

Guide to Sacramentum Clear (Skyent and Flamium)

By Ember

Special thanks to BillyIdol, Blanquiito, SuprPurplPan123, and Fyra

Screenshots taken by BillyIdol

First clear with build by Blanquiito

Gear used:

- T20 Skyent Soul (T20 Notorious Beef)
- T19+ Clover
- T17+ Exothermic Jacket (Required)
- T19+ "Give 2 SP to team" Flamium
- Full T20 gear for max ts on familiars
- Gael Meta rune (increased SP regeneration at full health)
- Speed runes and enchants

Accessory used: Divine Ward +3 (Allows me to gain multiple sp from skyent mh 1sp skill)

Only 1 stat distribution was needed

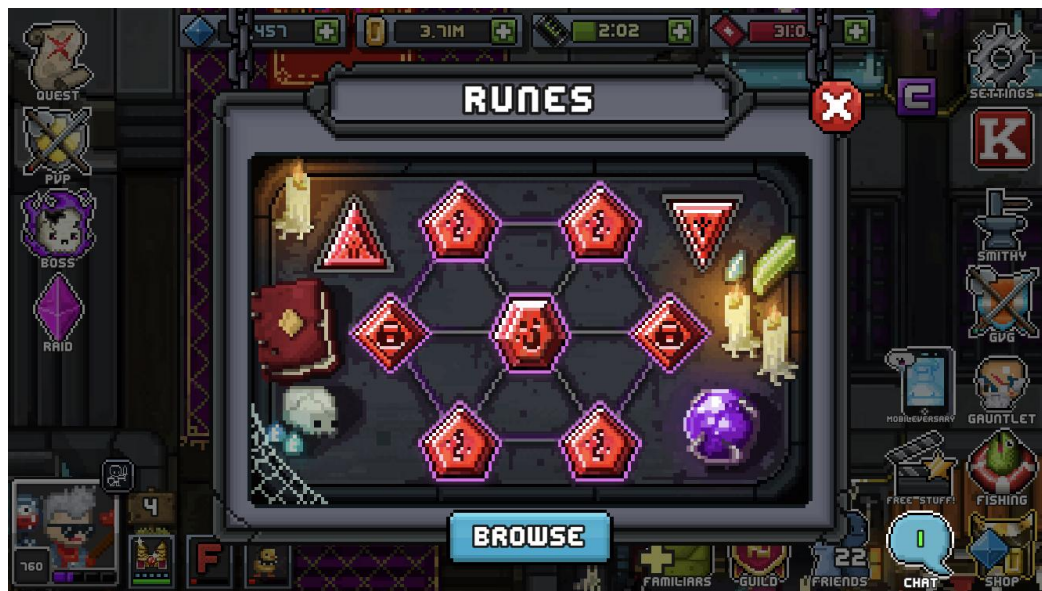
- Stat Distribution: 3.6k / 3.6k / 81k (88.3k ts at 582,361 turn rate)



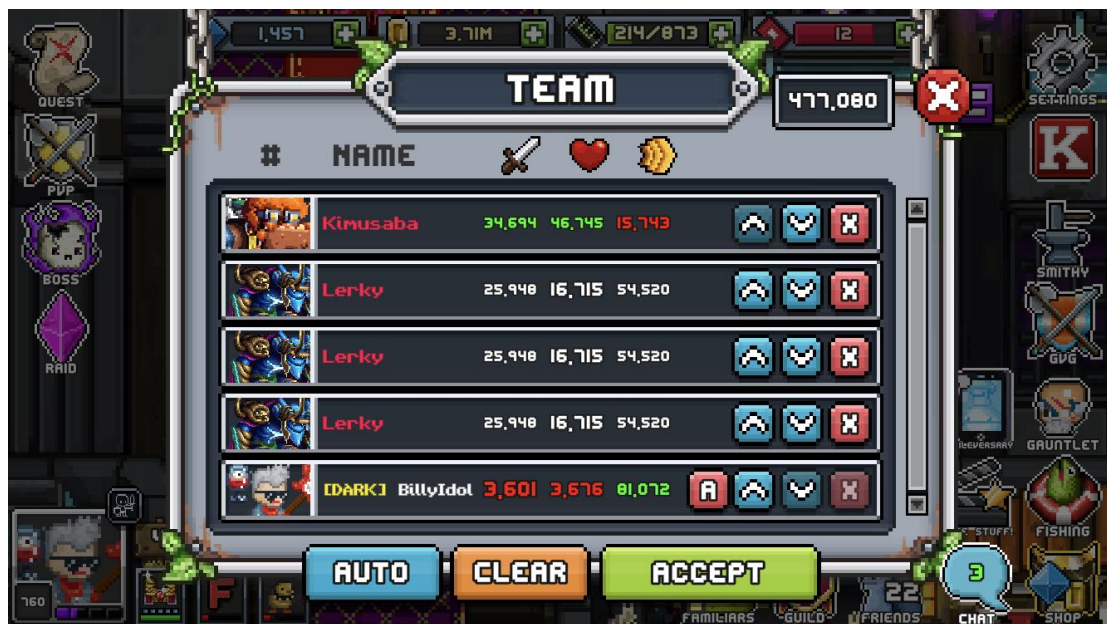
Your turn rate is:
582361

Important Stats/Bonuses: Multihits (dual strike, quad strike), additional speed bonus

