

Ghastly Conspiracy Guide

Periwinkle Squad

Inspired By DB+GB, AD, and RR Guides

Cooked by scuttle, smith, al, cam, auraa, arthur, and smithling

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ROSTER BREAKDOWN

Left Side Team

Mime 1
Mime 2
Retri Hitter
Herring Hero

Right Side Team

Support 1
Support 2
Storm 1
Storm 2**

**Requires weaving
Purple = Must be Storm
Green = Must have Life Mastery



STREETS BREAKDOWN

Left Side

- 1st Street: Coin Chests
- 2nd Street
 - Upper: Laser Maze
 - Lower: Token Fights
- 3rd Street
 - Upper: Bomb Toss
 - Lower: Poly Fight
- 4th Street: 4v4 Aura Fight
- 5th Street: Herring + Cantrip Fights



Right Side

- 1st Street: 2v1 Fights
- 2nd Street
 - Upper: Oil Evidence
 - Lower: 1v1 Fights
- 3rd Street
 - Upper: Bomb Toss
 - Lower: Hacked Automaton
- 4th Street: 2v2 Fights
- 5th Street: Ghastly

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%

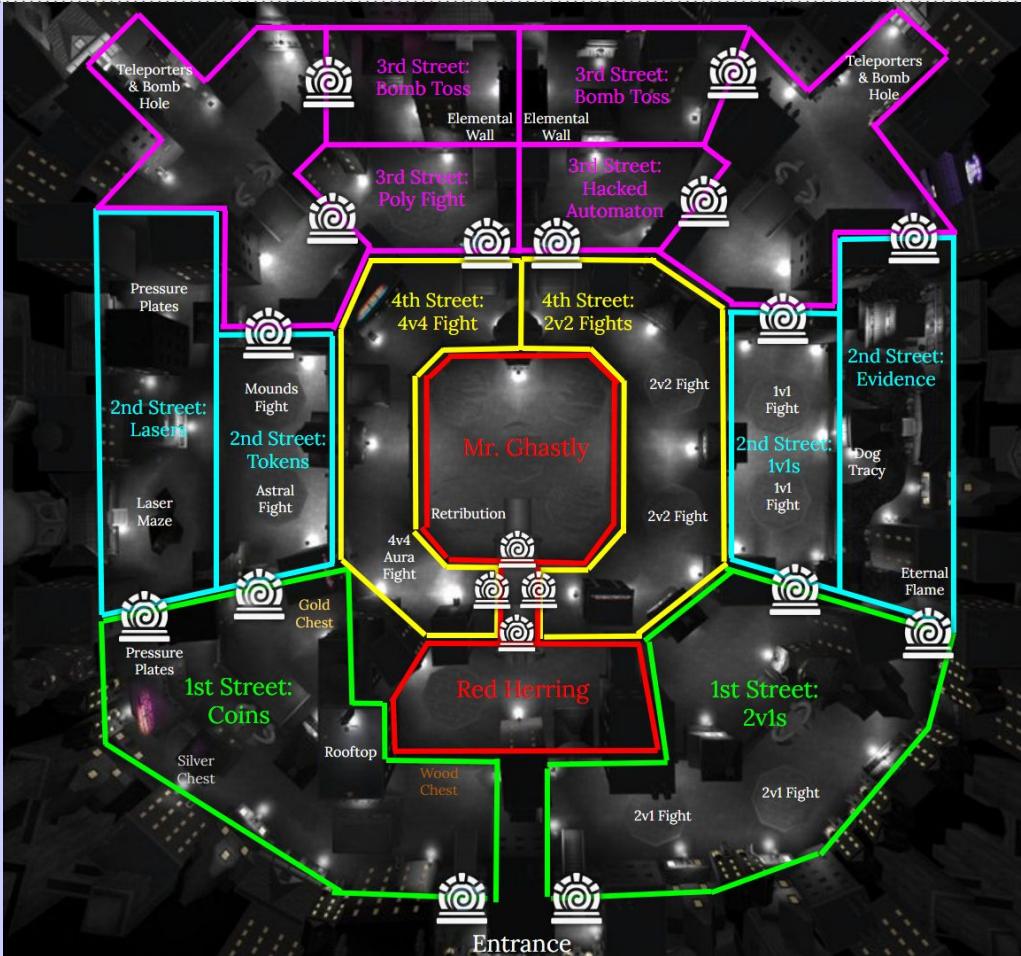


Level 170 Off-School Damage Caps

	207%	207%	207%	207%	207%	207%	207%
	136%	195%	195%	195%	195%	195%	195%
	83%	129%	176%	176%	155%	170%	170%
	86%	132%	180%	180%	158%	173%	173%
	112%	166%	195%	195%	195%	195%	195%
	105%	157%	202%	202%	185%	202%	202%
	97%	147%	190%	190%	174%	190%	190%



