

# skye666's W3-4ty guide

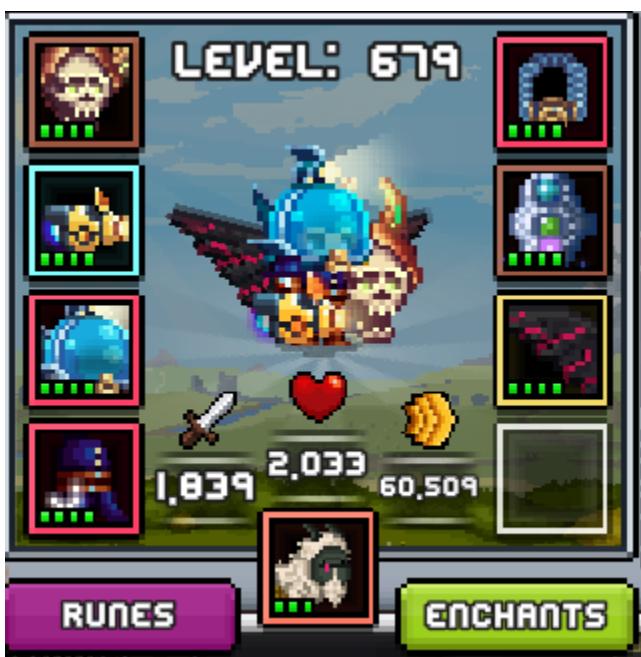
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This was my first attempt at an in tier clear of a d4 and it was a blast! I want to thank BillyIdol, Ember and Barlooow1987 for build suggestions and cheering for me. I also thank past and present [DÀRK] members for carrying my scrawny butt across so much content over the years, you folks are the best!

This guide uses a single build kinda-budget-speed-bait-with-deflect strategy. Let's dig into it!

## The build

### Equipment



The goal for this build is to get a Turn Rate over 750k, Barkskin, an ability to convert next hit to heal, Cleanse and some Deflect, in that order of priority.

All gear is t19 and 100% speed.

Mount: look for a mount with 0 power and max speed. Bonus is not important, Turn Rate is!

Esca Shield: You need this for the 7sp Cleanse team skill.

Uxo Lace: You need this for the Rejuvenate skill.

Exo Jacket: You need this for the Barkskin.

Use whatever you want for Offhand, Head and Ring. Makridi and Thundercracker have the highest speed/power ratio in t19 gear and will be best to max your Turn Rate. Uxo Tank has +5% speed and a stellar Turn Rate contribution. I used Evo for the +5% speed and empower, but I think it would've been better overall with the Makridi Ring's higher Turn Rate contribution.

You also have some leeway for the accessory, but keep in mind only Speed and Deflect are important. I used mirror wings for the 10% Deflect, but you can mix and match with runes and enchantments if you have something else, like a speed acc.

## Runes



Meta: Gael will get your SP flowing, but Kor could also be nice to get you back to full health quickly.

Major: Full Speed (or Deflect, depending on your accessory)

Relic: Boli is the best you can put here. You're only going to get hit and never attack, and SP regen can give you an extra Rejuvenate.

Artifact: Huyrale would be best here for the extra Deflect, but I didn't have the mats to craft it so I used Melgu.

## Enchants



All myth Speed enchantments for me. Again, you can mix and match with Deflect ones depending on your Major Runes and Accessory.

## Team composition

#	NAME	SWORD	HEART	BEE
1	Gello	21,133	31,238	15,227
2	[DARK] skye666	1,039	2,033	60,509
3	Voluspa	20,810	12,594	26,106
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5	Lady Sparkin	14,022	12,959	43,837

Deflect and quick high damage Shock are the bread and butter of this lineup. You can very well use different fams if you don't have those specific ones. I tried with 2 Gellos and 1 Voluspa and found my damage output wasn't high enough to clear Ediblegh's healing/shielding. All fams are fully stabled.

Deflect tank: I used Gello here, but anything with high Stam and high Deflect will do. Put 3 Deflect pumps and a Deflect bone. Chip is not important, but I used a DR one.

Shock DPS: I used Voluspa (I don't have Lerky, yet). It's 2 SP Shock all enemy is gold! I put 2 Empower pumps and 1 DS pump. Bone is % damage while above 75% health bone and Chip is % damage on SP skills. Again, goal is to get the highest damage possible on Shocks as quickly as possible, ideally to clear the bosses, or at least the DPS mob, on the first EMP. The lone DS pump was to stack Shock quicker.

SP pump Support: I used Lady Sparkin mostly for the Enhancement skill, to give SP to Voluspa so it can spam it's 2SP. I gave it 3 Speed pumps, Overhealing to Shields bone and Team SP regen Chip.

## The strategy

There is no specific order to clear the bosses, but you might want to keep Washi for last and max your Shields in the previous encounter as he's the most likely to kill party members.

That said, my winning run had Washi in the very first encounter... so YMMV!

The strategy is roughly the same for everything:

Gello: use the 1SP shield self whenever possible. Rest is not important.

Sparkin': maintain Voluspa above 2 SP. If both Voluspa are above 2SP, aim for Overloading to give Fury to the DPS. Rest will probably be the 0sp heal and attack weakest to build Shields on Gello.

Voluspa: Always aim for the 2SP attack. It has the highest damage of it's Shock skills.

### Mob

Use the Team Composition order. Always start mob fights by using Rejuvenate on Gello, You, Sparkin, and Voluspa, in that order.

You: As long as there's a DPS mob alive, keep your SP up and use Rejuvenate when needed, with the odd 7Sp Cleanse if you can make sure that you have 2 turns to get your SP back before an enemy can attack. When there's only tanks left (Chooc, Pizzananax or Captain Babosha), you can simply spam the 7SP Cleanse to build Shields with the odd Rejuvenate until the fight ends.