- 4 myth speed runes were used to maximize turn rate



Familiars used: Bleeximum/Kimusaba Lerky Lerky Lerky/Sparkin You



Augments highlighted in red are highly recommended to have

(+5) Bleeximum/Kimusaba augments: **Redirect bone**, Gain dr while all teammates are alive chip, 3 dr pumps

(+0) *Lady Sparkin augments*: Heals are more effective while below %, **Healing also produces shields, 3 speed pumps**

(+5) *Lerky augments*: First attack has increased chance to empower, **Skills that cost sp deal increased damage, 2 empower pumps, 1 ds pump**

- Sparkin's fury added additional damage to Lerky and protection/sp when needed
 - Lerky's final 3 skills (shock closest 3, target shock 3x, shock team) are essential skills
 - Bleeximum/Kimusaba's barrier stopped multi-familiar hits (especially Espanior)
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Basics:

- Your main goal as the support is to spam protection as much as possible. The SP Flamium will supply Lerky with the SP so don't worry about giving them SP.
- If using sparkin, use protection when needed and spam fury when everyone is protected
- Bleeximum/Kimusaba is recommended to have for their barrier, which stops multi-hits like coloratrix's 1 sp attack team and Espanior's 0 sp attack closest, weakest, and strongest
- Trash enemies can be worse than the boss, especially when there are multiple of them
 - Coloratrix (shark), Leftraru (knight with hammer), Sarbrin (bleed furthest)
- 3 trash enemies have attack team brains that cancel protection
 - Freh, Leftraru, Coloratrix
- There is no ideal boss order
- Jacket is required

Dungeon Basics:

- Start every encounter off using the 0 sp spread heal skill, then the 1 sp "gain 1 sp". skill. Start using the 2 sp protection skill on any familiar that enemies will hit (check enemy skills).
- Use Sparkin as a backup for protection, giving yourself SP, or for building up fury.
- Skyent's 3/4 cleanse is incredibly helpful when supporting your front tank against bleed (Tomor).

Davidator: Start cycling sp to yourself and get SP Flamium going. If possible, enter the fight with max sp. As soon as you can, use 2 sp protection on yourself. This is mainly to protect against potential trash familiars that are with Davidator. Davidator's 0 sp skill attacks closest, so your front tank should be able to take some damage before needing protection. After protecting yourself, start looking to protect your lerkies next. Because Davidator has a 3 sp attack random nuke, get protection on your middle fams as soon as possible. Davidator should be easy, as he has no multi hit skills and no bleed.

- *TURN RATE: 368,776*



Tomor: Tomor can be deadly with his 1 sp “attack closest 3” skill if you fail to protect your front 2 lerkies. It is highly recommended you enter this fight with max sp to start. Start by using protection on your 2nd position lerkie. Your front tank should be able to eat up Tomor’s 0 sp bleed skill. If sarbrin is present, use protection on yourself. Tomor’s 1 sp closest 3 skill has an auto weight of 20, so there is a good chance he will not use this skill on his 2nd turn. Use your 3rd protection on your 3rd position lerkie, then on your front tank to regain some health. This fight is RNG dependent on what trash enemies you get.

- Deflect tanks work great against Tomor’s bleed
- *TURN RATE*: 363,207



STATS				
#	NAME	TEAM	DAMAGE	DONE
1	Lerky	My Team	9274918	
2	Lerky	My Team	6330293	
3	[DARK] Ember	My Team	4897837	
4	Tomor	Enemy	4609360	

Espanior: Espanior's 0 sp "attack closest, weakest, and strongest" skill will whittle down your front tank considerably when barrier or deflect is not activated. It is highly recommended you enter this fight with max sp to start. Start the fight by using protection on yourself. Use your 2nd protection on your front tank. Like Tomor, Espanior also has a 1 sp "attack closest 3" skill with an auto weight of 20, so use protection on your front 2 lerkies at some point in the fight. Preferably do it near the start so you don't get blindsided when it happens. This fight is extremely RNG dependent on what trash enemies you get because of Espanior's multi hit skills.

- Espanior's brain does not cancel protection, unlike other brains. There is no need to protect your middle familiars when you see it activate
- Barrier is highly recommended to have because of Espanior
- *TURN RATE*: 166,257



Final Thoughts:

Espanior is the toughest of the 3, but Tomor is not far behind. I have had many close runs fail because of Leftraru's attack team brain and "hit weakest" 3x combo, Coloratrix's attack team brain and "attack team" skill, and Sarbrin's bleed furthest skill (FYI bleed bypasses jacket!). Because of this, your success in this D4 will be heavily dependent on what trash enemies you get. *You can also use the Aeneas mainhand/Spear of Escarium and T19 TG mythic neck instead of Skyent soul.*

Good luck!