MAP



Credits:
Amber Dragons X



ROLES - RIGHT SIDE

Support 1

- 1st St - [Dice Fight](#)
- 2nd St - [Oil Evidence](#)
- 3rd St - [Bomb Toss](#) + [Hacked Automaton](#)
- 4th St - [Myth/Death 2v2](#) + [Touchstone](#)
- 5th St - [Mr. Ghastly](#)

Support 2

- 1st St - [Dice Fight](#)
- 2nd St - [Oil Evidence](#)
- 3rd St - [Hacked Automaton](#)
- 4th St - [Storm/Ice 2v2](#) + [Touchstone](#)
- 5th St - [Mr. Ghastly](#)

Storm 1

- 1st St - [Dice Fight](#)
- 2nd St - [Solo Fight](#)
- 3rd St - [Bomb Toss](#) + [Hacked Automaton](#)
- 4th St - [Myth/Death 2v2](#) + [Touchstone](#)
- 5th St - [Mr. Ghastly](#)

Storm 2

- 1st St - [Dice Fight](#)
- 2nd St - [Solo Fight](#)
- 3rd St - [Hacked Automaton](#)
- 4th St - [Storm/Ice 2v2](#) + [Touchstone](#)
- 5th St - [Mr. Ghastly](#)



ROLES - LEFT SIDE

Mime 1

- 1st St - [Coin Chests](#)
- 2nd St - [Laser Maze](#)
- 3rd St - [Bomb Toss](#)
- 4th St - [4v4 Aura Fight + Touchstone](#)
- 5th St - [Crime Mime + Red Herring](#)

Mime 2

- 1st St - [Coin Chests](#)
- 2nd St - [1v1s](#)
- 3rd St - [Poly Fight \(Send Cantrip\)](#)
- 4th St - [4v4 Aura Fight + Touchstone](#)
- 5th St - [Crime Mime + Red Herring](#)

Herring Hero

- 1st St - [Coin Chests](#)
- 2nd St - [Laser Maze](#)
- 3rd St - [Bomb Toss](#)
- 4th St - [4v4 Aura Fight + Touchstone](#)
- 5th St - [Red Herring](#)

Retri Hitter

- 1st St - [Coin Chests](#)
- 2nd St - [1v1s](#)
- 3rd St - [Poly Fight \(Take Poly\)](#)
- 4th St - [4v4 Aura Fight + Touchstone](#)
- 5th St - [Retribution + Red Herring](#)



Role Decks

Storm 1 + Storm 2 Decks

Storm 1

10,418 HP
207 Damage
59 Pierce

50+ Res
35 Accuracy
100% Power Pip
Cantrip 3 Required, 7 Preferred
2 Outgoing Pins

SET SCHOOL
PIP TO:



Available School:



Storm 2

10,418 HP
207 Damage
59 Pierce

50+ Res
35 Accuracy
100% Power Pip
Cantrip 3 Required, 7 Preferred
2 Outgoing Pins

SET SCHOOL
PIP TO:



Support 1 + Support 2 Decks

Available Schools:



Support 1

SET
SCHOOL
PIP TO:



High HP (11k+)
High Res (60+)
10 Life Accuracy, LIFE MASTERY
100% Power Pip
Pinewood Deck
Cantrip 3 Required, 7 Preferred
150+ Archmastery Rating
2 Outgoing Pins



Support 2

SET
SCHOOL
PIP TO:



High HP (11k+)
High Res (60+)
10 Life Accuracy, LIFE MASTERY
100% Power Pip
Cantrip 3 Required, 7 Preferred
2 Outgoing Pins



Mime 1 Deck

Available Schools:



Wand	Your School Burst Hit*	Your school trap	Your school bubble	Your school 6-pip	Pack x2 Ele Weakness if Storm Pack 4 and 2-pip hits if not Storm
PHANTASTIC JINX	MYTH TRAP	TIME OF LEGEND	STONE COLOSSUS	STONE COLOSSUS	DREAM SHIELD
75% 1120 ⚠ or Gambit 4 : 1730 ⚠	100% +30% to next ⚠ spell	26 +25% ⚠	80% 560-640 ⚠	80% 560-640 ⚠	100% -70% next ⚠ & ⚠
SCION OF ICE	ICE TRAP	BALEFROST	WINTER MOON	WINTER MOON	DREAM SHIELD
75% 900 ⚠ or Gambit 4 : 1625 ⚠	100% +30% next Inc. spell	100% +25% ⚠	75% 645 ⚠	75% 645 ⚠	100% -70% next ⚠ & ⚠
DOOM ONI	DEATH TRAP	DEADZONE	WRAITH	WRAITH	DREAM SHIELD
80% 1055 ⚠ or Gambit 4 : 1640 ⚠	100% +30% to next ⚠ or ❤ spell	100% +25% ⚠	85% 500 ❤	85% 500 ❤	100% -70% next ⚠ & ⚠
SUPER FLUX	TURMOIL ONI	STORM TRAP	DARKWIND	TRITON	ELIXIRAL WEAKNESS
100% 180 ⚠	65% 1255 ⚠ or Gambit 4 : 2145 ⚠	100% +30% to next ⚠ spell	100% +25% ⚠	70% 795-875 ⚠	100% -30% to next ⚠ & ⚠ spell
100% 180 ⚠	65% 1255 ⚠ or Gambit 4 : 2145 ⚠	100% +30% to next ⚠ spell	100% +25% ⚠	70% 795-875 ⚠	100% -30% to next ⚠ & ⚠ spell

