Continue if
Cabalist first.

Time Daemon and
Cabalist to finish
within 3 minutes of
each other!



Personal Daemon

	Daemon Support	Daemon Storm
1	Dual Shield Daemon Storm	Blood Bat B
2	TC Storm Trap	IC Storm Trap
3	Rebirth B	Blood Bat B
4	Pass	Shrike
5	Darkwind/IC Darkwind	Thundering Jinn
6	Dual Shield Daemon Storm	Storm Trap
7	TC Storm Trap	Blood Bat B
8	Dark Surge Daemon Storm	Blood Bat B
9	Rebirth B Daemon Storm	Shrike
10	Darkwind/IC Darkwind	Thundering Jinn

Send Legion Shield 3 FIRST then
Legion Shield 2 Turn 4 Animations

Support 1, if going BEFORE
Daemon on R5 DARKWIND, if
going AFTER Daemon on R5
IC DARKWIND!!!

Time Daemon and
Cabalist to finish
within 3 minutes of
each other!



Poison Oak

	Oak 1	Oak 2
1	TC Offschool Blade Self	TC Offschool Blade Self (3 gold 1 white)
2	Thunder Snake Path B	Thunder Snake Path B (4 gold)
3	TC Offschool Blade Self	TC Offschool Blade Self (5 gold)
4	TC Thunder Snake Path B	TC Thunder Snake Path B (5 gold)
5	IC Reaver Blade Self	IC Reaver Blade Self (6 gold)
6	Your School Blade Self	Your School Blade Self (7 gold)
7	Gambit Setup/Pass	Gambit Setup/Pass
8	Gambit Setup	Gambit Setup
9	Your School Bubble*	Attenuate
10	Shrike	Shrike
11	Gambit Hit	Your School Bubble*
12	MESSAGE SCUTTLE FOR 80K CROWN CODE	Gambit Hit

Gambits For Each School:

Fire: Offschool Myth, follow Myth Instructions

Ice: Scion of Ice (2x Dual Shield Self (Legend/Thermic Shield)

Life: Scion of Life (Rebirth Path B)

Death: Scion of Death (2x Dual Shield Self (Legend/Thermic Shield)

Myth: Phantastic Jinn (2x Dual Shield Self (Legend/Thermic Shield)

School With Slight Deviation From General Guide:

Balance: B-yth (Refer To Myth Above)

Blades are TC Myth Blade, IC Omen

40% Myth Blade, Tear Myth Blade, IC

DragonBlade, IC Time of Legend

INSTEAD of Thunder Snakes.

NOTE: Does NOT work with LIFE,

REQUIRES ICE to carry IC Balefrost

Poison Oak

	Oak Life	Oak Storm (Life Mass)
1	Energy Blade Storm (1 gold 1 white)	Flood Blade (2 gold 1 white)
2	IC Storm Blade Storm	Imp (3 gold 2 white)
3	Threefold Fever	Storm Blade Self
4	Energy Attenuate	Pass
5	IC Darkwind	Frenzy
6	Infection	Shrike
7	IC 25% Bladestorm	Turmoil Oni

Gambits For Each School:

Fire: Infernal Oni (LIFE MASTERY + Rebirth Path B)

Ice: Scion of Ice (2x Dual Shield Self (Legend/Thermic Shield)

Life: Scion of Life (Rebirth Path B)

Death: Scion of Death (2x Dual Shield Self (Legend/Thermic Shield)

Myth: Phantastic Jinn (2x Dual Shield Self (Legend/Thermic Shield)

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