### Robosawa

The easiest of the 3 bosses. You simply need to avoid hitting it as much as possible. It will eventually deflect itself to death.

Use the Team Composition order. Start the fight by using Rejuvenate on Gello, You, Sparkin, and Voluspa, in that order.

Gello: be cautious of a 0SP attack on Robosawa as it can trigger it's brain augment.

Sparkin': 0SP is hit weakest, so it should avoid Robosawa for most of the fight and be quite safe to use.

Voluspa: keep an eye on Robosawa's Brain proc when you attack.

You: As long as the boss is alive, keep your SP up and use Rejuvenate when needed, with the odd 7Sp Cleanse if you can make sure that you have 2 turns to get your SP back before an enemy can attack.

## **Dr Ediblegh**

This boss is a pain in the butt! It has a very high Turn Rate and all of its attack skills target Weakest. On top of that, it has a good sustain with healing and shielding, which can be further enhanced by the mob around it.

Use the Team Composition order. Start the fight by using Rejuvenate on You, Gello, Sparkin, and Voluspa, in that order. You'll probably need to put back Rejuvenate on yourself before you finish protecting your fams.

You: Above 750 Turn Rate, you should have 2 turns before Ediblegh acts, so you basically have one turn to Rejuvenate once you've been hit. Don't worry about Cleanse as long as Ediblegh is alive, just keep yourself protected first, then Gello, then Sparkin'. Raise your SP up whenever you have the chance. You have to endure until EMP triggers and hope for the best.

## **Washi**

Another pain in the butt! Washi will hit front 2 with Shock and has a When you hit brain, so there's a high chance he'll just proc everything and wipe half your team.

Use the Team Composition order. Start the fight by using Rejuvenate on You, Gello, Sparkin, and Voluspa, in that order.

Keep everyone Rejuvenated, Gello is probably your first priority. Keep an eye on the Shock stack on Gello and yourself, use the 7SP Cleanse to avoid the EMP, but try to make sure that you have 2 turns to get your SP back before an enemy attacks (though it might not be possible).

If Washi is low on health, see if you can take it out fast with some other attack skill.

## Old list of fams and augments from Z18 D4 by ImJoule, for reference

		Power	Stamina	Agility	Brain	Pumps	Bone	Chip
<b>MaxMax</b> +5% Fire DMG +10% Earth RES		24,2%	14,6%	21,2%	15% chance to attack weakest enemy for 54% when you hit an enemy	18% Fire Damage	Your first attack on an opponent has a 12% increased chance to be empowered	None
<b>Krablam</b> +25% Water DMG +10% Fire RES		12,3%	20,9%	26,8%	15% chance to attack strongest enemy for 80% when you get hit	18% Speed	Your first attack on an opponent has a 12% increased chance to be empowered	8% Heal Bonus
<b>Chooc</b> +10% Electric DMG +25% Water RES		15,2%	35%	9,8%	15% chance to shield team for 20% when you get hit	36% Block Chance	While below 25% health, heals received from skills are 50% more effective	While below 30% health, gain 12% Water Resistance
<b>Gotapatents</b> +25% Fire DMG +25% Earth RES		21,1%	17,7%	31,2%	20% chance to spread heal and shield for 23% per turn	18% Dual Strike	While at full health, SP regeneration increased by 12%	8% of your Healing Skills also generate Shields
<b>Pizzananax</b> +15% Fire DMG +35% Earth RES		18,8%	39%	12,2%	20% chance to shield team for 24% when you get hit	18% Earth Resistance	Your opponents first attack on you has a 12% increased chance to be evaded	Gain 6% Earth Resistance while all teammates are alive
<b>Captain Babosha</b> +50% Water DMG +40% Fire RES		21,8%	37,4%	10,8%	20% chance to spread heal for 48% when you get hit	18% Fire Resistance	12% Redirect chance	Gain 6% Fire Resistance while all teammates are alive
<b>Clonatronix9000</b> +30% Water DMG +10% Fire RES		20,3%	24,4%	25,3%	20% chance to attack closest enemy for 64% when you hit an enemy	18% Dual Strike	Your first attack on an opponent has a 12% increased chance to be empowered	Gain increased damage the higher your target's health percentage is, up to a maximum of 6%
<b>Mooby</b> +35% Electric DMG +10% Water RES		32%	15%	23%	20% chance to attack closest for 64% when you hit an enemy	18% Dual Strike	Your first attack on an opponent deals 12% increased Electric Damage	Electric Damage increased by 12% to enemies below 30% health
<b>Colorteebee</b> +35% Electric DMG +10% Water RES		21,1%	10,2%	38,7%	20% chance to attack weakest per turn	18% Speed	While at full health, SP regeneration increased by 12%	Increases the potency of your Healing Skills by 8%
<b>Robosawa</b> +15% Fire DMG +45% Earth RES		22,8%	45%	12,2%	30% chance to attack strongest for 80% when you get hit	60% Block	Your opponents first attack on you has a 20% increased chance to be evaded	While below 30% health, gain 20% Earth Resistance
<b>Dr Ediblegh</b> +35% Water DMG +15% Water RES		14,3%	22,1%	43,6%	30% chance to spread shield and spread heal for 23% per turn	30% Speed	While at full health, SP regeneration increased by 20%	12.5% Heal Bonus
<b>Washi</b> +25% Electric DMG +25% Water RES		30%	20,5%	29,5%	30% chance to attack strongest enemy for 80% when you hit an enemy	30% Empower	Your first attack on an opponent has a 30% increased chance to be empowered	Electric Damage increased by 20% to enemies below 30% health

Make a copy if you want to save it!

List of fams and augments form Z18 D4 by ImJoule