Meet damage/pierce caps of your school
100% Power Pip
100% Accuracy



*Burst Hits:
Ammut
Primal Oni
Niles

CANTRIPS:
Level 3 Required, 5+ Preferred

REVEAL INVISIBLE	MAGIC TOUCH	BORN OF PLENTY / 2	HEALING IV	MANA II
2 ? Make nearby invisible players or objects visible	1 5 Send a particle of Energy towards a target	30 500 ❤ Heal Radiance that gives 4725 Health over 90s	40 10 Mana Radiance that gives 150 Mana over 60s	



Mime 2 Deck

Available Schools:



Meet damage/pierce caps
of your school
100% Power Pip
100% Accuracy

*Burst Hits:
Ammut
Primal Oni
Niles



Burst Hit*

Your school blade

Your school bubble

6 Pip Clean Up Hits

Wand



Herring Hero Deck

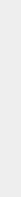
Available Schools:



School blade (IC
45% for Ice,
Weaving
Blade for
Life)



Gambit Hit
Turmoil Oni
Kelvin
Phantastic Jinn
Doom Oni
Primal Oni



Replace with 1 tri-spear + wand hit + bubble
if Life, pack TC Shield + 1 Threefold

CANTRIPS:
Level 3
Required, 5+
Preferred



Stat Reqs

Health Cap

Damage Cap

Pierce Cap

50+ Storm Resist

100% Accuracy

100% Power Pip

Retri Hitter Deck

Available Schools:



Your school blade (Need 45% Blade if Death/Ice or IC Dark Pact/Weaving Blade if Life)

Your school bubble

Gambit Hit:
Turmoil Oni
Primal Oni
Doom Oni
Phantastic Jinn
Iceburn Jinn

6+ Pip Hit:
Triton
Centaur
Wraith
Minotaur/Button Minotaur/Button Tom Colossus

4-5 Pip Hit:
Stormzilla
Seraph
Skeletal Pirate
Blight Hound

Lightning Bats
Leprechaun
Ghoul
Troll
Snow Serpent

NEED IF LIFE HITTER

NEED IF ICE HITTER

Stat Reqs

Health Cap
Damage Cap
Pierce Cap
100% Accuracy
100% Power Pip

CANTRIPS:
Level 3
Required, 5+ Preferred



Right Side
Combat

FIRST STREET - DICE FIGHTS

Use the “Roll Dice” cantrip on the two floating dice to summon enemies. Fight them in teams of 2 (strategies on next slides).



FIRST STREET - ENEMIES: THUGGIES (1 OF 3)

	 	Thuggie Mugger 16,510 HP
	Support	Storm
1	Elemental Weakness	Storm Blade
2	Spirit Weakness	Pass
3	Attenuate	Frenzy
4	IC Darkwind	Turmoil Oni

	 	Thuggie Ambusher 12,475 HP
	Support	Storm
1	Pass	TC Empower
2	IC Darkwind	Storm Trap
3	Wand Hit	Storm Owl
4	Storm Trap	TC Empower
5	Pass	Pass
6	Pass	Turmoil Oni



FIRST STREET - ENEMIES: DINGOES (2 OF 3)

	 	Wayward Dingo 13,375 HP
	Support	Storm
1	TC Empower	Pass
2	IC Darkwind	TC Empower
3	Rebirth B (Storm)	Thundering Jinn
4	Wand Hit/Pass	TC Empower
5	Wand Hit/Pass	Storm Owl

	 	Fugitive Dingo 29,570 HP
	Support	Storm
1	TC Empower	Pass
2	IC Darkwind	Storm Blade
3/4	**Rebirth B (Storm)/Pass	Frenzy
4/5	Attenuate	**Thundering Jinn/Owl
5/6	Pass/Rebirth B	TC Empower
6/7	Pass	**Thundering Jinn/Owl

*Rebirth on a turn that you go first. If you have traps on you, DON'T Rebirth and Storm does OWL instead.



FIRST STREET - ENEMIES: DINGOES (3 OF 3)

	 	Lost Dingo 16,925 HP
	Support	Storm
1	Pass	TC Empower
2	IC Darkwind	Storm Trap
3*	Wand Hit/Pass	Storm Owl/Pass
4	Pass/Wand Hit	Pass/Storm Owl
5	Storm Trap	TC Empower
6	Wand Hit	Turmoil Oni



*Get turn order so you can go 2nd on hit turn (if Support would be before Dingo, pass)

	 	Banished Dingo 15,160 HP
	Support	Storm
1	Spirit Weakness	Pass
2	Elemental Weakness	TC Empower
3	IC Darkwind	Storm Owl
4	Pass	TC Empower
5	Pass	Pass
6	Pass	Storm Oni



SECOND STREET - EVIDENCE AND 1V1 FIGHTS

The Upper 2 players will collect different types of Evidence. Turning them in to Dog Tracy will send spells into the 2 Lower fights.

The Evidence Collectors will mainly be collecting Forensic Evidence - ****DO NOT TOUCH THE FIRE IT HURTS OW OW MY SKIN**** - to send a HoT to gambit

Let the players doing the fights know when Dog Tracy has 2/3 Forensic Evidence and both Collectors have 1 in hand. Only then will they pull the enemies, to receive the spells as early in the fight as possible. Collectors should wait until the “Gained Power Pip” text pops up to deposit the third Evidence to make sure the fighters get the sent HoT. Then collect more Evidence to send a minimum of 3 spells into the fights.



Credit: AD X



SECOND STREET - ENEMIES



Kitty Criminal

Have supports send Legion Shield!

Koolakamba Outcast

Grimalkin Robber

Cat Burglar

*Koolakamba Wretch



Feline Thief

Koolakamba Exile

	Blades
1	Storm Blade
2	Attenuate/Pass
3	Jinn if 3rd Dog Tracy

*Ideally Storm 2 fights Balance-Life

	Traps
1	Storm Trap
2	Stall + Pass
3	Jinn if 3rd Dog Tracy

Wait to pull until the first Dog Tracy is $\frac{2}{3}$ and both collectors have an evidence with them.

On the 2nd or 3rd turn at the latest, you should get your 3rd HoT from Dog Tracy to gambit.



THIRD STREET - BOMB TOSS

Don't Explode.



Upper players take turns passing a Mana Bomb back and forth using a cantrip. It slows you down and hurts if you hold onto it too long (~10 seconds).

Storm breaks fire wall and Fire breaks ice wall

Throw it into the hole in the wall to trade with the other side and get the school of Bomb that destroys the elemental wall blocking your path.



THIRD STREET BOSS - HACKED AUTOMATON



Hacked Automaton
20,000 HP

*Pull BOSS, Bomb Tossers send Horn of Plenty 2 if needed

	Support 2	Storm 2	Support 1	Storm 1
1	Attenuate <u>Minion</u> (Spirit Weakness <u>boss</u> if Death minion)	TC Empower	<u>Bomb Toss</u>	<u>Bomb Toss</u>
2	TC Storm Blade <u>Storm 2</u> (Wand hit <u>boss</u> if Death minion)	Turmoil Oni <u>Minion</u>	<u>Bomb Toss</u>	<u>Bomb Toss</u>
3	Spirit Weakness <u>if first/Rebirth B</u> <u>Storm 1</u>	TC Legion Shield	TC Storm Blade <u>Storm 1</u>	Frenzy
4	Spirit Weakness/Rebirth B <u>Storm 1</u>	Typhoon Atten	IC Darkwind	Jinn



FOURTH STREET - 2v2 ENEMIES + COUNTERS

	 Inzinzebu Freelancer 5,410 HP	 Night Scratcher 6,430 HP
	Support 1	Storm 1
1	Pass	Pass
2	Wand Hit off Shield/Pass	Pass
3	IC Darkwind	Storm Trap (Death)
4	Storm Trap (Myth)	Storm Owl (Death)
5	Rebirth B (Storm 1)	TC Empower
6	Attenuate	Thundering Jinn (Myth)

Stagger join so the support takes up all the aggro, saving the storm from weaknesses and damage for most of the fight.

Attack Death once it does a HoT, DoT, or Trap

Attack Myth once it does a Blade, HoT, or Weakness

Kill Death first so you can gambit Jinn

CALL OUT TO LEFT SIDE WHEN ONE OF THE FOLLOWING IS CAST, do NOT kill before one is cast:



uses a: HoT, DoT, or Trap



uses a: Blade, HoT or Weakness



FOURTH STREET - 2v2 ENEMIES + COUNTERS

	 Big Bully 5,960 HP	 Wing Brotherhood Privateer 8,875 HP
	Support 2	Storm 2
1	Storm Trap (<u>Storm</u>)	TC Empower
2	Wand Hit off Shield/Pass	Pass
3	IC Darkwind/TC Cleanse + extra turn	Storm Owl (Storm)/Pass + extra turn
4	Rebirth B (Storm 1)	Storm Trap (<u>Ice</u>)
5	Pass	Pass
6	TC Shatter	Thundering Jinn (<u>Ice</u>)

Stagger join so the support takes up all the aggro, saving the storm from weaknesses and damage for most of the fight.

Attack **Storm** once it uses a Trap, Shield, or DoT

Attack **Ice** once it uses a Blade, HoT, or DoT

Kill Storm first so you can gambit Jinn

CALL OUT TO LEFT SIDE WHEN ONE OF THE FOLLOWING IS CAST, do NOT kill before one is cast:



uses a: DoT, Trap, or Shield



uses a: HoT, Blade, or DoT



Left Side Combat
+ Puzzles

FIRST STREET - COIN CHESTS



ONE PLAYER - SMOKESTACKS



THREE PLAYERS - FIND TOKENS

- While in pet mode, one player will enter a small hole. They will be teleported to the smokestacks.
- Step on the pressure plate to reset the tokens scattered around the map. Call out what each token is, and the other 3 players will find/deposit the tokens into the correct chest.
- Tokens will disappear from the smokestacks as they are finished.
- Repeat 3 times
- Try to refresh every 15-20 seconds if everyone is OK with it!!



SECOND STREET - LASER MAZE + TOKEN

- 2 Players will go to the left gate and begin the maze.
- One player will be trapped in the maze; the other will be near pressure plates. There are 4 colored pressure plates at the beginning of the maze, with 1 being locked/unusable.
- Standing on a pressure plate removes the matching color lasers in the maze. Coordinate to free the trapped player.
- Aim for the middle of the maze and use reveal invisible at the marked spot to get the token for the other team's gate.
- If the other team finishes early, they should hold the pressure plates down at the end of the maze to help players get across.



SECOND STREET - 1v1 FIGHTS

	Fire Moo (No Traps, No Shields)	Storm Moo (No Overtimes)	Life Moo (No Traps, No Dots)	Myth Moo (No Shields, No Weaknesses)
Fire Hitter (Use these buffs)	Ammut Blade, Frenzy, Attenuate	Ammut Blade, Frenzy, Attenuate	Ammut Blade, Frenzy, Atten, Bubble	Ammut Blade, Frenzy, Attenuate
Ice Hitter (Use these buffs)	Scion of Ice Blade, Frenzy, Attenuate	Scion of Ice Blade, Frenzy, Attenuate	Scion of Ice Blade, Frenzy, Attenuate	Scion of Ice Blade, Frenzy, Attenuate
Storm Hitter (Use these buffs)	Oni/Triton Blade, Frenzy, Attenuate	Oni/Triton Blade, Frenzy	Turmoil Oni Blade, Frenzy	Triton Blade, Frenzy, Attenuate
Balance Hitter (Use these buffs)	Chimera B Blade, Frenzy, Attenuate	Chimera B Blade, Frenzy	Chimera B Blade, Frenzy, Atten, Bubble	Chimera B Blade, Frenzy, Attenuate
Life Hitter (Use these buffs)	Primal Oni Blade, Frenzy, Attenuate	Primal Oni Blade, Frenzy	Primal Oni Blade, Frenzy, Atten, Bubble	Primal Oni Blade, Frenzy, Attenuate
Myth Hitter (Use these buffs)	Phantastic Jinn Blade, Frenzy, Attenuate	Phantastic Jinn Blade, Frenzy, Attenuate	Phantastic Jinn Blade, Frenzy, Atten, Bubble	Phantastic Jinn Blade, Frenzy, Attenuate
Death Hitter (Use these buffs)	Doom Oni Blade, Frenzy	Doom Oni Blade, Frenzy	Doom Oni Blade, Frenzy, Attenuate	Doom Oni Blade, Frenzy

Chart by Roaring Raptors

Prayer Wheels

- Token Fights Provide 1
- Mounds Provide 1
- Laser Maze Team Provides 1

Mounds

- Have the Cantripper for Poly 1v1 pickup mounds in pet mode



THIRD STREET - POLY 1v1 + BOMB TOSS



No HoTs or
DoTs



No Traps or
Shields



No Blades or
Weakness



- Following roshambo, support sends in hanging effect via cantrips for Quartermane to gambit
- Cantrips come from pet mounds (spam click them)
- Suggested fight order: Send cantrip gambit → base attack any shields / weaknesses off → use 2 pip

Other Hit Spells (Gambit off of Enemy Hanging Effects)



FOURTH STREET - POLY 4v4

	Player with Most HP	Any Player	Any Player	Any Player
1/2	Pass 2 turns + Bubble (optional)			
3	Counter/Pass	Counter/Kill	Counter/Kill	Counter/Kill
4	Counter/Pass	Counter/Kill	Counter/Kill	Counter/Kill
5	Counter/Pass	Counter/Kill	Counter/Kill	Counter/Kill
6	Counter/Pass	Counter/Kill	Counter/Kill	Counter/Kill



DoT, Trap, or Shield



HoT, DoT, or Trap



HoT, Blade, or DoT



Blade, HoT, or Weakness



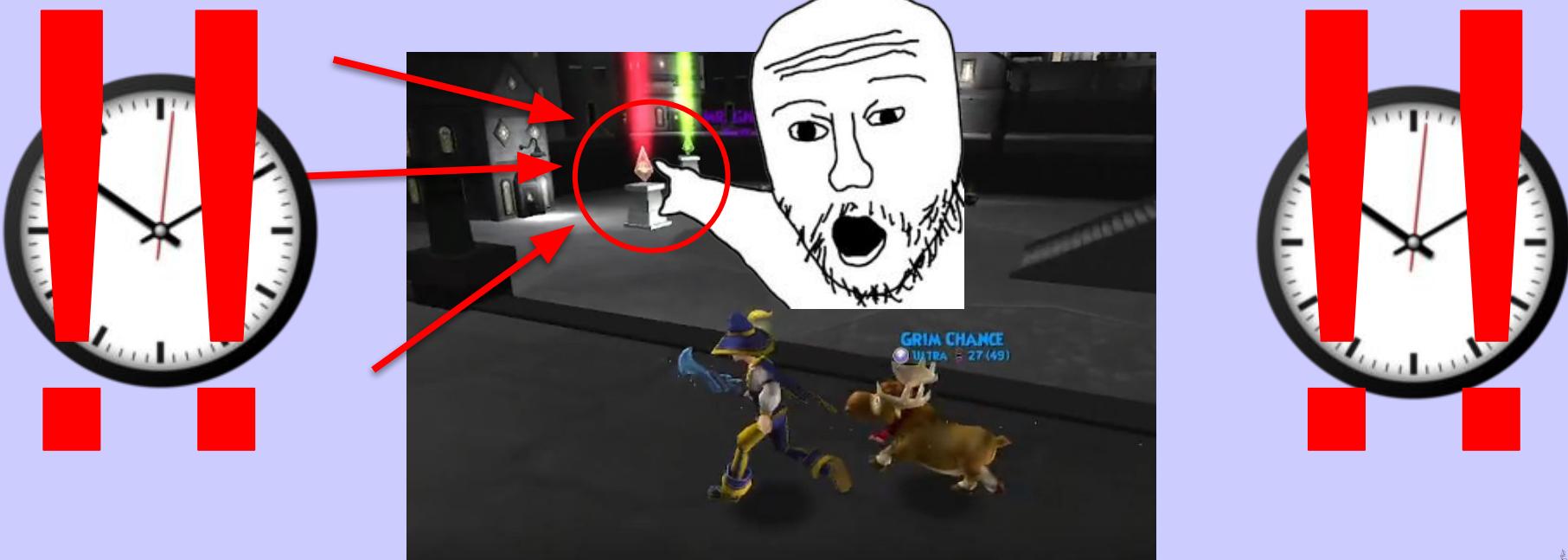
- Combat team will call the hanging effect to use on each enemy by their school
- Player with most HP will be polymorphed and have access to every hanging effect of the target school (e.g. storm shield for storm)
- Use the called effect on yourself or the school you have and they will remove their aura



Street 5
Touchstones +
Bosses

EXTRA TIME! - BALANCE ATTUNEMENT STONE

When you reach 4th Street, magic touch the Balance Attunement Stone in the center next to Mr. Ghastly. Once all 8 raiders touch it, it will un-attune and provide 6 extra minutes to complete the raid.



TOUCHSTONES

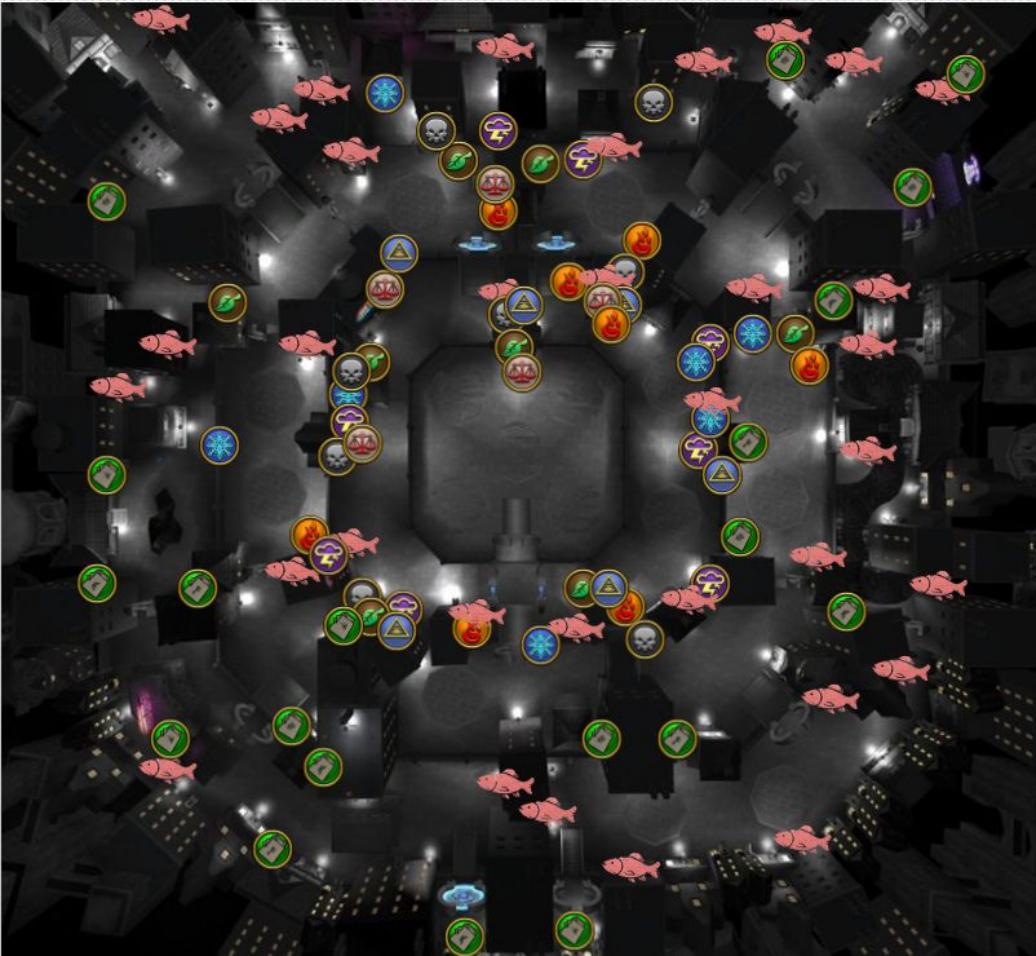
After both sides finish street 4, they get what they always wanted: TO STAND ON ONE BIG DRUM. The penultimate section of the raid begins!

In this section, you will be looking for school token stones that correspond to your school. Once everybody has found and Touched a stone of their school, the final section of the raid will be opened. They suck to reach; the devs put them high up on walls.

See their locations on the next slide.



TOUCHSTONES MAP



TOUCH STONE LOCATIONS

- Fire
- Ice
- Storm
- Myth
- Life
- Death
- Balance

POSSIBLE FISH LOCATIONS



OUTSIDE SPELL EVIDENCE LOCATIONS



Credits:
Roaring
Rapto

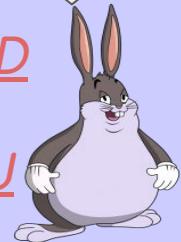


Special PSA for the Mr. Ghastly Fight:

DO NOT USE ANY CANTRIPS ON THE MR. GHASTLY FIGHT!!!

HE WILL REMOVE EVERY HANGING EFFECT ON HIMSELF AND THE ENTIRE PARTY AND THEN (probably) HEAL HIMSELF TO FULL. YOUR TEAM WILL BE VERY UNHAPPY WITH YOU IF YOU CAUSE THAT TO HAPPEN.

Mmm!
Delicious
Cantrips



YOU'RE GONNA HAVE A BAD TIME IF YOU CANTRIP ON MR. GHASTLY.

-ArthurCaeorem



MR. GHASTLY MECHANICS

Mr. Ghastly will “disguise” himself as a school, and the goal of this phase is to knock him out of the disguise while setting up your hitting turn.

To knock him out of the disguise you either have to hit him with the school that hard counters the school he is disguised as (shown on the next slide) or a random player will be given a card that costs 1 school pip that will correspond to that school, which when used on Ghastly, will knock him out of the disguise. Hitting him with the wrong school will do no damage (this may not be true, will correct)





FINAL BOSS - MR. GHASTLY

117,750 HP



Discard:
Imp
Attenuate
Storm Trap
Darkwind

Discard:
Storm Owl
Storm Trap
Storm Blade
Turmoil Oni

Discard:
Wand Hit
Attenuate
Tri Weakness x2

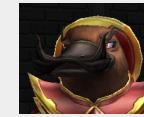
Discard:
Storm Owl
Storm Trap
Turmoil Oni

	Support 1	Storm 1	Support 2	Storm 2
Turn 1	TC Fire Blade <u>Storm 1</u>	Kraken	Pass	Pass
Turn 2	TC Empower	TC Thunder Snake B	TC Fire Blade <u>Storm 2</u>	TC Thunder Snake B
Turn 3 (Support 1 Change Pip!)	Rebirth B (Storm 1 and 2)	Pass	Rebirth B (Storm 1 and 2)	Typhoon Attenuate
Turn 4 (Support 1 Receive Pip!)	Tri Weakness (Ghastly school)	Frenzy	IC Darkwind	Frenzy
Turn 5	Cheat Wand Hit	Thundering Jinn	Storm Trap	Thundering Jinn

*Call Out to Crime Mime team when to send (After Turn 2 picked and Before Turn 5 begins)



MORG (RETRIBUTION) FIGHT

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Retri Hitter	Retri Hitter	Retri Hitter	Retri Hitter	Retri Hitter
Turn 1 Storm Blade	Turn 1 Myth Blade	Turn 1 IC Death Blade	Turn 1 Energy Blade	Turn 1 Elemental Weakness
Turn 2 Frenzy	Turn 2 Bubble	Turn 2 Bubble	Turn 2 Bubble	Turn 2 Elemental Weakness
Turn 3 Attenuate	Turn 3 Frenzy	Turn 3 Frenzy	Turn 3 Spirit Spear	Turn 3 IC Ice Blade
Turn 4 Storm Owl	Turn 4 Attenuate	Turn 4 Attenuate	Turn 4 Attenuate	Turn 4 Bubble
<p>*Start asap, send BEFORE turn 5 animations</p>				
	Turn 5 Jinn	Turn 5 Doom Oni	Turn 5 Frenzy	Turn 5 Frenzy
			Turn 6 Primal Oni	Turn 6 Iceburn Jinn





CRIME MIME FIGHT



Notes:

- Mime 1 sets up a large hit, while Mime 2 spams smaller hits.

 Crime Mime (<u>TOXIC ENVIRONMENT</u>) 7,870 HP		
	Mime 1	Mime 2
Turn 1	Ice/Myth/Death: Dream Shield (Self) Storm: Ele Weakness Other Schools: Pass	Pass
Turn 2	Ice/Myth/Death: Dream Shield (Self) Storm: Ele Weakness Other Schools: Wand	Wand
Turn 3	Bubble	6 Pip Hit
Turn 4	Trap	Pass
Turn 5	Pass	Pass
Turn 6+	Gambitted Hit/Large Burst Hit	6+ Pip Hit

*Start asap, send BEFORE turn 5 animations



5th Street - Secret Boss: The Red Herring



24,140 HP

Receive Retri and Crime Mime

6/7 Strat	Herring Hero	Retri*	Mime 1*	Mime 2*
Turn 1	Storm Shield			
Turn 2	Storm Shield			
Turn 3	TC Elemental Shield			
Turn 4	TC Elemental Shield			
Turn 5	Elemental Weakness			
Turn 6	Elemental Weakness	Join in anims*	Join in anims*	Join in anims*
Turn 7	School Blade/TC Elemental Shield Gambiter	School Blade	School Blade	School Blade
Turn 8	Frenzy/TC Elemental Shield Gambiter	Frenzy	Frenzy	Frenzy
Turn 9	Hit	Hit 9 Pip**	Hit 9 Pip**	Hit 9 Pip**
Turn 10	Herring dead if P1's school	Hit 11 Pip**	Hit 11 Pip**	Hit 11 Pip**

Do Not Join Until T6 Anims



Notes:

- Only 1 school can damage him per run.
- Each turn the herring will say a phrase to reveal 1 of the 6 schools that cannot damage it.
- DO NOT NEGATIVE AURA
- *Retri, Mime 1, Mime 2 ONLY join turn 6 anims if he is vulnerable to their school
- If Primal Oni, Iceburn Jinn, or Scion of Death, add BUBBLE



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ENERGY USAGE EXPECTATIONS

	Street 1	Street 2	Street 3	Street 4	Street 5	Total
Storm 1	5 (portal), 2 (if roll dice)	0	~30-40 (if heal), ~10 (mana bombs)	0	10 (touchstones)	Max: ~60 Min: 15
Storm 2	5 (portal), 2 (if roll dice)	0	~30-40 (if heal)	0	10 (touchstones)	Max: ~50 Min: 15
Support 1	5 (portal), 2 (if roll dice)	24 (if LS1)	~30-40 (if heal), ~10 (mana bombs)	0	10 (touchstones)	Max: ~76 Min: 15
Support 2	5 (portal), 2 (if roll dice)	24 (if LS1)	~30-40 (if heal)	0	10 (touchstones)	Max: ~76 Min: 15
Mime 1	5 (portal)	2 (if lasers)	~32 (if quartermene), ~10 (if balls), ~30 (if heal)	0	10 (touchstones)	Max: ~74 Min: 15
Mime 2	5 (portal)	0	~32 (if quartermene), ~10 (if balls), ~30 (if heal)	0	10 (touchstones)	Max: ~74 Min: 15
Retri Hitter	5 (portal)	2 (if lasers)	~32 (if quartermene), ~10 (if balls), ~30 (if heal)	0	10 (touchstones)	Max: ~74 Min: 15
Herring Hero	5 (portal)	0	~32 (if quartermene), ~10 (if balls), ~30 (if heal)	0	10 (touchstones)	Max: ~74 Min: 15



Changelog

6/14/25 - guide created

6/15/25 - smith added energy usage and cantrips to decks; cam updated left side decks for crime mime and ghastly gambits

6/16/25 - al + smith finalized crime mime

6/19/25 - ghastly changed to 5-turn + no-exploit, ghastly hitter 3 changed to ghastly support

6/20/25 - red herring updated

6/30/25 - ghastly team comp + strat changes, retrи now done solo, herring hero added for ghastly hitter 3

7/19/25 - mime decks updated

7/31/25 - updates to automaton and ghastly strats. support 1 now need pinewood deck

8/2/25 - further updates to right side, particularly automaton, and all right side decks.

